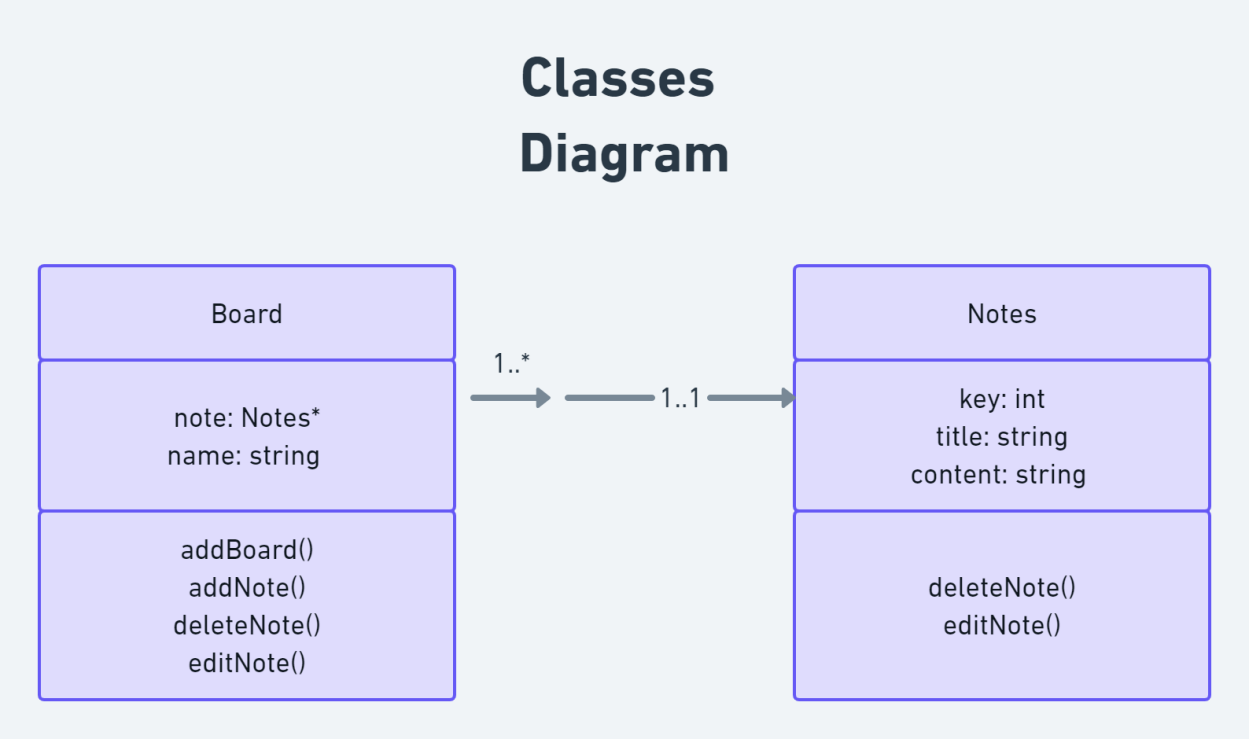
UML Structural Modeling

-Kartik Choudhary (B20CS025)
-Piyush Arora (B20CS086)

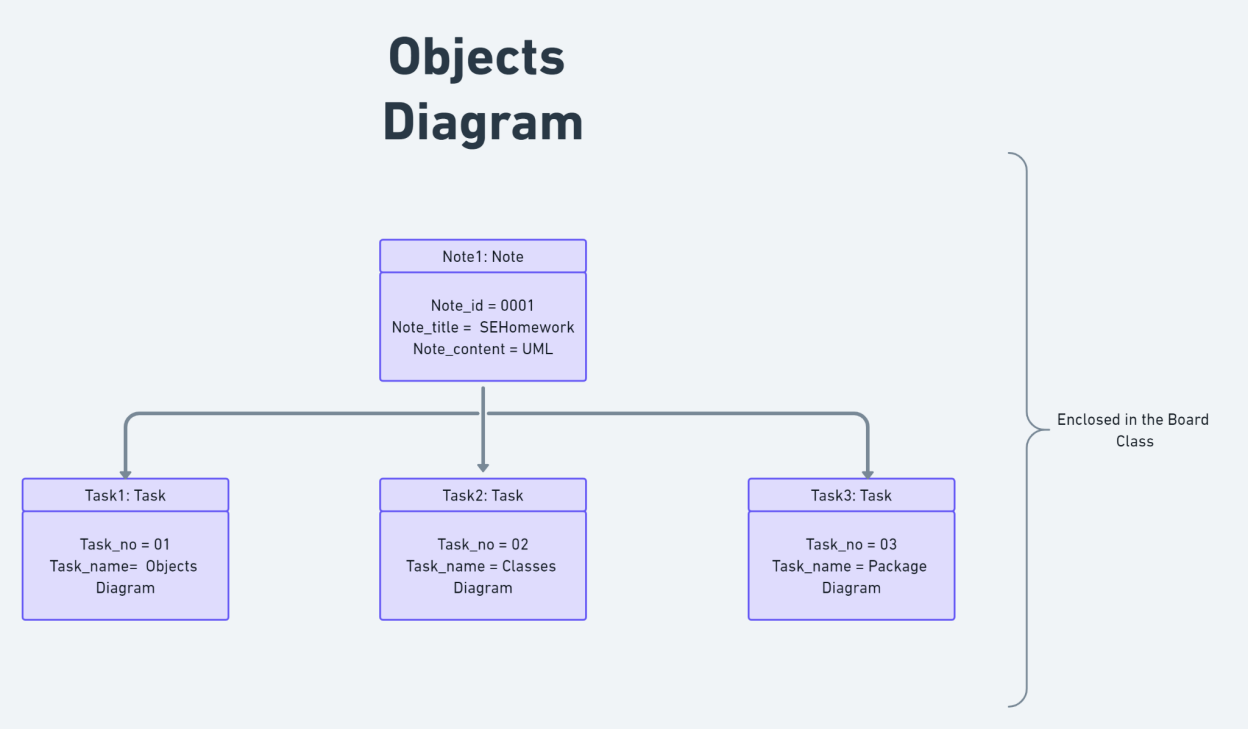
1. Classes Diagram



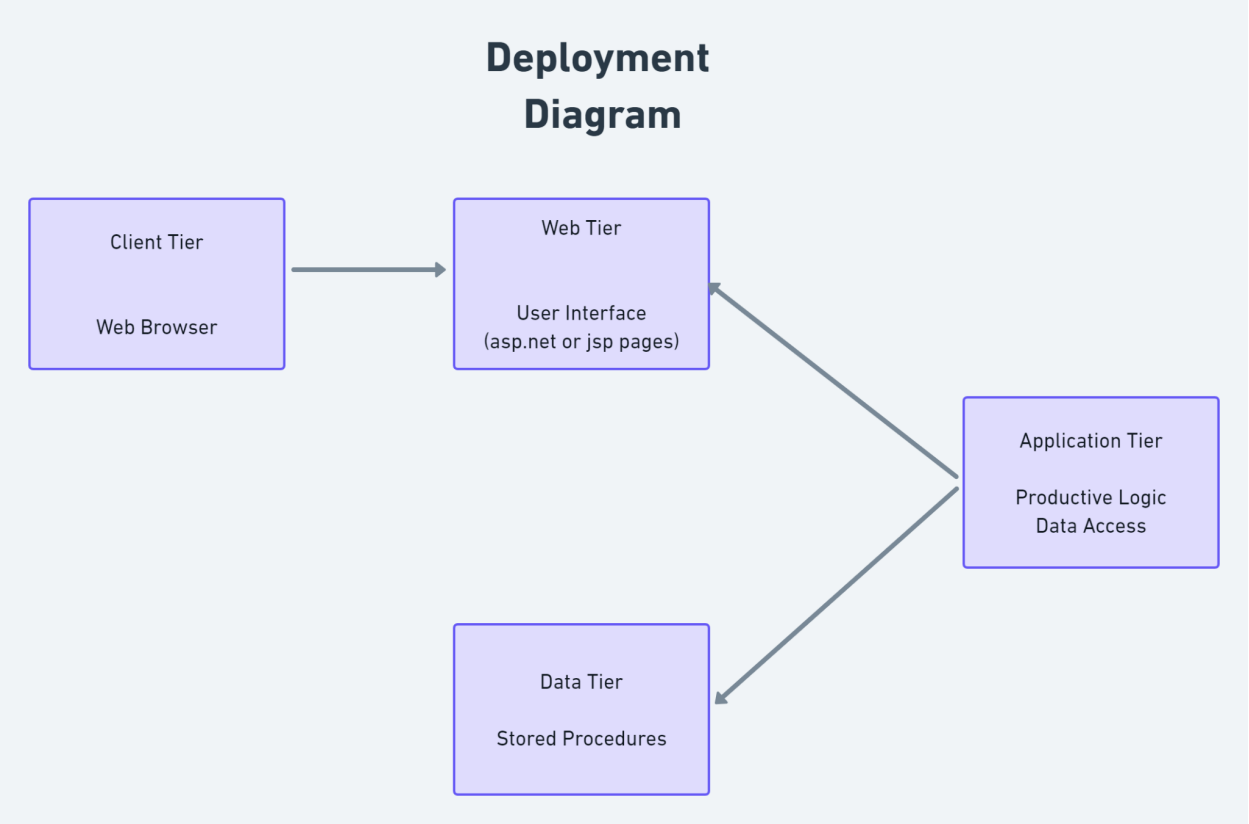
The ‘Board’ class works like the dashboard of the system where all the notes related to a specific interest can be stored separately. The addBoard() function enables us to create a different board for different kinds of notes. It has two attributes, namely note and name. ‘Note’ attribute stores a list of Notes related to the ‘name’ attribute of the board.
The ‘Notes’ class is a simple note making class which has three attributes namely, ‘key’, ‘title’, and ‘content’. The attributes are pretty self explanatory. The methods deleteNote() and editNote() help to delete and edit notes respectively.
The ‘board’ class takes use of the ‘Notes’ class to make a linked list of the notes to be stored in that specific board.

2. Objects Diagram

These diagrams are derived from the ‘Class’ diagram and basically are just an instance of the ‘Class’ diagram.

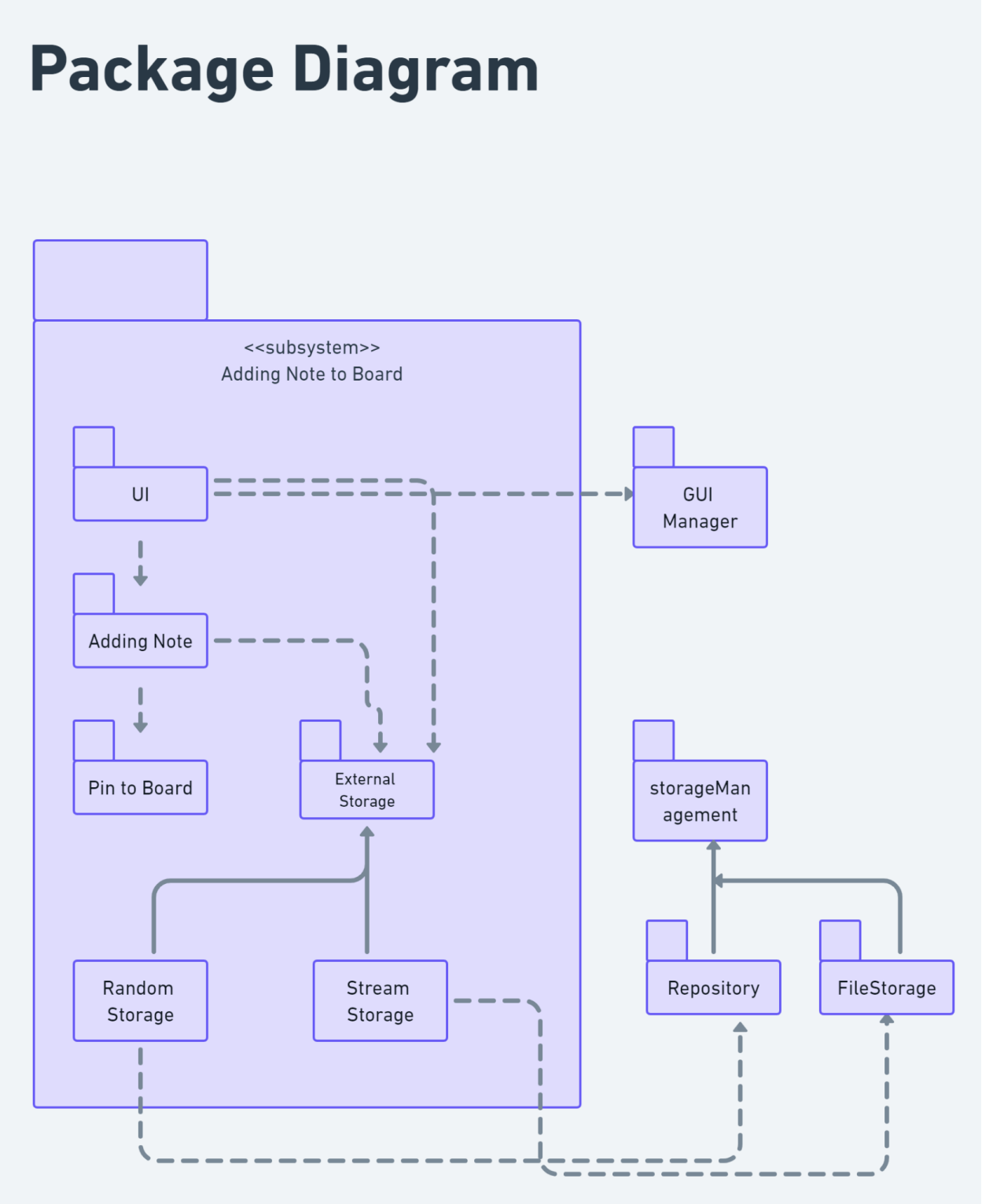


3. Deployment diagram



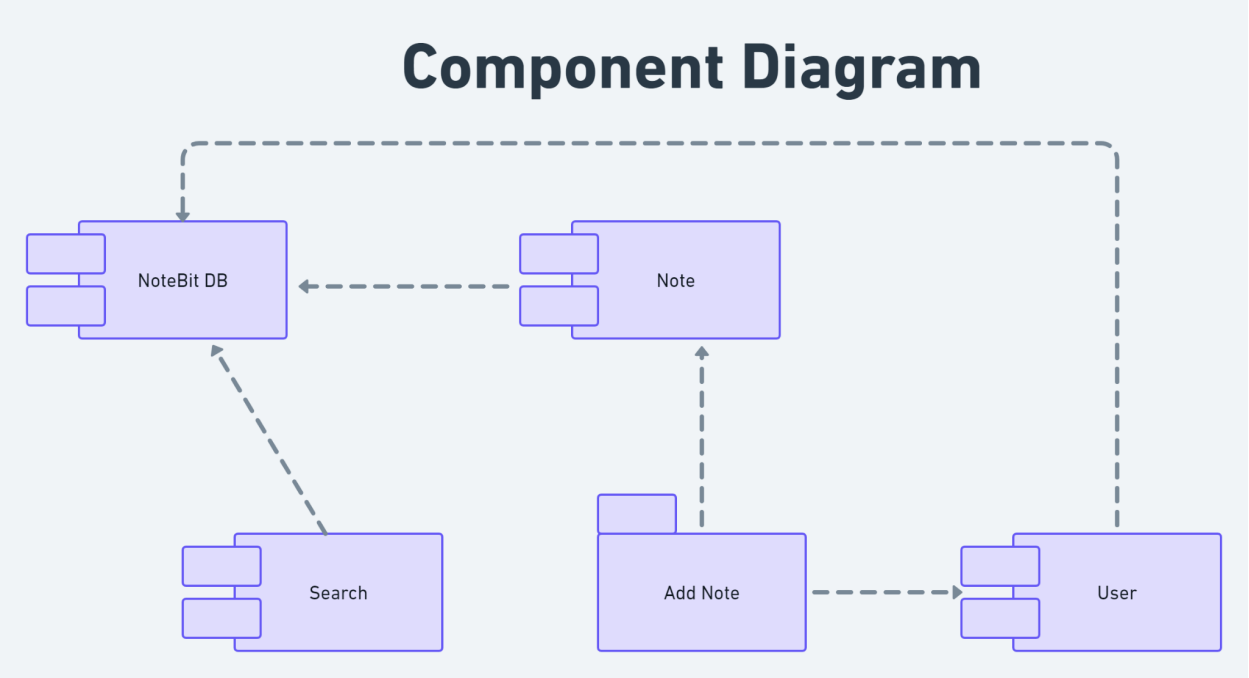
This diagram shows the hardware component of the system and the installed software in that hardware. Usefulness of deployment diagrams are when software solutions are deployed across numerous machines with each having different settings.

4. Package diagram



Package diagram shows the dependencies between different software packages in the system. This diagram can be used to represent the physical or logical relationships.It reflects the hub of packages and its elements.

5. Component diagram



The component diagram shows the structural relationship between components and software systems. These are often used when working with systems which are quite complex and include numerous components. Components are used to communicate using interfaces. Connectors are used to link the interfaces. You can see the component diagram of *NoteBit* is shown above.