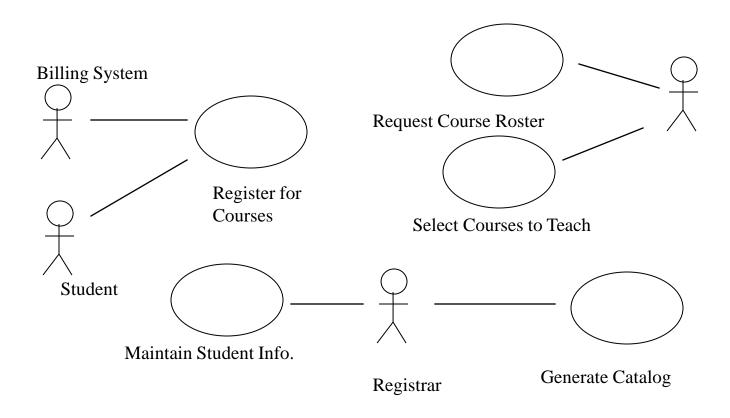
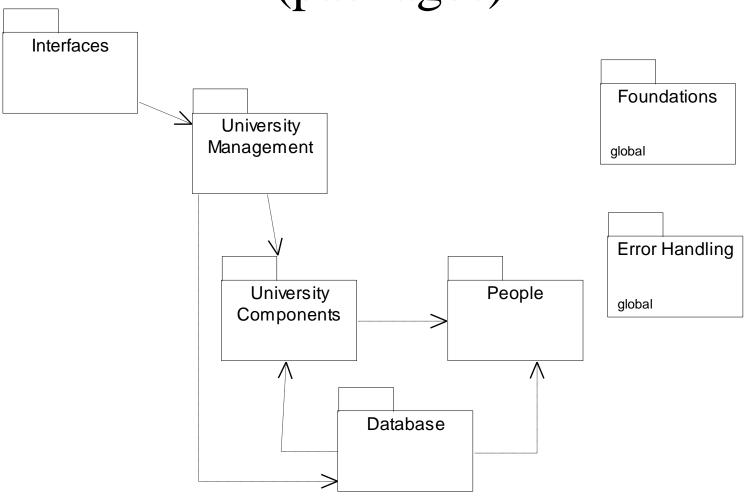
#### Use Case Diagram

shows the relationships of different use cases an actor wishes to perform

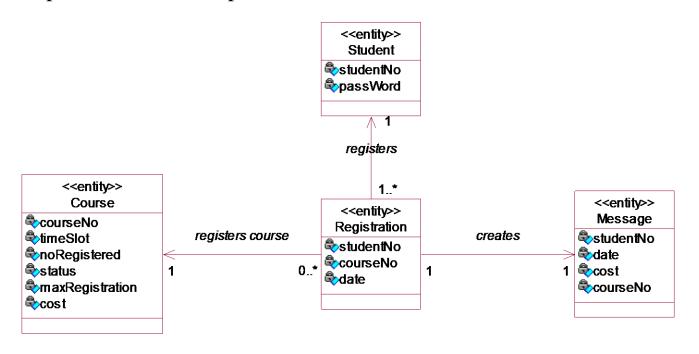


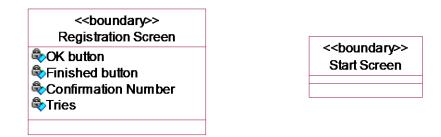
# Class diagram – high level view (packages)

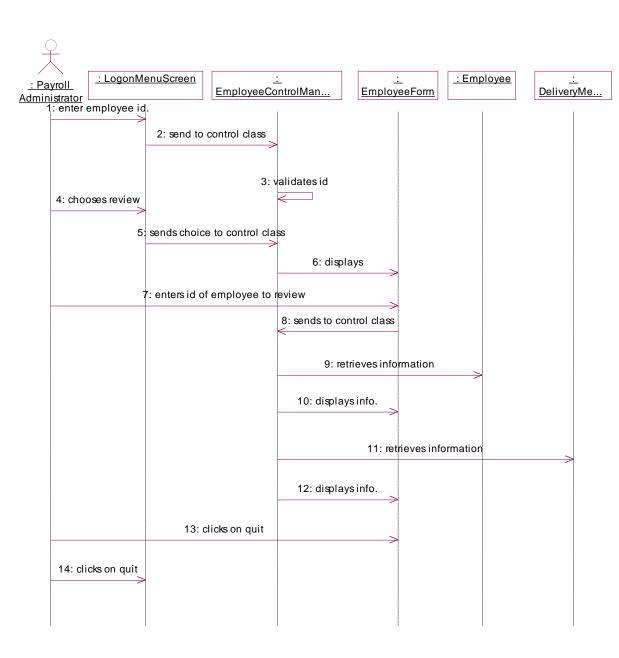


#### Class Diagram

maps class relationships and shows the attributes and actions of a class







### Sequence Diagram

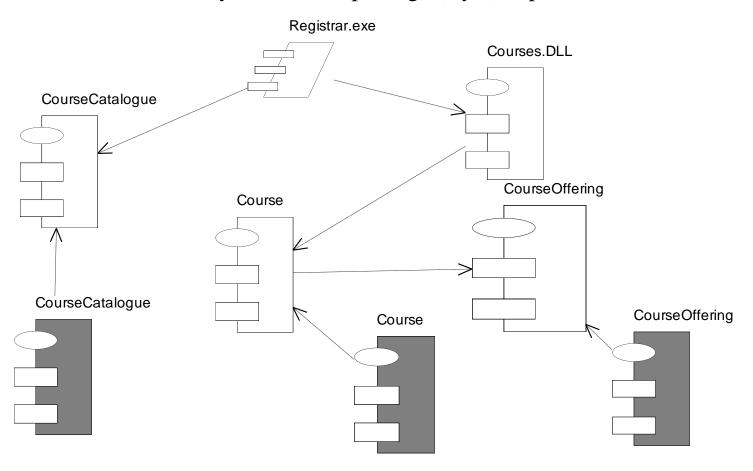
maps the sequence of message flow from the actor to the classes

#### Communication Diagram

Shows interaction of objects required for a use case 3: validates id 1: enter employee id. 2: send to control class 4: chooses review 5: sends choice to control class 14: clicks on quit : EmployeeControlManager : LogonMenuScreen  $\rightarrow$ : Payroll Administrator 8: sends to control class 11: retrieves information 7: enters id of employee to rev... 13: clicks on q... 6. displays 10: displays info. 9: retrieves information 12: displays info. : DeliveryMethod : EmployeeForm : Employee

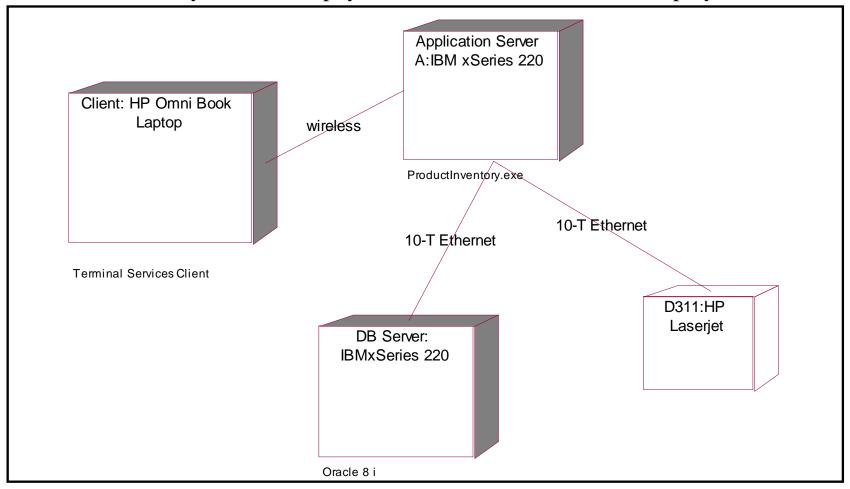
#### Component Diagram

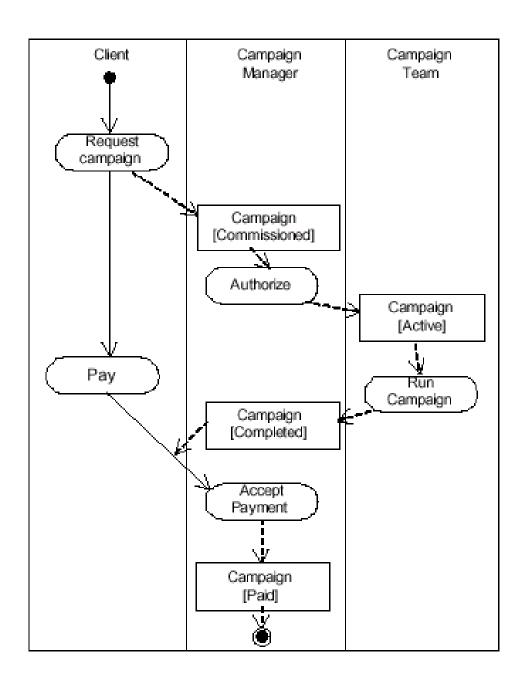
Allows you to model package (layer) dependencies



#### Deployment Diagram

Allows you to model physical hardware the software is deployed on





## Activity Diagram

allows you to model a process as a collection of activities and transitions

#### State Diagram

shows actions to be performed when an objects state changes

