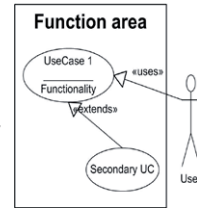


# UML Quick Reference

## Dynamic diagrams

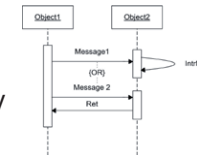
### Use case diagram

Describes interactions between uses cases and actors. Consists of actors representing stakeholders, external systems etc. and the functionality description in the use cases.



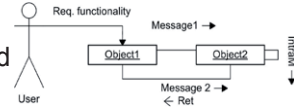
### Sequence diagram

Interaction between different objects presenting time ordering of the communication and focus of control. in the system. It represents sequence of the interactions between the objects step by step possibly with the timing. Consists of objects that interact by passing messages.



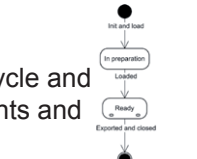
### Interaction (Collaboration) diagram

Interaction between objects showing communication paths and their stereotype (self, local, parameter, global). Represents objects and their communication.



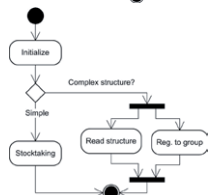
### State (statecharts) diagram

Represents sequence of states that objects undergo during their life cycle and stimuli that causes the state change. Consists of states hierarchy, events and transitions.



### Activity diagram

Represents process flows in the system. Consists of activities, actions, transitions, initial and final states, and guard conditions.



## Views of UML Diagram

**Use case View** Use case diagrams shows system activities or transactions

**Design View** Class + Interaction + Statecharts diagrams = structural view of the system

**Process View** State + activity + sequence + collaboration diagram = dynamic behaviour

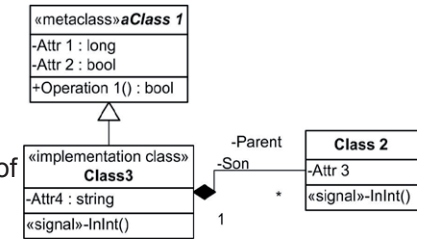
**Component View** Component diagram shows the grouped modules

**Deployment View** Deployment diagram presents deployment modules

## Static diagrams

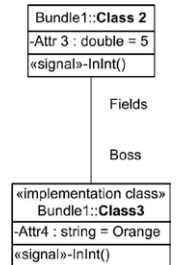
### Class diagram

Defines a detailed design of the system. Consist of classes, interfaces their relationship.



### Object diagram

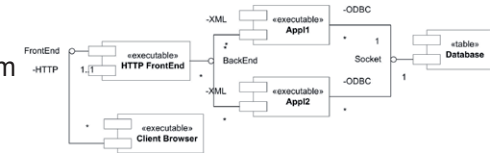
Static snapshot of the class instance structure used to illustrate state of classes in the system. Contents objects and their links.



## Implementation diagrams

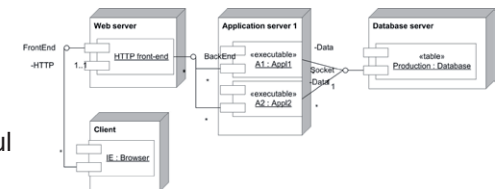
### Component diagram

Describes how components form the system and how they are interrelated. Consists of components, their interfaces and relations (dependencies, generalization, association and realization)



### Deployment diagram

Configuration of the runtime elements of the application. Shows which components are running at which node and the node relations. This diagram is by far most useful when a system is built and ready to be deployed.



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