UML DIAGRAMS:

* 1. **DetailedDesign**

UML is an acronym that stands for **Unified Modeling Language**. Simply put, UML is a modern approach to modeling and documenting software. In fact, it’s one of the most popular [business process modeling techniques](https://tallyfy.com/business-process-modeling-techniques).

It is based on **diagrammatic representations** of software components. As the old proverb says: “a picture is worth a thousand words”. By using visual representations, we are able to better understand possible flaws or errors in software or business processes.

UML was created as a result of the chaos revolving around software development and documentation. In the 1990s, there were several different ways to represent and document software systems. The need arose for a more unified way to visually represent those systems and as a result, in 1994-1996, the UML was developed by three software engineers working at [Rational Software](https://en.wikipedia.org/wiki/Rational_Software). It was later adopted as the standard in 1997 and has remained the standard ever since, receiving only a few updates.

## GOALS:

The Primary goals in the design of the UML are as follows:

* 1. Provide users a ready-to-use, expressive visual modeling Language so that they can develop and exchange meaningfulmodels.
  2. Provide extendibility and specialization mechanisms to extend the coreconcepts.
  3. Be independent of particular programming languages and developmentprocess.
  4. Provide a formal basis for understanding the modelinglanguage.
  5. Encourage the growth of OO toolsmarket.

6 Support higher level development concepts such as collaborations, frameworks, patterns and components.

1. Integrate best practices.
   * 1. **USE CASEDIAGRAM:**

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.

User use case Diagram



Class



Sequence



Collaboration

