Project content

1. Descriptive part

This section should briefly introduce the importance of modelling in software engineering. Then concisely characterize the role of the UML language, with particular emphasis on the diagrams to be used in the practical part. You can use materials posted on the website https://www.uml-diagrams.org/ as well as other available resources on similar topics, including slides from lectures.

2. Practical part

The practical part involves studying examples of the use of UML in system modelling available at https://www.uml-diagrams.org/index-examples.html . Then you should choose one of the examples, analyse it in detail and prepare and describe three diagrams that make up the system model. You should use one of the free tools available online that support the use of the UML language (for example, Visual Paradigm https://www.visual-paradigm.com/).

Organizational information

The project should be implemented systematically and submitted within the agreed deadline in the form of a short report (8 to 10 pages). Work should be documented on an ongoing basis so that the current status can be presented during classes. The final version of the report should be sent to the instructor's e-mail address.