

Across

- ✓1. Main building block of any object oriented solution.
- √**5.** Gives a graphic overview of the actors involved in a system, different functions needed by those actors.
- √9. Shows the dependencies between different packages in a system
- √10. represent workflows in an graphical way.
- √11. Focuses on messages passed between objects

Down

- ✓2. Describes the behavior of objects that act different according to the state they are at the moment.
- **√3.** Sometimes referred as Instance diagrams and very similar to class diagrams.
- √4. Shows how object interact with each other and the order those interactions occur
- √6. Shows the hardware of your system and the software in those hardware
- √7. Represent the behavior of objects in a given time frame
- √8. displays the structural relationship of components of a software system