How do we Represent a Design ?

Luckily there is a standardised notation for OOD
The Unified Modelling Language (UML)
Arose from the need for a single standard

Basically a merging of many different approaches
As a result, there's a whole bunch of stuff in there !
We'll only consider a couple of fundamental models

Some Terminology

Software Engineers can be very fussy about words

We need to call things by the correct name

Or people might get upset…

Model: A particular facet of system to be presented

Notation: Visual conventions used to present model

Diagram: Model shown using a particular notation

A Whole Range of Diagrams !

- Class Diagram

- Component Diagram

- Deployment Diagram

- Object Diagram

- Package Diagram

- Composite Structure Diagram

- Profile Diagram

Even More Diagrams !!!

- Use Case Diagram

- Activity Diagram

- State Machine Diagram

- Sequence Diagram

- Communication Diagram

- Interaction Overview Diagram

- Timing Diagram

DON'T PANIC !

We WON'T be learning ALL of them
Just a couple of the most common

We could spend a whole unit on this
We just want to give you a taste !