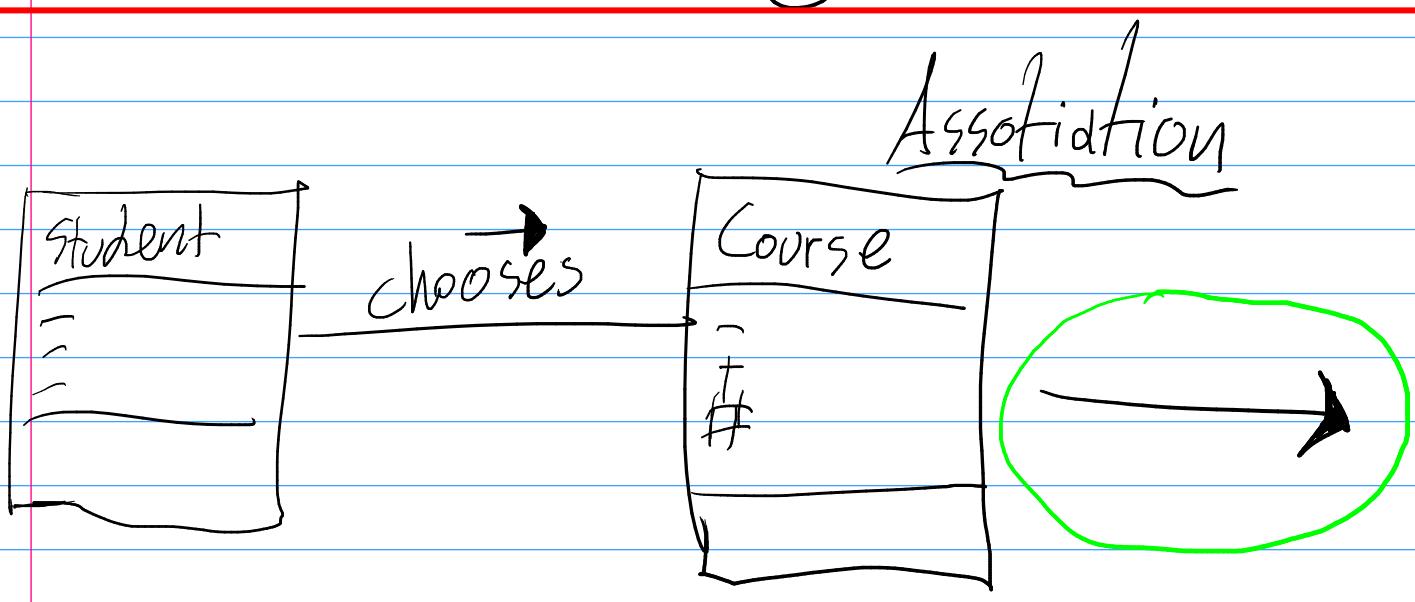


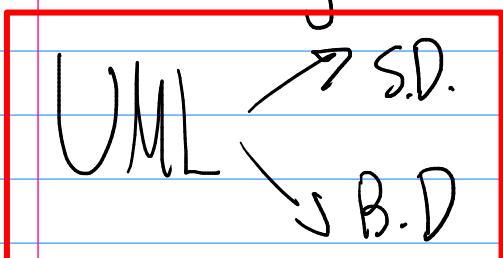
UML Diagrams



Structural / Behavioural Diagrams (Class D. / Communication Diagram.)

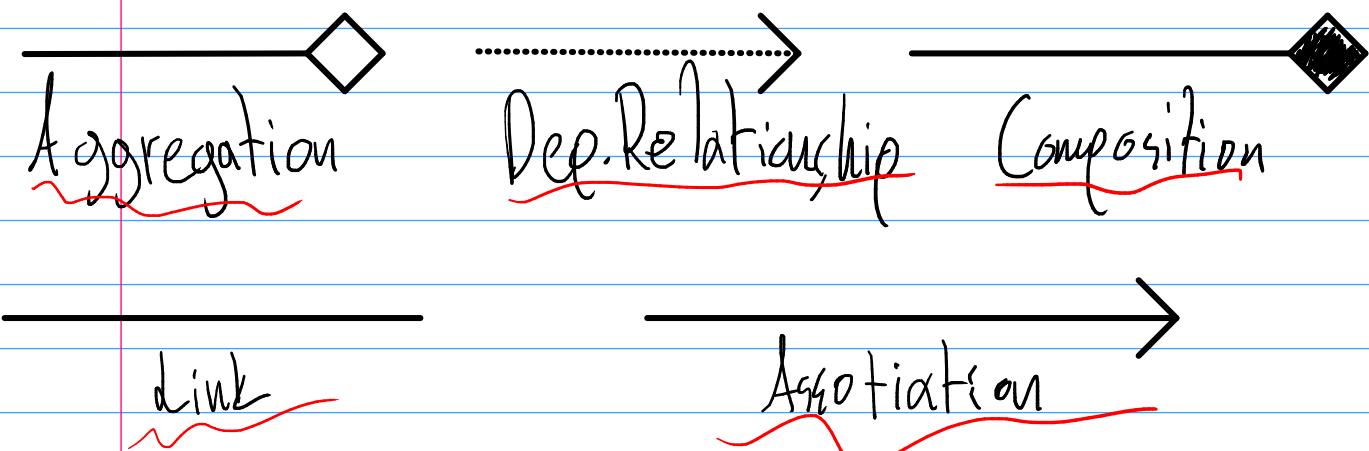
S.D. show a system's static parts and their relationships, classes & components.

While B.D. illustrate the dynamic flow, actions and interactions (the "How"). Such as workflows and message sequences.



Object Diagram Notations

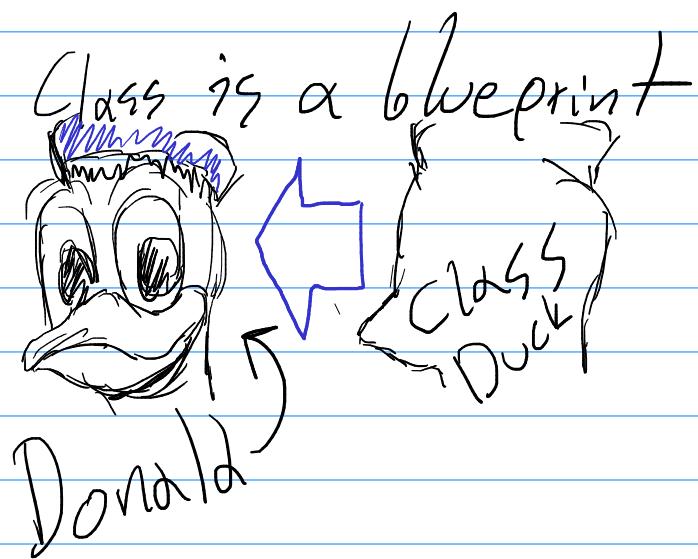
Enums use dependency or association.



Google each one!

Multiplicities:

0...1
1...* 0...*

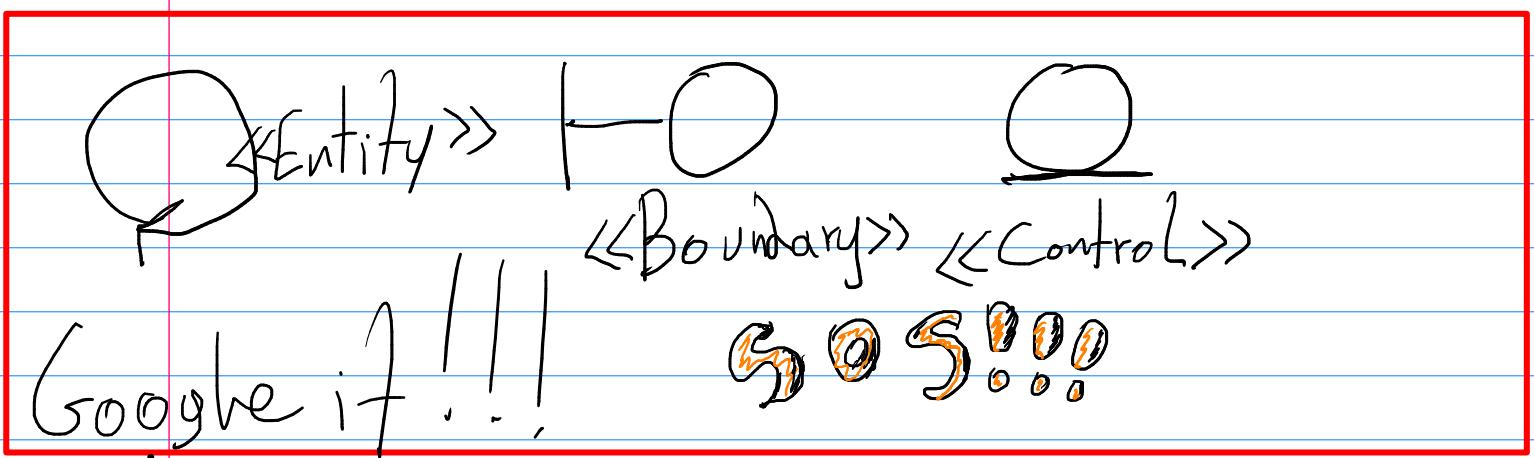
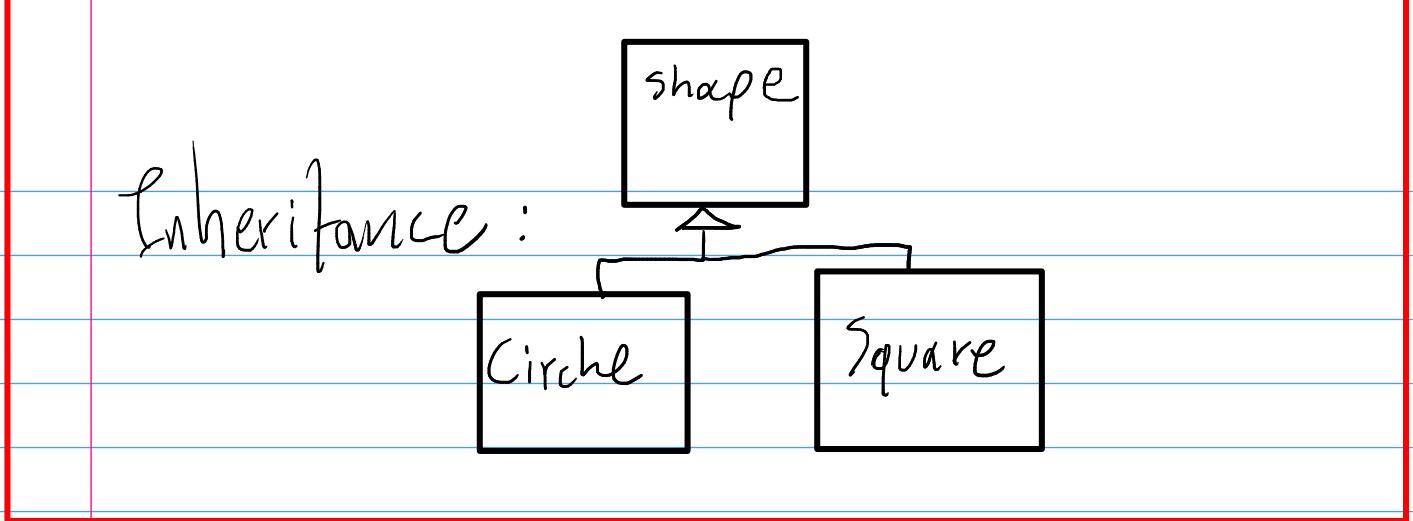


A class represents a concept which encapsulates state(attributes) & behavior (operations).

- private
+ public
protected
(...)

Duck
-name: Donald : String
-job: jobless : String
+quack() : void

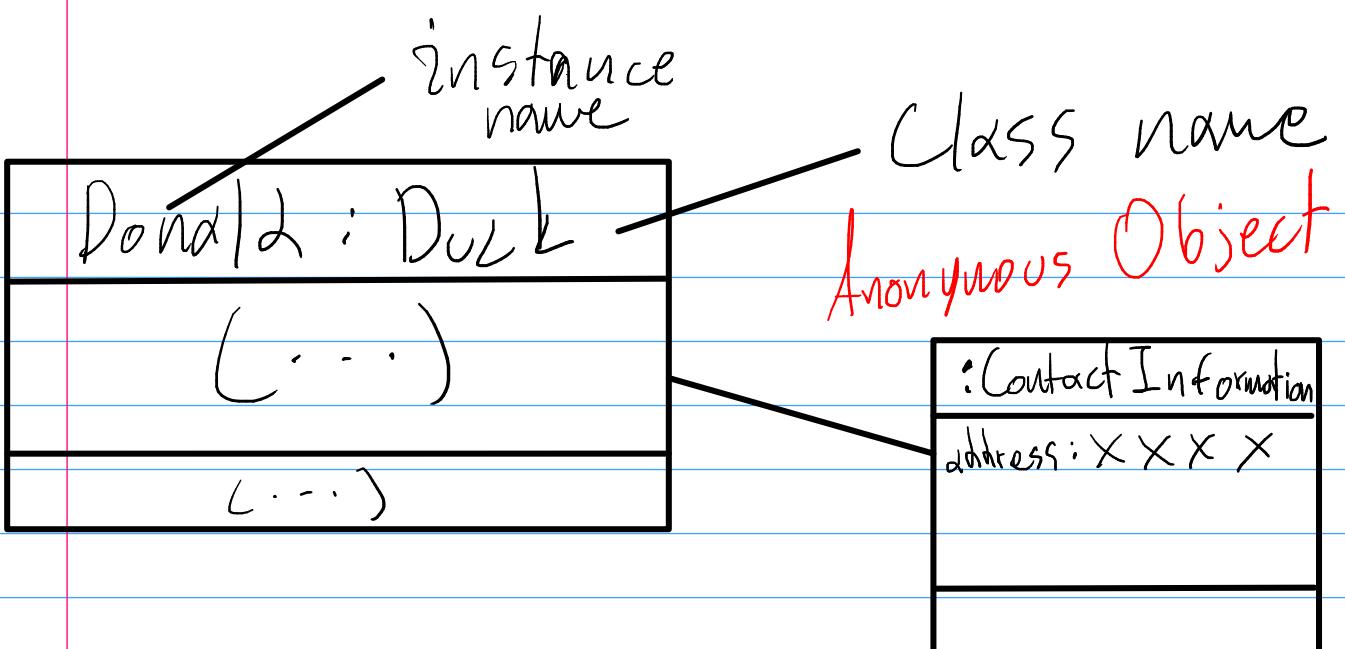
→ signature



Object is an instance of a class,
 likewise an Object Diagram. Is an instance of
 a Class Diagram.

Shows a snapshot of a detailed
 state of a system. (At a point in time).

Object D. is closely related to
 Communication Diagrams.



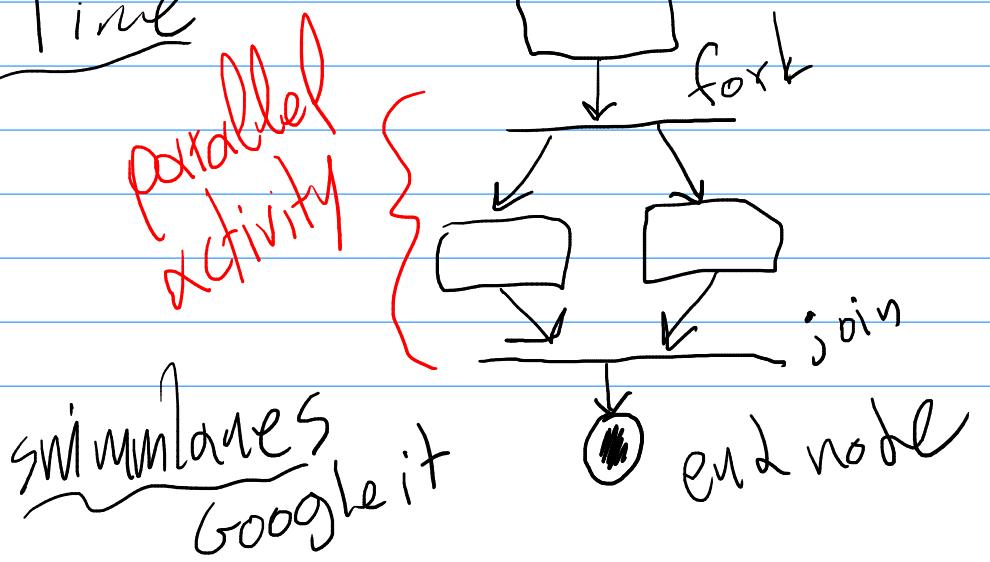
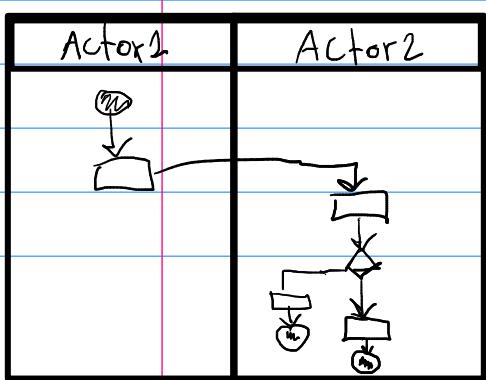
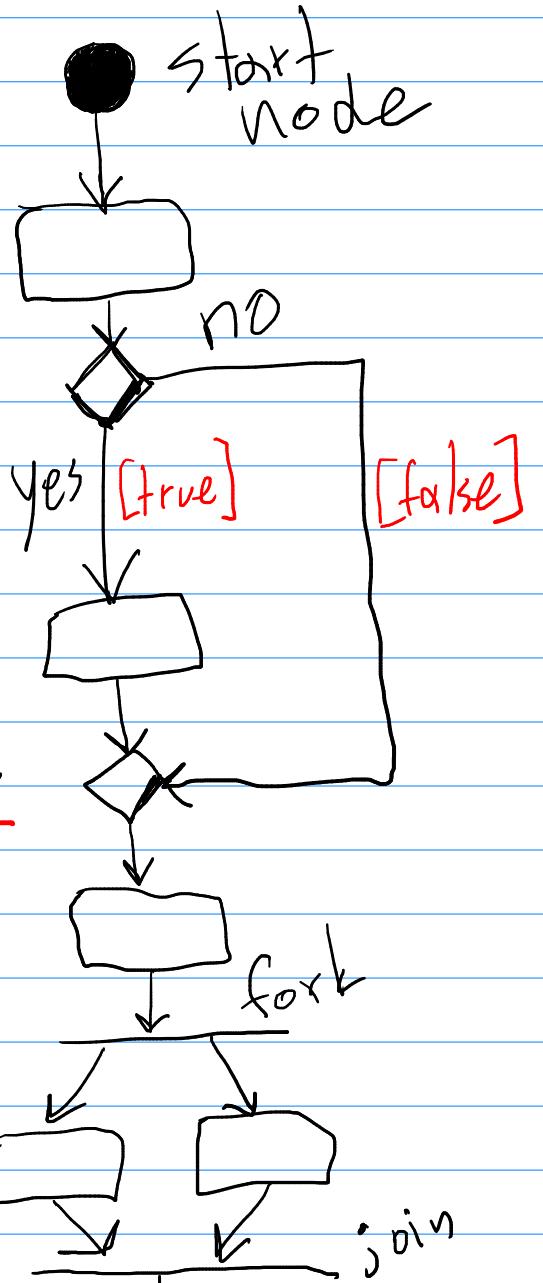
Activity Diagram

Good to show steps of a system

Behavioral

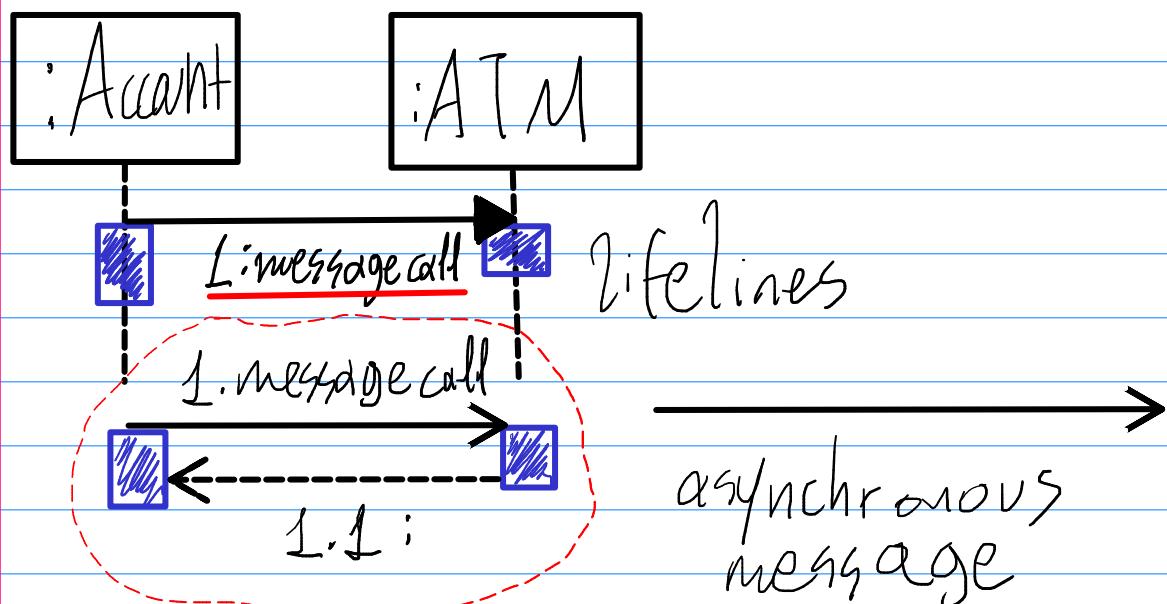
dynamic, shows change in time

Processes in Time



`:ObjectNode`

Sequence Diagram (collaboration is close) (to this one)



View the Visual Paradigm examples (Google)

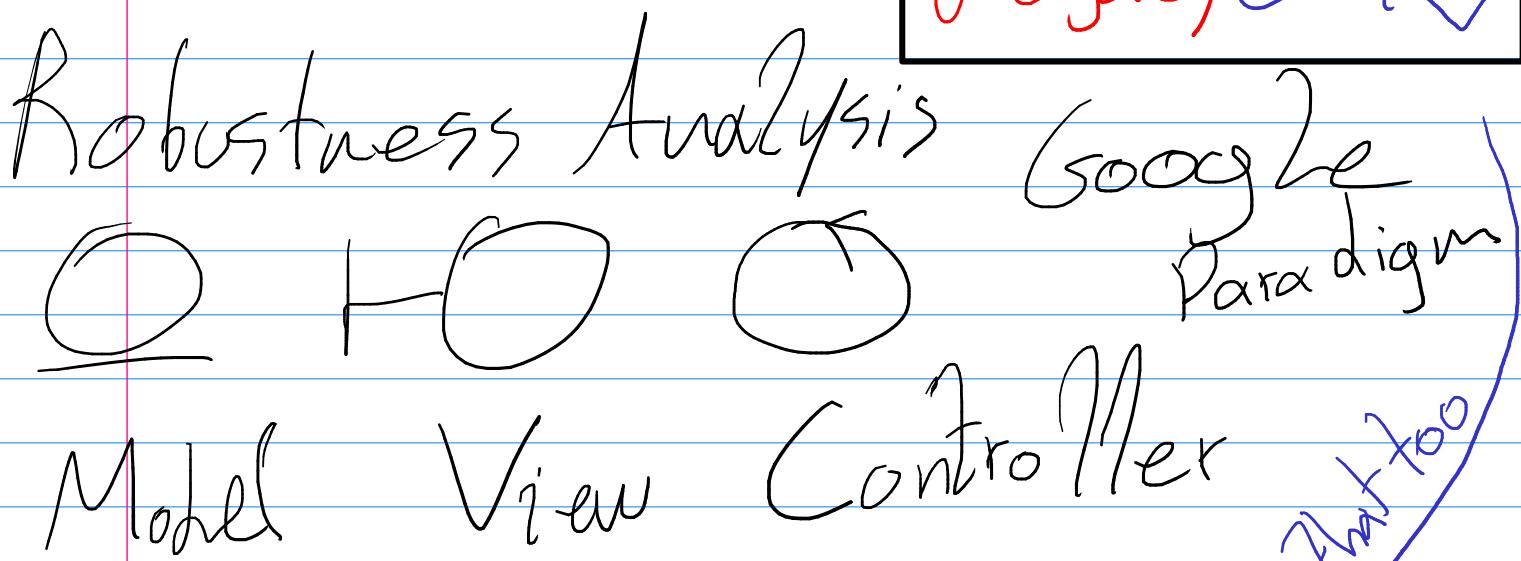
Collaboration Diagrams

Same as Sequence just displays the info differently.

An object is represented by
Object name: class name

Yt He Source

Legacy Crap ↴



Collaboration essentially
Communication the same.

link VS association What are they?

Link vs Association

An association describes what classes can do abstractly while links concretely says what the objects do/links at runtime

Development Methodologies

V model
evolving CO^{DE} type
Waterfall
iterative (..)
something
Google

