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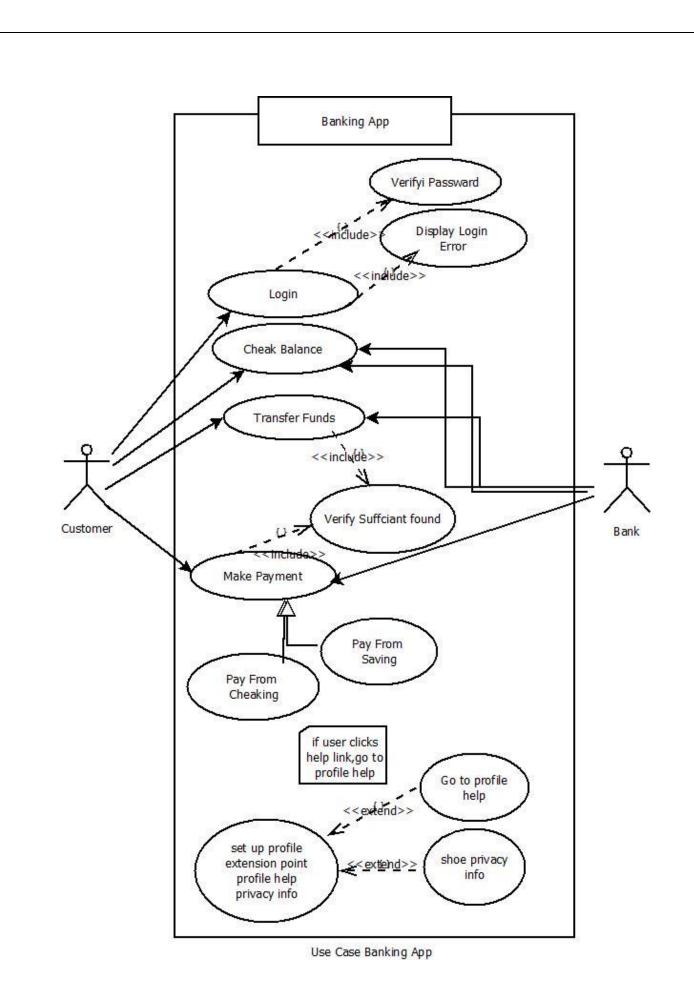
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What is Use Case Diagram?

A <u>UML</u> use case diagram is the primary form of system/software requirements for a new software program under developed. Use cases specify the expected behaviour (what), and not the exact method of making it happen (how). Use cases once specified can be denoted both textual and visual representation (such as UML). A key concept of use case modeling is that it helps us design a system from end user's perspective. It is an effective technique for communicating system behavior in the user's terms by specifying all externally visible system behavior.

A use case diagram is usually simple. It does not show the detail of the use cases:

- It only summarizes some of the relationships between use cases, actors, and systems.
- It does not show the order in which steps are performed to achieve the goals of each use case.



What is Class Diagram?

In software engineering, a class diagram in the <u>Unified Modeling Language</u> (<u>UML</u>) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.

- 1. Shows static structure of classifiers in a system
- 2. Diagram provides basic notation for other structure diagrams prescribed by
- 3. Helpful for developers and other team members too
- 4. Business Analysts can use class diagrams to model systems from business perspective

A UML class diagram is made up of:

- A set of classes and
- A set of relationships between classes

