UML Index

ABCDEFGHIJLMNOPQRSTUVW

+ public visibility ~ package visibility # protected visibility - private visibility / derived property ^ inherited property abstract class abstract classifier abstract operation abstract use case abstraction accept event action accept signal action «access» (element import) «access» (package import) action activation activity activity diagram activity edge activity final node actor aggregation alt (alternatives) alternatives anchor icon apply (use case) artifact assembly connector assert association (use cases) association end asynchronous call asynchronous signal attribute (of classifier) «Auxiliary»

backbone (networking) behavior behavior diagram behavior port behavioral feature behavioral state behavioral state machine behavioral transition behaviored classifier «bind» binary association bound element «Boundary» break «BuildComponent» business actor business use case

call (dependencies) call behavior action central buffer class class diagram class template classifier choice pseudostate collaboration collaboration diagram collaboration template collaboration use collaboration use diagram collection (multiplicity element) combined fragment common behaviors communication diagram communication path {complete} «component» component component diagram component realization composite state composite structure diagram composition connector consider constraint «Control» control (activities) coregion (parallel) create (dependencies) create (interactions) critical (region)

data type data store decision node deep history pseudostate delegation connector delete dependency deployment deployment diagram deployment specification deployment target «Derive» derived property destruction event (sequence diagrams) destruction event (timing diagrams) destruction occurrence (timing diagrams) «device» directed relationship {disjoint} (generalization set) «document» duration constraint duration constraint (timing diagrams)

element element import emergent behavior encapsulated classifier encapsulation (OOAD) entry point pseudostate «Entity» (class) «Entity» (component) enumeration event event action «executable» executing behavior execution environment (deployments) execution exit point pseudostate extend (use cases) extension (profiles) extension point (use cases)

feature «File» final classifier final state firewall flow final node «Focus» fork node fork pseudostate found message frame

gate generalization (classifiers) generalization (use cases) generalization set

hub (networking)

ignore «implement» (manifestation) «Implement» (components) «ImplementationClass» «import» (element) «import» (package) include (use cases) {incomplete} information flow information flow diagram information item inheritance (generalization) inheritance (OOAD and UML) inherited property initial node initial pseudostate instance instance specification instantiate (dependency) interaction interaction constraint interaction diagram interaction overview diagram interaction fragment interaction use interface interface realization internal structure internal structure diagrams interrupting edge interval constraint invocation action is Covering



ownership

par (parallel) part partition package (visibility) package diagram package import package merge package template packageable element pin polymorphism (OOAD) port power type «primitive» primitive type private (visibility) «Process» profile profile diagram profile application property protected (visibility) protocol state protocol state machine protocol transition provided interface (classes) provided interface (components) pseudostate public (visibility)

qualifier

realization «Realization» (components) reception (behaviors) redefinable element redefining property {redefines} ref (interaction use) reference (profiles) «Refine» region relationship reply required interface required interface (components) role (association end) router «script» semantic relationship send send signal action seq (weak sequencing) sequence diagram sequence expression «Service» service port shallow history pseudostate shared aggregation signal simple port simple state slot «source» «Specification» stakeholder state state invariant state machine diagram static feature stereotype stop strict sequencing structural feature structural feature action structure diagram structured classifier submachine state «Subsystem» subject switch (networking) synchronous call tagged value template template binding template package template parameter template signature templateable element terminate pseudostate time constraint time constraint (timing diagrams) timing diagram «Trace» transition trigger type «Type» typed element

UML URI (package attribute) usage «use» use case use case diagram «Utility» variable action vertex view (models) visibility wait time action weak sequencing













by <u>Kirill Fakhroutdinov</u>

This document describes UML versions up to *UML* 2.5 and is based on the corresponding **OMG**[™] **Unified Modeling Language** (**OMG UML®**) specifications. UML diagrams were created in **Microsoft® Visio®** 2007-2016 using *UML* 2.x Visio Stencils. Lucidchart is a nice, free UML tool that I recommend for students.

You can send your comments and suggestions to webmaster at webmaster@uml-diagrams.org.

Copyright © 2009-2018 uml-diagrams.org. All rights reserved.