

Design Patterns - Background

UML

So, why UML?

Design Patterns - Background

UML is a good tool to document something as well defined as **Design Patterns**. Design patterns are well understood and **UML** communicates their structure very well.

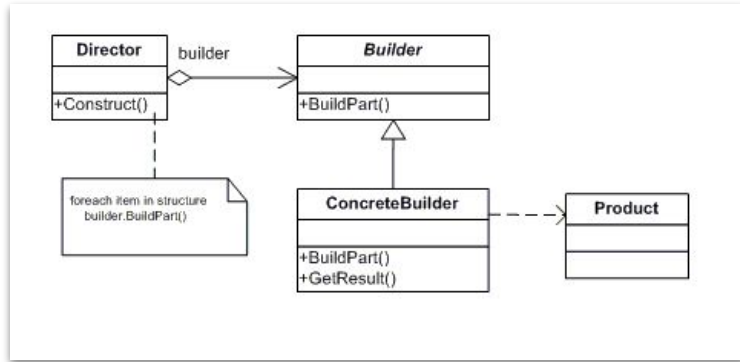
It's a [highly visual representation](#) and while it is not easy to maintain when requirements change, for illustrative purposes it is great.

We will only use **Class Diagrams** and **Sequence Diagrams**.

There are many other types of UML diagrams but they are not needed for this course.

Design Patterns - Background

Class Diagrams to convey the structure of a design pattern.



Because design patterns form their own **blocks of interaction** we can study them independently and UML is a great tool at that level of abstraction.

Sequence Diagrams to illustrate the interaction of the main objects/classes.

