

UML Modeling

CS-C3150 Software Engineering

1. Explanation of different terms:

- **Generalization:** This is a technique we use to manage complexity by grouping entities in more general class. We then learn the characteristics of these classes and are saved from learning about every entity individually.
- **Aggregation:** In real-life, the objects are generally composed of many different parts or objects. Aggregation is a special type of association in which objects are composed together to form something bigger and complex objects.
- **Activity Diagram:** Activity diagrams are a type of diagram in UML which can be used to the essentials of a system. It is a representation which shows the workflows activities and actions involved in a process.
- **State Diagram:** State diagram is a type of diagram in UML which is used to represent the reaction of a system to a external and internal stimuli. This type of representation is important since a knowledge of how a system reacts to it's surrounding helps in developed a better system.
- **Design Pattern:** Pattern is a description of a problem and it's solutions in such a way that it can be reused in different settings. It is a method of reusing knowledge and experience and is generally associated with object-oriented design.
- **Host-target Development:** Host-target development is a kind of software development technique in which the software is developed on a host machine but it runs on a target machine. Thus it is important that the software being developed has the capability to run on different machine (hence different platforms).

2. UML Model

