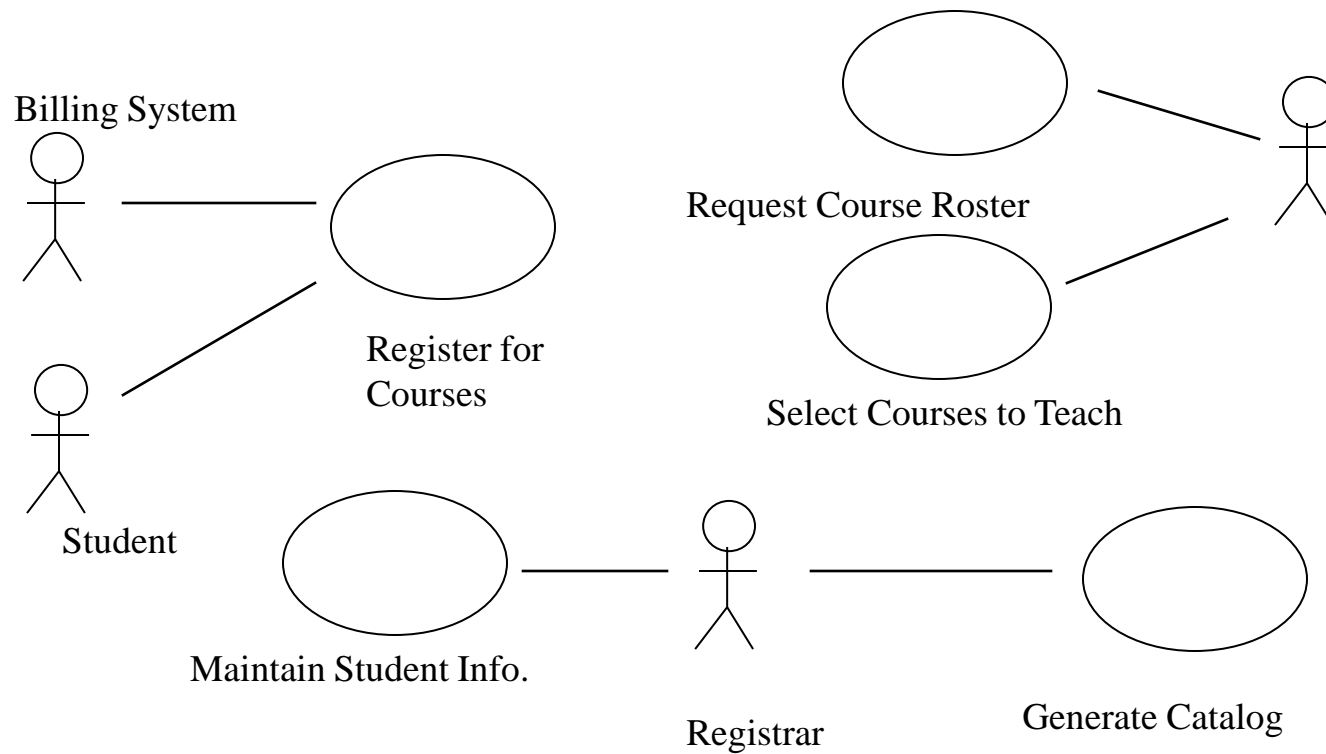
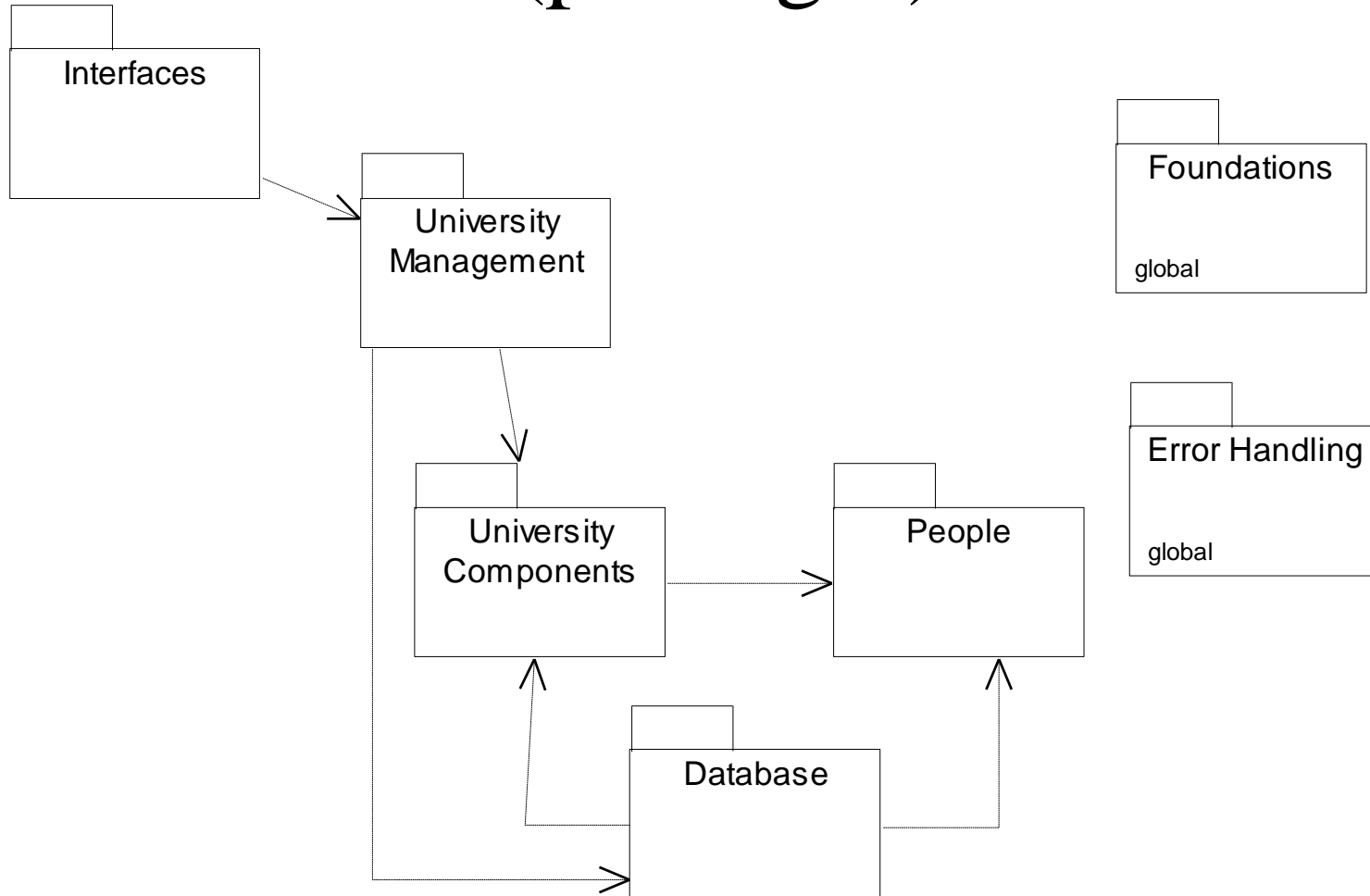


Use Case Diagram

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

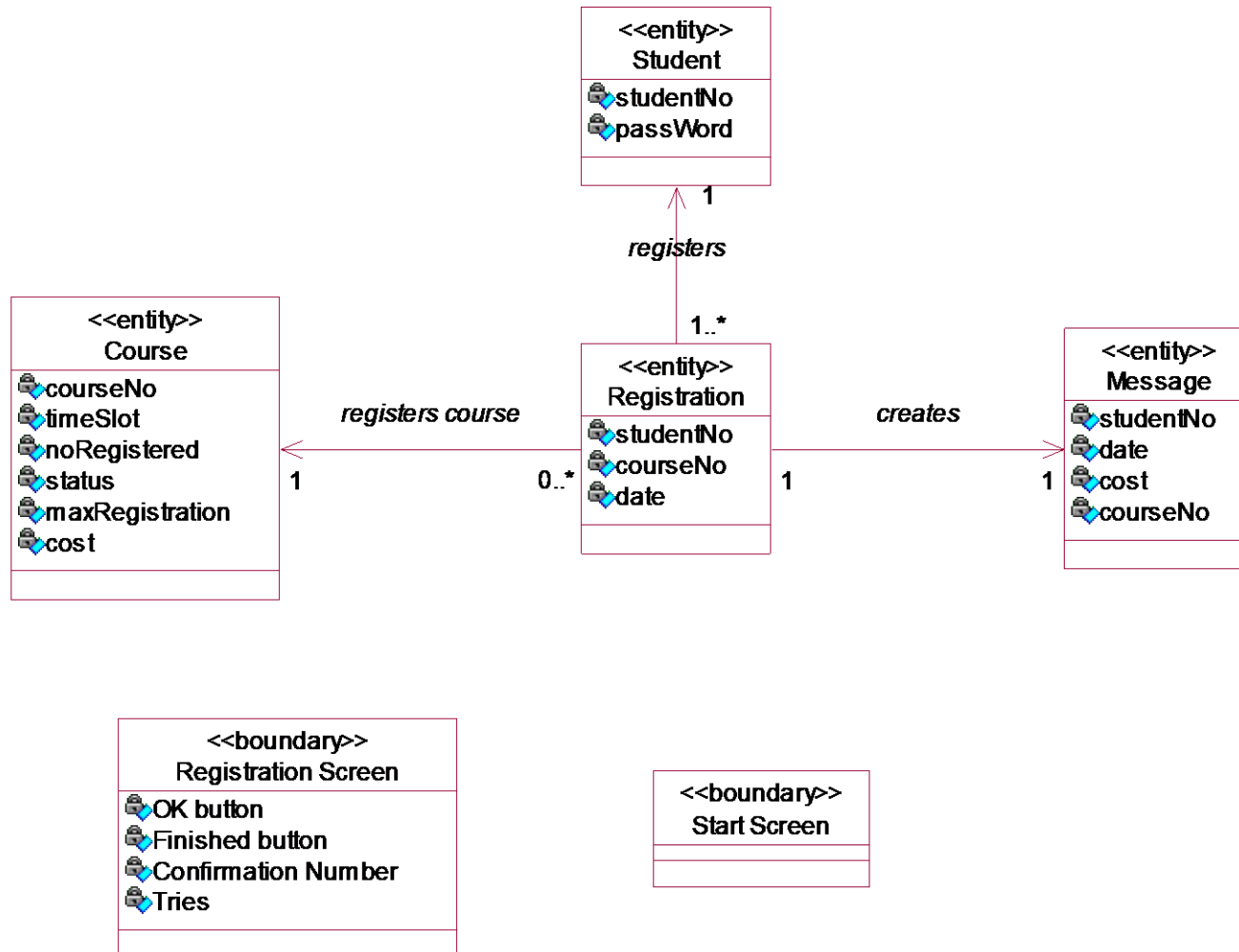


Class diagram – high level view (packages)



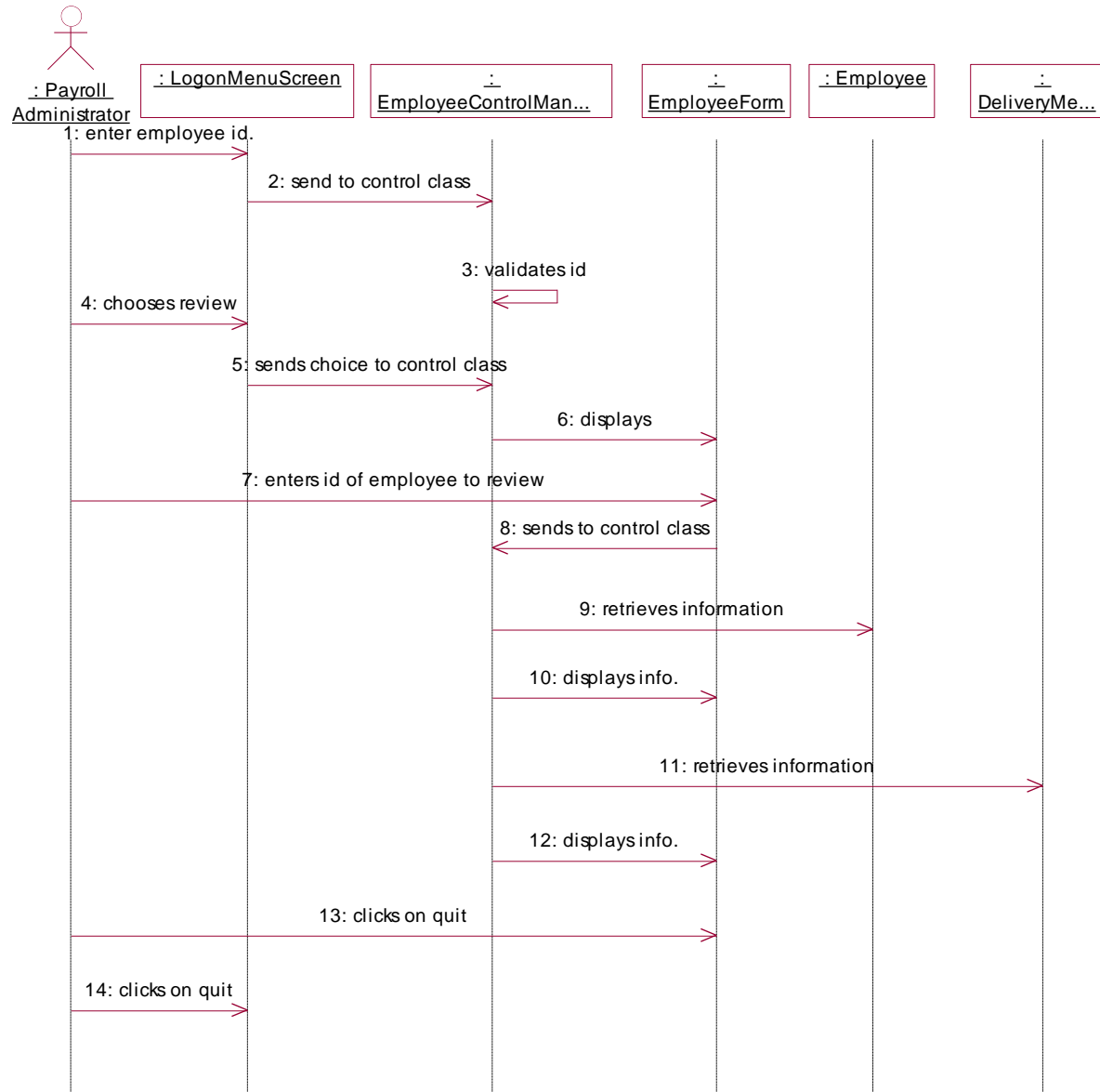
Class Diagram

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



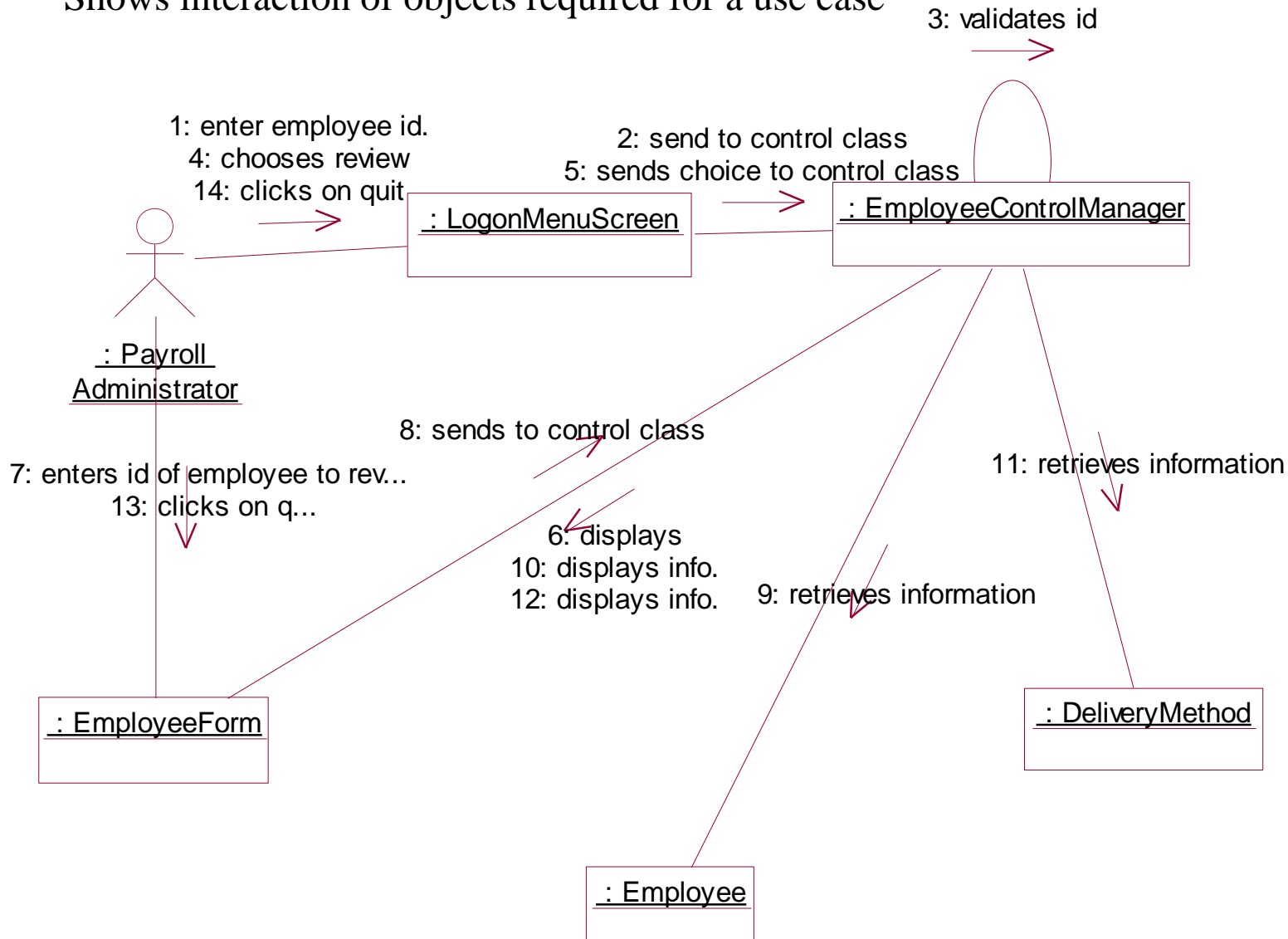
Sequence Diagram

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



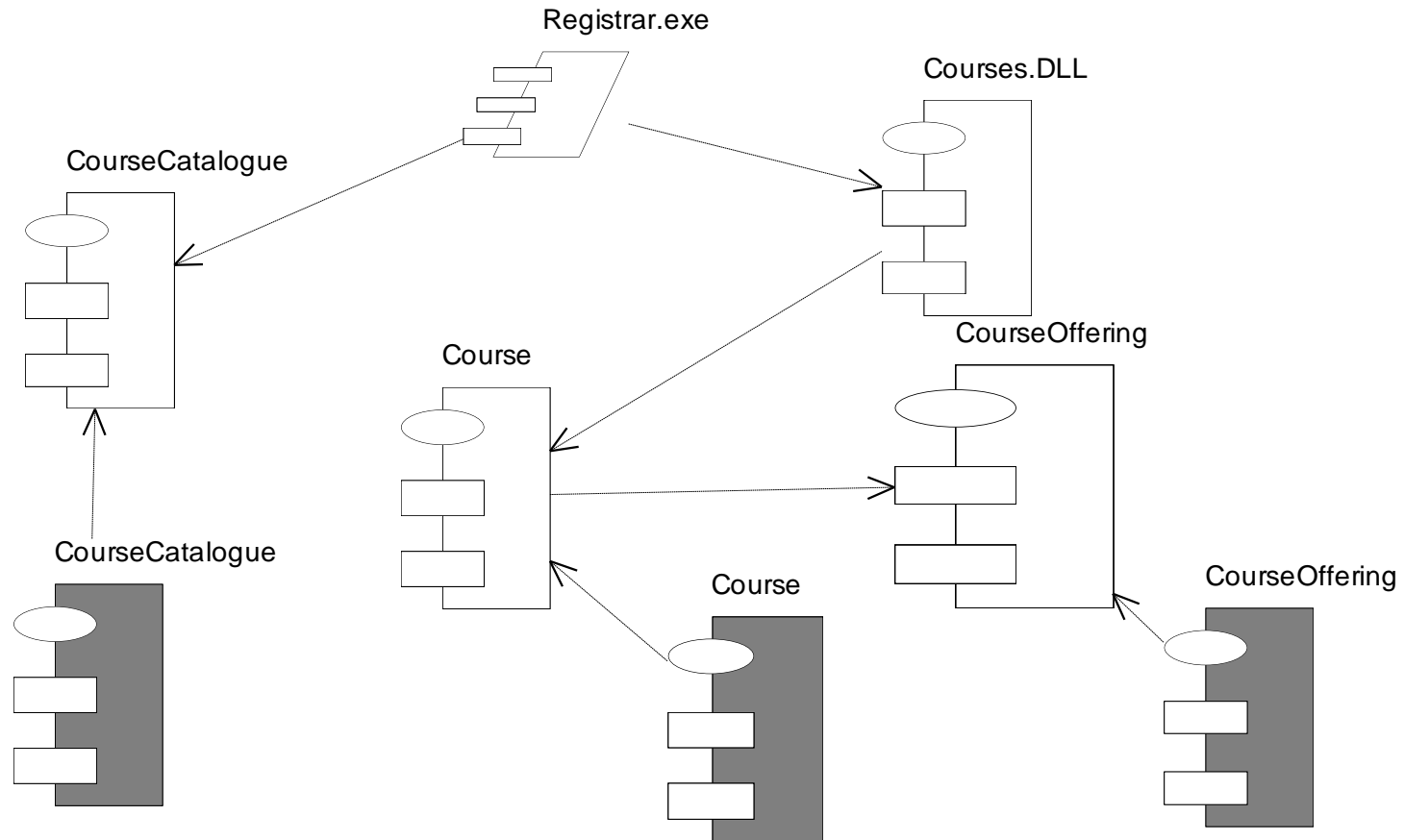
Communication Diagram

Shows interaction of objects required for a use case



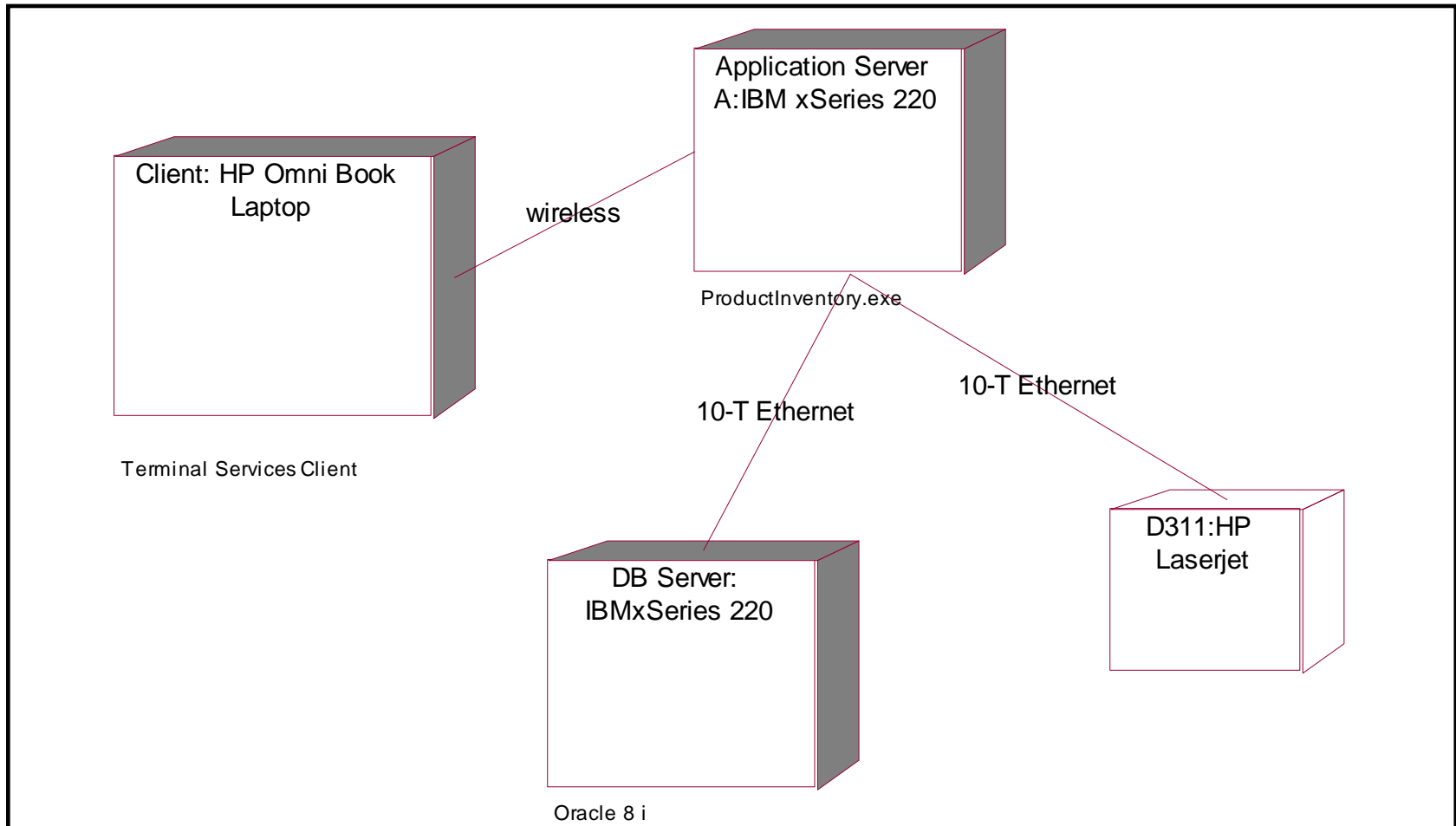
Component Diagram

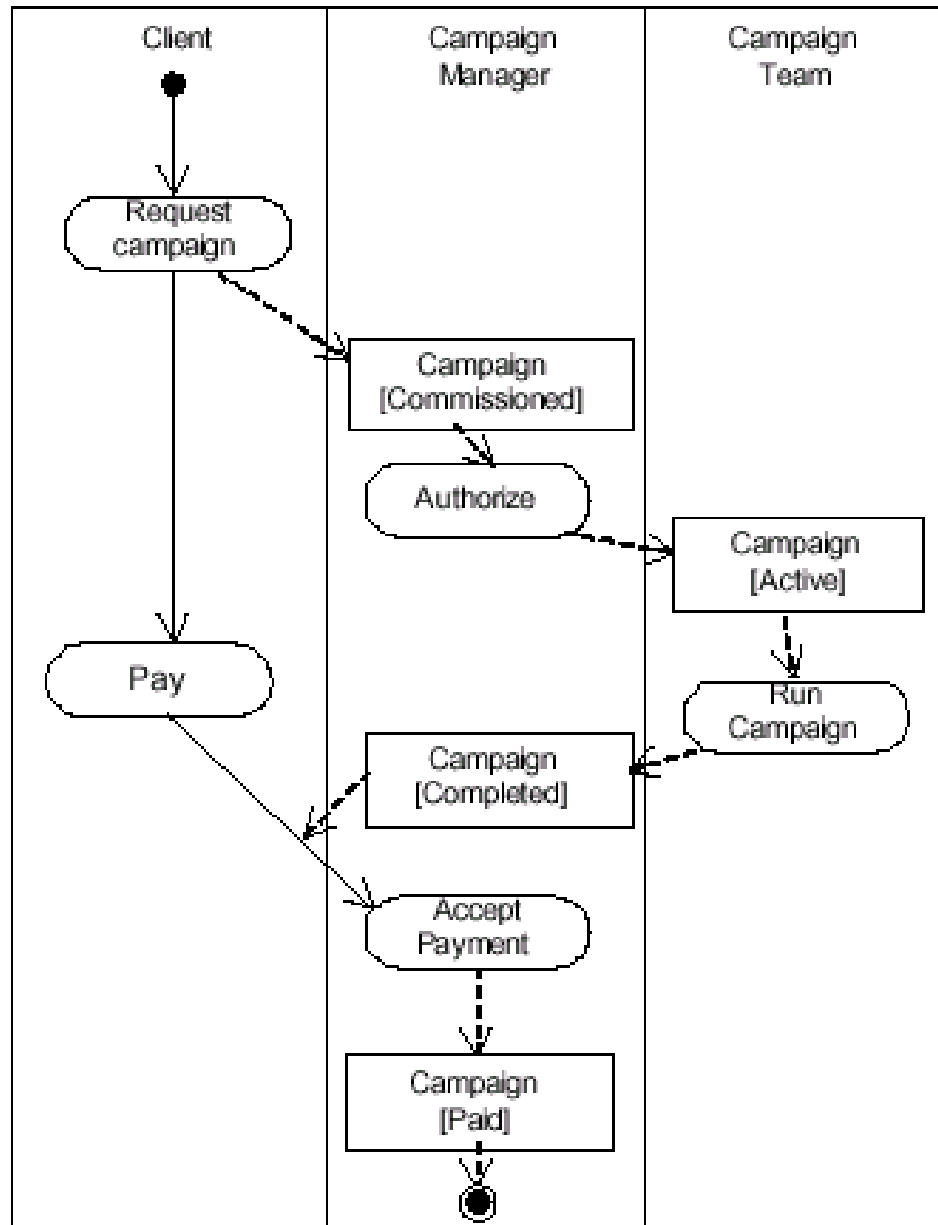
Allows you to model package (layer) dependencies



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

