Design and UML Class Diagrams
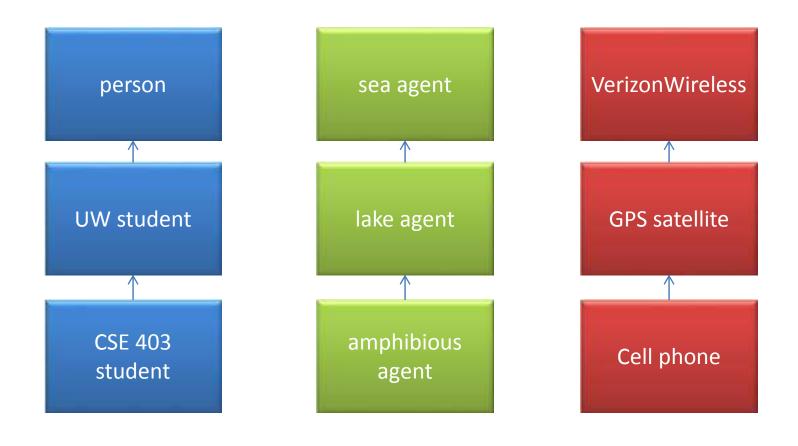
Suggested reading:

Practical UML: A hands on introduction for developers
http://dn.codegear.com/article/31863
UML Distilled Ch. 3, by M. Fowler

1

How do people draw / write down software architectures?

Example architectures

Big questions

- What is UML?
  - Why should I bother? Do people really use UML?

- What is a UML class diagram?
  - What kind of information goes into it?
  - How do I create it?
  - When should I create it?

Design phase

- **design**: specifying the structure of how a software system will be written and function, without actually writing the complete implementation

- a transition from "what" the system must do, to "how" the system will do it
  - What classes will we need to implement a system that meets our requirements?
  - What fields and methods will each class have?
  - How will the classes interact with each other?

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