

Lesson 04: Formalism of System Design

Formalism of Steps

- Requirements and Specifications of hardware and software
- Define architectures of hardware and software
- Coding and implementation as per architecture
- Testing, validation and verification of system

Diagrammatic model

- UML (Universal Modeling Language)

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- Conceptual design modeling
- Classes and Objects to describe identity, attributes, components and behaviour
 - Inheritances in classes and objects
 - Interfaces with the objects and their implementation in the objects,
- Structural description of the design components

UML (*Contd.*)

- Behavioral description in terms of states, state machine and signals
- Events description

Summary

We learnt

- Formalism of System design Processes
- Use of UML for diagrammatically modeling the system design Processes

End of Lesson 04