Symboles Object Name [state] Rectangle represent an object labeled with its name and state between [] Activity Name Rounded Rectangle represent an activity To link between activities or any entity we use solid arrow line **Diamond** can represent a conditional if condition Fise statement, the if on the left side and else on right side Diamond can be a point join between the entities Hourglass shape wait until a certain Condition condition is met to proceed to next activity To represent parallelism in an activity diagram, a fork (thick line) splits the flow Activity Name 2 Activity Name 1 into parallel activities, and a join (another thick line) merges the parallel activities back into a single flow. To send signal send signalName To receive signal receive signalName Filled circle represent the start of the activity diagram or a macro Circle with inner filled circle represent the end of the activity diagram or a macro