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Roll Number: 45	**Tutorial Number: 4**
Title of Tutorial: UML Diagrams (Use Case Diagram)	
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CO Mapped: **CO1, CO2, CO3**	**PO Mapped:** **PO1, PO3, PO6**	**Signature:**

Tutorial No. 9

Aim: UML Diagrams (Component Diagram).

Description:

Component diagrams are a fundamental type of diagram in the Unified Modelling Language (UML) that depict the high -level structure and organization of a software system or application. They provide a visual representation of various software components, their relationships, and how they collaborate to form a cohesive system. Component diagrams are an essential tool for software architects and designers to communicate system architecture and design decisions effectively.

Problem Statement:

To create a live cricket scoring app. Various types of functions are provided such as ball-by-ball scoring, professional scorecard etc.
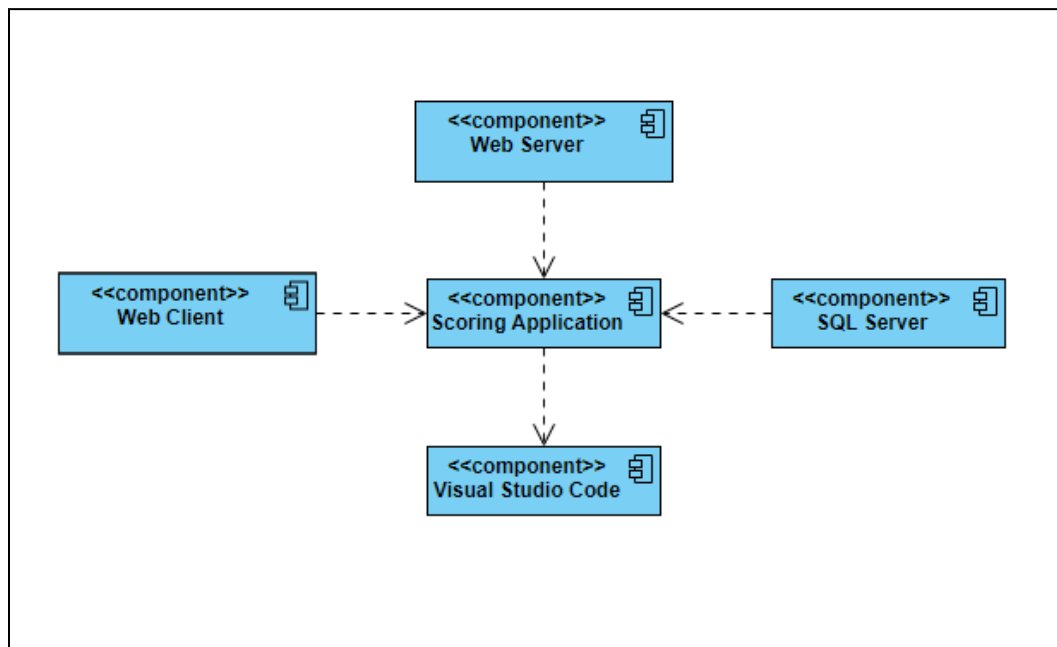
Conclusion:

In conclusion, component diagrams in UML are valuable tools for representing the high-level structure and organization of software systems. They help architects and designers communicate system architecture, make design decisions, and ensure that software components interact effectively. By focusing on components, interfaces, connectors, and

relationships, component diagrams facilitate clear and concise system documentation, leading to improved system design and development processes. Whether used in initial system design or as a means to document existing systems, component diagrams play a pivotal role in software engineering and system architecture.