# Experiment-6

Aim:

To prepare Class and Object Diagram for Online Railway Reservation System.

Object Diagram:

An object diagram in Unified Modeling Language (UML) represents a snapshot of a system at a particular point in time, capturing instances of classes and their relationships. It visualizes the runtime structure of a system by depicting objects and the links between them. Each object in the diagram represents a specific instance of a class, and the associations between objects illustrate how they interact. Attributes and values of the objects are also included, providing a detailed view of the system's state at the given moment. Object diagrams are valuable for understanding the concrete instances of classes and their interactions during the execution of a system.
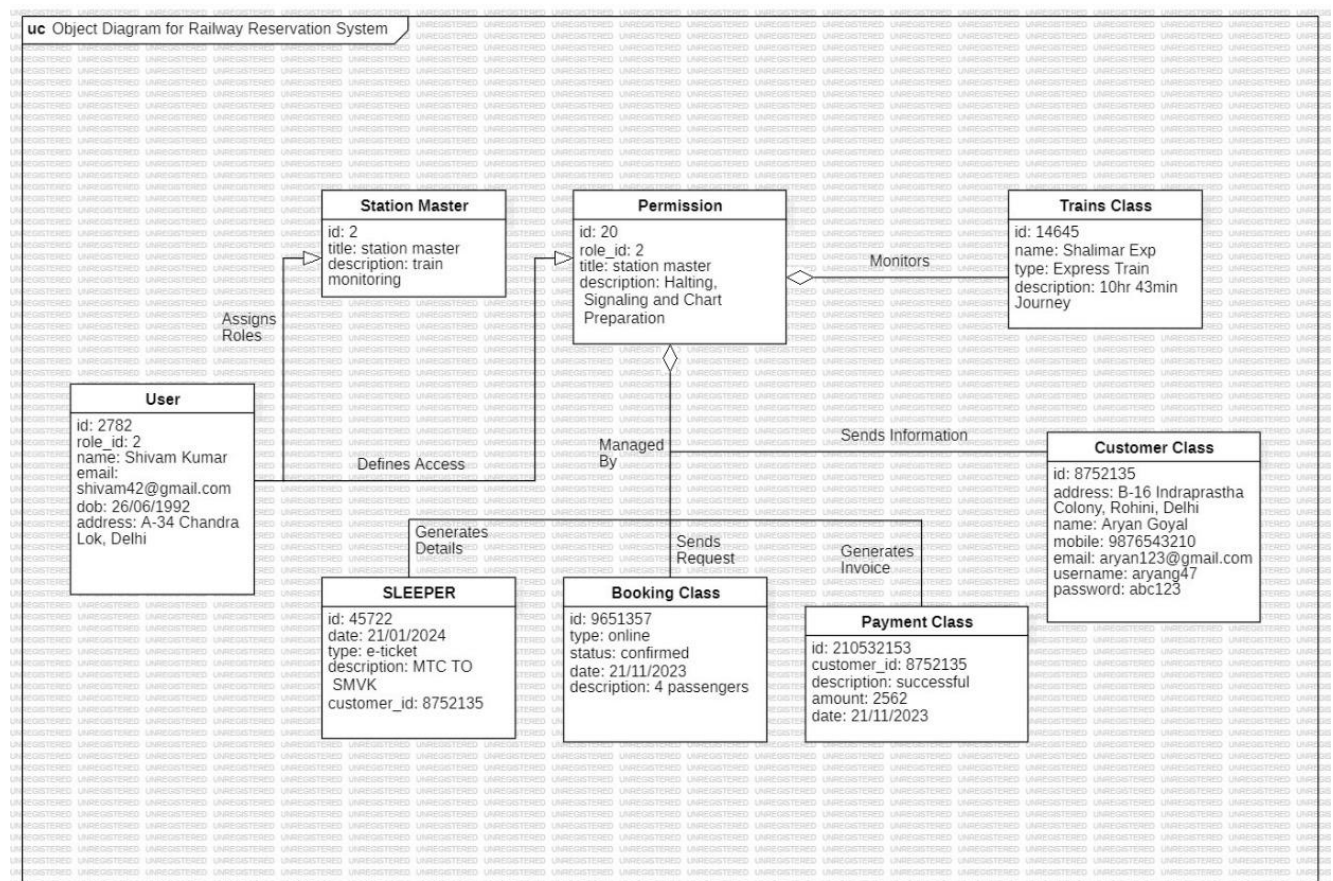
Class Diagram:

A class diagram in UML serves as a blueprint for a system, depicting the static structure and relationships among classes. It is a fundamental tool for object-oriented modeling, representing the building blocks of a software application. Classes are illustrated with their attributes, methods, and the associations between them, showcasing how they collaborate to achieve specific functionalities. Inheritance, abstraction, and encapsulation are visualized through class diagrams, providing a high-level overview of the system's architecture. Class diagrams are instrumental during the design phase, aiding in the creation of a robust and scalable software structure by defining the essential elements and their connections.

uc Class Diagram for Railway Reservation System