Model

Package in package ''

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

Project

Package in package 'Model'

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

SWProject diagram

Class diagram in package 'Project'

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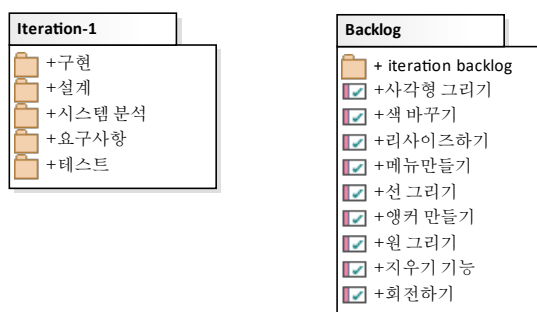JunHyun created on 2018-06-19. Last modified 2018-06-20

Figure 1: SWProject

Backlog

Package in package 'Project'

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

Iteration-1

Package in package 'Project'

Iteration-1
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

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
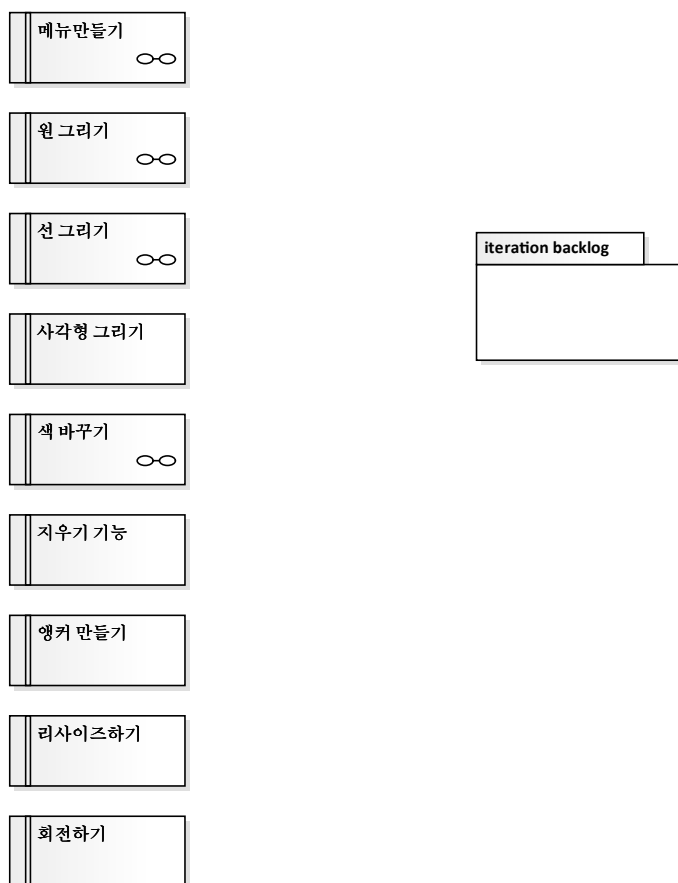
</div>

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

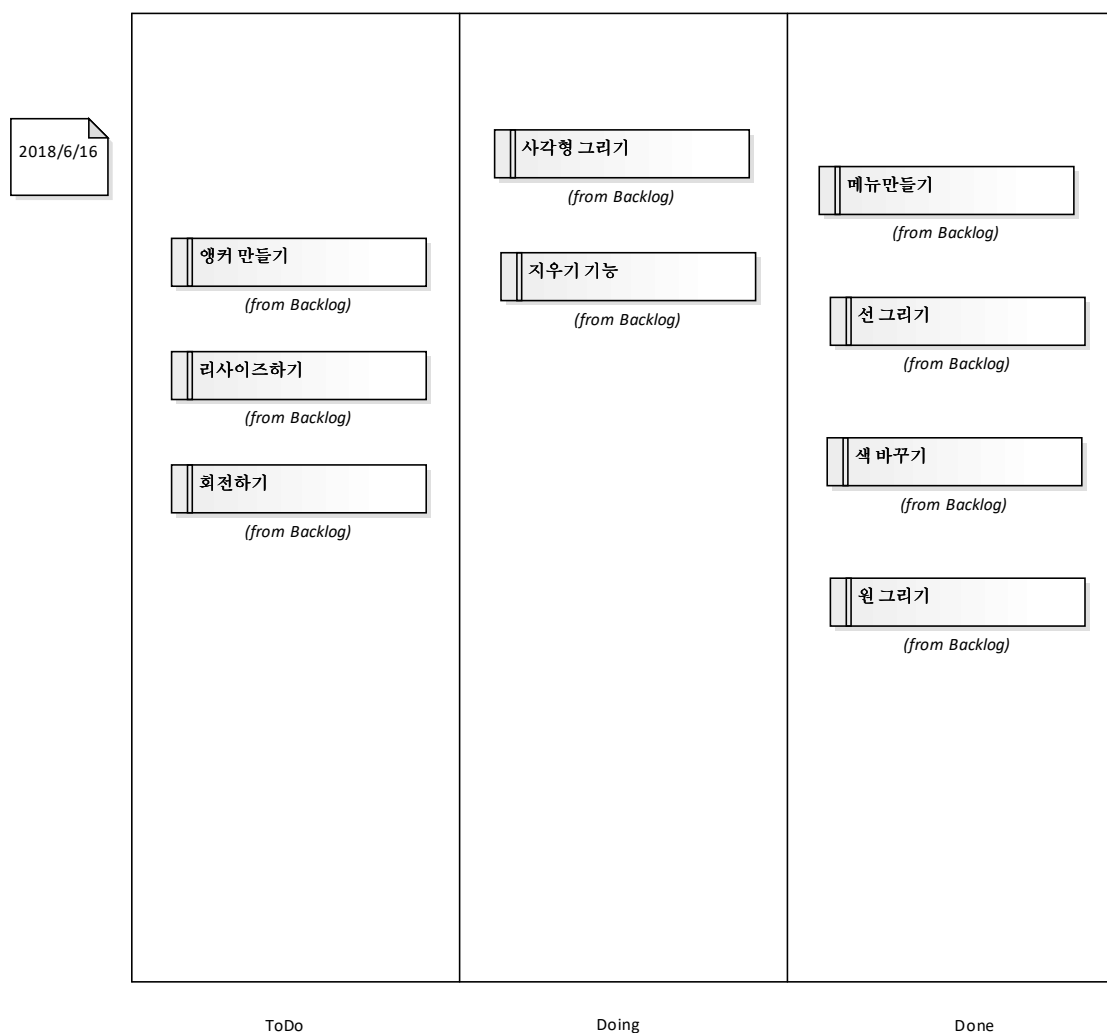</div>

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'

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

리사이즈하기

Requirement «Functional» in package 'Backlog'

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

메뉴만들기

Requirement «Functional» in package 'Backlog'

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

선 그리기

Requirement «Functional» in package 'Backlog'

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

앵커 만들기

Requirement «Functional» in package 'Backlog'

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

원 그리기

Requirement «Functional» in package 'Backlog'

원 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

회전하기

Requirement «Functional» in package 'Backlog'

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

Boundary

Boundary in package 'iteration backlog'

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

Note

Note in package 'iteration backlog'

2018/6/16

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

Text

Text in package 'iteration backlog'

ToDo

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

Text

Text in package 'iteration backlog'

Doing

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

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-1

Package in package 'Project'

<div align="right">

Iteration-1
Version 1.0 Phase 1.0 Proposed
JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Iteration-1 diagram

Class diagram in package 'Iteration-1'

<div align="right">

Iteration-1
Version 1.0
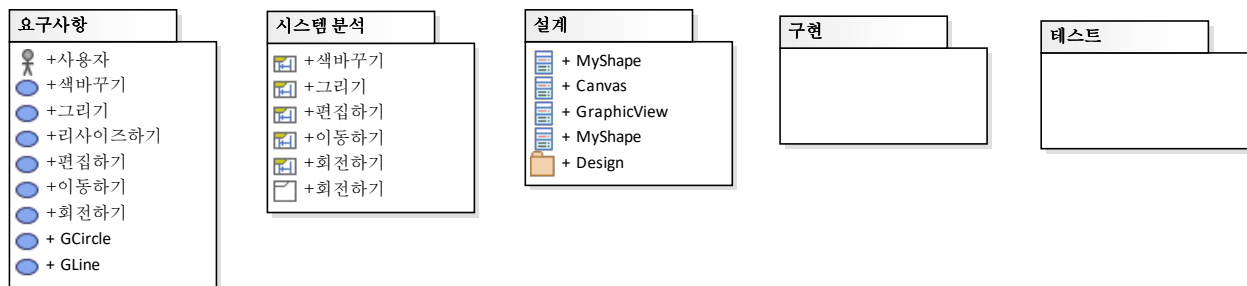JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 4: Iteration-1

Note

Note in package 'Iteration-1'

1차 iteration

<div align="right">

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

</div>

구현

Package in package 'Iteration-1'

<div align="right">

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

</div>

설계

Package in package 'Iteration-1'

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-1'

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-1'

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-1'

<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-1'

<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
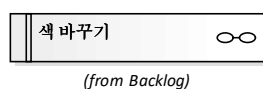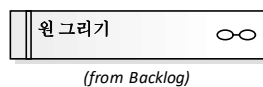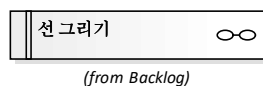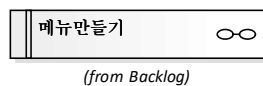JunHyun created on 2018-06-20. Last modified 2018-06-20

Figure 5: 구현

색 바꾸기

Requirement «Functional» in package 'Backlog'

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

메뉴만들기

Requirement «Functional» in package 'Backlog'

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

선 그리기

Requirement «Functional» in package 'Backlog'

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

원 그리기

Requirement «Functional» in package 'Backlog'

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

설계

Package in package 'Iteration-1'

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
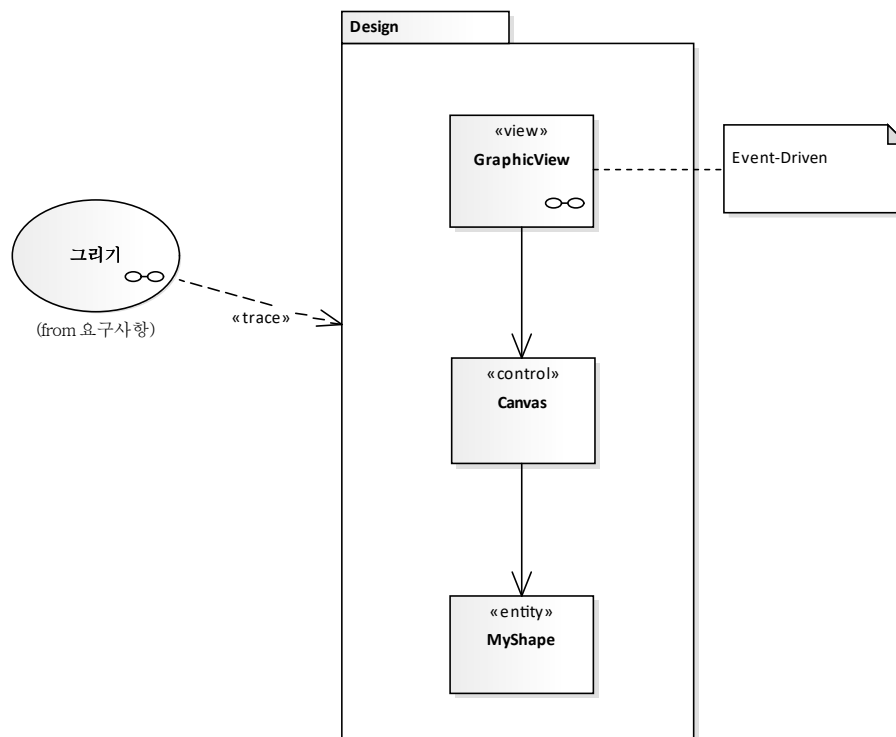JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

Figure 6: 설계

그리기

UseCase in package '요구사항'

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

2.
터치를 통해서 그림판에
도형을 그린다.

3. 이외의 사항은 대안흐름 A1,
A2를 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

目 그리기 : Interaction

CONNECTORS

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

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

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

目 Canvas : Sequence «control»

目 MyShape : Sequence «entity»

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

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

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

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: paint
⇠ Sequence from «boundary» TouchScreen (View) to «control» Canvas

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

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

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

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

Note

Note in package '설계'

Event-Driven

<div align="right">

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

</div>

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>

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'

<div align="right">

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

</div>

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'

<div align="right">

TouchScreen
Version 1.0

</div>

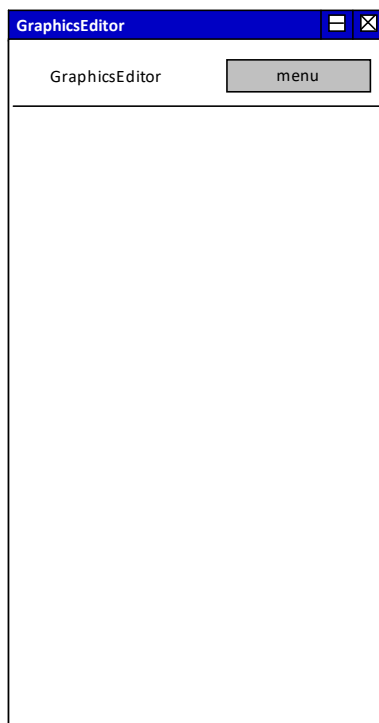JunHyun created on 2018-06-20. Last modified 2018-06-20

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'

<div align="right">

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

</div>

MyShape

Entity «entity» in package '설계'

<div align="right">

MyShape
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»

MyShape

Class «entity» in package '설계'

<div align="right">

MyShape
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-1'

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

요구사항

Package in package 'Iteration-1'

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

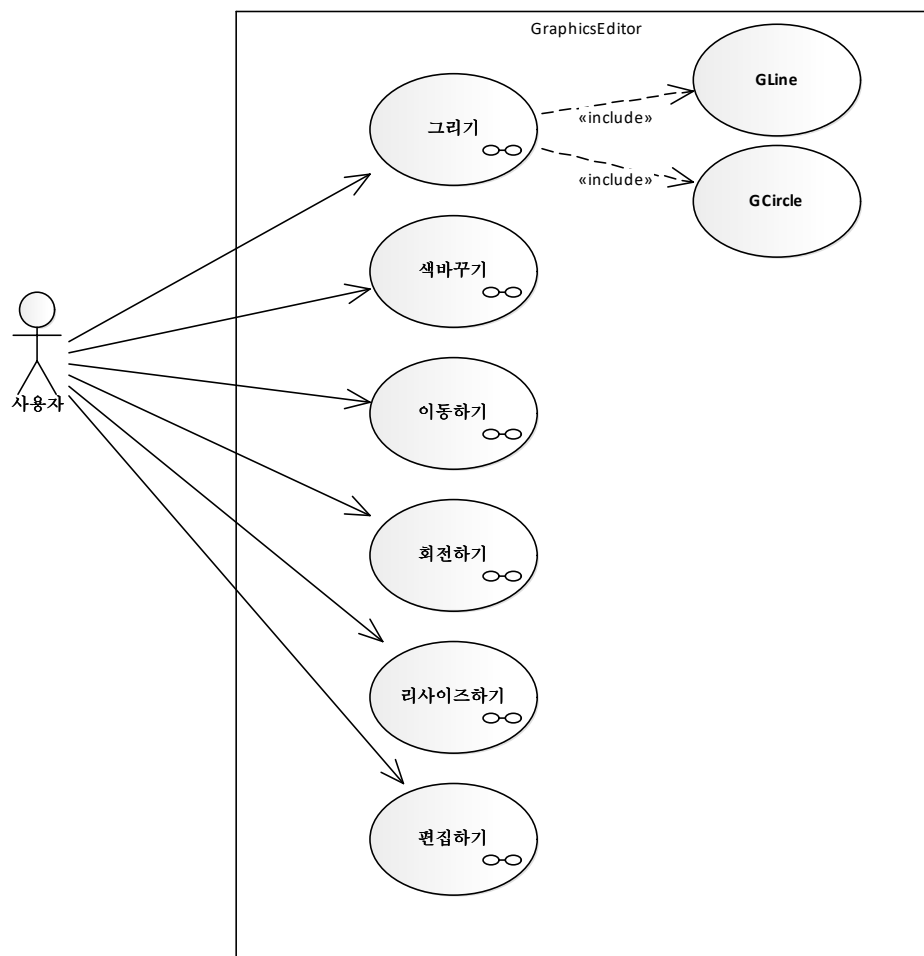</div>

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'

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

🖊 Association (direction: Source -> Destination)

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

🖊 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) 편집하기

🖊 Association (direction: Source -> Destination)

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

GCircle

UseCase in package '요구사항'

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

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

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

그리기

UseCase in package '요구사항'

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

2.
터치를 통해서 그림판에
도형을 그린다.

3. 이외의 사항은 대안흐름 A1,
A2를 따른다.

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

ELEMENTS OWNED BY 그리기

🗎 그리기 : Interaction

CONNECTORS

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

CONNECTORS

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

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

🗒 사용자 : Actor

🗒 shapeSelection : InteractionFragment

🗒 Canvas : Sequence «control»

🗒 MyShape : Sequence «entity»

🗒 TouchScreen (View) : Sequence «boundary»

그리기 *diagram*

Interaction diagram in package '요구사항'

그리기
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
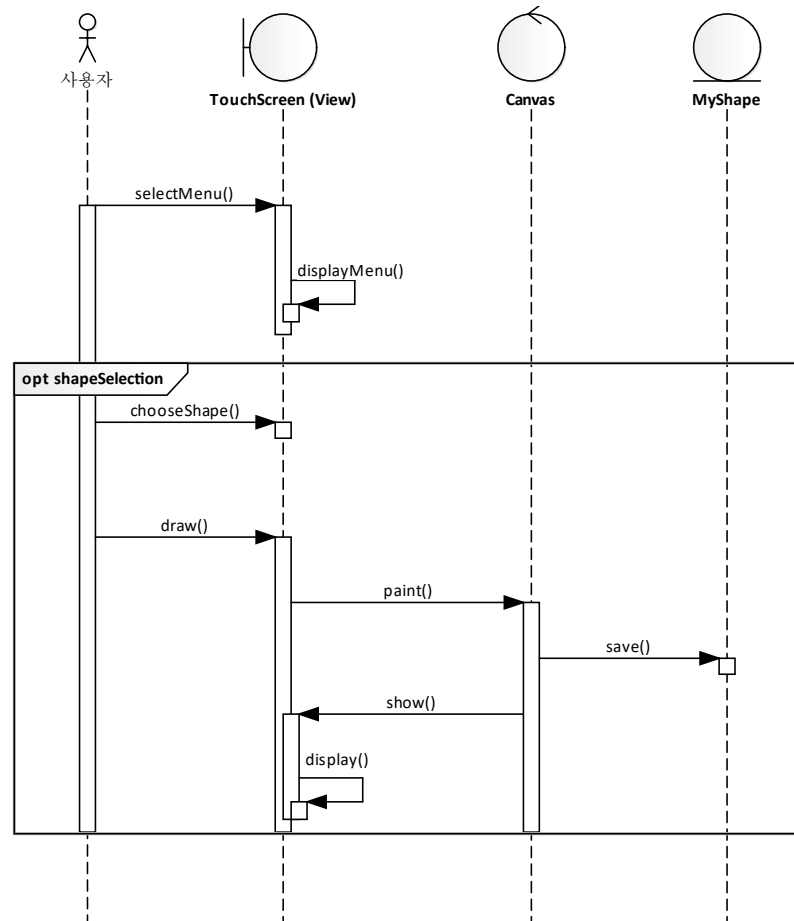
Figure 11: 그리기

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

Synchronous Call. Returns void.

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

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

Synchronous Call. Returns void.

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

> ✉ **1.4 'paint'** from 'TouchScreen (View)' sent to 'Canvas'.
>
> Synchronous Call. Returns void.
>
> [Return is False. Iteration is False. New group is False.]

> ✉ **1.5 'save'** from 'Canvas' sent to 'MyShape'.
>
> Synchronous Call. Returns void.
>
> [Return is False. Iteration is False. New group is False.]

> ✉ **1.6 'show'** from 'Canvas' sent to 'TouchScreen (View)'.
>
> Synchronous Call. Returns void.
>
> [Return is False. Iteration is False. New group is False.]

> ✉ **1.7 '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: draw
◄▪ Sequence from 사용자 to «boundary» TouchScreen (View)

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

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

INCOMING BEHAVIORAL RELATIONSHIPS

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

MyShape

Sequence «entity» owned by '그리기', 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: save
Sequence from «control» Canvas to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '그리기', 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: paint
Sequence from «boundary» TouchScreen (View) to «control» Canvas

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

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

OUTGOING BEHAVIORAL RELATIONSHIPS

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

Name: show
➡ Sequence from «control» Canvas 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: 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;

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

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
🖺 사용자 : Actor
🖺 Canvas : Sequence «control»
🖺 MyShape : Sequence «entity»
🖺 TouchScreen (View) : Sequence «boundary»

리사이즈하기 *diagram*

Interaction diagram in package '요구사항'

<div align="right">

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

</div>
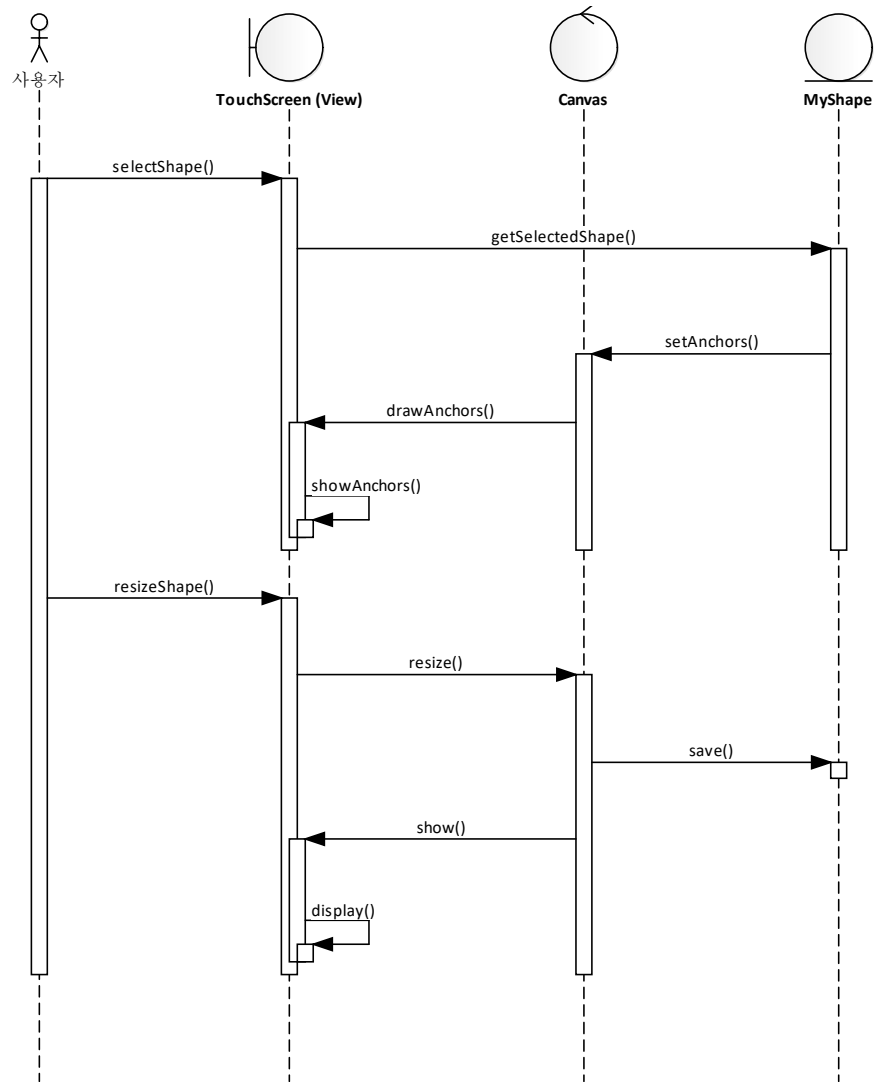
Figure 12: 리사이즈하기

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'

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: resizeShape ⬅ Sequence from 사용자 to «boundary» TouchScreen (View)

Canvas

Sequence «control» owned by '리사이즈하기', 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: 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'

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 '리사이즈하기', 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: 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)

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

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

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

색바꾸기

UseCase in package '요구사항'

기본 흐름
1. 사용자가 메뉴를
선택하면서 이
유스케이스는 시작한다.

2.
메뉴에서 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
📧 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
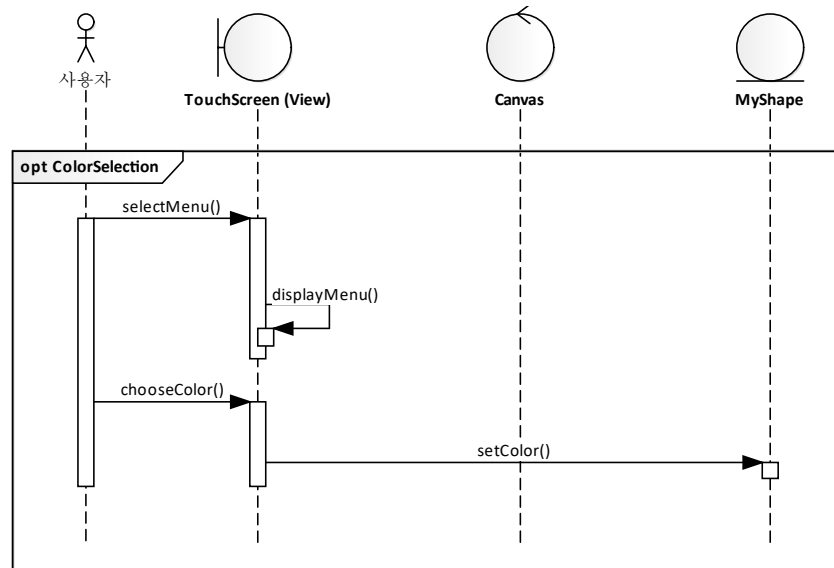
Figure 13: 색바꾸기

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

Synchronous Call. Returns void.

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

✉ **1.3 '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: selectMenu

OUTGOING BEHAVIORAL RELATIONSHIPS
🔹 Sequence from 사용자 to «boundary» TouchScreen (View)

Name: chooseColor
🔹 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'

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

MyShape

Sequence «entity» owned by '색바꾸기', 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: setColor
➡ Sequence from «boundary» TouchScreen (View) to «entity» MyShape

TouchScreen (View)

Sequence «boundary» owned by '색바꾸기', 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: setColor
🔹 Sequence from «boundary» TouchScreen (View) to «entity» MyShape

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

OUTGOING BEHAVIORAL RELATIONSHIPS

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

Name: chooseColor
➥ 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

ELEMENTS OWNED BY 이동하기
▤ Canvas : Sequence «control»
▤ MyShape : Sequence «entity»
▤ TouchScreen (View) : Sequence «boundary»

이동하기 *diagram*

Interaction diagram in package '요구사항'

<div align="right">

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

</div>

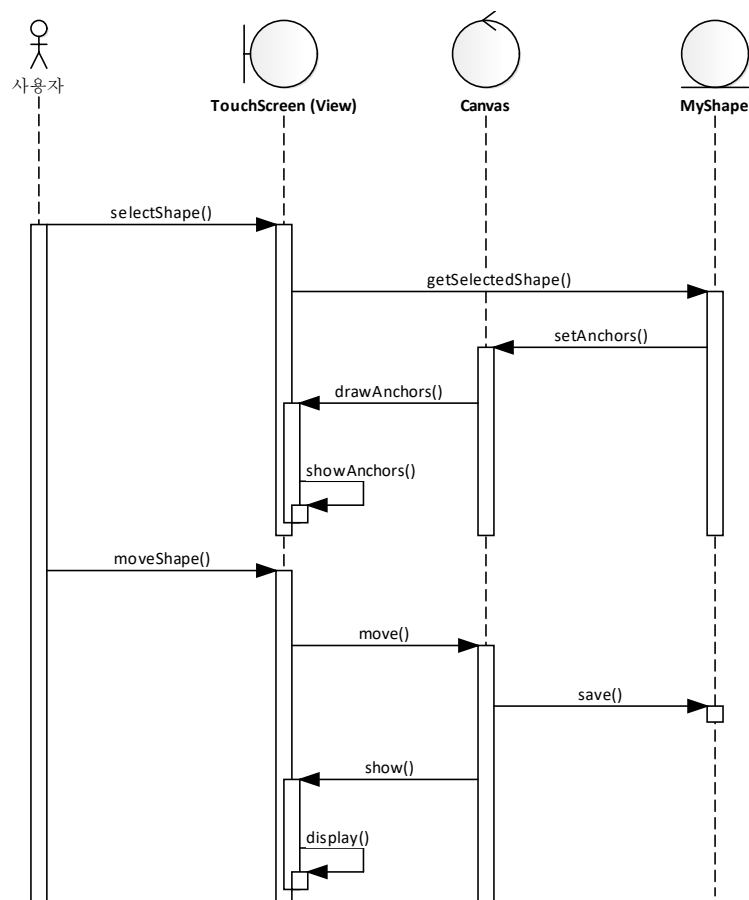

Figure 14: 이동하기

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.]

✉ **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

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'

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'

OUTGOING BEHAVIORAL RELATIONSHIPS

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

OUTGOING BEHAVIORAL RELATIONSHIPS

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'

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

OUTGOING BEHAVIORAL RELATIONSHIPS

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

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

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

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

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

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

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

편집하기

UseCase in package '요구사항'

기본 흐름

1. 사용자가 메뉴를 선택하면서 이 유스케이스는 시작한다.

2. 메뉴에서 원하는 기능을 선택한다

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

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'

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

ELEMENTS OWNED BY 편집하기

🗒 사용자 : Actor

🗒 Canvas : Sequence «control»

🗒 MyShape : Sequence «entity»

🗒 TouchScreen : Sequence «boundary»

편집하기 *diagram*

Interaction diagram in package '요구사항'

<div align="right">
편집하기
Version 1.0
JunHyun created on 2018-06-20. Last modified 2018-06-20
</div>
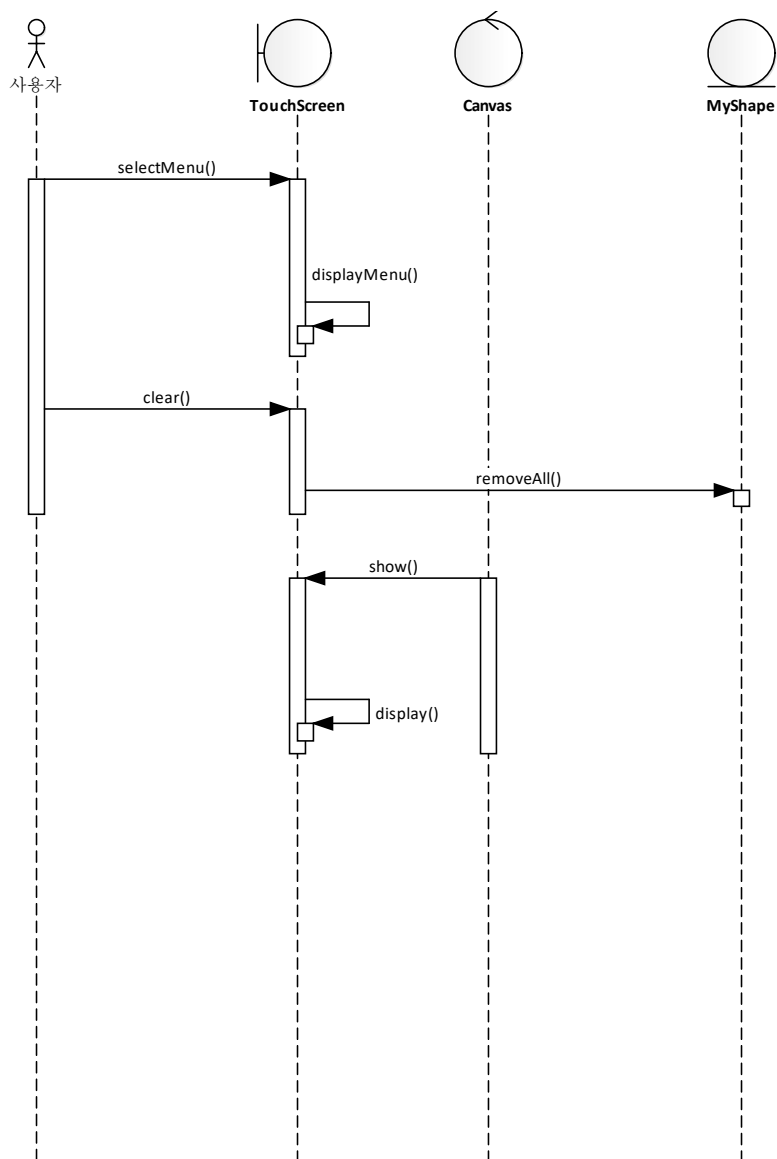
Figure 15: 편집하기

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: selectMenu
◀ Sequence from 사용자 to «boundary» TouchScreen

Name: clear
◀ 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

OUTGOING BEHAVIORAL RELATIONSHIPS

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

MyShape

Sequence «entity» owned by '편집하기', 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: removeAll
➡ Sequence from «boundary» TouchScreen to «entity» MyShape

TouchScreen

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

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

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: displayMenu
➡ Sequence from «boundary» TouchScreen to «boundary» TouchScreen

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

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

---

INCOMING BEHAVIORAL RELATIONSHIPS

Name: selectMenu

⇢ Sequence from 사용자 to «boundary» TouchScreen

Name: clear

⇢ 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

▤ 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

▤ 사용자 : Actor

▤ Canvas : Sequence «control»

▤ MyShape : Sequence «entity»

▤ 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>
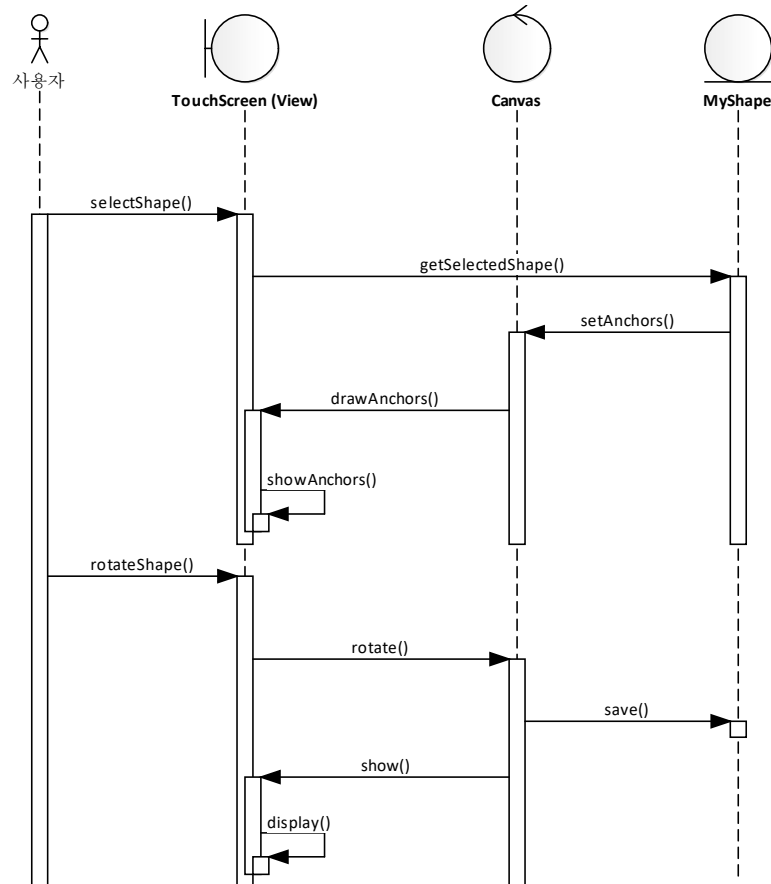
Figure 16: 회전하기

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

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

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

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

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

TouchScreen (View)

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

OUTGOING BEHAVIORAL RELATIONSHIPS

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

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)

INCOMING BEHAVIORAL RELATIONSHIPS

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

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

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

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

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

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

테스트

Package in package 'Iteration-1'

<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
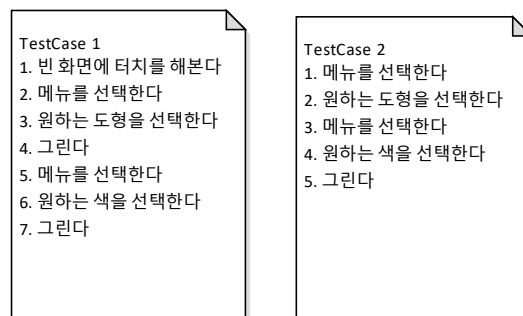JunHyun created on 2018-06-20. Last modified 2018-06-20

</div>

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

TestCase 2
1. 메뉴를 선택한다
2. 원하는 도형을 선택한다
3. 메뉴를 선택한다
4. 원하는 색을 선택한다
5. 그린다

Figure 17: 테스트

Note

Note in package '테스트'

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