













CSE416 - Software Engineering	© Robert Kelly, 2024	8
What is UML?		
<ul> <li>UML (Unified Modeling Language)         <ul> <li>A standard for modeling object-orient</li> <li>Derived from the convergence of nota approaches:                 <ul> <li>OMT (James Rumbaugh)</li> <li>OOSE (Ivar Jacobson)</li></ul></li></ul></li></ul>	ed software. ations from three leadir You can model 80 problems by using % UML (maybe 90	ng OO 9% of most 9 about 20 of 0/10)
<ul> <li>Lucidchart</li> </ul>		















CSE416 - Software Engineering	© Robert Kell	у, 2024 16
<ul> <li>CSE416 - Software Engineering</li> <li>Example of a textual use case</li> <li>Design issues: <ul> <li>No overlap in use cases (instead think of preconditions)</li> <li>Look for use cases that cover multiple roles (with exceptions that differentiate the roles)</li> <li>Proper size (not too many steps or too few steps)</li> </ul> </li> </ul>	© Robert Kell Use-case: Primary actor: Goal in context: one sentence description Preconditions: Trigger: Scenario: step by step actions taken by the system to achieve goal in context Special cases that deviate from scenario above Priority: Build number (with reasons) Open issues: List of open interface	y, 2024     16       Determine Minorities Eligible for an Opportunity District





