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OBJECT-ORIENTED LANGUAGE AND THEORY

13. UML DIAGRAMS

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4+1 UML Views

• No single model is sufficient. Every non-trivial system is best approached through a small set of nearly independent models.

• Create models that can be built and studied separately, but are still interrelated.

Logical View

Analysts/Designers
Structure

Implementation View

Programmers
Software management

Process View

System integrators
Performance, scalability, throughput

Deployment View

System engineering
System topology, delivery, installation, communication

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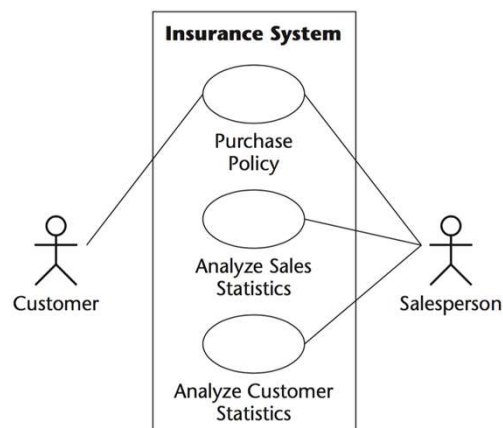
Common diagrams in UML

- Use-case diagram
- Class diagram
- Object Diagram
- State machine
- Activity diagram
- Interaction diagrams
- Deployment diagram

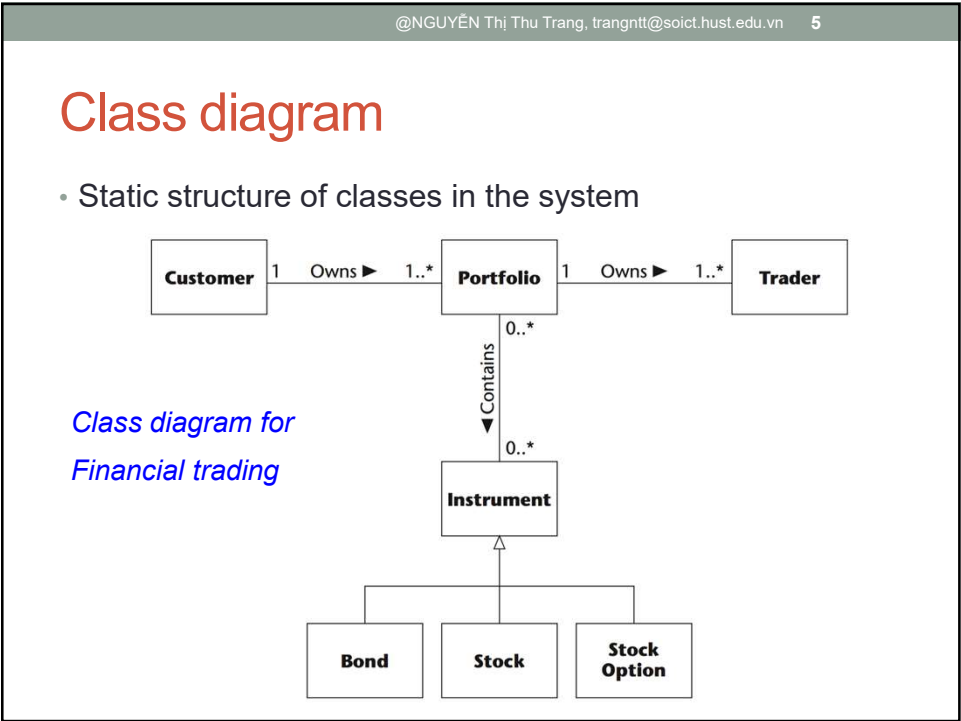
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Use case diagram

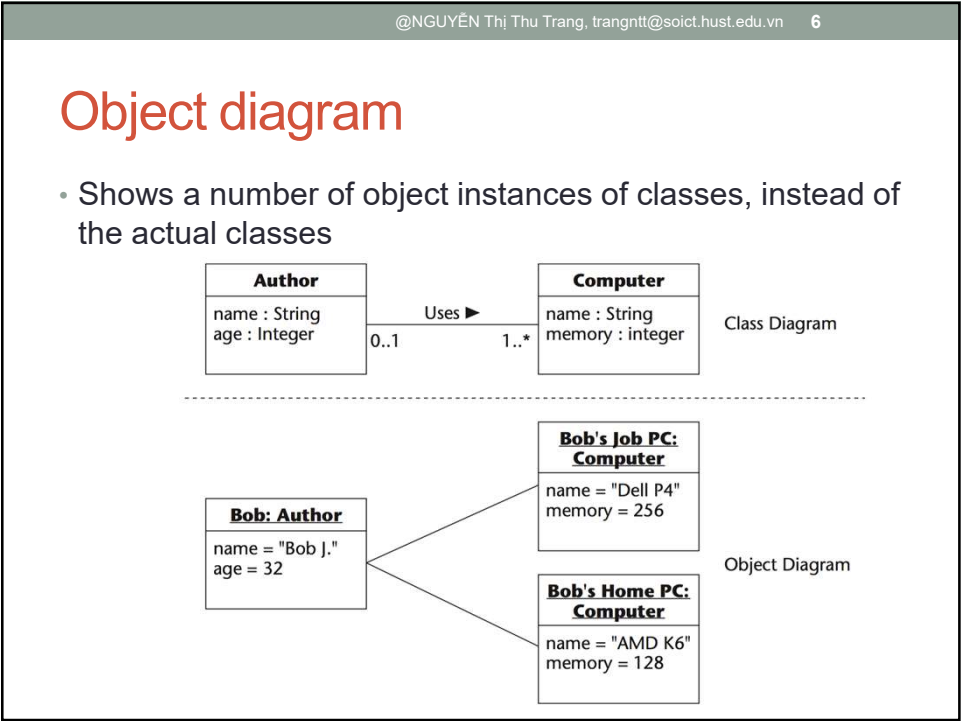
- A number of external actors and their connection to the use cases that the system provides



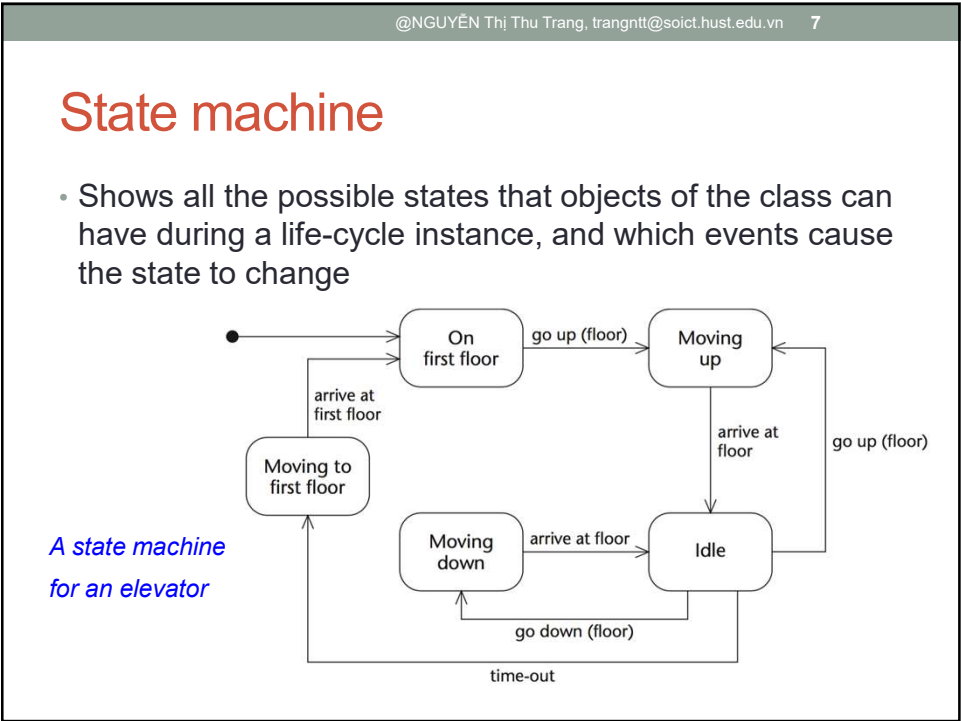
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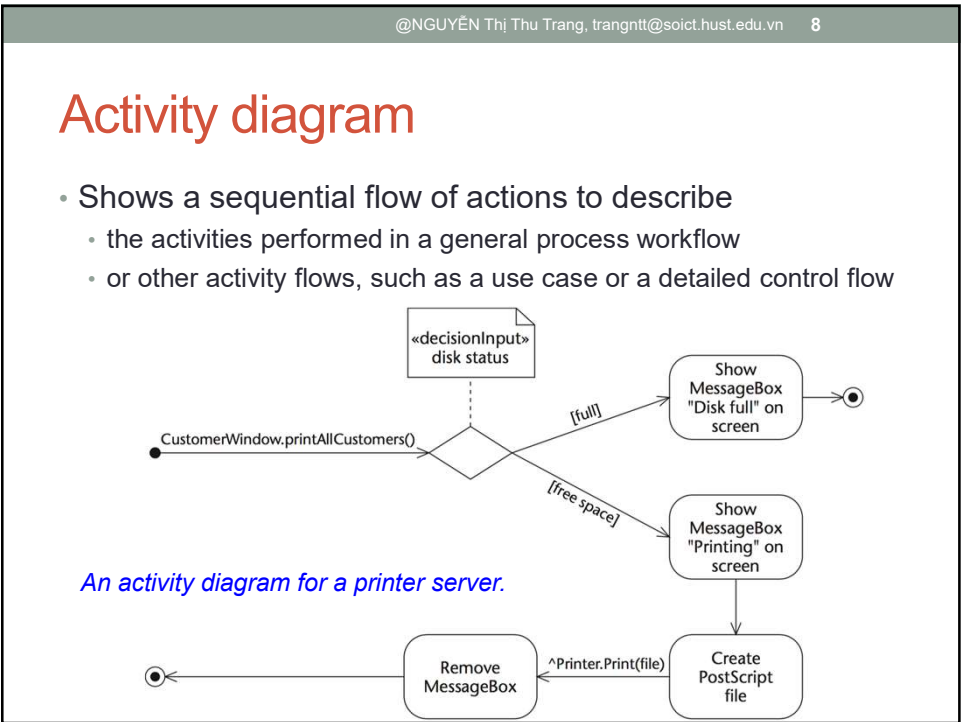
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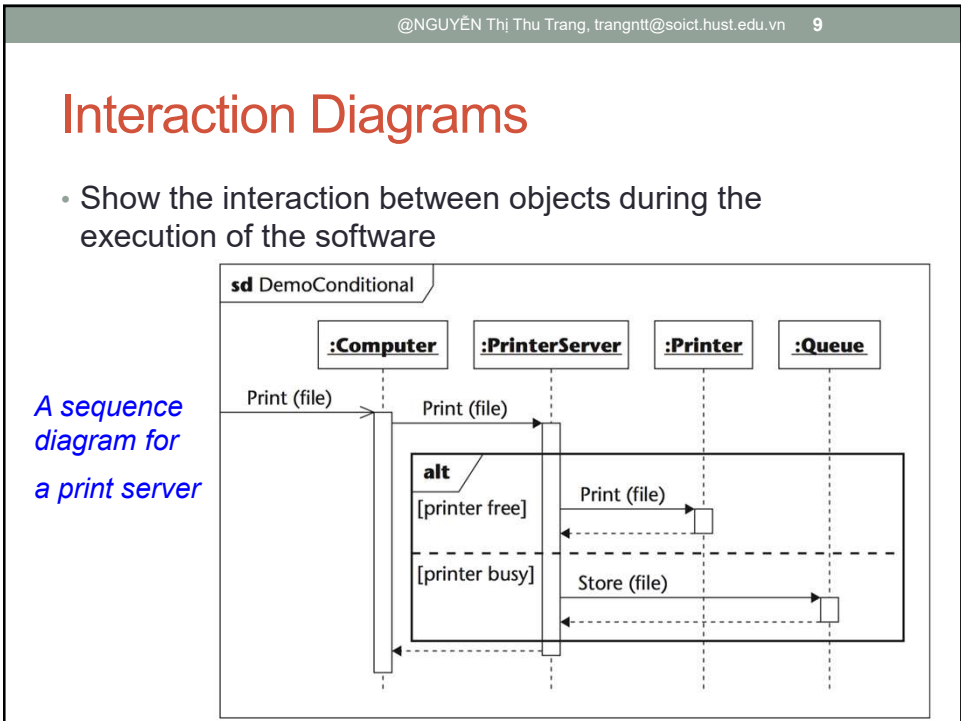
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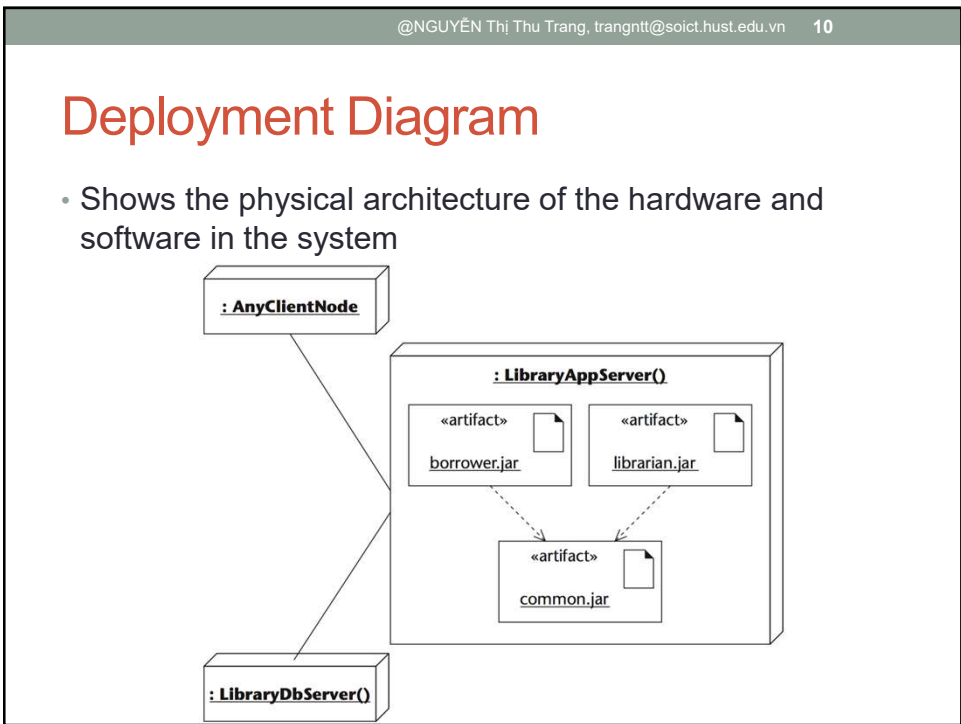
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