Pros of Draw.io:

-Draw.io is web based tool that requires no downloading or signing up, meaning anyone with internet access can use it with no hassles or risks of any kind.

-The service works with GitHub, allowing for a user to access any of their projects and any .xml files in those projects easily, while saving them right back to the repository.

-It can also access files from things like Dropbox or Google Drive, though we have no experience with that.

-When in use, Draw.io allows the user access to nearly any UML entity they could want, as well as any connections.

-Diagram creation itself is very easy to understand; one just needs to drag entities and edges into the graph, fit them together, and name them, which is all immediately understandable.

-In addition to the detailed connections in the side bar with the entities, each entity can also make basic connections leading to other entities that are less detailed. They are also angle based instead of a maneuverable straight line like the side bar connections

-These connections can also snap into place on the entities, tracking them if they are moved.

-Draw.io features a sketch pad that lets the user place a fully written object or group of objects on to it, and then drags them out like the blank entities. The benefits of this are that these objects are saved on the sketch pad in future diagrams, and the sketch pad can hold quite a number of them.

-The ‘to front’ and ‘to back’ commands allow for easy manipulation of layers.

-Along with UML, the service is also equipped to make charts and diagrams of other kinds like flow charts or entity relation diagrams.

Cons of Draw.io:

-Viewing other group member’s work can be a hassle, as you can’t just open a .xml file to view it, you have to download it and open it in Draw.io.

-It can also be trouble to figure out because the only form of tutorial is a help bar connected to a search engine for a help site, which is not too helpful if the user does not know what to search for.

-Changing the text on an object without getting rid of everything already there, for example, is tricky if the user doesn’t now to press enter first.

-Copy and pasting an object or group of objects is difficult, as you can only save them to the sketchpad on the diagram that had them, refreshing the receiving diagram, and then placing the object there.

-Internal sealed classes and C# encapsulations could not be represented using the UML tools available.