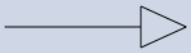
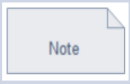
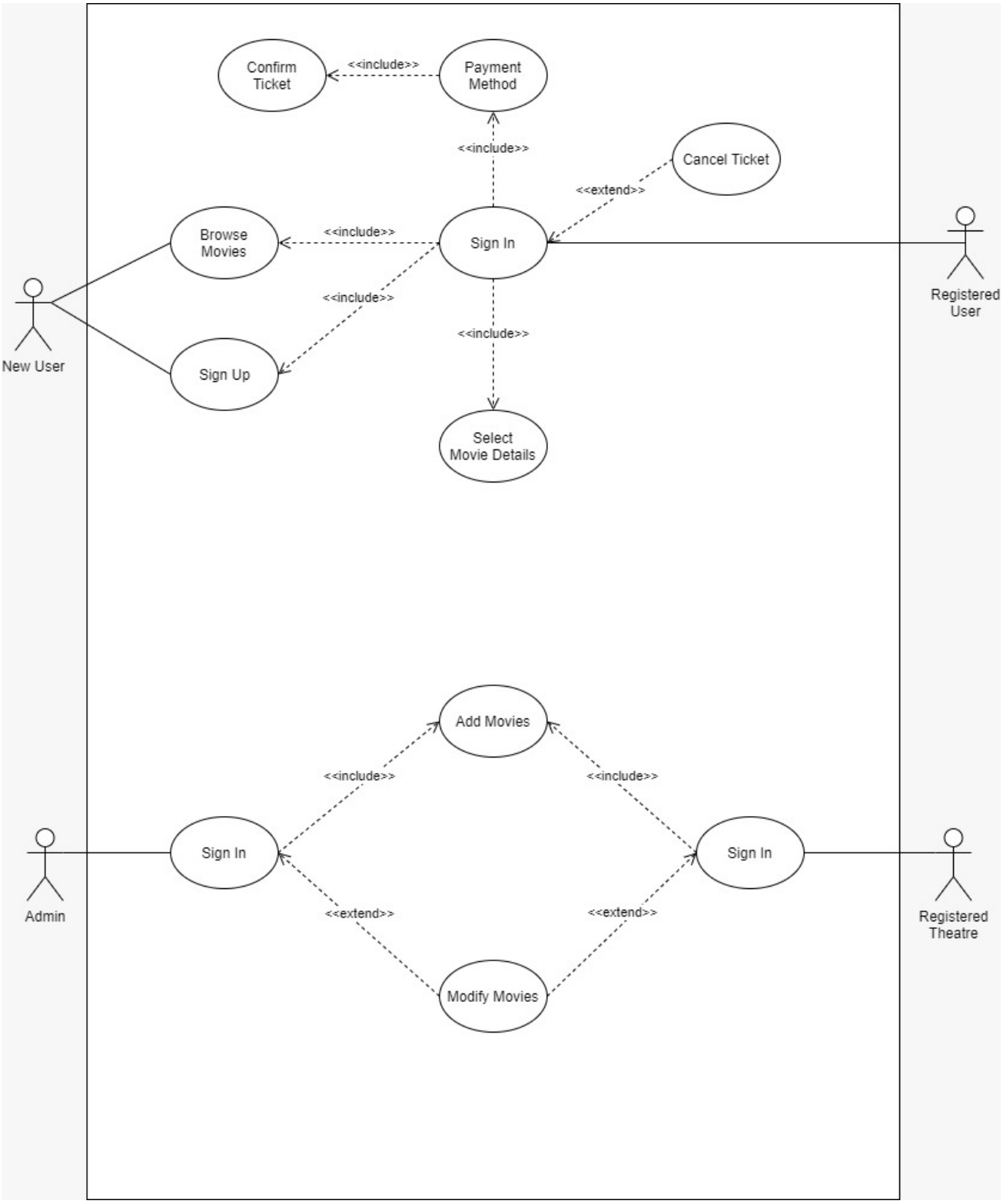
1.USE CASE

Notations:

S.No	Name	Description	Notation
1	System Boundary	The scope of a system can be represented by a system boundary	
2	Use case	A sequences of actions (it must be a verb)	
3	Actor	User (or) someone / something outside the system that interacts with the system (it must be a noun)	
4	Association	It corresponds to a sequence of actions between the actor and use case	
5	Generalization	Inheritance relationship between model elements of same type	

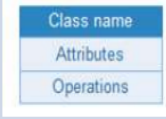
S.No	Name	Description	Notation
6	Include	It specifies how the behavior of the inclusion use case is inserted into the behavior defined for the base use case	<<include>>
7	Extend	How the behavior of the extension use case can be inserted into the behavior defined for the base use case	<<extend>>
9	Note	Note is generally used to write comment in use case diagram	

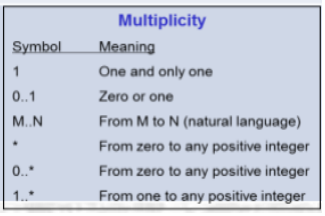
Use Case Diagram for Online Movie Booking System



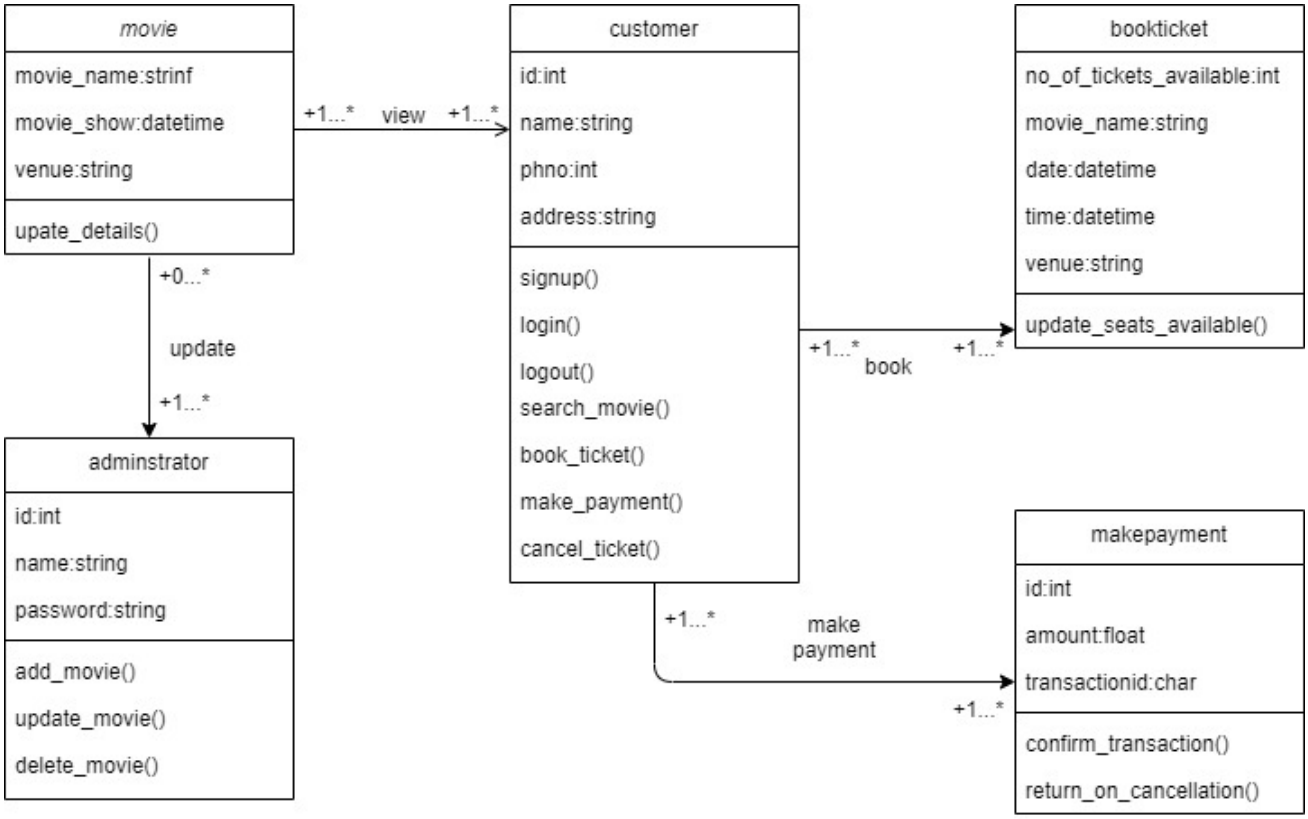
2. CLASS DIAGRAM

Notations:

S.No	Name	Description	Notation
1	Classes and interface	They are used to show the different objects in a system, their attributes, their operations and the relationships among them.	
2	Object	An object is an instance or occurrence of a class	
3	Aggregation	An aggregation describes a group of objects and how you interact with them.	
4	Composition	Composition represents whole-part relationships and is a form of aggregation.	
5	Dependency	Dependency relationship is a relationship in which one element, the client, uses or depends on another element, the supplier.	

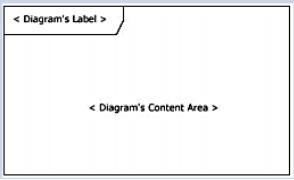
S.No	Name	Description	Notation
6	Generalization	Generalization is a relationship in which one model element (the child) is based on another model element (the parent).	
7	Association	Association is a relationship between two classifiers, such as classes or use cases, that describes the reasons for the relationship and the rules that govern the relationship.	
8	Multiplicity		

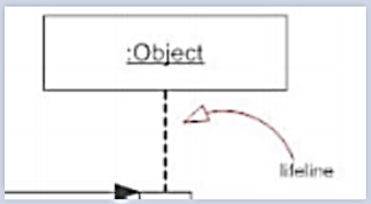
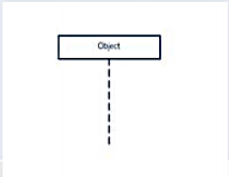
Class Diagram for Online Movie Booking System



3.SEQUENCE DIAGRAM

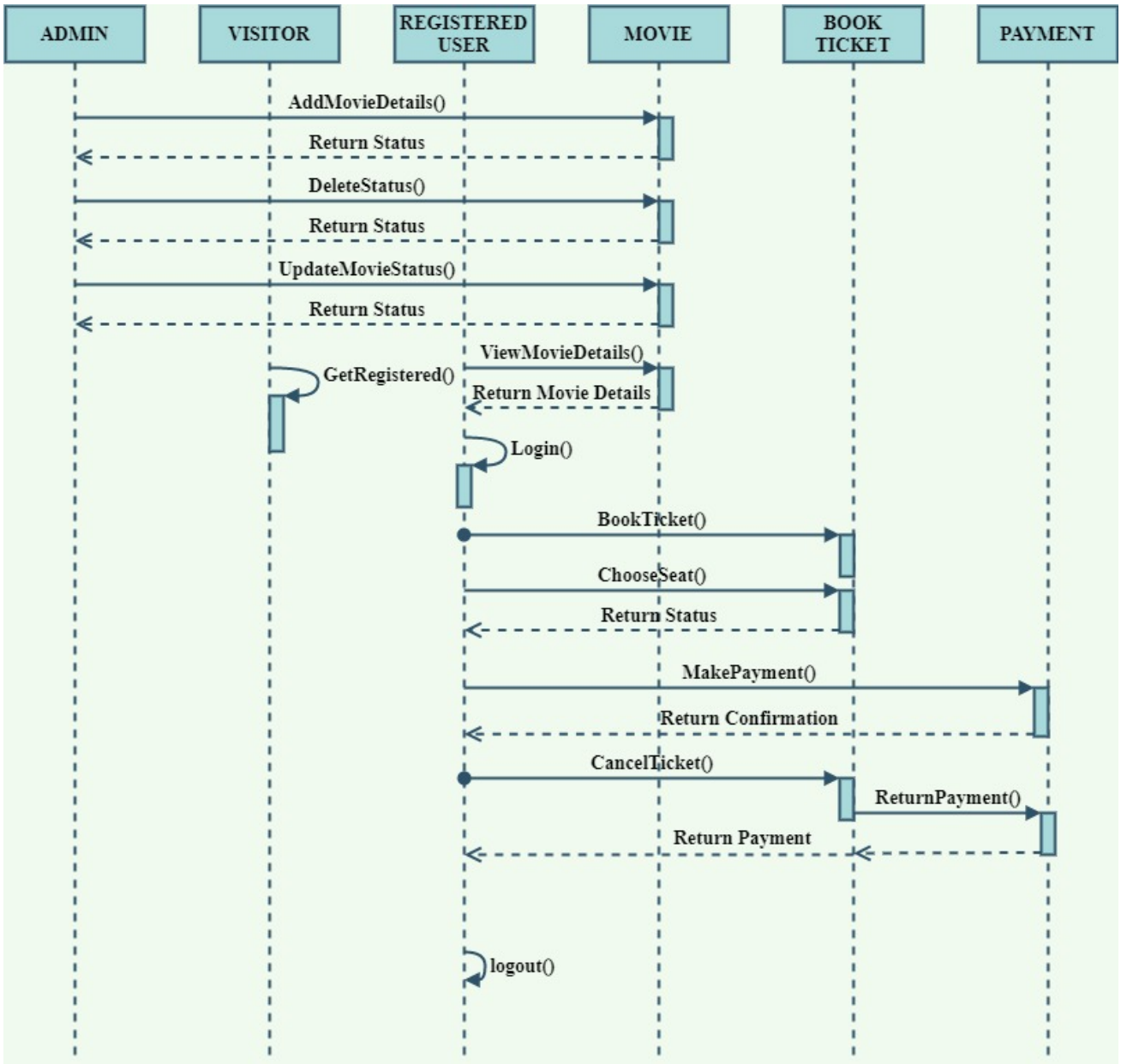
Notations:

S.No	Name	Description	Notation
1	Class Roles or Participants	Class roles describe the way an object will behave in context	
2	Activation or Execution Occurrence/ Scope	Activation boxes represent the time an object needs to complete a task.	
3	Diagram Boundry		

S.No	Name	Description	Notation
3	Messages	Messages are arrows that represent communication between objects.	
4	Lifelines	Lifelines represent either roles or object instances that participate in the sequence being modeled.	

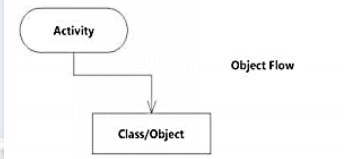
S.No	Name	Description	Notation
1	Synchronous Message	A synchronous message requires a response before the interaction can continue.	
2	Asynchronous Message	Asynchronous messages don't need a reply for interaction to continue.	
3	Reply or Return Message	A reply message is drawn with a dotted line and an open arrowhead pointing back to the original lifeline.	
4	Self Message	A message an object sends to itself, usually shown as a U shaped arrow pointing back to itself.	

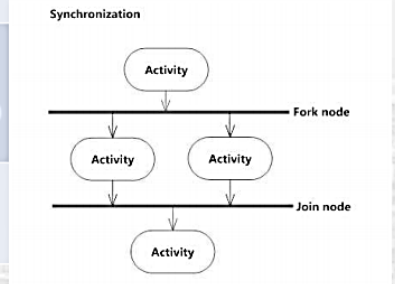
Sequence Diagram for Online Movie Booking System

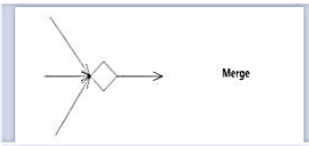


4.ACTIVITY DIAGRAM

Notations:

S.No	Name	Description	Notation
1	Initial State or Start Point	Represents the initial action state or the start point for any activity diagram	
2	Activity or Action State	An action state represents the non-interruptible action of objects.	
3	Action Flow	Action flows, also called edges and paths, illustrate the transitions from one action state to another	
4	Object Flow	Object flow refers to the creation and modification of objects by activities. An object flow arrow from an action to an object means that the action creates or influences the object.	

S.No	Name	Description	Notation
5	Decisions and Branching	When an activity requires a decision prior to moving on to the next activity, add a diamond between the two activities.	
6	Guards	In UML, guards are a statement written next to a decision diamond that must be true before moving next to the next activity.	
7	Synchronization	A fork node is used to split a single incoming flow into multiple concurrent flows. A join node joins multiple concurrent flows back into a single outgoing flow.	

S.No	Name	Description	Notation
8	Merge Event	A merge event brings together multiple flows that are not concurrent.	
9	Final State or End Point	An arrow pointing to a filled circle nested inside another circle represents the final action state	
10	Swimlanes	Swimlanes group related activities into one column.	

Activity Diagram for Online Movie Booking System