UML Modeling

- UML is an industry standard modeling language with a rich graphical notation, and comprehensive set of diagram s and elements.
- Standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems, business modeling and other non-software systems.
- The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems.
- The UML is a very important part of developing objects oriented software and the software development process.
- The UML uses mostly graphical notations to express the design of software projects.
- Using the UML helps project teams communicate, explore potential designs, and validate the architectural design of the software.

UML 2 defines the following diagrams:

- Package diagrams
- Class or Structural diagrams
- Object diagrams
- Composite Structure
- Component diagrams
- Deployment diagrams
- Use Case Diagrams
- Activity diagrams
- State Machine diagrams
- Communication diagrams
- Sequence diagrams
- Timing diagrams
- Interaction Overview diagrams
- Profile diagrams

Complete Example: Library Management System(LMS)

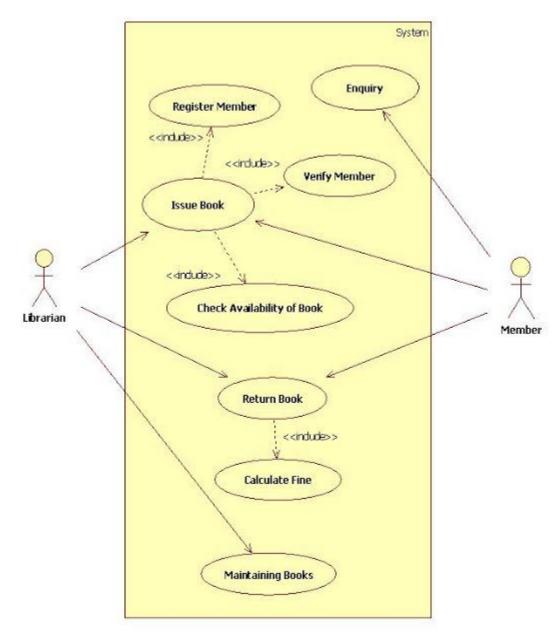


Fig: Use case model for LMS

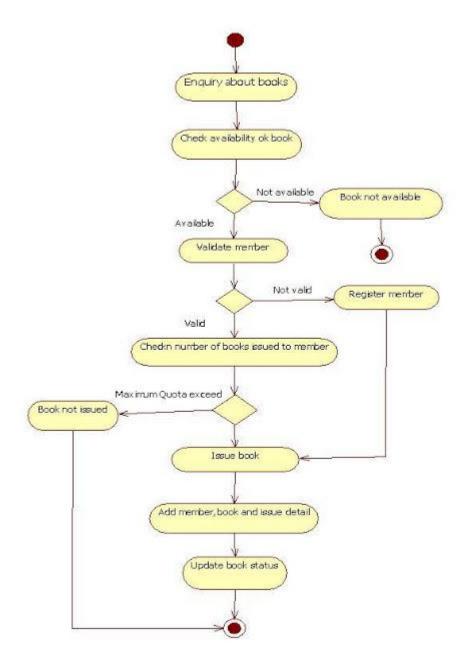


Fig: Activity Diagram for issue book

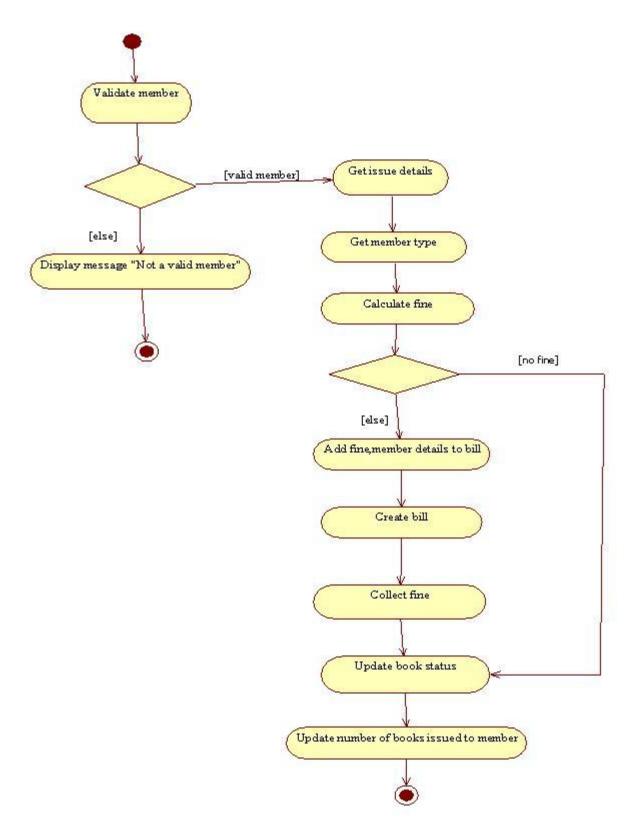


Fig: Activity Diagram for return book

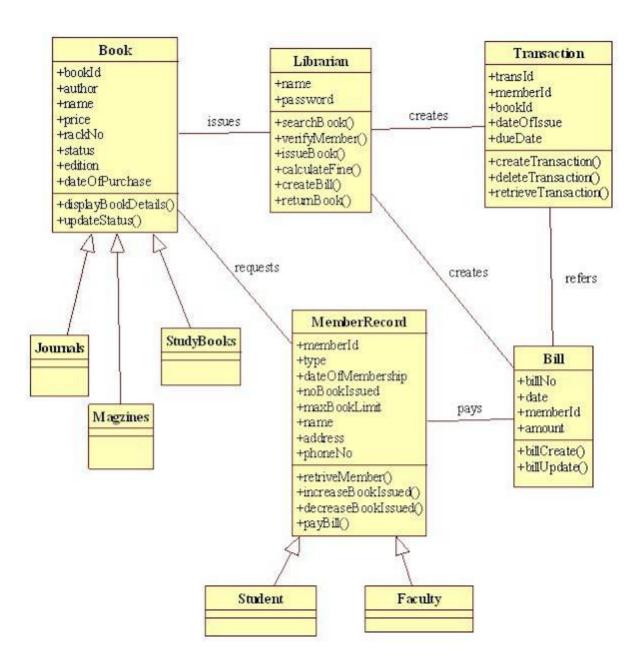


Fig: Class Diagram for LMS

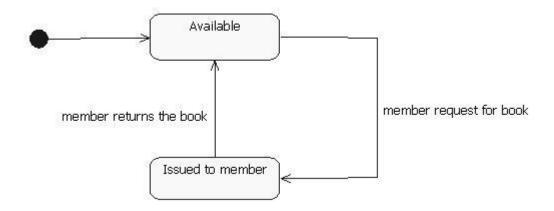


Fig: State diagram for Book

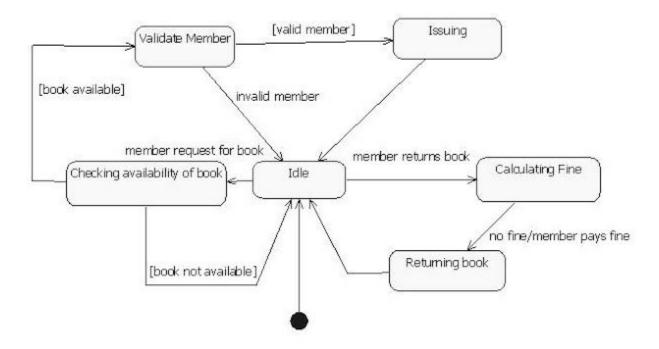


Fig: State diagram for Librarian

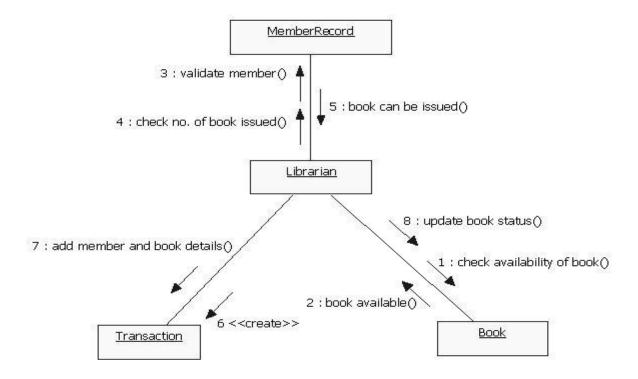


Fig: Collaboration Diagram for issue book

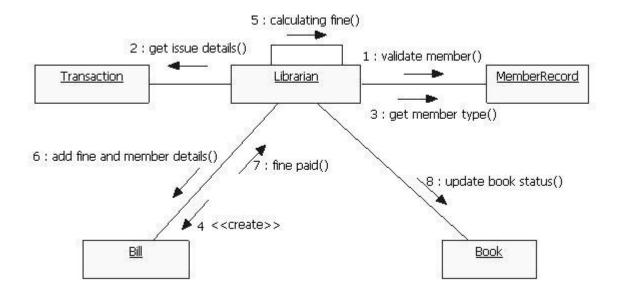


Fig: Collaboration Diagram for return book

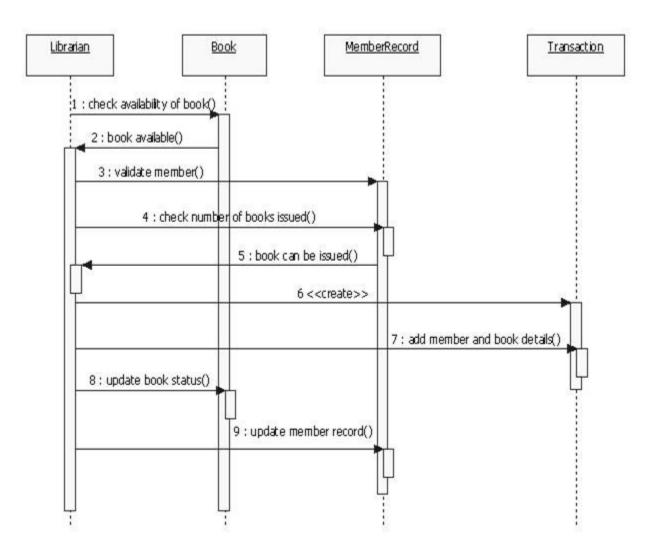


Fig: Sequence Diagram for issue book

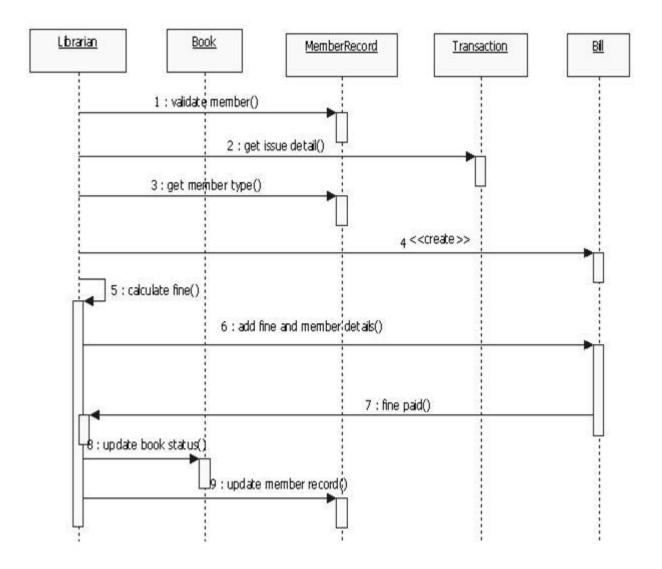


Fig: Sequence Diagram for return book

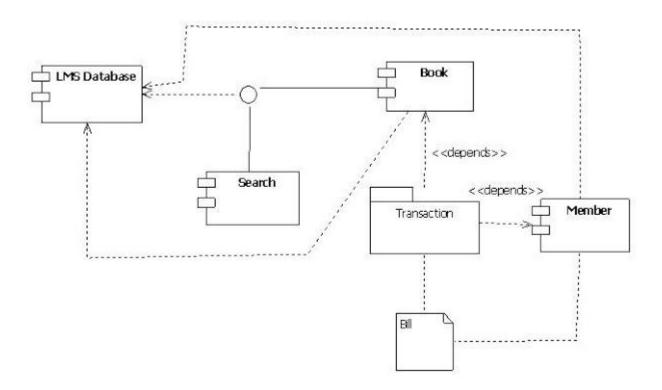


Fig: Component Diagram for LMS

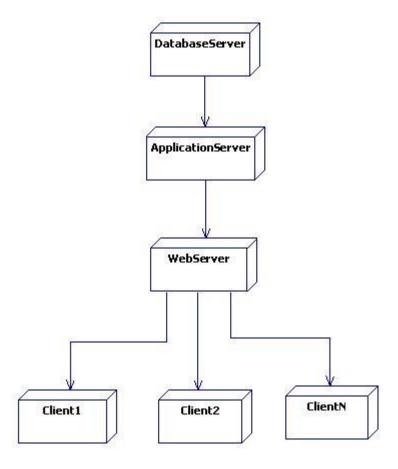


Fig: Deployment Diagram for LMS

References:

http://en.wikipedia.org

http://www.sparxsystems.com/platforms/uml.html

http://itkaka786.blogspot.com/

http://www.uml.org/