

# How to Use the Web Application Modeling Assistant to Generate Class Diagrams

## 1. Open the App

- Click the link to open the web application. ( <https://ai-uml-generator.onrender.com/> )

## 2. Describe Your System

- On the **left side**, under the section titled "**AI Generation**", find the text box labeled "**DESCRIBE YOUR SYSTEM IN NATURAL LANGUAGE...**"
- Write a clear description of your system there.
- While writing, make sure to follow the **tips** in the **Tips section** below the text box.

## 3. Choose the Template

- In the section labeled "**Templates**" just below the text box , select "**Class Diagram.**"

## 4. Generate the Diagram

- Click the **purple button** labeled "**Generate UML**"

## 5. View the Results

- Go to the "**Editor**" tab in the **middle** of the screen to see the generated **PlantUML code**.
- Switch to the "**Preview**" tab to see the **drawing of the class diagram**.

## 6. Suggest Improvements

- In the **Preview** tab, you can have a conversation with the AI model.
  - **Important NOTE** When scrolling through the page, make sure your mouse cursor is not inside the diagram box to avoid scroll issues.

- To suggest a change or improvement:
  - Type your suggestion under “**Smart Talk**” in the “**Write here to chat or propose improvements...**” box.
  - Click the **Send** button.
- You’ll see:
  - Your input
  - A natural language reply from the model
  - The **updated diagram** if a change was made, it will appear right away.

## 7. Use Split View

- Use the “**Split View**” tab to see both the PlantUML code and the diagram at the same time.

## 8. Extra Features

- **Conversation History:** All your inputs and AI responses are saved. You can view previous versions and compare changes by clicking the “**View**” button next to each response.
- **Export:**
  - Download the entire conversation and results as **.json** or **.csv**.
  - Download the diagram drawing using:
    - The “**Export**” button in the top-right corner.
    - Or the **download icon** in the **Preview** tab.
- **Direct Editing:** You can also edit the PlantUML code manually in the “**Editor**” tab.

*Panther*