Behavioral Modeling:

7.1. Introduction

The behavioural model predicts how the software will react to events or stimuli outside its control. Two distinct characterizations of states must be taken into account while modeling behavior: (1) the state of each class as the system executes its function, and (2) the state of the system as seen from the outside as the system executes its function.

7.2. State Transition

A UML state diagram, which depicts the active states for each class and the occasions (triggers) that induce changes between these active states, is a part of a behavioral model.

Event LIst:

Id - 1:

Name: User

