

## First Steps for Project

➔ You have to finish the competences first before you start your own application!

Make sure you do following:

- a) Outline what your application is about: write down use cases that describe what the user can do. These can be simple sentences. Use pre- and post-conditions to describe the situation before and after the use case.
- b) Note: UML has a use case diagram which basically shows the use cases in a visual way. We will use this diagram later in module 326.
- c) Class diagram: Make a sketch / outline of what classes you plan to implement. Draw a class diagram which basically gives you the plan of how to code. This can be very sketchy. If you already have an idea what methods you will need, then note them down.
- d) Draw a sequence diagram of a typical use case.
- e) Now you can start coding. Please indicate who is working on what. Use a repository tool (like GitHub) where you can assign tasks in your group.