UML(part 1)

One of the things that help the software developer to build a good software is models, here comes the UML which is a unified modelling language, created by IBM. This language has been created to unify the modelling methods so it`s easy for all the developer to work with it without misunderstanding the model. So, what the model can do to help the software to be better? Before we answer, we need to know that UML work for object-oriented systems. Now the modelling help specifying the system and understanding it`s architecture and no doubt it`s going to decrease the complexity for large systems. This UML was influenced strongly by three methods which is the object modelling technique and the booch method and object-oriented software engineering method. Because of the fact that UML is one of the ways to build a good system, we need to know really why. The UML can provide a formal model to make the information so precise and you can put the same information in various ways and levels of detail, for example you have a function that make the user to put any item of the store in the Wishlist, at this point in time you can create two models for this function. Let`s say the first one will be a use case, so the use case will help to show how the user will interact with the system but will not include high levels of details, on the other side which is the second model, class diagram you are going to put a class the with name of the function, inside the class will contain more detail for the function. From that we see how the UML gives you the opportunity to express information in different ways. That also gives you a perspective on the system helping understanding it better, and since its formal and have no unambiguous these models can generate codes for programming languages such as python and java, and the opposite. Since we have a good understand of the UML, let`s talk about some rules that apply on this language. First the things and they are the building blocks of UML, it`s include such as structural tings which going to define and explain the nouns of the models and behavioral things are dynamic parts and the behaviors that will change or interact over time, and the grouping things which are the part that going to organize in the UML. I think that annotation things can be with the structural tings since it`s explain more because the notes. These things are one of the rules that makes the UML more professional.