Functional and Structural model

1.Every class on a class diagram must be associated with at least one use case, and vice versa.

2.Every activity or action contained in an activity diagram should be related to one or more operations in a class on a class diagram.

3.Every object node on an activity diagram must be associated with an instance of a class on a class diagram.

4.Every attribute and association/aggregation relationships of a class on a class diagram should be related to the subject or object of an event in a use case diagram.

Functional and Behavioral model

1.The sequence diagram must be associated with a use case on the use case diagram.

2.Actors on sequence diagrams and/or CRUDE matrix must be associated with the actors on the use case diagram.

3.Messages on sequence diagrams, transitions on behavioral state machines and entries in a CRUDE matrix must be related to activities and actions on an activity diagram.

4.All complex objects represented by an object node in an activity diagram must have a behavioral state machine that represents the object’s lifecycle, and vice versa.

Structural and Behavioral model

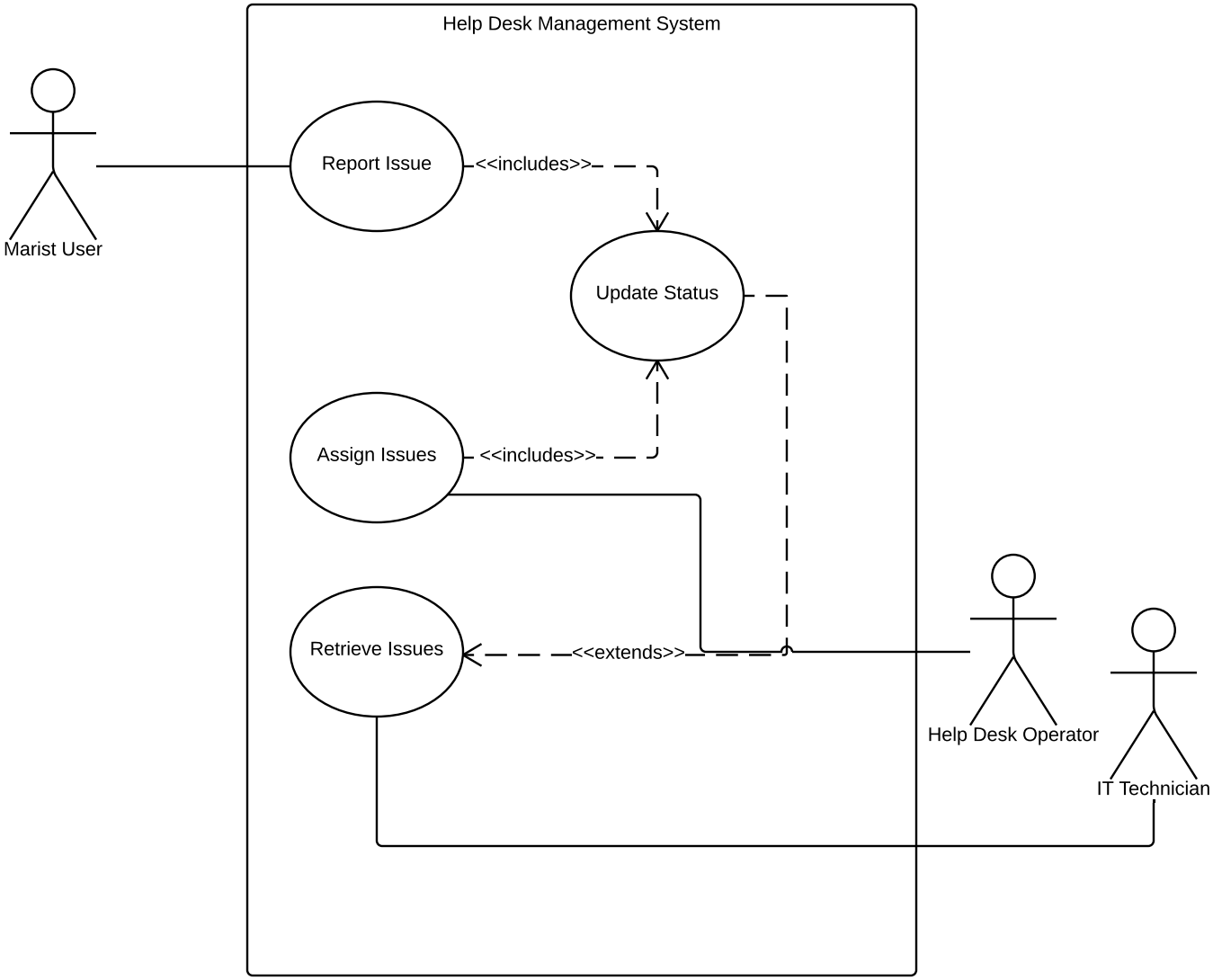
1.Objects that appear in a CRUDE matrix must be associated with classes that appear on the class diagram.

2.Because behavioral state machines represent the life cycle of complex objects, they must be associated with objects of classes on a class diagram.

3.Sequence diagrams contains objects that must be an instantiation of a class which is located on a class diagram.

4.Messages contained on the sequence diagrams, transitions on behavioral state machines and cell entries on a CRUDE matrix must be associated with operations in classes and associations connected to the classes on the class diagram.

5.The states in a behavioral state machine must be associated with different values for an attribute or set of attributes that describe an object.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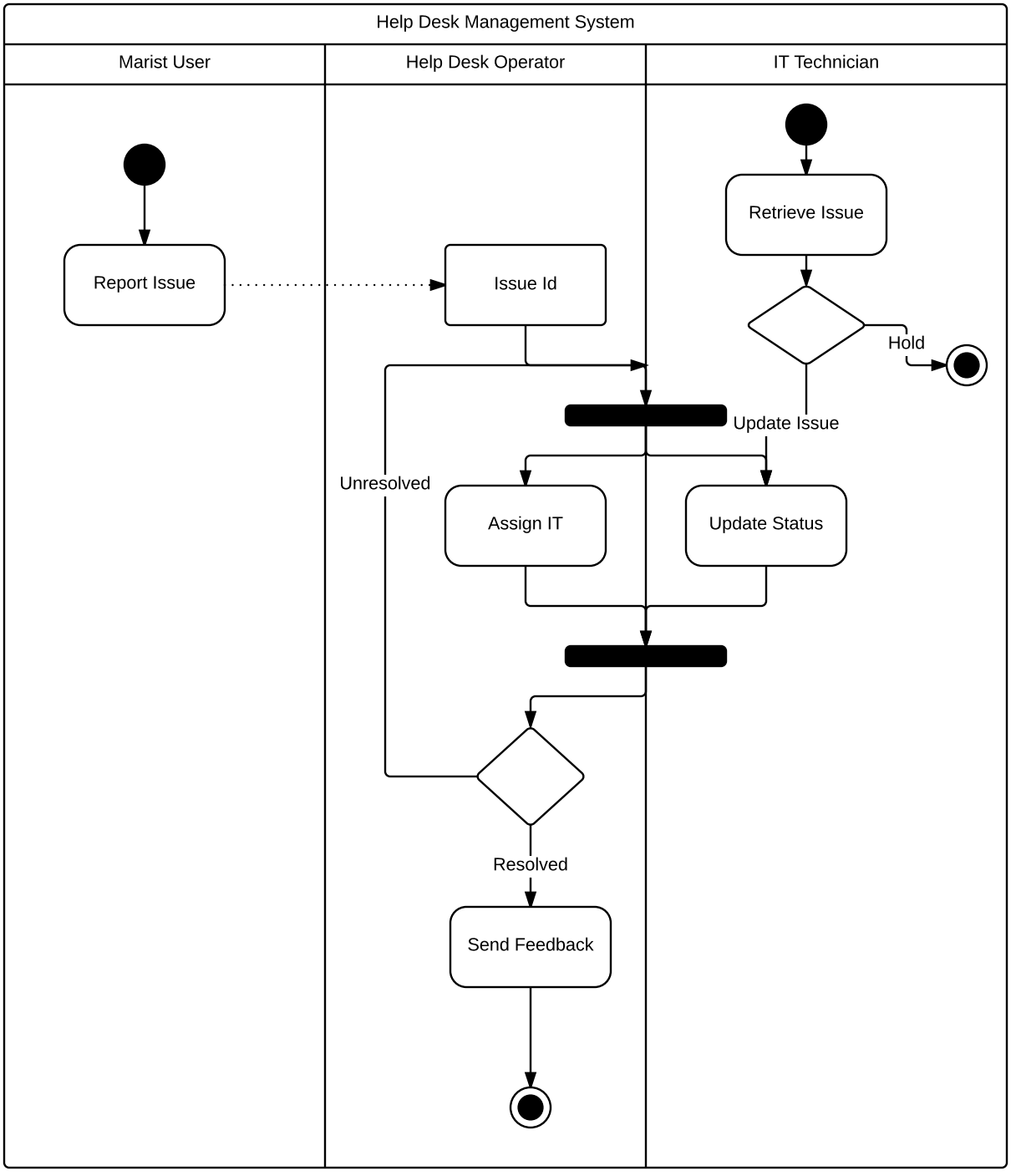
Help Desk Operator
IT Technician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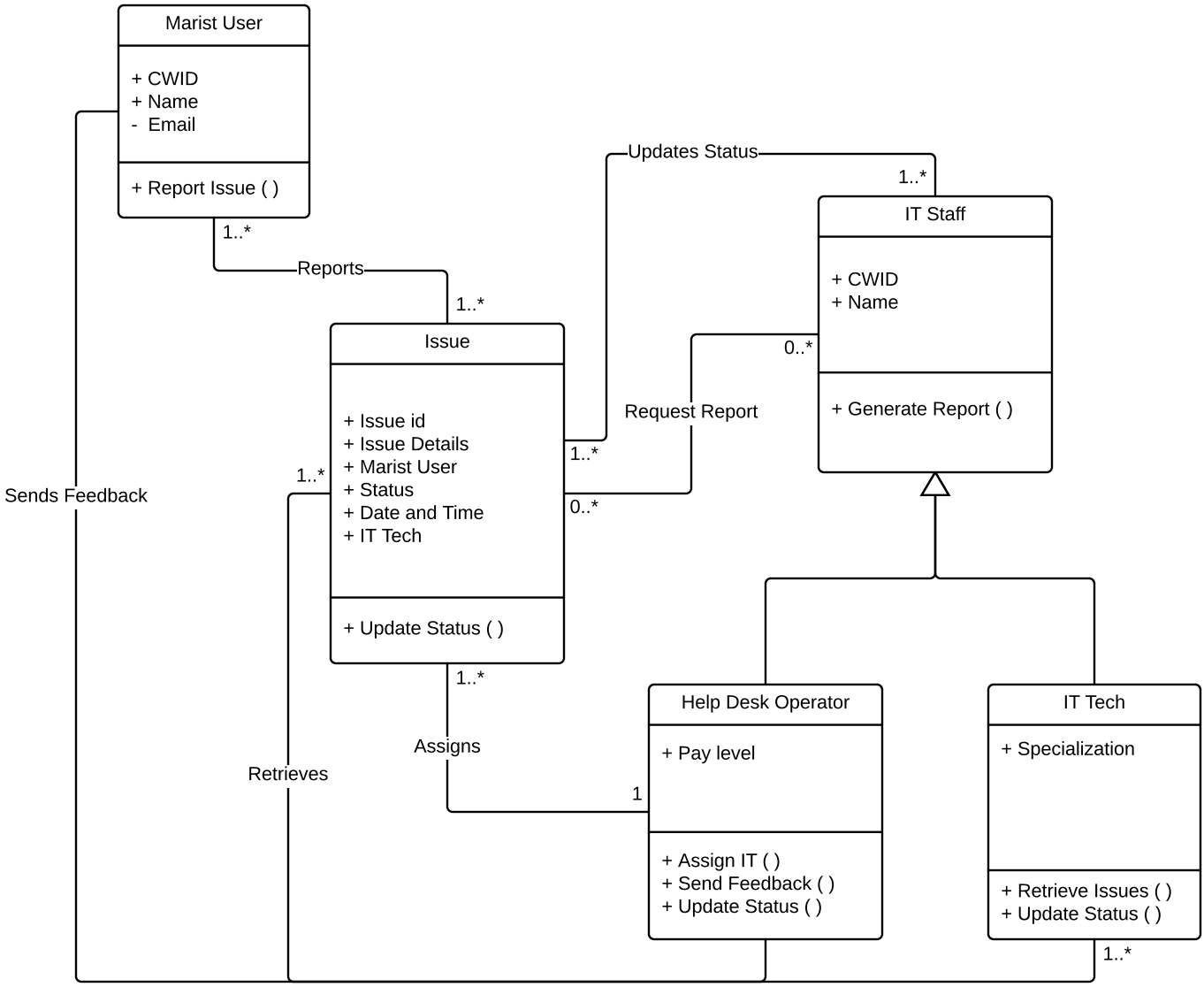
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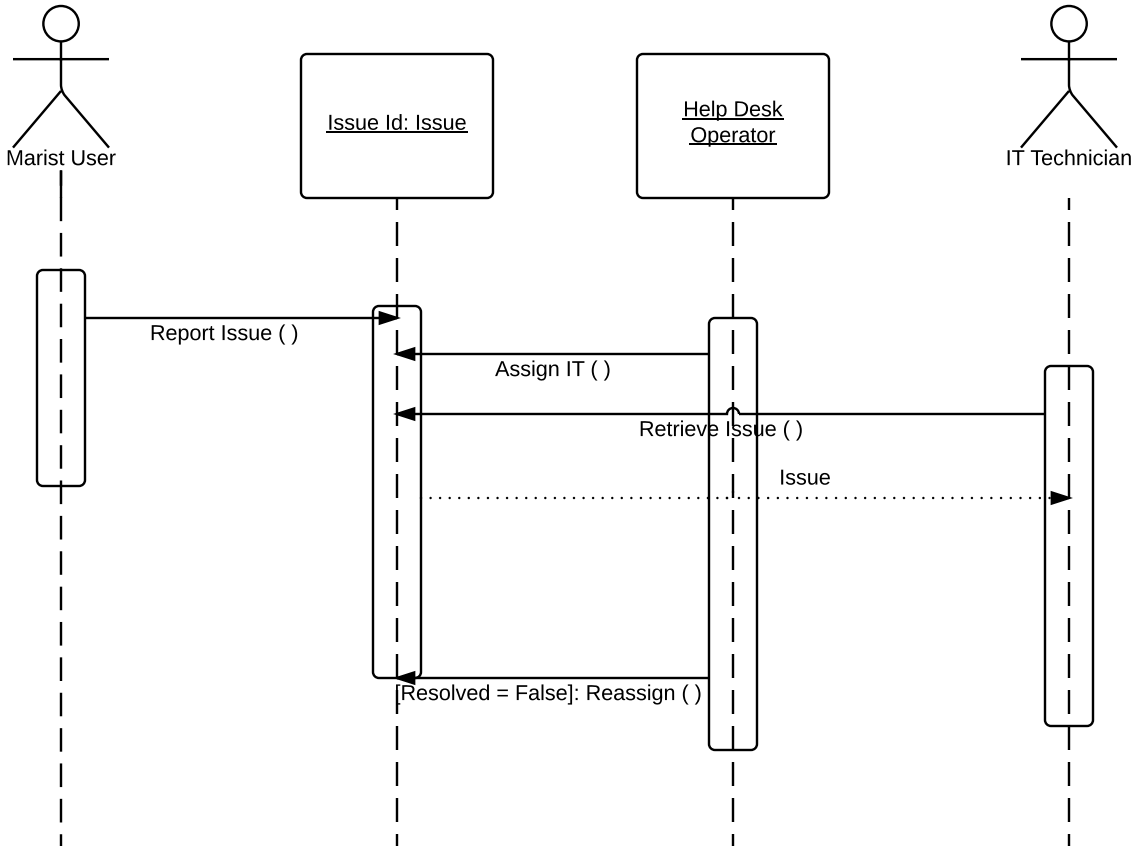
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Help Desk Operator
IT Technician
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Assign IT ( )
Retrieve Issue ( )
Issue
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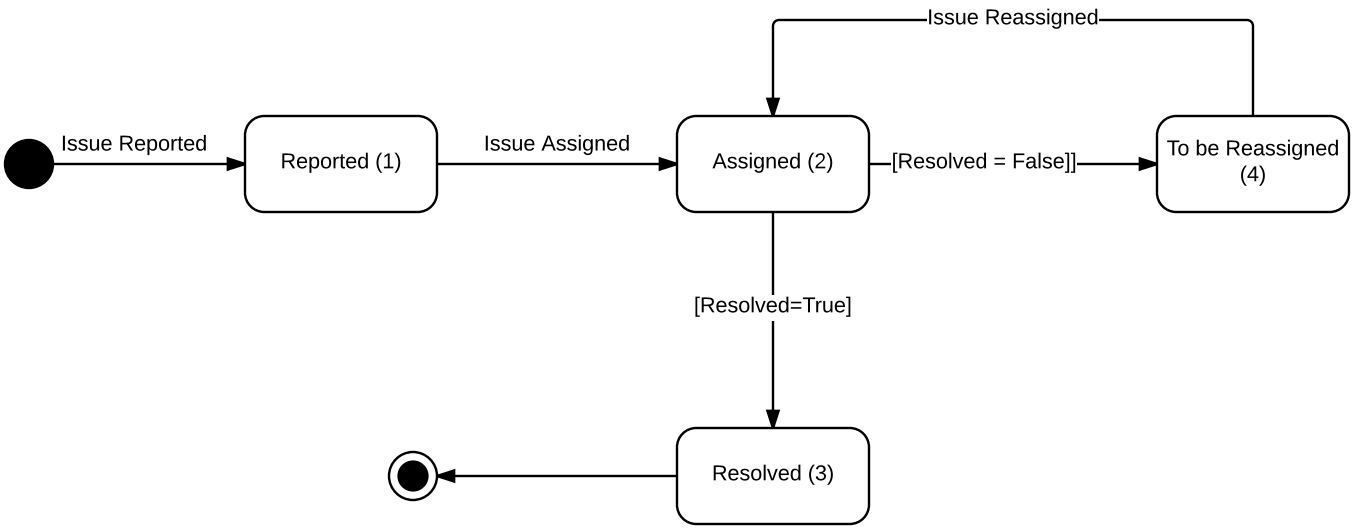

Issue Status:
1 - Reported
2 - Assigned
3 - Resolved
4 - Unresolved
5 - Feedback