

Unit 4: Applying a UML Model to a Program Implementation: UML in Practice

Welcome to Week 4. This week we shall experiment further with the creation of other UML models, including the activity diagram.

In this unit we shall:

- Experiment with further UML model types, including a class diagram.
- Write a Python program which implements the UML class diagram.

On completion of this unit you will be able to:

- Prepare a class diagram which corresponds to a system which will be implemented.
- Take a UML model and implement its corresponding software in PyCharm.

The content this week supports students in taking UML models and developing the corresponding code. This will be critical in support of the summative assessment when students create code for the Week 11 submission from the design documents submitted in Week 7.

Reading | 4 hrs

The reading this week focusses on the application of UML to the development of software.



[Unit 4 Reading](#)

Formative Activities | 4 hrs

Continue to build your e-Portfolio during this week including writing your final reflection.

Unit 4 Seminar | 1 hr

Title: UML Design

This unit has a live seminar. You will be able to see all the seminar times and dates in the menu on the left. View the Lecturecast(s) available and engage with the reading set for the specific unit prior to each seminar. To benefit from the seminar fully, please also view the seminar content available for each seminar in the seminar booklet and prepare answers to any questions posed.



[Prepare for Your Seminar](#)