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Subject: Re: Tools or methodologies you use when developing software

Posted by [Mindtraveller](#) on Thu, 20 Dec 2007 06:27:00 GMT

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I tried UML too, but came to simplified version of action diagrams on scratches of paper.

Every time having some programming task, first of all I use my imagination. Pretending to be simple user, I get sheet of paper and drawing what will I see on the screen.

Yes, I start with drawing sketches of program GUI and ideas how it should behave. I start with being simple user.

Then I put these sketches to some corner of the table for day, 2 days or even week. After these days I take papers, look at the interface and start thinking what should be erased from there. Interface should be as simple as possible making program functionality most native and clear for user.

For example, I try to use 1 toggle button where most programmers use two buttons or switches - it all depends on exact situation.

Only after polishing GUI, I memorize that I'm a programmer and think of program structure that implements my exact GUI and it's behaviour.

I do this by taking another sheet of paper and writing big program components and their dependencies. Polished that general model, I make sketches of more detailed versions of components (modules, classes).

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