**F**unctional models describe business processes and the interaction of an information system with its environment. In object-oriented systems development, two types of models are used to describe the functionality of an information system: use cases and activity diagrams.

**A** structural, or conceptual, model describes the structure of the objects that supports the business processes in an organization. During analysis, the structural model presents the logical organization of the objects without indicating how they are stored, created, or manipulated so that analysts can focus on the business, without being distracted by technical details. Later during design, the structural model is updated to reflect exactly how the objects will be stored in databases and files. (Class & Object Diagrams)

**B**ehavioral models describe the internal dynamic aspects of an information system that supports the business processes in an organization. During analysis, behavioral models describe what the internal logic of the processes is without specifying how the processes are to be implemented. Later, in the design and implementation phases, the detailed design of the operations contained in the object is fully specified. In this chapter, we describe three Unified Modeling Language (UML) diagrams that are used in behavioral modeling

* How is behavioral modeling related to functional and structural modeling?

Behavioral modeling describes the internal dynamics and relationships of a system. Functional and structural modeling describes a system on a more external way. All three of these models work together to describe a system.

* How do functional, structural, and behavioral models work together to describe a whole system?

Every system is a combination of the three. Behavior models make no sense without a corresponding functional model because an interaction with the system’s environment is requirement for internal dynamics. Without a functional model, the behavioral model would just be at rest. Without a structural model, there would be no behavior to model because the interaction between entities would simply not exist.

* Think about an ATM and its functionality. If you were creating a functional model for an ATM, what would be the use cases for that system?  
  Note: You do not need to create a functional model or diagram. You may just describe the use cases.
* Based on the use cases you described, what objects might you need for an ATM system?