. 1	Accionate Original and Accionate Acc
- 4	Assignment:-7:
0)	Codo: Has united modelling danguage of grandle
400	Explain the unified modelling language with example.
(370)	Unified Modelling danguage (UML) is a general purpose modelling
Jan Sales	language. The main aim of UML is to define a standard way
-	to visualize the way a system has been designed. Unified modelling danguage (UMZ) is a stan dardized modeling language used in setting
	on a namina to vivializa species construct and document the artifacts
. Y O	on gineering to visualize, specify, construct and document the artifacts of a system. It provides a set of graphical notations to create
	abstract models of reftware system.
	estation of the property of the party of the
	Kay components of UML: 112 & Managines all Supres
	ume consiste of structure diagrams and behavious diagrams.
	at Mire or in 200 M Mac was
	> structure Diagrams 12/19/19/19/19/19/19/19/19/19/19/19/19/19/
S . A.	They are visual representations that depict the static aspects
Ann	of a system, including its classes, objects, components and
	their relationships, providing a clear view of the system's
	architecture.
	· Sizclassi Diagram still John syntherein nA .
	> Object diagram
	Component Diagram
	> Deployment Diagram
	College College State of the C
be take	> Behavious Diagram:
	A state diagram is used to represent the condition of the system or part of the system at finite instances of time.
	or part of the system at finite instances of time.
	· · · · · · · · · · · · · · · · · · ·



				Date Page No	
	> Use Case Diagram > Sequence Diagram > Activity Diagram	LA AVID PAGE	The second second	MAN OLA	
- 181	> Hate Diagram!				
<u> </u>	- Example of UML Diagram - dass Diagram.				
	Charles a bar bor & a more defined a special with the proper				
1)	AND WHIT HIS O	The part of the pa	15.75 Acres	0.18	
->	. A lot nite to the cons	tage : int	82 YEAR 1	A. J. 11 3 1	
139.3	Little et Al not enval	tgender: sling	det sit :	aft to	
	- M. GARDDIE	+ is Mammol()	1.111 1616	AND BALL	
	2 Particle Valley	t mate()	TOP A COMME		
35	2 B. K. 10 D. 2. S. 2. B. 80 B. 3. C.				
11,	Duck	fish	a political	Zehra	
·)4	theak (olr: string="Yellow")	-size Int: Int	mad Han!	+ is - wild : Boolean	
	+ Swim()	- (an fat: Boolean	1401 310	. () vm()	
	+ quack()	- swim()			
	Andrew with and ranced is more by to be remoted -				
IKL!	Fig: Class Diagram			H SDA	
1	a American tree with the tree with the tree of the tre				
18	est on a part of the grant of the said and the said				
- A	it the same production in the great a trivial in the same it				
	Off Marchael	e franchiscoup)	ear lystean	a Milyan	
				active de	
	<u> </u>	18, 6, 11			

8	Distantiate between thirt Model	ling and Duramic Modelling.			
	Differentiate between Object Modelling and Dynamic Modelling.				
(-PM	The differences are:				
•					
(0.17)	Object Modelling	Dynamic Modelling			
12 4/1/	The Market Market Market	CHANN NO SHANN SHANN			
-	Represents the static structure of a	Represents the dynamic behaviour of a			
	system, showing objects, attributes				
	and relationships.	over time.			
. 4.6	The and pour included	of feminet I should be			
-	so define the data structure of	To define how the system behaves			
,	the system.	during execution.			
	The state of the s	A Third State of the			
	Var. Innonnet	key components:			
1	Key Components : Class Diagram	: sequence diagrams.			
1 100	Dhist Disposes	desite dicaracas			
1.	: Object Diagram	: State diagrams			
1	: Use Case Diagram	. sia e cougram.			
4	1 A 22 M 3 M 3 M 3 M 3 M 3 M 3 M 3 M 3 M 3	N.S. All 18 S. College and M. P. and A. A.			
	Continues what the system is	Continues how the system behaves			
	made of made of lead	The Parish of th			
	Minding helps and y	Apple of the and a till			
	Eg: A class diagram showing	- Eg: A sequence diagram showing			
	different entities in a dibrary	the process of issuing a book to			
	Management system (Book, Momber	a member.			
	dibrarian).	STATE AND A STATE OF THE STATE			
-					

٨	191 1 : 11 - 111 1	shape Andria and Onice 2			
0.	What are the major differences between Analysis and Design? The differences are:				
mi)	The differences are:				
		^ `			
	Analysis	Design			
	Focuses on undexitanding the	Focuses on defining the architecture			
	Focuses on undexstanding the problem domain and gathering tequirements.	and components to build the			
(B)	requirements.	quickon.			
	Stop bear to raine of the	10 1 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
-	Identifies what the system should do.	Defines how the system will do it.			
	the state of the s				
-	Key Activities	Key activities			
	· Requirement hathering	- besigning system architeture			
N. Y	· Requirement hathering · Use lase Modeling	: batobase Design			
	· Identifying System Constraints.	: UI/UX design			
-	Output	Output			
hi l	. Functional requirements.	: class Diagrams			
	: Use Case diagrams	: sequence diagrams			
	: Object Models	: Octabase schehma			
N. 4	THE RESERVE OF THE PARTY OF THE	The little and the second second			
	Eg: Understanding User requirement	fg: Designing the database			
	for on E-commerce Website (login	schema and class structure			
	Browne Broduct, Add + (ort).	for the E-connerce			
		website.			