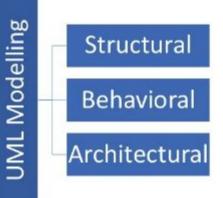
UML: Unified Modeling Language

- Class Diagram
- Object Diagram
- Use Case Diagram

UML: Unified Modeling Language

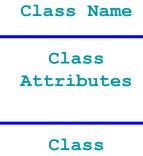
- UML stands for Unified Modeling Language
- It is a Visual Language
- It is Industry Standard Graphical Language for specifying, visualizing, constructing and documenting the artifact of the system.
- UML mostly uses graphical notations to express Object Oriented Analysis and Design of the software
- It simplifies the complex process of the software design

UML: Unified Modeling Language

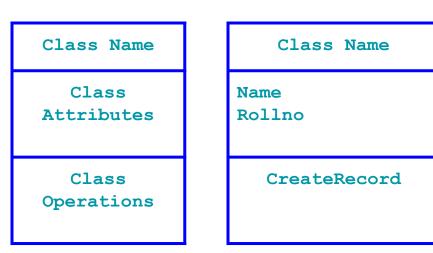


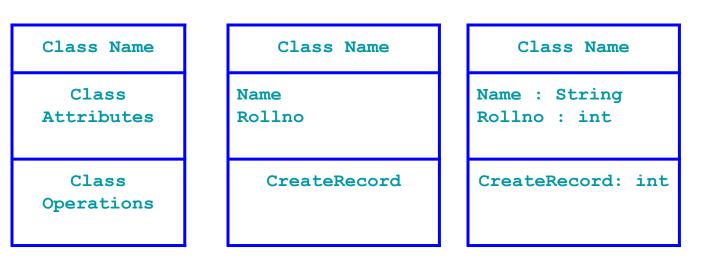
- Static features of a system.
- Dynamic Feature of a system.
- Blue print of the entire system.

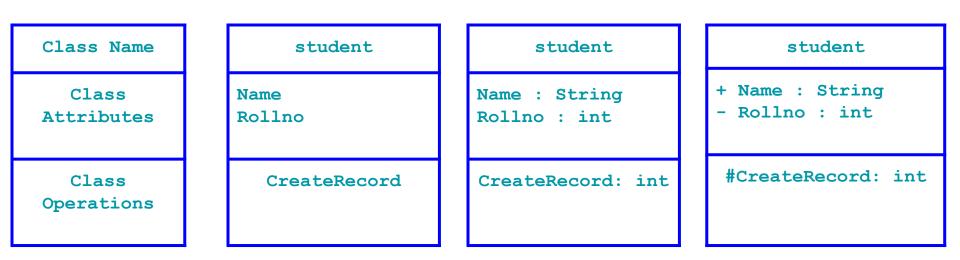
- It shows the classes of the system, their inter-relationships, the operations and the attributes of the classes.
- Explore domain concepts in the form of domain model.
- Analyze requirements in the form of conceptual/analysis model.
- Depict the detailed design of object oriented or object based software.



Operations





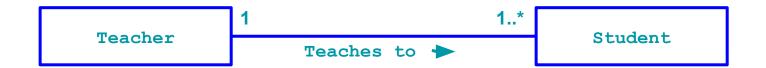


Visibility Notations:

- + Public
- Private
 - # Protected

- It has relationships between the classes
 - Association
 - Dependency
 - Aggregation
 - Composition
 - Generalization

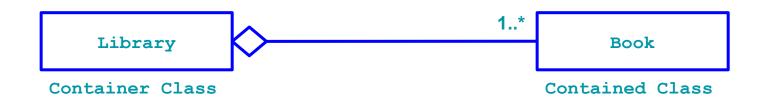
• Association



• Dependency



• Aggregation



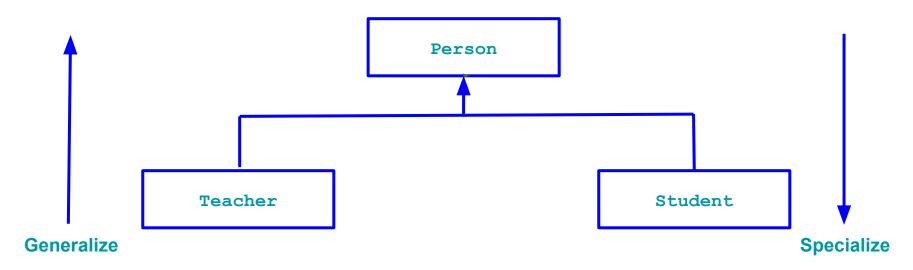
Here, book class is not strongly depend on library class i.e. contained class is not strongly dependent on container class.

• Composition

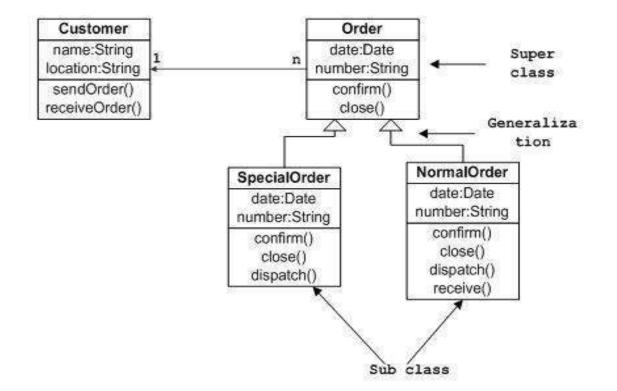
- It is like aggregation.
- Example: A school bag and its pockets.
- If school bag is destroyed, then pockets automatically destroyed.
- I.e. Contained class has strongly dependency on contained class.



• Generalization



Sample Class Diagram



- It shows instances instead of classes.
- They are useful for exploring small pieces with complicated relationships, especially recursive relationships.

Object Name:ClassName

Attributes

