

# LLD - 2

## UML diagrams

- Use Case Diagram
- Class diagram

/ product

/ project manager

clients



understand team  
names

Team leads ↗ growth + day to day job

Architects ↗ design Approval

Business Stakeholders ↗ req., names

### ways

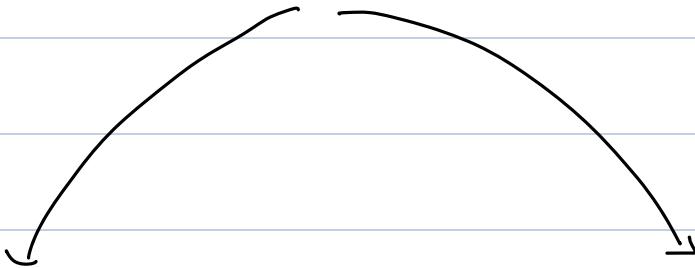
- ① words ↗ emails ↗ misunderstanding
- ↗ meeting ↗ ambiguity.

→ flowcharts / diagrams / images .



→ standard to represent diff. b/w concepts. in a diagram.

### UML (Unified modelling lang)



#### Structural

Deals with structure  
of your code base.

#### Behavioral

working of system &  
its features.

→ **Class diagram**

→ **use-case**

→ **Package diagram**

→ **Activity**

→ **Component diag.**

→ **Sequence**

→ **State**,

## use Case - Diagram

it tells what are features and functionalities → diff features / functionalities  
→ who are the users.

### 5 keywords

keyword ① System Boundary.

→ represents scope of your system

→ it doesn't include outside feature

what all features comes under it.. will be inside this boundary

keyword ②

### use - Case

- features / Actions
- must always be a verb
- represented with an dual, dual

book Ticket

login

order perform

check films / shows

raise an IR

Request Recording

keyword

(iii)

Actors

→ People who use a particular use case.

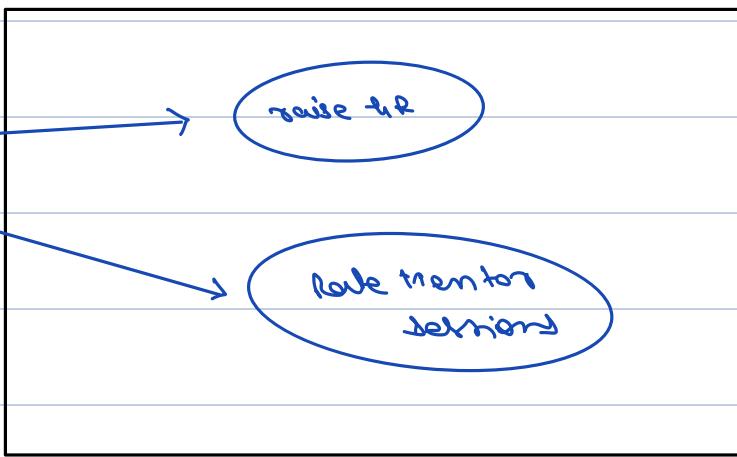
→ must be main

→ stick diagram

Student



mentor

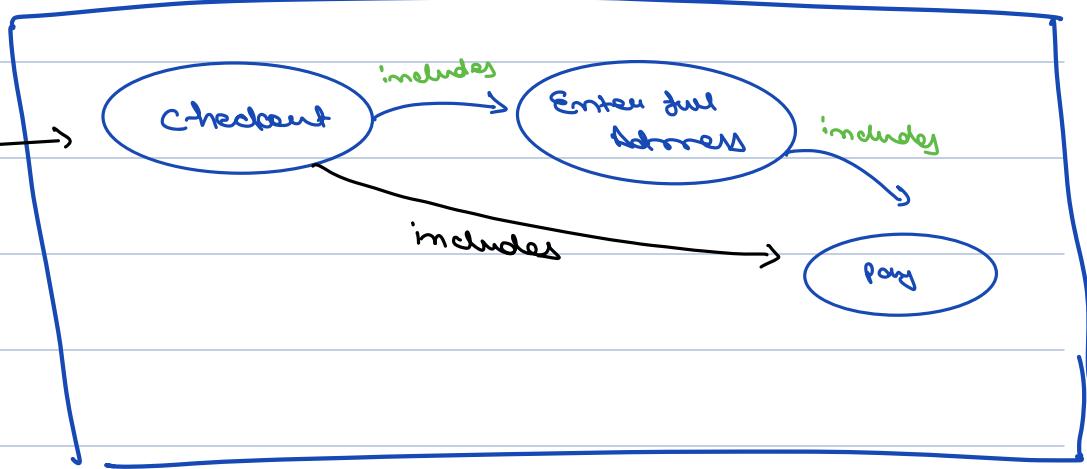


keyword

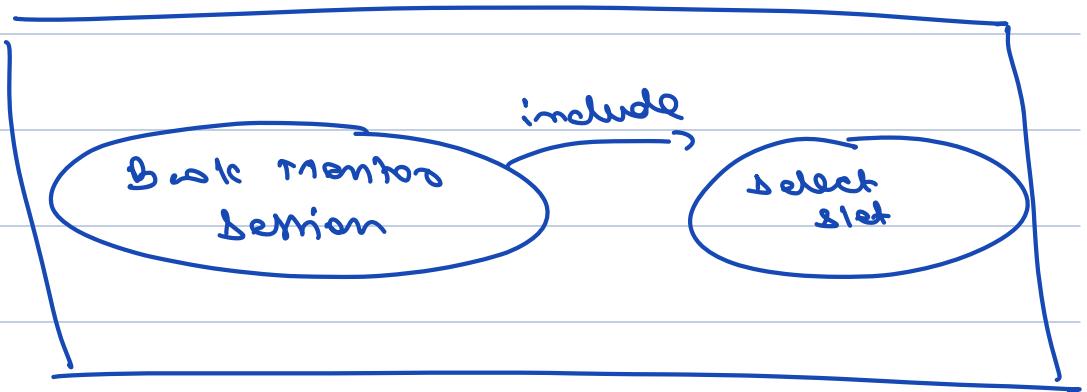
(iv)

Includes

customer



Student



keyword

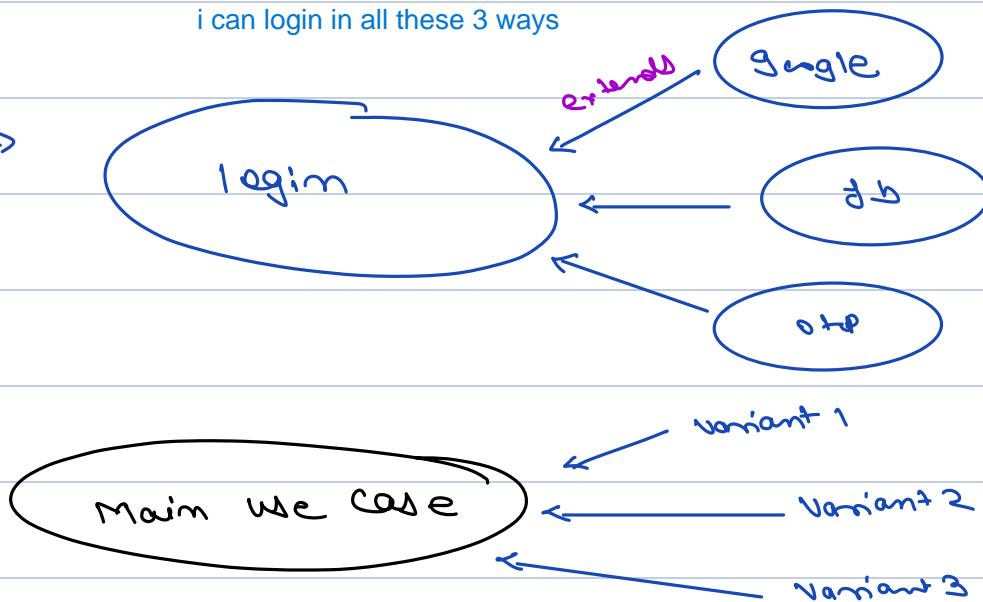
(v) Entends

→ if one feature has multiple variants.

User



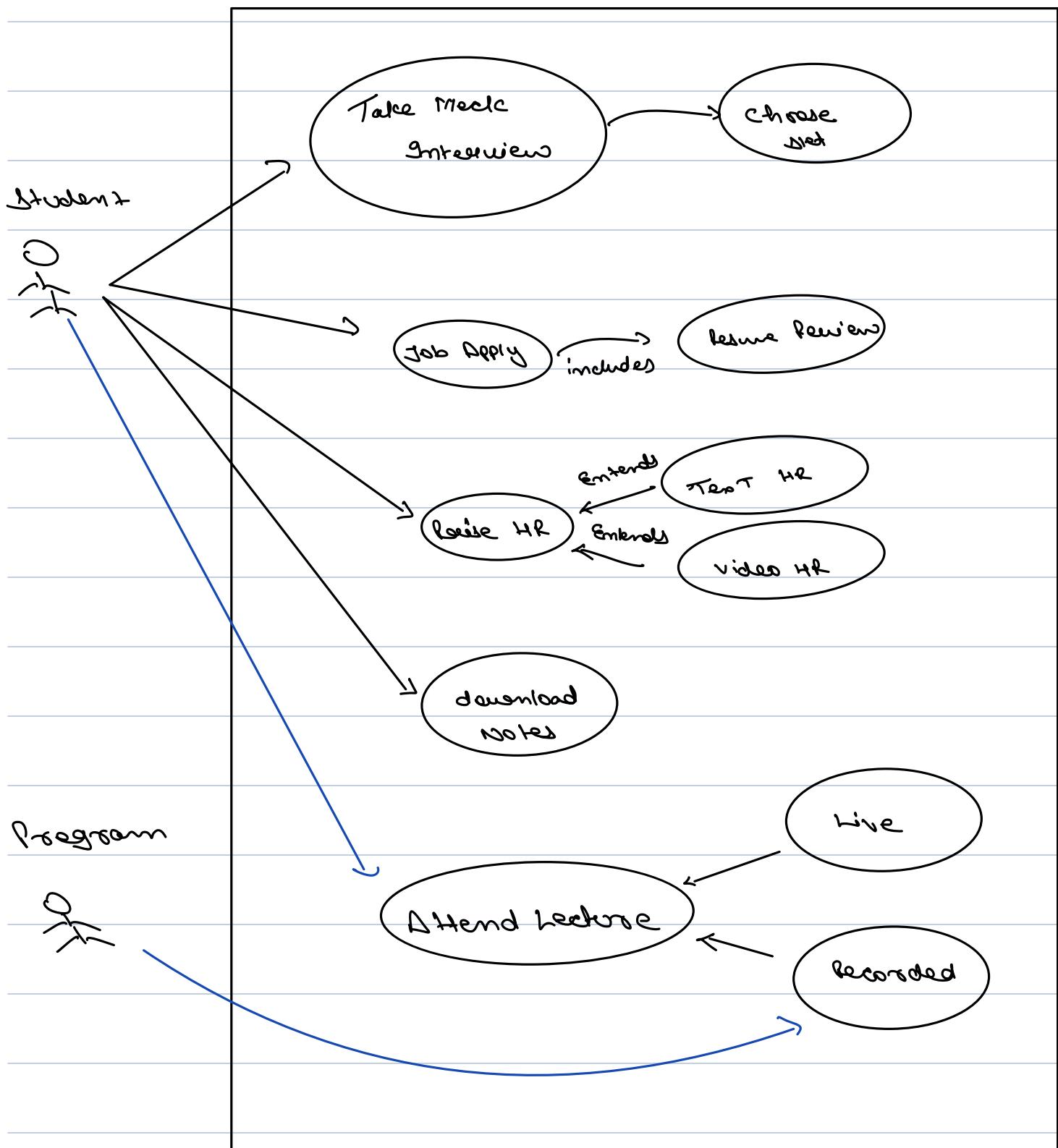
i can login in all these 3 ways



Draw a use-case Diagram

- 1) 5 use-cases
- 2) 2 Actors
- 3) use case: includes
- 4) use case: extends

9:41pm - 9:47pm



## Class Diagram

→ represent diff entities.

→ class

→ Interface

→ Abstract class

→ Enums.

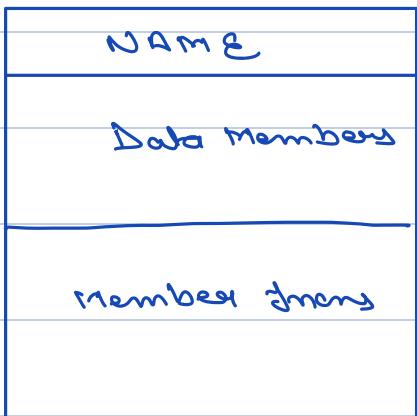
→ represent reln b/w the entities.

→ implements interface

→ extends

→ having another class as  
an attribute,

## class

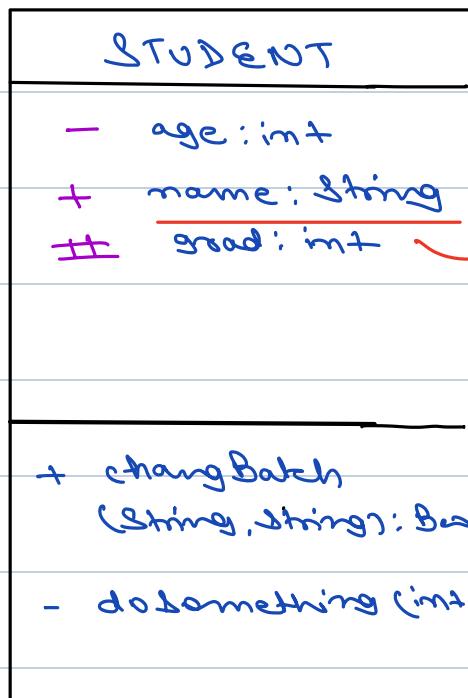


access modifiers name: datatype

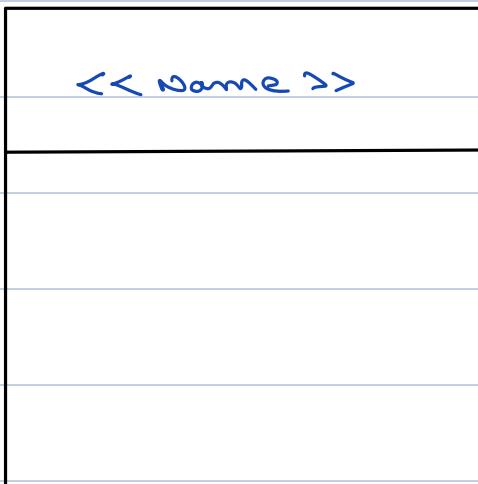
public → +

protected → #

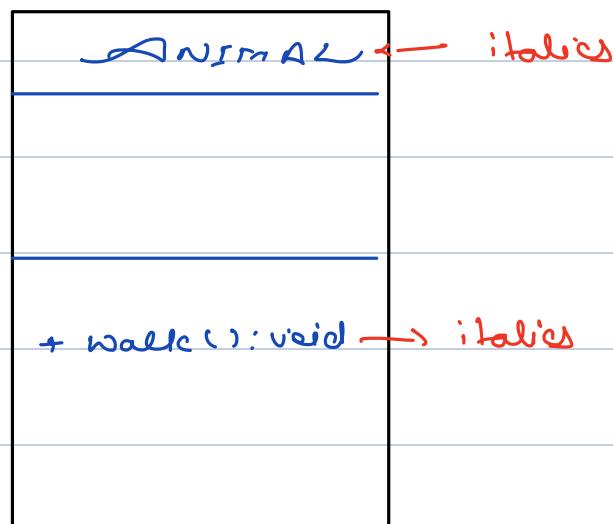
private → -



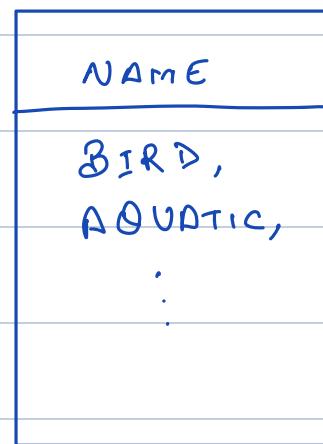
## Interfaces



Anything Abstract Italics,



## Enums

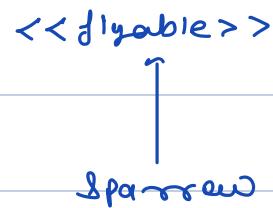
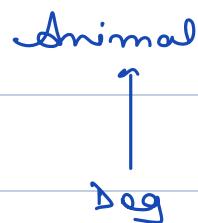


# Relationship

1) is A



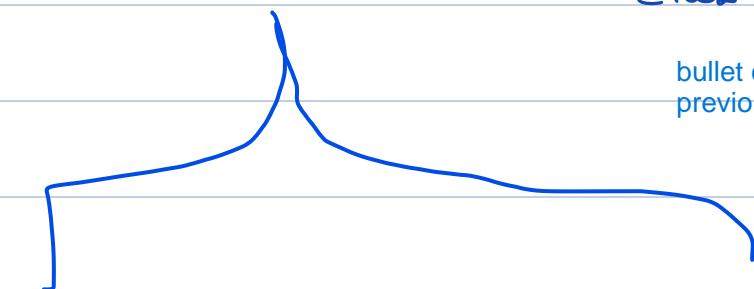
( Extends or implements )



2)

Association : having another

has a



class as an attribute.

bullet class and flying bullet class ka e.g. just in previous session

Aggregation

Composition

-Strong association

if outer thing loses then inner part will lost its existence

-weak association

-Contained entity can exist independently

e.g.

post{

e.g. car{

comments c; its this class object

driver d; if this is another class data member

}

}

now here if post losses then comment will lost its existence

if car class is deleted then driver can still exist

comments can not survive independently

e.g. if in any theatre any show cancelled.. it doesn't mean movie doesn't exist

but here if show got cancelled then ticket also doesn't have any existence

its not like a class can be only aggregation or composition.. mostly its both

- Aggregation: Objects have a "has-a" relationship, but the contained object can exist independently.

- Composition: Objects have a "part-of" relationship, where the contained object cannot exist independently.

