Table 1.3: The principal UML diagrams with brief descriptions

Model	*View of the system*
Use case	How the system interacts with its users.
Class	The data elements in the system and the relationships between them.
Interaction (sequence and collaboration)	How the objects interact to achieve the functionality of a use case.
State	How the different objects of a single class behave through all the use cases in which the class is involved.
Activity	The sequence of activities that make up a process.
Component	The different software components of the system and the dependencies between them.
Deployment	The software and hardware elements of the system and the physical relationships between them.

UML models

As we mentioned in the previous section, the UML is not a development method since it does not prescribe what developers should do; it is a diagrammatic language or notation, providing a set of diagramming techniques that model the system from different points of view. Table 1.3 shows the principal UML models with a brief description of what each can tell us about the developing system.

The 4 + 1 view. The authors of UML, Booch *et al.*, (1999), suggest we look at the architecture of a system from five different perspectives or views:

- The use case view
- The design view
- The process view
- The implementation view
- The deployment view.

This is known as the 4 + 1 view (rather than the 5 views) because of the special role played by the use case view. *The use case view* of