Software Systems Modelling

Dr Keith Phalp (and others...)

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*.

- ## 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.