Milestone 2

Answers to 1.3 UML CLASS DIAGRAM

You have to think before delivering the appropriate answer to each question.

1. What do you understand by Software Engineering Analysis and Software Engineering Design?

Explain briefly.

In analysis we have Few Choices and normally ask question what has to be done whereas in Design we have Many Choices and ask question how it has to be done.

2. What are design patterns? “Design patterns are playing an important rule in doing a good

design” Do you agree with the statement? Please explain why?

In software engineering, a **design pattern** is a general repeatable solution to a commonly occurring problem in software design. A design pattern isn't a finished design that can be transformed directly into code. It is a description or template for how to solve a problem that can be used in many different situations.

4. Add UML for browsing the dishes algorithm. What kind of diagram is appropriate to do this?

5. Apply a pattern to make the payment method configurable, i.e., do not hardcode the algorithm.