Model

Package in package ''

<div align="right">

Model
Version   Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Project

Package in package 'Model'

<div align="right">

Project
Version   Phase 1.0 Proposed
JunHyun created on 2018-06-19. Last modified 2018-06-20

</div>

SWProject diagram

Class diagram in package 'Project'

<div align="right">

SWProject
Version 1.0
JunHyun created on 2018-06-19. Last modified 2018-06-20

</div>

Iteration-2
- +구현
- +설계
- +시스템 분석
- +요구사항
- +테스트

Backlog
- + iteration backlog
- +사각형 그리기
- +색 바꾸기
- +리사이즈하기
- +메뉴만들기
- +선 그리기
- +앵커 만들기
- +원 그리기
- +지우기 기능
- +회전하기
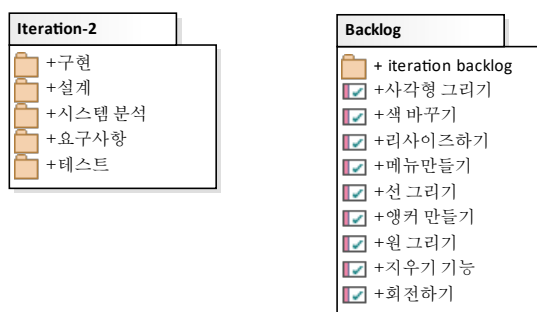
Figure 1: SWProject

Backlog

Package in package 'Project'

<div align="right">

Backlog
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Iteration-2

Package in package 'Project'

<div align="right">

Iteration-2
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Backlog

Package in package 'Project'

<div align="right">

Backlog
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Backlog diagram

Class diagram in package 'Backlog'

<div align="right">

Backlog
Version 1.0
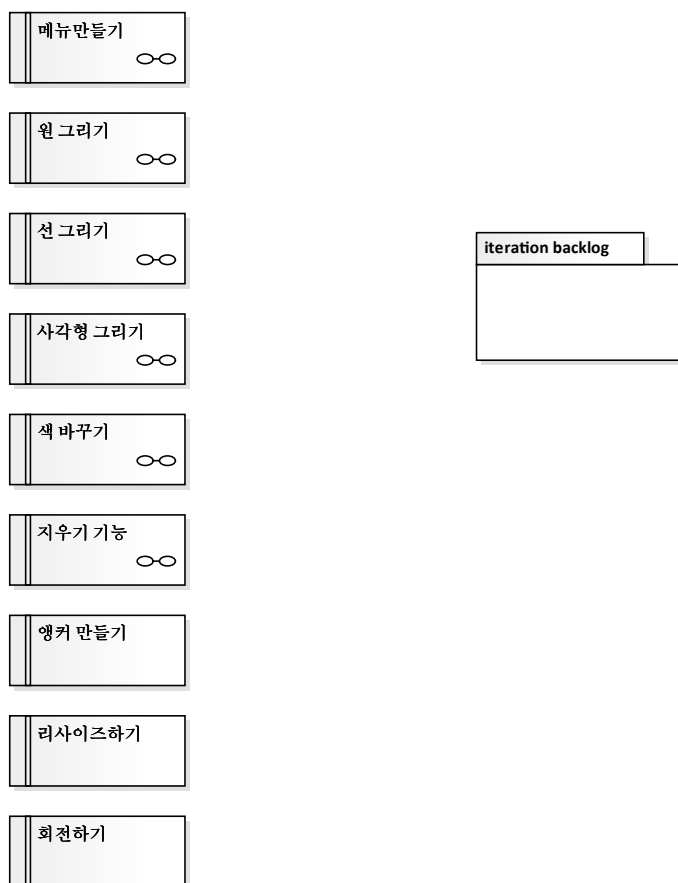JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 2: Backlog

iteration backlog

Package in package 'Backlog'

<div align="right">

iteration backlog
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

iteration backlog

Package in package 'Backlog'

<div align="right">

iteration backlog
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

iteration backlog diagram

Class diagram in package 'iteration backlog'

<div align="right">

iteration backlog
Version 1.0
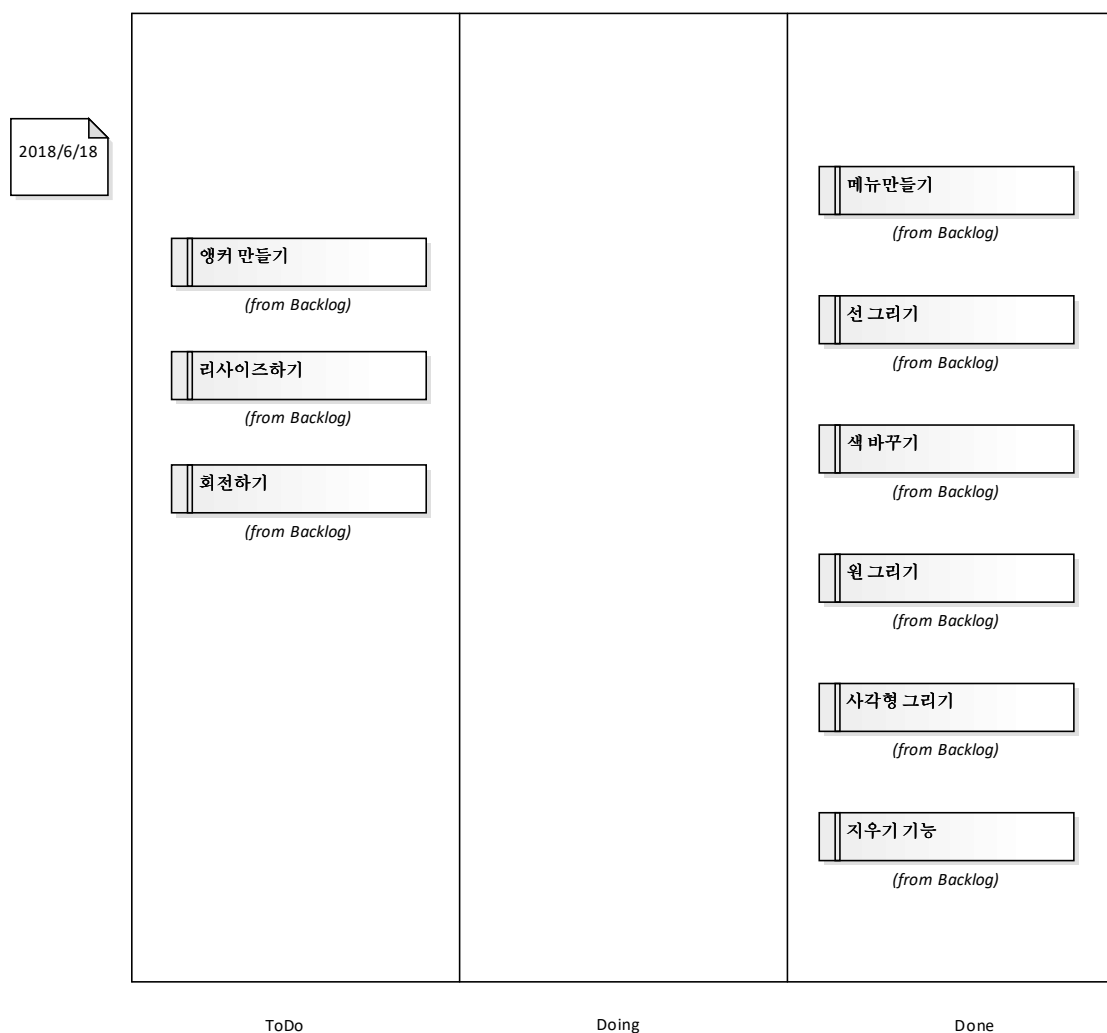JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 3: iteration backlog

사각형 그리기

Requirement «Functional» in package 'Backlog'

<div align="right">

사각형 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

색 바꾸기

Requirement «Functional» in package 'Backlog'

<div align="right">

색 바꾸기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

리사이즈하기

Requirement «Functional» in package 'Backlog'

<div align="right">

리사이즈하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

메뉴만들기

Requirement «Functional» in package 'Backlog'

<div align="right">

메뉴만들기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

선 그리기

Requirement «Functional» in package 'Backlog'

<div align="right">

선 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

앵커 만들기

Requirement «Functional» in package 'Backlog'

<div align="right">

앵커 만들기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

원 그리기

Requirement «Functional» in package 'Backlog'

<div align="right">

원 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

지우기 기능

Requirement «Functional» in package 'Backlog'

<div align="right">

지우기 기능

</div>

<div align="right">

Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

회전하기

Requirement «Functional» in package 'Backlog'

<div align="right">

회전하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Boundary

Boundary in package 'iteration backlog'

<div align="right">

Boundary
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

Note

Note in package 'iteration backlog'

2018/6/18

<div align="right">

Note
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

Text

Text in package 'iteration backlog'

ToDo

<div align="right">

Text
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

Text

Text in package 'iteration backlog'

Doing

<div align="right">

Text
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

Text

Text in package 'iteration backlog'

Done

<div align="right">

Text
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

리사이즈하기

Requirement «Functional» in package 'Backlog'

<div align="right">

리사이즈하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

메뉴만들기

Requirement «Functional» in package 'Backlog'

<div align="right">

메뉴만들기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

사각형 그리기

Requirement «Functional» in package 'Backlog'

<div align="right">

사각형 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

색 바꾸기

Requirement «Functional» in package 'Backlog'

<div align="right">

색 바꾸기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

선 그리기

Requirement «Functional» in package 'Backlog'

<div align="right">

선 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

앵커 만들기

Requirement «Functional» in package 'Backlog'

<div align="right">

앵커 만들기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

원 그리기

Requirement «Functional» in package 'Backlog'

<div align="right">

원 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

지우기 기능

Requirement «Functional» in package 'Backlog'

<div align="right">

지우기 기능
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

회전하기

Requirement «Functional» in package 'Backlog'

<div align="right">

회전하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

앵커 만들기

Requirement «Functional» in package 'Backlog'

Iteration-2

Package in package 'Project'

Iteration-2
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

Iteration-2 diagram

Class diagram in package 'Iteration-2'

Iteration-2
Version 1.0
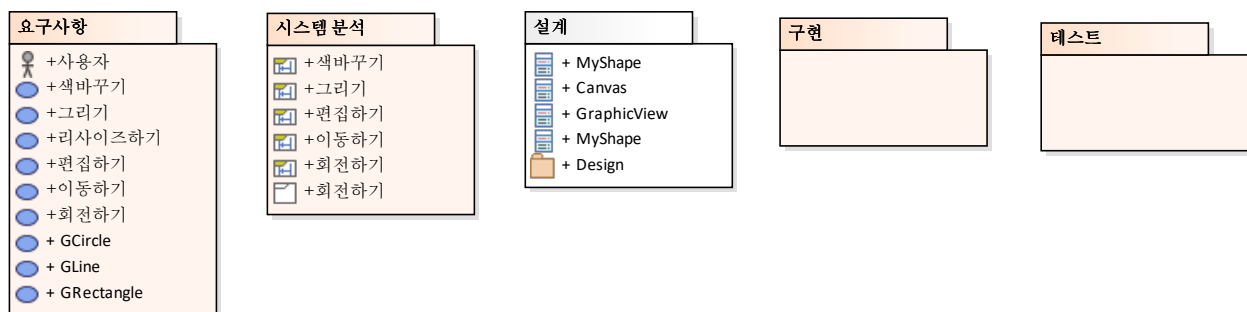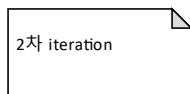JunHyun created on 2018-06-20. Last modified 2018-06-20

Figure 4: Iteration-2

Note

Note in package 'Iteration-2'

2차 iteration

Note
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

구현

Package in package 'Iteration-2'

구현
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

설계

Package in package 'Iteration-2'

클래스 다이어그램을 이용한 설계입니다;

<div align="right">

설계
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

시스템 분석

Package in package 'Iteration-2'

시퀀스 다이아그램을 통한 시스템 분석;

<div align="right">

시스템 분석
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

요구사항

Package in package 'Iteration-2'

유스케이스를 통한 요구사항 정리;

<div align="right">

요구사항
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

테스트

Package in package 'Iteration-2'

<div align="right">

테스트
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

구현

Package in package 'Iteration-2'

<div align="right">

구현
Version 1.0 Phase 1.0 Proposed
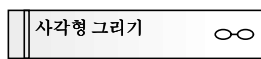JunHyun created on 2018-06-20. Last modified 2018-06-20
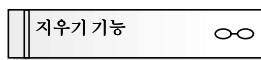
</div>

구현 **diagram**

Class diagram in package '구현'

구현
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20

사각형 그리기
(from Backlog)

지우기 기능
(from Backlog)

Figure 5: 구현

사각형 그리기

Requirement «Functional» in package 'Backlog'

사각형 그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

지우기 기능

Requirement «Functional» in package 'Backlog'

지우기 기능
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

설계

Package in package 'Iteration-2'

클래스 다이어그램을
이용한 설계입니다

<div align="right">

설계
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

설계 diagram

Class diagram in package '설계'

<div align="right">

설계
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 6: 설계

그리기

UseCase in package '요구사항'

기본 흐름
1. 사용자가 GraphicsEditor
어플을 실행하면서 이
유스케이스는
시작한다.

2.
메뉴에서 Change Shape를 선택한다;

3.
터치를 통해서 그림푸에
도형을 그린다.

4. 이외의
사항은 대안흐름 A1, A2, A3를
따른다.

<div align="right">

그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

ELEMENTS OWNED BY 그리기

🗒 그리기 : Interaction

CONNECTORS

Include «include»   Source -> Destination
From: 그리기 : UseCase, Public
To: GLine : UseCase, Public

Include «include»   Source -> Destination
From: 그리기 : UseCase, Public
To: GRectangle : UseCase, Public

Trace «trace»   Source -> Destination
From: 그리기 : UseCase, Public
To: Design : Package, Public

Include «include»   Source -> Destination
From: 그리기 : UseCase, Public
To: GCircle : UseCase, Public

ASSOCIATIONS

✏ Association (direction: Source -> Destination)

Source: Public (Actor) 사용자   Target: Public (UseCase) 그리기

그리기

Interaction owned by '그리기', in package '요구사항'

<div align="right">

그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

ELEMENTS OWNED BY 그리기

🗒 사용자 : Actor

🗒 shapeSelection : InteractionFragment

🗒 Canvas : Sequence «control»

ELEMENTS OWNED BY 그리기
📄 MyShape : Sequence «entity»
📄 TouchScreen (View) : Sequence «boundary»

사용자

Actor owned by '그리기', in package '요구사항'

<div align="right">

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: selectMenu ◀ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: draw ◀ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: chooseShapeMenu ◀ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: chooseShape ◀ Sequence from 사용자 to «boundary» TouchScreen (View)

shapeSelection

InteractionFragment owned by '그리기', in package '요구사항'

<div align="right">

shapeSelection
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Canvas

Sequence «control» owned by '그리기', in package '요구사항'

<div align="right">

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: show ◀ Sequence from «control» Canvas to «boundary» TouchScreen (View)

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: save
◄▪ Sequence from «control» Canvas to «entity» MyShape

INCOMING BEHAVIORAL RELATIONSHIPS

Name: paint
▪▶ Sequence from «boundary» TouchScreen (View) to «control» Canvas

MyShape

Sequence «entity» owned by '그리기', in package '요구사항'

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

INCOMING BEHAVIORAL RELATIONSHIPS

Name: save
▪▶ Sequence from «control» Canvas to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '그리기', in package '요구사항'

TouchScreen (View)
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: displayShapeMenu
◄▪ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: display
◄▪ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: displayMenu
◄▪ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: paint
◄▪ Sequence from «boundary» TouchScreen (View) to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS

Name: selectMenu
▪▶ Sequence from 사용자 to «boundary» TouchScreen (View)

INCOMING BEHAVIORAL RELATIONSHIPS

Name: draw
➡ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: displayShapeMenu
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: display
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: show
➡ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: chooseShapeMenu
➡ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: displayMenu
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: chooseShape
➡ Sequence from 사용자 to «boundary» TouchScreen (View)

Note

Note in package '설계'

Event-Driven

Note
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

Design

Package in package '설계'

Design
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

CONNECTORS

↗ **Trace** «trace»   Source -> Destination
From: 그리기 : UseCase, Public
To: Design : Package, Public

Design

Package in package '설계'

<div align="right">

Design
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

LINKS TO OTHER PACKAGES	
⬅ Trace from '그리기' UseCase to 'Design' Package	Direction: Source -> Destination

Design diagram

Class diagram in package 'Design'

<div align="right">

Design
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 7: Design

Canvas

Entity «control» in package '설계'

<div align="right">

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

ASSOCIATIONS	
✏ Association (direction: Source -> Destination)	
Source: Public (Entity) Canvas «control»	Target: Public (Entity) MyShape «entity»
✏ Association (direction: Source -> Destination)	
Source: Public (View) GraphicView «view»	Target: Public (Entity) Canvas «control»

GraphicView

View «view» in package '설계'

GraphicView
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY GraphicView
🖥 GraphicsEditor : Screen «view»

ASSOCIATIONS
✎ Association (direction: Source -> Destination)

Source: Public (View) GraphicView «view»   Target: Public (Entity) Canvas «control»

TouchScreen diagram

User Interface diagram in package '설계'

TouchScreen
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
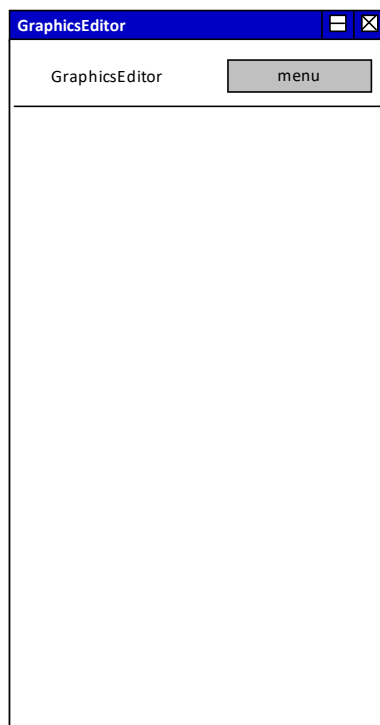
Figure 8: TouchScreen

GraphicsEditor

Screen owned by 'GraphicView', in package '설계'

GraphicsEditor
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

GUIElement

GUIElement «hline» owned by 'GraphicsEditor', in package '설계'

GUIElement
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

GraphicsEditor

GUIElement «label» owned by 'GraphicsEditor', in package '설계'

GraphicsEditor
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

menu

GUIElement «button» owned by 'GraphicsEditor', in package '설계'

menu
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

MyShape

Entity «entity» in package '설계'

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ASSOCIATIONS
✏ Association (direction: Source -> Destination)
Source: Public (Entity) Canvas «control»   Target: Public (Entity) MyShape «entity»

MyShape

Class «entity» in package '설계'

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

시스템 분석

Package in package 'Iteration-2'

시퀀스 다이아그램을 통한 시스템 분석;

<div align="right">

시스템 분석
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

시스템 분석 **diagram**

Class diagram in package '시스템 분석'

<div align="right">

시스템 분석
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

Figure 9: 시스템 분석

그리기

InteractionOccurrence in package '시스템 분석'

<div align="right">

그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

색바꾸기

InteractionOccurrence in package '시스템 분석'

색바꾸기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

이동하기

InteractionOccurrence in package '시스템 분석'

이동하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

편집하기

InteractionOccurrence in package '시스템 분석'

편집하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

회전하기

Interaction in package '시스템 분석'

회전하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

회전하기

InteractionOccurrence in package '시스템 분석'

회전하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

색바꾸기

InteractionOccurrence in package '시스템 분석'

요구사항

Package in package 'Iteration-2'

유스케이스를 통한
요구사항 정리

<div align="right">

요구사항
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

요구사항 diagram

Use Case diagram in package '요구사항'

<div align="right">

요구사항
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>
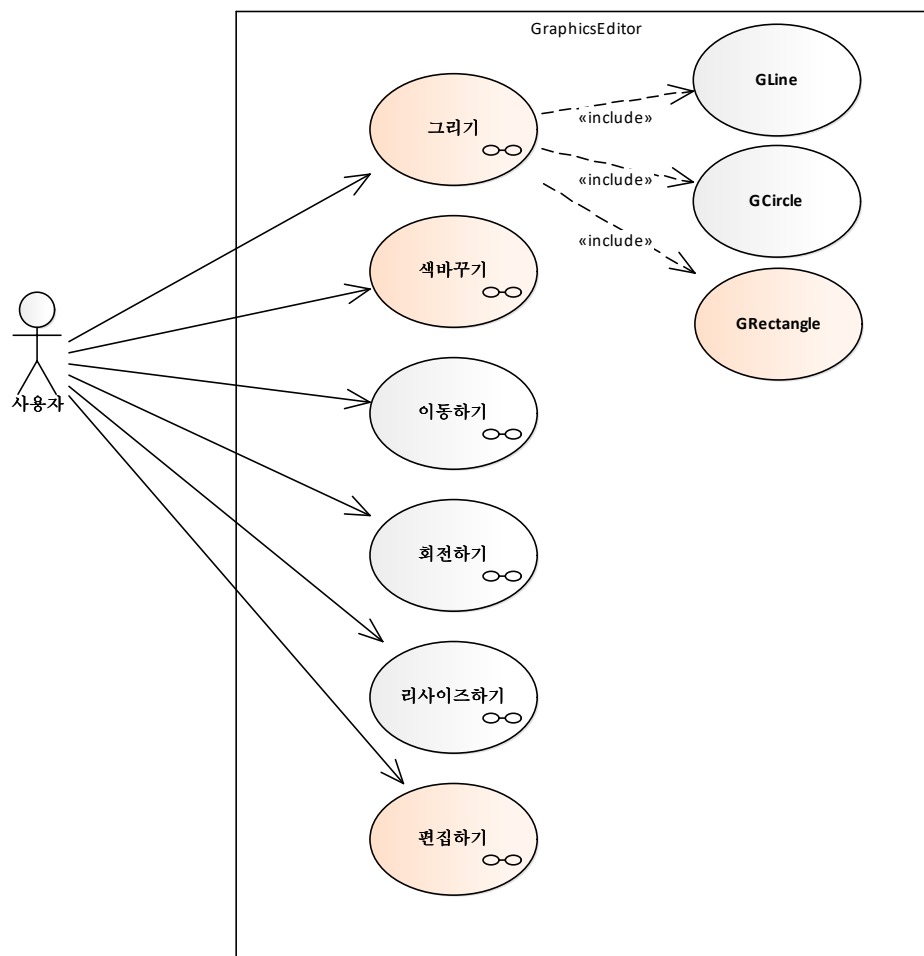
Figure 10: 요구사항

GraphicsEditor

Boundary in package '요구사항'

<div align="right">

GraphicsEditor
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

사용자

Actor in package '요구사항'

<div align="right">

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

ASSOCIATIONS
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 회전하기
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 색바꾸기
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 리사이즈하기
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 이동하기
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 그리기
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 편집하기

GCircle

UseCase in package '요구사항'

대안흐름 A2
1. 메뉴를
선택한다
2. Circle을 선택한다
3.
그린다;

<div align="right">

GCircle
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

CONNECTORS

CONNECTORS
↗ **Include** «include»   Source -> Destination From: 그리기 : UseCase, Public To: GCircle : UseCase, Public

GLine

UseCase in package '요구사항'

대안흐름 A
1. 메뉴를 선택한다
2. Line을 선택한다
3. 그린다

GLine
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

CONNECTORS
↗ **Include** «include»   Source -> Destination From: 그리기 : UseCase, Public To: GLine : UseCase, Public

GRectangle

UseCase in package '요구사항'

대안흐름 A3
1. 메뉴를 선택한다
2. Rectangle을 선택한다
3. 그린다

GRectangle
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

CONNECTORS
↗ **Include** «include»   Source -> Destination From: 그리기 : UseCase, Public To: GRectangle : UseCase, Public

그리기

UseCase in package '요구사항'

기본 흐름
1. 사용자가 GraphicsEditor 어플을 실행하면서 이 유스케이스는 시작한다.

2. 메뉴에서 Change Shape를 선택한다

3. 터치를 통해서 그림판에 도형을 그린다.

4. 이외의

사항은 대안흐름 A1, A2, A3를 따른다.

그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 그리기

目 그리기 : Interaction

CONNECTORS

↗ **Include** «include»   Source -> Destination
From: 그리기 : UseCase, Public
To: GLine : UseCase, Public

↗ **Include** «include»   Source -> Destination
From: 그리기 : UseCase, Public
To: GRectangle : UseCase, Public

↗ **Trace** «trace»   Source -> Destination
From: 그리기 : UseCase, Public
To: Design : Package, Public

↗ **Include** «include»   Source -> Destination
From: 그리기 : UseCase, Public
To: GCircle : UseCase, Public

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Actor) 사용자   Target: Public (UseCase) 그리기

그리기

Interaction owned by '그리기', in package '요구사항'

그리기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 그리기

目 사용자 : Actor

目 shapeSelection : InteractionFragment

ELEMENTS OWNED BY 그리기

    ▤ Canvas : Sequence «control»

    ▤ MyShape : Sequence «entity»

    ▤ TouchScreen (View) : Sequence «boundary»

그리기 *diagram*

Interaction diagram in package '요구사항'

<div align="right">

그리기
Version 1.0
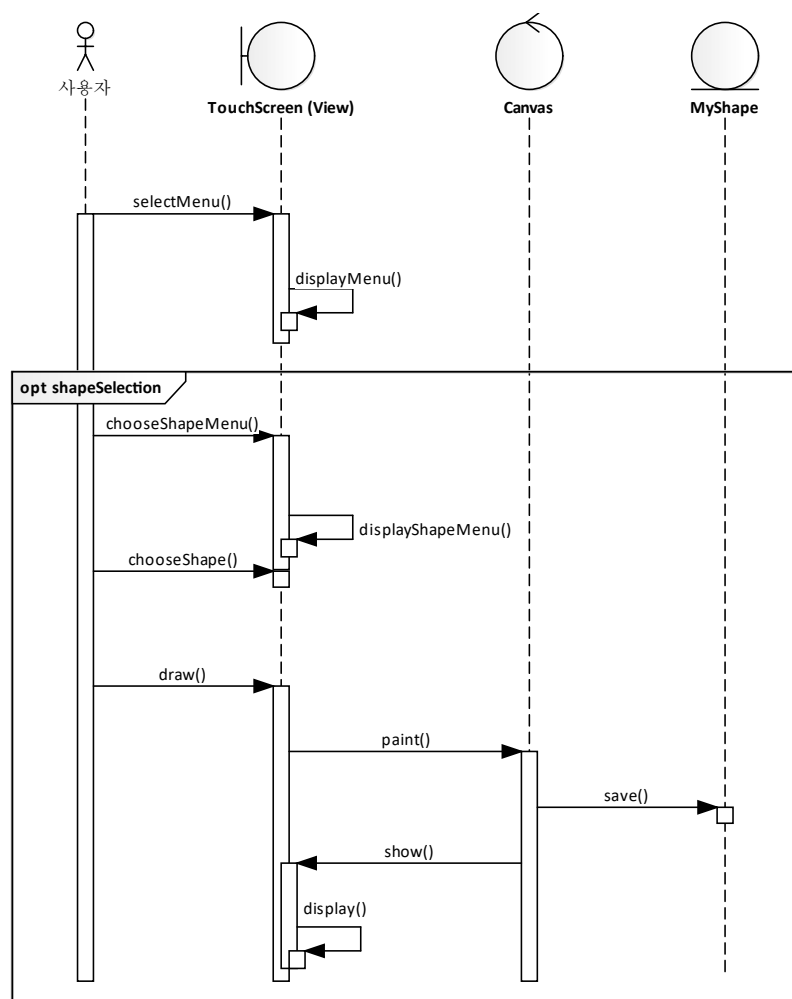JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 11: 그리기

INTERACTION MESSAGES

✉ **1.0 'selectMenu'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.1 'displayMenu'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.2 'chooseShapeMenu'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.3 'displayShapeMenu'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.4 'chooseShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.5 'draw'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.6 'paint'** from 'TouchScreen (View)' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.7 'save'** from 'Canvas' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.8 'show'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.9 'display'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

사용자

Actor owned by '그리기', in package '요구사항'

<div align="right">

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: selectMenu
◀▪ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: draw
◀▪ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: chooseShapeMenu
◀▪ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: chooseShape
◀▪ Sequence from 사용자 to «boundary» TouchScreen (View)

shapeSelection

InteractionFragment owned by '그리기', in package '요구사항'

<div align="right">

shapeSelection
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Canvas

Sequence «control» owned by '그리기', in package '요구사항'

<div align="right">

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: show
◀▪ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: save
◀▪ Sequence from «control» Canvas to «entity» MyShape

INCOMING BEHAVIORAL RELATIONSHIPS

Name: paint
▪▶ Sequence from «boundary» TouchScreen (View) to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS

MyShape

Sequence «entity» owned by '그리기', in package '요구사항'

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

INCOMING BEHAVIORAL RELATIONSHIPS
Name: save ➥ Sequence from «control» Canvas to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '그리기', in package '요구사항'

TouchScreen (View)
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: displayShapeMenu ⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)
Name: display ⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)
Name: displayMenu ⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)
Name: paint ⬅ Sequence from «boundary» TouchScreen (View) to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS
Name: selectMenu ➥ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: draw ➥ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: displayShapeMenu ➥ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

INCOMING BEHAVIORAL RELATIONSHIPS

Name: display
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: show
➡ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: chooseShapeMenu
➡ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: displayMenu
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: chooseShape
➡ Sequence from 사용자 to «boundary» TouchScreen (View)

리사이즈하기

UseCase in package '요구사항'

기본 흐름

1. 원하는 도형을 클릭한다;

2. 앵커를 표시한다;

2. 도형의 크기를 조절한다;

<div align="right">
리사이즈하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

ELEMENTS OWNED BY 리사이즈하기

▤ 리사이즈하기 : Interaction

ASSOCIATIONS

✏ Association (direction: Source -> Destination)

Source: Public (Actor) 사용자   Target: Public (UseCase) 리사이즈하기

리사이즈하기

Interaction owned by '리사이즈하기', in package '요구사항'

<div align="right">
리사이즈하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

ELEMENTS OWNED BY 리사이즈하기

ELEMENTS OWNED BY 리사이즈하기
🗒 사용자 : Actor
🗒 Canvas : Sequence «control»
🗒 MyShape : Sequence «entity»
🗒 TouchScreen (View) : Sequence «boundary»

리사이즈하기 *diagram*

Interaction diagram in package '요구사항'

리사이즈하기
Version 1.0
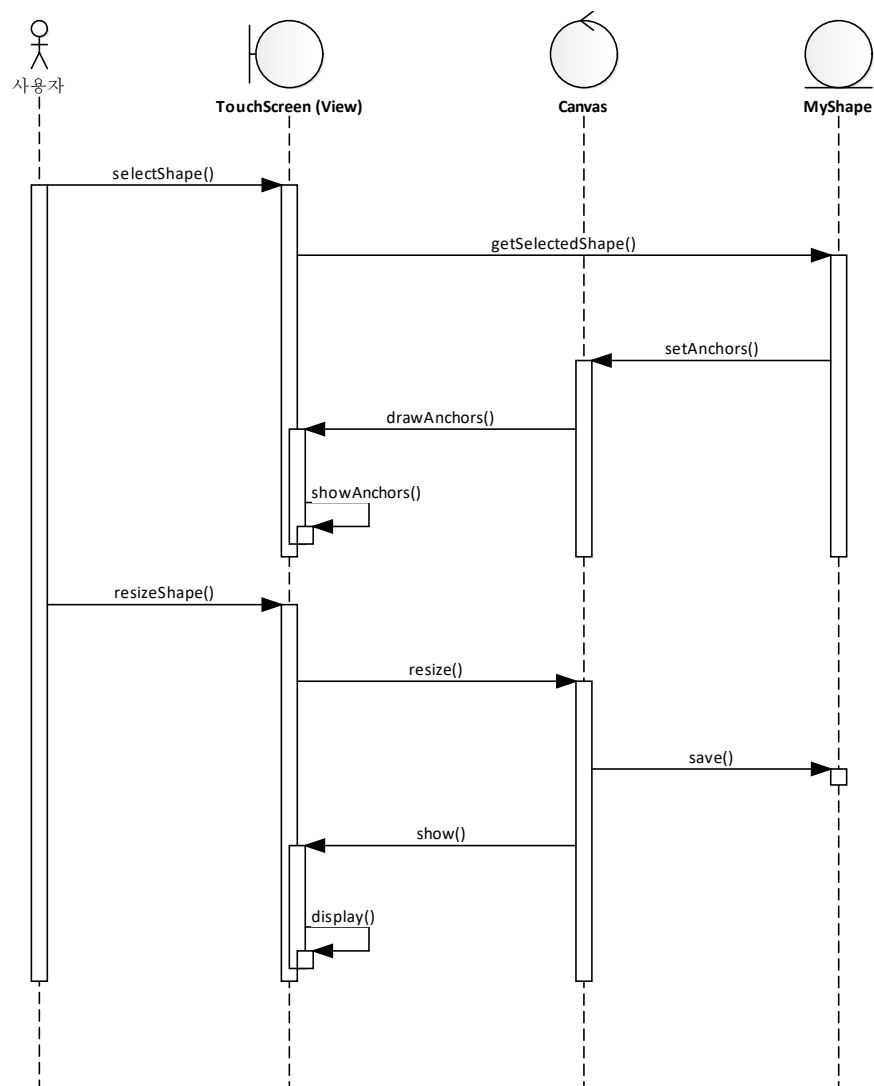JunHyun created on 2018-06-20. Last modified 2018-06-20

Figure 12: 리사이즈하기

INTERACTION MESSAGES

✉ **1.0 'selectShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.1 'getSelectedShape'** from 'TouchScreen (View)' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.2 'setAnchors'** from 'MyShape' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.3 'drawAnchors'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.4 'showAnchors'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.5 'resizeShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.6 'resize'** from 'TouchScreen (View)' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.7 'save'** from 'Canvas' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.8 'show'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.9 'display'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

사용자

Actor owned by '리사이즈하기', in package '요구사항'

<div align="right">

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: resizeShape
◀⋮ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: selectShape
◀⋮ Sequence from 사용자 to «boundary» TouchScreen (View)

Canvas

Sequence «control» owned by '리사이즈하기', in package '요구사항'

<div align="right">

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: show
◀⋮ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: save
◀⋮ Sequence from «control» Canvas to «entity» MyShape

Name: drawAnchors
◀⋮ Sequence from «control» Canvas to «boundary» TouchScreen (View)

INCOMING BEHAVIORAL RELATIONSHIPS

Name: resize
⋮▶ Sequence from «boundary» TouchScreen (View) to «control» Canvas

Name: setAnchors
⋮▶ Sequence from «entity» MyShape to «control» Canvas

MyShape

Sequence «entity» owned by '리사이즈하기', in package '요구사항'

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: setAnchors
⬅ Sequence from «entity» MyShape to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS

Name: getSelectedShape
➡ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

Name: save
➡ Sequence from «control» Canvas to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '리사이즈하기', in package '요구사항'

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: getSelectedShape
⬅ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

Name: showAnchors
⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: resize
⬅ Sequence from «boundary» TouchScreen (View) to «control» Canvas

Name: display
⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

INCOMING BEHAVIORAL RELATIONSHIPS

Name: show
➡ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: drawAnchors
➡ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: resizeShape

INCOMING BEHAVIORAL RELATIONSHIPS
⇢ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: showAnchors
⇢ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: selectShape
⇢ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: display
⇢ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

색바꾸기

UseCase in package '요구사항'

기 본 흐름
1. 사용자가 메뉴를 선택하면서 이 유스케이스는 시작한다;.

2. 메뉴에서 Change Color를 선택한다

3. 원하는 색을 선택한다

색바꾸기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 색바꾸기
🗒 색바꾸기 : Interaction

ASSOCIATIONS
✎ Association (direction: Source -> Destination)

Source: Public (Actor) 사용자   Target: Public (UseCase) 색바꾸기

색바꾸기

Interaction owned by '색바꾸기', in package '요구사항'

색바꾸기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 색바꾸기
🗒 사용자 : Actor

ELEMENTS OWNED BY 색바꾸기
🗐 ColorSelection : InteractionFragment
🗐 Canvas : Sequence «control»
🗐 MyShape : Sequence «entity»
🗐 TouchScreen (View) : Sequence «boundary»

색바꾸기 *diagram*

Interaction diagram in package '요구사항'

색바꾸기
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
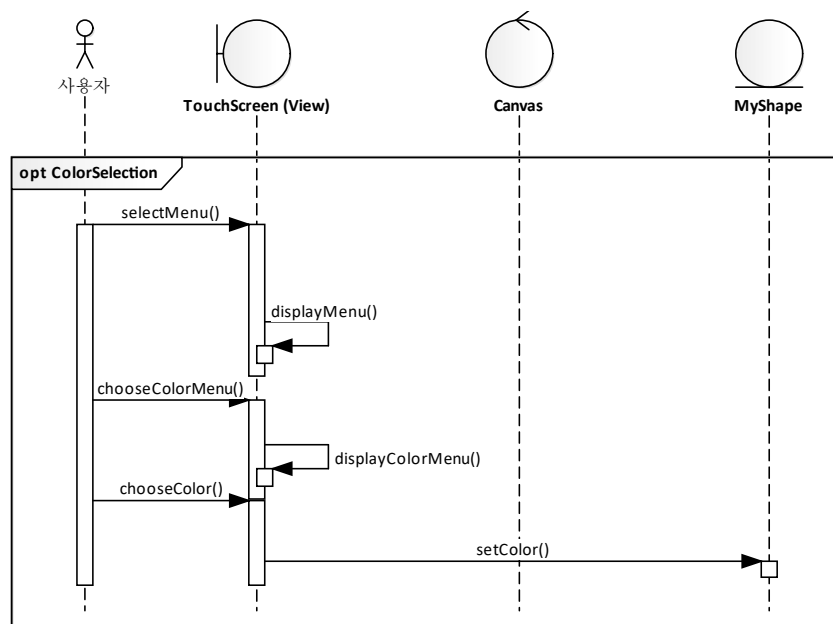
Figure 13: 색바꾸기

INTERACTION MESSAGES
✉ **1.0 'selectMenu'** from '사용자' sent to 'TouchScreen (View)'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]
✉ **1.1 'displayMenu'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.
Synchronous Call. Returns void.
[Return is False. Iteration is False. New group is False.]

✉ **1.2 'chooseColorMenu'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.3 'displayColorMenu'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.4 'chooseColor'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.5 'setColor'** from 'TouchScreen (View)' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

사용자

Actor owned by '색바꾸기', in package '요구사항'

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: chooseColorMenu ◀ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: chooseColor ◀ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: selectMenu ◀ Sequence from 사용자 to «boundary» TouchScreen (View)

ColorSelection

InteractionFragment owned by '색바꾸기', in package '요구사항'

ColorSelection
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

Canvas

Sequence «control» owned by '색바꾸기', in package '요구사항'

<div align="right">

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

MyShape

Sequence «entity» owned by '색바꾸기', in package '요구사항'

<div align="right">

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

INCOMING BEHAVIORAL RELATIONSHIPS

Name: setColor
➡ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '색바꾸기', in package '요구사항'

<div align="right">

TouchScreen (View)
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: displayMenu
⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: displayColorMenu
⬅ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: setColor
⬅ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

INCOMING BEHAVIORAL RELATIONSHIPS

Name: displayMenu
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: chooseColorMenu
➡ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: displayColorMenu
➡ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: chooseColor

INCOMING BEHAVIORAL RELATIONSHIPS

⇒ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: selectMenu
⇒ Sequence from 사용자 to «boundary» TouchScreen (View)

이동하기

UseCase in package '요구사항'

기본 흐름

1. 원하는 도형을 클릭한다

2. 도형을 이동한다

이동하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 이동하기

📄 이동하기 : Interaction

ASSOCIATIONS

✏ Association (direction: Source -> Destination)

Source: Public (Actor) 사용자   Target: Public (UseCase) 이동하기

이동하기

Interaction owned by '이동하기', in package '요구사항'

이동하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 이동하기

📄 사용자 : Actor

📄 Canvas : Sequence «control»

📄 MyShape : Sequence «entity»

📄 TouchScreen (View) : Sequence «boundary»

이동하기 *diagram*

Interaction diagram in package '요구사항'
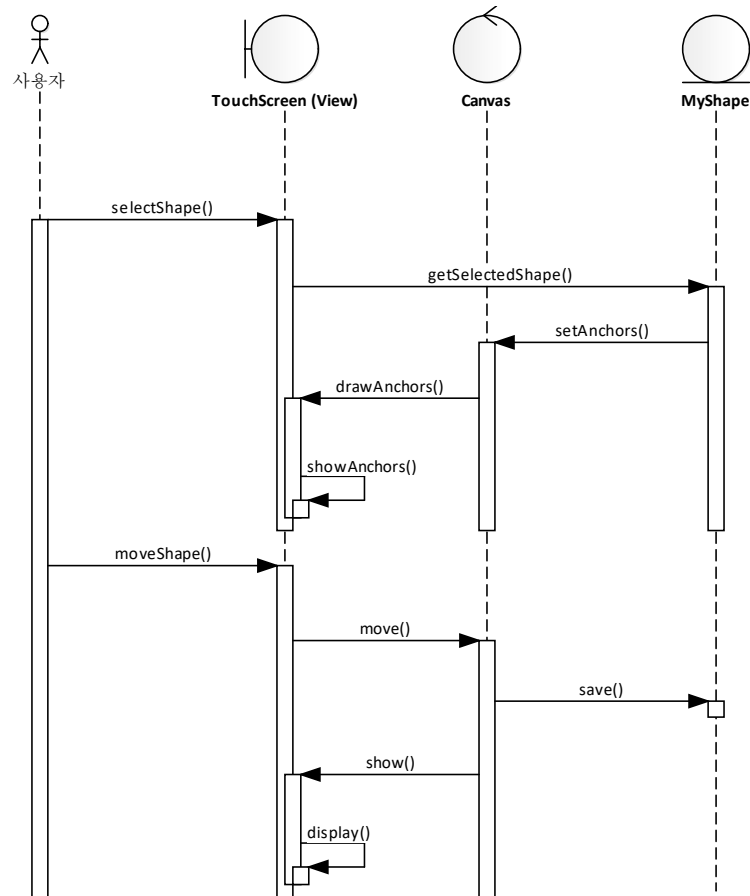
Figure 14: 이동하기

INTERACTION MESSAGES

✉ **1.0 'selectShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.1 'getSelectedShape'** from 'TouchScreen (View)' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.2 'setAnchors'** from 'MyShape' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

이동하기 *diagram*

Interaction diagram in package '요구사항'

✉ **1.3 'drawAnchors'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.4 'showAnchors'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.5 'moveShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.6 'move'** from 'TouchScreen (View)' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.7 'save'** from 'Canvas' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.8 'show'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.9 'display'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

사용자

Actor owned by '이동하기', in package '요구사항'

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: selectShape ◀ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: moveShape ◀ Sequence from 사용자 to «boundary» TouchScreen (View)

Canvas

Sequence «control» owned by '이동하기', in package '요구사항'

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: show
⬅ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: drawAnchors
⬅ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: save
⬅ Sequence from «control» Canvas to «entity» MyShape

INCOMING BEHAVIORAL RELATIONSHIPS

Name: move
➡ Sequence from «boundary» TouchScreen (View) to «control» Canvas

Name: setAnchors
➡ Sequence from «entity» MyShape to «control» Canvas

MyShape

Sequence «entity» owned by '이동하기', in package '요구사항'

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: setAnchors
⬅ Sequence from «entity» MyShape to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS

Name: getSelectedShape
➡ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

Name: save
➡ Sequence from «control» Canvas to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '이동하기', in package '요구사항'

<div align="right">

TouchScreen (View)
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: getSelectedShape
◀ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

Name: move
◀ Sequence from «boundary» TouchScreen (View) to «control» Canvas

Name: display
◀ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: showAnchors
◀ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

INCOMING BEHAVIORAL RELATIONSHIPS

Name: show
▶ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: selectShape
▶ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: drawAnchors
▶ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: display
▶ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: moveShape
▶ Sequence from 사용자 to «boundary» TouchScreen (View)

Name: showAnchors
▶ Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

편집하기

UseCase in package '요구사항'

기본 흐름

1. 사용자가
메뉴를 선택하면서 이
유스케이스는 시작한다.

2.
메뉴에서 Edit를 선택한다

3.
원하는 기능을
선택한다

편집하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 편집하기
🖹 편집하기 : Interaction

ASSOCIATIONS
✏ Association (direction: Source -> Destination)
Source: Public (Actor) 사용자   Target: Public (UseCase) 편집하기

편집하기

Interaction owned by '편집하기', in package '요구사항'

편집하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

ELEMENTS OWNED BY 편집하기
🖹 사용자 : Actor
🖹 Canvas : Sequence «control»
🖹 MyShape : Sequence «entity»
🖹 TouchScreen : Sequence «boundary»

편집하기 *diagram*

Interaction diagram in package '요구사항'

편집하기
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
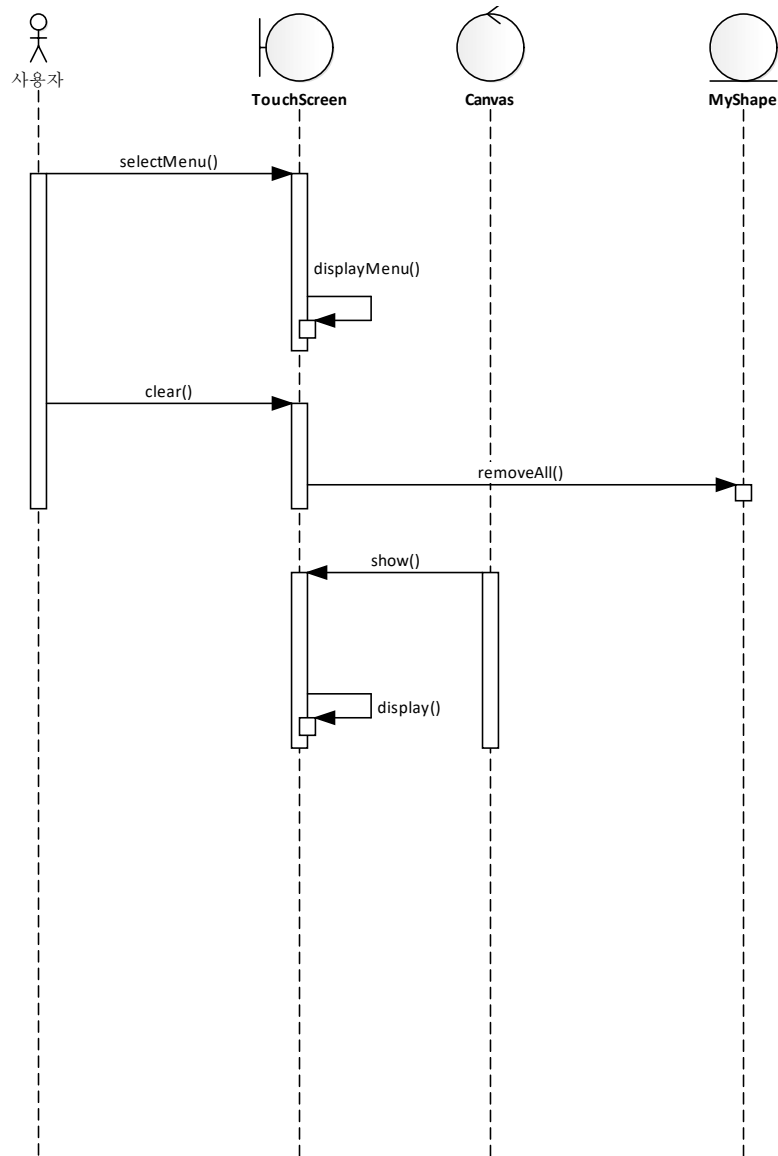
Figure 15: 편집하기

INTERACTION MESSAGES

✉ **1.0 'selectMenu'** from '사용자' sent to 'TouchScreen'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.1 'displayMenu'** from 'TouchScreen' sent to 'TouchScreen'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.2 'clear'** from '사용자' sent to 'TouchScreen'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.3 'removeAll'** from 'TouchScreen' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.4 'show'** from 'Canvas' sent to 'TouchScreen'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.5 'display'** from 'TouchScreen' sent to 'TouchScreen'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

사용자

Actor owned by '편집하기', in package '요구사항'

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: clear ◀▪ Sequence from 사용자 to «boundary» TouchScreen
Name: selectMenu ◀▪ Sequence from 사용자 to «boundary» TouchScreen

Canvas

Sequence «control» owned by '편집하기', in package '요구사항'

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: show ◀▪ Sequence from «control» Canvas to «boundary» TouchScreen

MyShape

Sequence «entity» owned by '편집하기', in package '요구사항'

MyShape

INCOMING BEHAVIORAL RELATIONSHIPS

Name: removeAll
⇨ Sequence from «boundary» TouchScreen to «entity» MyShape

TouchScreen

Sequence «boundary» owned by '편집하기', in package '요구사항'

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: removeAll
⇦ Sequence from «boundary» TouchScreen to «entity» MyShape

Name: displayMenu
⇦ Sequence from «boundary» TouchScreen to «boundary» TouchScreen

Name: display
⇦ Sequence from «boundary» TouchScreen to «boundary» TouchScreen

INCOMING BEHAVIORAL RELATIONSHIPS

Name: show
⇨ Sequence from «control» Canvas to «boundary» TouchScreen

Name: displayMenu
⇨ Sequence from «boundary» TouchScreen to «boundary» TouchScreen

Name: display
⇨ Sequence from «boundary» TouchScreen to «boundary» TouchScreen

Name: clear
⇨ Sequence from 사용자 to «boundary» TouchScreen

Name: selectMenu
⇨ Sequence from 사용자 to «boundary» TouchScreen

회전하기

UseCase in package '요구사항'

기본 흐름

1. 원하는 도형을 클릭한다;

2. 회전 앵커를 표시한다;

3. 도형을 회전한다;

<div align="right">
회전하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

ELEMENTS OWNED BY 회전하기

目 회전하기 : Interaction

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Actor) 사용자   Target: Public (UseCase) 회전하기

회전하기

Interaction owned by '회전하기', in package '요구사항'

<div align="right">
회전하기
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>

ELEMENTS OWNED BY 회전하기

目 사용자 : Actor

目 Canvas : Sequence «control»

目 MyShape : Sequence «entity»

目 TouchScreen (View) : Sequence «boundary»

회전하기 *diagram*

Interaction diagram in package '요구사항'

<div align="right">
회전하기
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>
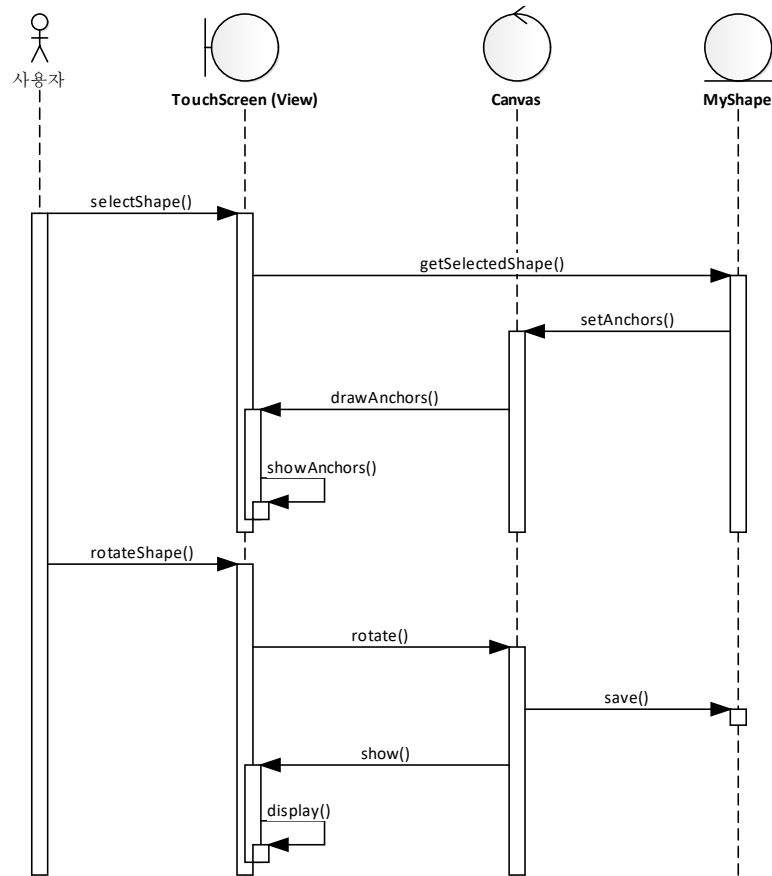
Figure 16: 회전하기

INTERACTION MESSAGES

✉ **1.0 'selectShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.1 'getSelectedShape'** from 'TouchScreen (View)' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.2 'setAnchors'** from 'MyShape' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.3 'drawAnchors'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.4 'showAnchors'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.5 'rotateShape'** from '사용자' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.6 'rotate'** from 'TouchScreen (View)' sent to 'Canvas'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.7 'save'** from 'Canvas' sent to 'MyShape'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.8 'show'** from 'Canvas' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

✉ **1.9 'display'** from 'TouchScreen (View)' sent to 'TouchScreen (View)'.

Synchronous Call. Returns void.

[Return is False. Iteration is False. New group is False.]

사용자
Actor owned by '회전하기', in package '요구사항'

사용자
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: rotateShape ◀⋮ Sequence from 사용자 to «boundary» TouchScreen (View)
Name: selectShape ◀⋮ Sequence from 사용자 to «boundary» TouchScreen (View)

Canvas
Sequence «control» owned by '회전하기', in package '요구사항'

<div align="right">

Canvas
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: show
◀ Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: save
◀ Sequence from «control» Canvas to «entity» MyShape

Name: drawAnchors
◀ Sequence from «control» Canvas to «boundary» TouchScreen (View)

INCOMING BEHAVIORAL RELATIONSHIPS

Name: setAnchors
▶ Sequence from «entity» MyShape to «control» Canvas

Name: rotate
▶ Sequence from «boundary» TouchScreen (View) to «control» Canvas

MyShape

Sequence «entity» owned by '회전하기', in package '요구사항'

<div align="right">

MyShape
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: setAnchors
◀ Sequence from «entity» MyShape to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS

Name: save
▶ Sequence from «control» Canvas to «entity» MyShape

Name: getSelectedShape
▶ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '회전하기', in package '요구사항'

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: display
Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: getSelectedShape
Sequence from «boundary» TouchScreen (View) to «entity» MyShape

Name: showAnchors
Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: rotate
Sequence from «boundary» TouchScreen (View) to «control» Canvas

INCOMING BEHAVIORAL RELATIONSHIPS

Name: show
Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: rotateShape
Sequence from 사용자 to «boundary» TouchScreen (View)

Name: selectShape
Sequence from 사용자 to «boundary» TouchScreen (View)

Name: drawAnchors
Sequence from «control» Canvas to «boundary» TouchScreen (View)

Name: display
Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

Name: showAnchors
Sequence from «boundary» TouchScreen (View) to «boundary» TouchScreen (View)

테스트

Package in package 'Iteration-2'

<div align="right">

테스트
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

테스트 **diagram**

Class diagram in package '테스트'

<div align="right">

테스트
Version 1.0
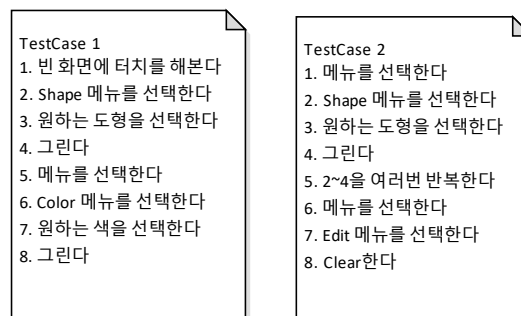JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

TestCase 1
1. 빈 화면에 터치를 해본다
2. Shape 메뉴를 선택한다
3. 원하는 도형을 선택한다
4. 그린다
5. 메뉴를 선택한다
6. Color 메뉴를 선택한다
7. 원하는 색을 선택한다
8. 그린다

TestCase 2
1. 메뉴를 선택한다
2. Shape 메뉴를 선택한다
3. 원하는 도형을 선택한다
4. 그린다
5. 2~4을 여러번 반복한다
6. 메뉴를 선택한다
7. Edit 메뉴를 선택한다
8. Clear한다

<p align="center">Figure 17: 테스트</p>

Note

Note in package '테스트'

TestCase 1
1. 빈 화면에 터치를 해본다
2. Shape 메뉴를 선택한다
3. 원하는 도형을 선택한다
4. 그린다
5. 메뉴를 선택한다
6. Color 메뉴를 선택한다
7. 원하는 색을 선택한다
8. 그린다;

<div align="right">

Note
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20
Extends

</div>

Note

Note in package '테스트'

TestCase 2
1. 메뉴를 선택한다
2. Shape 메뉴를 선택한다
3. 원하는 도형을 선택한다
4. 그린다
5. 2~4을 여러번 반복한다
6. 메뉴를 선택한다
7. Edit 메뉴를 선택한다
8. Clear한다;

<div align="right">

Note
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Extends