**Lab 1**

**Conclusion:**  Although this provides only a brief introduction to Unified Modeling Language, It encourages to start applying the information have learned here to our own projects and to dig more deeply into UML. There are several software tools that help to integrate UML diagrams into software development process, but even without automated tools, you can use markers on a whiteboard or paper and pencils to draw your UML diagrams and still achieve benefits.

**Labs 3**

**Conclusions**: purpose of the use case diagrams is simply to provide the high level view of the system and convey the requirements in laypeople's terms for the stakeholders. Additional diagrams and documentation can be used to provide a complete functional and technical view of the system.

**Lab 5**

**Conclusion:** A class is a blueprint for an object. A class diagram describes the types of objects in the system and the different kinds of relationships which exist among them. It allows analysis and design of the static view of a software application. Class diagrams are most important UML diagrams used for software application development. Essential elements of UML class diagram are 1) Class 2) Attributes 3) Relationships. Class Diagram provides an overview of how the application is structured before studying the actual code. It certainly reduces the maintenance time.