Software Design minute paper

★ You can choose language you use as you like. 記入は日本語でも英語でも良いです。

Date：2024-05-28

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Today's topics：Review of Modeling

(Describe your summary in each blank below. You can adjust (increase or decrease) spaces as you like. 以下のそれぞれの項目の下に要点を記載。スペースは自由に増減して良い。)

[What you learned (学んだこと)]

I learned about reviewing different modeling techniques used in software design. This includes understanding various types of models, such as structural models, behavioral models, and interaction models. The lesson highlighted the importance of using these models to represent different aspects of a system to ensure a comprehensive understanding and clear communication among stakeholders.

[What you need to learn more (更に学びが必要だと思うこと)]

I need to deepen my understanding of how to effectively integrate different types of models to create a cohesive design. Additionally, practicing the creation and analysis of these models in various scenarios will help improve my proficiency. Understanding the nuances of each modeling technique and when to use them is also an area I need to focus on.

[Misc. Comments and/or questions (その他 所感・質問等)]

Understanding how to handle scenarios where multiple models interact would be beneficial. Additionally, learning best practices for ensuring that all aspects of the system are accurately represented in the models is important.