Objectives:
   To start the concepts of designing systems and analysis and keep aiming at the UML methodology of going from an idea to design of classes and implementation of code.

Reading Assignment:
   Textbook: pages thru 350

Contents:
   Introduction to Design       1 hr
   Introduction to UML (refresh) 1 hr
   Our purpose (as industry)    1 hr
Done with requirements…
  3D Real world problems => flat paper solution
  Not always easy
  Converting English to Code 50min / 50min

Use before code
  Universal …
  Defines structure, communication, composition, inheritance of classes / packages
  Intro and usage of different UML constructs 50min / 100min

Usage and purpose in industry
  Formal approach
  (would use it next week for problem from scratch)
  Pretty much code
  Makes live’s of coders easy
  Example
    Structure of general car and specific car
    Inheritance
    Structure of an individual car and it components
    Aggregation 50min / 150min