UML:

* Unified Modeling Language is way of represent things in design diagram
* UML makes understanding the feature easier and easy to implement
* It is a graphical way of representing relationship between classes

There are 2 types of UML:

* Structural (concern on the structure of the code)
  + **Class Diagram (imp)**
  + Component Diagram
  + Package Diagram
  + Object Diagram
* Behavioral (concern on how the system works and interacts)
  + **Sequential Diagram (imp)**
  + **Use Case Diagram**
  + Activity Diagram (imp)

Important UML Diagrams in LLD:

**Use Case Diagram:**

* Visual representation of how users interact with the system
* Helpful for understanding functional requirement in user perspective

Notations:

* Actor:
  + External Entities who interacts with the system. They initiates the usecases
* Use Case:
  + These are the actual functionalities of the system
* System Boundary:
  + Limits of the system

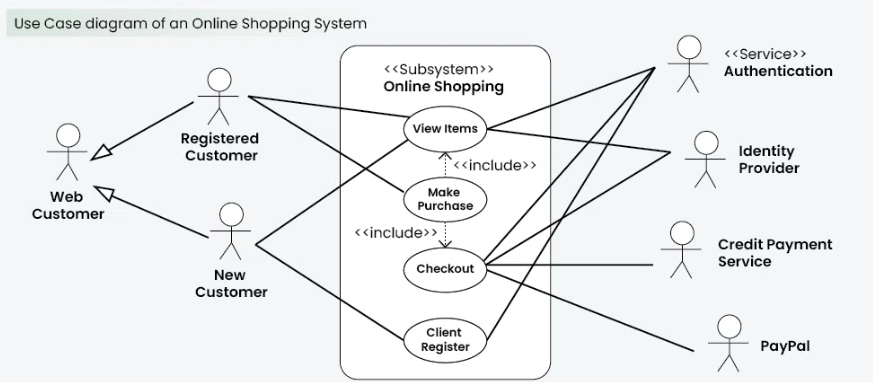
Association Relationships:

* The Association Relationship represents a communication or interaction between an actor and a use case.

Steps to Draw a usecase diagram:

1. Identify Actors
2. Identify Use Cases
3. Connect Actors and Use cases
4. Add System Boundary
5. Define Relationships
6. Review and Refine
7. Validate

Example Online Shopping System

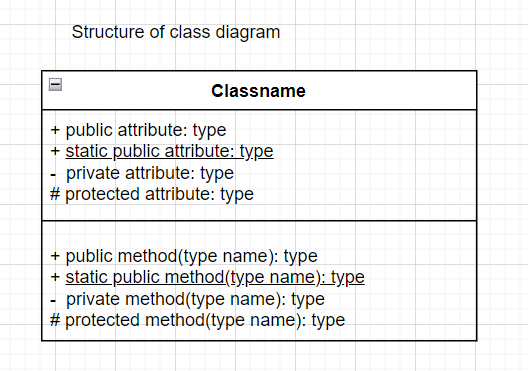


**Class Diagram:**

* These diagrams visually represent the structure and relationships of classes in a system.
* Class contains the attributes and methods
* There are access levels for attributes and methods.
  + **Public:** represented with “+”
  + **Private:** represented with “- “
  + **Protected:** represented with “#”
* Static method and properties are represented by underling the attribute/method

**Notation:**

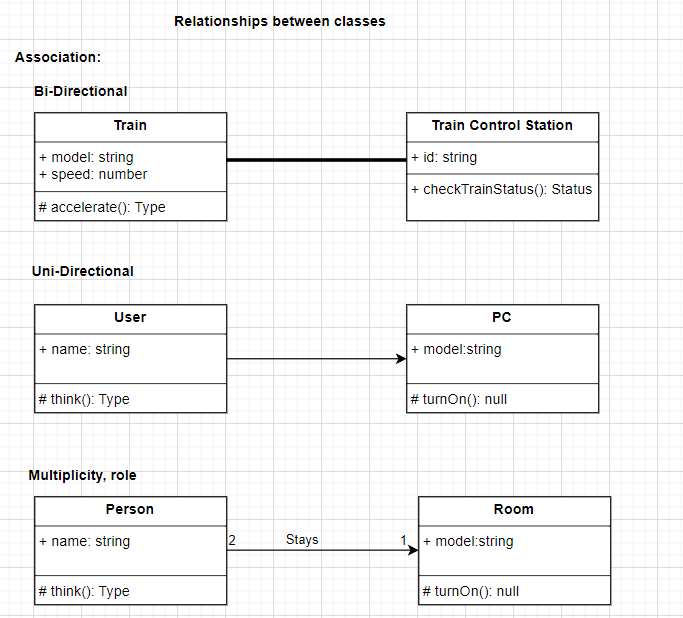
* Attributes – properties of the class
* Methods – behavior of the class



**Relationship between classes:**

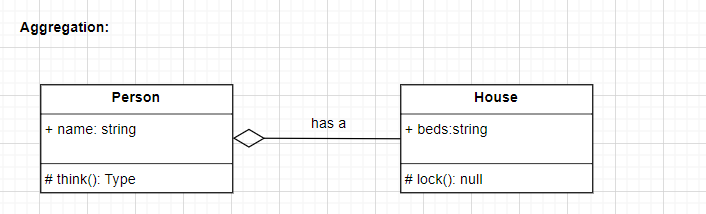
**Association Relationship:**

1. Two classes can called each other.
2. There are different types:
   1. Bi-Directional
   2. Uni-Directional
   3. Multiplicity, Role (represent the no of one class members can access other class)



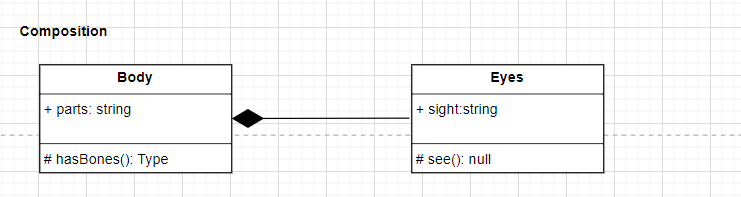
**Aggregation Relationship:**

1. Wherever you see a relationship like Class A **has an relationship** with Class B where B can exist without A
   1. Eg: vehicle has a tyre



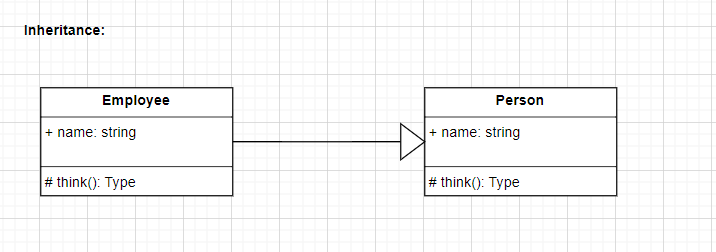
**Composition Relationship:**

1. Wherever you see a relationship like Class A **has an relationship(part of)** with Class B where B cannot exist without A
   1. Eg: body has an eye



**Inheritance Relationships:**

1. Wherever you see a relationship like Class A **is a** Class B
   1. Eg: Employee is a Person

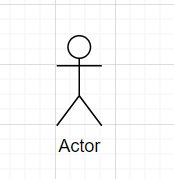


**Sequence Diagram:**

* It is interaction between the object in a sequential manner.
* Sequence diagrams describe how and in what order the objects in a system function.

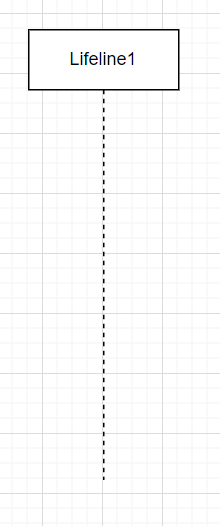
**Notation:**

* **Actor:**
  + A type of role which interacts with the system and the objects in it.
  + Sequence diagrams describe how and in what order the objects in a system function.

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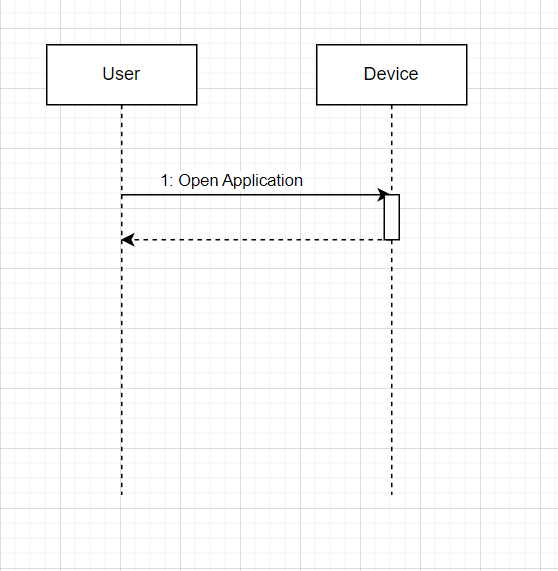
**Lifeline:**

* A lifeline is a named element which depicts an individual participant in a sequence diagram.
* Each Instance in the sequence diagram is represented with lifeline
* It is basically a rectangle box with the title inside it



**Messages:**

* Communication between objects is depicted using messages
* These messages are in sequential order of the life line
* Messages are represented with arrow from one lifeline/actor to other



**Types of messages:**

1. Synchronous Messages:
   1. A synchronous message waits for a reply before the interaction can move forward.
   2. Represented with solid line arrow
2. Asynchronous Messages:
   1. A asynchronous messages does not wait for a reply with continuous to move forward in the interaction
   2. Represented with dotted line arrow.
3. Create Messages:
   1. These messages indicate the creation of a instance
   2. Represented with <<create>> in message with dotted and solid arrow to other lifeline
4. Delete Messages:
   1. These message indicate the deletion of a instance
   2. Represented with cross mark at the end of the lifeline
5. Self Messages:
   1. Certain scenarios might arise where the object needs to send a message to itself. Such messages are called Self Messages
   2. Represented with a U shaped arrow.
6. Reply Messages:
   1. The message being sent from the receiver to the sender.
   2. Represent a return/reply message using an open arrow head with a dotted line.
7. Found Messages:
   1. Found message is used to represent a scenario where an unknown source sends the message.
   2. It is represented using an arrow directed towards a lifeline from an end point.
8. Lost Message:
   1. A Lost message is used to represent a scenario where the recipient is not known to the system.
   2. Represented using an arrow directed towards an end point from a lifeline.
9. Guards:
   1. They are used when we need to restrict the flow of messages on the pretext of a condition being met. Guards play an important role in letting software developers know the constraints attached to a system or a particular process.

REFERENCE: <https://www.geeksforgeeks.org/unified-modeling-language-uml-sequence-diagrams/>

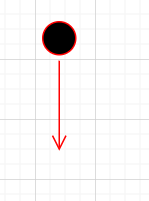
**Activity Diagram:**

* This Diagram helps us to understand the flow of control of a system. Its also helps to understand the conditional processing of the data
* An activity diagram portrays the control flow from a start point to a finish point showing the various decision paths that exist while the activity is being executed.

**Notation:**

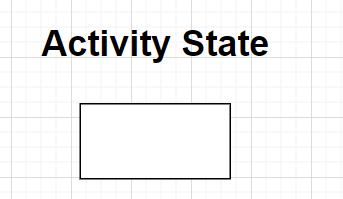
**Initial State:**

1. starting state before the start of activities

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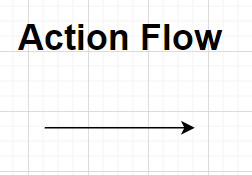
**Action or Activity State:**

1. An activity represents execution of an action on objects or by objects. We represent an activity using a rectangle with rounded corners.



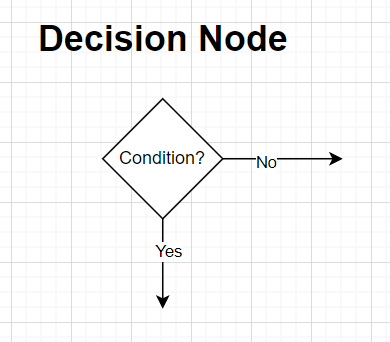
**Action Flow or Control flows:**

1. represents the flow of the activity from one action to another**.**

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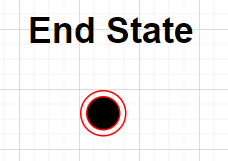
**Decision node and Branching:**

1. When we need to make a decision before deciding the flow of control, we use the decision node. The outgoing arrows from the decision node can be labelled with conditions or guard expressions. It always includes two or more output arrows.



**End node or End State:**

1. This the end point of the activity diagram

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