

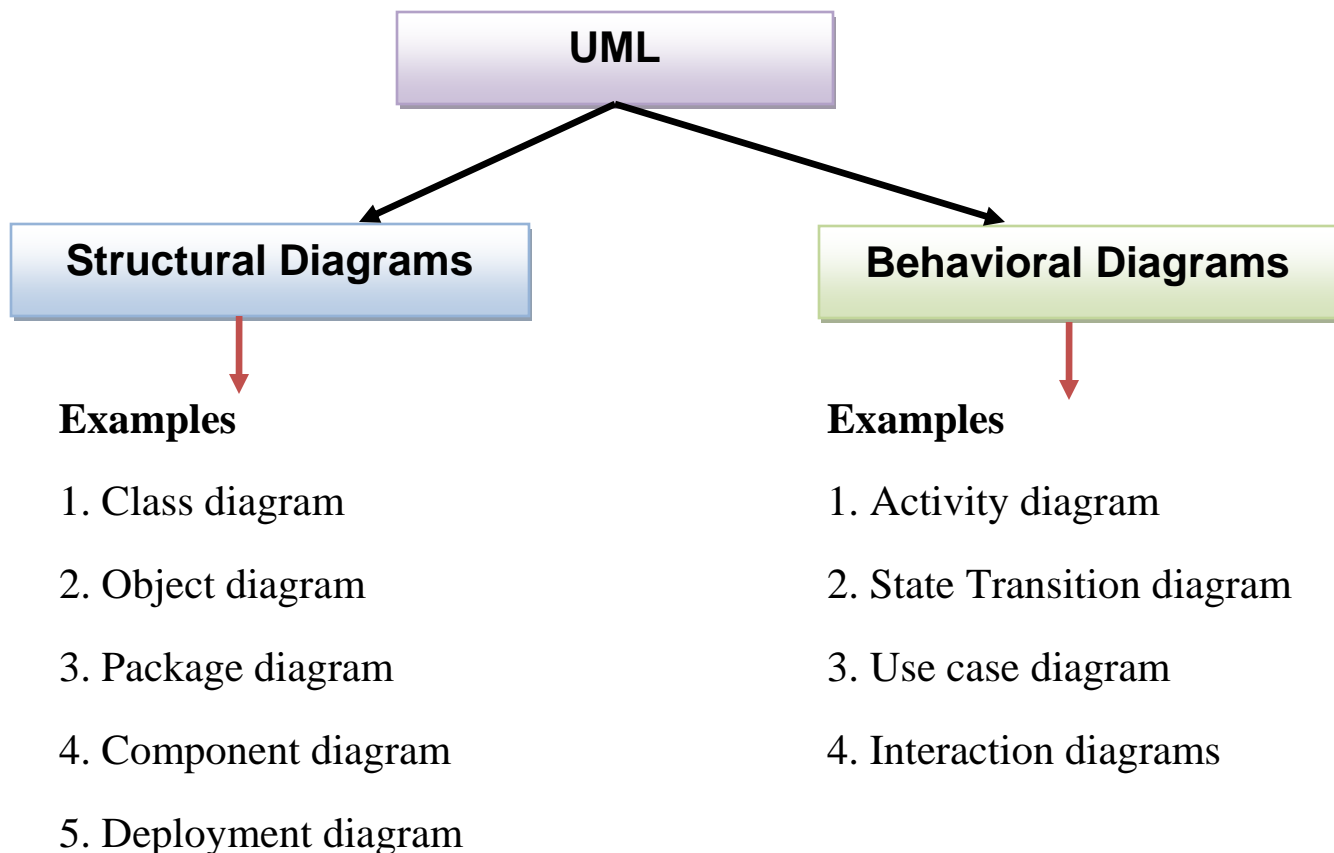
UNIFIED MODELING LANGUAGE (UML)

- UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems.
- UML was created by Object Management Group and UML 1.0 specification draft was proposed to the OMG in January 1997
- UML is a graphical notation for modeling various aspects of software systems

UML DIAGRAM TYPES

❖ UML diagrams are divided into two types

- I. Structural Diagrams : represent the static aspect of the system
- II. Behavioral Diagrams : basically capture the dynamic aspect of a system.



1. Class Diagram

- It shows the relationships between classes & pertinent information about classes themselves

2. Object Diagram

- Object diagrams can be described as an instance of class diagram. So these diagrams are more close to real life scenarios where we implement a system.
- Object diagrams are a set of objects and their relationships just like class diagrams and also represent the static view of the system.
- The usage of object diagrams is similar to class diagrams but they are used to build prototype of a system from practical perspective.

3. Use Case Diagram

- It shows actors, use-cases and the relationships between them

4. Interaction Diagram

- It shows an interaction between a group of collaborating objects
- It has two types of diagrams like **sequence diagram & collaboration diagram**

5. Activity Diagram

- Very similar to flow chart
- It shows actions & decision points but with the ability to accommodate concurrency

6. State Transition Diagram

- It describes behavior of instances of a class in terms of states, transitions & events

7. Package Diagram

- It shows system structure at the library or package level

8. Deployment Diagram

- It shows configuration of hardware and software in a distributed system.

USAGES OF UML

❖ UML has been used in following areas

- Enterprise information systems
- Transportation
- Telecommunications
- Retail
- Science & Research
- Banking & financial services