

# UML

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## Class Diagrams

- A class is basically a template for which objects are created.
- Classes define attributes, information that are relevant to their instances, operations, and functionality that the objects support. Some of the more important guidelines

## Use Case Diagram

- Purpose of a use case diagram is to capture the dynamic aspect of a system.
- Use case diagrams are used to gather the requirements of a system including internal and external influences.