UML101

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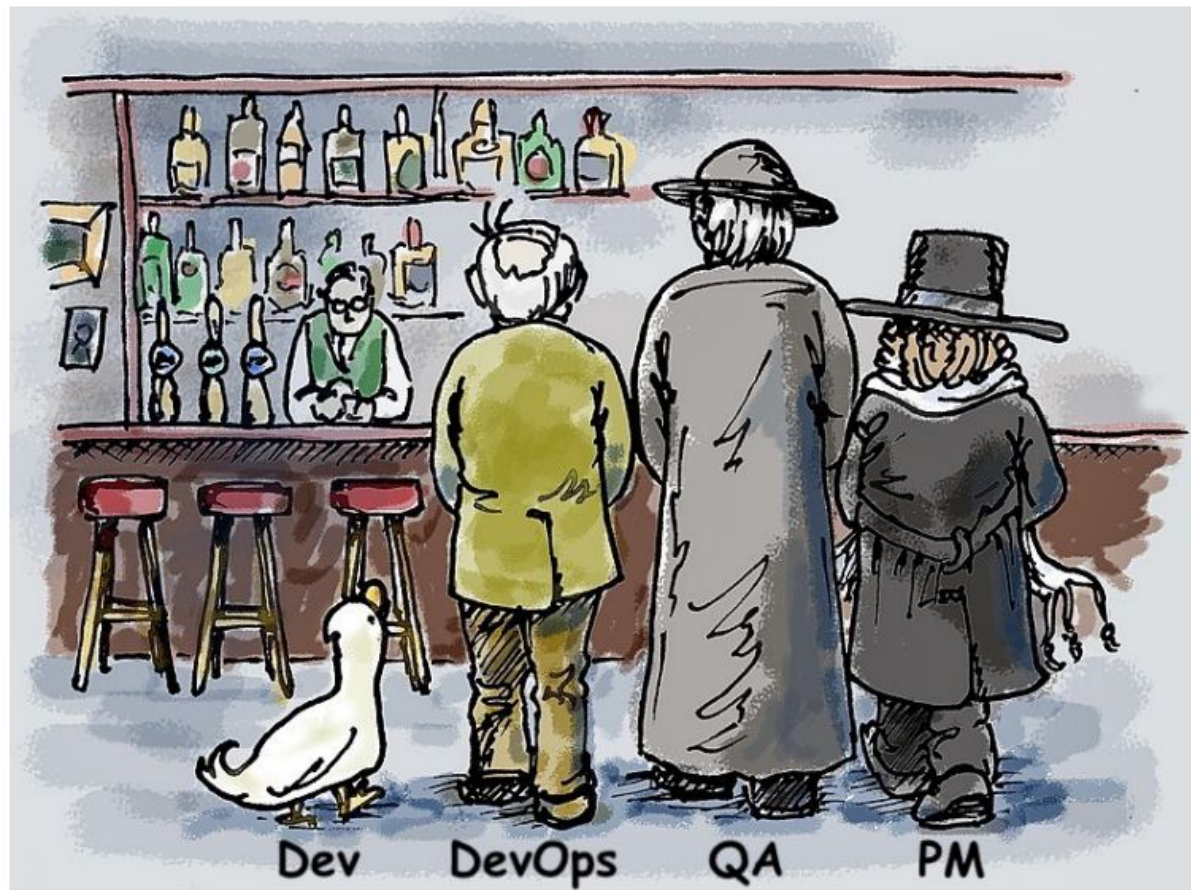
Table of context:
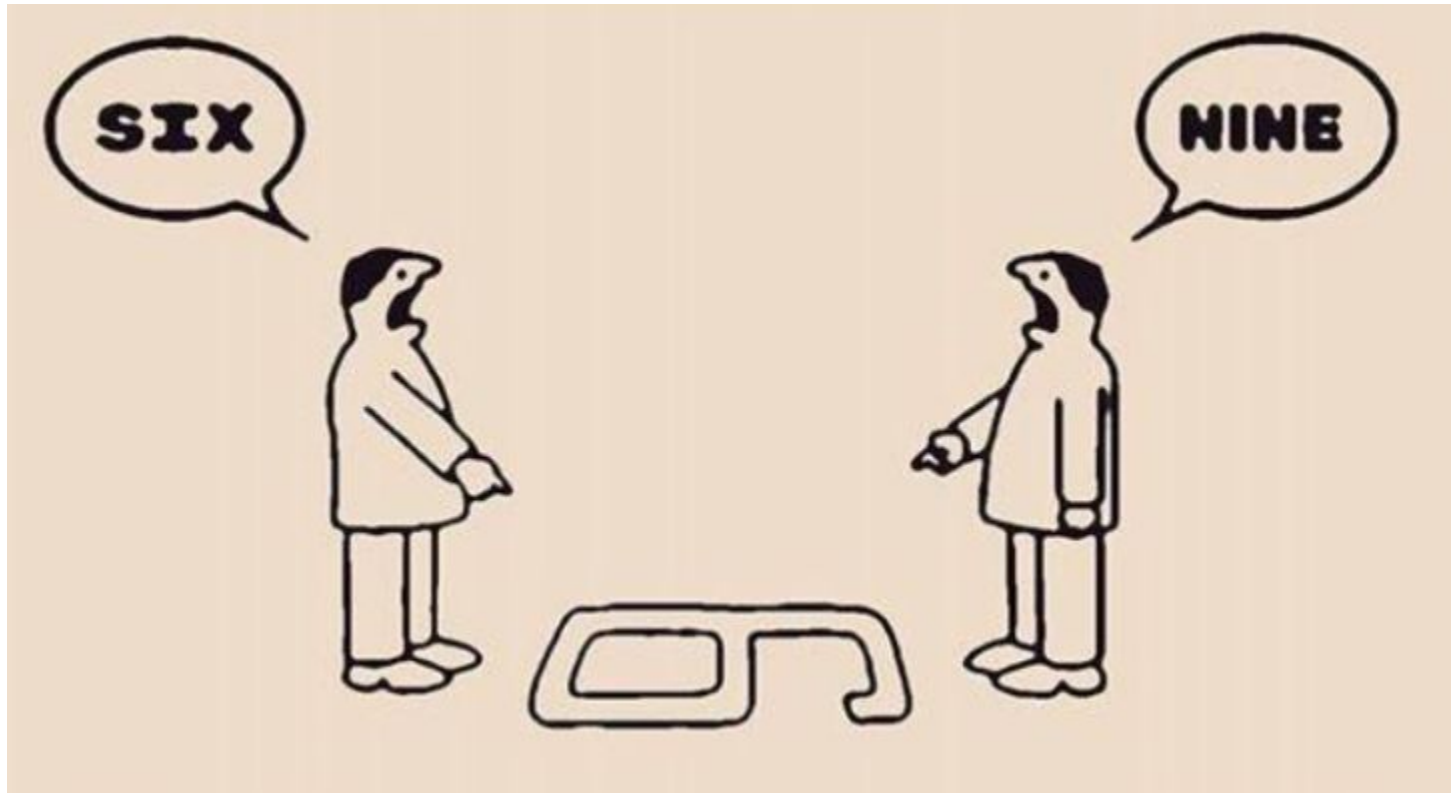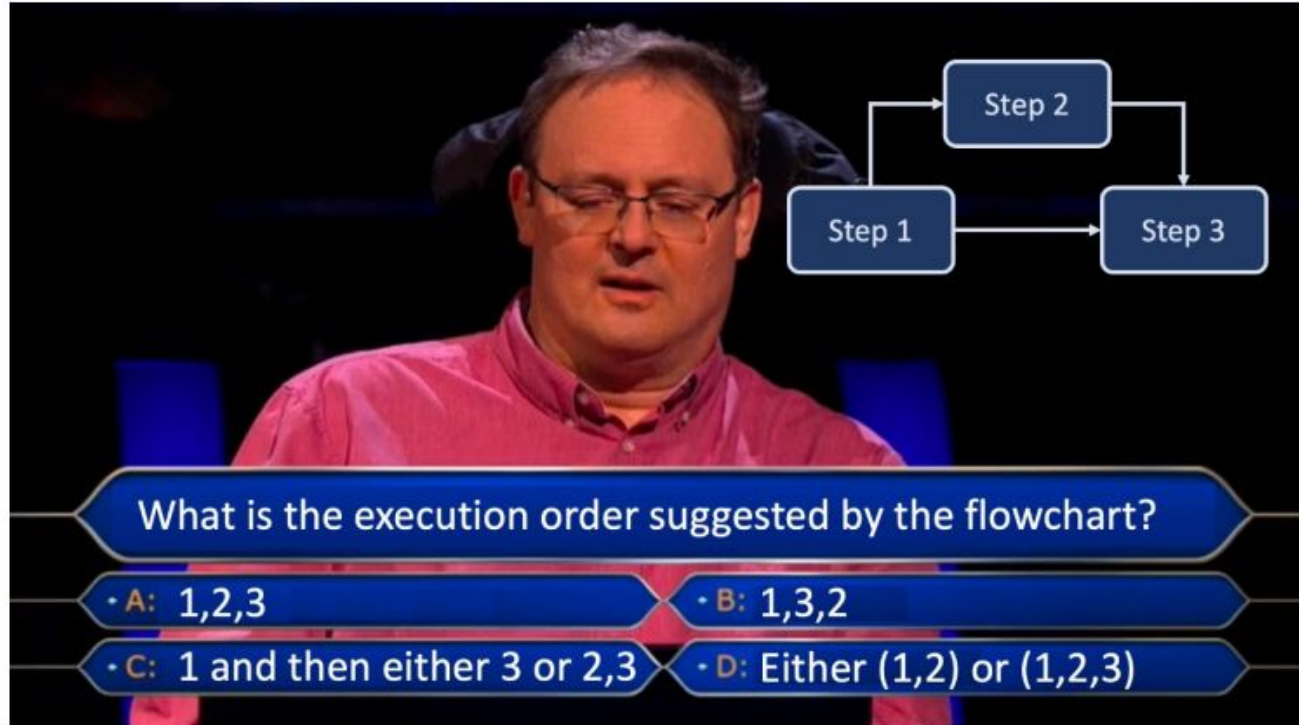
Problem

Problem

Problem

Problem - Ambiguous Diagrams
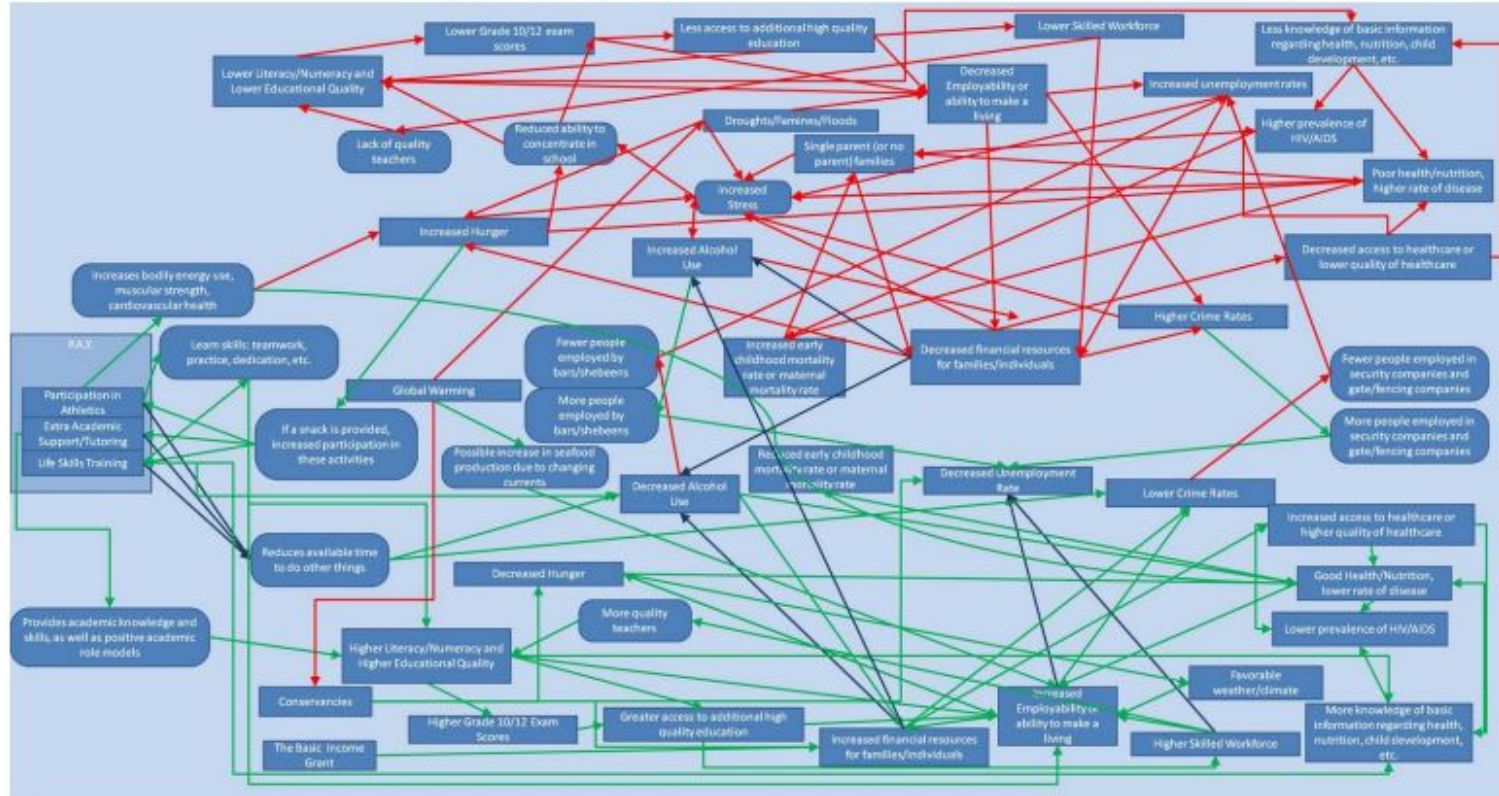
Problem - Chaos

Problem - Chaos
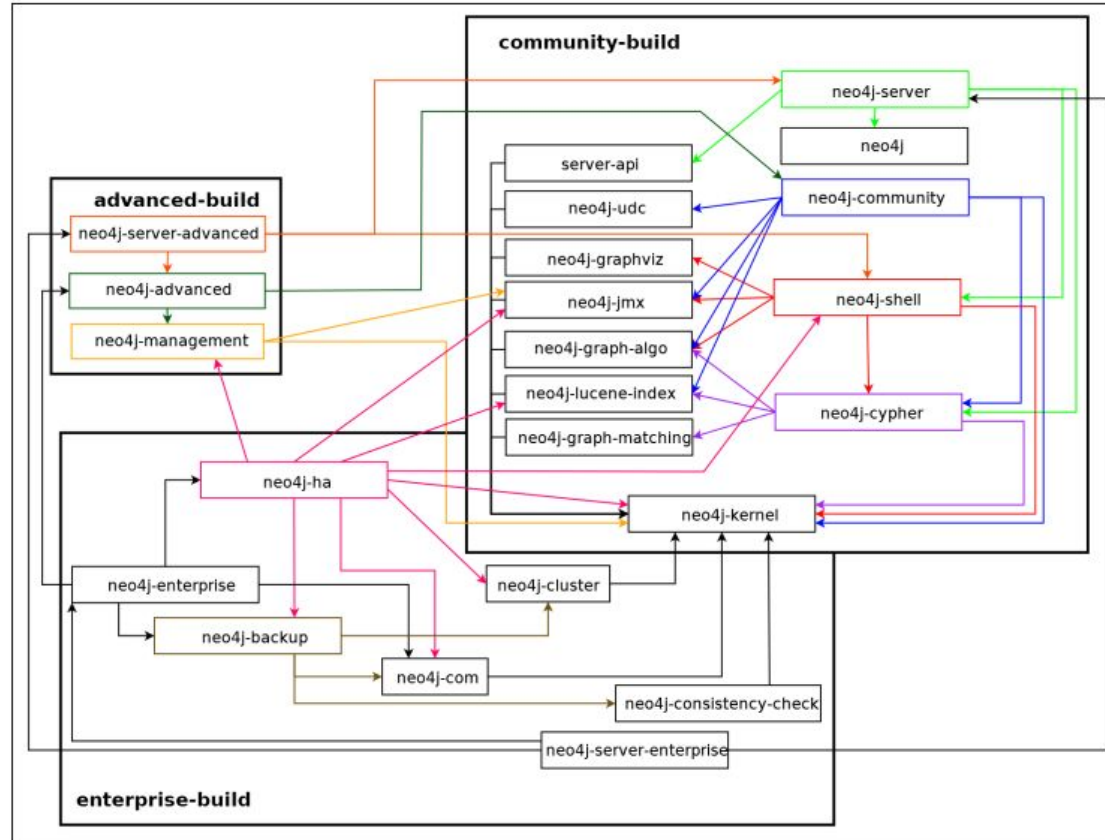
Solution

Diagram - Use Case

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- Include the most relevant use case (domain specific ones).
- Keep them simple and coherent.
- Different diagrams for different
    - types of actors,
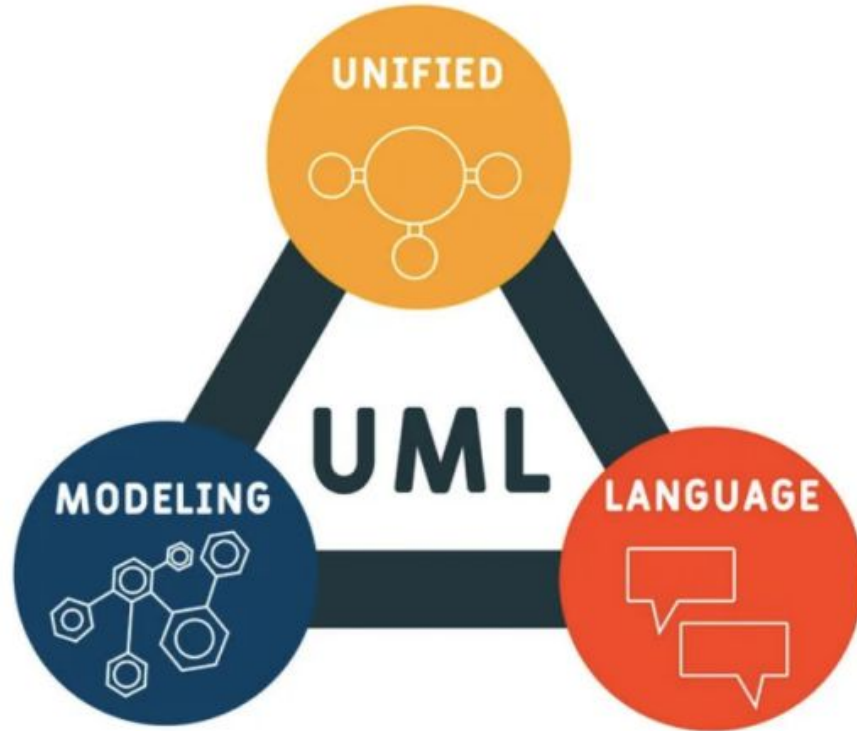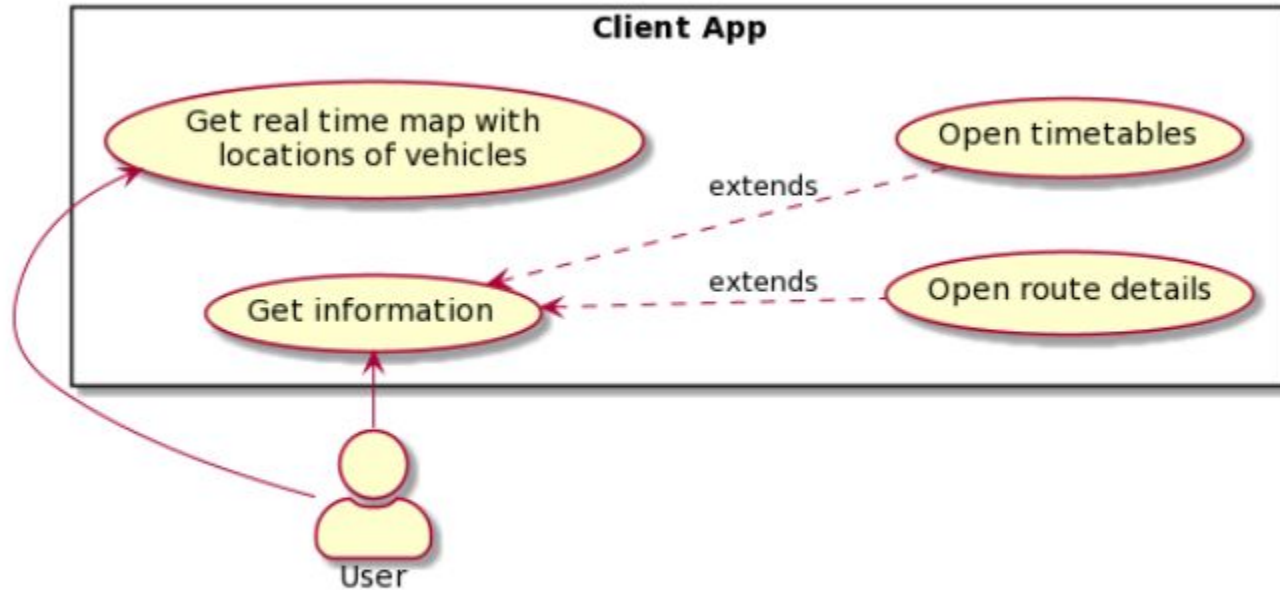   - subsystems,
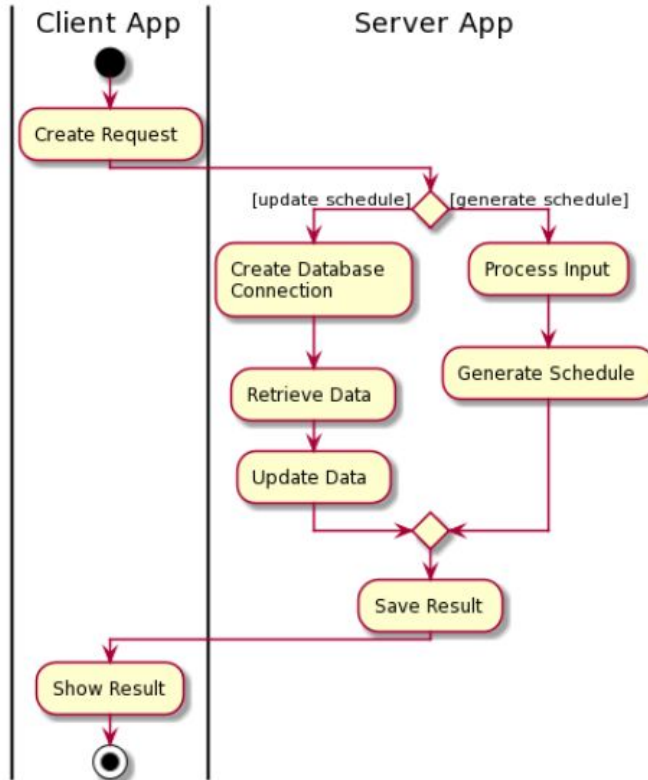   - perspectives

Diagram - Activity

Diagram - Activity

- You can group state transitions into states
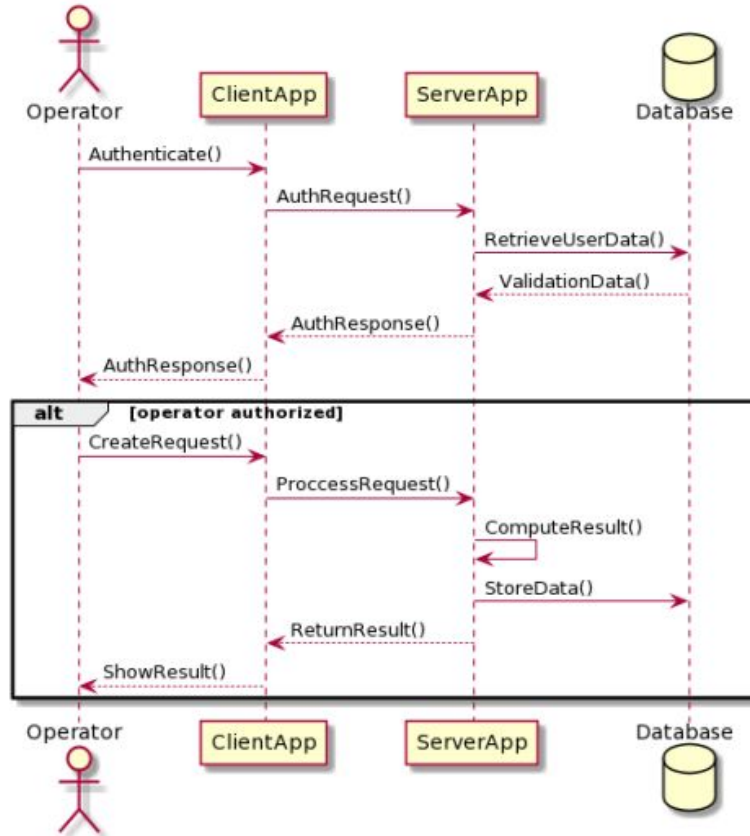- In case you do that provide start and end states

Diagram - Sequence

Diagram - Sequence

- All the requests should be ended by responses or destruction occurrences.
- Synchronous requests should be followed by a response or an asynchronous request.
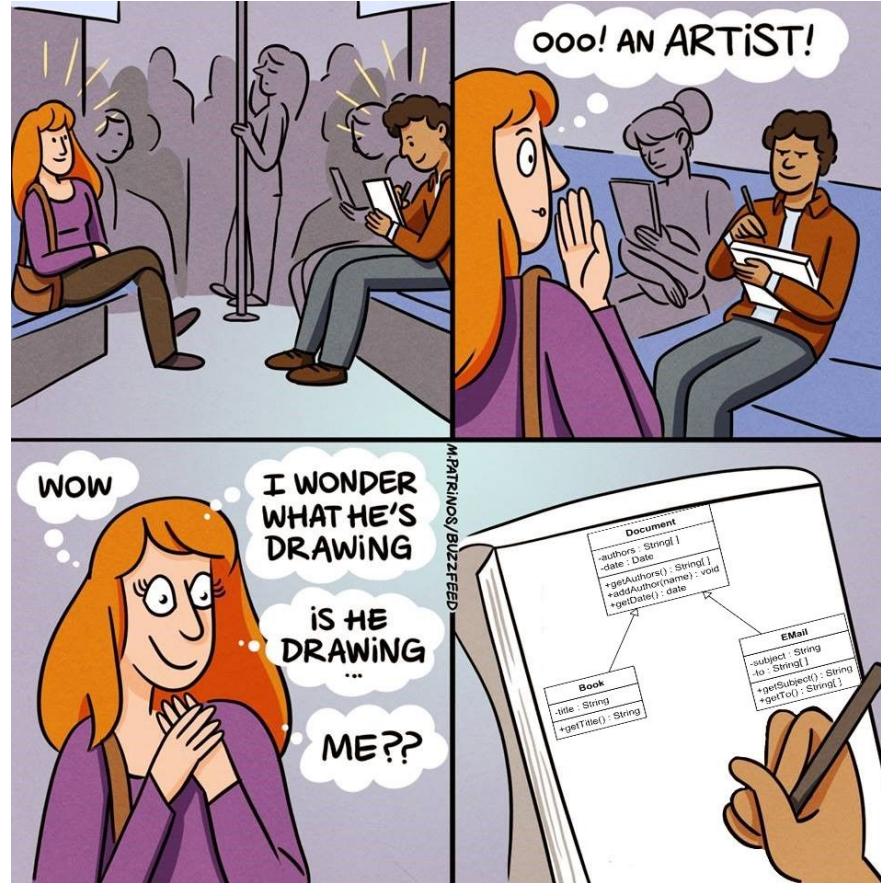- Divide the sequences using fragments.

UML - Strengths:

- Multiple perspectives of a system
- Non Ambiguous (if used correctly)
- Varies from simple/intuitive to complex/technical

Tools:

- [Draw.io](#)
- [PlantUML](#)
- [Lucidchart](#)

After lesson

References:

- [PlantUML](#)
- [UML web site](#)
- [Activity diagram](#)
- [Use case diagram](#)
- [Sequence diagram](#)