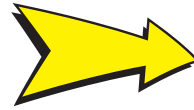


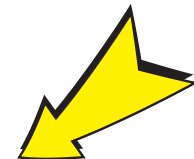
1 RECOLHER
REQUERIMENTOS



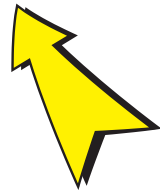
2 DESCREVER
APLICACAO



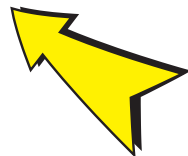
3
IDENTIFICAR
OBJETOS
PRINCIPAIS



POO
DESENHO

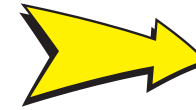


5
CRIAR
DIAGRAMA
DE CLASSES

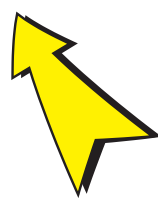


4
DESCREVER
INTERACOES

**1 RECOLHER
REQUERIMENTOS**



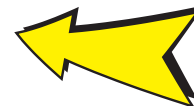
**O QUE
PRECISA
FAZER?**



**POO
DESENHO**

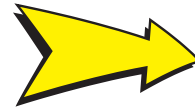


SEJA ESPECÍFICO
NÃO O QUE DEVERIA FAZER
MAS SIM O QUE VAI FAZER

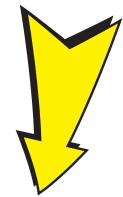


**QUE
PROBLEMAS
TEM QUE
RESOLVER?**

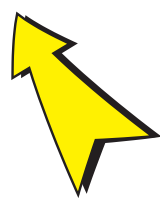
2 DESCREVER
APLICACAO



ESCREVER
1 ou **2**
FRASES

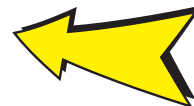


NAO
ESCREVER
CODIGO



POO
DESENHO

COMO VOU USAR?
O QUE VAI FAZER?



3 IDENTIFICAR OS OBJETOS PRINCIPAIS

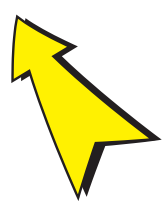


IDENTIFICAR
AS CLASSES
QUE VAI USAR

DESCARTAR O QUE
NÃO É IMPORTANTE

A yellow arrow points from the bottom-right towards the text 'DESCARTAR O QUE NÃO É IMPORTANTE'.

4 DESCRREVER AS INTERACOES

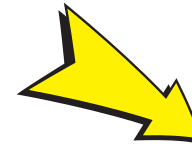


POO

DESENHO

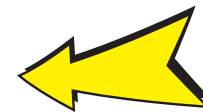
EXEMPLO:

A NAVE EXPLODE AO
BATER NO ASTEROIDE

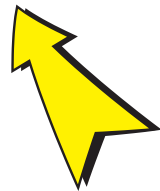


EXEMPLO:

O CLIENTE
PRECISA
ABRIR
UMA
CONTA



5 CRIAR UM DIAGRAMA DE CLASSES

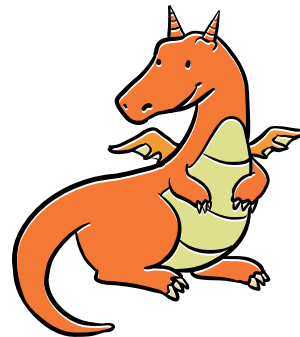
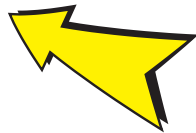


DESENHO

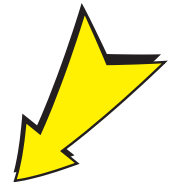


HERANÇA

NAO
ESCREVER
CODIGO
AINDA

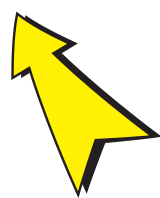
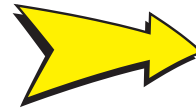


POLIMOR
FISMOS



FUNCIONAIS
O QUE FAZ?

CARACTERÍSTICAS
CAPACIDADES

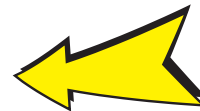


REQUERIMENTOS

NAO

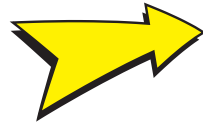
- AJUDA
- ASPECTOS LEGAIS
- SUPORTE
- SEGURANÇA, ETC

FUNCi
ONAIIS

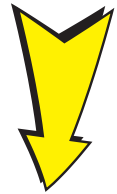
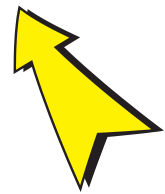


OUTRAS COISAS

TERMINAR
A FRASE

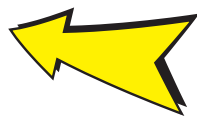


A APLICACAO
DEVE:



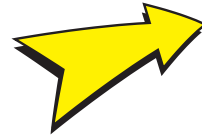
REQUERIMENTOS

O SISTEMA
DEVE:



O PROGRAMA
DEVE:

FURPS



**FUNCTIONAL
REQUERIMENTS**



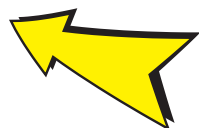
USABILITY
REQUERIMENTS



RELIABILITY
REQUERIMENTS

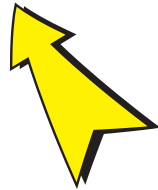


PERFORMANCE
REQUERIMENTS



SUPPORTABILITY
REQUERIMENTS

P**O**
REQUERIMENTOS



UNIFIED MODELING
LANGUAGE

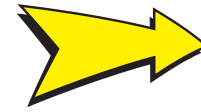
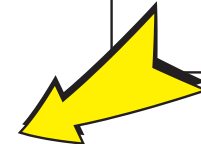
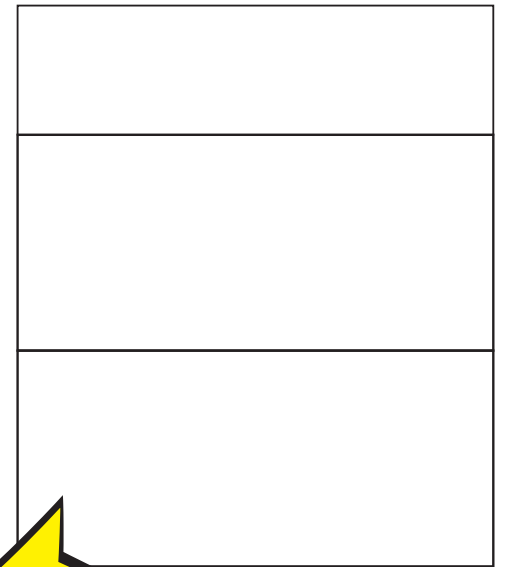
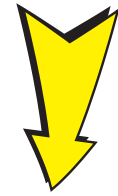
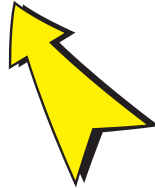


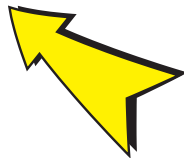
DIAGRAMA
DE CLASSES



POO
UML

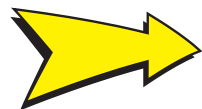
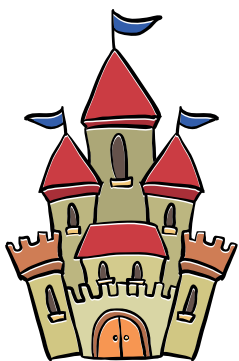
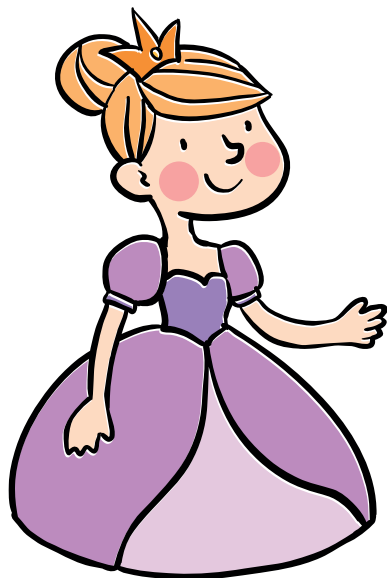


FAZER NO
PAPEL

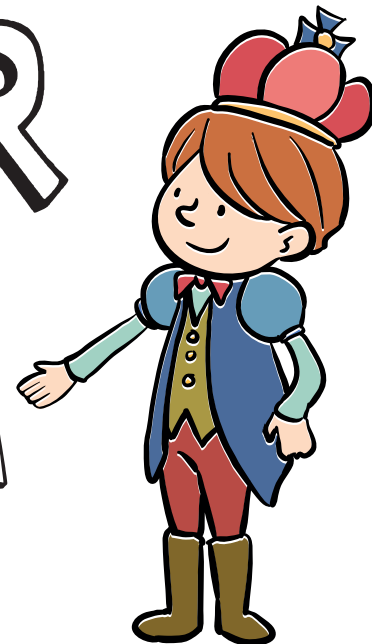


FORMA
RAPIDA DE
COMUNICAR-SE

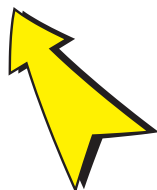
TÍTULO
QUAL OBJETIVO?



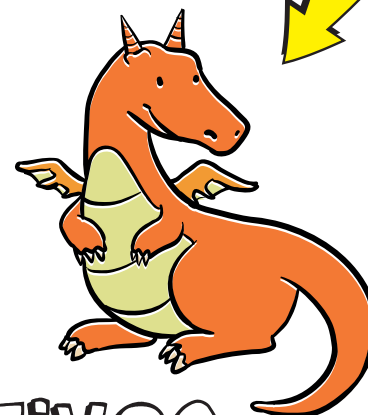
ATOR
QUEM
DESEJA

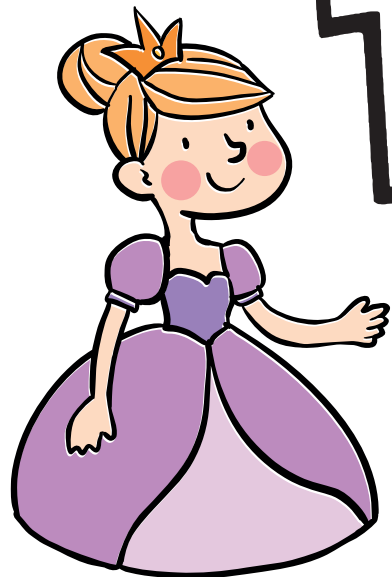


PÓO
CASOS DE USO

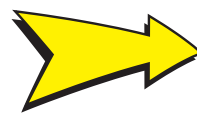


CENÁRIO
COMO SE CHEGA NO OBJETIVO?

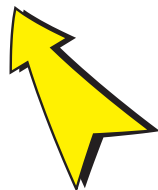




TITULO



FRASE CURTA



POO



CASOS DE USO

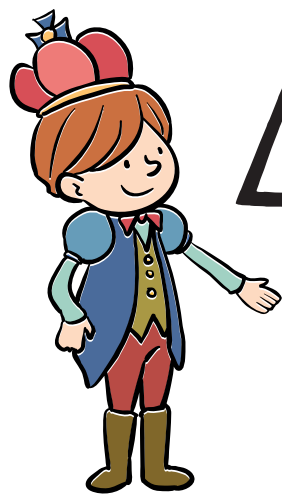
VERBO ATIVO

EXEMPLOS:

REGISTRAR MEMBROS

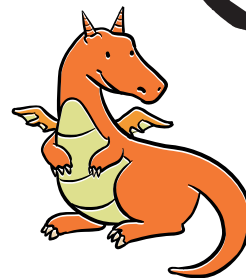
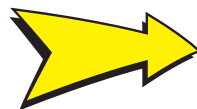
CRIAR NOVA PAGINA ... ETC



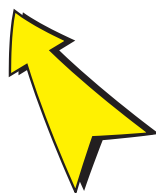
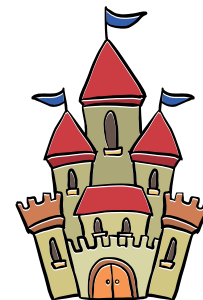


ATOR

USUARIO / MEMBRO
CLIENTE / SISTEMA / ETC



CENA RÍO



POO

CASOS DE USO



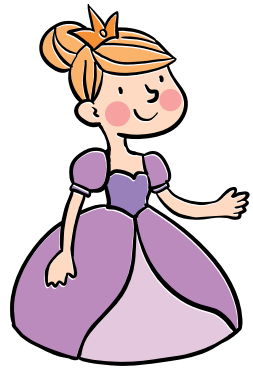
COMO PASSOS:

- 1) CLIENTE REGISTRA
- 2) CLIENTE ACESSA
- 3) CLIENTE IMPRIME, ETC

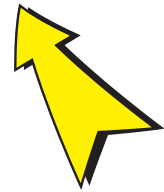
OU

ESCREVER COMO UM PARAGRAFO

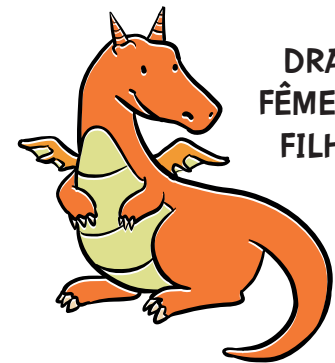
ANALISAR



PRINCESA
EXIGE PRINCEPE
COM CAVALO
BRANCO



CASOS DE USO



DRAGÃO
FÊMEA COM
FILHOTES

CONDI
COES

← OU →

POSSÍVEIS
PROBLEMAS