

**Sit anywhere!**

# **Unified Modeling Language 101 User Stories & Subtasks**

**COMP423 / 2024 Fall / CL21**

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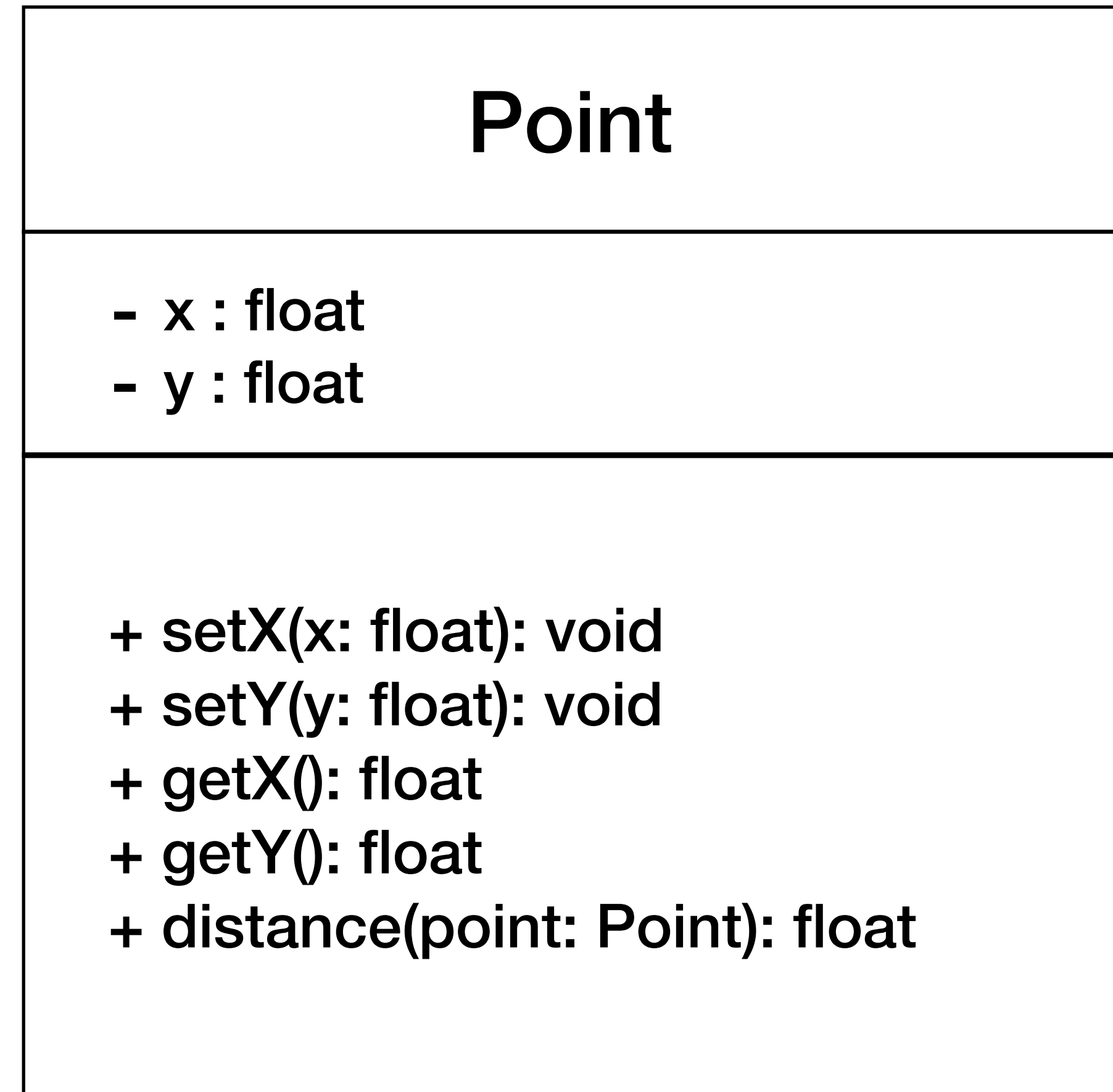
# Grades for EX02

- Will release after class!
- Those of you who used code conventions that were not aligned with our code base will receive a significant penalty with some instructions.
  - Submit a regrade and meaningfully follow the instructions, which commit to adhering to program standards in the future, and we will return all but 5 points of the penalty back to you.

# Unified Modeling Language 101

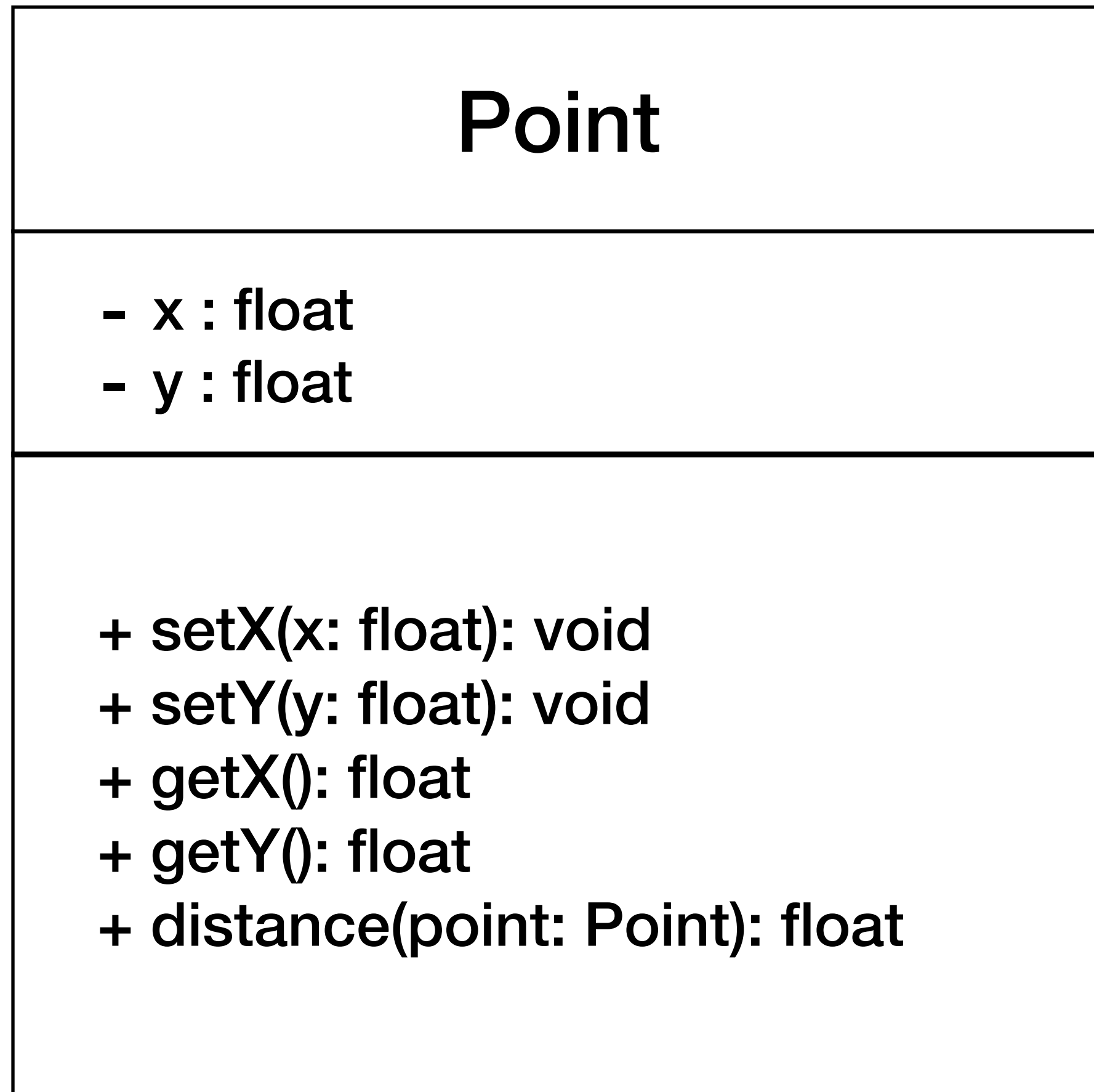
## A Very, Very Brief Introduction

- Boxes represent classes or interfaces
- Titles at the top, followed by attributes/properties, and methods/operations
- Special notation for public/private/protected
- The next reading (out today, due tomorrow!) gives a closer look at common elements



# Given a Point class, UML Diagram a LineSegment Class

With your partner, on a whiteboard, attempt to diagram an immutable LineSegment class.





# Personas

- Fictional, made up users and stakeholders interacting with your product used in writing “user stories” and other design document artifacts.
- Used to help you not only *empathize* with their user experience, but also *communicate* their perspective and needs.
- Helps keep design decisions *user centered*.
- Given a *name* and a short description of who they are.
  - Industrial projects will take it further: photo, life story, personal characteristics.
  - Names often include a “role” and are alliterations: Arden Admin, Shauna Student
- At least one *persona per role* in a project
  - When might it be necessary to have more than one *persona per role*?

# User Stories

- A small unit of work that describes the desired way for a user to achieve a goal.
- One format: “As <persona>, I want to <do something>, so that <goal achieved>.”
- Example: “As Sally Student, I want to log-in to ConnectCarolina and remain logged in, so that I do not need to continually waste time logging back in.”
- Singular tasks a user wants to achieve, written from their perspective.
  - Not prescriptive of implementation, *goal focused*.
  - Can be broken down into sub-tasks that become more prescriptive, step-by-step user experience (UX) specifications.

# Subtasks

- Stories become broken down into subtasks that are more concrete
  - Effectively a Story's to-do list
- Subtasks become prescriptive and start becoming technical
- Validation criteria: how will you know when a subtask is completed?
  - Subtasks should have very straightforward validation criteria!



# Teams for Final Project

- Final Project Teams will go through end of Semester
- Form: [go.unc.edu/comp423-24f-team-form](https://go.unc.edu/comp423-24f-team-form)