cis20.2-spring2008-sklar, unit I, lab 1

instructions

- This is a lab for the first day of class, the first session of unit I.

- Unit I will cover Software Development.

exploring UML

UML stands for Unified Modeling Language. It is a standard for creating models and documentation of software systems.

- There is an on-line tutorial that provides a general overview and some information about UML here:
  `http://www.cragsystems.com/ITMUML/index.htm`
  A compliation of the tutorial is also available in PDF form on the class web page.

- Many companies provide products that support UML. You can download a free application called **ArgoUML** from here:
  `http://www.argouml.org`

  This is a Java based implementation. There are two versions:
  (1) a web-based version—*click on* **Launch via Web Start**
  and a
  (2) downloadable version—click on **Download files and run**.

  In the lab (i.e., using 130NE computers) , use option (1).

  Click on **User Interface Tour** (or go to `http://argouml.tigris.org/tours/index.html`) to get information about how to use the ArgoUML interface.

- Look at the article **Case Study: Implementing a Web Based Auction System using UML and Component-Based Programming**, by Sheldon, Jerath, Kwon and Baik.

  Try implementing their example in ArgoUML, just to get familiar with how the application works.

For your assignment for Unit I (to be given out later), you will use ArgoUML to create a an initial version of model of the software system you will be building throughout this semester.