CS 458 - Homework 7

Deadline

Problem 1 is due by 11:59 pm on **SUNDAY, NOVEMBER 6**.

Problems 2 onward are due by 11:59 pm on Friday, November 11, 2016

How to submit

For Problem 1, complete the First Peer Evaluations Questionnaire on the course Moodle site by 11:59 pm on **SUNDAY, NOVEMBER 6**.

For Problem 2 onward, submit your files using `~st10/458submit` on nrs-labs or nrs-projects, with a homework number of `7`.

Purpose

To complete (belated) first peer evaluations, and to read about, think about, and experiment a bit with UML.

Important notes

- Note that some of your submissions for this assignment may be posted to the course Moodle site.
- For Problem 2 onward: create a file named `458hw7.txt` or `458hw7.pdf` (your choice) that starts with your name. Then give the problem number and your answer(s) for Problem 2 onward.

Problem 1

Complete the First Peer Evaluations Questionnaire on the course Moodle site by 11:59 pm on **SUNDAY, NOVEMBER 6**.

Note that not doing so, or not doing so thoughtfully, or not following questionnaire questions' instructions, could affect your project Participation grade as well as this homework problem grade.

Problem 2

In Jalote Chapter 6, a number of the types of UML diagrams are described. Simply to encourage you to review them and consider them a bit, re-read these descriptions carefully, and answer the following questions:

- which type of UML diagram, at this point, is your "favorite" type of UML diagram? (Note that "favorite" is a pretty broad term -- maybe you might take it to mean which you think would be most useful in a project, or maybe you might take it to mean which is clearest to you, or maybe you might take it to mean which is most intriguing to you at this point. For this question, I'm leaving the possibilities deliberately broad.)
- why is that choice your favorite at this time?

Problem 3

Go the HSU Library's link to the ACM Digital Library, and find an article of your choice on UML.

- (Searching for "Unified Modeling Language" does indeed lead to an interesting variety of options. You are also welcome to add additional search terms to focus this search further if you would like.)
- Browse as you would like -- but once you have found an article you'd like to read at least some of, BEFORE you follow the link, take a screen shot of your ACM Digital Library window at this point.
  - (This can be a screen-shot of that window, or a cell-phone photo of that window, etc. Make sure it can be saved as a .jpg, .gif, or .png, whichever screen-shot means you use -- and name it `acm-dl-img` followed by the appropriate suffix.)
  - Paste your selected article's title, author, date, and publication as part of your Problem 2 response, and then download your selected article's PDF.
  - State why you selected this particular article on UML.
  - Read at least enough of that selected article to give at least 3 things from that article -- related to UML! -- that interested you, and also include these in your Problem 3 response.

Problem 4

In addition to commercial products, there are a number of free, freely-available UML drawing tools. Here are a few examples:

- Violet - available from http://www.horstmann.com/violet/index.html
- UMLet - available from http://www.umlet.com/
- UMLetino - a browser-based version of UMLet, available at http://www.umlet.com/umletino/umletino.html

Select one of these, **or** search and find another free, freely available UML drawing tool. The goal here is to find one that you can experiment with sufficiently to create an example UML diagram.

4 part a

State which tool you decided to try out. If it is one of the above, just state its name. If it is a different tool, then both give its name and include the URL from which it can be obtained.

Then state **why** you selected this tool from amongst the possibilities.

4 part b

Try out your selected free UML drawing tool, and create a UML diagram of your choice. Somehow take a screen shot or save a copy of your resulting diagram.

(Just can't think of what to do? You could always make a lovely class diagram of class `GameDie`, with its public constructor `GameDie(int desiredNumSides)` and methods `getNumSides`, `getTop`, and `roll`...)

- (This can be a screen-shot of the application's window, or a cell-phone photo of that window, etc., if the application does not provide a reasonable way to save the diagram.)

- Make sure it can be saved as a `.pdf`, `.jpg`, `.gif`, or `.png`, whichever means you use.
- Name your resulting diagram `uml-ex-4b` followed by the appropriate suffix.

4 part c

Finally, answer the following:

- Describe how easy or hard it was to learn enough about the tool to create your diagram.
- Did you find this tool reasonable to use in creating a UML diagram? Why or why not?
- Would you recommend this tool to another CS 458 student? Why or why not?

Submit your resulting file `458hw7.txt` or `458hw7.pdf` along with Problem 3's `acm-dl-img.*` screenshot image file and Problem 4 part b's `uml-ex-4b.*` diagram file.