# Software Engineering With UML

# Module 1 Introduction to Design and Modeling Tools

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#### What You Will Learn

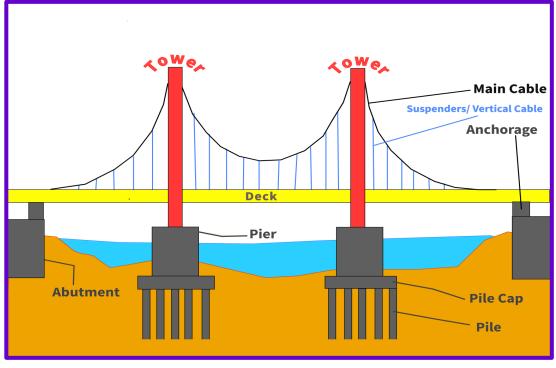
→ UML Design and Modeling

Working with Design and Modeling Tools

### Reality vs Model

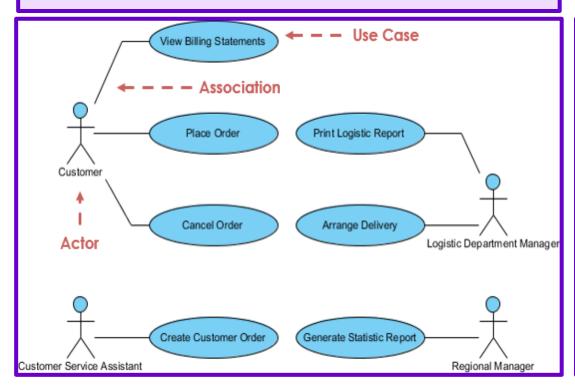
A model is a representation of reality, but it is a simplification or approximation that doesn't reflect all of reality (Model is an Abstraction of Reality)



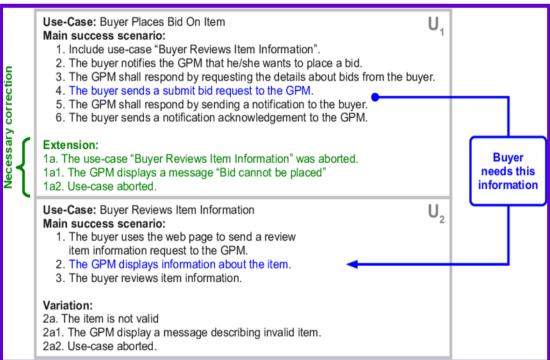


### Diagram vs Model

### Diagram is a Visual Representation of Model



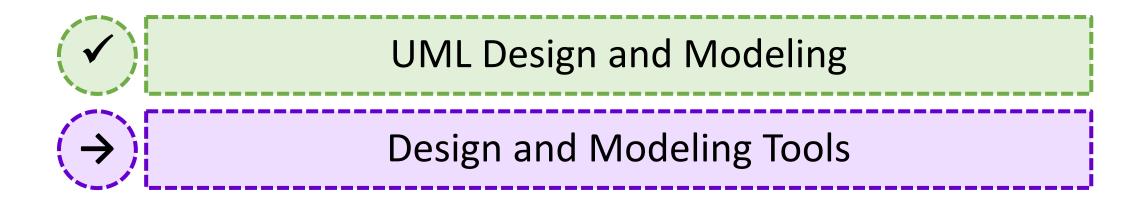
### Models are abstract representations of a system



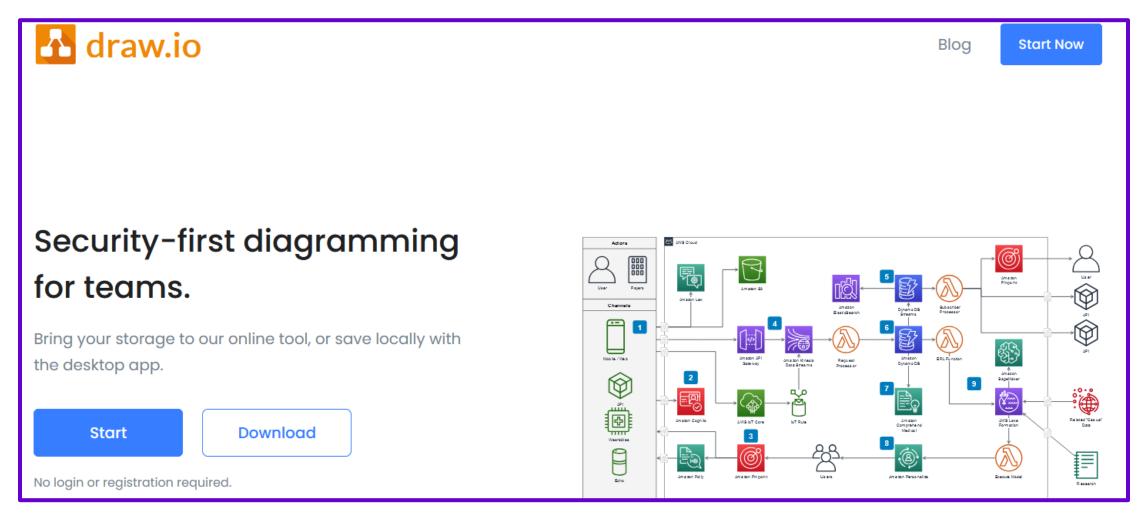
#### What is UML?

Is a standardized modeling language consisting of an integrated set of diagrams, developed to help system and software developers for specifying, visualizing, constructing, and documenting the artifacts of software systems, as well as for business modeling and other non-software systems

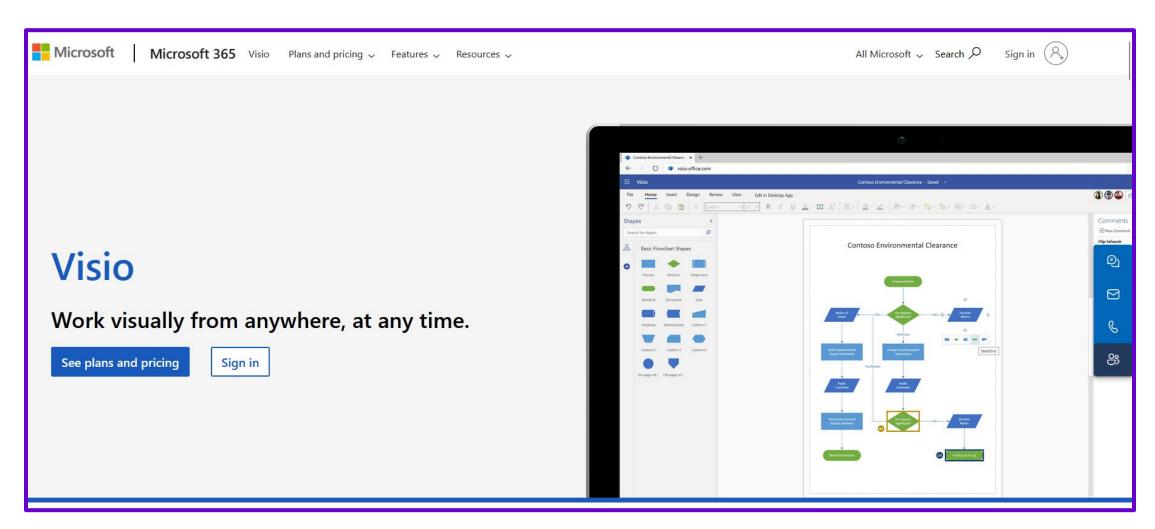
#### What You Will Learn



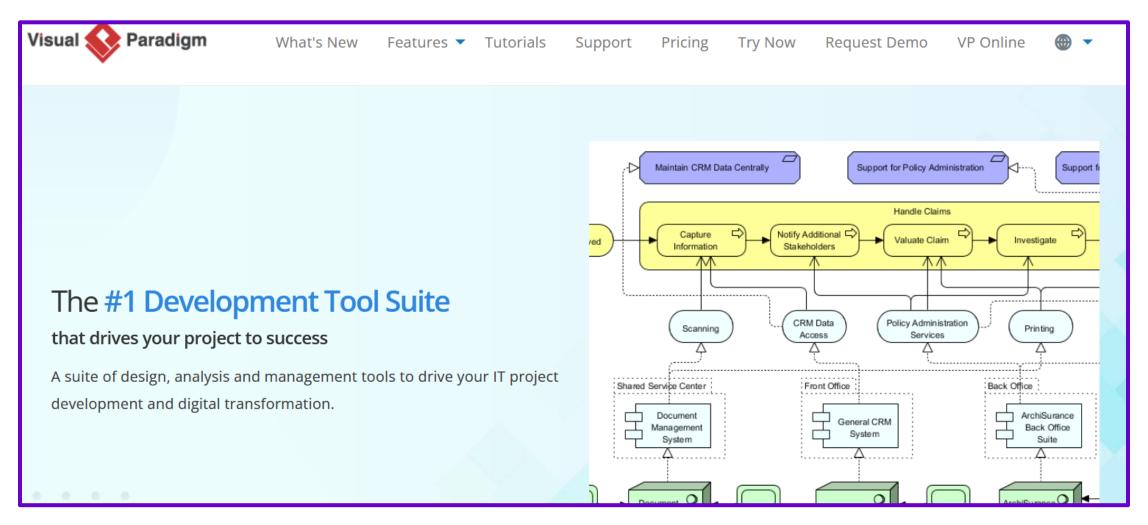
### General Design and Modeling Tools: Draw.io



### General Design and Modeling Tools: Visio



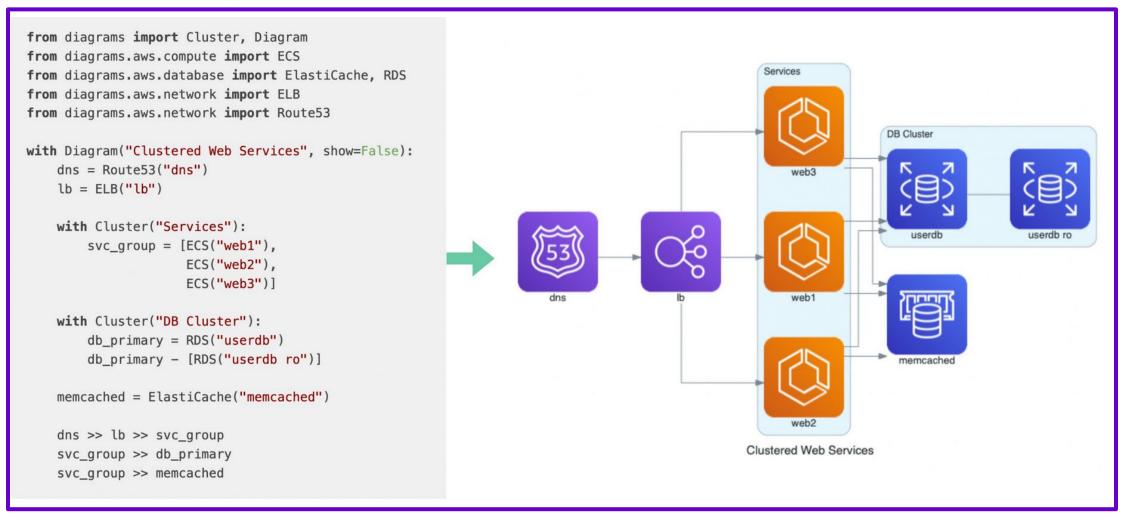
## Specialized Design and Modeling Tools: Visual Paradigm



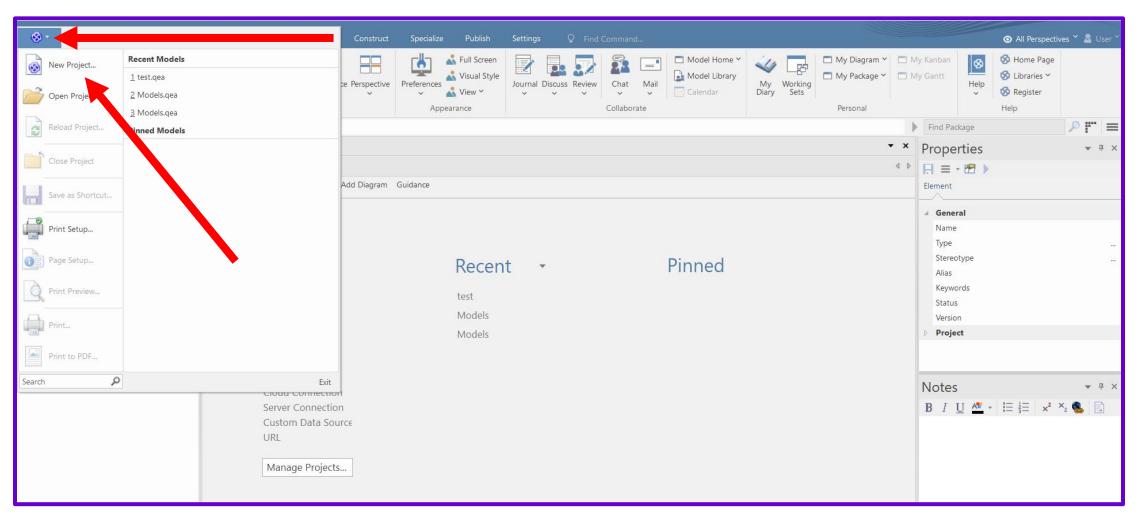
## Specialized Design and Modeling Tools: SPARX Enterprise Architect



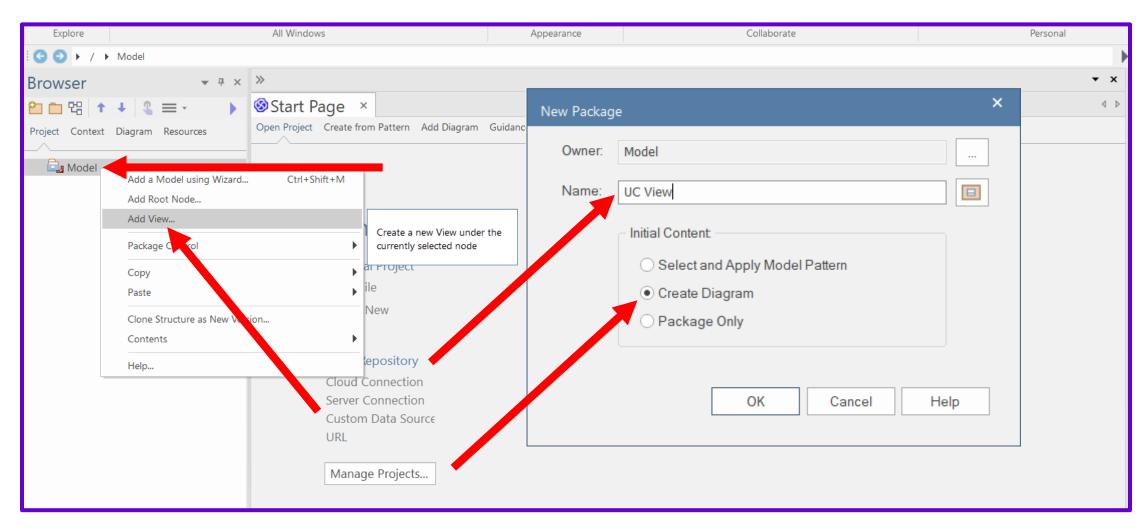
### Specialized Design and Modeling Tools: Diagram as Code Tools like **Mermaid**



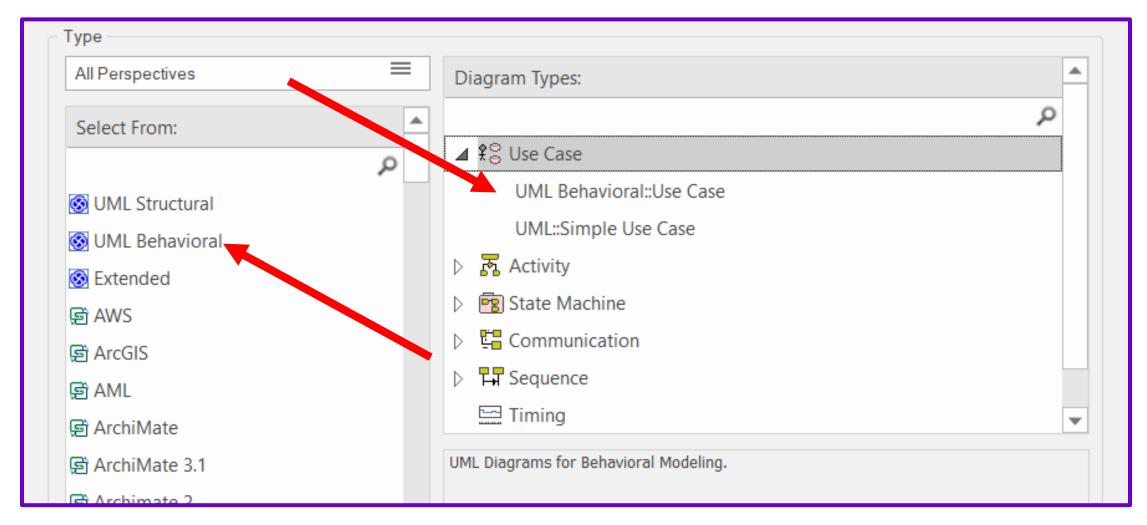
### Step 1: Create new project



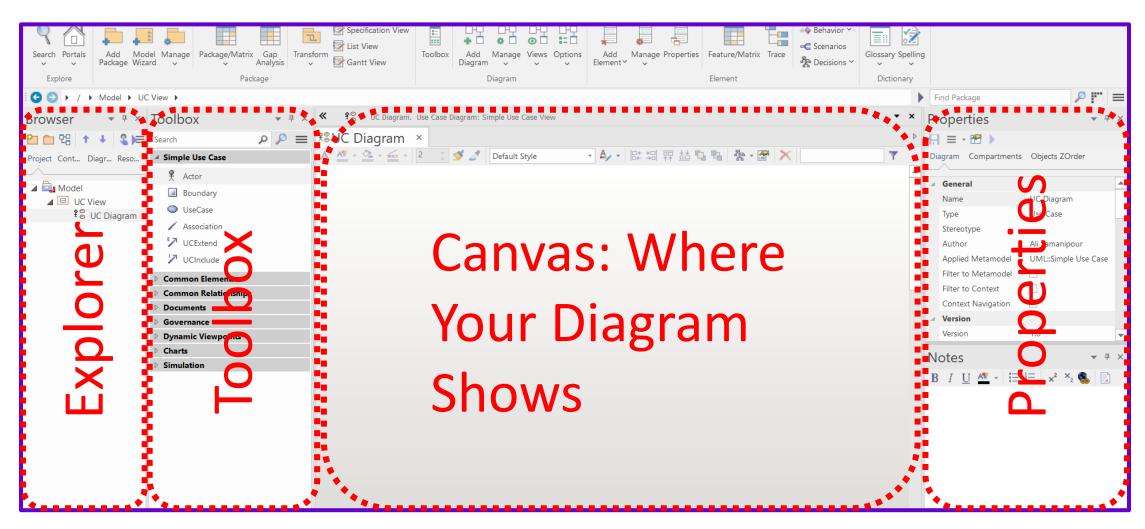
### Step 2: Add View (Package) to Model



### Step 3: Search & Select Diagram Type



### Step 4: Start Modeling



#### What You Will Learn



Scrum Rituals: Daily Standups & Sprint Planning



Scrum Artifacts: User Stories

#### Access to Course Resources



https://github.com/samanipour/ Software-Engineering-With-UML.git