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| Discipline „software requirements and specifications”, code: 28 |
| Annotation: The aim of the subject is to give the students basic knowledge in the field of program specifications and their use during the different phases of the software life cycle, especially for analyzing and specifying the requirements and design of a software system. The discipline tracks the development of paradigms and languages ​​for analysis and software specification. The focus of the discipline is the object-oriented method for analyzing and specifying software and the unified object-oriented language for analysis and modeling UML - one of the most used modern methods and tools for analysis and modeling of the UO. By using different CASE tools during laboratory exercises, students will acquire practical habits for object-oriented analysis and software modeling. |
| Main issues of the syllabus content:* UML Application for the Programming System design: Description of the user’s goals – use case diagram
* UML Application for the Programming System design: Static System Model – Class Descriptions and Class Diagrams. Interfaces
* Dynamic Model of the System. Sequence diagrams. Collaboration Diagrams
* Description of Procedural Logic, Business Process Modeling and Workflow: Activity diagram, StateChart Diagrams
* Component and System Overview: Deployment Diagrams
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