Blog Article:
System Design

Due Date: **28.05.2018**

Blog Article (System Design, 28.05.)

- Behavioral/Interaction Diagrams

  - show behavioural diagrams for at least two use cases you elaborated (one of them should be an interaction diagram)

- Class Diagrams

  - describe an overview of all classes and their associations

  - for every class, specify data types of all attributes and operation signatures using UML notation

  - define the meaning of each class, operation, and attribute in plain language (kind of brief documentation)

- Design Pattern

  - Does your system use any design pattern?

  - Sketch at least one design pattern that you apply or that could be applied. Give reasons for the application of this design pattern!

- Development Strategy

  - describe how you manage and monitor your work (i.e. dashboard, sprint planning, etc.)

- Summary of Changes

  - provide an overview of key revisions such as key changes in project objectives or requirements (if any)