

# UML Actor

An **actor** is **behaved classifier** which specifies a **role** played by an **external entity** that interacts with the **subject** (e.g., by exchanging signals and data), a human user of the designed system, some other system or hardware using services of the subject.

The term "**role**" is used informally as some type, group or particular facet of users that require specific services from the subject modeled with associated use cases. When an external entity interacts with the subject, it plays the role of a specific actor. That single physical entity may play several different roles, and a specific role may be played by single or multiple different instances.

All actors must have names according to the assumed role. Examples of actor names (user roles):

- Customer
- Web Client
- Student
- Passenger
- Payment System

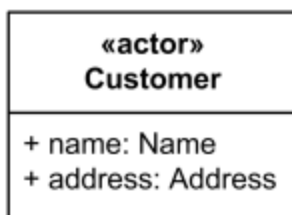
Standard UML notation for actor is "**stick man**" icon with the name of the actor above or below of the icon. Actor names should follow the capitalization and punctuation guidelines for **classes**. The names of **abstract actors** should be shown in italics.



**Student**

*Student* **actor**

An actor may also be shown as a **class** rectangle with the standard keyword **«actor»**, having usual notation for class compartments, if needed.



*Customer* **actor** as Class

An **actor** can only have **binary associations** to **use cases**, **components**, and **classes**.

