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Subject: Re: FMC

Posted by [exolon](#) on Fri, 27 Oct 2006 02:27:02 GMT

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luzr wrote on Thu, 08 December 2005 13:12 Actually, I always thought that those funny diagrams are the great way how to fetch more money from your customer, but do not really help to develop applications.

Yeah. It's only useful in design for rough sketches of ideas, say, which the different parts of the app will handle different tasks and how they interact with each other.

The real use, I think, is to document existing code so that others can come along and look at it without having to read and understand all of the code first. I know when I started working on quite big Java legacy projects, the auto-generated UML diagrams I made helped me understand what was going on better.

People who expect a rigid design to be implemented before diving into the code are probably going to be misguided... you're rarely going to know everything before you start working on it

So I'd think of UML as a documentation tool rather than a design tool/necessity. For me, design should be as limited in depth as requirements and user stories from XP planning.

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