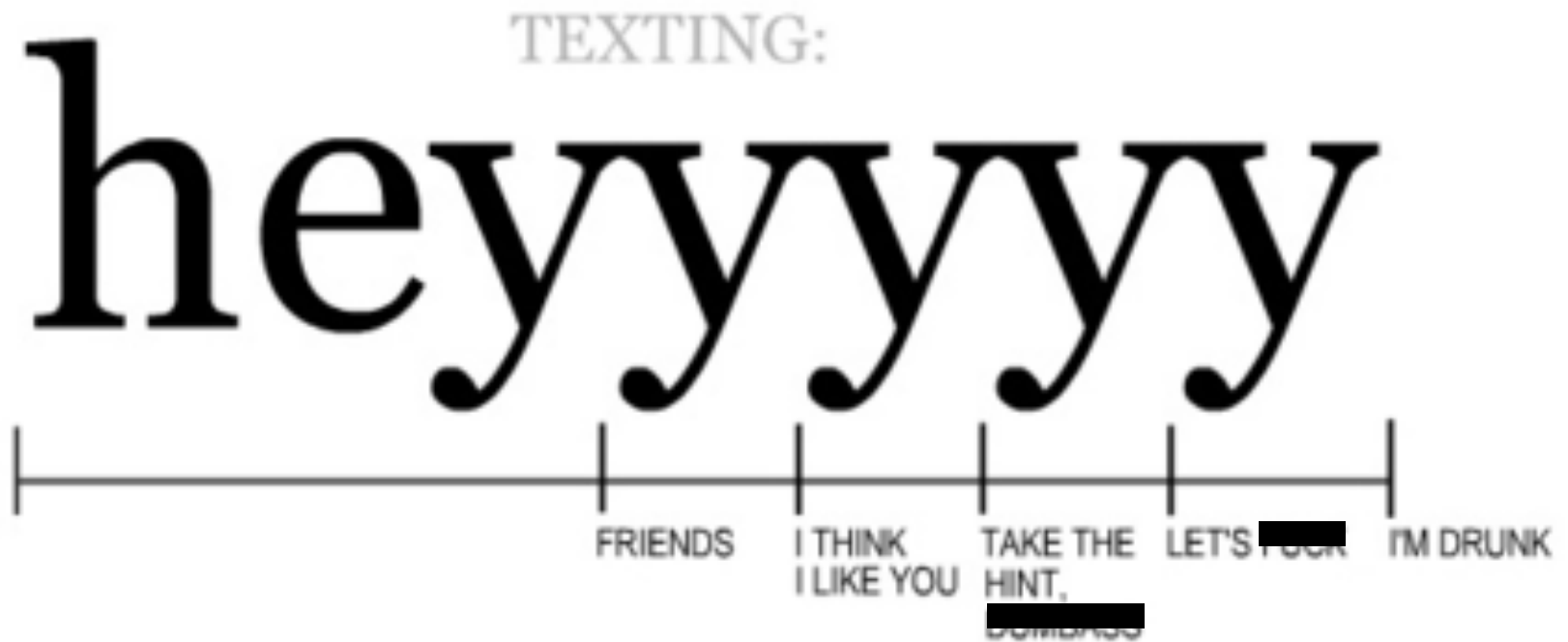


Making Models

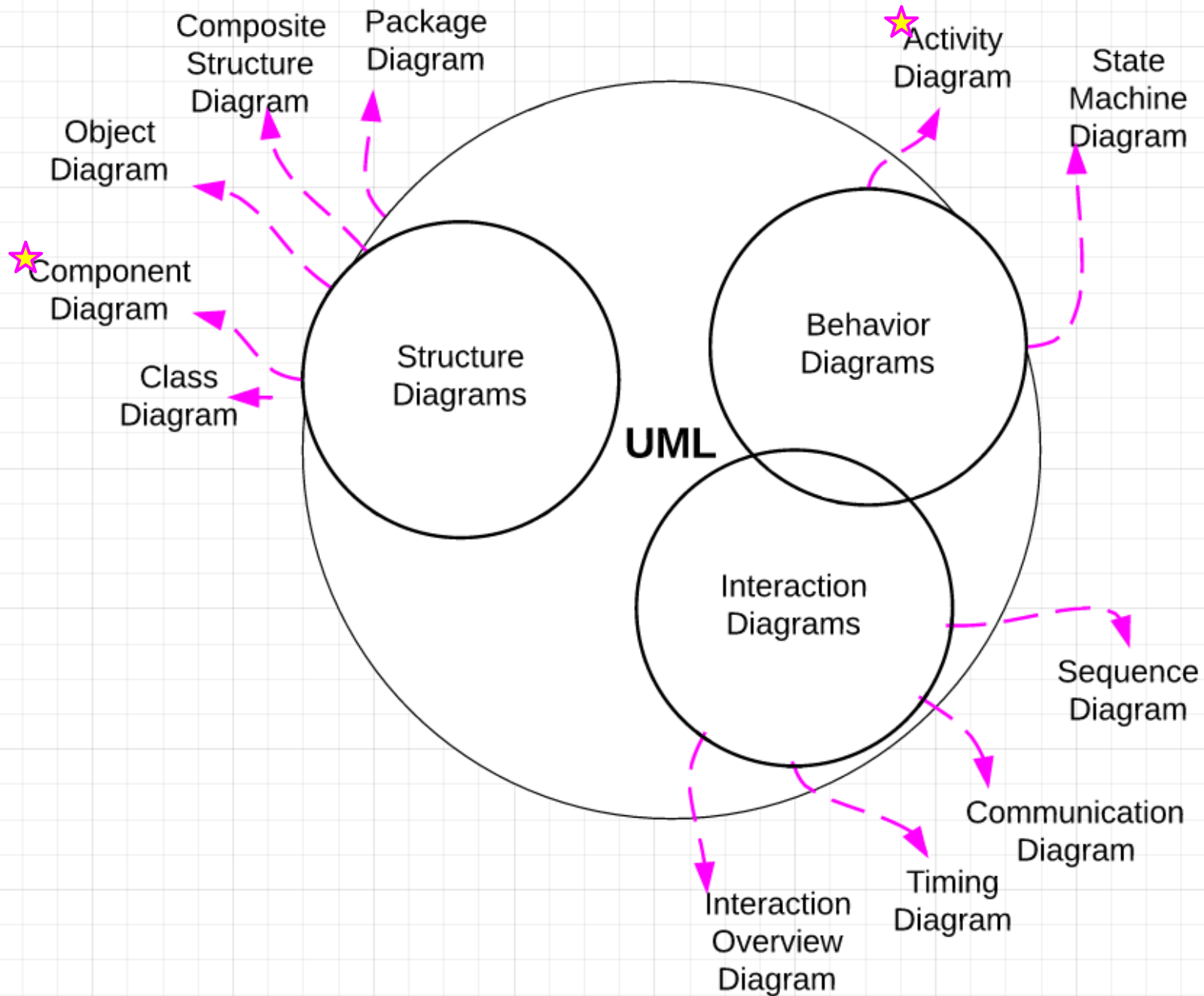
Diagrams: Social Cues

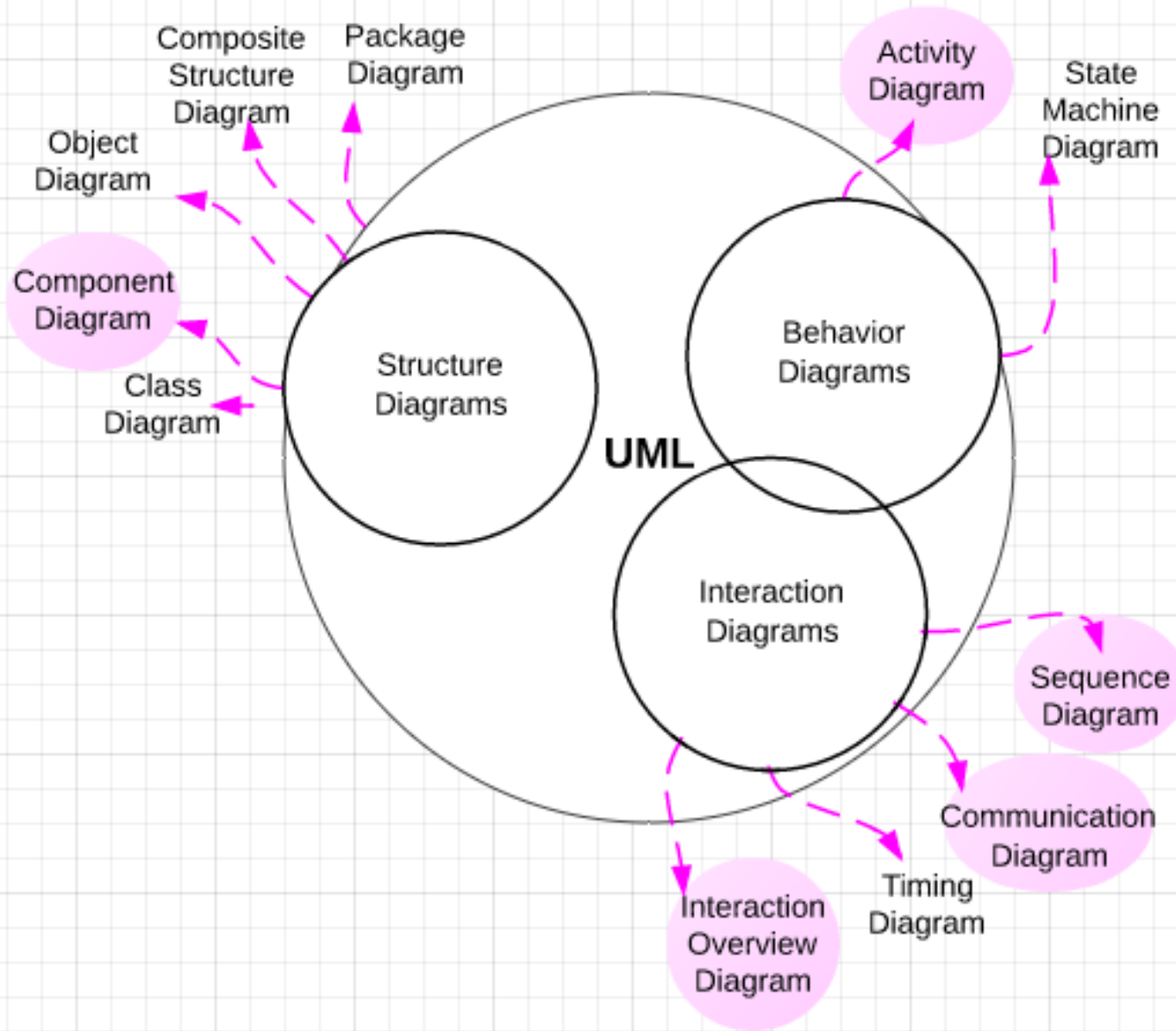


SOURCE: "[80. Texting](#)" posted by Ryan Smith on [lolbrary](#)

UML uses

- Model business processes
- Show application structure
- Describe system architecture
- Capture system behavior
- Model data structure
- Sketch out ideas
- Build a detailed specification of a system
- Diagram an interaction sequence





Component Diagram: iPhone5

If this were labeled, it would be a more sufficient Component Diagram

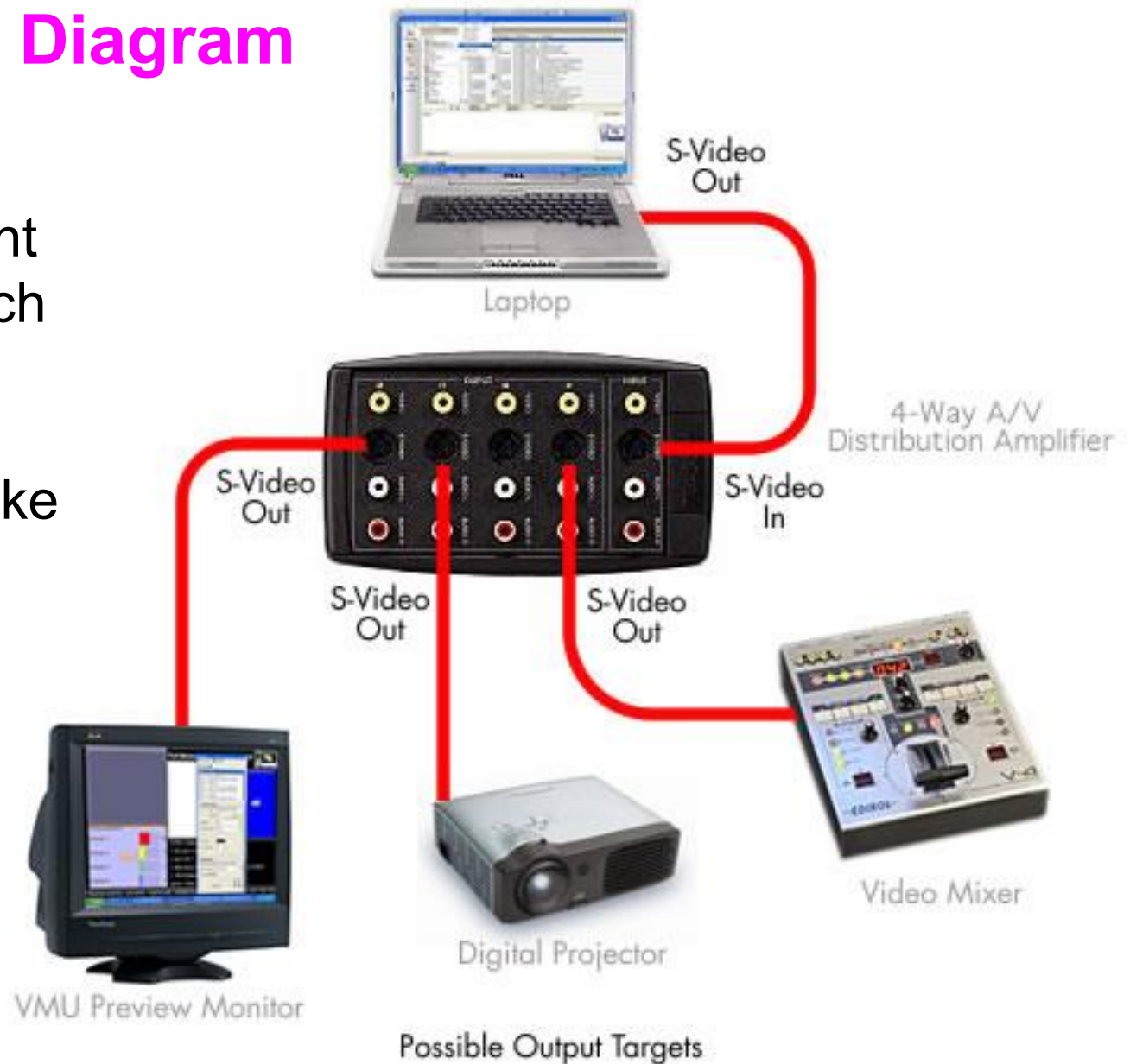


ifixit

Component Diagram

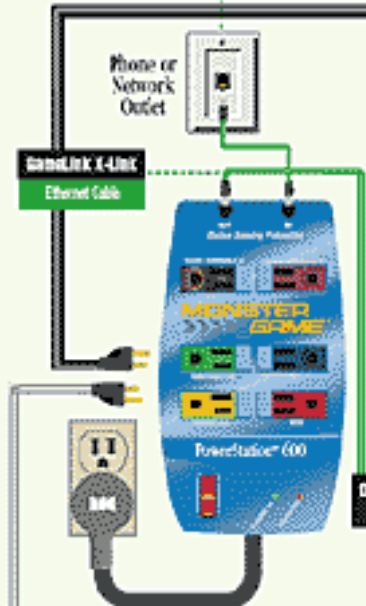
This Component Diagram is much better!

You should make ones like this.



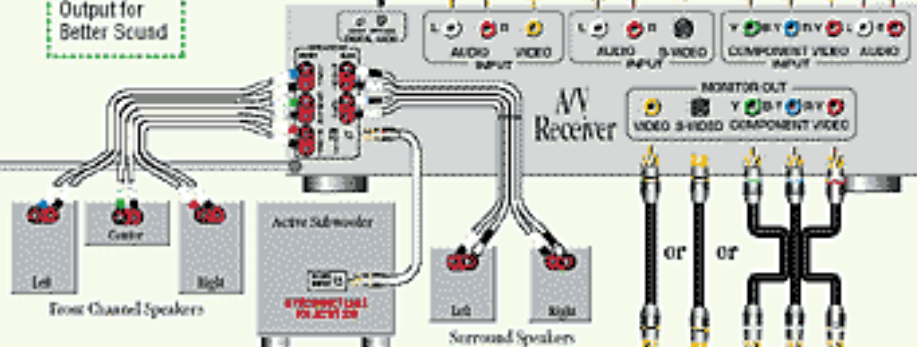
STEP 2

Surge Protect All Components in Your System.



Use the Digital Fiber Optic Audio Output for Better Sound

LightWave 100 X Fiber Optic Cable

**STEP 4**

Connect Either Your Component, S-Video or Composite Video to Your AV Receiver. Use Monster Video® Cable for the Sharpest Picture Possible.

**STEP 1**

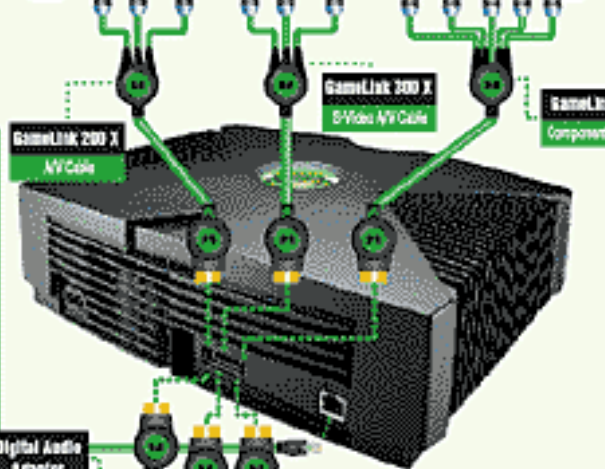
Choose the Best Connection Available on your TV

**Ultimate**

Connect to your AV Receiver for Bigger Sound and Switching Convenience

STEP 3

Connect All Your Speaker Cables to Your AV Receiver. Use Monster Speaker Cable for Deeper Bass and Clearer Highs.



Digital Audio Adapter

DL 200 X

DL 300 X

DL 400 X

AUDIO VIDEO INPUT

AUDIO S-VIDEO INPUT

COMPONENT VIDEO AUDIO INPUT

MONITOR OUT

VIDEO S-VIDEO COMPONENT VIDEO

Left

Right

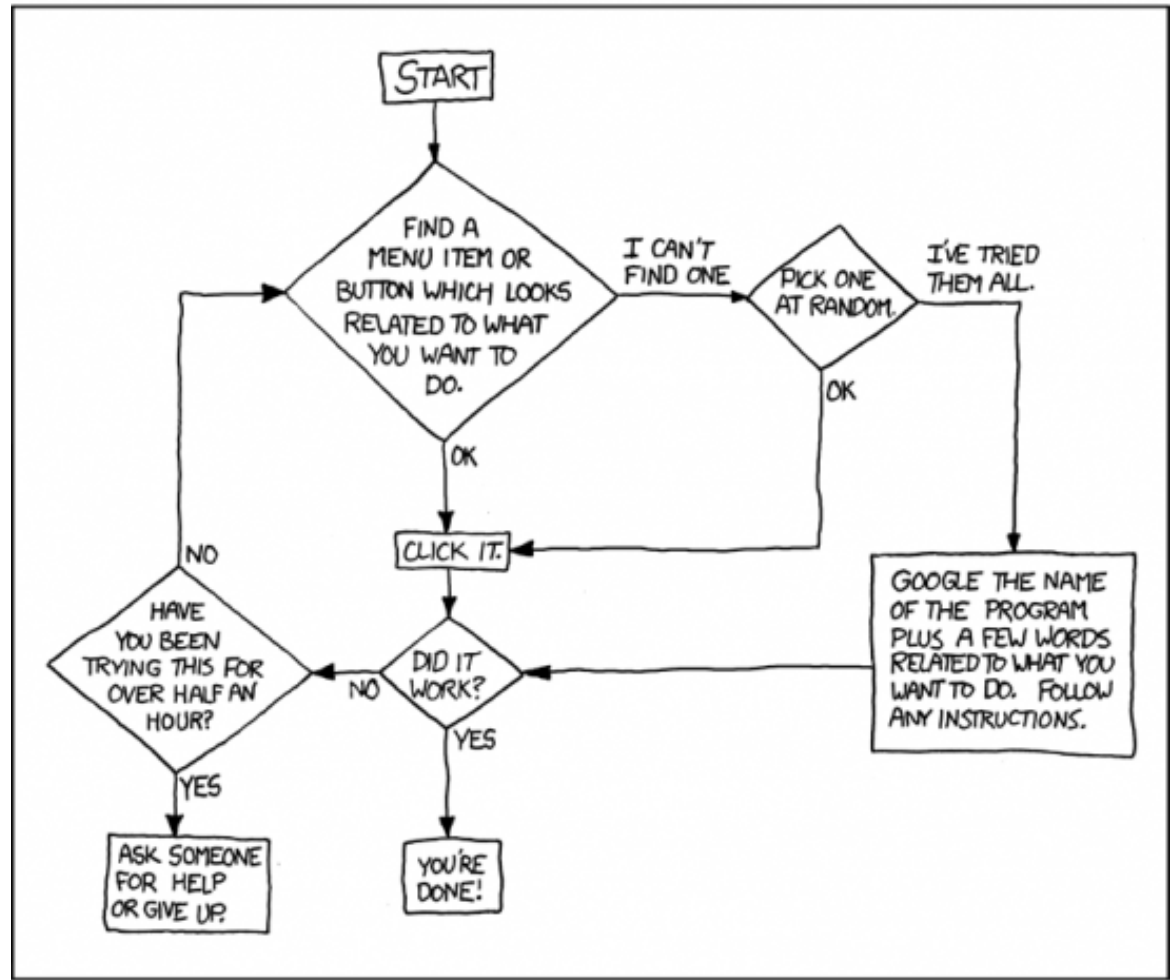
Activity Diagram

DEAR VARIOUS PARENTS, GRANDPARENTS, CO-WORKERS,
AND OTHER "NOT COMPUTER PEOPLE."

funmeme.com

WE DON'T MAGICALLY KNOW HOW TO DO EVERYTHING IN EVERY
PROGRAM. WHEN WE HELP YOU, WE'RE USUALLY JUST DOING THIS:

Remind
you
of
something?

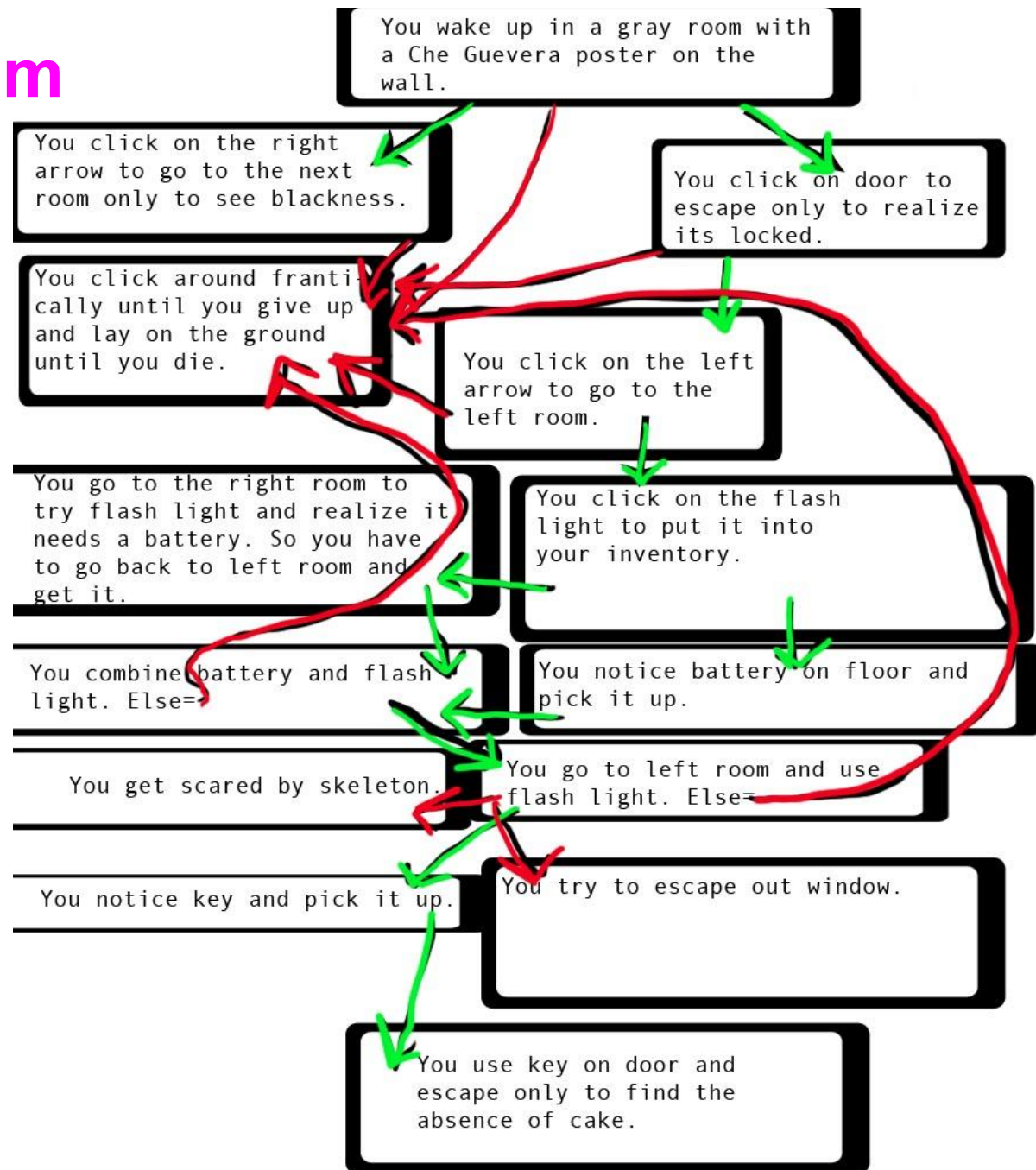


PLEASE PRINT THIS FLOWCHART OUT AND TAPE IT NEAR YOUR SCREEN.
CONGRATULATIONS; YOU'RE NOW THE LOCAL COMPUTER EXPERT!

Decision Diagram

This Decision Diagram is of first draft quality.

This only count in the 'Ideation' phase of your work.

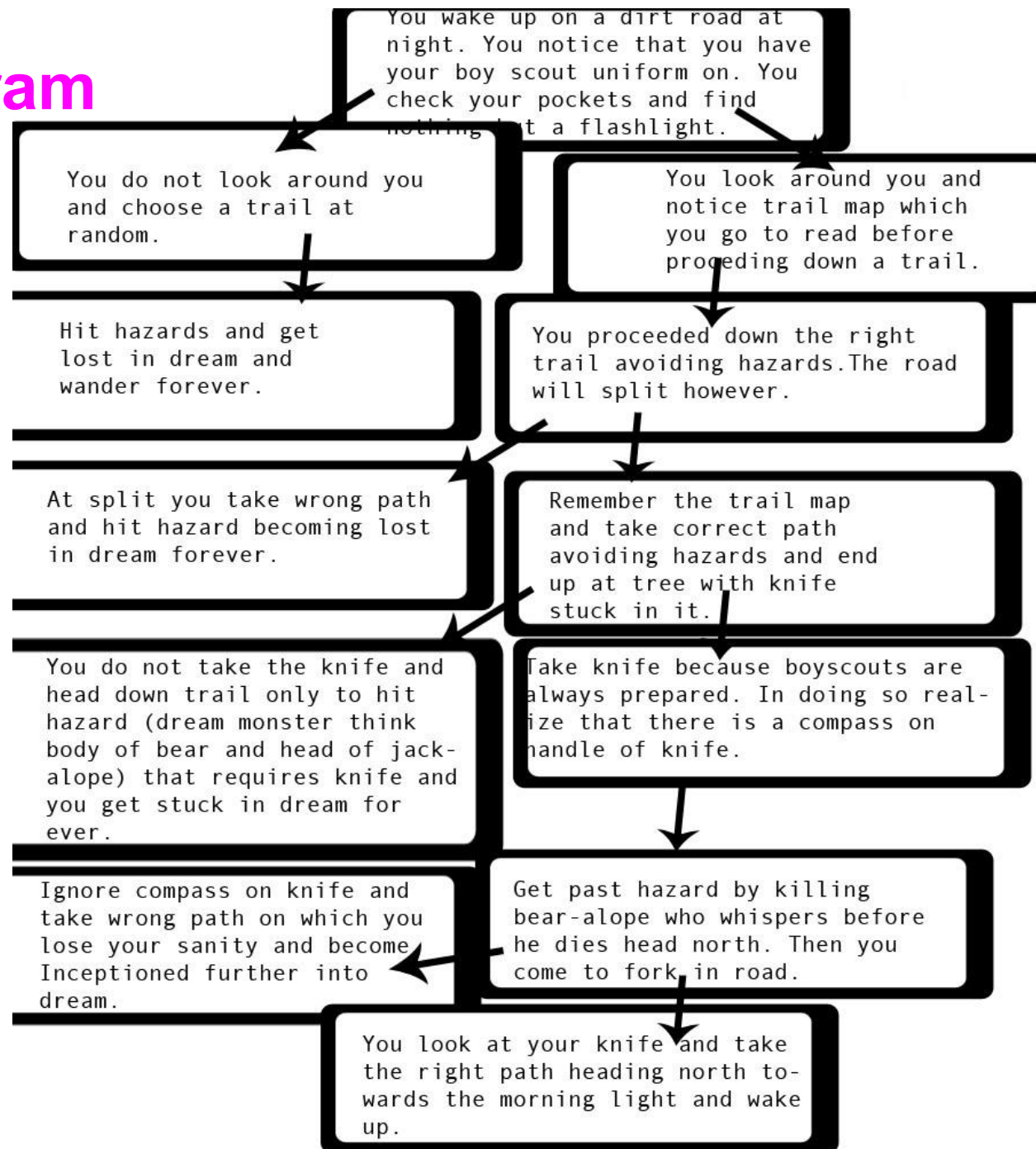


Decision Diagram

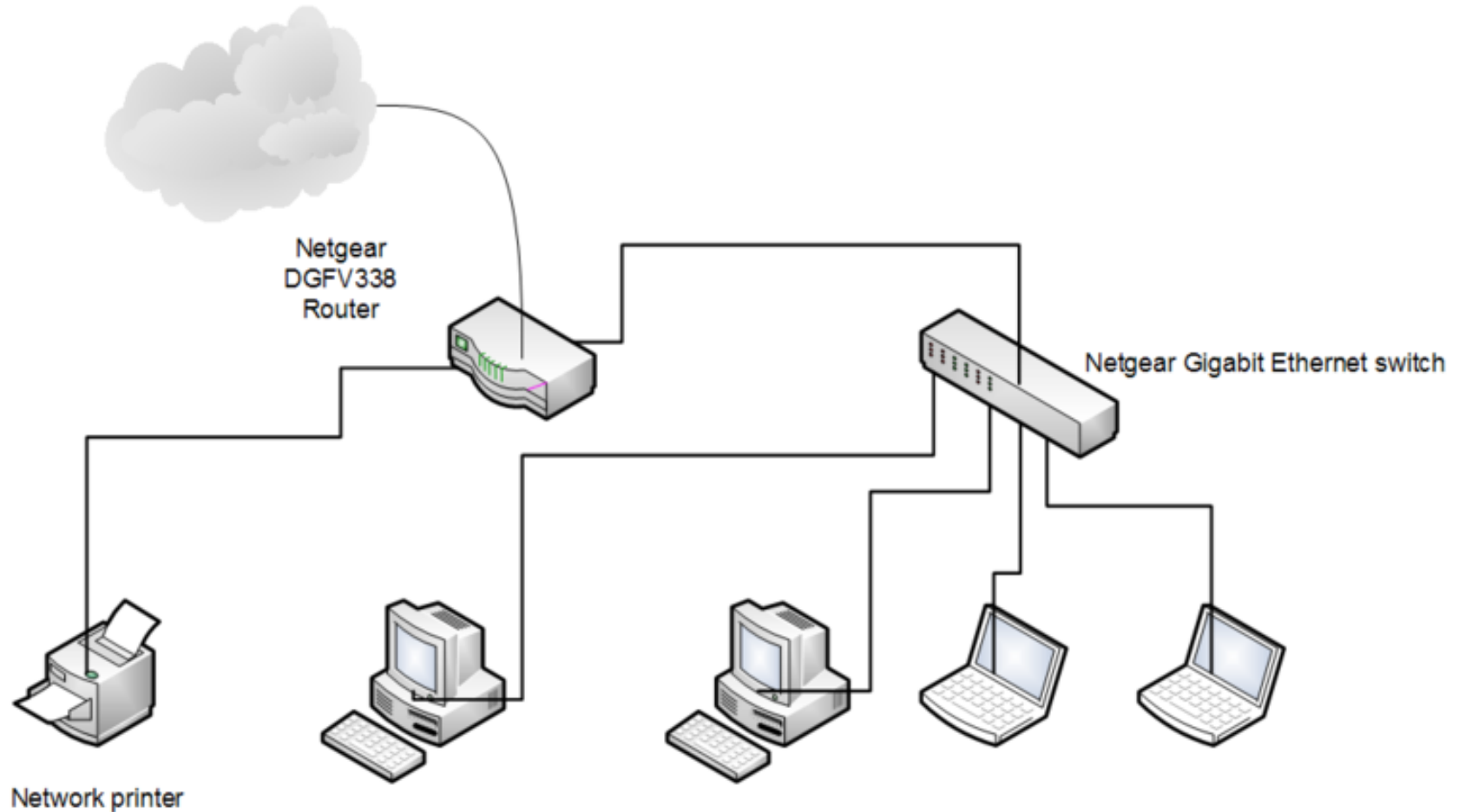
This Decision Diagram is much neater.

You should make ones like these.

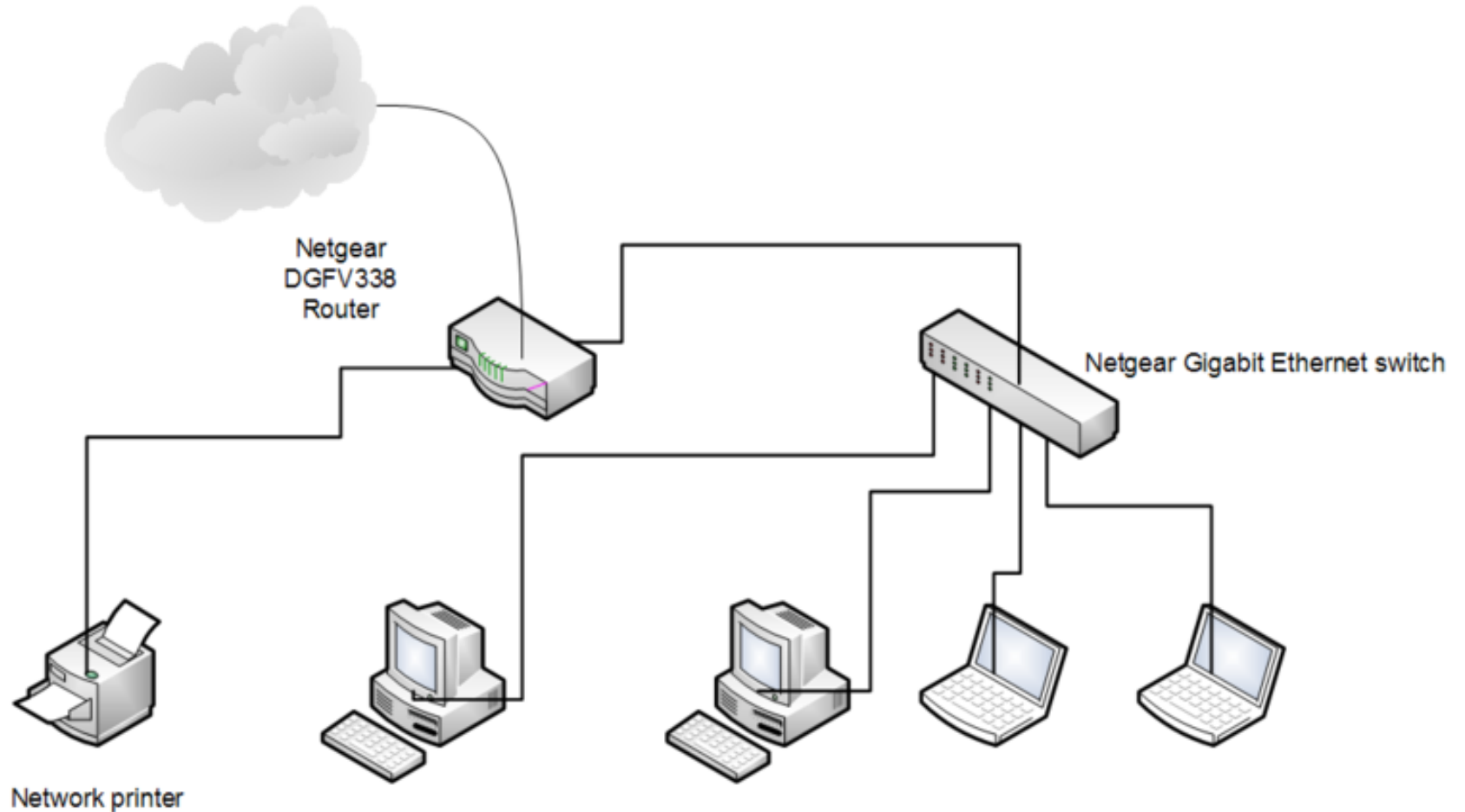
How else can it be improved?



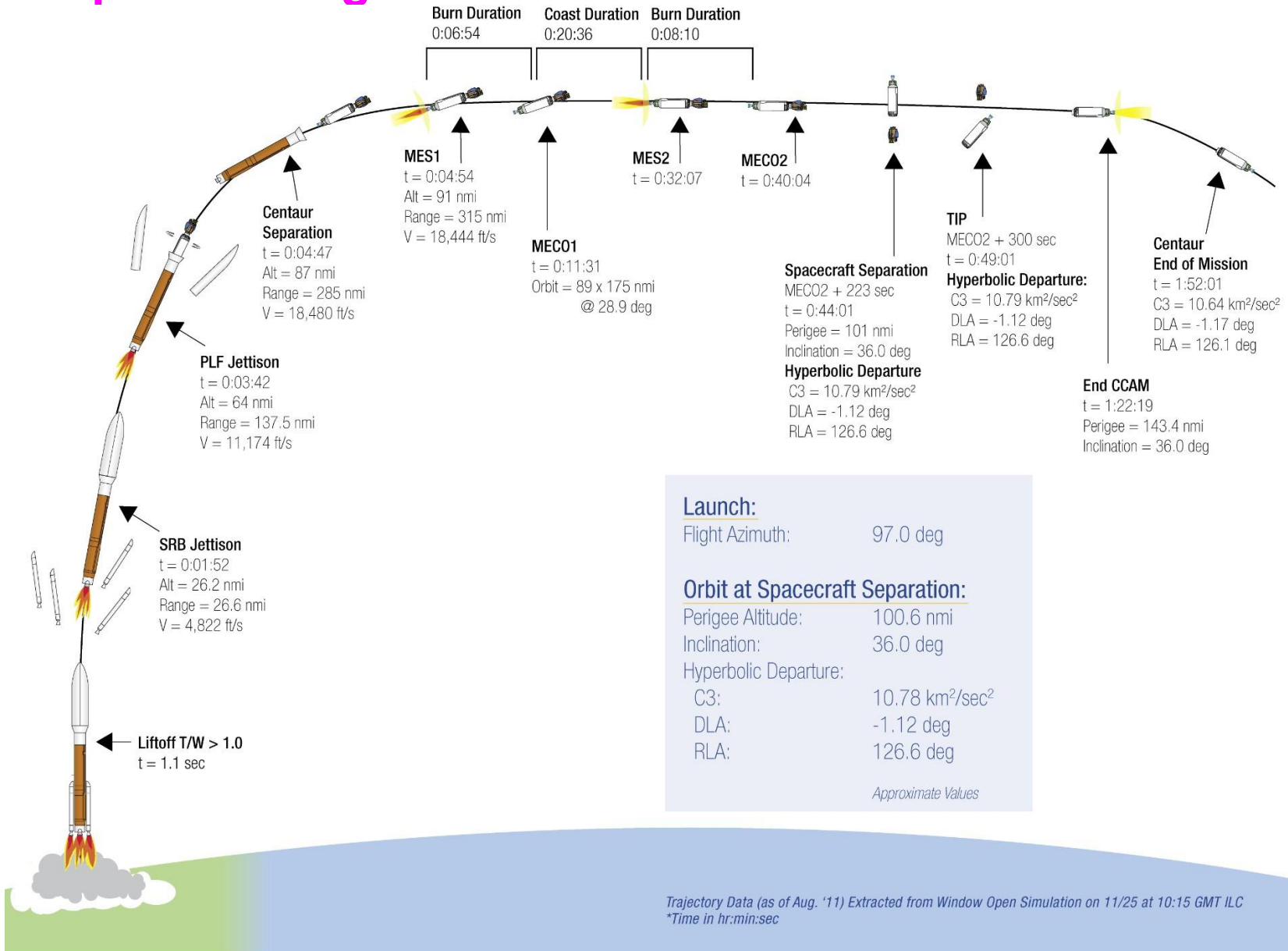
Communication Diagram



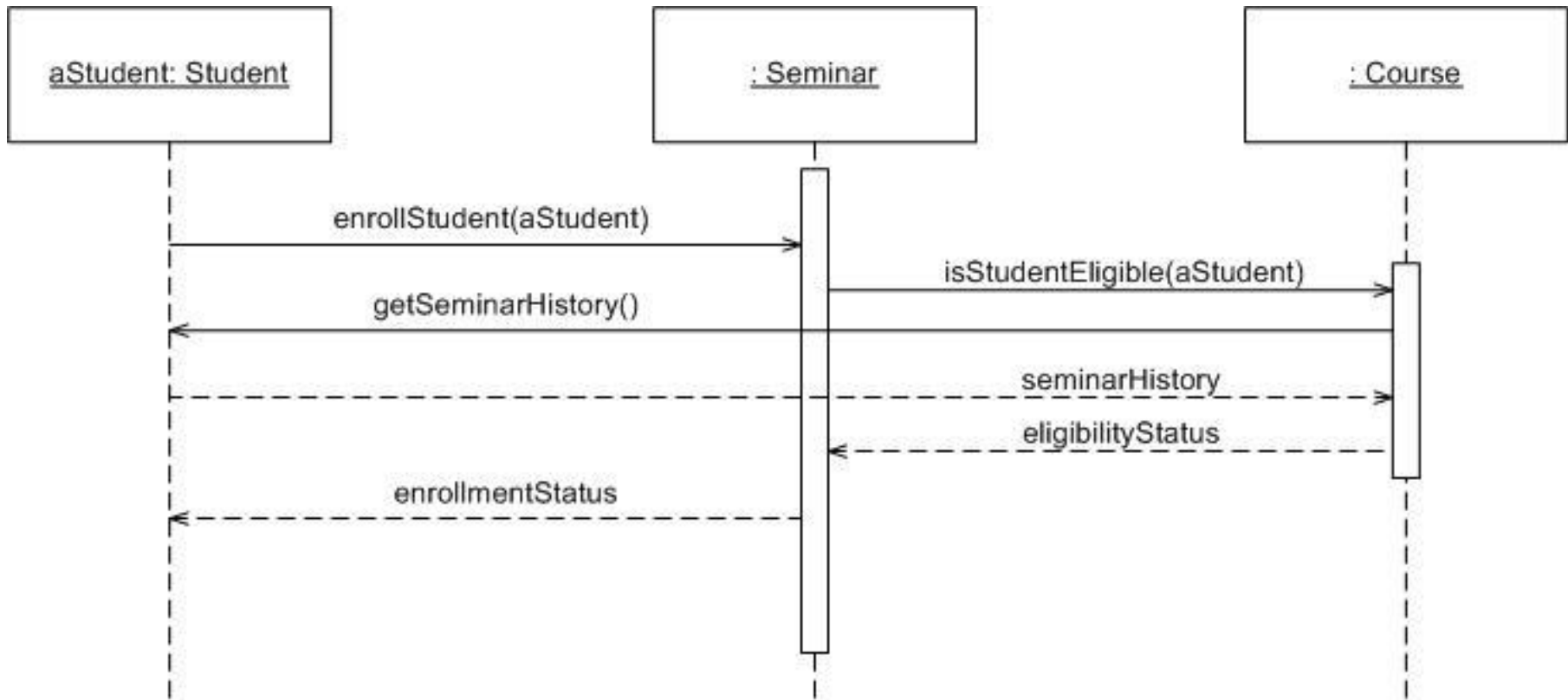
Interaction Overview Diagram



Sequence Diagram



Sequence Diagram: industry



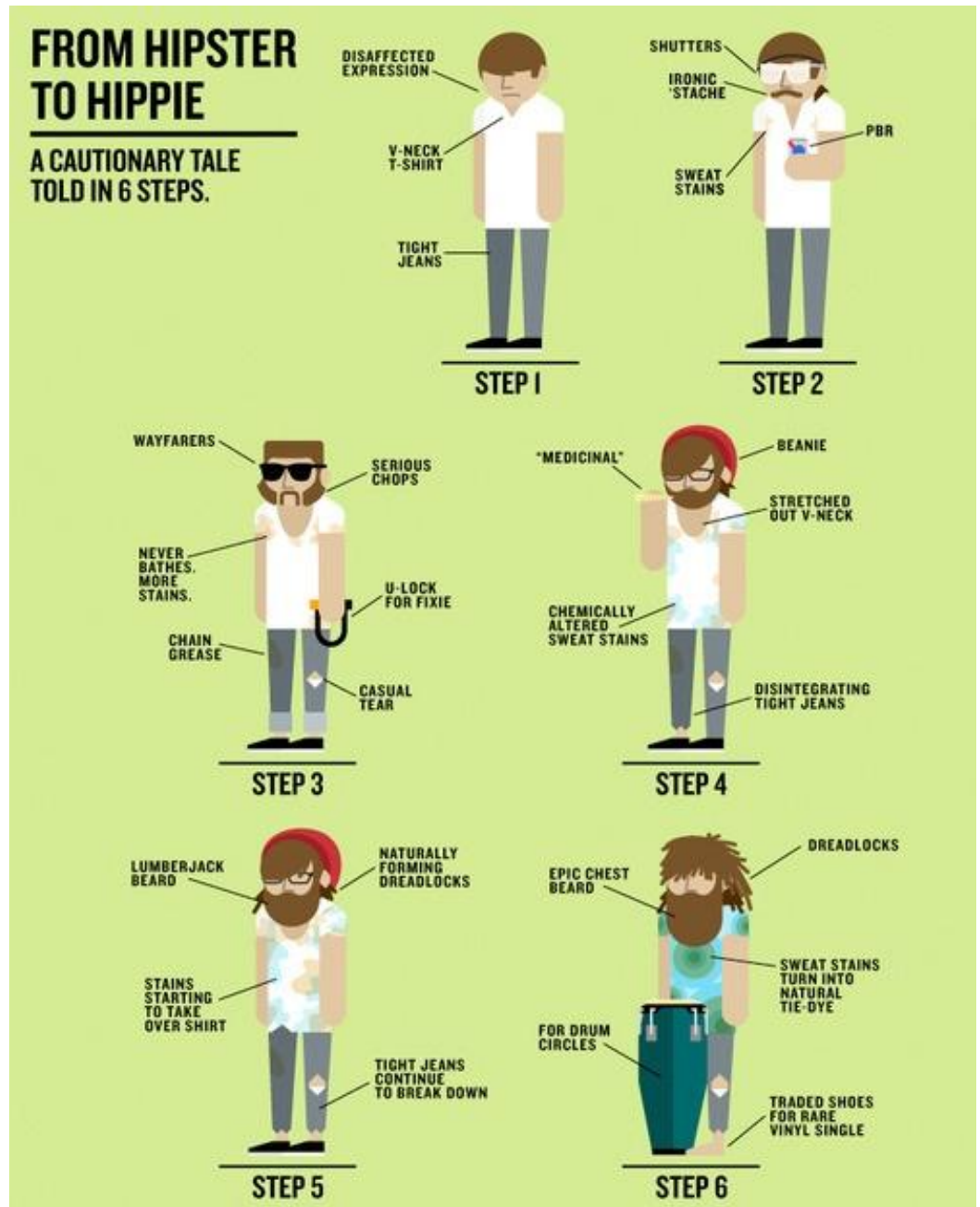
Exploded Diagram

While these are fun and can be quite beautiful, we won't be covering these in this course.

But as always, feel free to explore!



what diagram is this?



UML Diagram Glossary

STRUCTURE DIAGRAMS

- **Class Diagram** *{static, structure, object-oriented modelling, computer science}*: Describes the structure of a system by showing its classes, attributes, operations and relationships among classes.
- **Component Diagram** *{static, structure, hardware, software}*: Demonstrates how components are wired together to form larger components and or systems.
- **Composite Structure Diagram** *{static, structure, computer science}*: Shows the internal structure of a class. A composite structure is a set of interconnected elements that collaborate at runtime to achieve some purpose.
- **Object Diagram** *{static, structure, computer science}*: Shows a complete or partial view of the structure of a modeled system at a specific time.
- **Package Diagram** *{static, structure, information architecture}*: Shows the dependencies between packages that make up a model.

BEHAVIOR DIAGRAMS

- **Activity Diagram** *{dynamic, behavioral}*: Graphical representations of workflows of steps and actions, with support for choice, iteration, and concurrency. (decisions, versions, cooperative action).
- **State Machine Diagram** *{computer science}*: A type of diagram used in computer science and related fields to describe the behavior of systems. State diagrams require that the system described is composed of a finite number of states. A rigorous version of a **flowchart**.

INTERACTION DIAGRAMS (subset of Behavior Diagram)

- **Communication Diagram** *{dynamic, behavioral}*: Models the interactions between objects or parts in terms of sequenced messages.
- **Sequence Diagram** *{dynamic, behavioral}*: Demonstrates how processes operation with one another and in what order. Object interactions are arranged in a time sequence.
- **Interaction Overview Diagram** *{dynamic, behavioral}*: Similar to an Activity Diagram, the Interaction Overview Diagram is a larger version. An Activity Diagram can be nested inside.
- **Timing Diagram** *{dynamic, behavioral}*: This diagram's focus is on timing constraints and it is a special form of Sequence Diagram. The graphical representation of a Timing Diagram must be displayed from left to right with components arranged in separate compartments shown vertically.