Introduction to UML

The Basics

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pluralsight
hardcore developer training

Introduction

- **Types of Models**
- **Basic Building Blocks**
- **Common Extensions**
- **Key Considerations**

Structural Modeling

- **Things**
  - Physical
  - Conceptual
- **Static Parts**
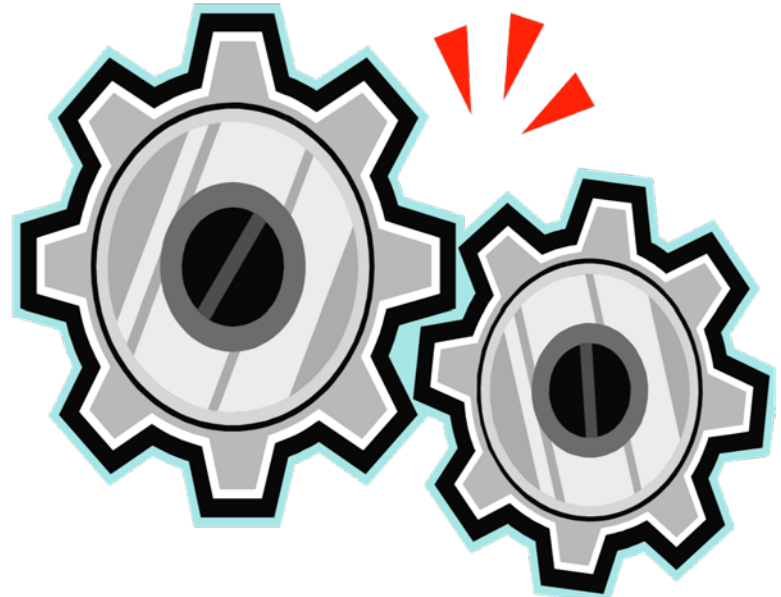- **Nouns**

- **Diagrams**
  - Class
  - Component
  - Package
  - Deployment

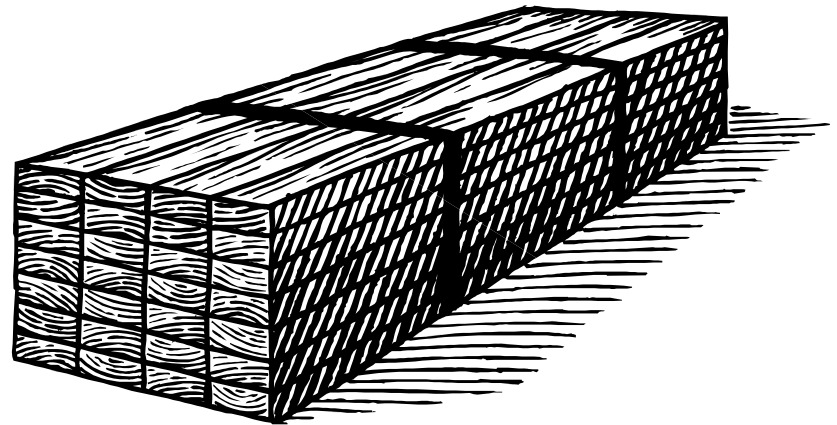# Behavioral Modeling

- **Functionality**
  - Processes
  - Interactions
- **Dynamic Parts**
- **Verbs**

- **Diagrams**
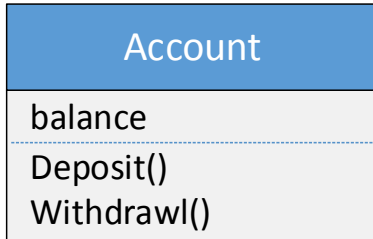 - Use Case
  - Sequence
  - State
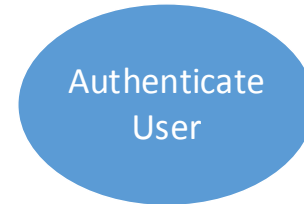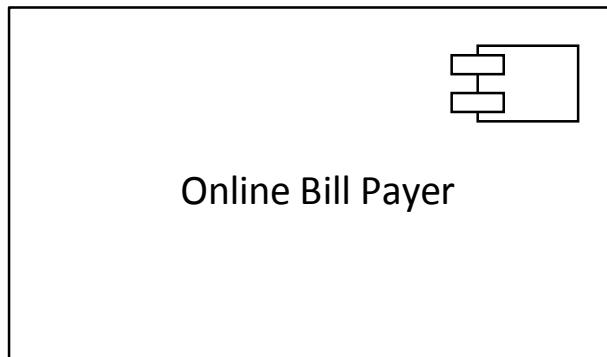 - Activity

Building Blocks

- **Things**
- **Relationships**

Things – "Boxes"

Account
balance
Deposit() Withdrawl()

Class

Authenticate User

Use Case

Online Bill Payer

Component

Database Server
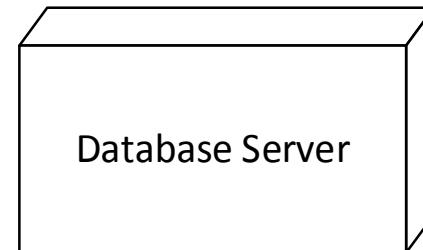
Node

Things – "Messages and Actions"

——————Message()——————→

←– – – – –Return– – – – – –

——AsynchronousMessage()——→

Messages

Scheduled
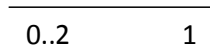
States

Submit
Application

Actions

Relationships

0..2   1

Association
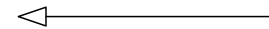
Generalization
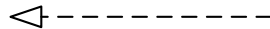
Implementation

Dependency

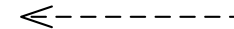# Common Extensions

Add a note to give some details to the association element in a diagram

Annotations / Notes

<<Interface>>

Stereotype

Web Server

Iconic Stereotype

Key Considerations

- **Keep Diagram Clean**
  - Readable
  - Focused
  - Precise
- **Goals**
  - Visualize
  - Specify
  - Document
- **Keep the Audience in Mind**

Summary

- **Structural Modeling**
- **Behavioral Modeling**
- **Basic Building Blocks**
- **Common Extensions**
- **Key Considerations**