

# Software Systems Modelling

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# Core content Revisited

- At the start of the units suggested...
- Core Topics (Skills)
  - For some given scenario be able to produce appropriate design models (**UML**)
  - To be able to **select** (or at least argue the merits) of different techniques
    - Clearly this suggests exposure to alternatives (*Question to you from your experience: what could these alternatives include?*)
  - To be able to show how you would use **MDA** (*which includes DSL*)
  - To be able to show how you would use **patterns**.

# Overview of Themes Covered

- Standard UML (Class diagrams)
  - As seen in coursework. Can you produce and appropriate class diagram from given scenario?
- More UML (e.g., sequence diagrams, state-charts)
- Contrasting notations: Role Activity Diagrams
  - Can you describe and illustrate, discuss merits, when and where you would use them?
- Patterns (e.g., singleton etc.,) and frameworks.
- Model Driven Development
  - See specific seminar questions.
- Domain Specific Languages
  - Why use and when, contrast, develop, issues.