

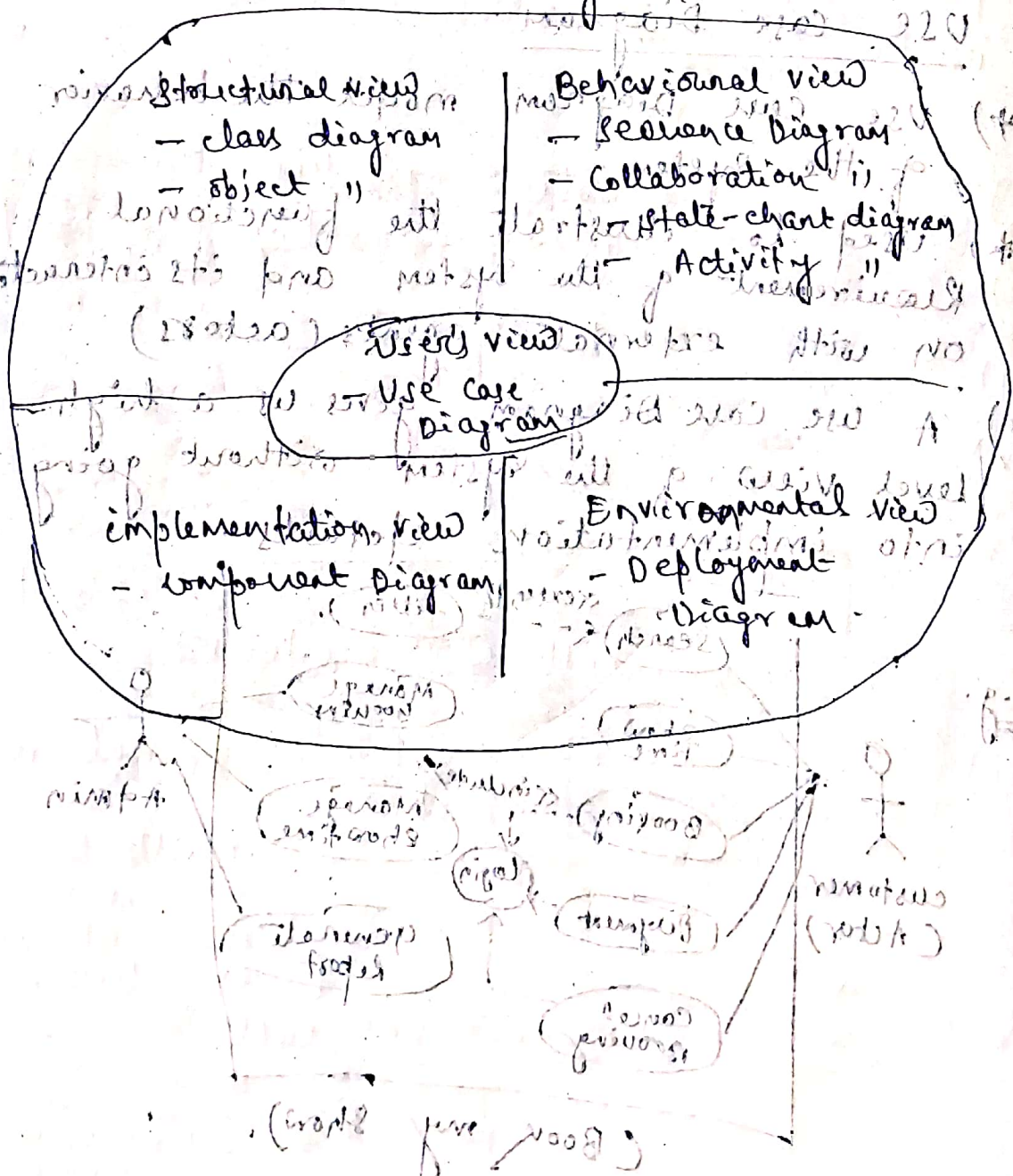
UML Diagram (Unified Modeling Language)

* Nine Diagrams are used to capture different views of a system.




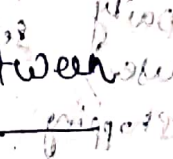
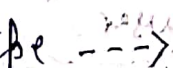

views

- User's view
- Structural view
- Behavioural view
- Implementation view
- Environmental view

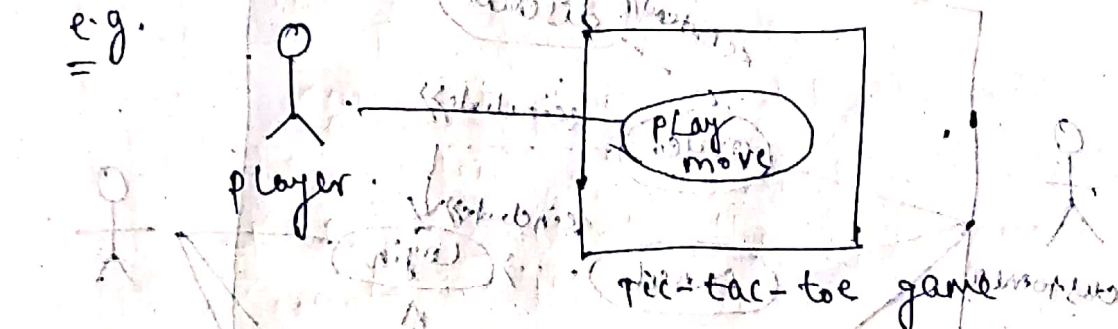
UML Diagram



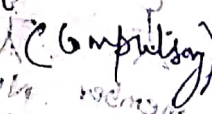
Representation of Use Case

- #) A Use Case is represented by an ellipse 
- #) A System boundary is represented by a rectangle 
- #) Users are represented by stick person icons (actor) 
- #) Communication Relationship between actor & use case by a line 
- #) External system by a stereotype 
- #) Generalisation 

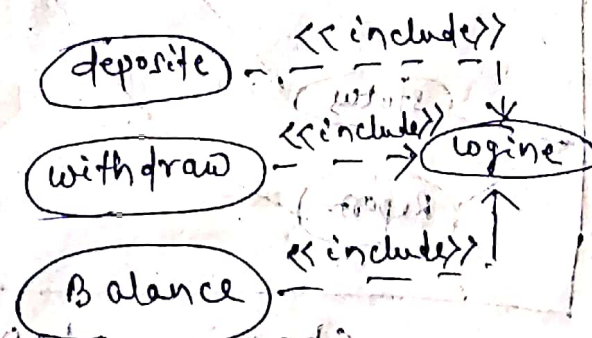
e.g.



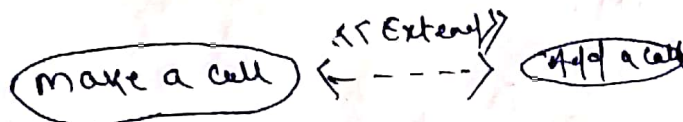
Relationship

- 1) `<<include>>` — implicit funcⁿ 
e.g. online banking

e.g.



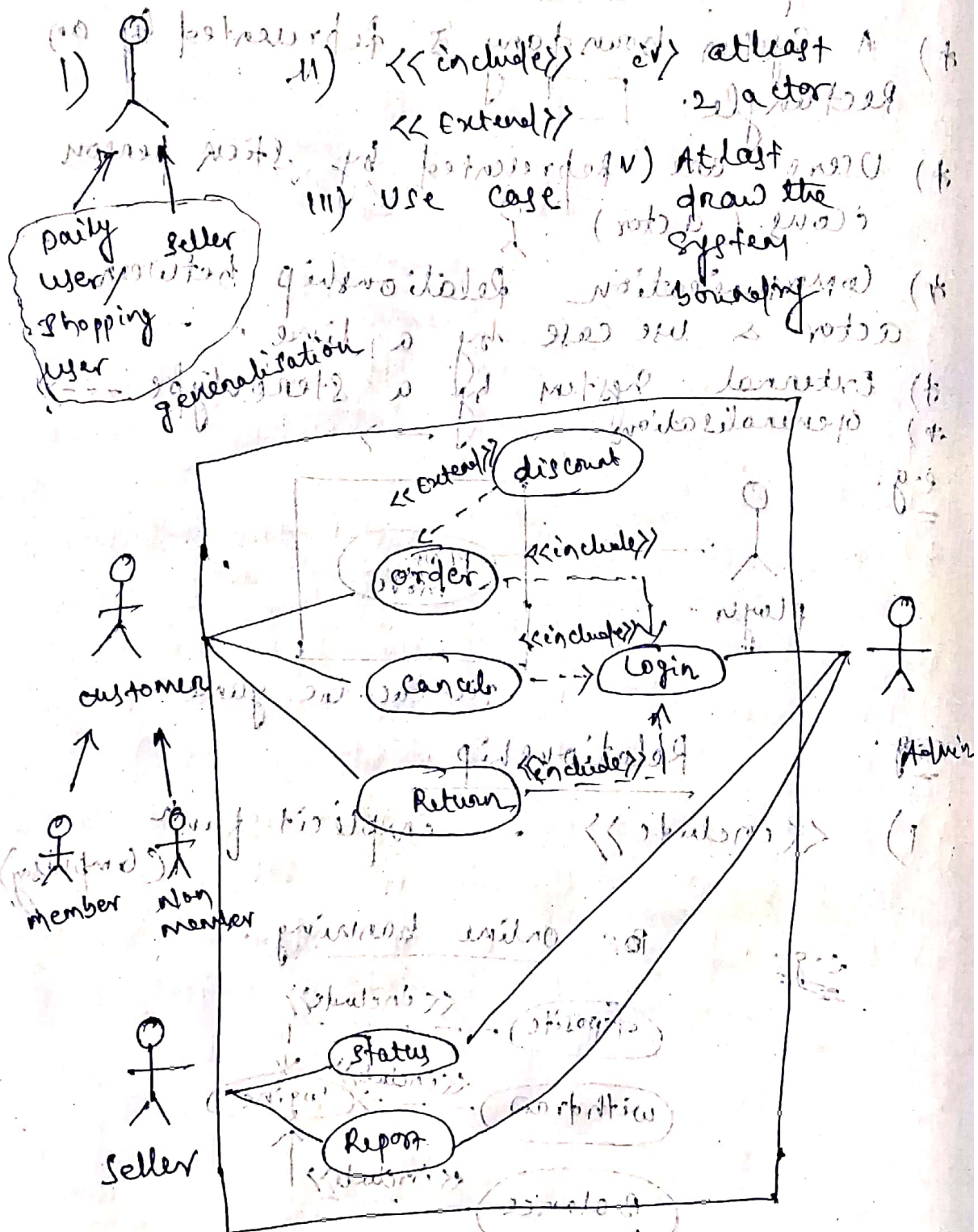
- 2) `<<Extend>>` — explicit funcⁿ (option^{al})
e.g. make a call



eg.

Shopping App

Main points to draw a case-



online

Banking System.

