# Unified Modelling Language

## Learning Objectives

- Understand what UML is
- Be capable of reading and writing UML:
    - Class Diagrams
    - Sequence Diagrams
    - Use-Case Diagrams

## Material

### What is UML?

Unified Modelling Language (UML) is a set of rules for creating diagrams in the field of Software Engineering. There are many different ways to represent software systems in diagram form, but UML prescribes a **standard** way of doing this such that developers can easily understand each other's diagrams.

### Class Diagrams

In OOP, we create systems by defining a set of interacting classes to represent entities in our system. To model this, we can create a UML class diagram.

Watch the following video to learn more about the rules of UML class diagrams:
UML Class Diagram Tutorial

### Sequence Diagrams

Sequence diagrams allow us to represent the sequence of interactions in a particular process.

Watch the following video to learn more about the rules of UML sequence diagrams:
How to Make a UML Sequence Diagram

### Use-Case Diagrams

A use-case diagram illustrates the different ways a user can interact with a system.

Watch the following video to learn more about the rules of UML use-case diagrams:
UML Use Case Diagram Tutorial