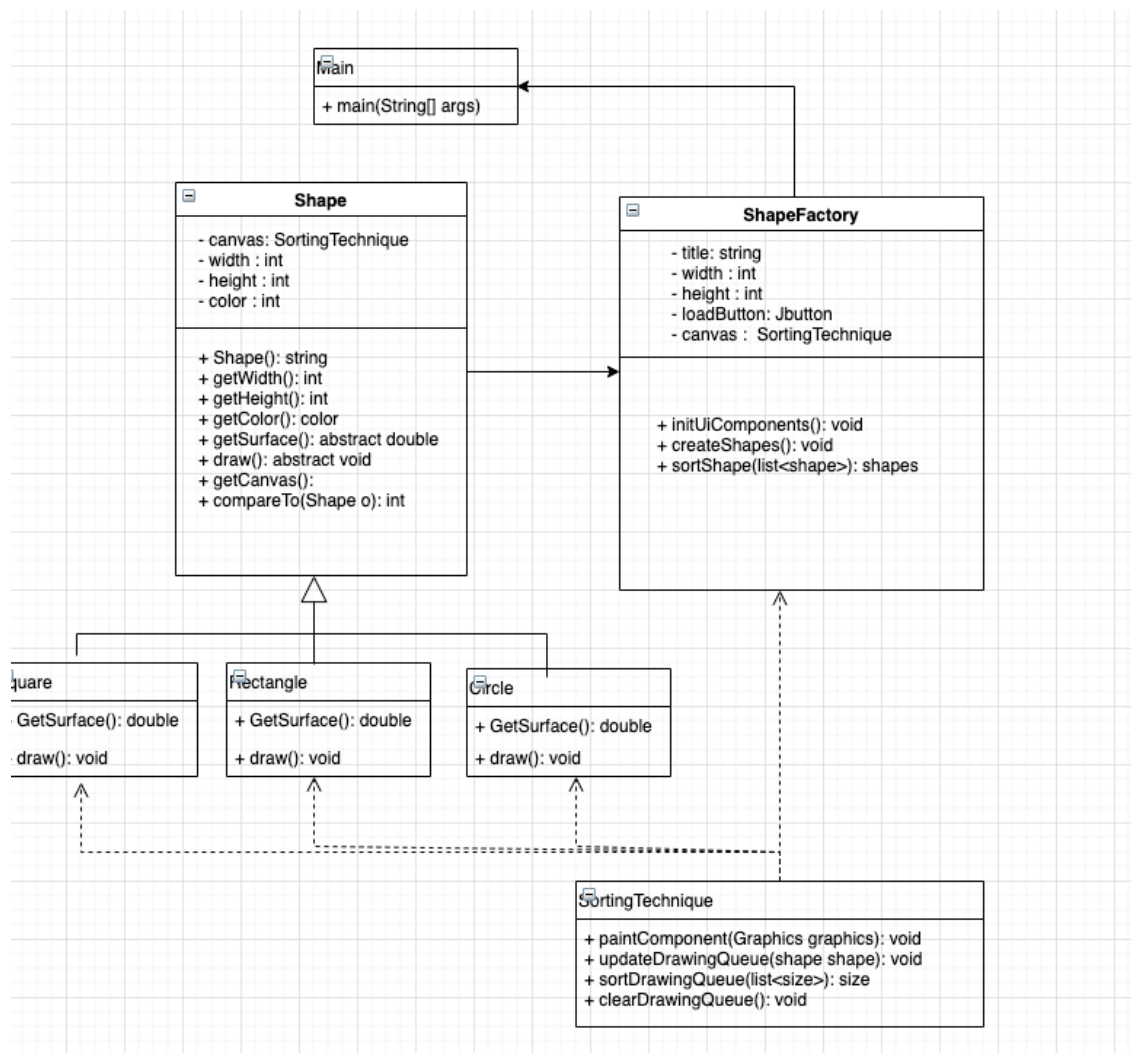


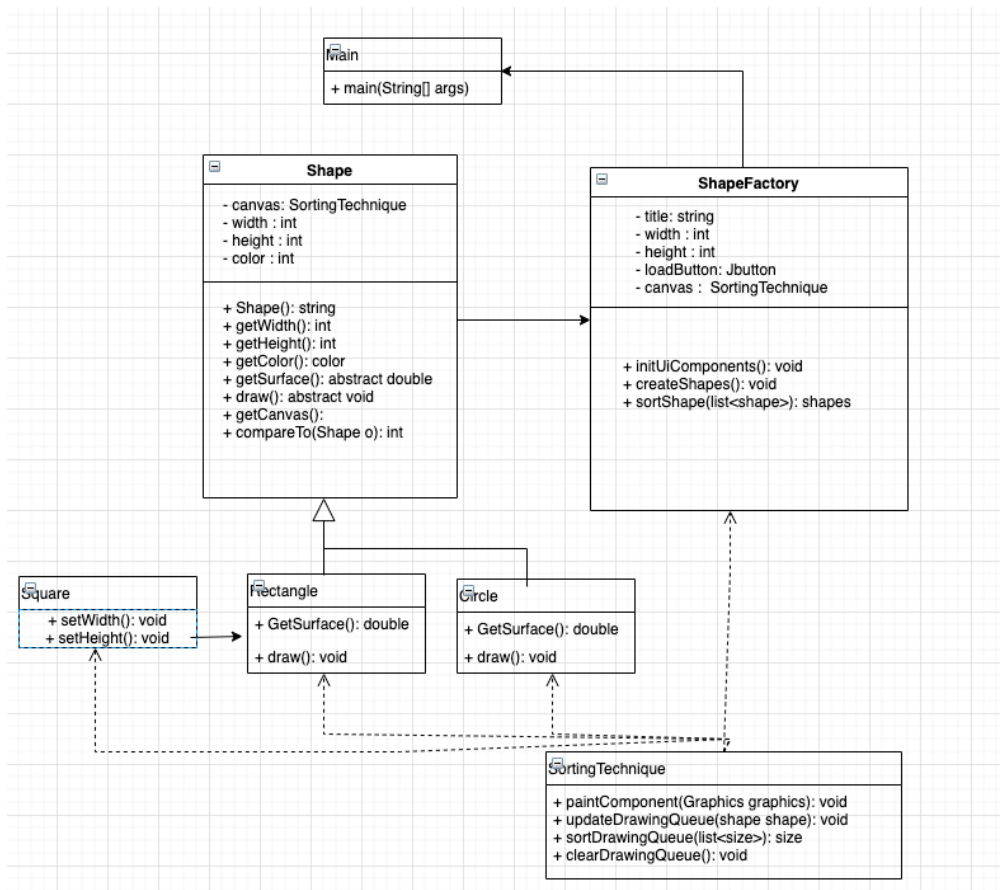
EECS 3311: First Software Project

Part 2: ULM Class Diagram



Alternative UML Class Diagram:

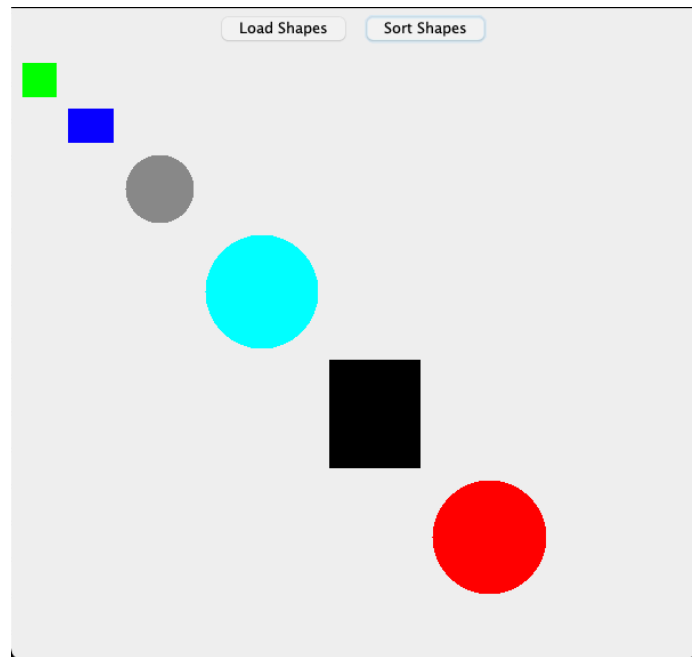
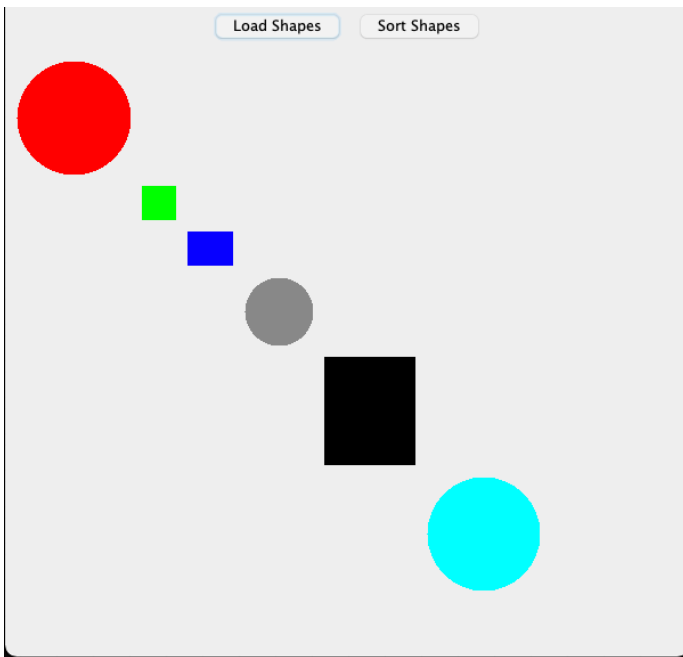
In this diagram the square is inherited from the rectangle class and just the circle and rectangle are the child of the shape class.



Part 3: Implementation

Eclipse

Code Execution



Part 4: Conclusion

Creating the ULM diagram and implementing OOD principal class went well for this software project.

Graphical User Interfaces was what went wrong in the project. I didn't have much understanding and practise of GUI components in java. Which cause me trouble with displaying the shapes. This cost me a lot time to familiarize myself with it.

At the end of this project I have learn to create ULM class diagram, implementing OOD design principal and to use Graphical User Interfaces.

Top three recommendation to ease completion:

- 1) Familiarizing with Graphical User Interfaces in Java
- 2) Review lectures and textbooks
- 3) Communicate with peers to get a better understanding of the project