Assignment Summary & Notes

# Summery

1. Design a software system for playing card games.
2. System should support at least two games of cards, ***Ex: Rummy & Switch***
3. Use UML diagrams to carry out a full software design.
4. **Submit a document that describes your design in a PDF document.**

# Notes

#### \*Diagram List

1. Domain Analysis
2. Structural Diagrams
   1. Class diagram
   2. Object diagram
   3. Component diagram
   4. Deployment diagram\*
3. Behavioral Diagrams
   1. Use case diagram
   2. Sequence diagram
   3. Activity diagram TK

UML-Tutorials:

<http://www.tutorialspoint.com/uml/index.htm>

<http://creately.com/diagram-type-index>