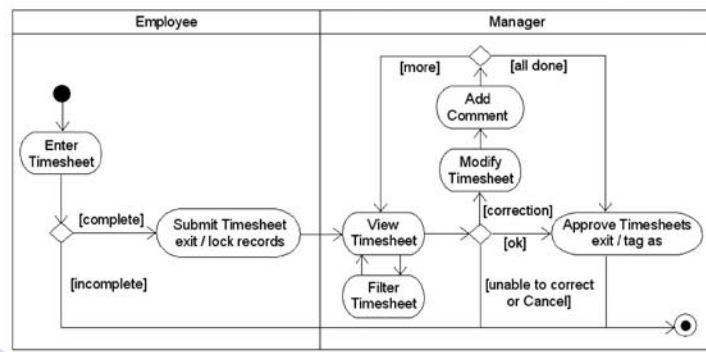
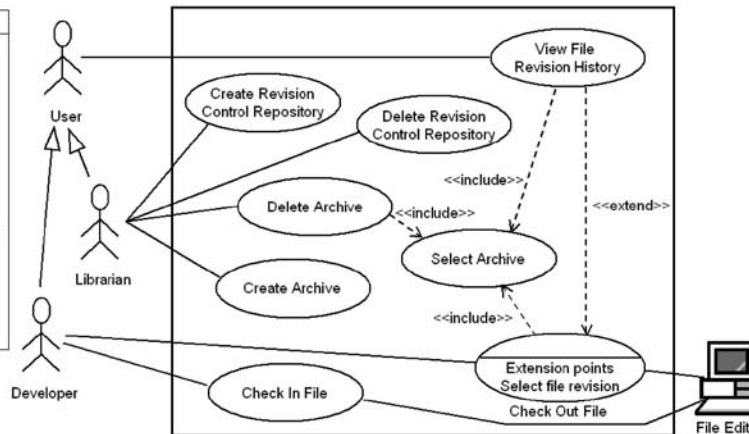


## Analysis

## Physical Design

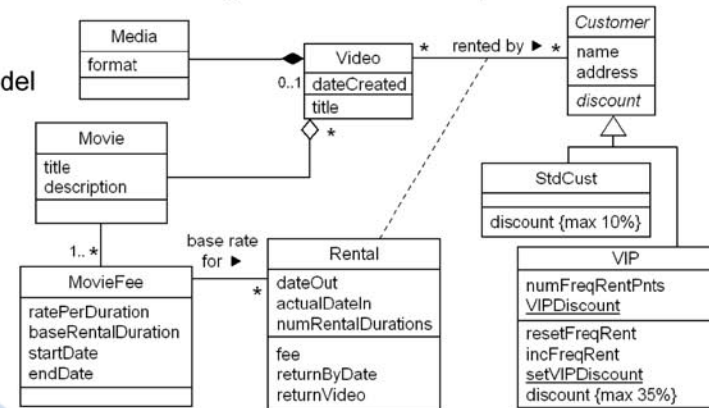


Activity Diagram – Process/work flow

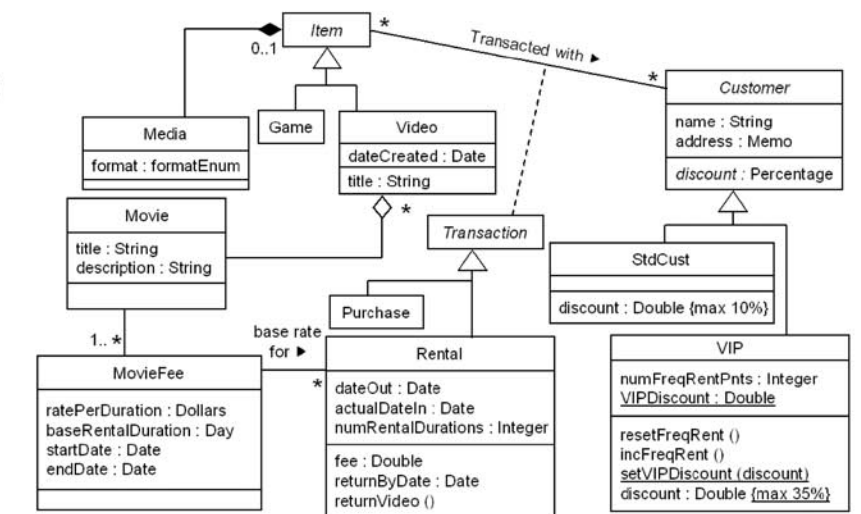


Use Case Diagram – Functional requirements

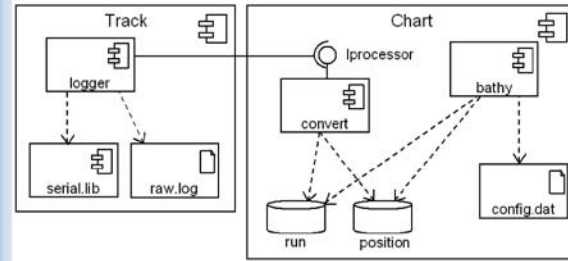
Class Diagram – Domain Object Model



## Static Design

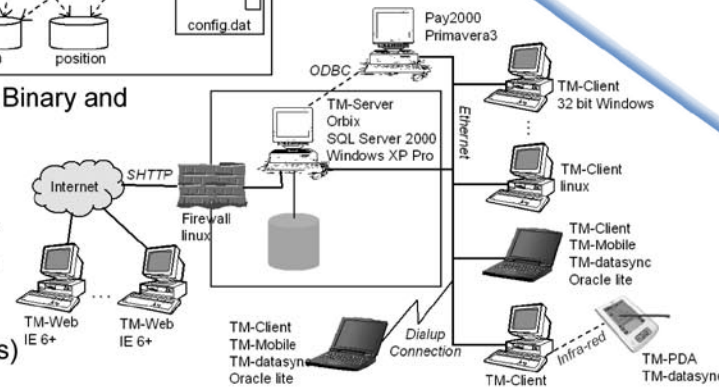


Class Diagram – Key logical detailed design

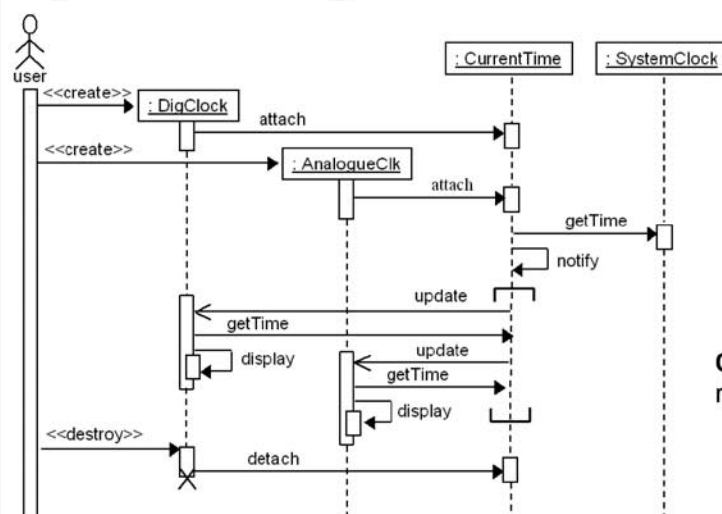


Component Diagram – Binary and data file dependencies

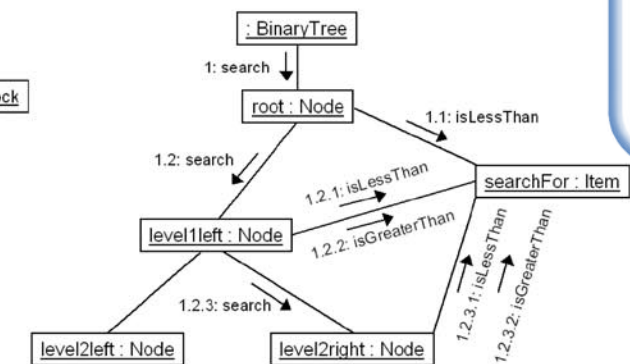
Deployment Diagram – Equipment, connections and allocated software components (using graphical representations)



## Dynamic Design



Sequence Diagram – Time ordered run-time interactions

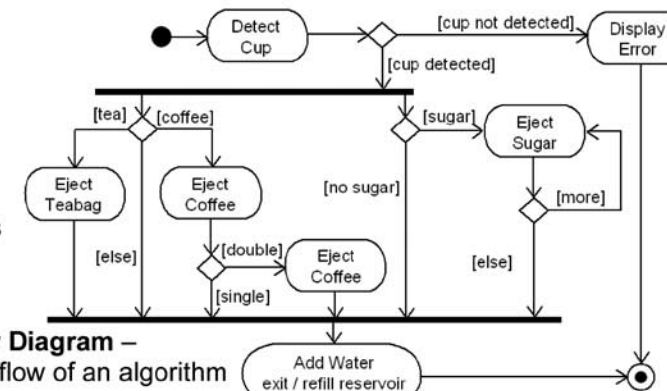


Communication Diagram – Structural relationship of objects with message sequences

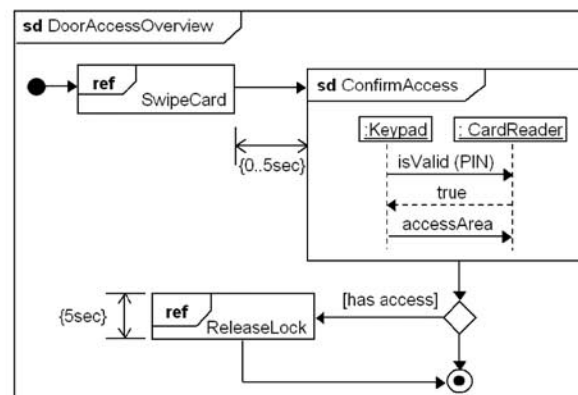
## UML 2.0 by Example



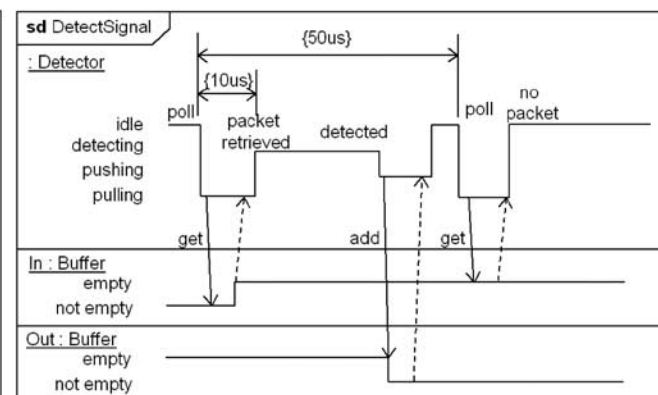
**STRATEGIC  
SYSTEMS (WA) PTY LTD**  
www.ss.com.au



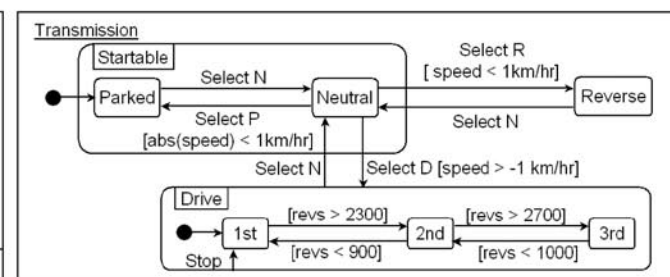
Activity Diagram – Control flow of an algorithm



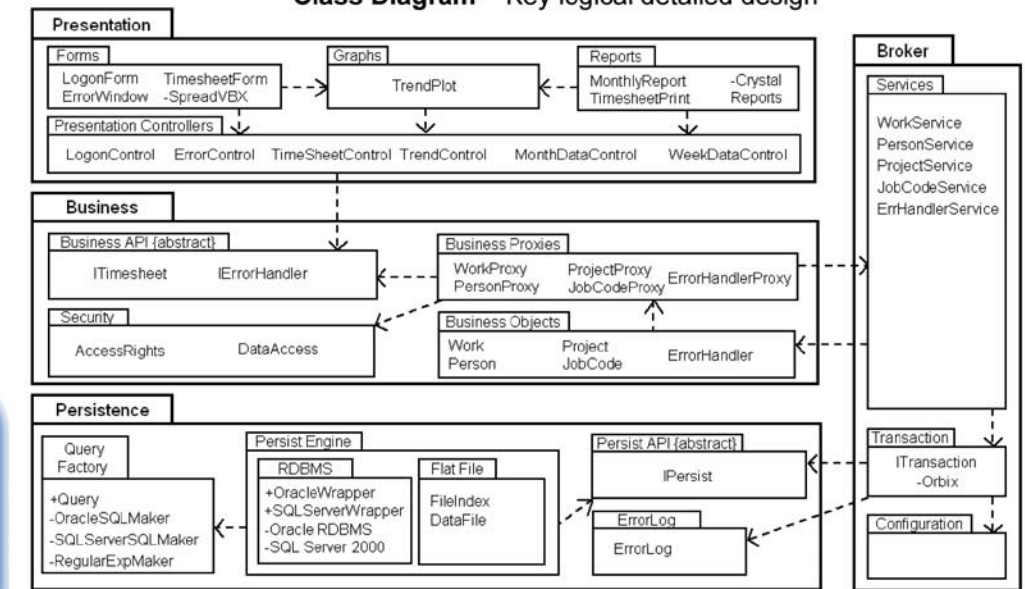
Interaction Overview Diagram – Flow of control & decision points between interactions



Timing Diagram – Timing of state changes in object(s)

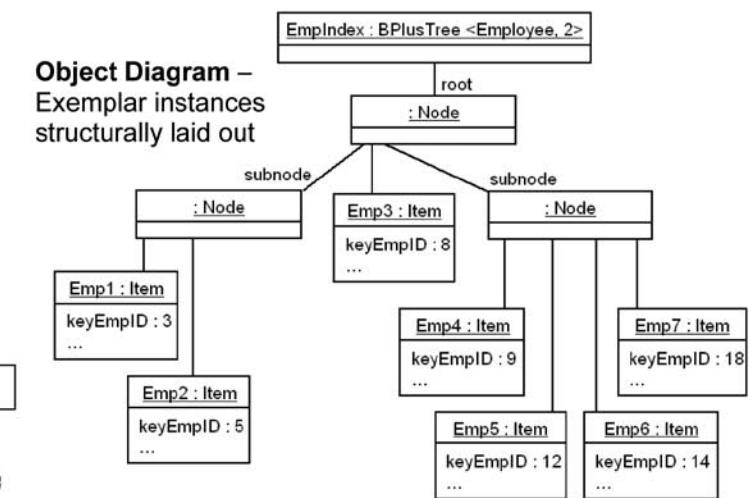


State Machine Diagram – An object's states and its transitions

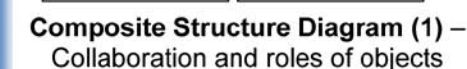


Package Diagram – Logical architecture showing grouping, visibility and dependencies of packages, classes, components, etc

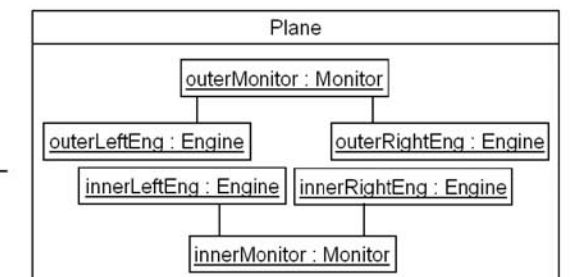
Object Diagram – Exemplar instances structurally laid out



Composite Structure Diagram (1) – Collaboration and roles of objects



Composite Structure Diagram (2) – Internal structure of an object, showing links to other objects



Copyright © Strategic Systems (WA) Pty Ltd  
You are permitted to freely copy this sheet as long as it remains unaltered and is not for commercial gain