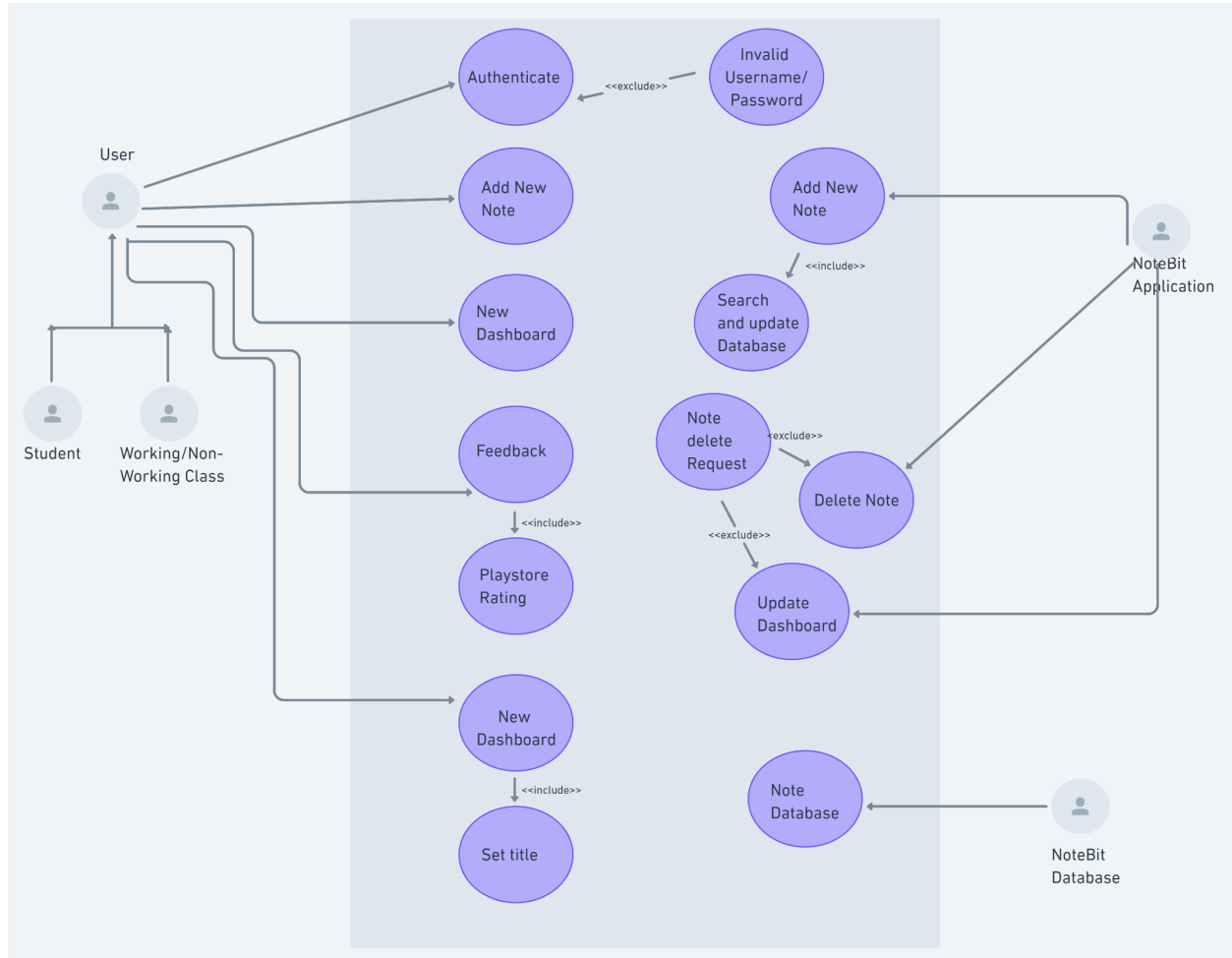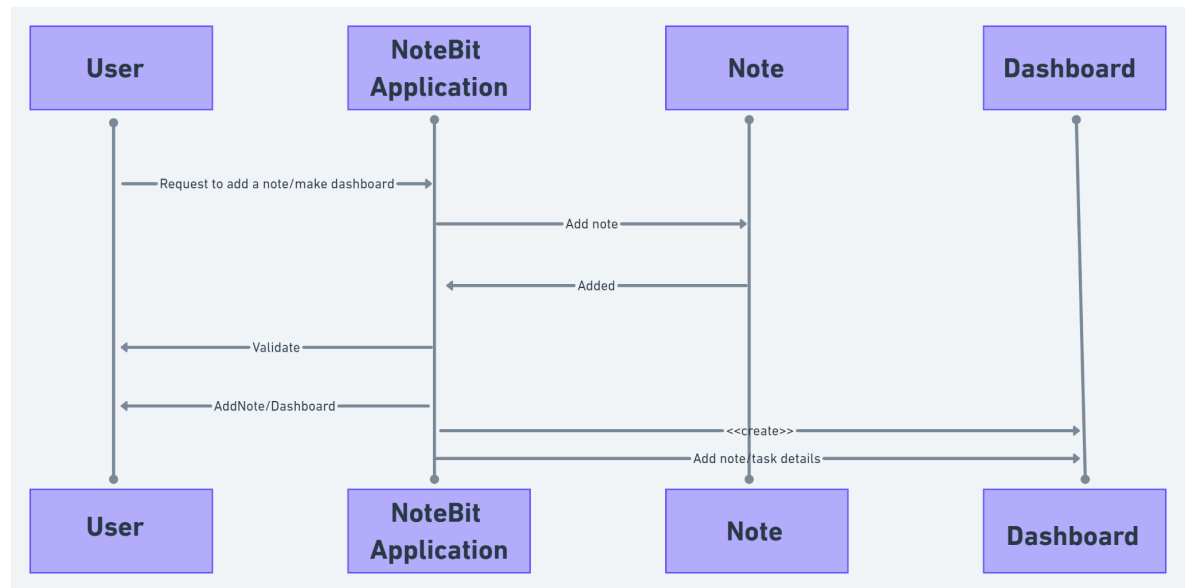# UML Behavioral Modeling

1. Use Case Diagram

Use Case diagram describes and displays the relation or interaction between the user and application or system. Here above we have shown in our use case diagram how the user establishes the relation with the NoteBit application.
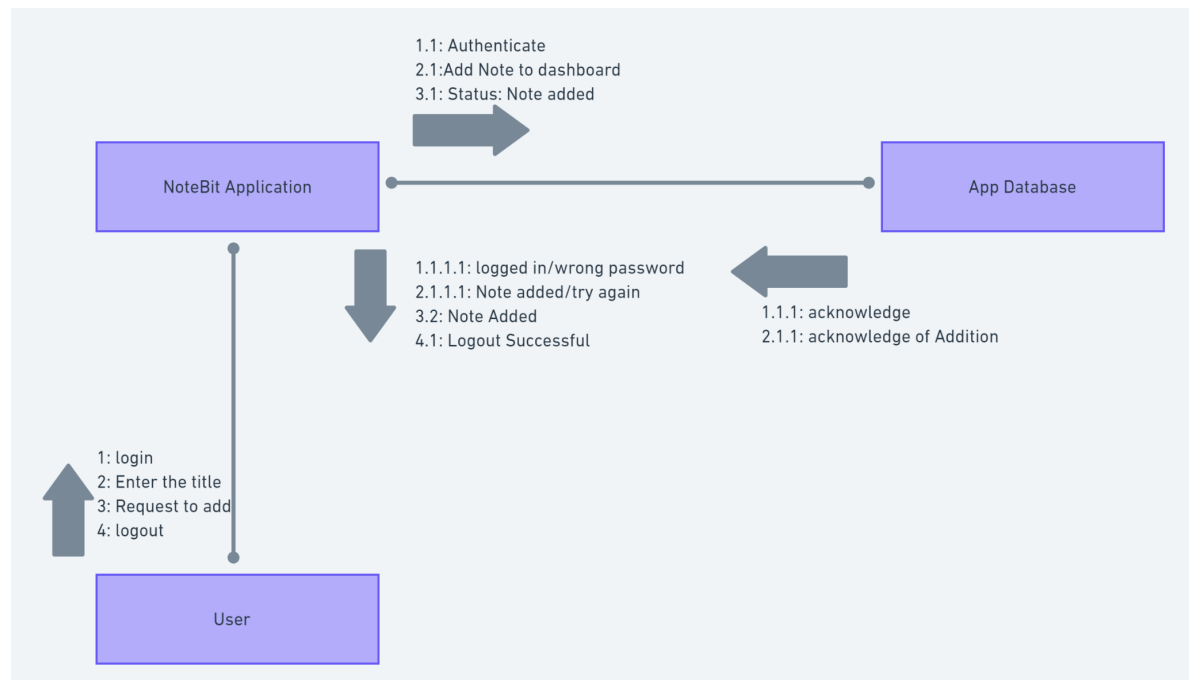
2. Interaction Diagram

a. Sequence Diagram

Sequence diagrams are interaction diagrams that illustrate the ordering of messages according to time. A sequence diagram for our Note taking application (NoteBit) is shown in the following figure.

b. Collaboration Diagram

Collaboration diagrams are interaction diagrams that illustrate the structure of the objects that send and receive messages.

3. Activity Diagram

An activity diagram depicts the flow of activities that are ongoing non-atomic operations in a state machine. The figure below shows the corresponding activity diagram.