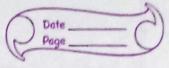


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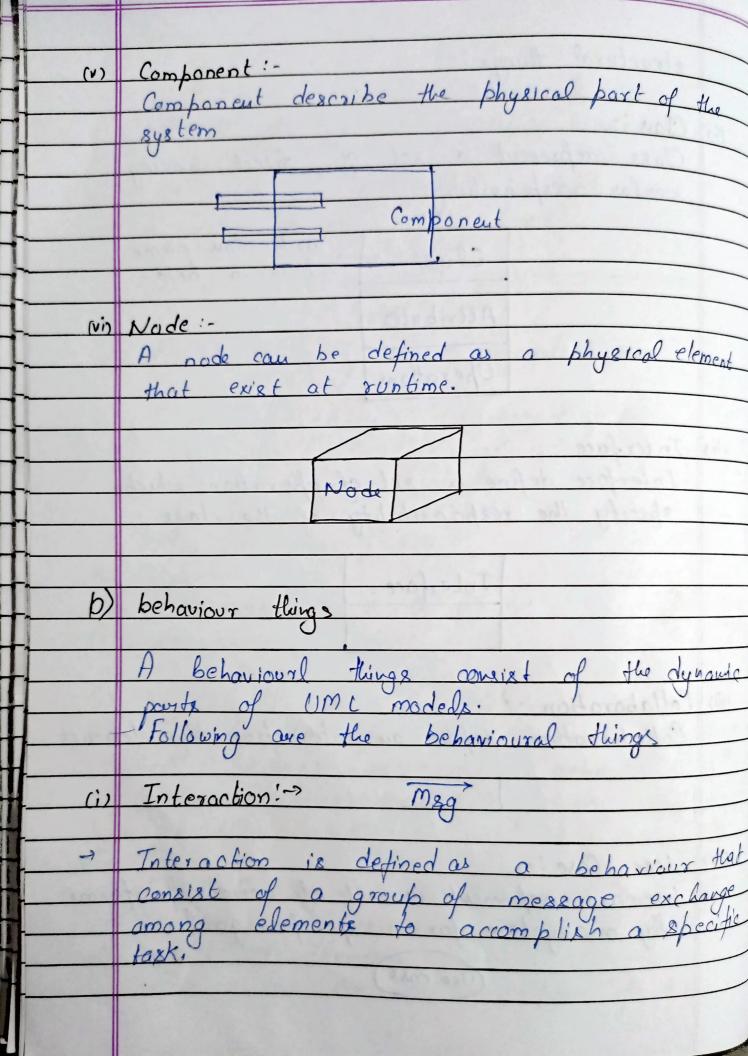
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Page

	View of a system!			
		Behavioural View		
	Structural View	- Sequence diagram		
	·	-> Sequence diagram -> Collaboration "		
	-> Class diagram	- State Chart "		
	- Object diagram	- Activity on		
	( OSER VIEW			
	Use case			
	Implementation View Environmental View			
	Implementation View	L TVI 10 11 Mental VIEW		
	-> Component diagram	-> Deployment diagram.		
	Stor Shu Your	program.		
		enting of comme		
	UML Building Blocks:			
(i)	Things			
(li)	UML Building Blocks:-  Things Relationships			
(111)	Diagrams.			
	77	busines of madelling		
L	Things!-			
	Things me the most important building block of UML. Things can be structural, behavoural,			
	grouping, annotational.			
	g supring, simocamo	nax.		
a	Structural:	an reinant to		
		tine the statio boxt of		
	the model. They repr	resent the physical &		
	Structural things define the static part of the model. They represent the physical & conceptual elements.			
	Following are the breif description of the			



	The second secon	the same supplied that the proposed supplies the supplied of the supplies of t		
	structural thi	nge:-	223-22-5	(1)
(i)	Clas:			
	Class represe	ut a set a	of object having	
	similar respo	nsibility.	0	
		Claiss	here in bold.	
			NC16 IN 0010.	
		Attributes	NO 25	ON
		Operations	TAS ASSA ASSA	
.,				
(ii)	Interface :-	2	2 1 1	
	specify the	responsibilit	of operation which	
		TIL		
		Interface.	- Anill runium 13d	(d
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(יווי)	Collaboration :-		interaction b/w ele	omen to
	901100100	siegine au	THICOGOTON NO FIR	Ju Ch Is
		1927	Interaction	
	Barren State of the State of th			
(iv)	Use Case! -	Re house		1
	Ose case rep	resent a s	et of actions perp specific goal.	Ormx
	by a syste		specific goar.	
		(Use case)		



in State machines :- State. - State m/c is usefull when the state of an object in its dife cycle is important. It defines the sequence of states an objects throughthrown in response to events, events are ext. feators responsible for state and Grouping Hirge Grouping things can be defined as a mechanism to group a elements of a unit model together. There is only one grouping things available i.e. package. ri) Package Package Package is the only one grouping thing available for gathering structural & behavioural things d) Annotational things Annotational things can be defined as a mechanism to capture remarks, description and comments of UMI model elements.

(i)	Note:- Note. 4
-)	It is the only one appotational thing
-1	
	A note is used to render comments.  constraints, etc. of a OML edements.
2.	Relationship:-
	Release is another most imp building
Dat .	block of OMI. 16 stows low the
	elements are associated with each other
	& this association describe the functionality
	of an application.
	There are 4 kinds of Reliably art:
	There are 4 kinds of relaup avl:
cia	Dofandon
(1)	Defendency Association
(35, 2	Greveralization
(iv)	Realization.
(12	Dependency:
	It is a redulip blue two things
	in which change in one element affects
	the other.

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112 Association: <----- Association ---> It is basically a set of Jinks that connects the elements of a UML model it also describes how many objects are taking part in that reliship (11) Greneralization - Greneralization can be defined as a reliable which connects a specialized element with a generalized element. It basically describes the inheritence reluship in the world of objects. (iv) Realization ----> - Realization can be defined as a reliable in which two elements are connected one element describe some responsibility which is not a implemented and the other one implements them. This reliship exists in case of intexfaces.