Software Engineering

Lesson #02 - Practice

Agenda: Lesson #02 - Software Engineering - Practice

| 1 | Play. Experiment. Discover. |

| 2 | StarUML & StarUML installation |

| 3 | First UML diagram |

| 4 | Q & A |

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1	**Play. Experiment. Discover.**
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Play. Experiment. Discover.

Software Engineering class is based on Play. Experiment. Discover. approach

Play. Experiment. Discover.

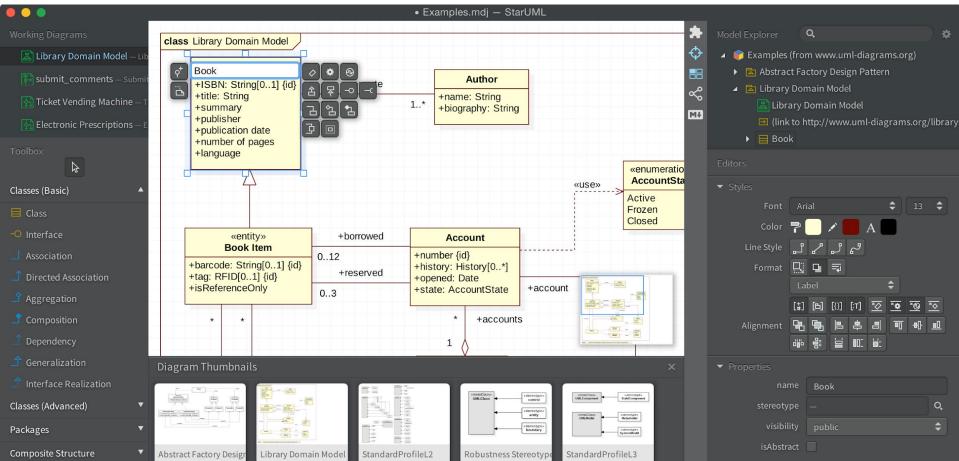UML tool

- StarUML

- http://staruml.io

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StarUML & StarUML installation

StarUML

- A sophisticated software modeler for agile and concise modeling

- Compatible with UML 2.x standard metamodel and diagrams

- Cross-Platform Support

- PDF Export for Clean Printing

StarUML customers

StarUML installation

http://staruml.io/download

Current version is 6.0.0(2023/09/11)

Download

You can evaluate for free without time limit

v6.0.0

macOS 10.13 or higher

Windows 10 or higher

Ubuntu or Fedora

macOS
(Intel x86)

Windows
(x86-64bit)

.deb
(x86-64bit)

macOS
(Apple arm64)

.rpm
(x86-64bit)

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Please, draw any software design

- Please draw any software design (app, web, software)

- At the end of class, please, send your work to
  z.aldamuratov@kbtu.kz, indicating
  Software Engineering Practice #02 & your surname and name

- No correct/incorrect answer

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Q & A