

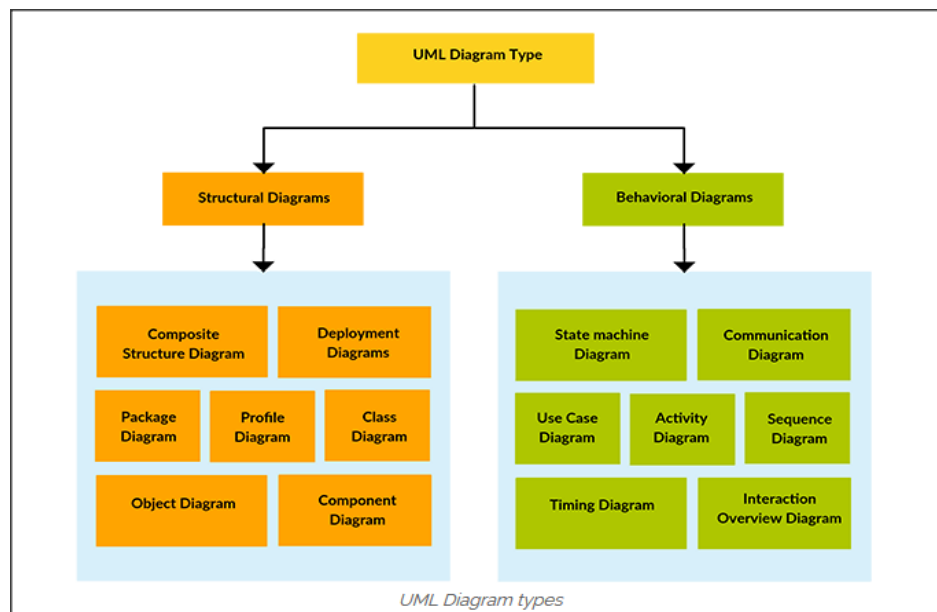
# Modelling

## 1 System Modelling

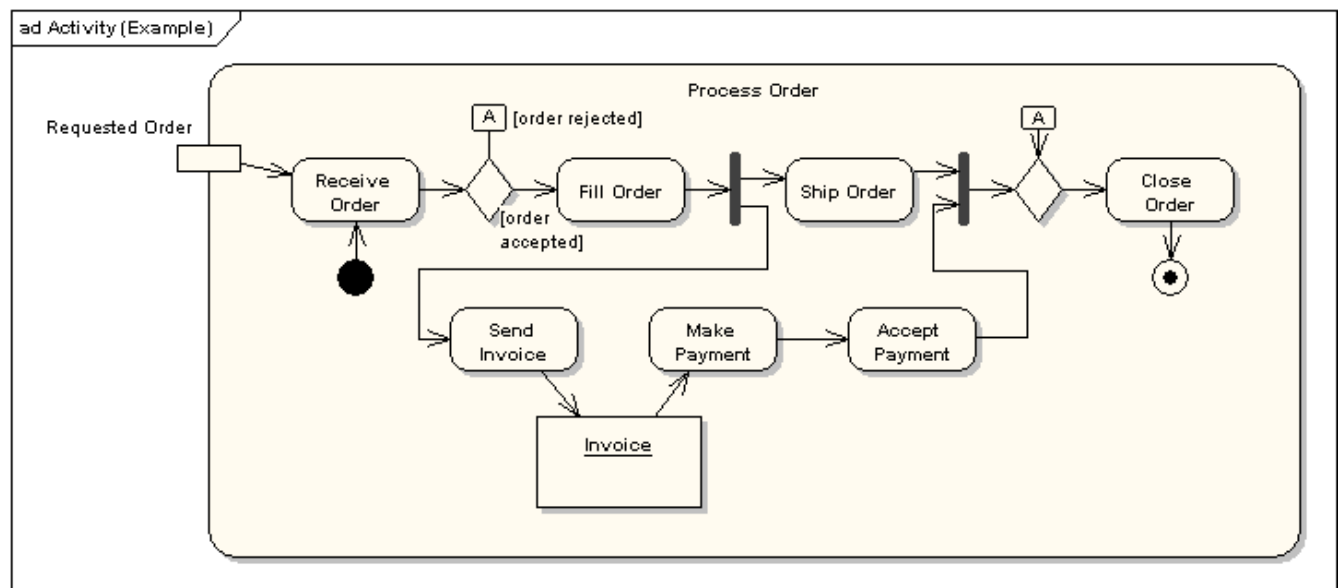
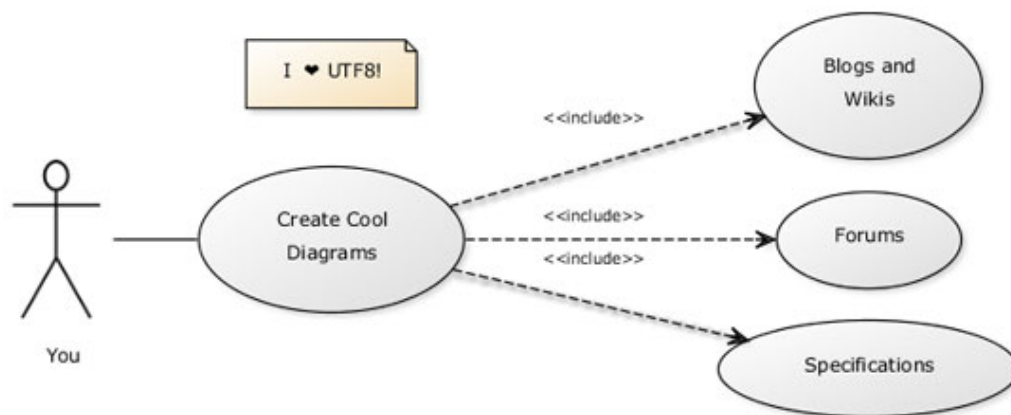
- A model helps with getting an abstract idea of the objects that the software product will consist of and their interactions
  - As such the point of view can shift dependent on your needs and the model you use
- A model is easy to change
- Can be easily explained to non-technical audiences
- Can be used to measure against requirements (validation)

## 2 The Unified Modelling Language

- UML is a diagrammatic language designed for OOP
- UML can describe:
  - The organisation of the problem
  - How a program executes
  - How a program is used
  - How a program is deployed over a network
  - ... and others
- UML can help with:
  - Specification
  - Visualisation
  - Architecture design
  - Construction
  - Simulation and Testing
  - Documentation
- UML is comprised of multiple diagram types:



- Use case diagram



### 3 Class Diagrams

