

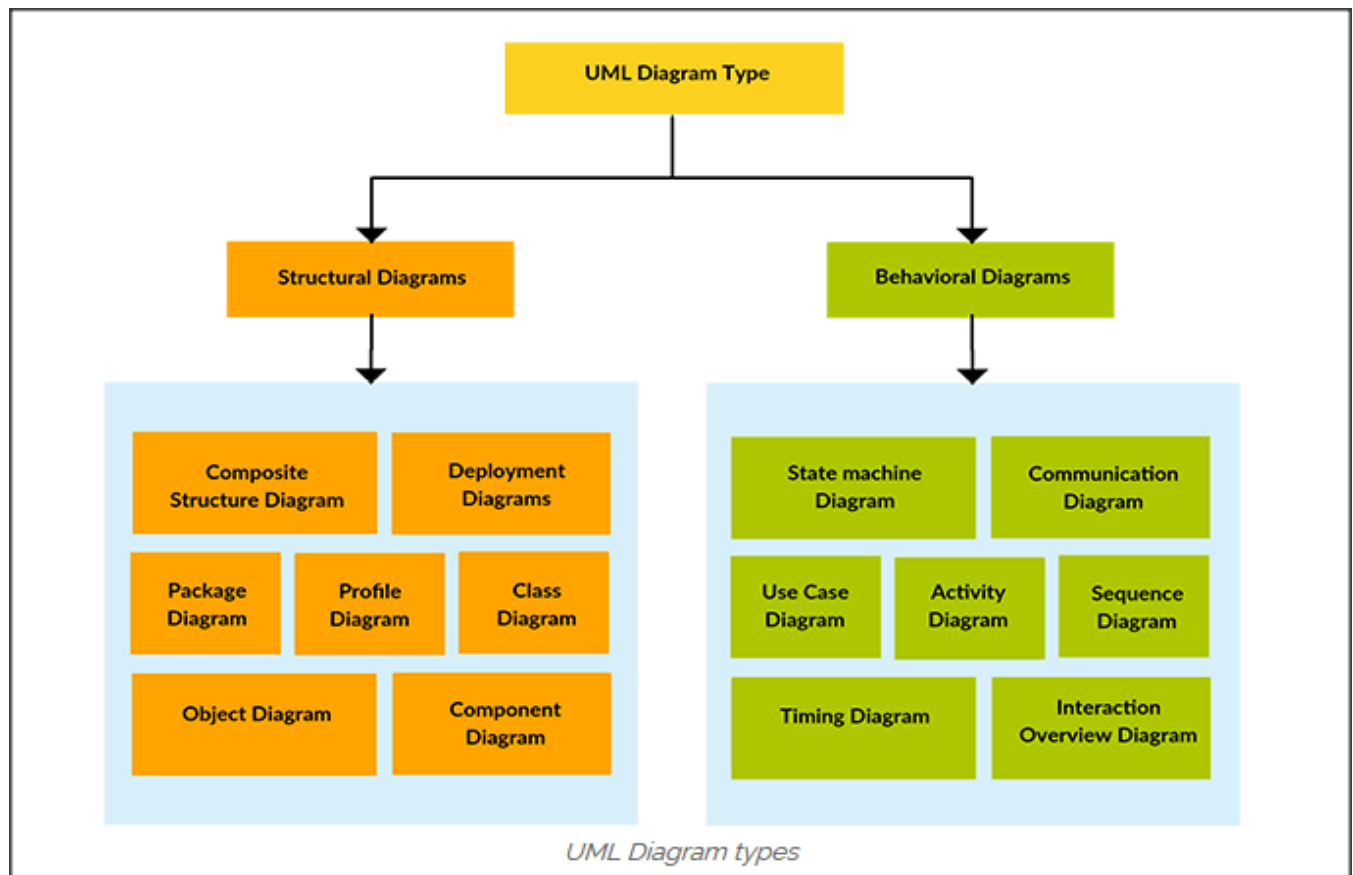
Modelling

1 System Modelling

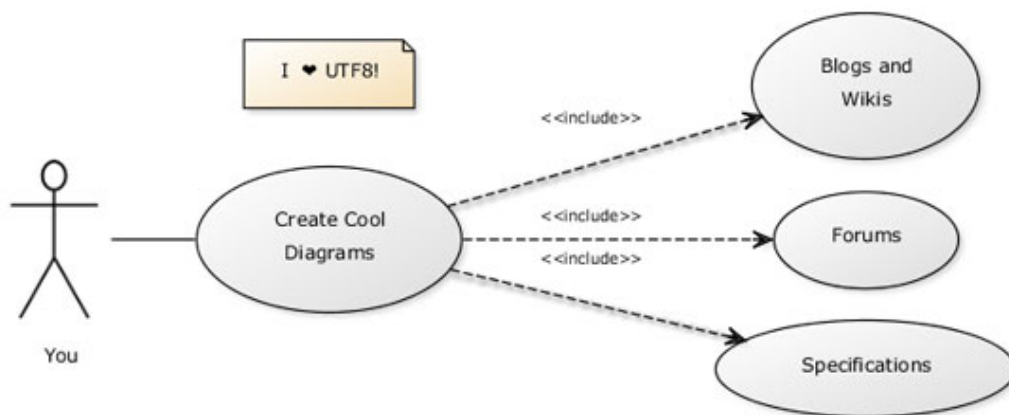
- A model helps with getting an abstract idea of the objects that the software product will consist of and their interactions
 - As such the point of view can shift dependent on your needs and the model you use
- A model is easy to change
- Can be easily explained to non-technical audiences
- Can be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

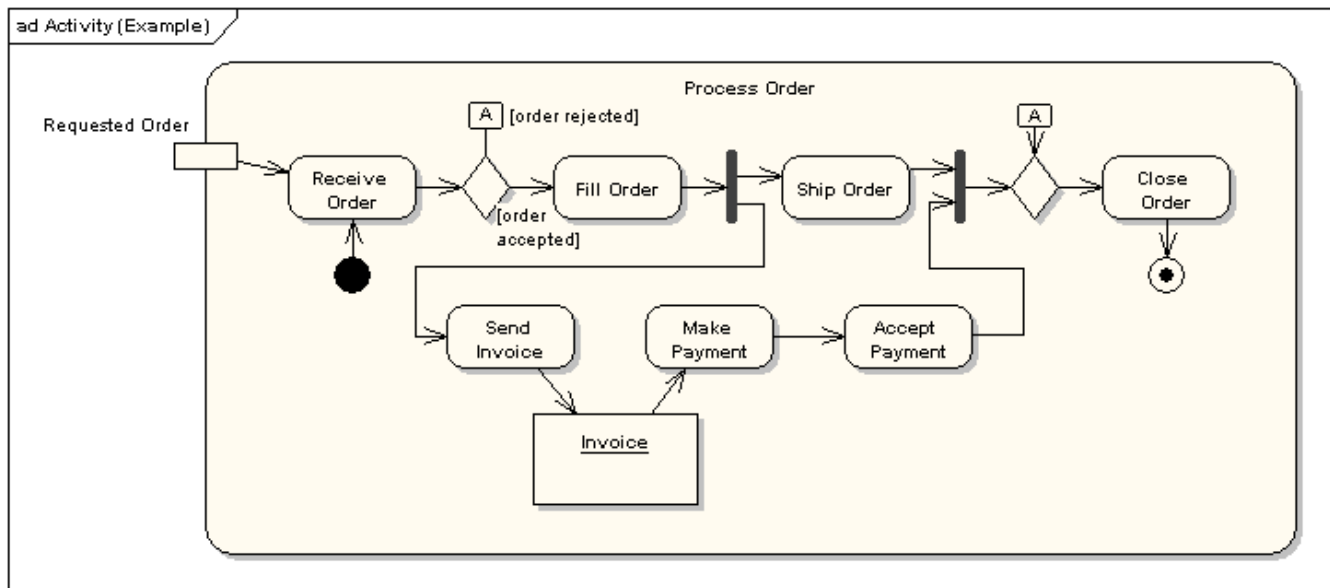
2 The Unified Modelling Language

- 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:



2.1 Use case diagram





2.2 Class Diagrams

