Software Engineering 301:
Software Analysis and Design

Modelling: Practice

Agenda

- Some practice modelling aspects of the Assignment 1 code

- (As an aside, finding and reading the Javadoc specifications)

What's wrong with this?

- Instructions from your boss:
  - "Model the ASSN1 code"

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Some less vague instructions

- Provide an overview of the structure

- Explain how the good-script causes behaviour to happen

- Describe how the state of the vending machine alters its behaviour

I WILL DRAW ON THE BLACKBOARD IN CLASS TO EXPLORE HOW TO DO THIS

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Next time

- Requirements: A brief overview

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