

UML - DIAGRAMS FOR CARDS GAME

UML stands for United Modelling Language.

UML is a way of visualizing a software program using a collection of diagrams. Today UML is accepted by the Object Management Group (OMG) as the standard for modelling Software Development.

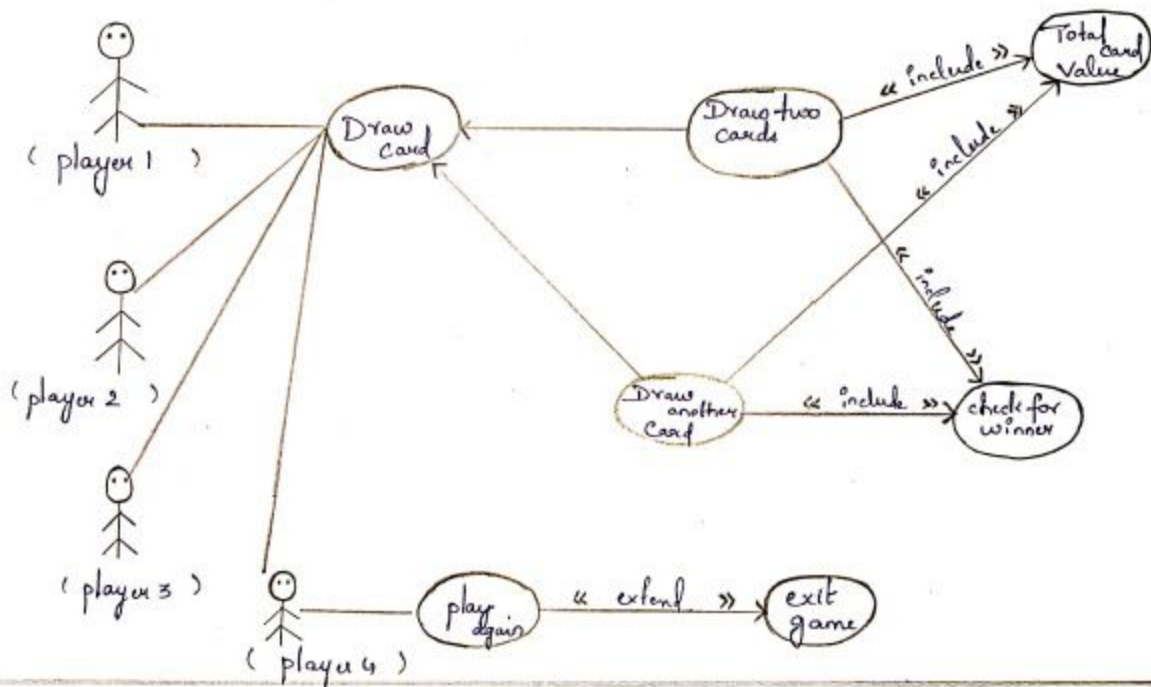
There are 2 types of UML Diagrams. They are

1. Structural
2. Behavioral UML Diagrams.

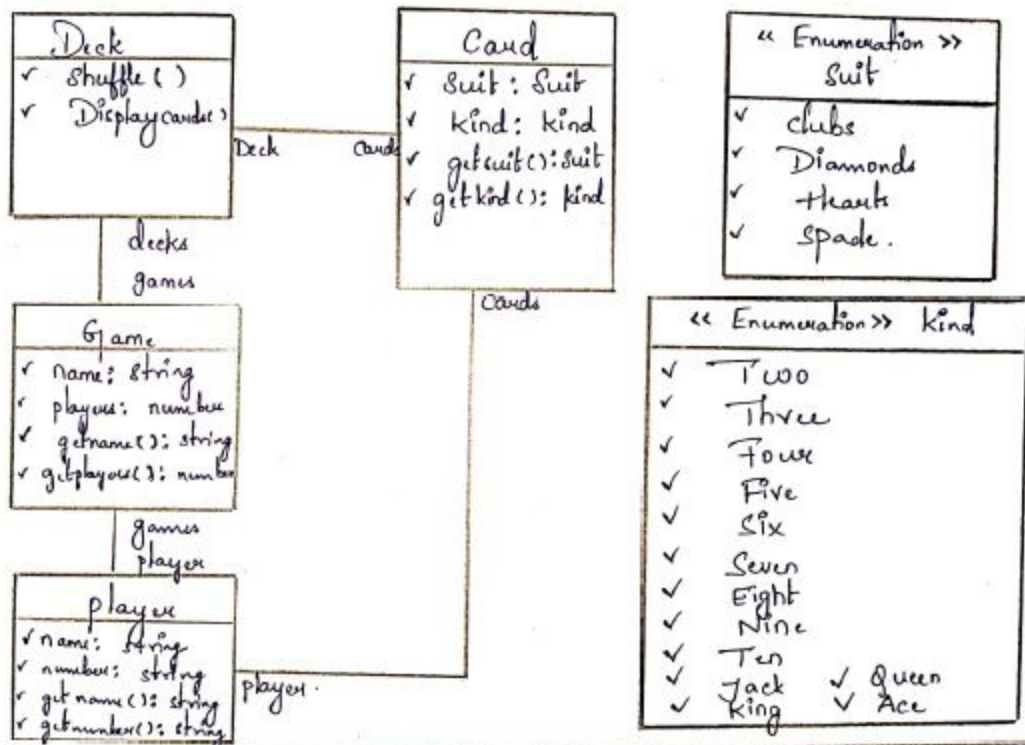
The following UML diagrams drawn for my Cards project are:

- a) Use Case diagram
- b) Activity diagram
- c) class diagram
- d) Sequence diagram
- e) state diagram.

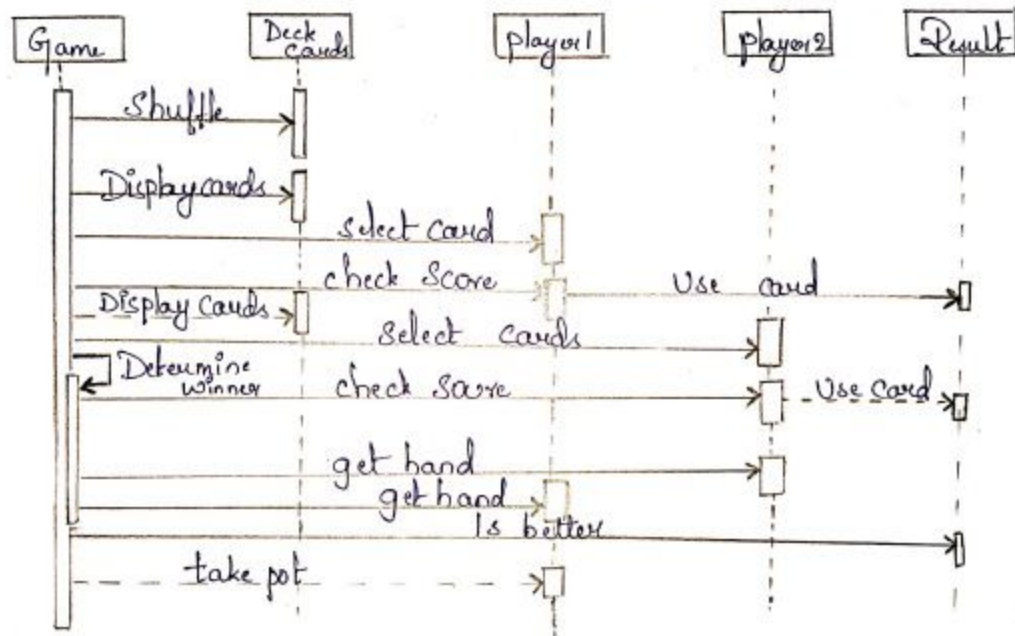
1. Use Case Diagram



3. class Diagram :



4. Sequence Diagram



5. State Diagram

