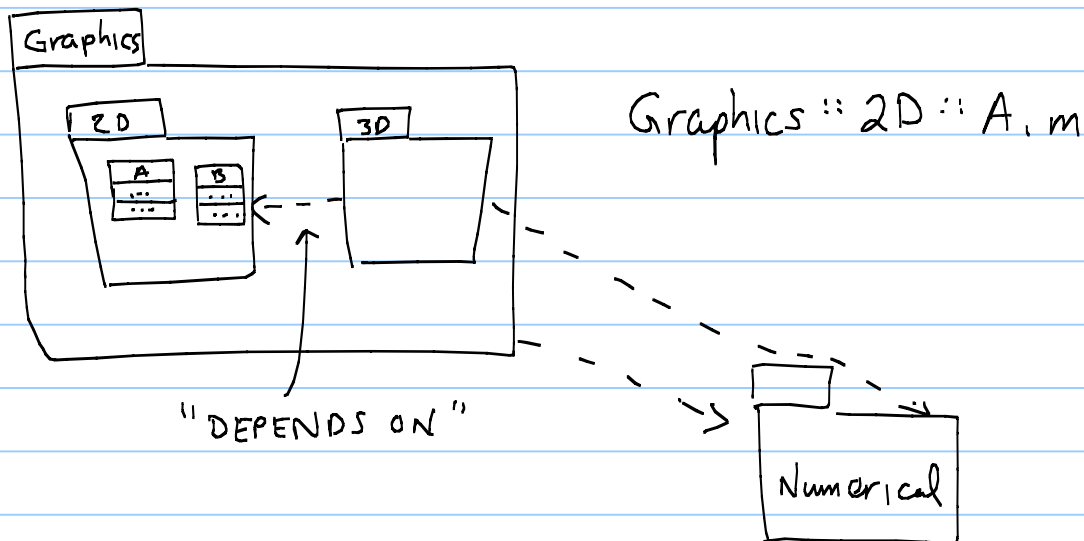


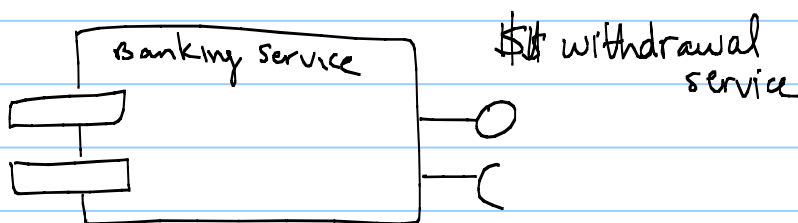
Architecture : Software \rightarrow Hardware
 \

DEPLOYMENT

Package Diagram



Components



Groups an idea together. This will have some networking, arithmetic, ... to accomplish this idea/service.

Hardware: diagram to depict physical constraints
 (ie: network in a company, draw a workstation connected to a dept server which is connected to a company server)

Deployment diagram : to link Hardware & Components

So, we link components by drawing them in the hardware pieces. (ie: in workstation, draw component (network card) with a TCP-IP link to network card of dep't server).

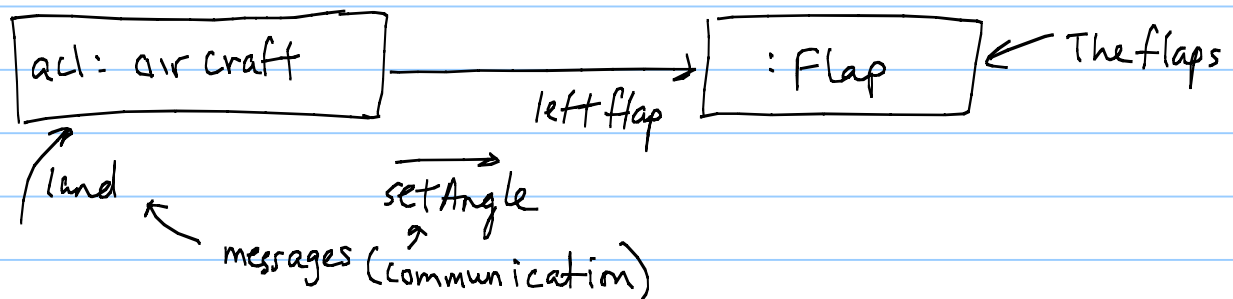
Interaction a) communication & equivalent diagrams
b) sequence

All about run-time dynamics (focus on interaction only!)

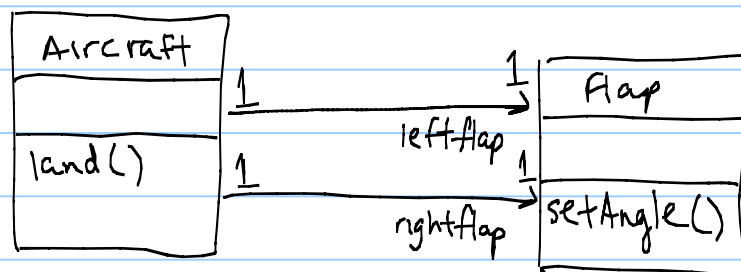
One trace of behaviour ~ use case (behaviourally related sequence of transactions in a dialogue w/ a system.

(ie: what exactly happens when a human goes to the ATM?)

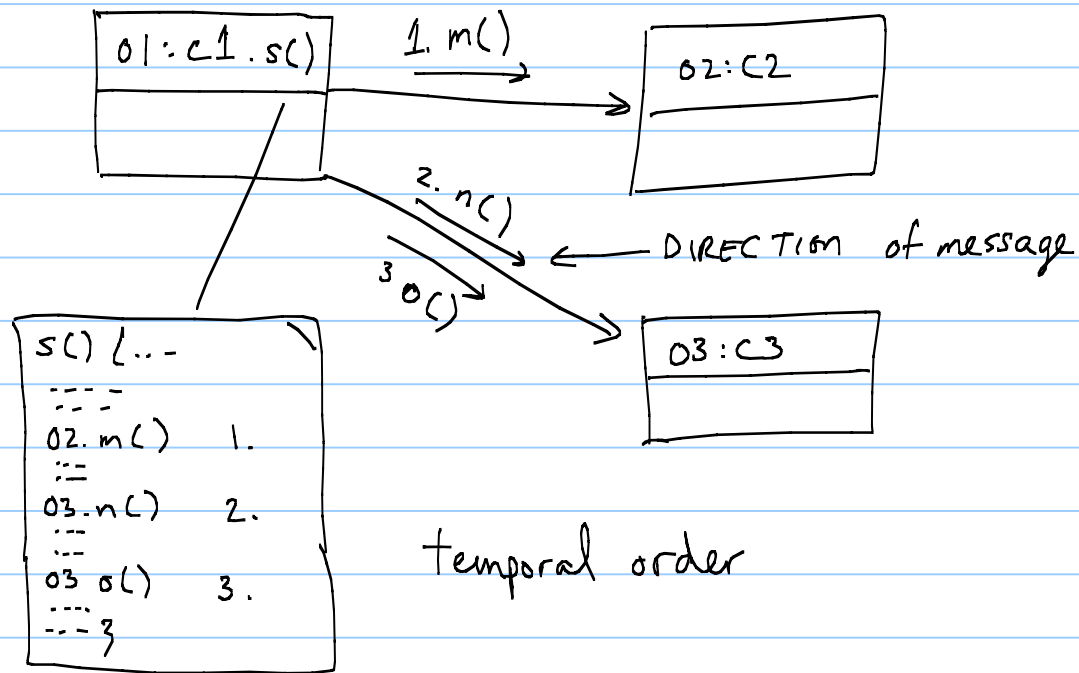
a) communication diagram (use object diagram)



Class diagram :



Sequence Diagram:



Class diagram, there should be an association between classes that communicate.