

# UML STRUCTURE

Things	Relationships	Diagrams
1. Structural things	1. Meaning	1. Use Case
1.1 Logical things	1.1. Dependency	2. Static Structure
- Class	1.2. Realization	2.1. Class
- Interface	2. Structural	2.2. Object
- Collaboration	2.1. Association	3. Interaction
- Use Case	- Aggregation	3.1. Sequence
- Active Class	3. Generalized / Specialized	3.2. Collaboration
1.2 Physical things	3.1. Generalization	4. State
- Component		5. Activity
- Node		6. Implementation
2. Behavioral things		6.1. Component
2.1 Interaction		6.2. Deployment
2.2 State machine		
3. Grouping things		
3.1 Package		
4. Annotational things		
4.1 Note (Attached note)		