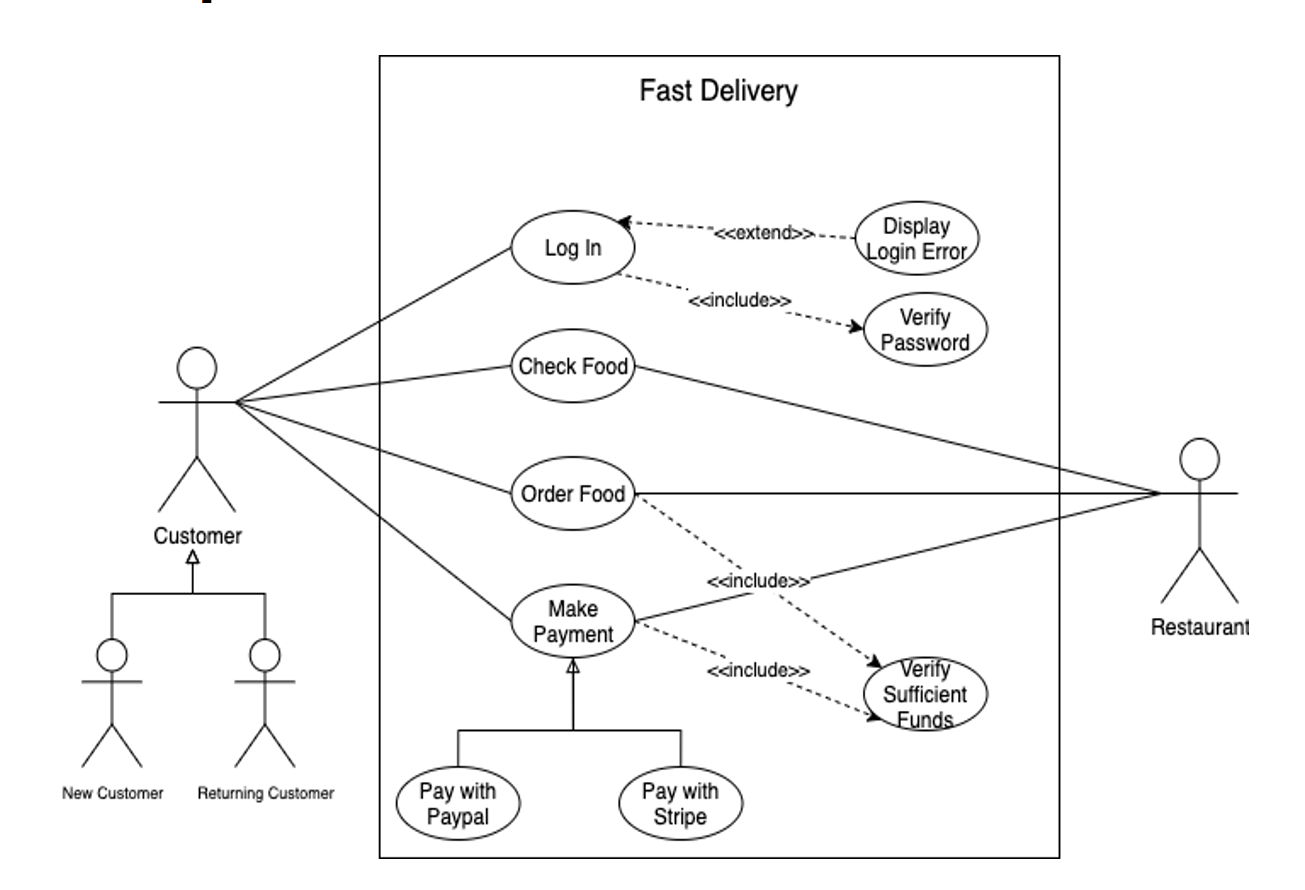
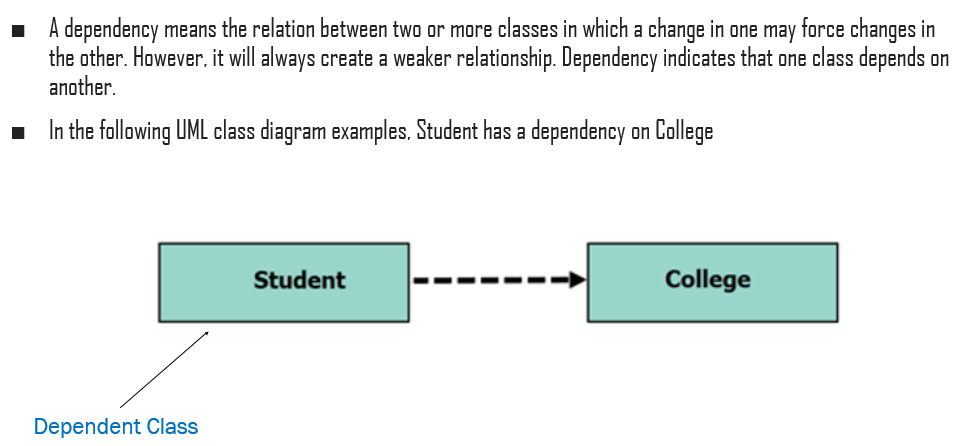
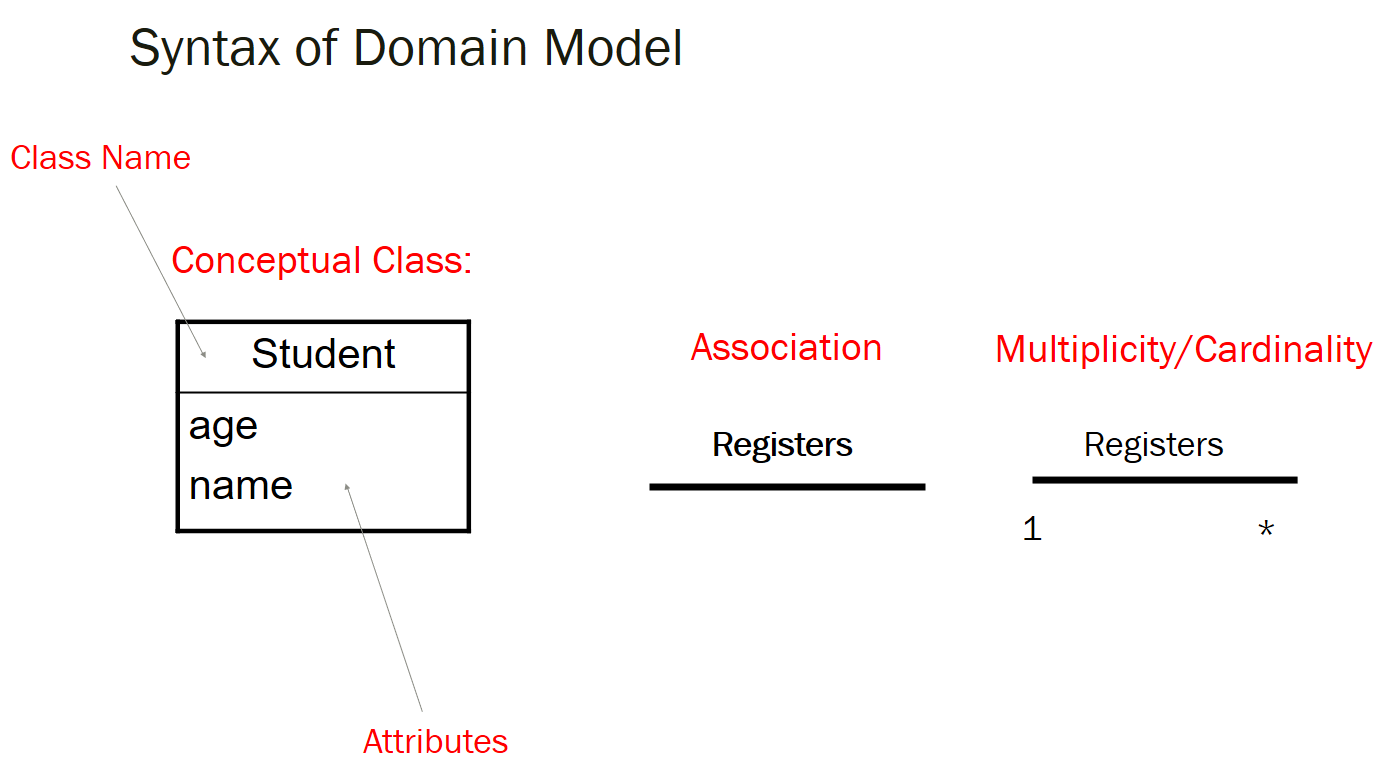
# **Diagrams**

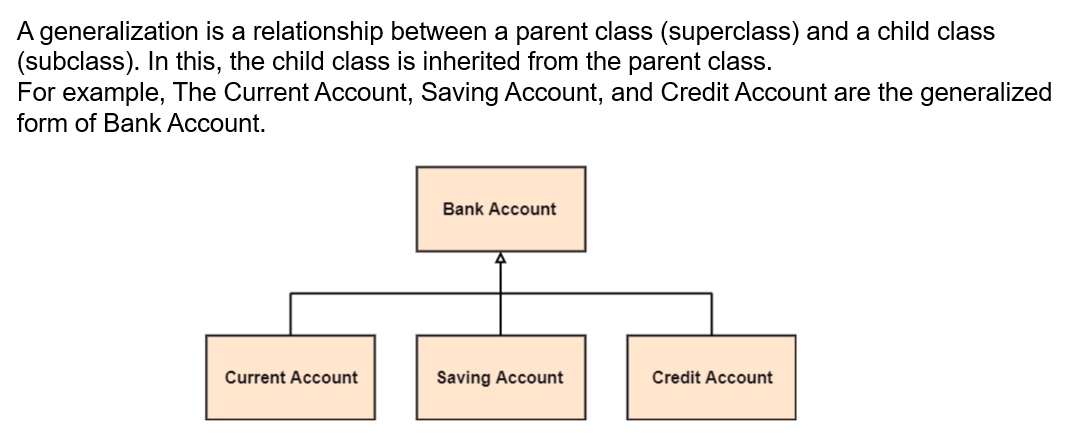
# **Use Case Diagrams**

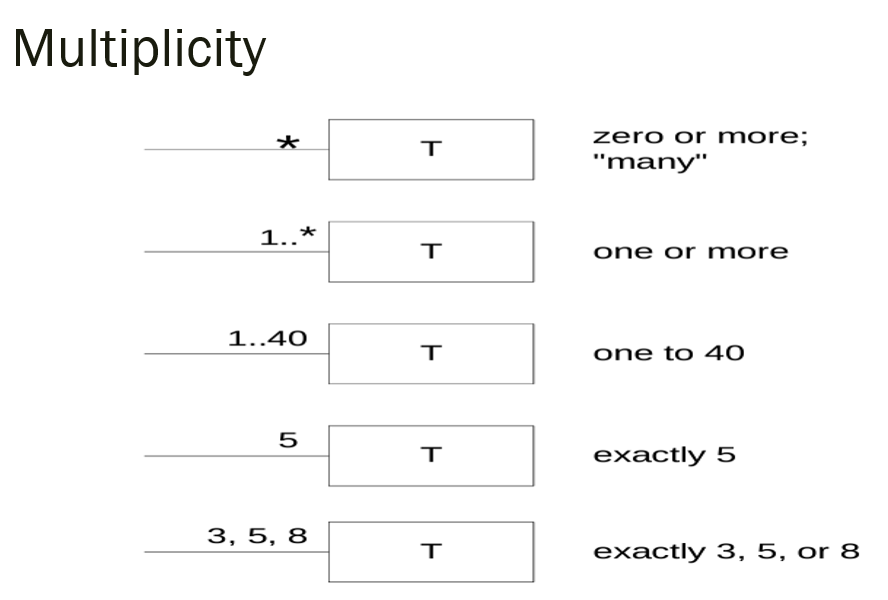


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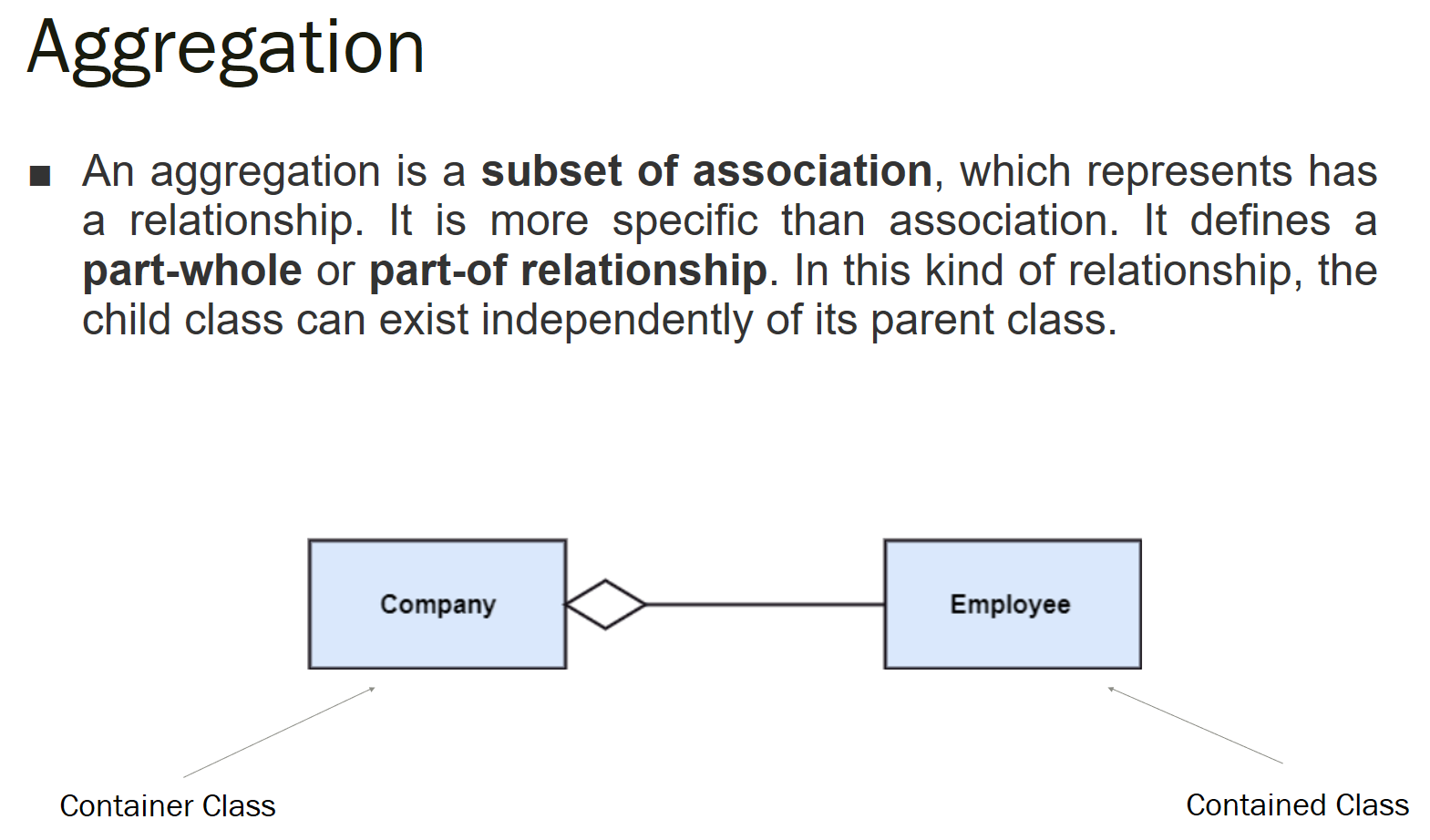
# **Class Diagrams**

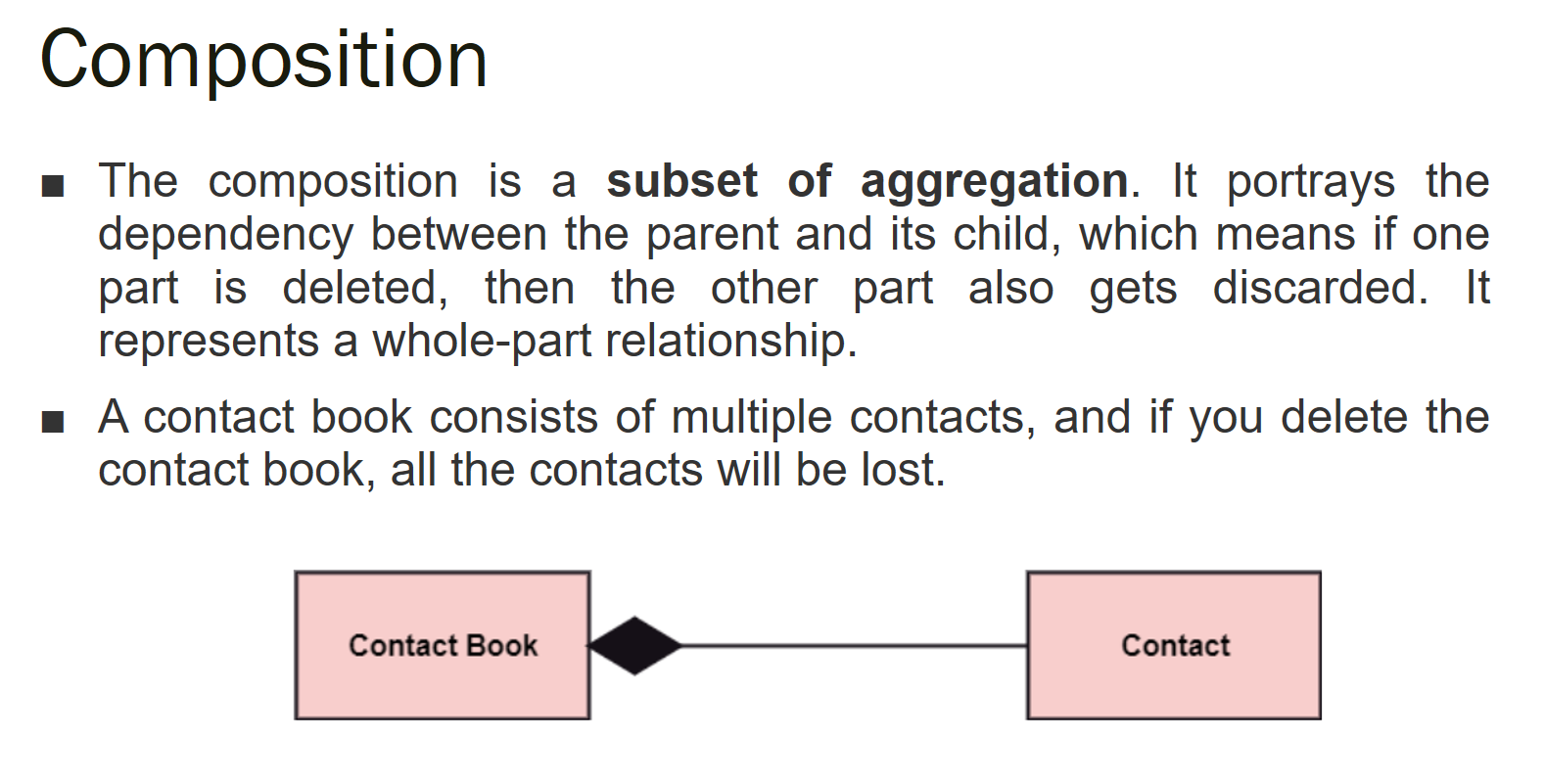


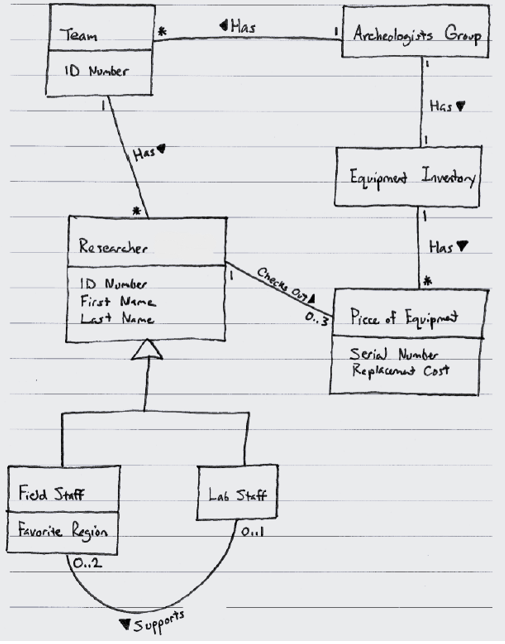
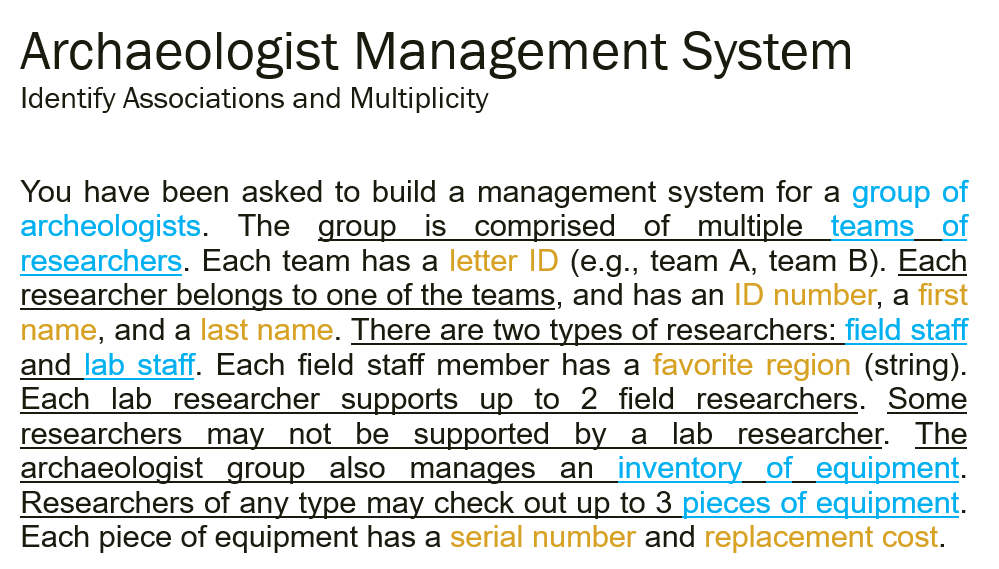


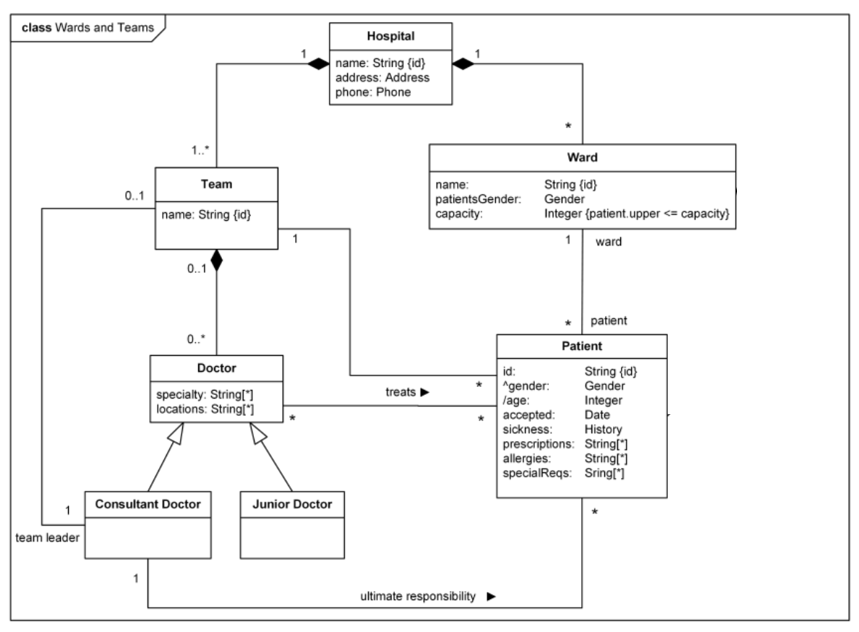
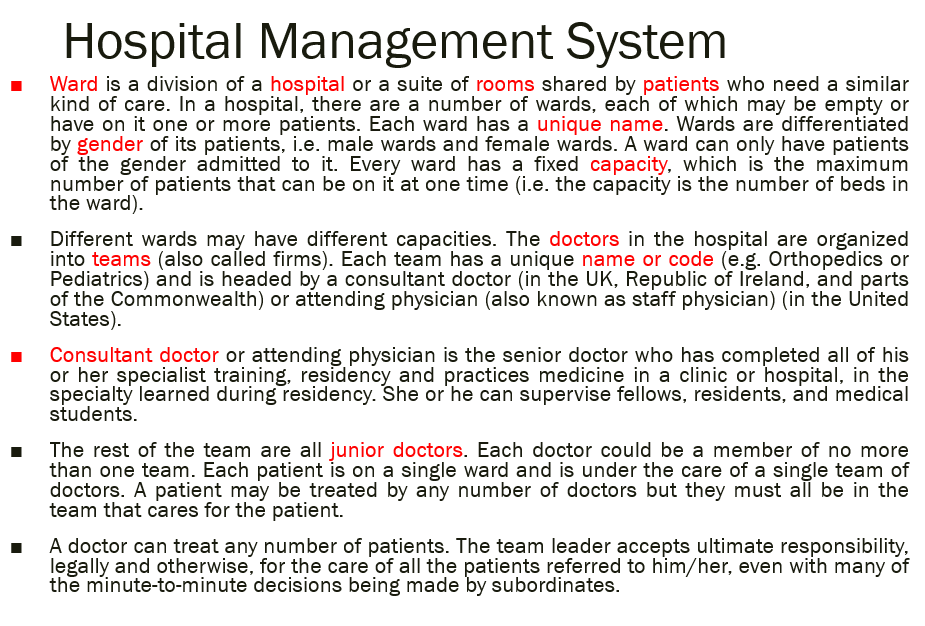
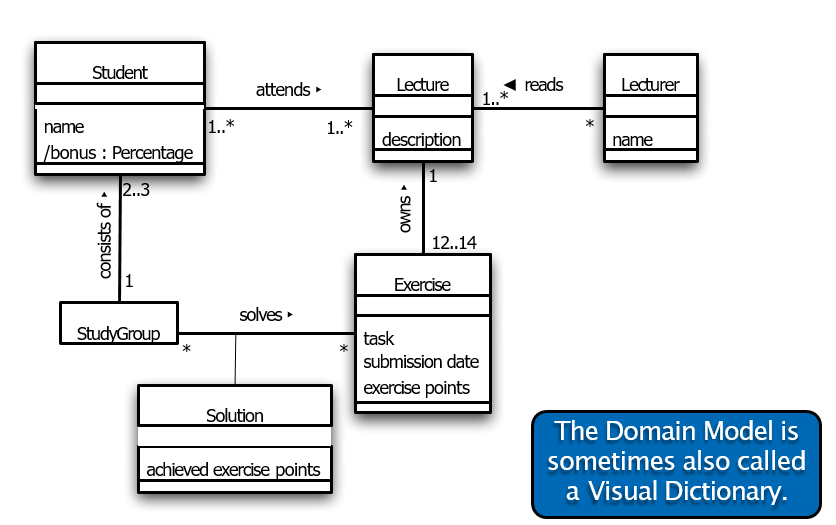
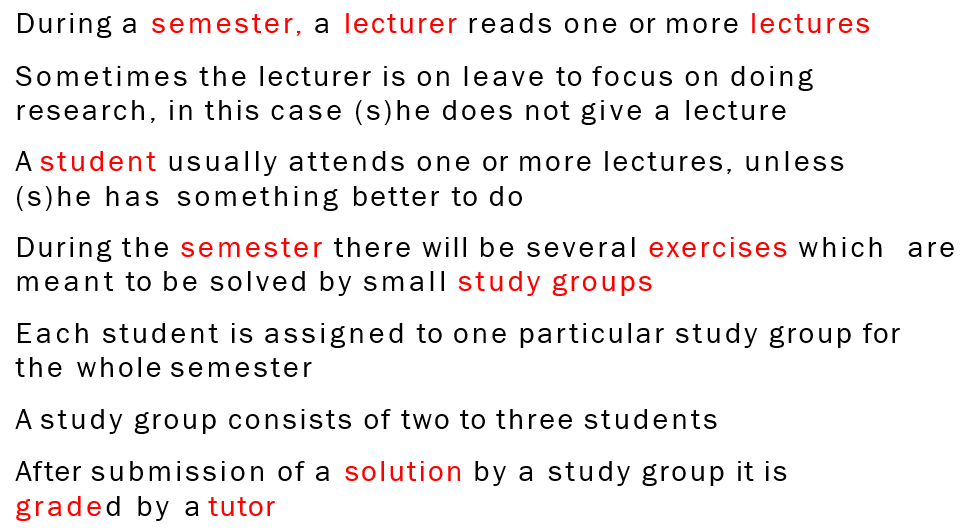
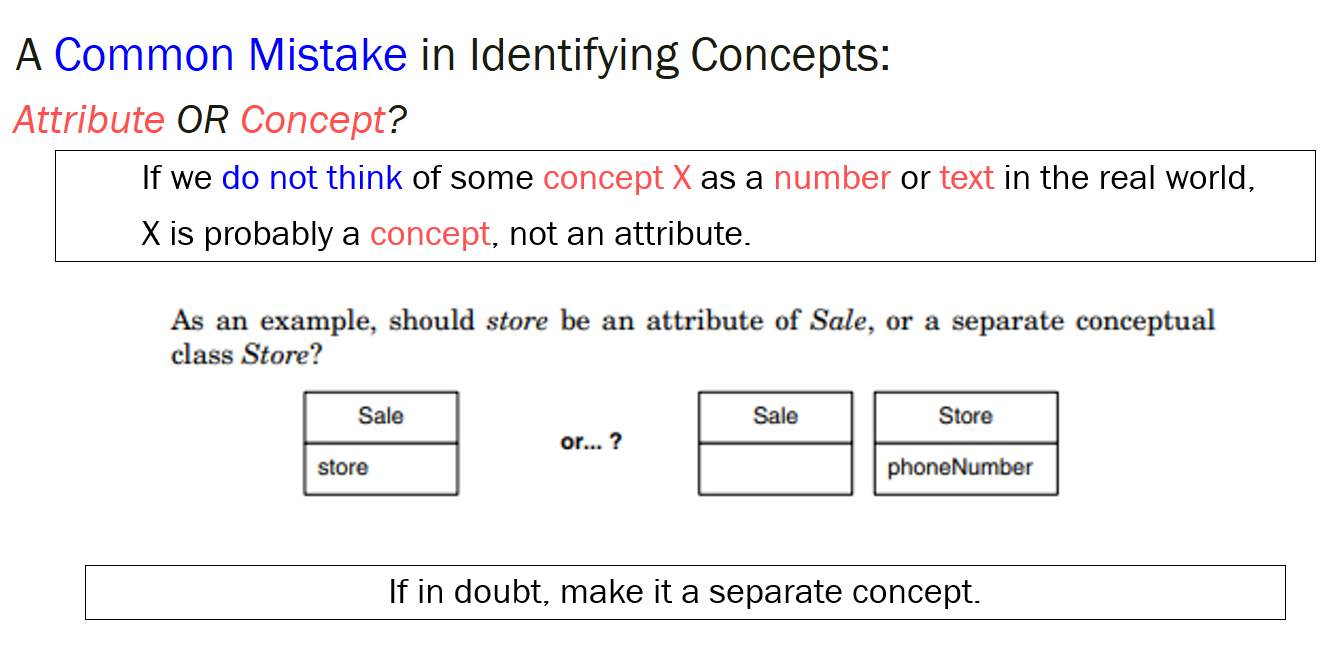


A multiplicity is a factor associated with an attribute. It specifies how many instances of attributes are created when a class is initialized. If a multiplicity is not specified, by default one is considered as a default multiplicity.

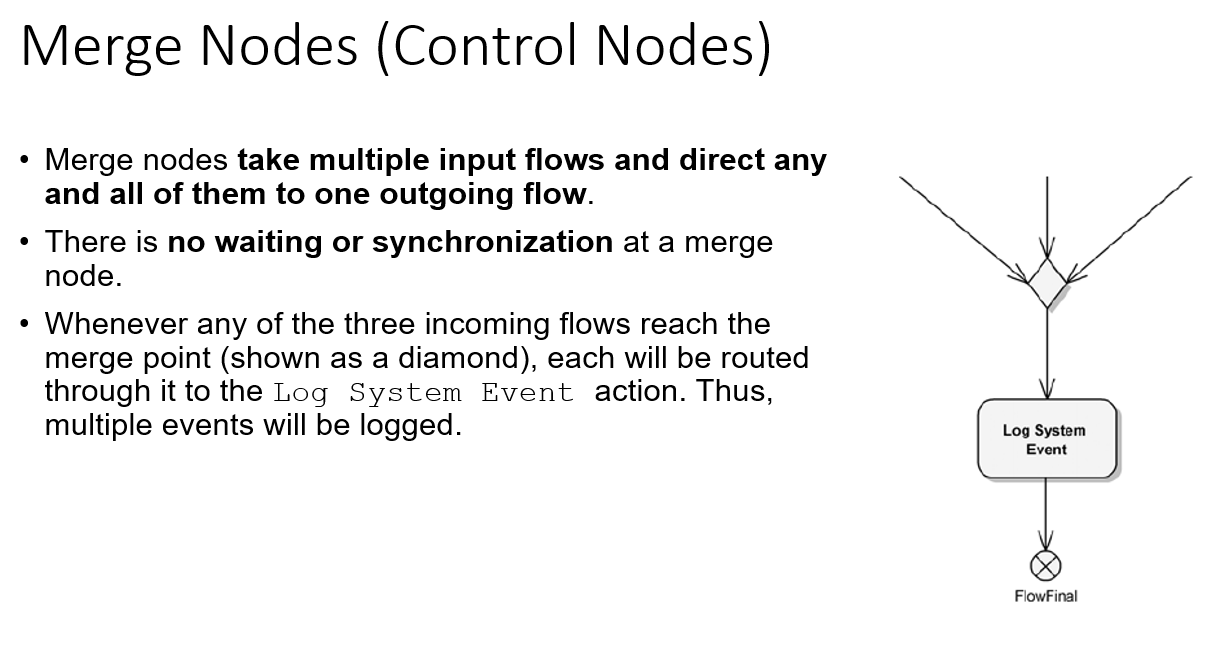


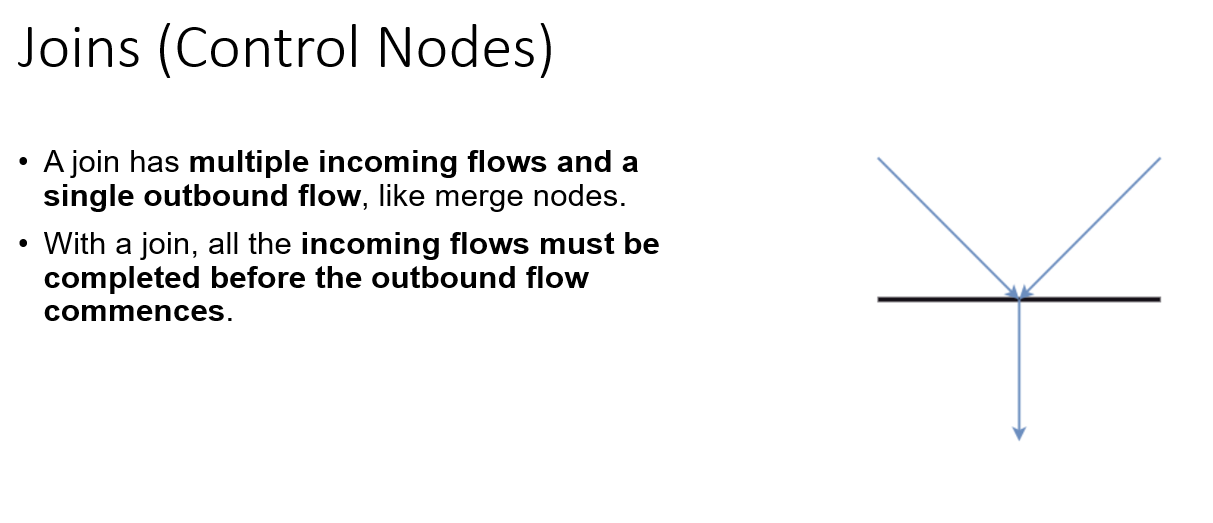


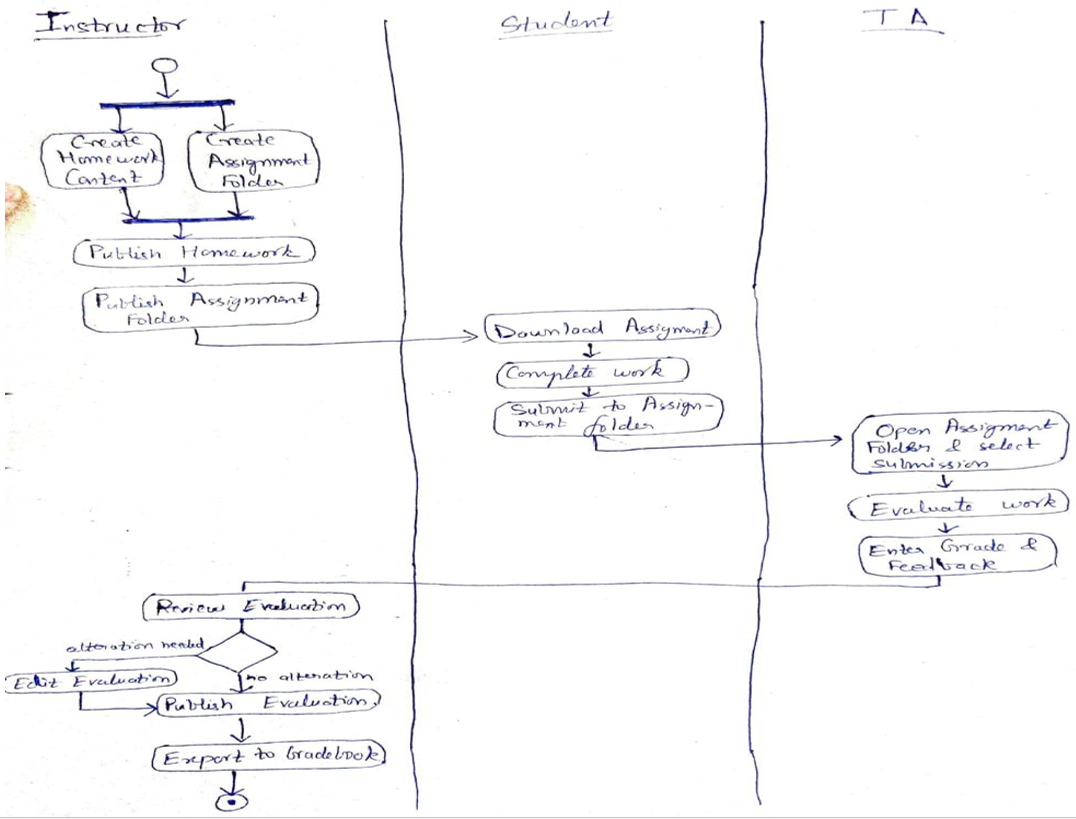
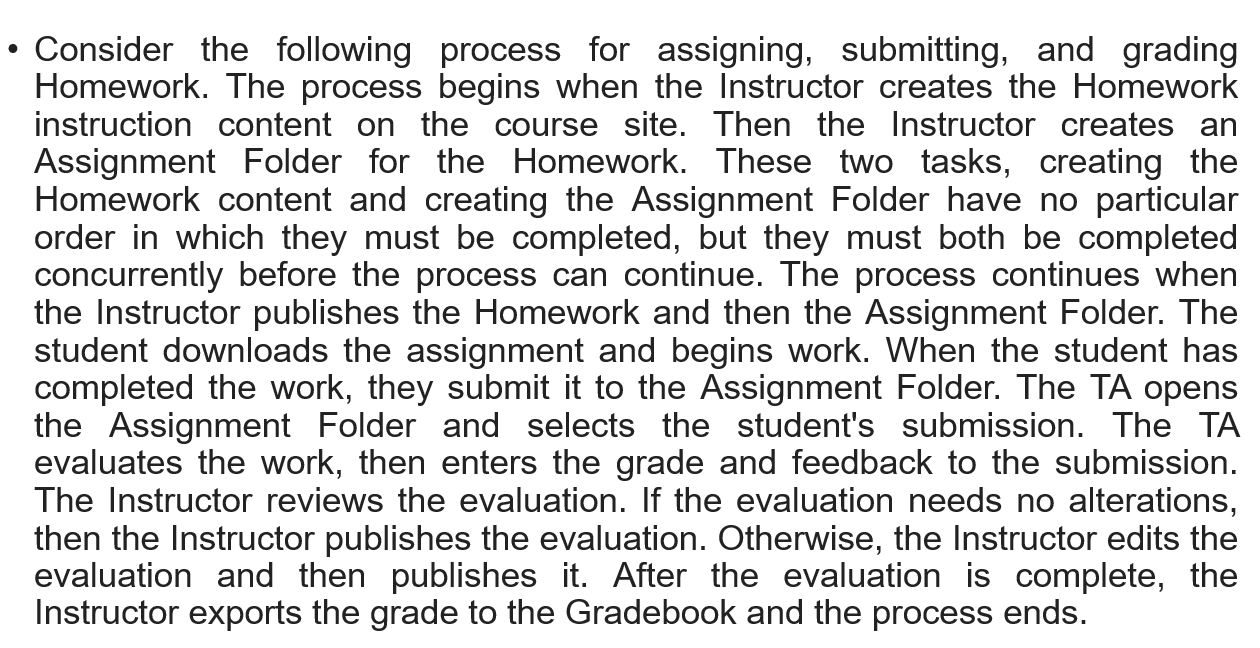
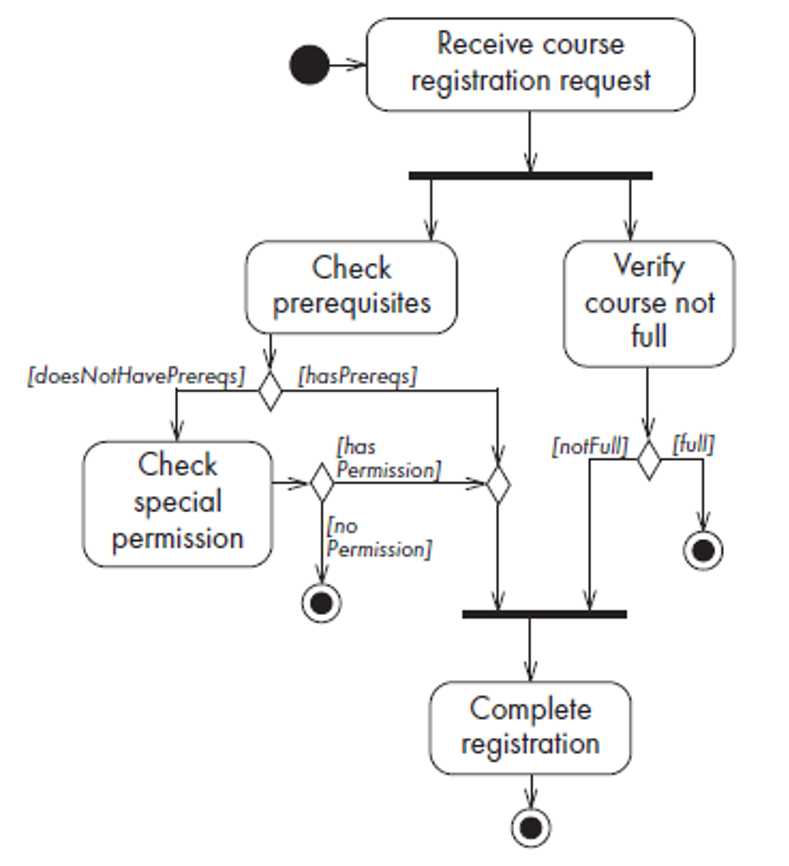
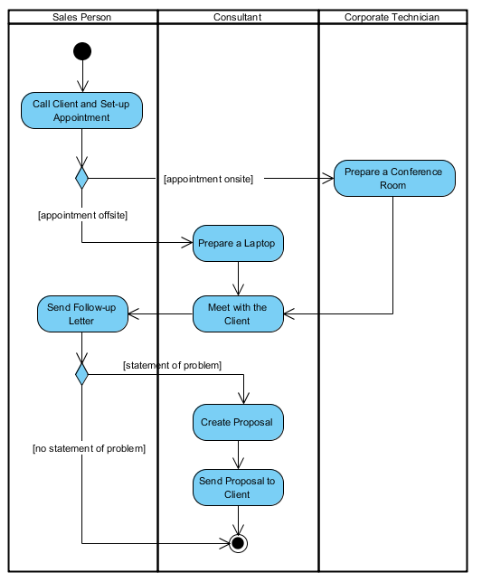
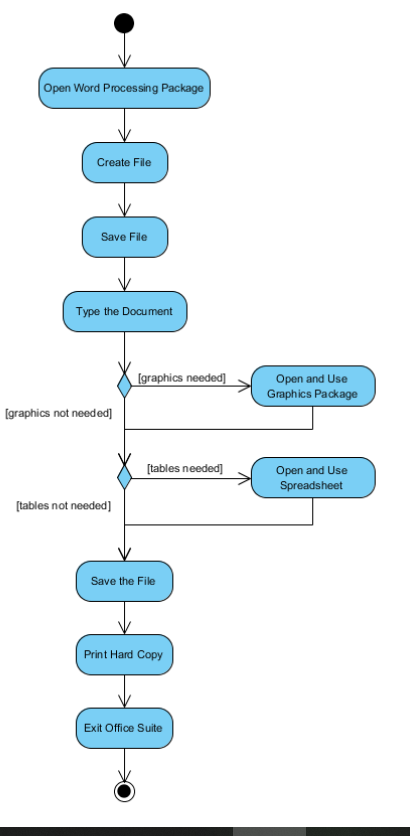
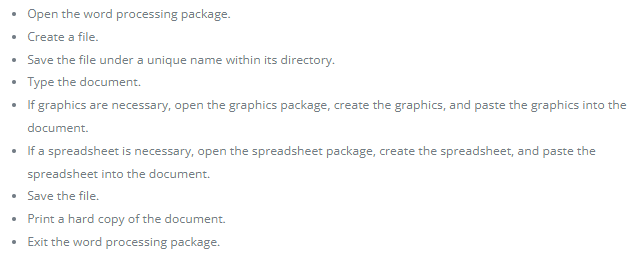
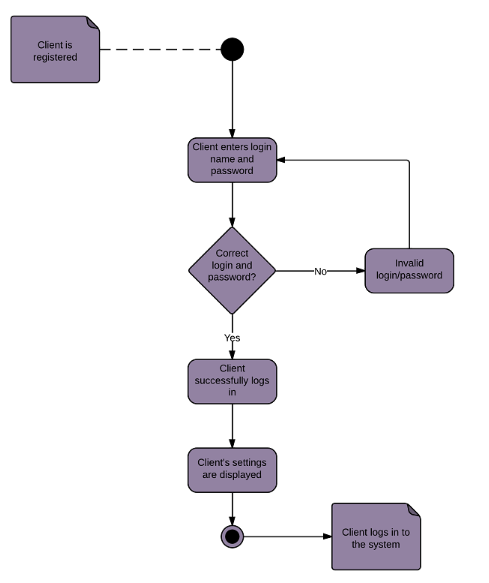
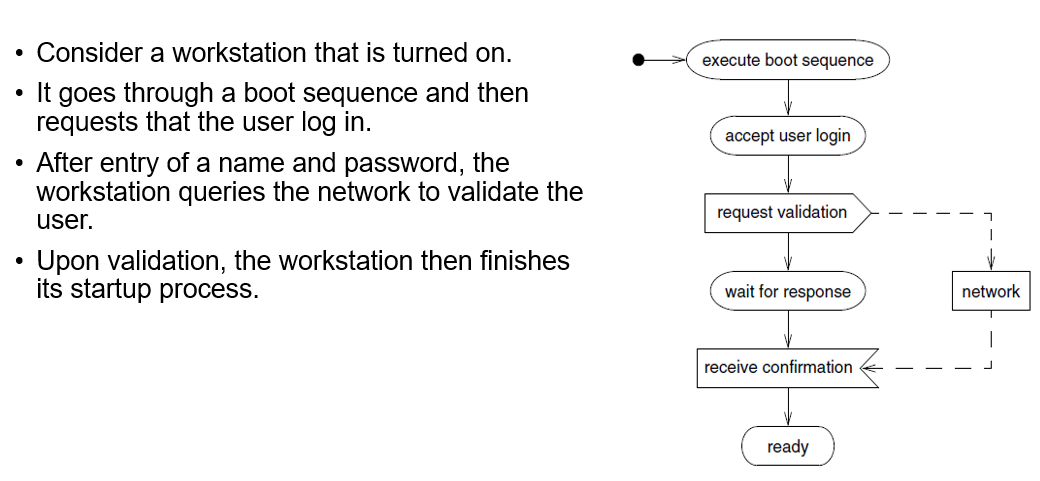
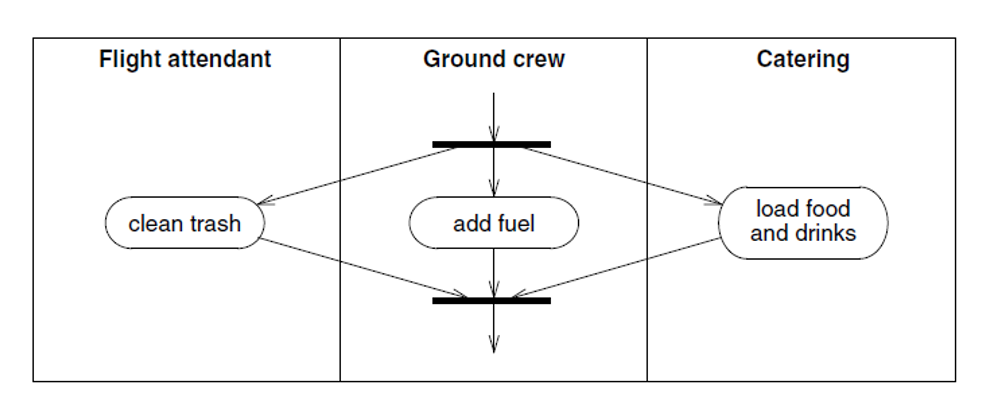




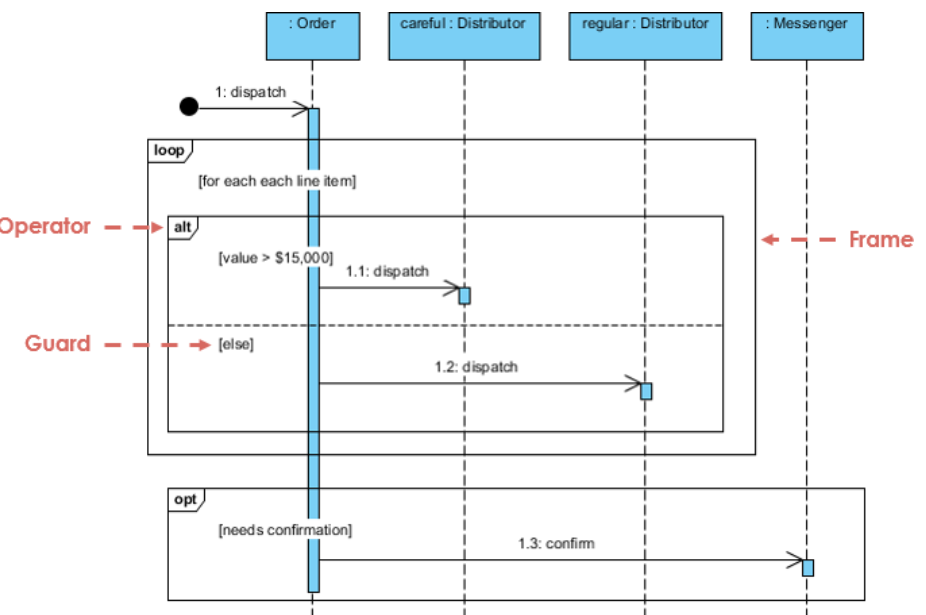
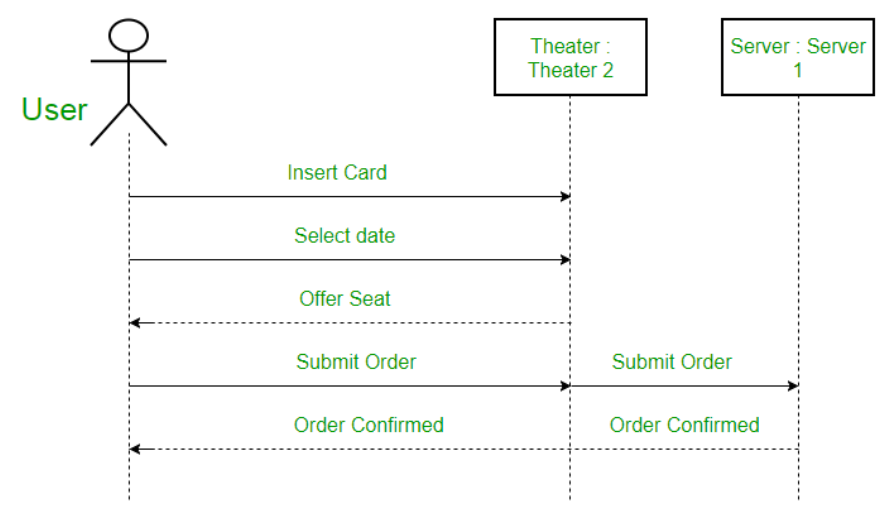
# **Activity Diagrams**

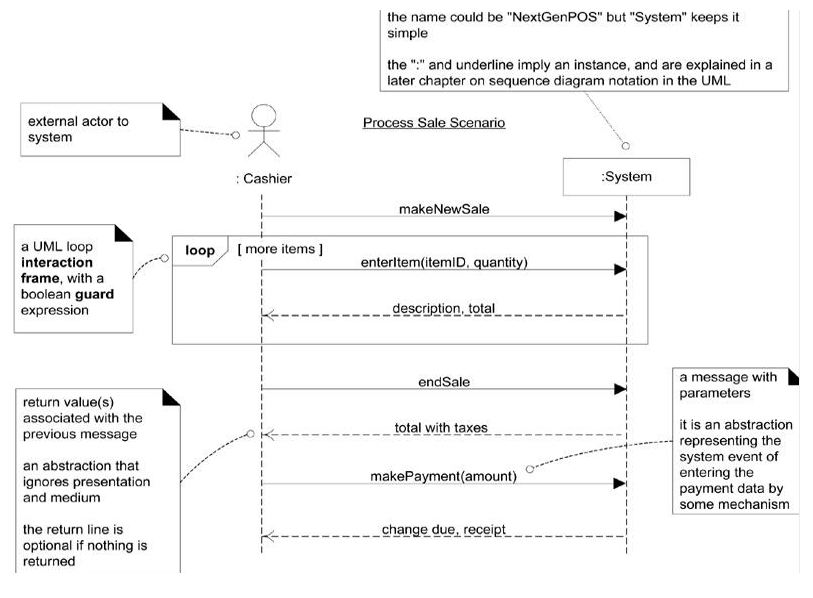
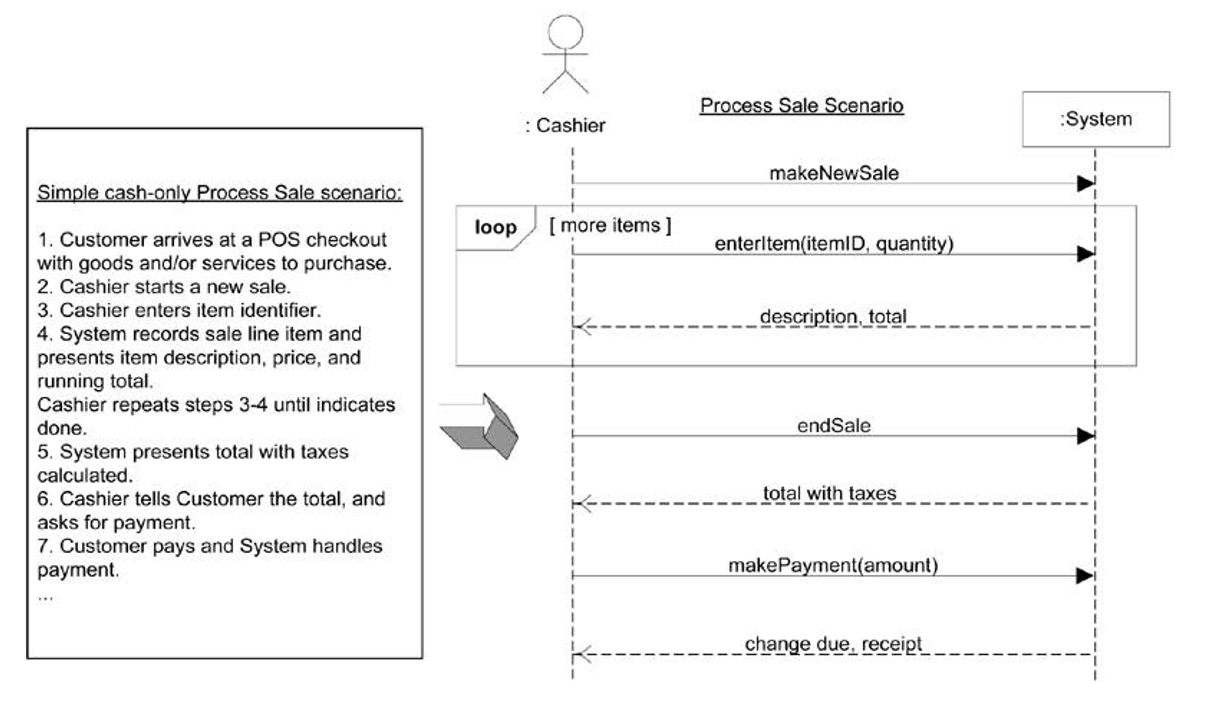


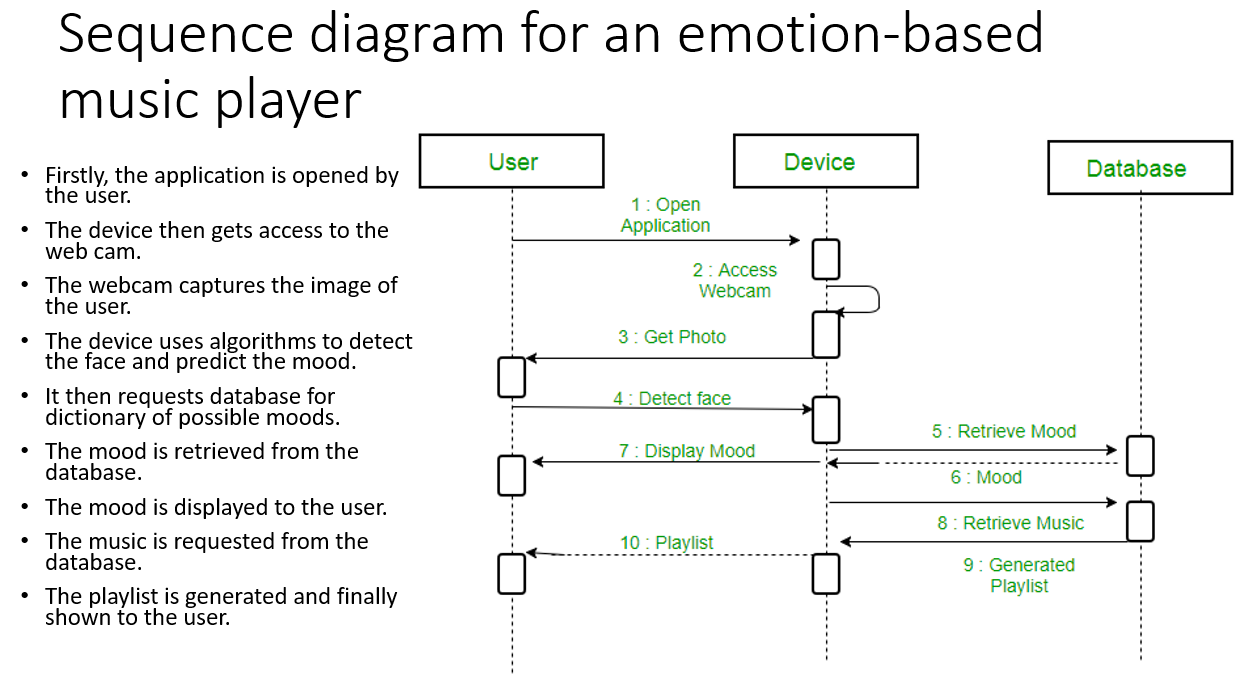
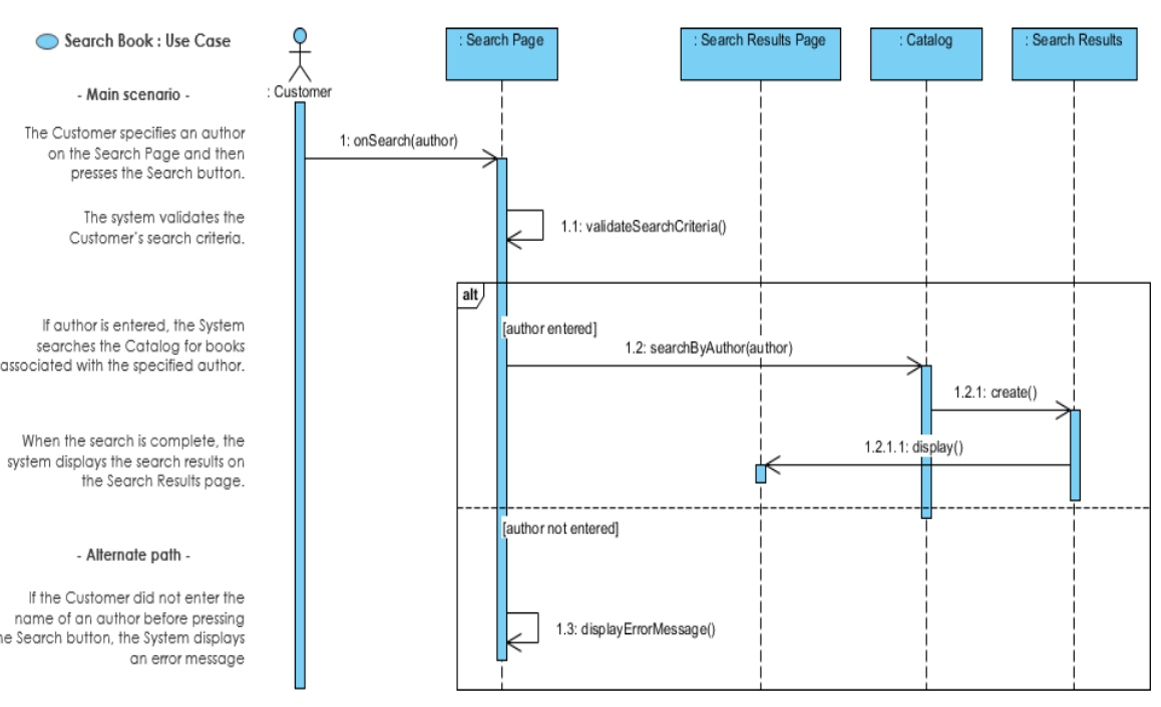
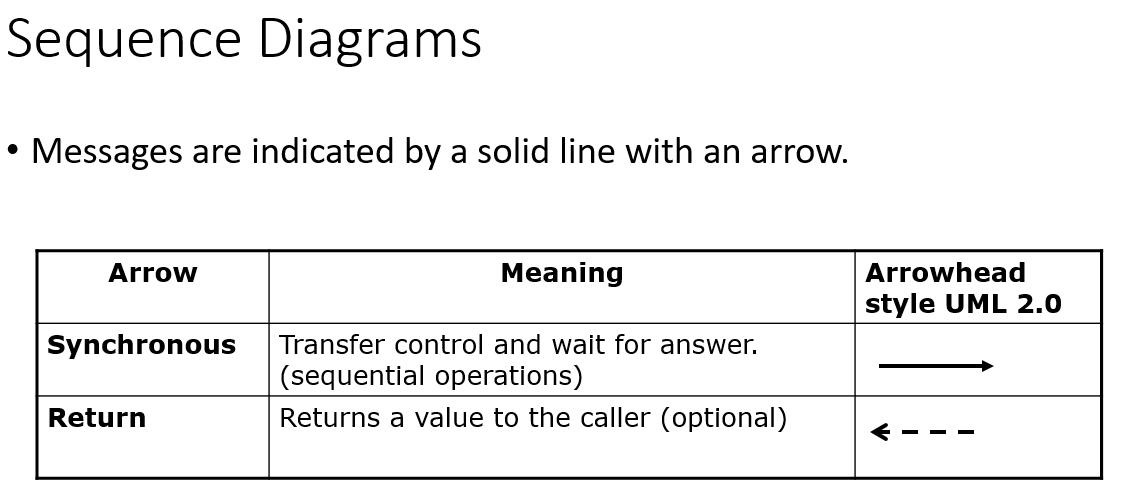


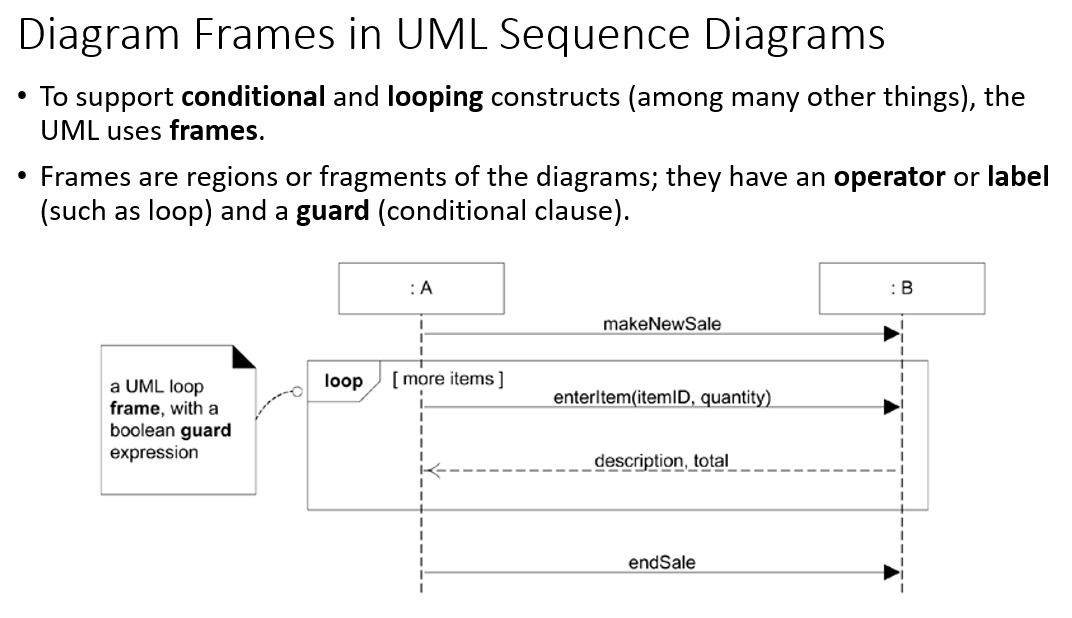
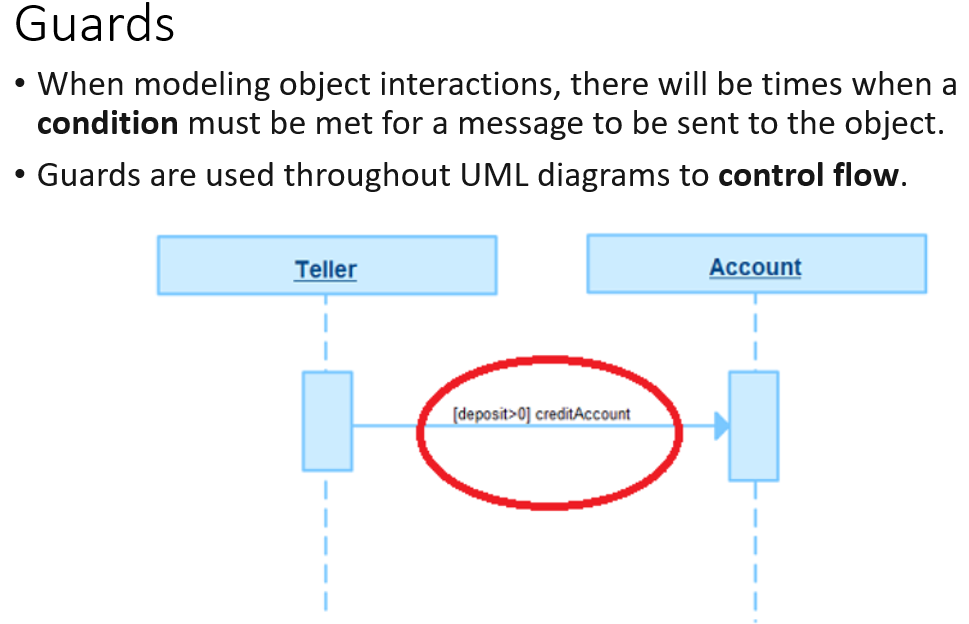
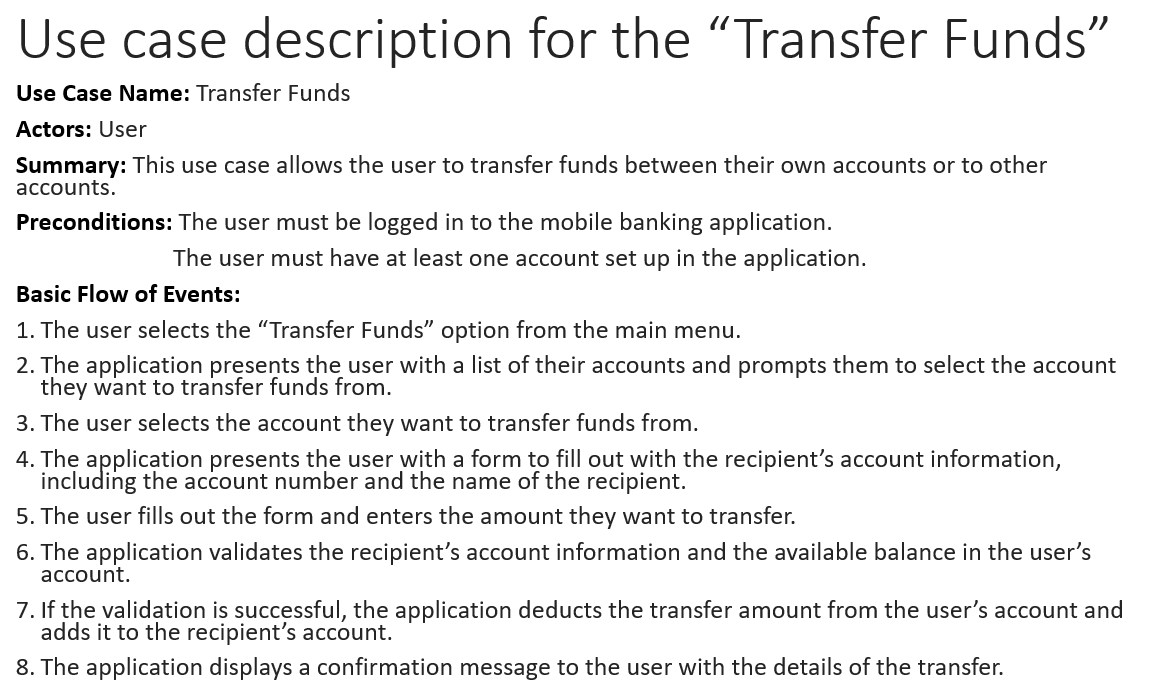


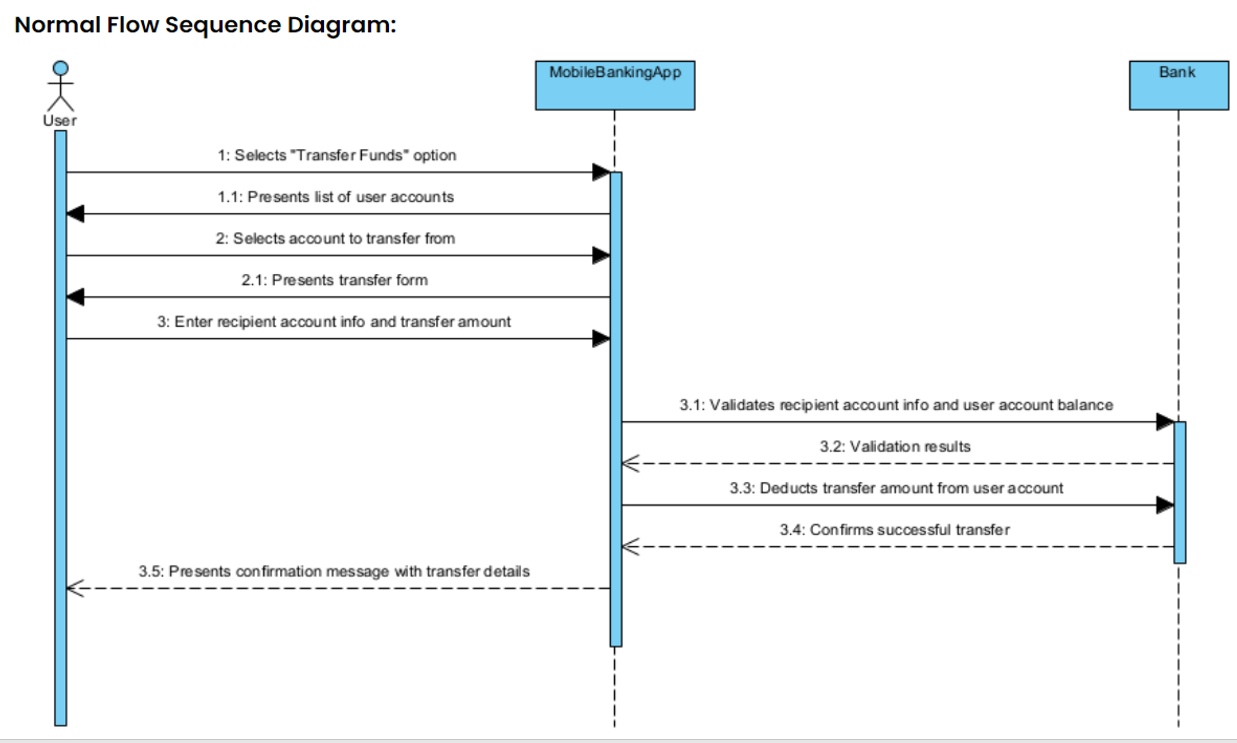
# **Sequence Diagrams**

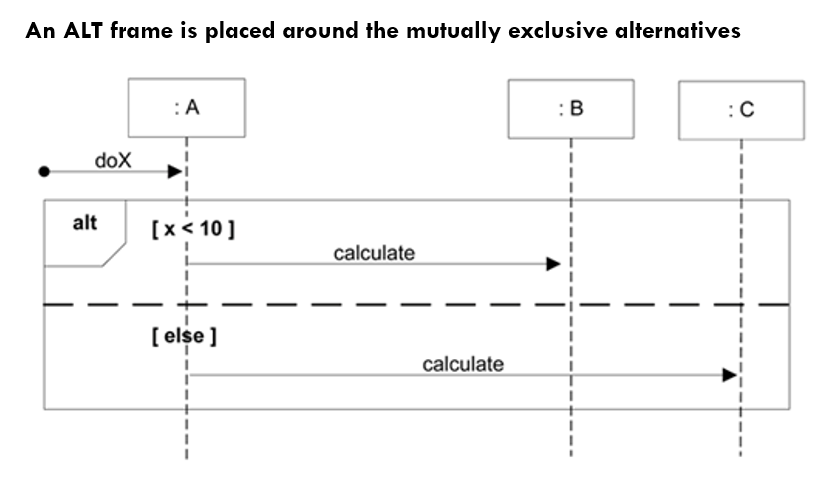












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# **State Diagrams**

