

# Java Programming AP Edition

## U1R1 Review on Unit 1

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DESIGN FLOW AND PARADIGM

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# Now that, we have finish the Java basics



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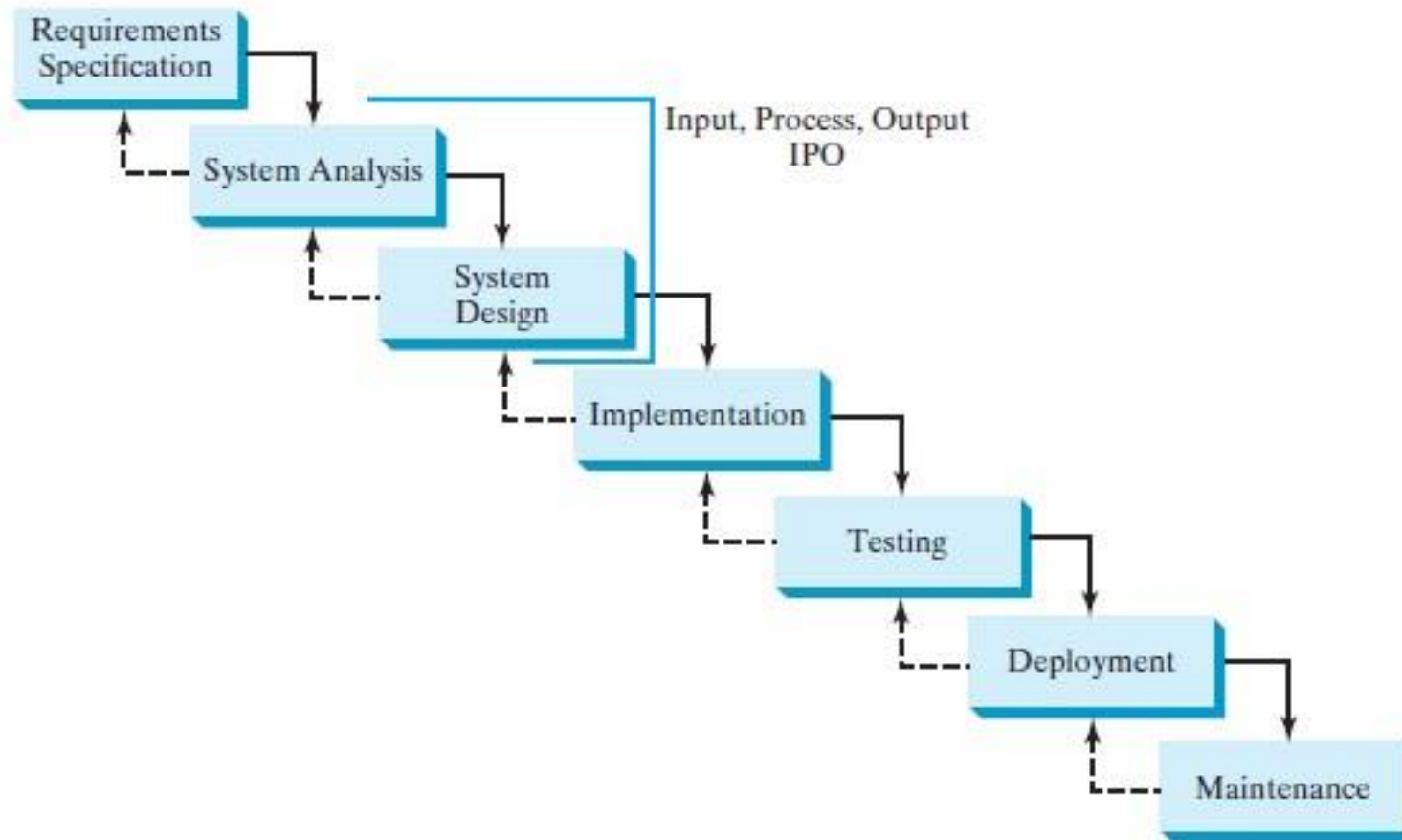
We may start to learn how to perform programming systematically.

For design flow, we will have the next lecture to cover the pseudo code as the first tool (most conventional) to document down the programming idea and allow programmers as a team to communicate using a common language.

For software development, we will introduce three programming paradigm.

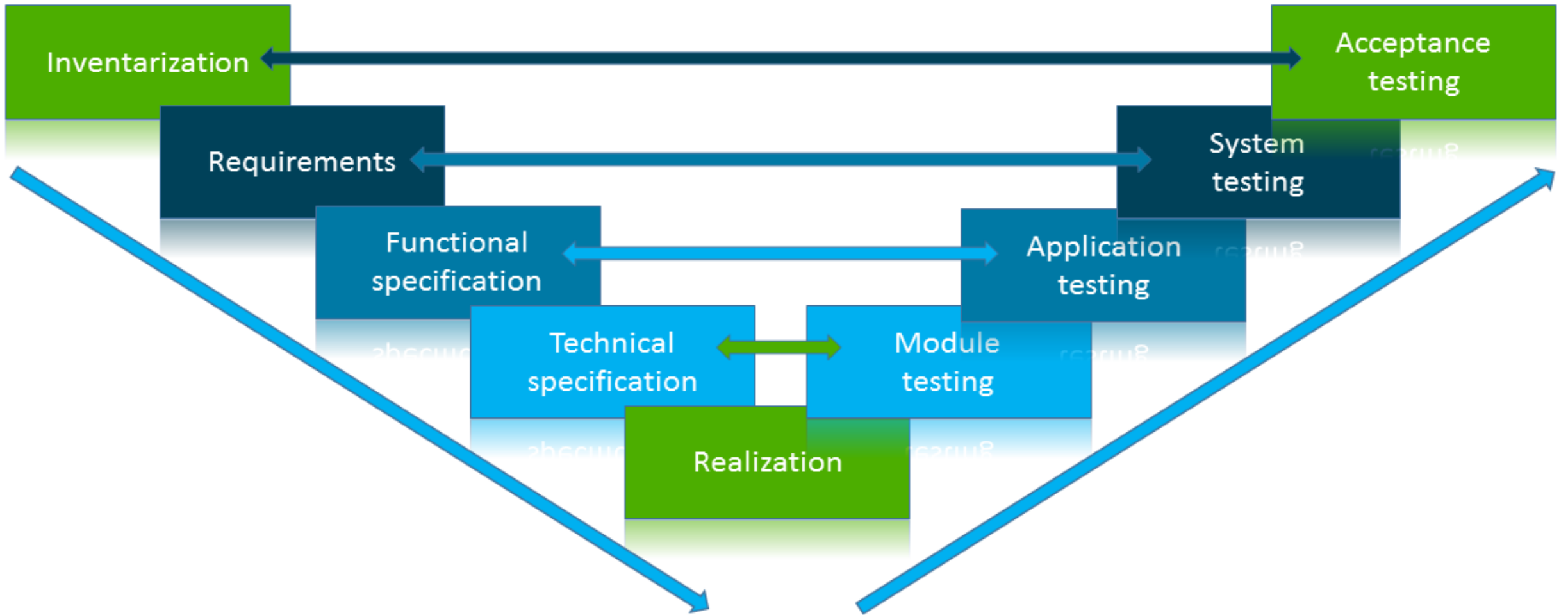


# Waterfalls model (Basic Model, AP)



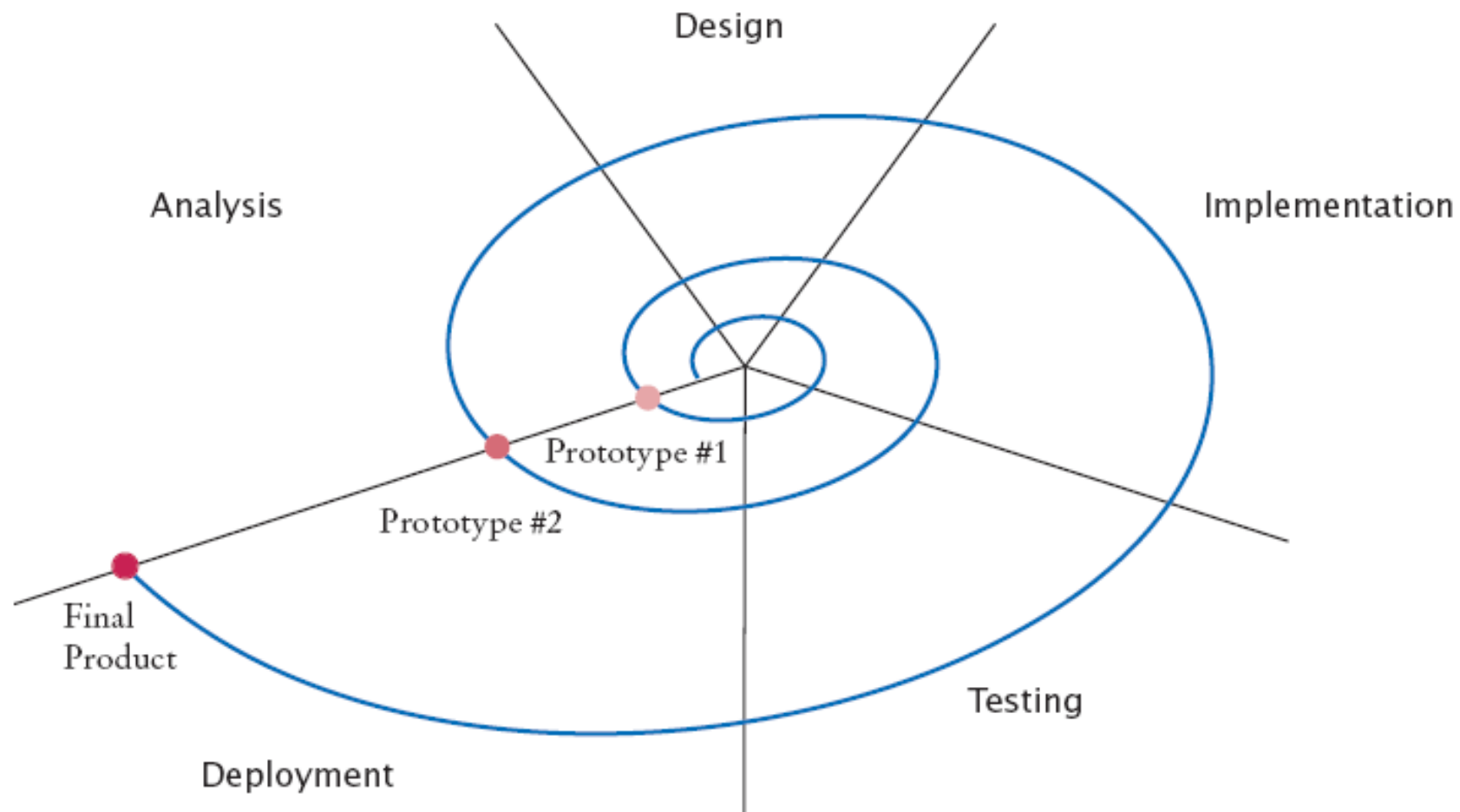


# V-Model Software Development





# Spiral Programming Model



**Figure 2** A Spiral Model