<http://www.tutorialspoint.com/uml/uml_overview.htm>

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML is a pictorial language used to make software blue prints.

Goals of UML:

UML diagrams are not only made for developers but also for business users, common people and anybody interested to understand the system. The system can be a software or non software.

At the conclusion the goal of UML can be defined as a simple modeling mechanism to model all possible practical systems in today.s complex environment.

## A conceptual model of UML:

To understand conceptual model of UML first we need to clarify *What is a conceptual model?* and *Why a conceptual model is at all required?*

* A conceptual model can be defined as a model which is made of concepts and their relationships.
* A conceptual model is the first step before drawing a UML diagram. It helps to understand the entities in the real world and how they interact with each other.

As UML describes the real time systems it is very important to make a conceptual model and then proceed gradually. Conceptual model of UML can be mastered by learning the following three major elements:

* UML building blocks
* Rules to connect the building blocks
* Common mechanisms of UML