

Experiment No: 01

Date:

Aim: Installation and Introduction to UML

Scope: We can study various diagram of UML and can create project in smartdraw

Facilities: Hardware Needed: Computer System
Software Needed: Smart draw

Theory: UML (Unified Modelling language) is a long -uage used for visualization of specifying constructing and documenting the artifacts of software intensive system:

• Building blocks of UML:

- (1) Things
- (2) Relationships
- (3) Diagram

(1) Things in UML:

- (i) structural things:
- (a) classes
 - (b) interfaces
 - (c) collaborations
 - (d) Use cases
 - (e) Component
 - (f) node

- (ii) Behavioural things:
- (a) Interactions
 - (b) state machine

