

# UML Tutorial

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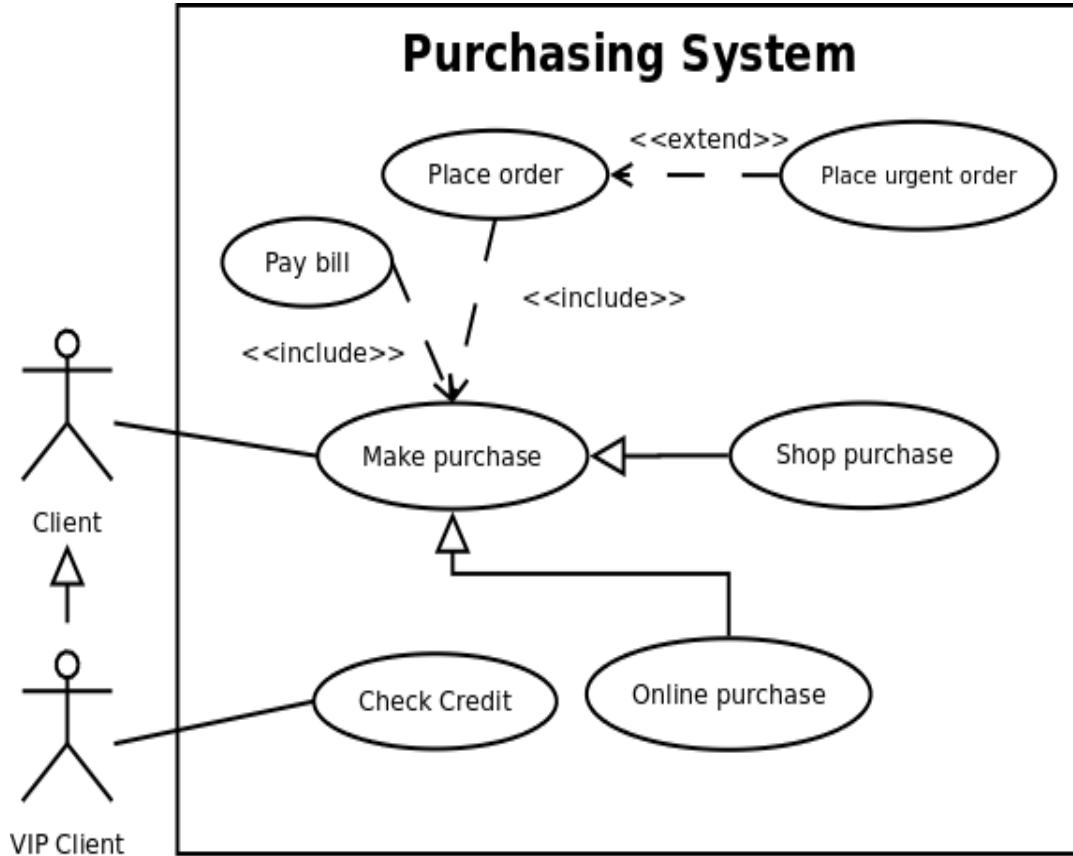
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# Lecture Plan

- Use Case Diagrams
- Class Diagrams
- State Machine Diagrams (or Statecharts)
- Activity Diagrams
- Sequence Diagrams
- Communication Diagrams

# Use Case diagrams



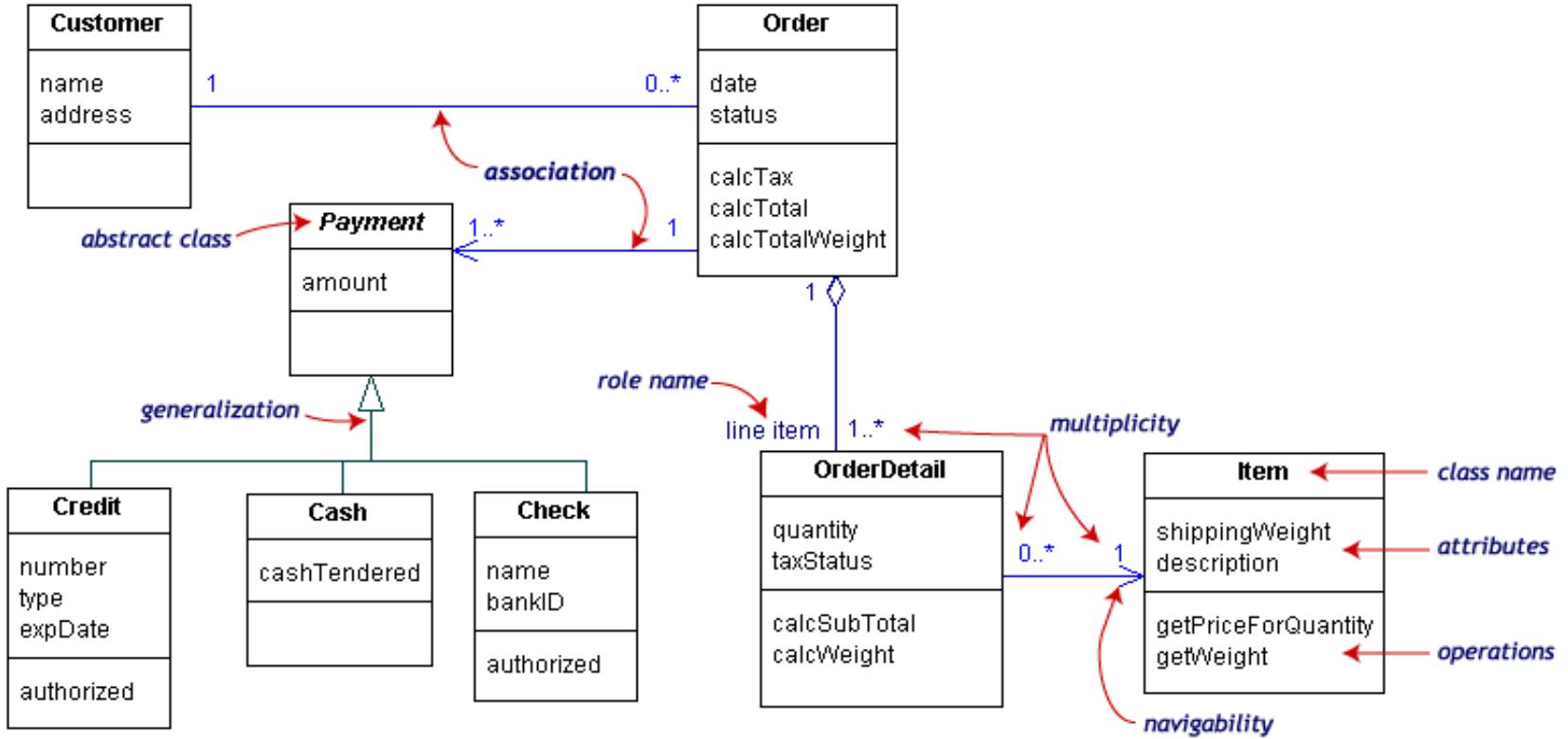
**When and why do we use  
usecase diagrams?**

# Use Case Diagram - notes

- Usage: Use case diagrams give an outsider's view of a system. It explains what system must do, but not how.
- Important modelling notes:
  - ✿ *<<include>>* specifies that task is a subtask for another one.
  - ✿ *<<extend>>* defines special behaviour that occurs under certain conditions
  - ✿ Actors MUST be outside System box



# Class Diagrams



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# Class Diagrams - notes

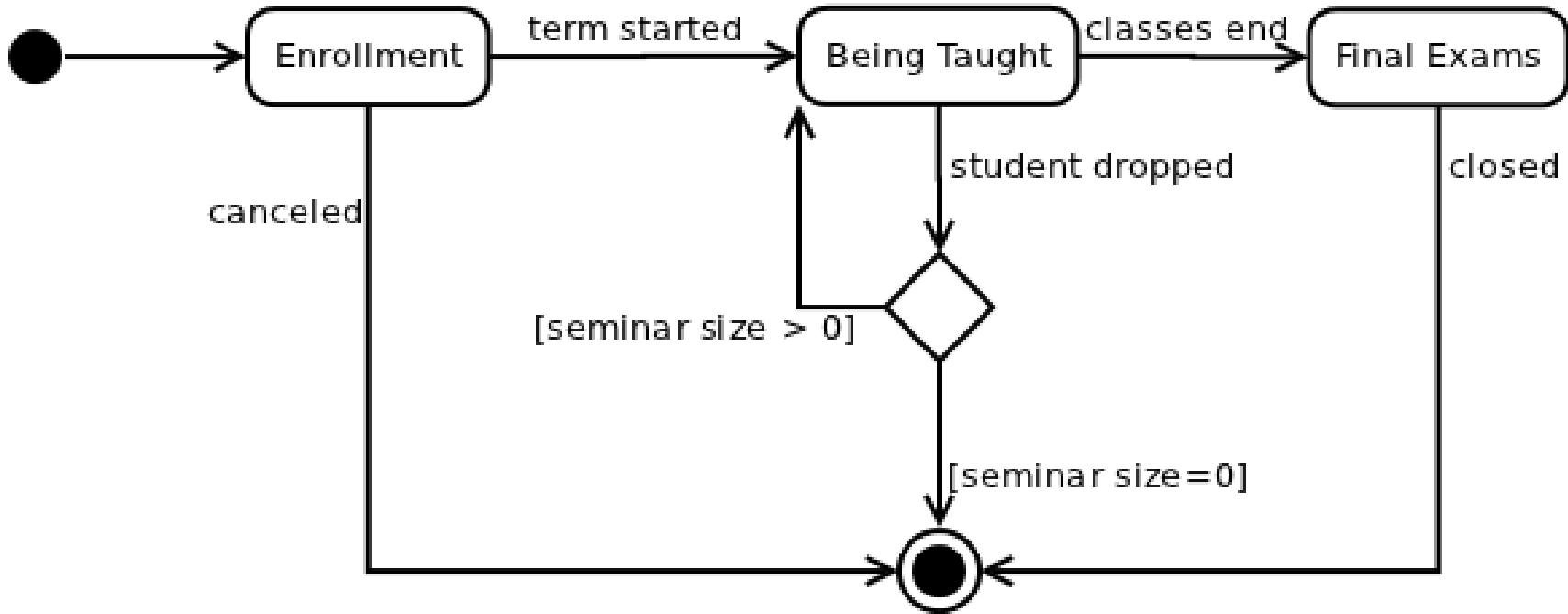
- Usage: Diagram gives an overview of a system by showing its classes and the relationships among them.
- Important modelling notes:
  - ＊ association -- a relationship between instances of the two classes.
  - ＊ aggregation -- an association in which one class belongs to a collection.
  - ＊ generalization -- an inheritance link indicating one class is a superclass of the other.



# Class Diagrams – notes II

- Relationship properties:
  - ★ Name
  - ★ Navigability
  - ★ Multiplicity
- **BEWARE:** Some sources include dependency link and treat aggregation as association link

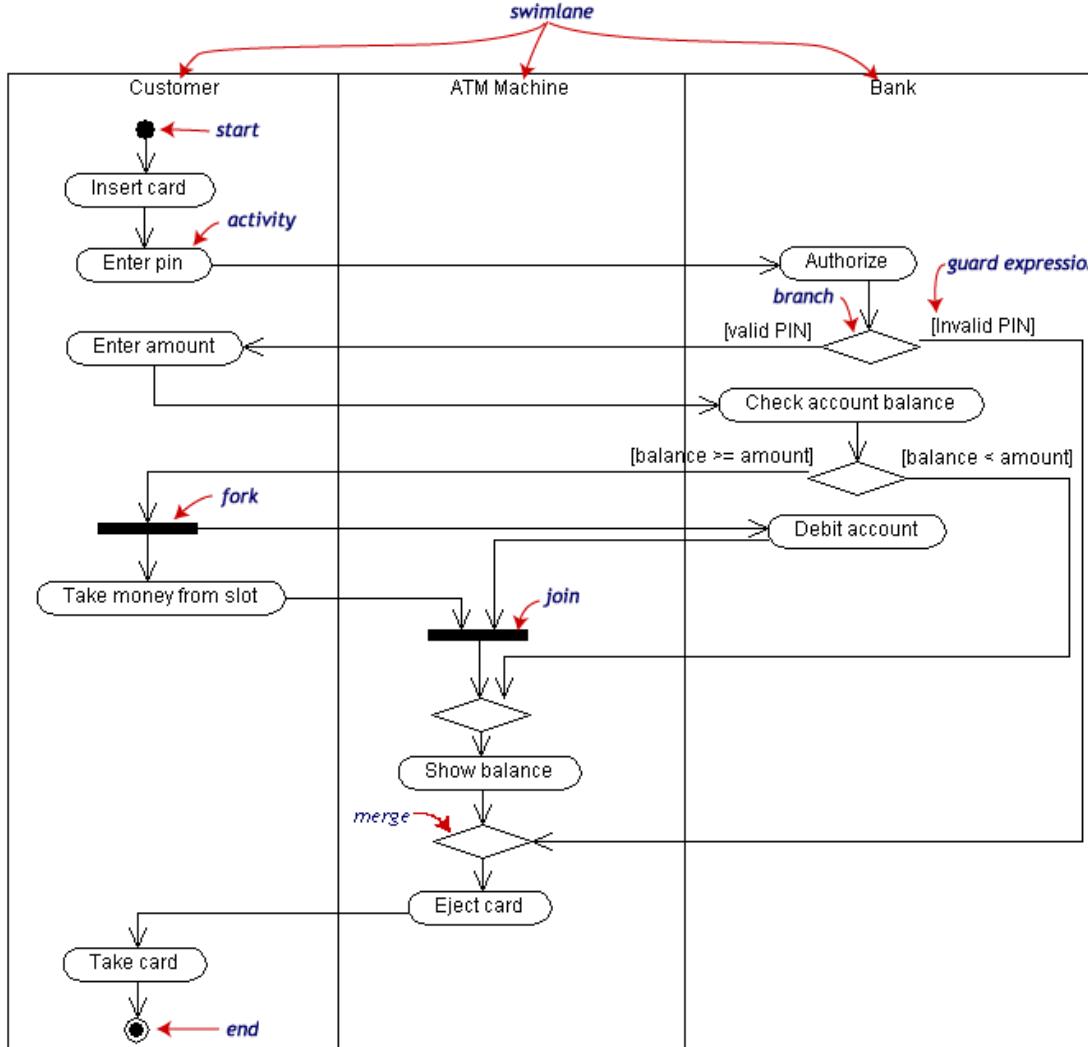
# State Machine Diagrams (or Statecharts)



# State machine Diagrams – notes

- Usage: To understand complex classes better.
- UML state machine diagrams depict the various states that an object may be in and the transitions between those states.

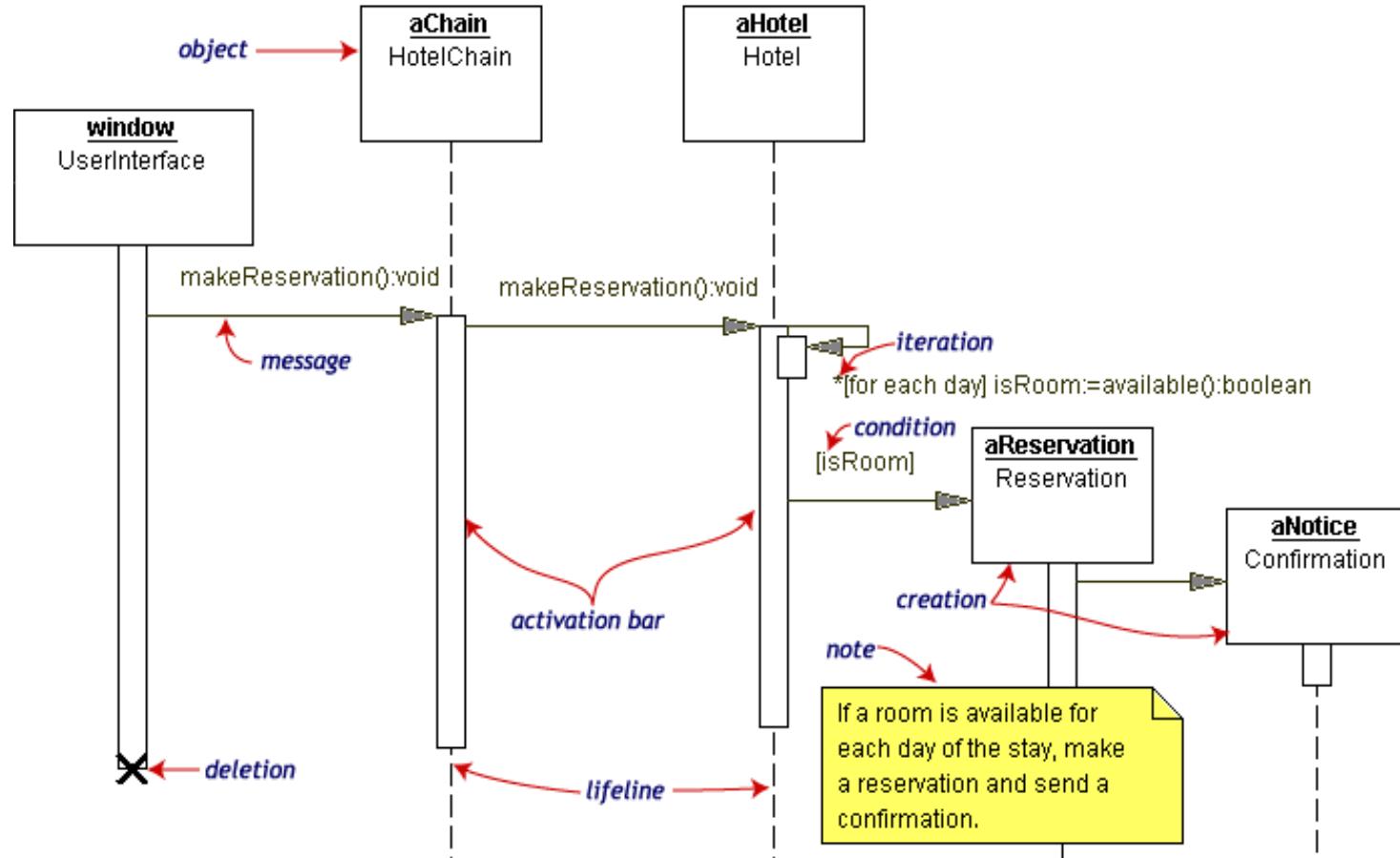
# Activity Diagrams



# Activity Diagram - notes

- Usage: Showing workflows of stepwise activities and actions, with support for choice, iteration and concurrency.
  - ✿ Analysis or design of a business process or business rule
  - ✿ Design of the logic flow of a complex operation

# Sequence Diagrams





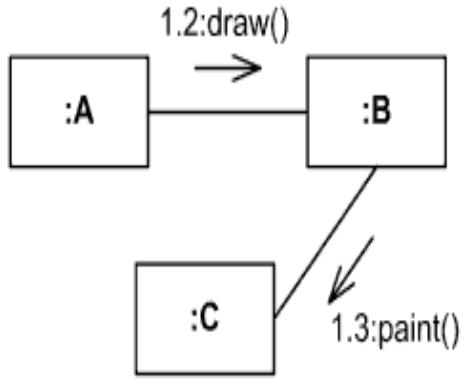
# Sequence Diagram - notes

- Usage: Shows dynamic behaviour between objects. It can be used to model more complex interactions.
- Not so suitable for scenarios with many concurrent activities

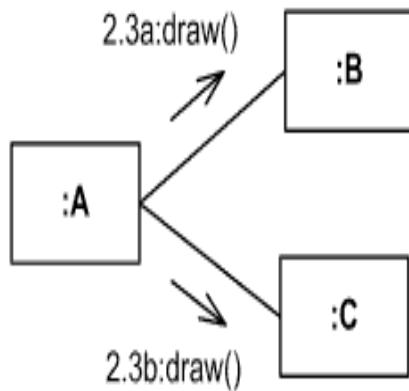
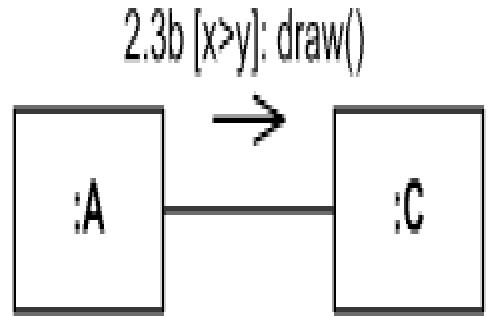


# Communication Diagrams

## Sequential Communication



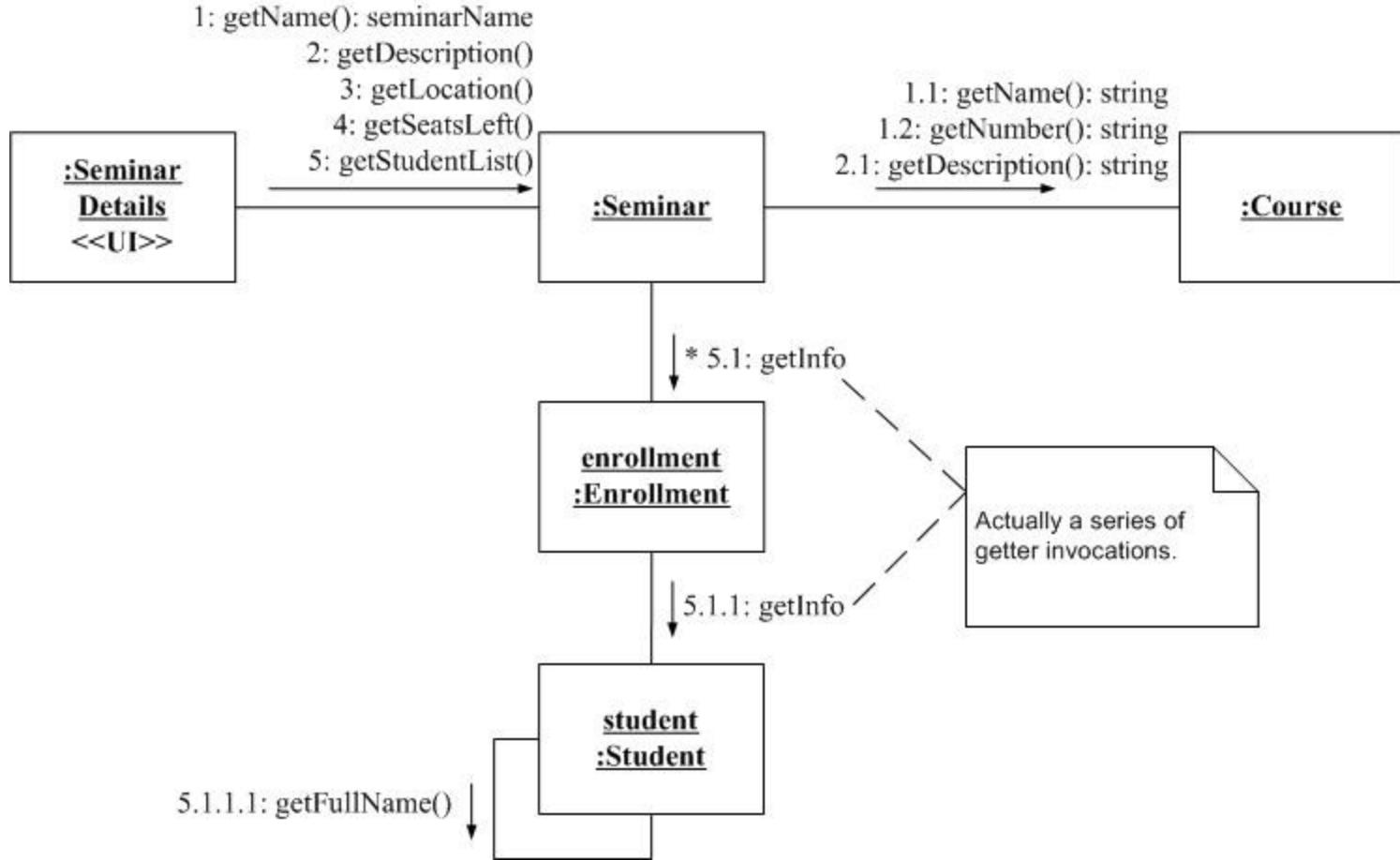
## Communication Guard



## Concurrent Communication



# Communication Diagrams





# Communication Diagrams - notes

- Communication diagram shows interactions between objects and/or parts using sequenced messages in a free-form arrangement.