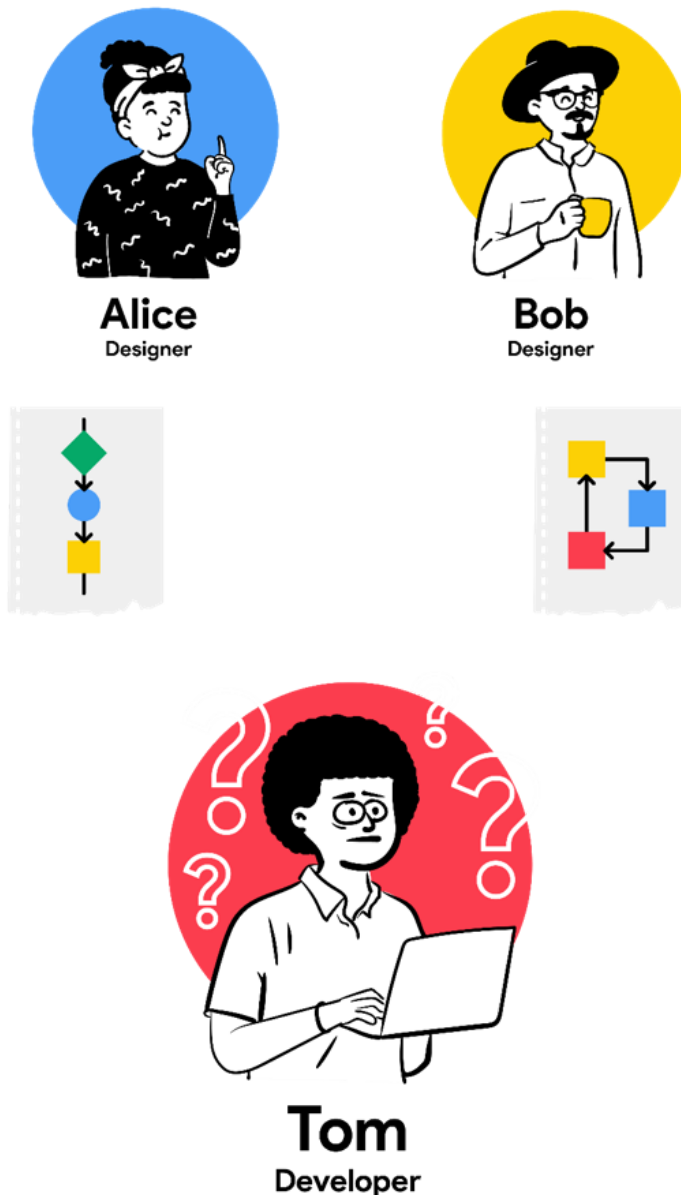


Introduction to UML

Why UML?

- Suppose there are two designers Alice and Bob creating designs of different parts of the software.
- Now if Alice follows some conventions and Bob follows other conventions, then it becomes very difficult for Tom, the developer, to code these designs correctly.
- There should be some standard that must be followed by Alice and Bob, so that their designs are uniform, and seems unambiguous to TOM.





Alice
Designer



Bob
Designer

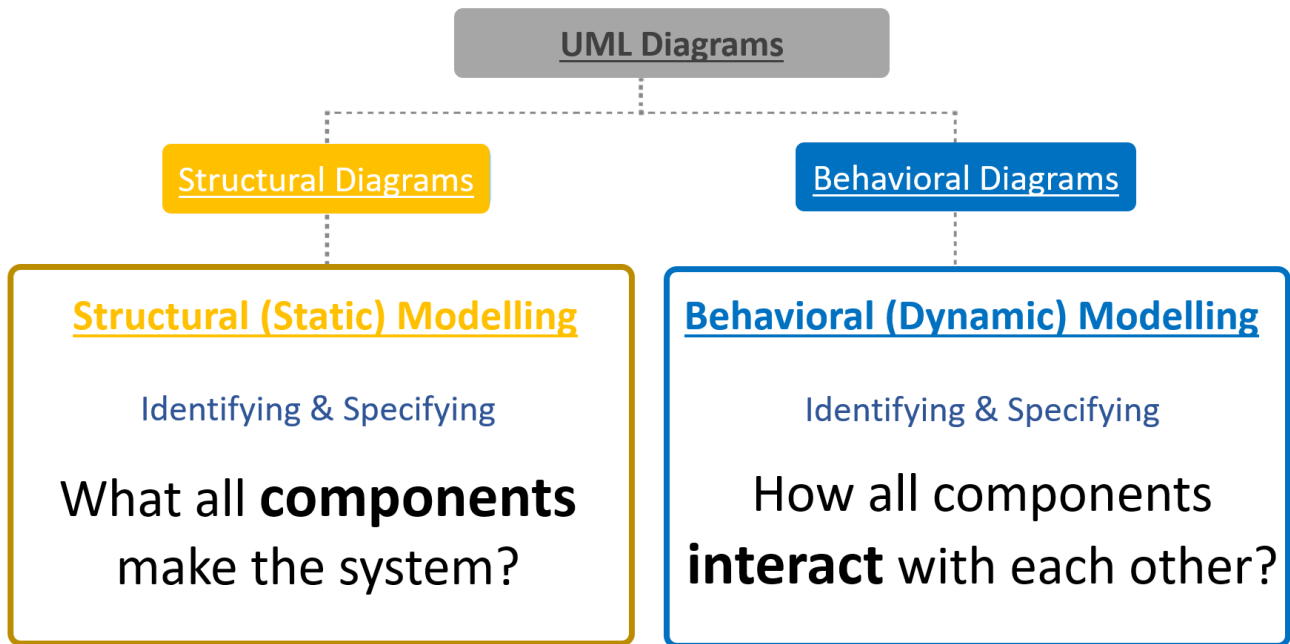


Tom
Developer

- Here comes to the rescue, the UML i.e., **Unified Modelling Language**.
- The **Unified Modeling Language (UML)** is a standard graphical language for modeling object-oriented software.
- It was developed by three software engineers, James Rumbaugh, Grady Booch, and Ivar Jacobson.
- In 2004 the Object Management Group (OMG) approved version 2.0 of UML.
- Now, if Alice and Bob create a design by following UML conventions, their designs will be uniform and standard and will make the life of TOM much happier.

UML Diagrams

- As UML is a graphical language, it supports two types of diagrams that can be classified as Structural and Behavioral.
- The structural Diagrams are used to create a static model of the software. That is, it gives an idea about what all components build up the system.
- The Behavioural Diagrams are used to create a dynamic model of the software. It tells how the different components or modules interact with each other.



- Some of the structural and behavioural diagrams supported by UML are as shown:

