• A tool for agile software design modelling

• Concern support

• Model structure and behaviour of design concerns in a reusable way with class diagrams, sequence diagrams and state diagrams

  • UML-based modelling notation, with aspect-oriented extensions

• Streamlined, multi-touch enabled user interface

  • Intuitive editing using gestures

• Multi-user

• Reusable design concern library

• Model hierarchies support design with multiple layers of abstractions
FRAMEWORK INTEGRATION

I DON'T ALWAYS QUIT MY JOB

BUT WHEN I DO, I LEAVE NO DOCUMENTATION
### Framework Integration

#### Overview

<table>
<thead>
<tr>
<th>Package</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>org.minueto</strong></td>
<td>The <code>org.minueto</code> package contains classes shared by all the other Minueto packages.</td>
</tr>
<tr>
<td><strong>org.minueto.handlers</strong></td>
<td>The <code>org.minueto.handlers</code> package contains all the classes related to input/event handling, either from the keyboard, mouse or other components.</td>
</tr>
<tr>
<td><strong>org.minueto.image</strong></td>
<td>The <code>org.minueto.image</code> package contains all the classes related to image creation, loading and manipulation.</td>
</tr>
<tr>
<td><strong>org.minueto.window</strong></td>
<td>The <code>org.minueto.window</code> package contains all the classes related to creating a drawing surface for the Minueto application, whether it be a window or a panel.</td>
</tr>
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