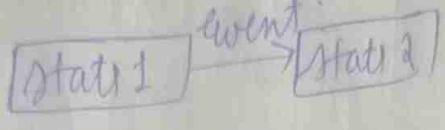
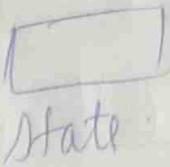
State Machine Diagram

Notations:

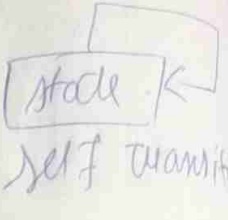
Initial State

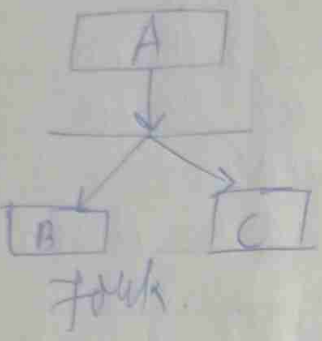


Transition

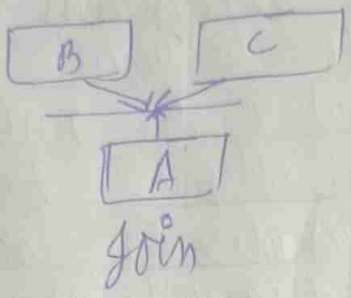


State



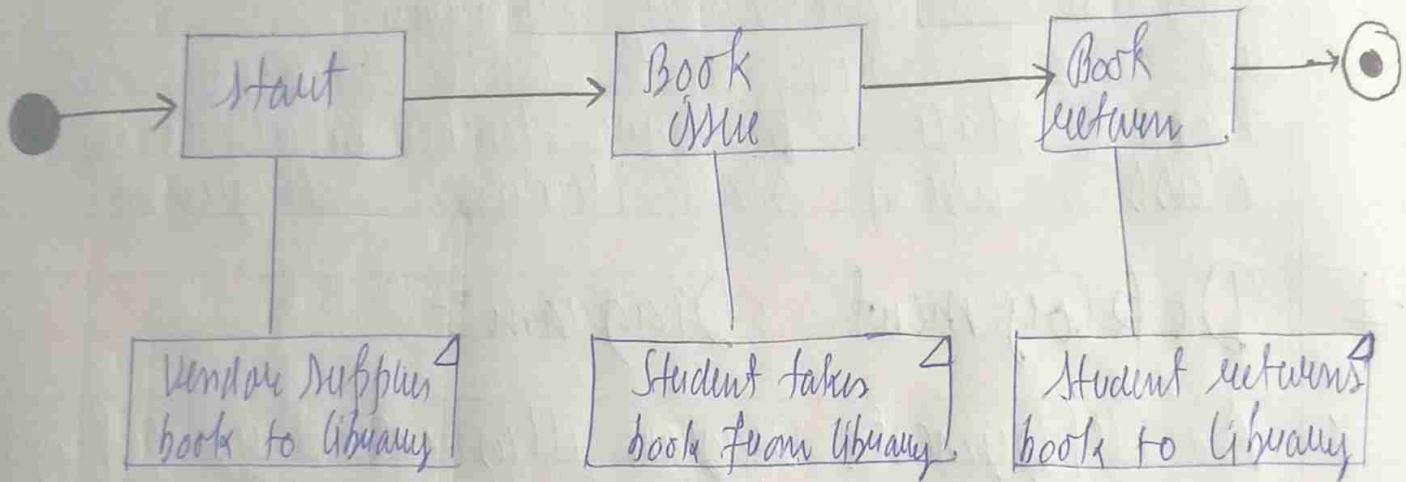


Fork



Join

Final State



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EXPERIMENT NO. : 06

STATE MACHINE DIAGRAM, DEPLOYMENT DIAGRAM, COMPONENT.

State Machine Diagram :- A State Diagram is used to represent the condition of the system or part of the system at finite instances of time. It's a behavioral diagram i it represents the behaviour using finite state transitions.

→ It also referred to as State Machine diagram i State chart diagram.

→ We can say that each & every class has a state but we don't model every class using state Machine diagrams.

Deployment Diagram :-

→ A deployment Diagram illustrates how software architecture, designed on a conceptual level, translates into the physical system architecture where the software will run as nodes.

→ It maps out the deployment of software components onto hardware nodes, depicts their relationship through communication paths, enabling a visual representation of the

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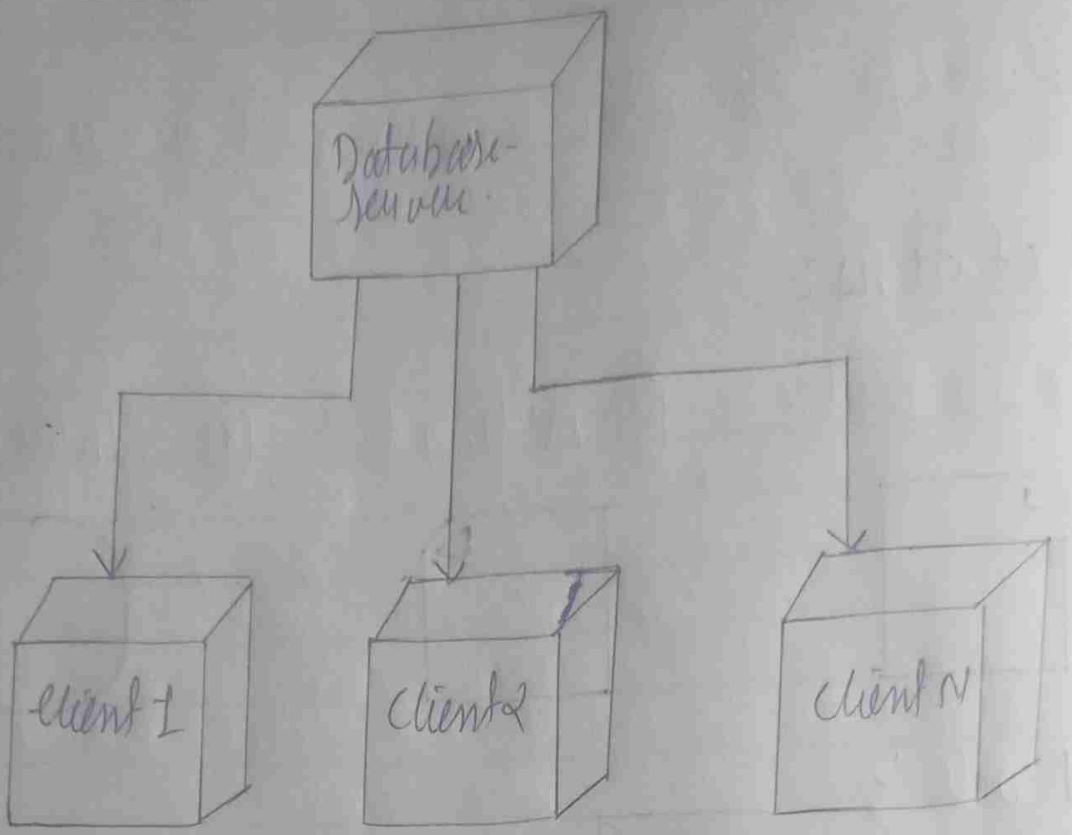
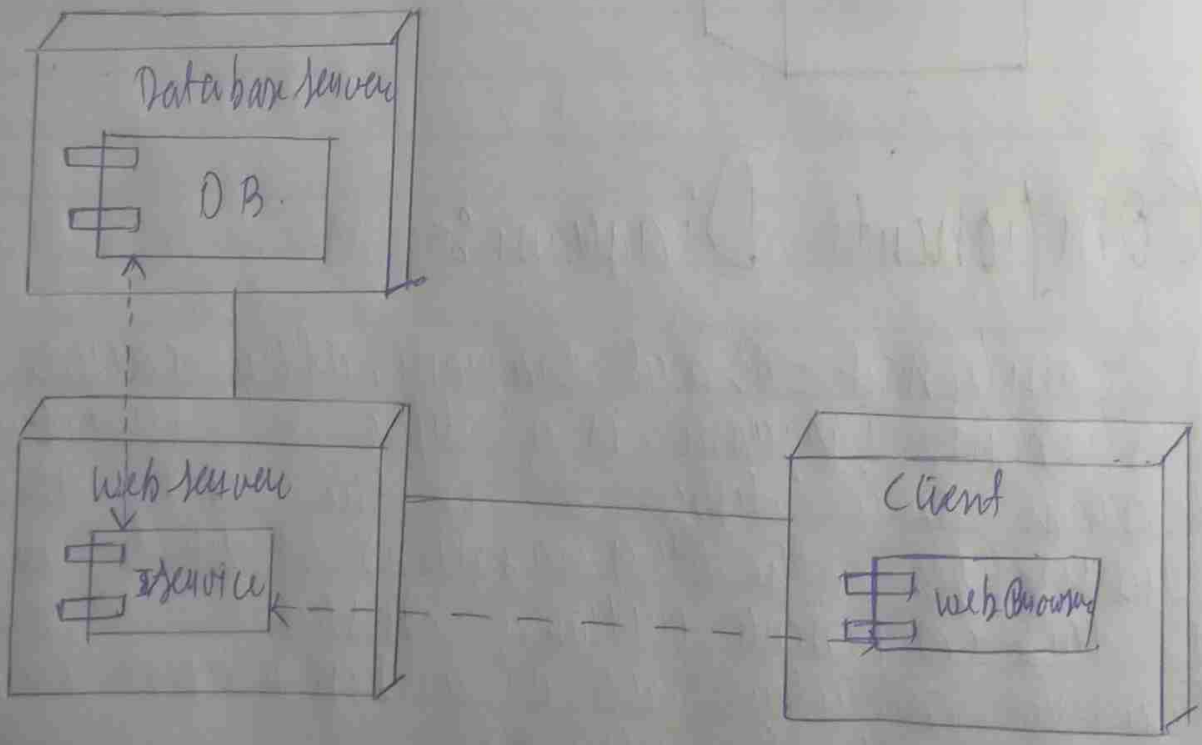
Deployment Diagram



Component Diagram.

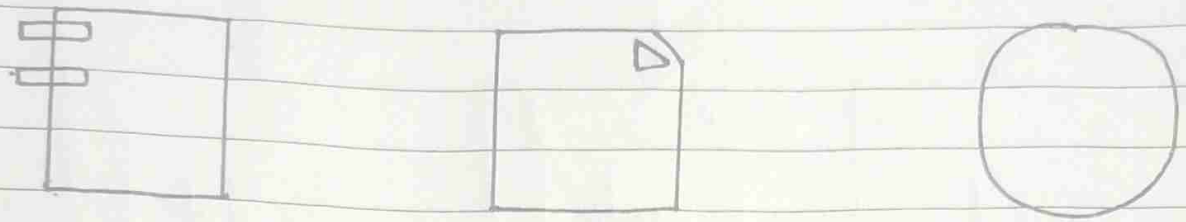


POORNIMA

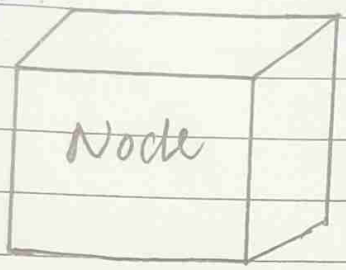
Software's execution environment across multiple nodes.

Notations :-

1. Component :- (2) Artifact (3) Interface :



Node :-



Component Diagram :-

A component-Based Diagram, often called a component Diagram, is a type of structural diagram, ~~is a type~~ of in the UML that visualizes the organizations & interrelationships of the components within a system.

They are modular parts of a system that enfore a set of interfaces.

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