* Car
* Math model – 144hp
* Graphical model- blueprints
* Textual model – 4 doors and 4 wheels and 4 seats and an engine
* house
* math model – 5000 m area
* graphical model – floorplan
* textual model – 3 rooms 1 bathroom 1 garage 1 kitchen

reasons

* Learning from the modelling process
* Reducing complexity
* Remembering all the detail
* Communicating with other development team members
* Communicating with a variety of users and stakeholders
* Documenting what was done for the future maintenance

