Software Design minute paper

★ You can choose language you use as you like. 記入は日本語でも英語でも良いです。
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Today's topics：

(Describe your summary in each blank below. You can adjust (increase or decrease) spaces as you like. 以下のそれぞれの項目の下に要点を記載。スペースは自由に増減して良い。)
[What you learned (学んだこと)]
Activity diagrams are basically diagrams for modeling flows and processes. They show the steps or actions needed to carry out an activity or process.

There are a few main things these diagrams have:
Actions - These are the steps or individual things that happen, shown as nodes.
Flows - The arrows that connect the actions and show the order they happen in.
Conditions - For stuff like decisions where the flow can go one way or another based on some condition.
Parallel Paths - Activity diagrams are cool because they can show parallel activities happening at the same time, not just a single sequence of steps. There are special nodes for forking into parallel flows and joining them back together.
Swimlanes - These let you divide up the diagram into partitions to show which actions are done by which roles or components.

So in a nutshell, activity diagrams give you a way to visualize not just the steps of a process, but all the control flows, decisions, parallelism and who does what. They're kind of like flowcharts but on steroids.
The diagrams use a basic notation of nodes for actions and arrows for flows, with some extra shapes for parallel paths, conditions and such. You can make them as simple or detailed as needed to model whatever process you want.

[What you need to learn more (更に学びが必要だと思うこと)]

[Misc. Comments and/or questions (その他 所感・質問等)]

Nope