**CIS163 Lab 4**

**UML**

**Preparation:**

Bring your book to lab.

Attended class and stayed up to date with class material

**Objectives** (after completing the lab you will be able to do:)

* Create a UML class diagram from code
* Write Skelton code given a UML diagram
* (If time) Work on project 2

**Activities:**

1. By hand or use the dia tool to create a UML diagram, use the program found on page 302 – 304 (Program named: RubberLines)
2. Using IntelliJ (or similar) create code from the UML diagram found on page 415
   1. Actually, create all the classes, properties, methods, etc. in the IDE
3. If you have time, work on project 2.