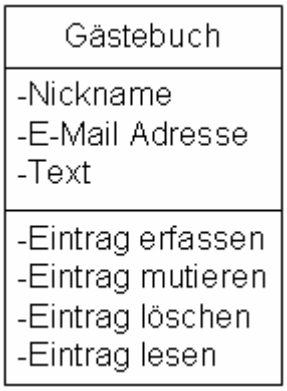
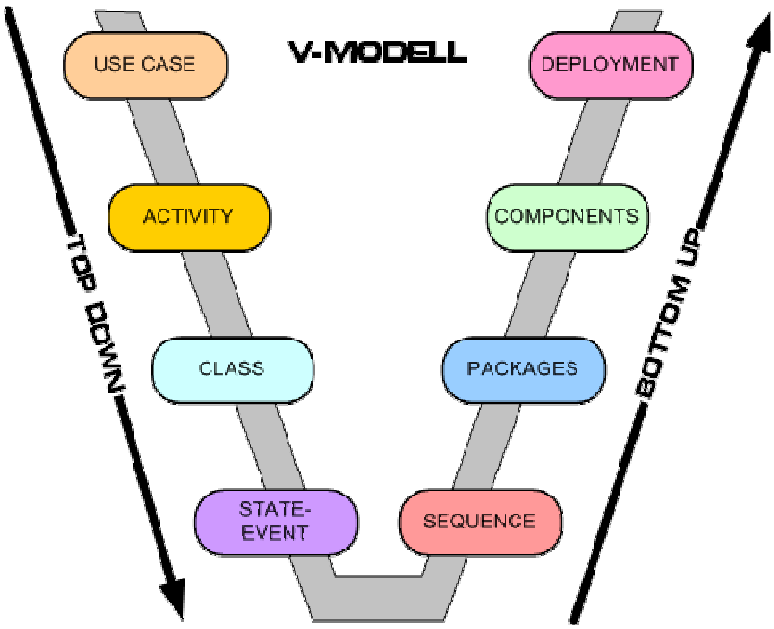
Overview
UML Basic Diagrams

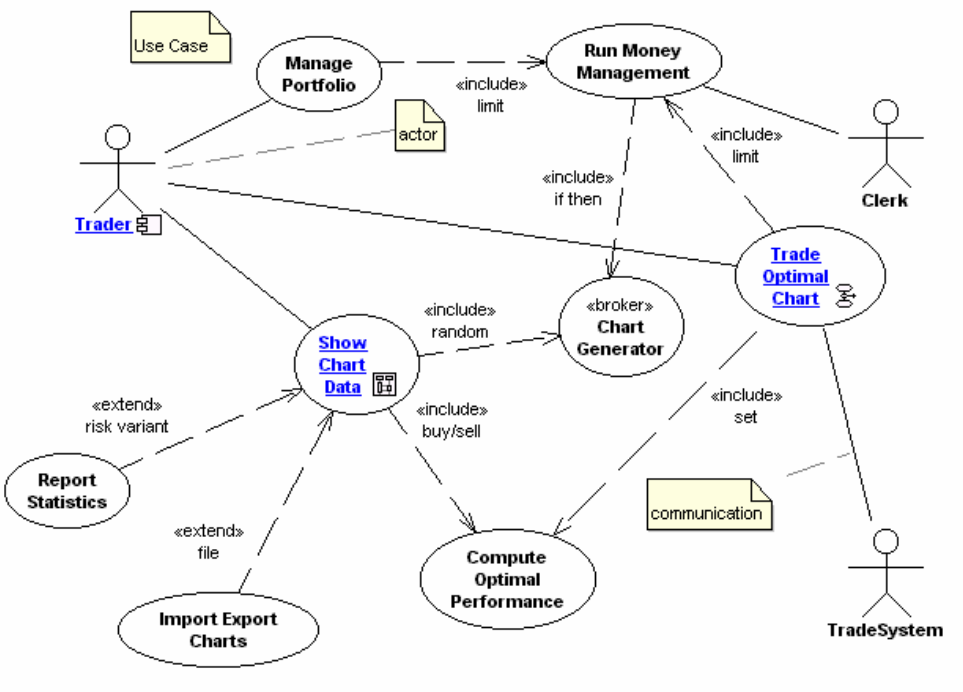


V-Modell with UML



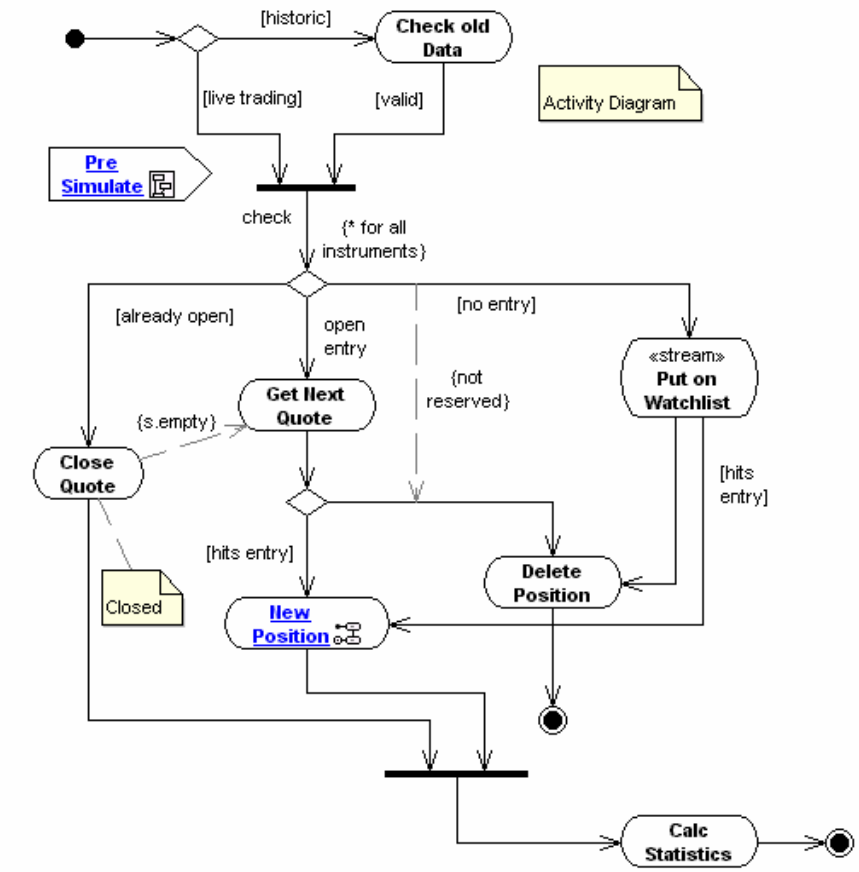
1.1 Use Case Analysis

Use-case diagrams, which model the functional requirements of the system in terms of actors and actions (eg, customer gives cheque for cashing to counter clerk). Producing an application consists of implementing all the use-cases.



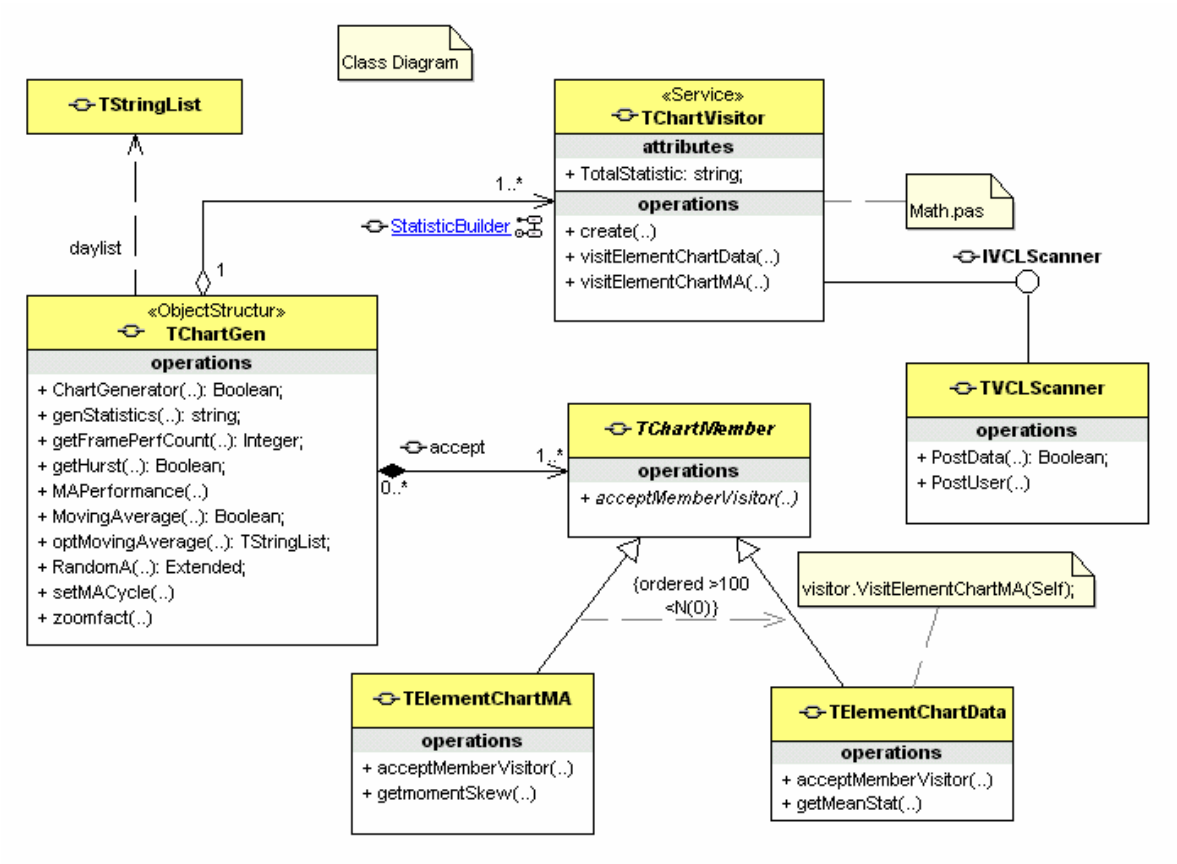
1.2 Activity

Activities model the workflow and his actions in a process oriented way.



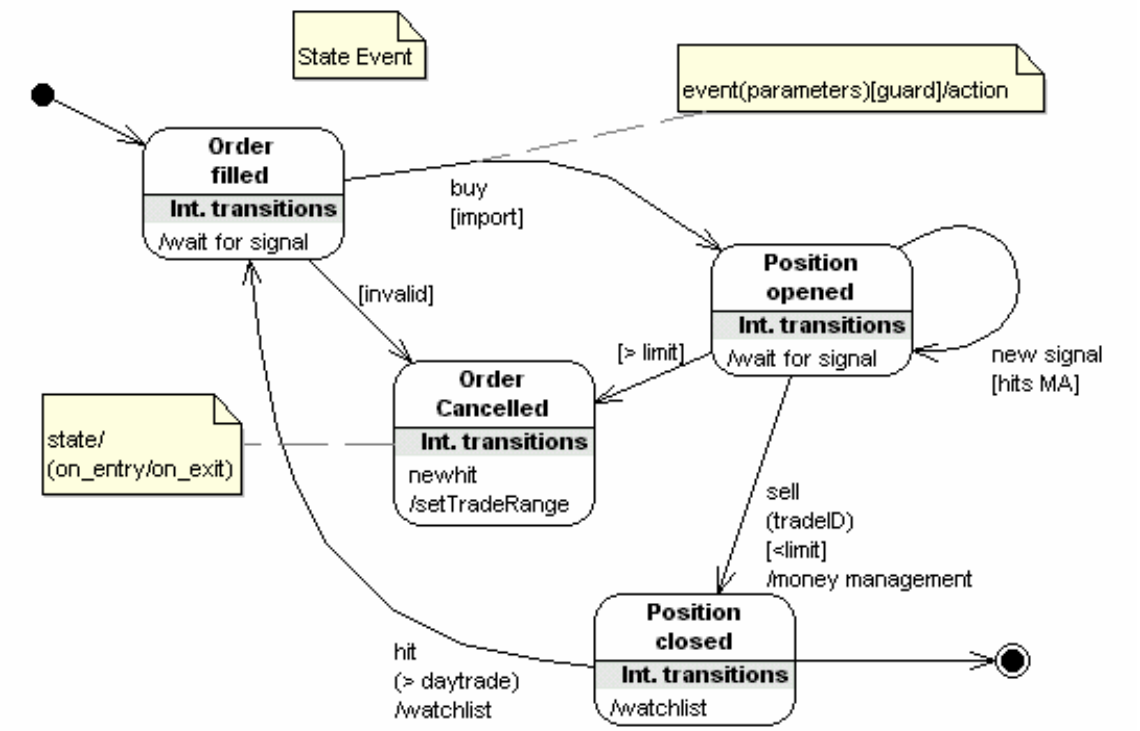
1.3 Class Design

Shows attributs, operations, events and relations between other oo-classes.



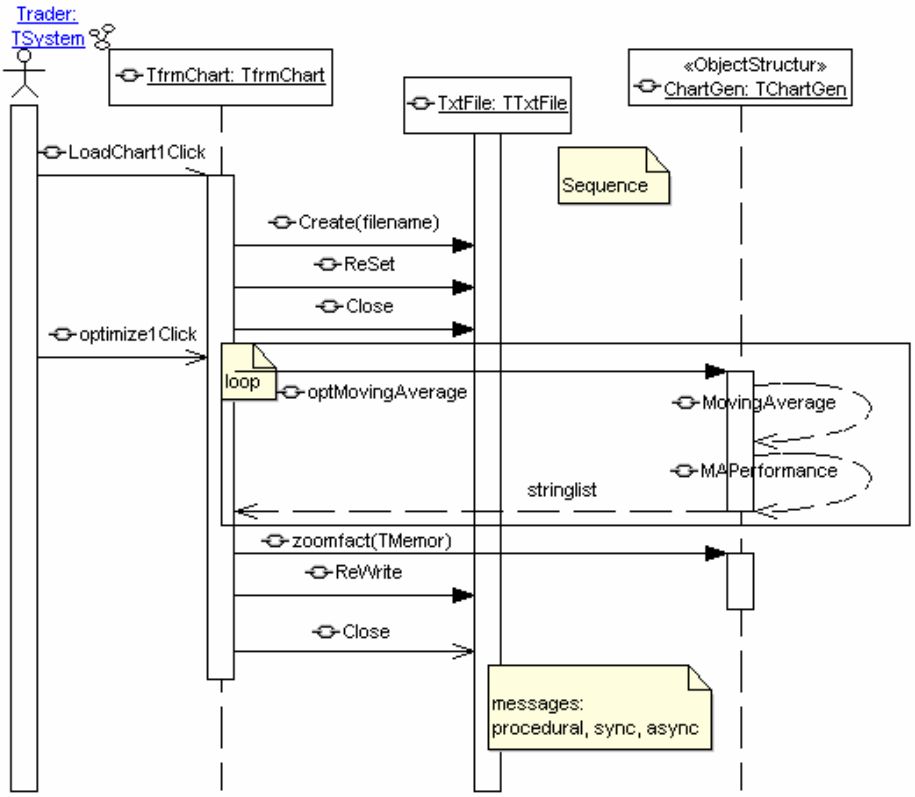
1.4 State Event

State-Event diagrams are used to show the states that an object can occupy, together with the actions which will cause transitions between those states.



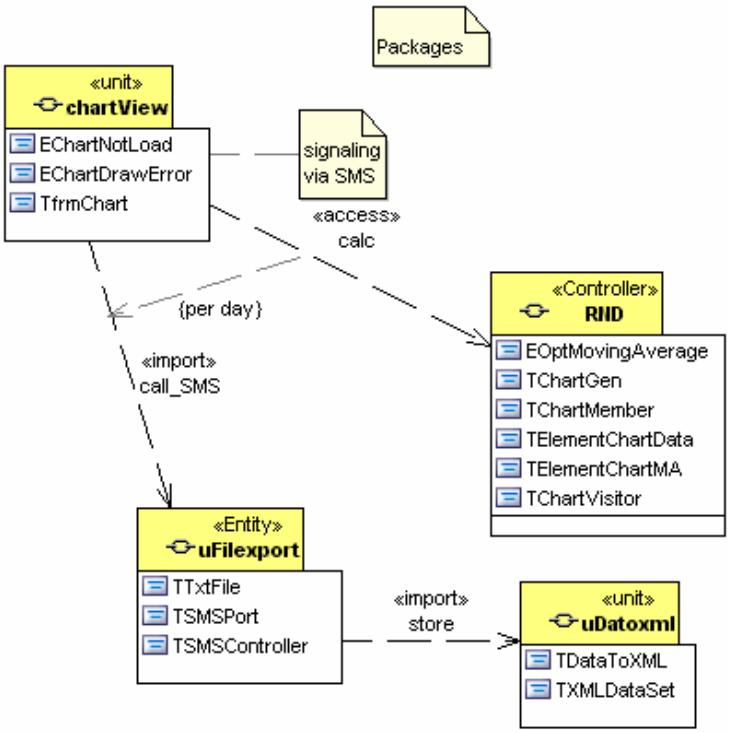
1.5 Sequence Implementation

Sequence diagrams show how objects interact through time, by displaying operations against a timeline.



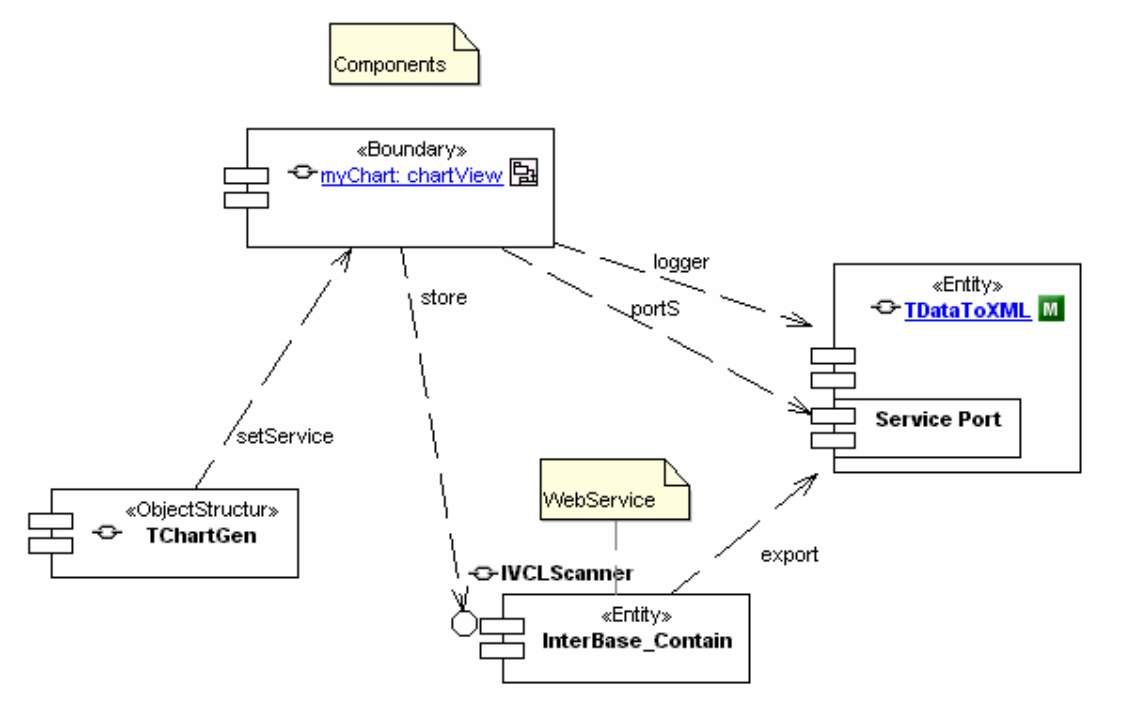
1.6 Packages

A package composed only of classes and enable you also to organize architectural or organisational elements to the application on any **UML** diagram, not just package diagrams.



1.7 Components Integration

Components are used to describe parts of a system at a high level, such as ‘report generator’. These will have internal structure, and will allow you to see a detailed view of its structure.



1.8 Deployment

Deployment diagrams are used to show how the model relates to hardware and, in a multiprocessor design, how processes are allocated to processors.