LaserDinosaurs

UML diagrams

All of the UML diagrams are in the same folder as this document. Many of them are too large to be readable in this document, so they were left as .png files to allow zooming in.

Lab 1-3: the program generated UML diagram is in the file lab1-3UML.png. The hand-generated file is in Lab1-3HandUML.png.

The project: the program generated UML diagram is in the file UMLLaserDinosaursUML.png, and the hand generated file is in UMLLaserDinosaursHandUML.png.

The main difference between the hand generated UML diagrams and the computer generated ones is the inclusion of uses arrows in the diagram. We did not include that in this milestone. We also included both the abstract and interface labels in the computer generated one. In the hand drawn diagram, interfaces are traditionally only given the interface label. Additionally, the overall layout of the computer generated diagrams is much cleaner than the hand drawn ones. This is due to the fact that when drawing by hand it is sometimes difficult to see the overall pattern of the code and once the diagram nears completion it would require a great deal of effort to reformat the diagram into a different layout. Aside from these differences the computer generated diagram captures all the present classes, fields, and methods existing in the project successfully and with the correct format.

We also did not include the whitelisting feature in this milestone.