



Universiti
Malaysia
PAHANG
Engineering • Technology • Creativity

Assignment [3]

NUR SYUHAIDAH BINTI
ISMAIL [CB13006]

Section [02]

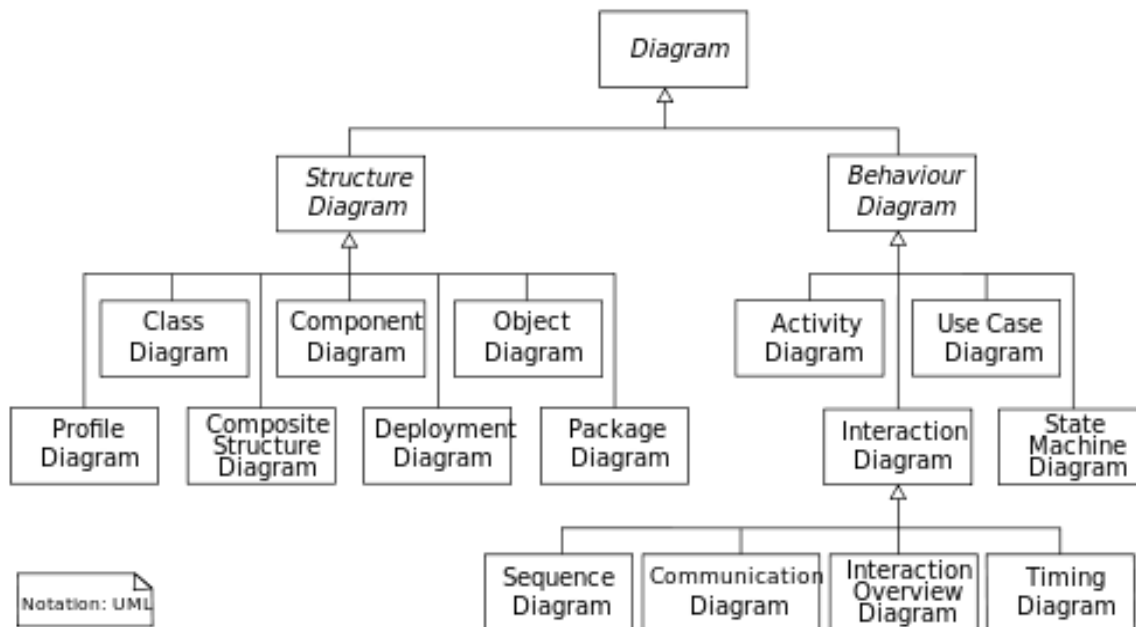
LIST OF CONTENT

BIL	TITLE	PAGE
I	QUESTIONS	2
1.0	Discuss the important of having of UML diagrams in a model of a system	3
2.0	Which diagrams in UML give a static view of a system? Please list them and describe uses of each diagram	4
3.0	Which diagrams in UML provide a dynamic view of a system? Please list them and describe uses of each diagram	5
	REFERENCES	6

1. Discuss the important of having of UML diagrams in a model of a system (1 mark)

UML diagram provides a visual representation of an aspect of a system. UML diagrams illustrate the quantifiable aspects of a system that can be described visually, such as relationships, behaviour, structure, and functionality. For example, a class diagram describes the structure of the system or the details of an implementation, while a sequence diagram shows the interaction between objects over time.

2. Which diagrams in UML give a static view of a system? Please list them and describe uses of each diagram (2marks)



Structure diagram shows static view of the system and its parts on different abstraction and implementation levels and how those parts are related to each other.

1. Class Diagram

Class diagram is a static structure diagram which describes structure of a system at the level of classifiers (classes, interfaces, etc.). It shows some classifiers of the system, subsystem or component, different relationships between classifiers, their attributes and operations, constraints.

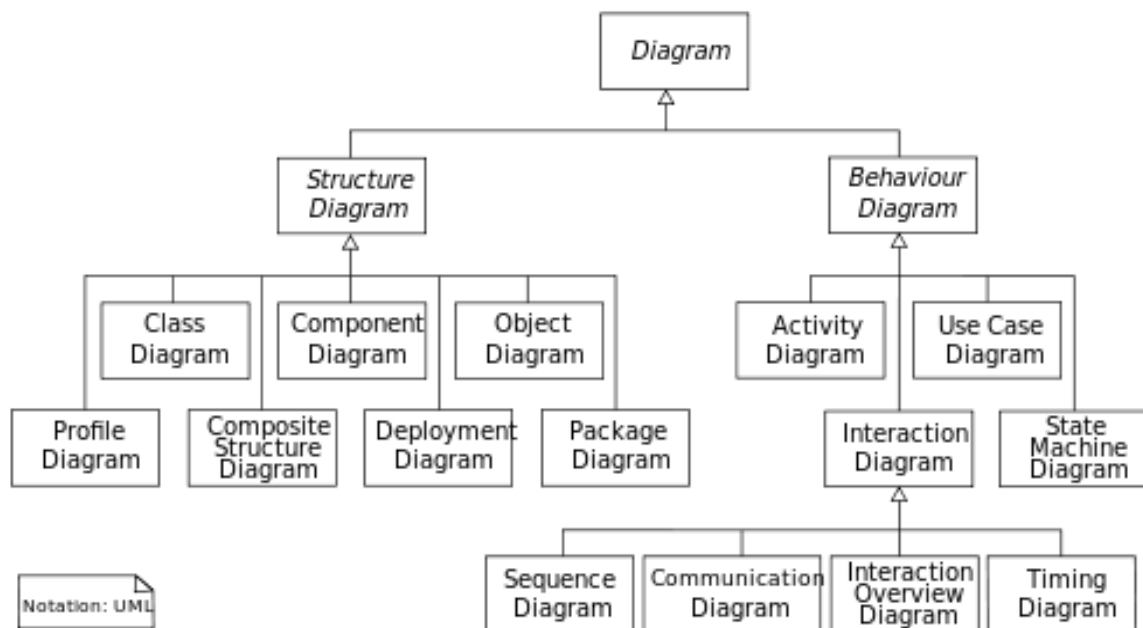
2. Deployment Diagram

Deployment diagram shows architecture of the system as deployment (distribution) of software artifacts to deployment targets.

3. Packet Diagram

Package diagram shows packages and relationships between the packages.

3. Which diagrams in UML provide a dynamic view of a system? Please list them and describe uses of each diagram (2marks)



Behaviour diagrams show the dynamic behaviour of the objects in a system, which can be described as a series of changes to the system over time.

1. Use Case Diagram

Use case diagrams are behaviour diagrams used to describe a set of actions (use cases) that some system or systems (subject) should or can perform in collaboration with one or more external users of the system (actors) to provide some observable and valuable results to the actors or other stakeholders of the system(s).

2. Activity Diagram

Activity diagram shows sequence and conditions for coordinating lower-level behaviours, rather than which classifiers own those behaviours. These are commonly called control flow and object flow models.

3. Sequence Diagram

Sequence diagram is the most common kind of interaction diagrams, which focuses on the message interchange between lifelines (objects).

References

[URL]

http://pic.dhe.ibm.com/infocenter/rsarhlp/v8r5/index.jsp?topic=%2Fcom.ibm.xtools.modeler.doc%2Ftopics%2Fc_models_and_diagrams.html

[URL]

http://en.wikipedia.org/wiki/Unified_Modeling_Language

[URL]

<http://www.uml-diagrams.org/uml-24-diagrams.html>