UML DIAGRAM

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML was created by the Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997.

UML stands for **Unified Modeling Language**. UML is different from the other common programming languages such as C++, Java, COBOL, etc. UML is a pictorial language used to make software blueprints. UML can be described as a general-purpose visual modeling language to visualize, specify, construct, and document software system. Although UML is generally used to model software systems, it is not limited within this boundary. It is also used to model non-software systems as well.

For example, the process flow in a manufacturing unit, etc. UML is not a programming language but tools can be used to generate code in various languages using UML diagrams. UML has a direct relation with object-oriented analysis and design. After some standardization, UML has become an OMG standard. All the elements, relationships are used to make a complete UML diagram and the diagram represents a system. The visual effect of the UML diagram is the most important part of the entire process. All the other elements are used to make it complete. UML includes the following nine diagrams.

- Class diagram
- Use case diagram
- Sequence diagram
- Activity diagram
- State diagram
- Collaboration diagram
- Deployment diagram
- Component diagram
- Object diagram

1. USE CASE DIAGRAM

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service Web site. Use case diagrams are employed in UML (Unified Modeling Language), a standard notation forthe modeling of real-world objects and systems.

System objectives can include planning overall requirements, validating a hardware design, testing and debugging a software product under development, creating an online help reference, or performing a consumer-service- oriented task. For example, use cases in a product sales environment would include itemordering, catalog updating, payment processing, and customer relations. A use case diagram contains four components.

- The boundary, which defines the system of interest in relation to the world around it.

- The actors, usually individuals involved with the system defined according to their roles.

- The use cases, which are the specific roles are played by the actors within and around the system.

- The relationships between and among the actors and the use cases.

Use case diagrams are drawn to capture the functional requirements of a system. After identifying the above items, we have to use the following guidelines to draw an efficient use case diagram

- The name of a use case is very important. The name should be chosen in such a way so that it can identify the functionalities performed.
- Give a suitable name for actors.
- Show relationships and dependencies clearly in the diagram.
- Do not try to include all types of relationships, as the main purpose of the diagram is to identify the requirements.

Fig 1: Use case diagram for Bill Payment System in KSEB
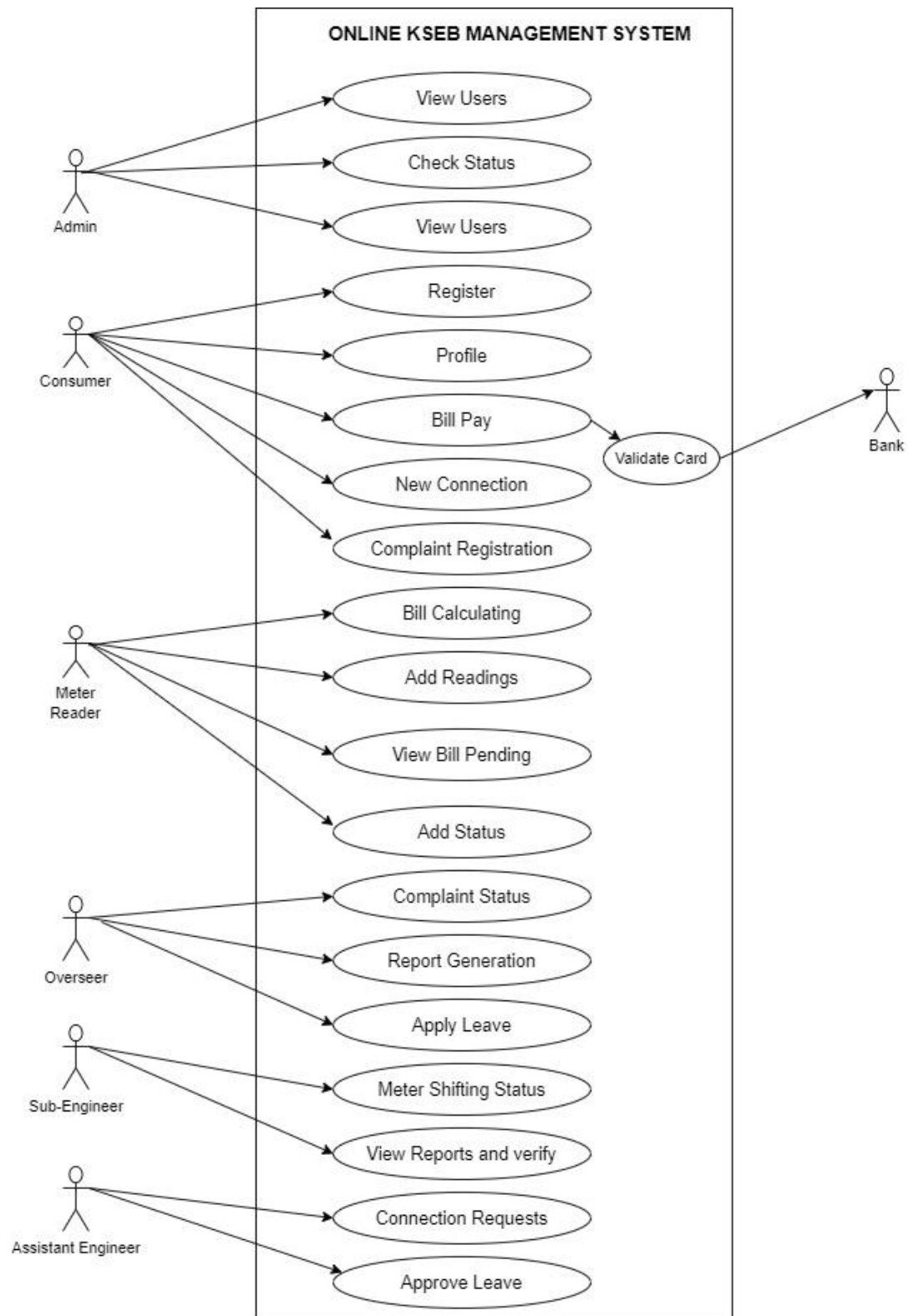
2. SEQUENCE DIAGRAM

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

Sequence Diagram Notations –

i. Actors – An actor in a UML diagram represents a type of role where it interacts with the system and its objects. It is important to note here that an actor is always outside the scope of the system we aim to model using the UMLdiagram. We use actors to depict various roles including human users and other external subjects. We represent an actor in a UML diagram using a stick person notation. We can have multiple actors in a sequence diagram.

ii. Lifelines – A lifeline is a named element which depicts an individual participant in a sequence diagram. So basically, each instance in a sequence diagram is represented by a lifeline. Lifeline elements are located at the top in a sequence diagram.

iii. Messages – Communication between objects is depicted using messages. The messages appear in a sequential order on the lifeline. We represent messages using arrows. Lifelines and messages form the core of a sequence diagram.

Messages can be broadly classified into the following categories:

- Synchronous messages
- Asynchronous Messages
- Create message
- Delete Message
- Self-Message
- Reply Message
- Found Message

☐ Lost Message

iv. Guards – To model conditions we use guards in UML. They are used when we need to restrict the flow of messages on the pretext of a condition being met. Guards play an important role in letting software developers know the constraints attached to a system or a particular process.

Uses of sequence diagrams –

- Used to model and visualize the logic behind a sophisticated function, operation orprocedure.
- They are also used to show details of UML use case diagrams.
- Used to understand the detailed functionality of current or future systems.
- Visualize how messages and tasks move between objects or components in a system.

Fig 1 : Sequence diagram for KSEB Management System

Sequence Diagram
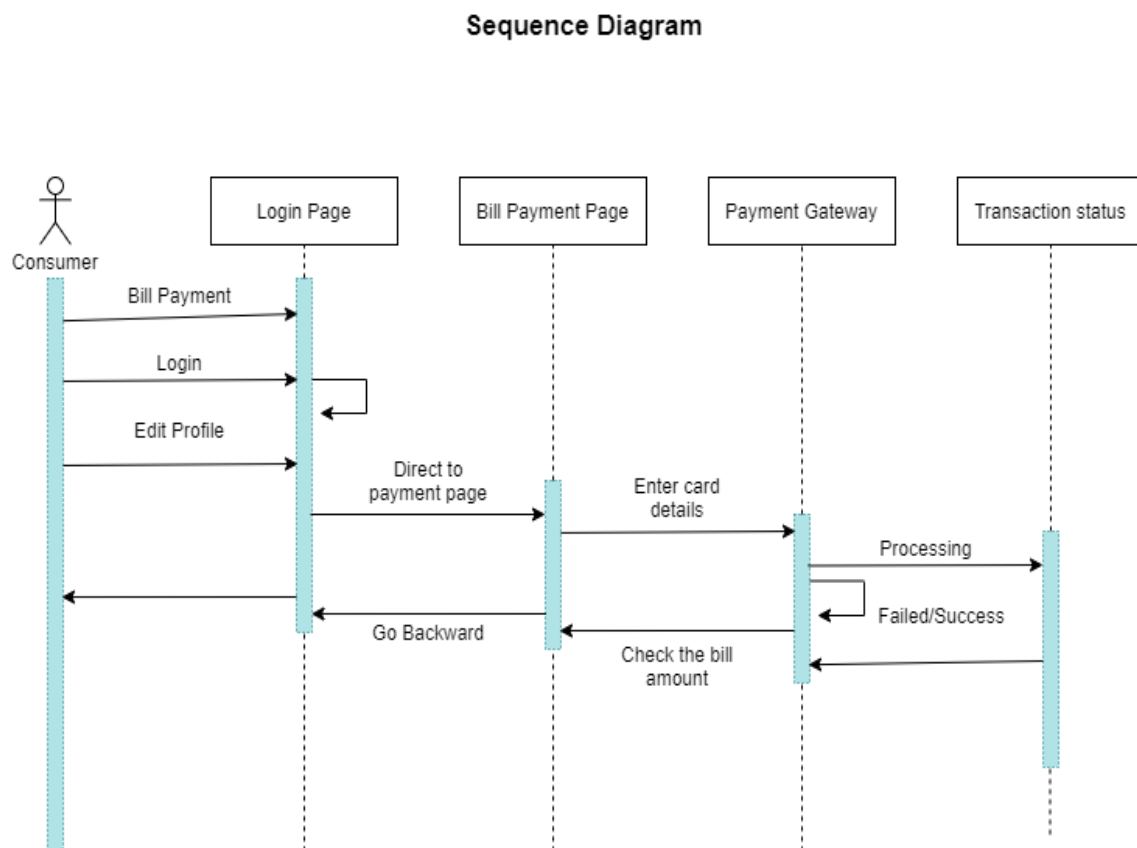
3. CLASS DIAGRAM

Class diagram is a static diagram. It represents the static view of an application.

It is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application. Class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modeling of object-oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages. Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram.

Purpose of Class Diagrams

The purpose of class diagram is to model the static view of an application. Class diagrams are the only diagrams which can be directly mapped with object-oriented languages and thus, widely used at the time of making. It is the most popular UML diagram in the coder community.

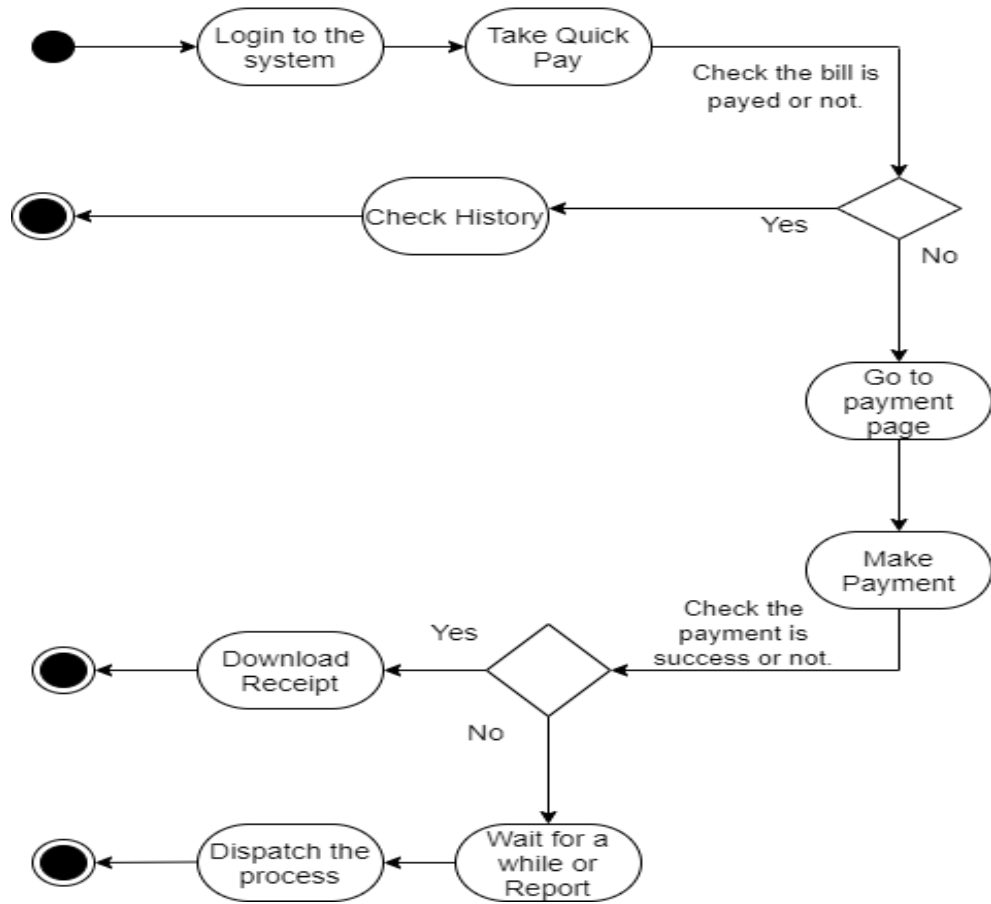The purpose of the class diagram can be summarized as −

- Analysis and design of the static view of an application.
- Describe responsibilities of a system.
- Base for component and deployment diagrams.
- Forward and reverse engineering.
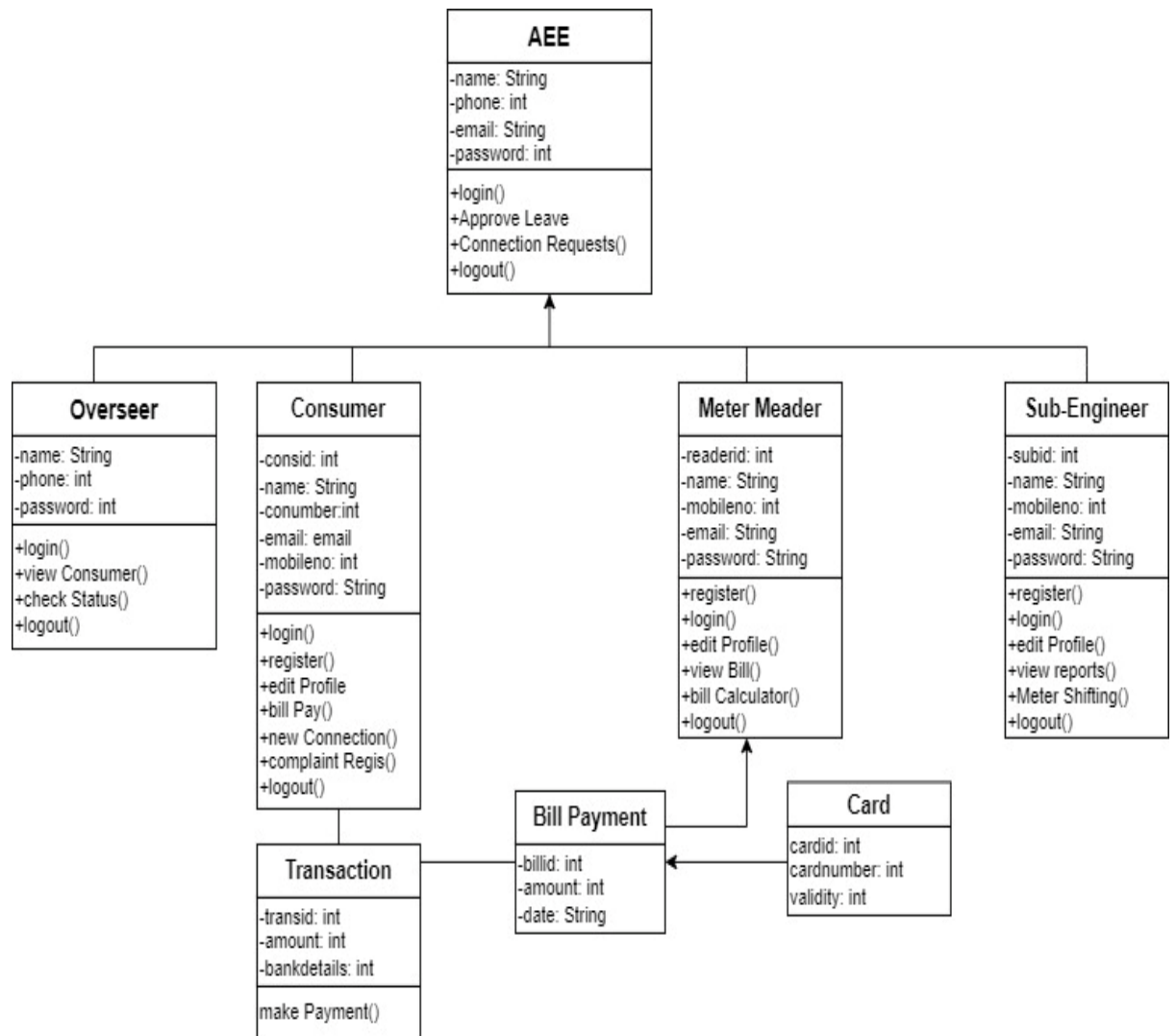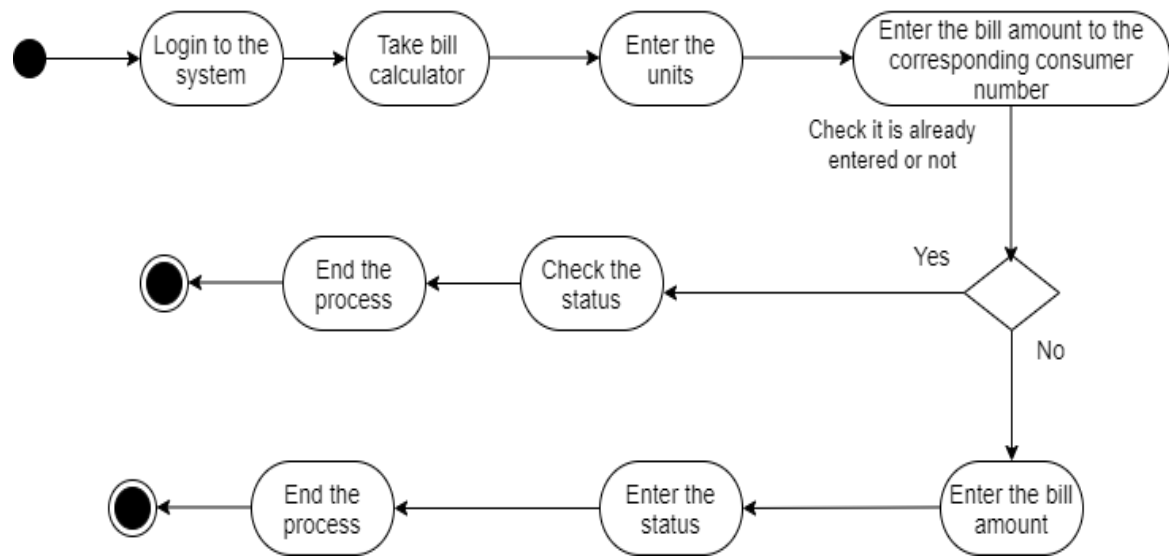
4. ACTIVITY DIAGRAM

An activity diagram is a behavioral diagram i.e., it depicts the behavior of a system. It portrays the control flow from a start point to a finish point showing the various decision paths that exist while the activity is being executed. We can depict both sequential processing and concurrent processing of activities using an activity diagram. They are used in business and process modelling where their primary use is to depict the dynamic aspects of a system.

CONSUMER

Meter Reader

Login to the system → Take bill calculator → Enter the units → Enter the bill amount to the corresponding consumer number

Check it is already entered or not

Yes → Check the status → End the process

No → Enter the bill amount → Enter the status → End the process

Overseer

Login to the system → Take Consumer Complaints → Check the Complaint Status

Check Complaints are pending or not

Yes → Make Report → End the process

No → End the process

Sub-Engineer

```
●  ──→  Login to the  ──→  Take        ──→  Check the Complaint Status
          system            Consumer
                            Complaints
                                              Check Complaints are
                                              pending or not

◉  ←──  End the  ←──  Make Report  ←──  Yes  ◇
        process                                │ No

                            End the  ←──────────┘
        ◉  ←──────────────  process
```

Assistant Executive Engineer

```
●  ──→  Login to the  ──→  Take new     ──→  Verify the documents.
          system            connection
                            requests.
                                              Check documents are
                                              genuine or not.

◉  ←──  End the  ←──  Generate    ←──  Yes  ◇
        process       consumer                 │ No
                      number and
                      mail it.       End the  ←─┘
               ◉  ←──────────────    process
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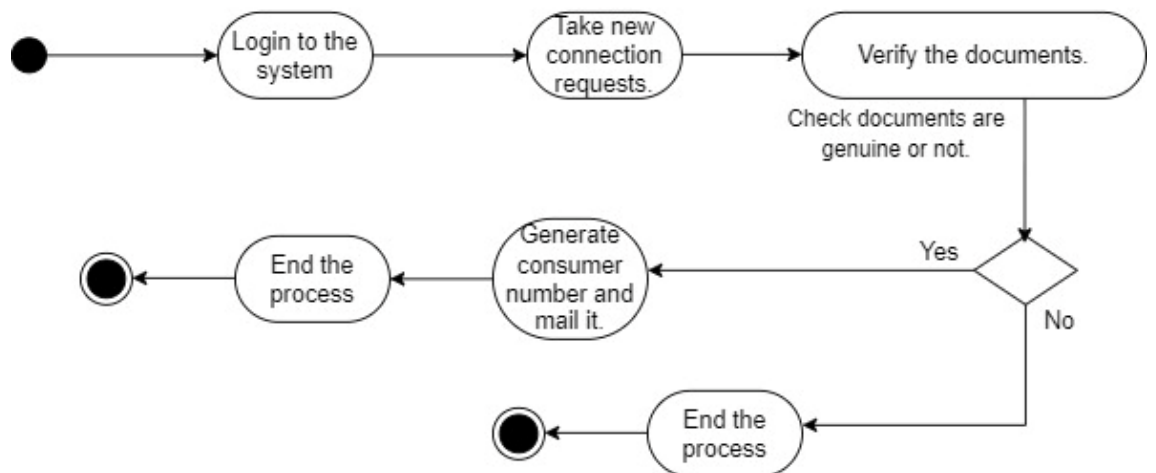
5. STATE DIAGRAM

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 and it represents the behavior using finite state transitions. State diagrams are also referred to as State machines and State-chart Diagrams. These terms are often used interchangeably. So simply, a state diagram is used to model the dynamic behavior of a class in response to time and changing external stimuli. We can say that each and every class has a state but we don't model every class using State diagrams. We prefer to model the states with three or more states.

Uses of state chart diagram –

- We use it to state the events responsible for change in state.

- We use it to model the dynamic behavior of the system.

- To understand the reaction of objects/classes to internal or external stimuli.

State Diagram
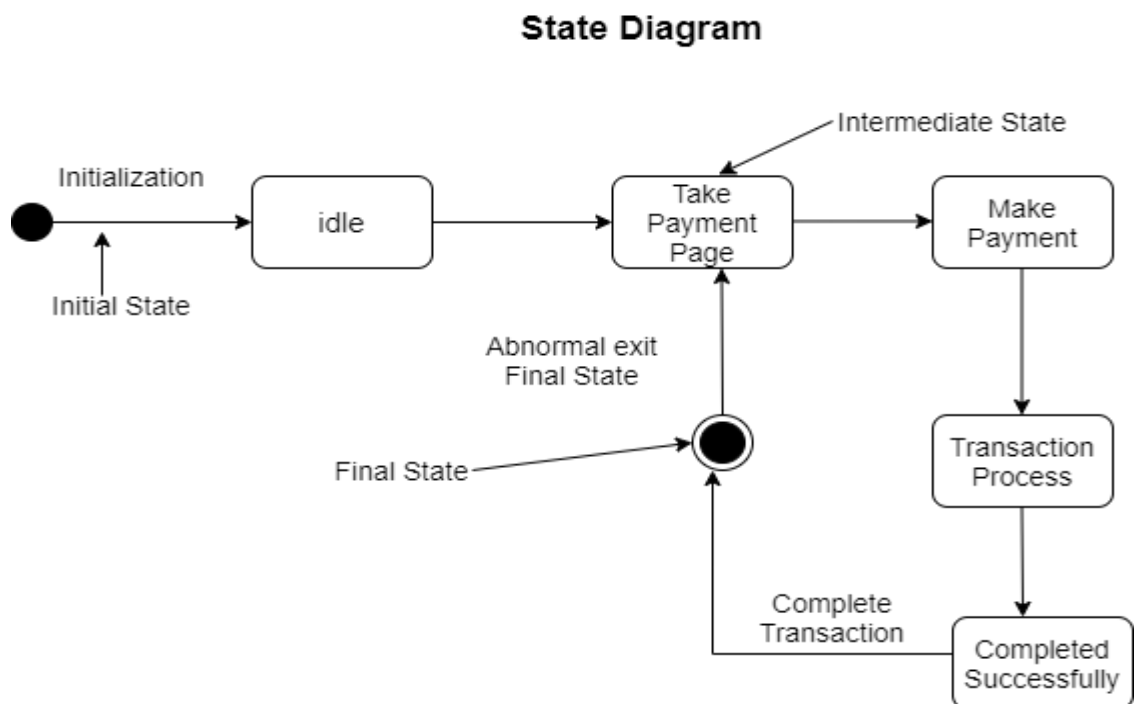
6. COLLABORATION DIAGRAM

The collaboration diagram is used to show the relationship between the objects in a system. Both the sequence and the collaboration diagrams represent the same information but differently. Instead of showing the flow of messages, it depicts the architecture of the object residing in the system as it is based on object-oriented programming. An object consists of several features. Multiple objects present in the system are connected to each other. The collaboration diagram, which is also known as a communication diagram, is used to portray the object's architecture in the system.

The collaborations are used when it is essential to depict the relationship between the object. Both the sequence and collaboration diagrams represent the same information, but the way of portraying it quite different. The collaboration diagrams are best suited for analyzing use cases.

Collaboration Diagram
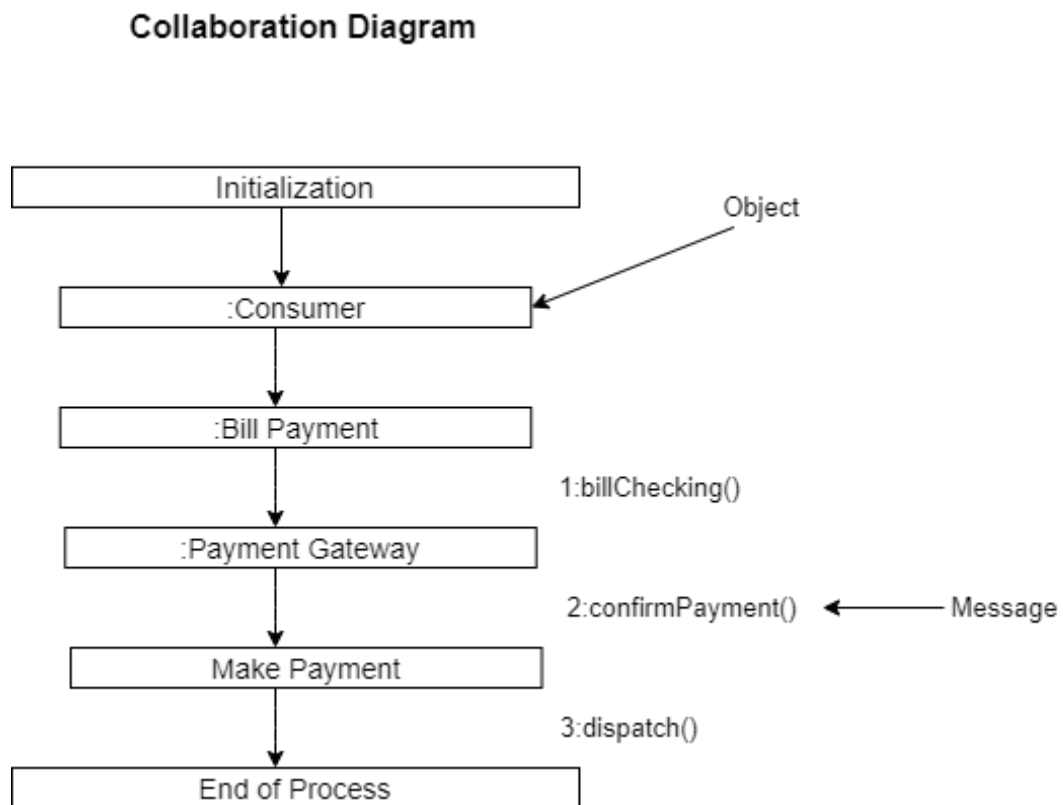
7. DEPLOYMENT DIAGRAM

A deployment diagram is a UML diagram type that shows the execution architecture of a system, including nodes such as hardware or software execution environments, and the middleware connecting them. Deployment diagrams are typically used to visualize

the physical hardware and software of a system. Using it you can understand how the system will be physically deployed on the hardware. Deployment diagrams help model the hardware topology of a system compared to other UML diagram types which mostly outline the logical components of a system.

Step 1: Identify the purpose of your deployment diagram. And to do so, you need to identify the nodes and devices within the system you'll be visualizing with the diagram.

Step 2: Figure out the relationships between the nodes and devices. Once you know how they are connected, proceed to add the communication associations to the diagram.

Step 3: Identify what other elements like components, active objects you need to add to complete the diagram.

Step 4: Add dependencies between components and objects as required.

Deployment Diagram
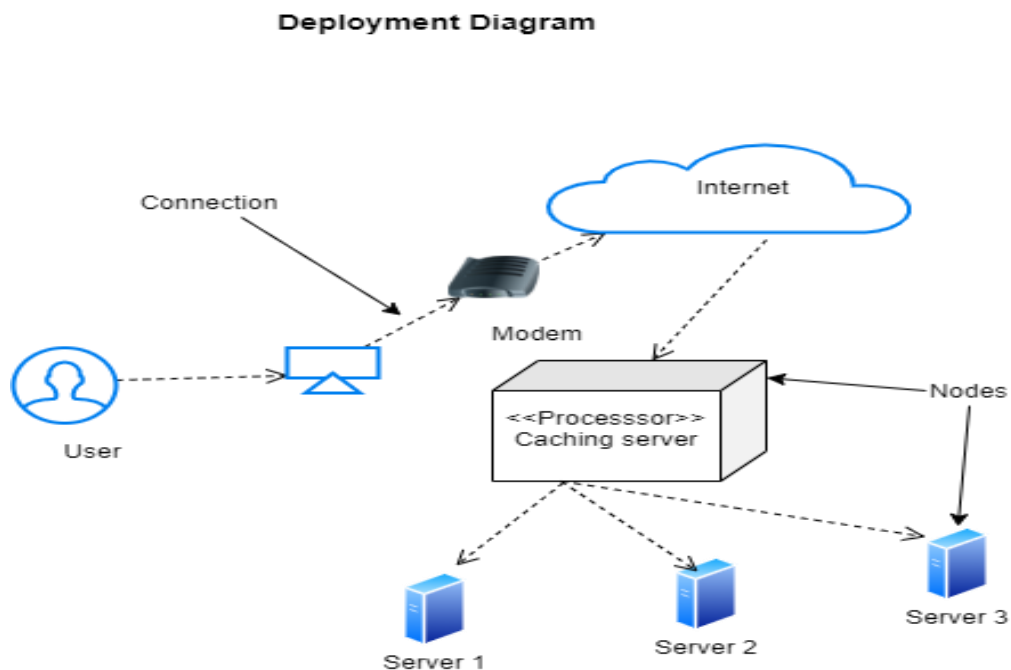
8. COMPONENT DIAGRAM

Component diagrams are different in terms of nature and behavior. Component diagrams are used to model the physical aspects of a system. Physical aspects are the elements such as executables, libraries, files, documents, etc. which reside in a node. Component diagrams are used to visualize the organization and relationships among components in a system. These diagrams are also used to make executable systems.

Purpose of Component Diagrams

Component diagram is a special kind of diagram in UML. The purpose is also different from all other diagrams discussed so far. It does not describe the functionality of the system but it describes the components used to make those functionalities. Thus, from that point of view, component diagrams are used to visualize the physical components in a system. These components are libraries, packages, files, etc. Component diagrams can also be described as a static implementation view of a system. Static implementation represents the organization of the components at a particular moment.

Component Diagram for Consumer Electricity Bill Payment
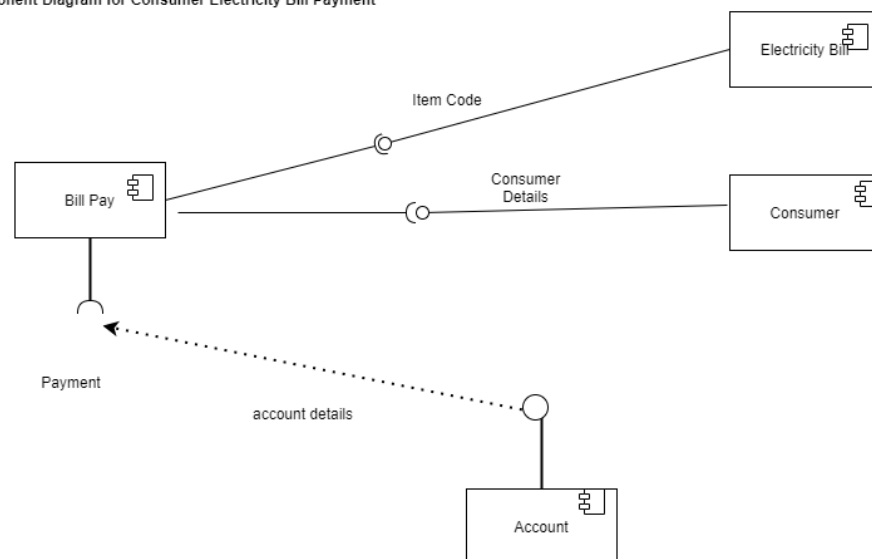
9. OBJECT DIAGRAM

Object diagrams are derived from class diagrams so object diagrams are dependent upon class diagrams. Object diagrams represent an instance of a class diagram. The basic concepts are similar for class diagrams and object diagrams. Object diagrams also represent the static view of a system but this static view is a snapshot of the system at a particular moment. Object diagrams are used to render a set of objects and their relationships as an instance.

Purpose of Object Diagrams

The purpose of a diagram should be understood clearly to implement it practically. The purposes of object diagrams are similar to class diagrams. The difference is that a class diagram represents an abstract model consisting of classes and their relationships. However, an object diagram represents an instance at a particular moment, which is concrete in nature. It means the object diagram is closer to the actual system behavior. The purpose is to capture the static view of a system at a particular moment.

Object Diagram for Bill Payment