

System Design Reflection

The system design assignment involved the use of UML models that would support the creation of a driverless car system. Models used included use case diagrams, class diagrams, sequence diagrams and activity diagrams, with a minimum of three key functions being planned within this.

I came into this assignment with my only knowledge of UML being that what had been gained within this course. I had not used this prior and had zero awareness of it's application. During my study of object oriented programming and UML I was able to quickly identify the benefits of using UML both in the design of software programmes and the general design of business processes. As someone who sometimes can be guilty of rushing into the creation of a product or piece of work without much planning or thought, I found myself excited to utilise a method and system that would encourage me to do this.

Upon reflection after completing this assignment, I believe that my initial hopes and thoughts regarding UML were validated. I found the assignment to be engaging and creative in nature, forcing me to think about each part of the system design and how they link together, in contrast to my past work which may have neglected this. I would point to the class diagram in particular as something I am proud of, as this form of technical planning was foreign to me prior to the start of this module.

If I were to complete the assignment again, I would want to utilise state transition diagrams within this process. I was unsure about them while completing my assignment, but after completing additional reading about this in the time since

submission, I believe it would be beneficial to use them in future projects to provide additional definition to my planning.