



A wireframe is a visual representation or skeletal outline of a design or layout for a website,

UML-->Unified Modelling Language

Key Aspectsof UML:

1.Diagrams: to represent various aspects of a system.

some common ones are:

--Class Diagram

--Use Case Diagram

--Sequence Diagram

--Activity Diagram

--State Diagram

2.Model Element:

class

object

interfaces

relationships

and more

3.Relationship:

UML provides us a set of standardised relationships between elements.

For eg:association

inheritance(generalisation)

dependencies

4.Behaviour and Structure:

UML supports-->static structure of a system+dynamic behaviour

static structure-->classes and relationships

dynamic behaviour-->interactions and state transitions

Domains of UML application/usability:

Software Engineering

System Engineering

Business Modelling

Process Modelling