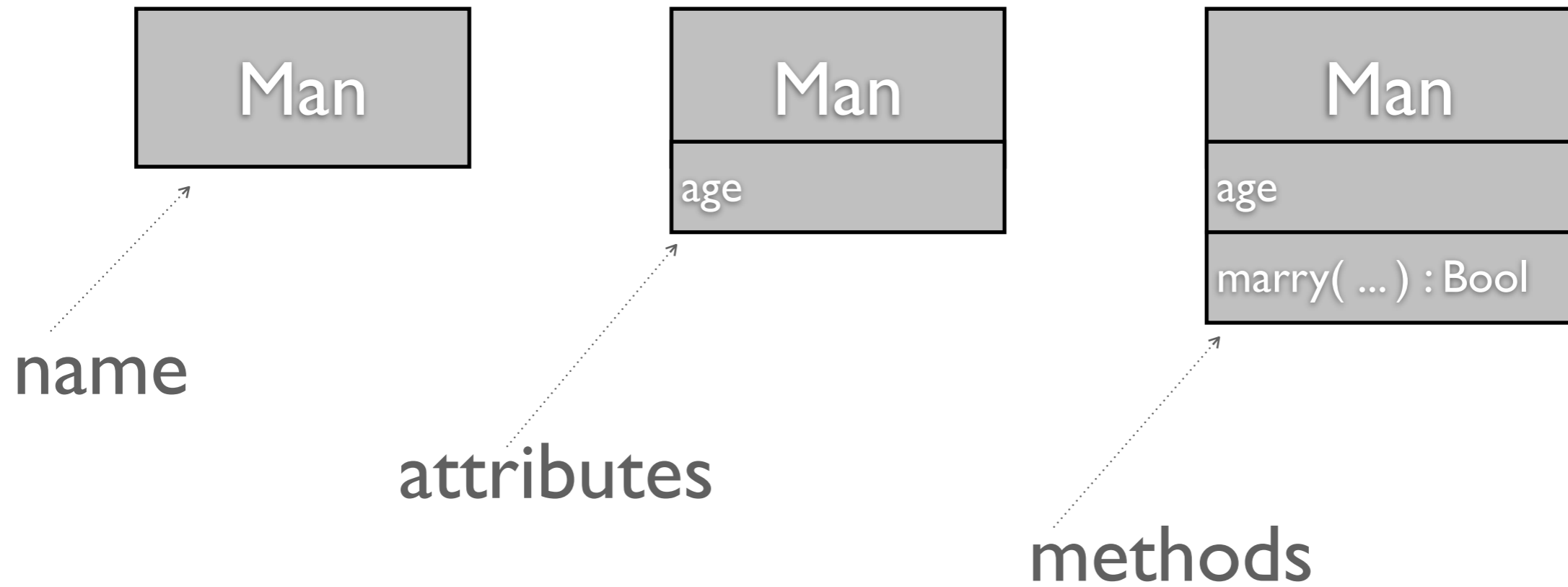
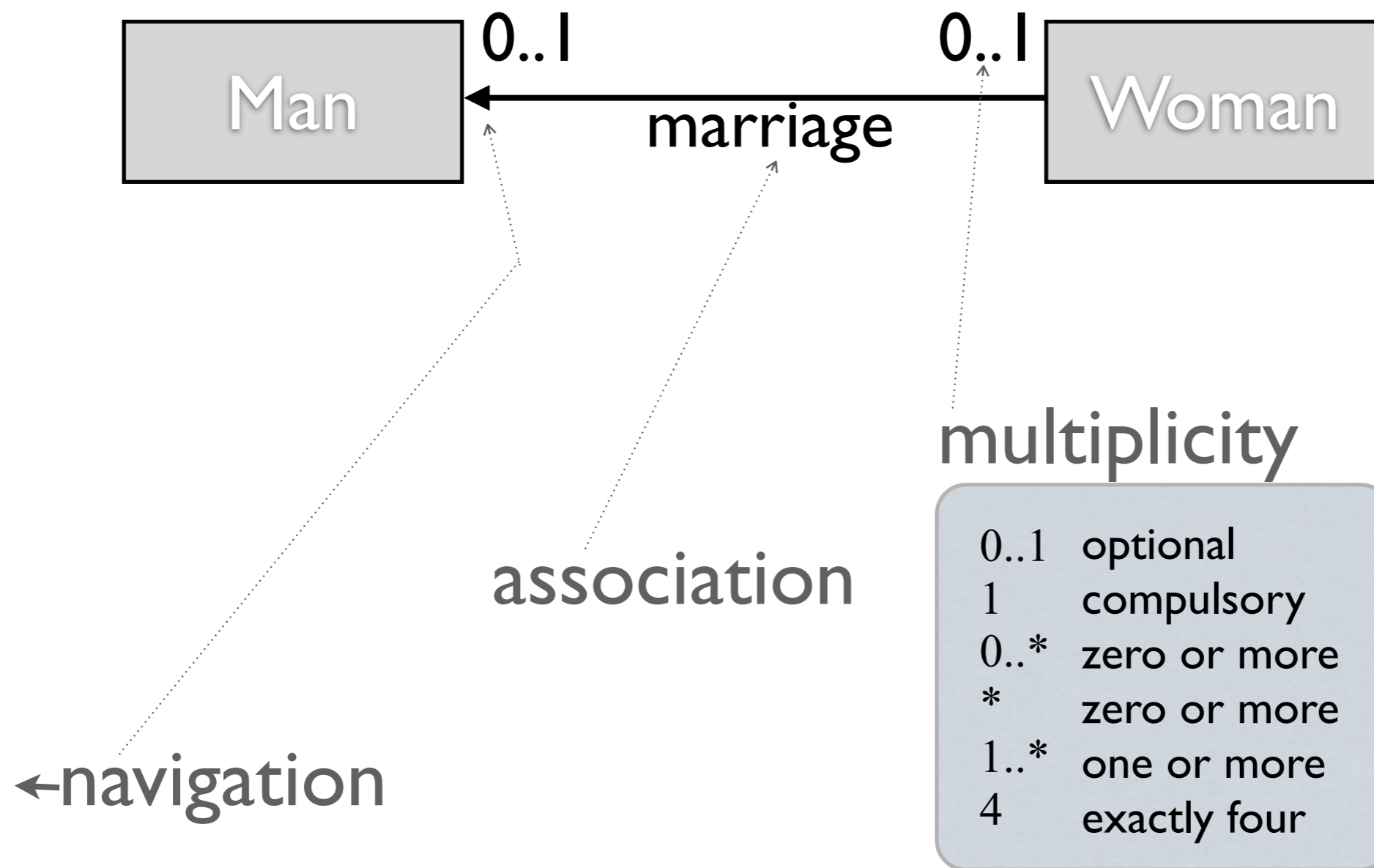


a quick and dirty
introduction to
UML

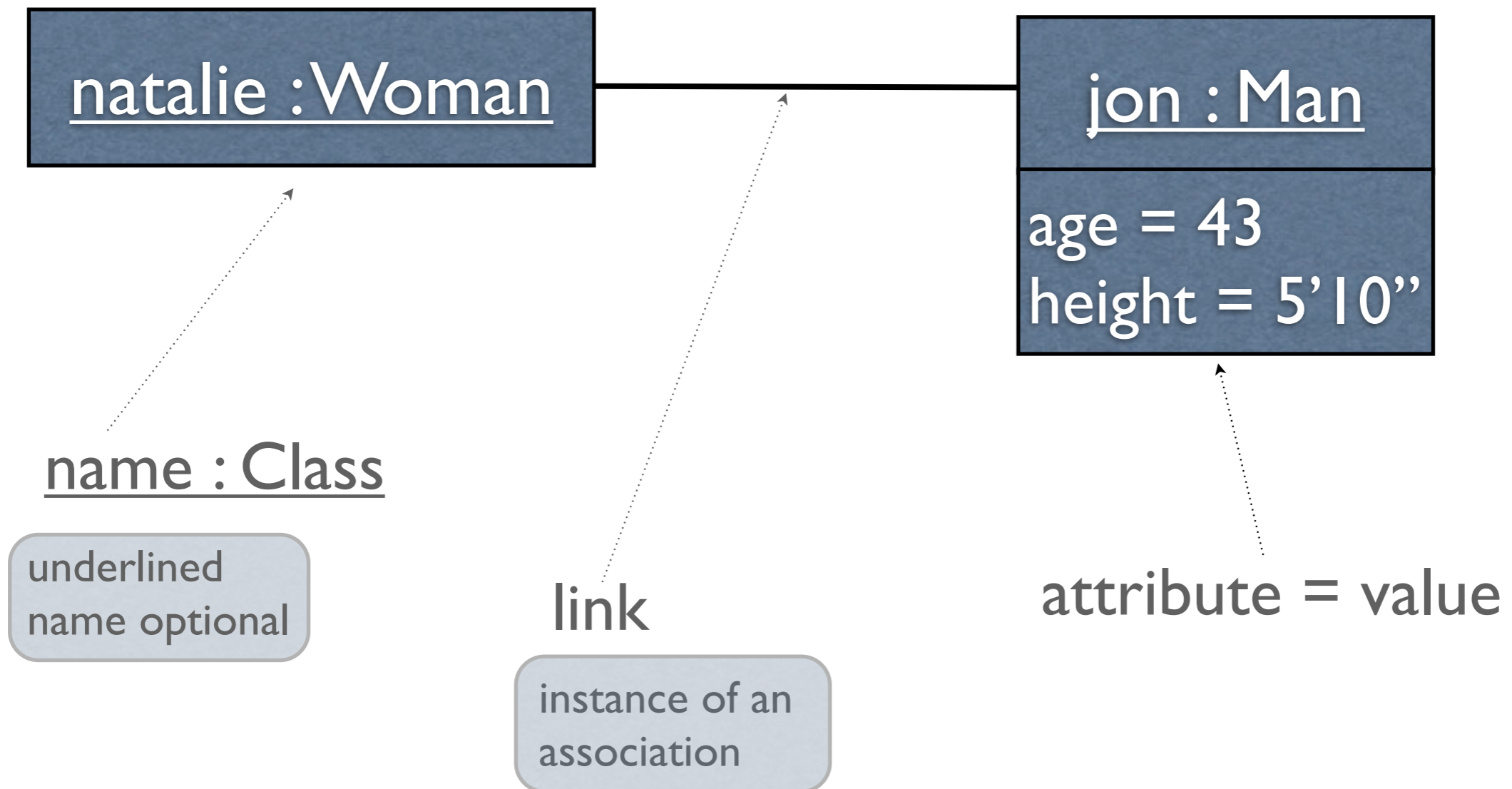
Classes



Relationships

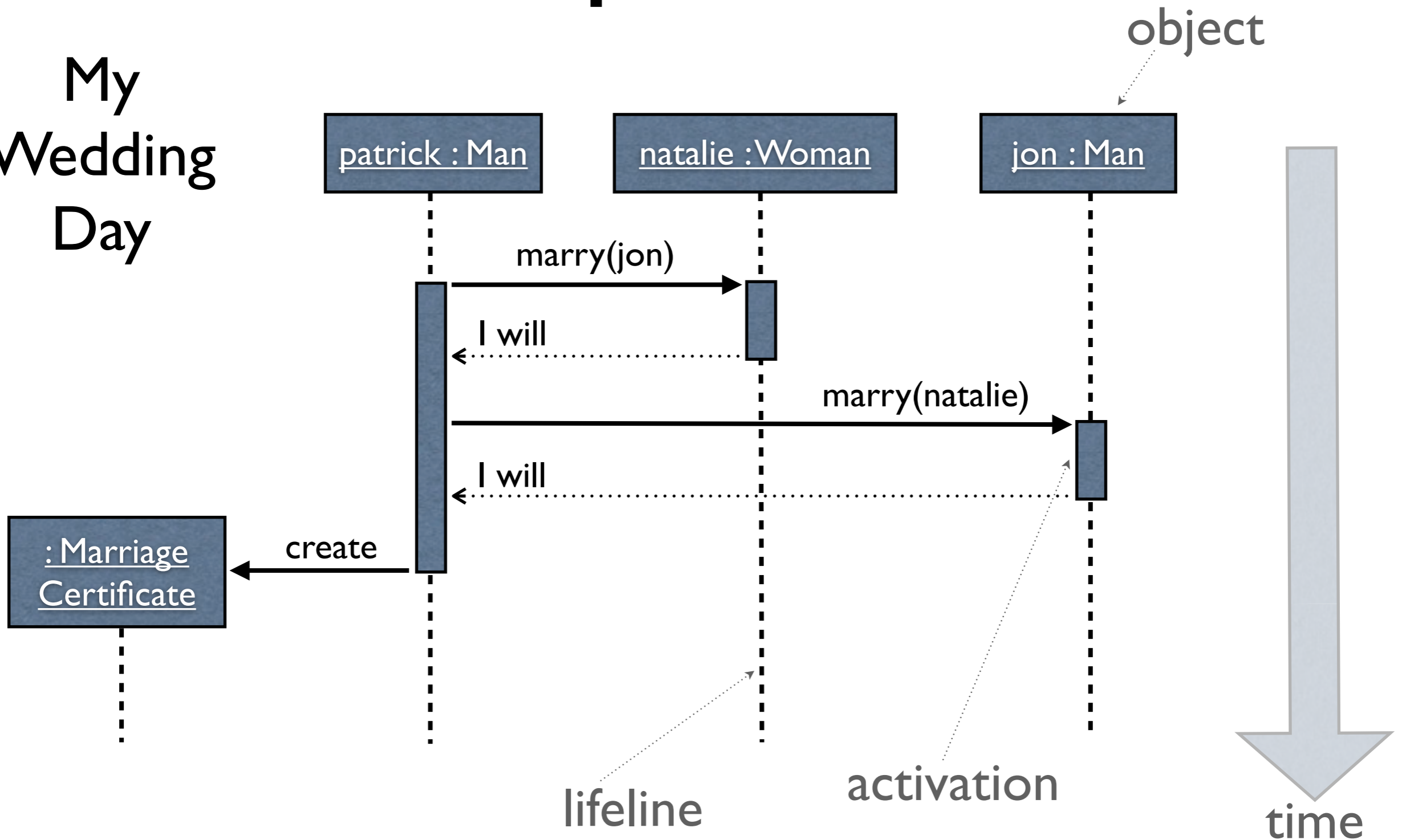


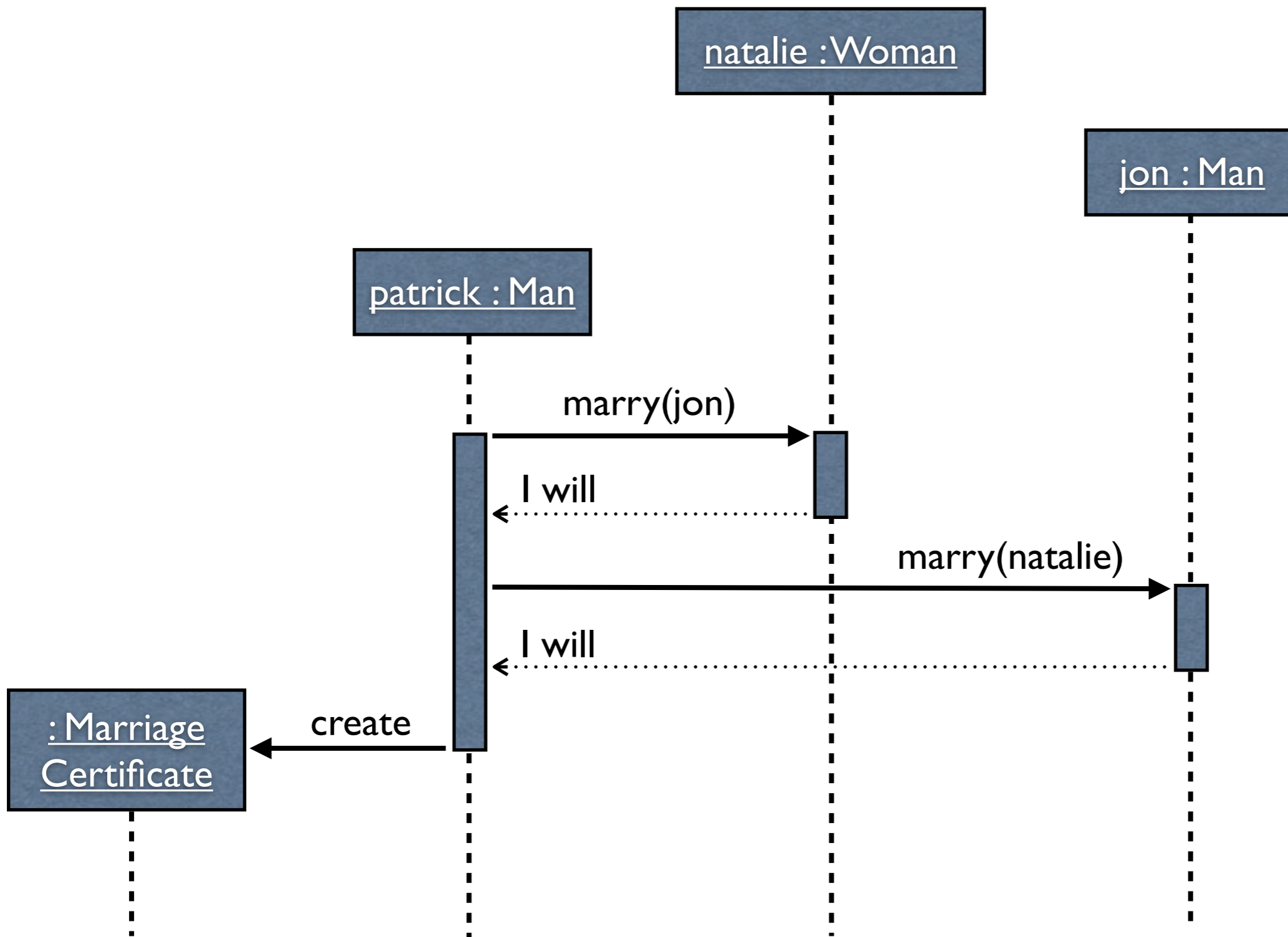
Objects

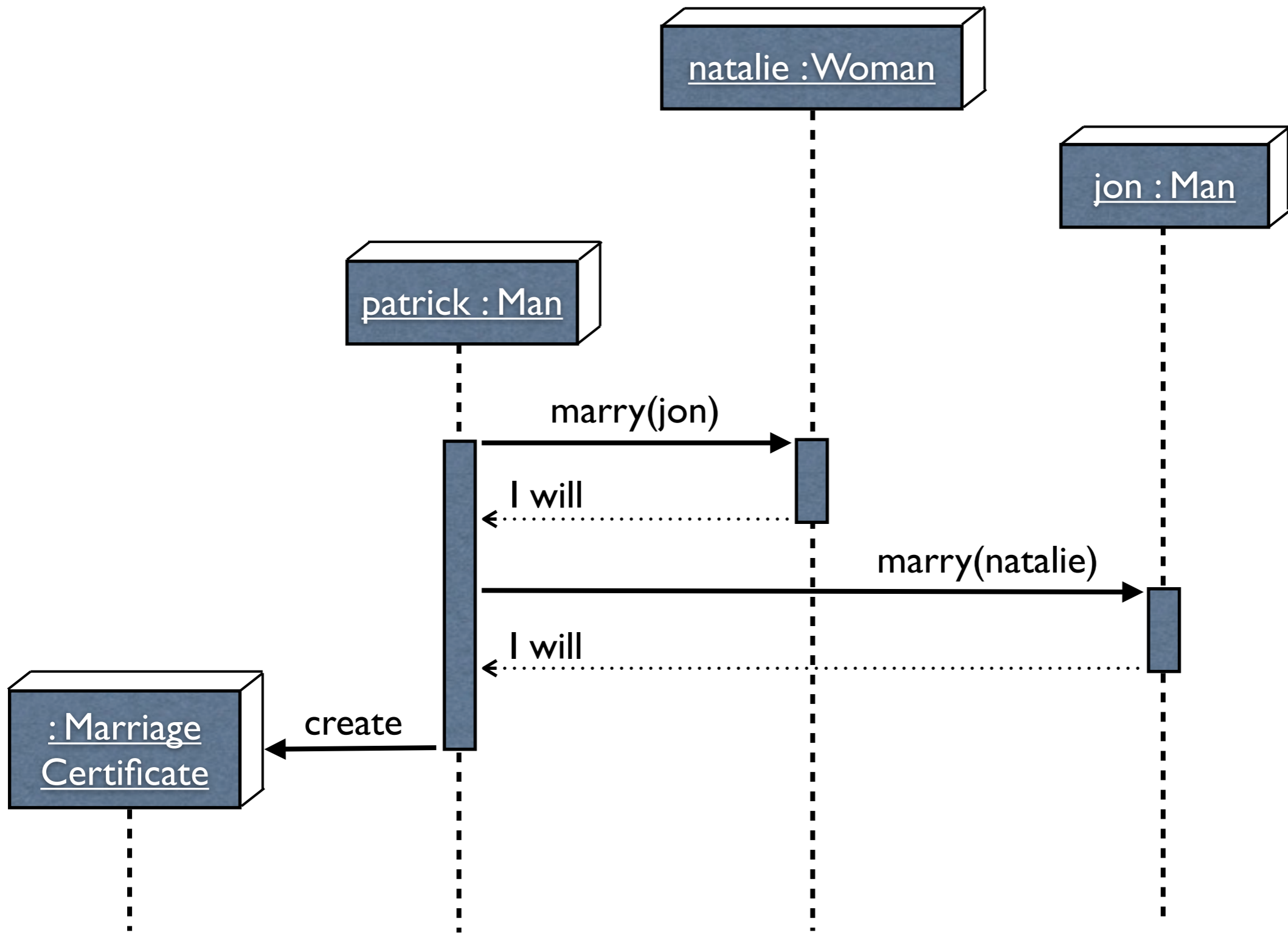


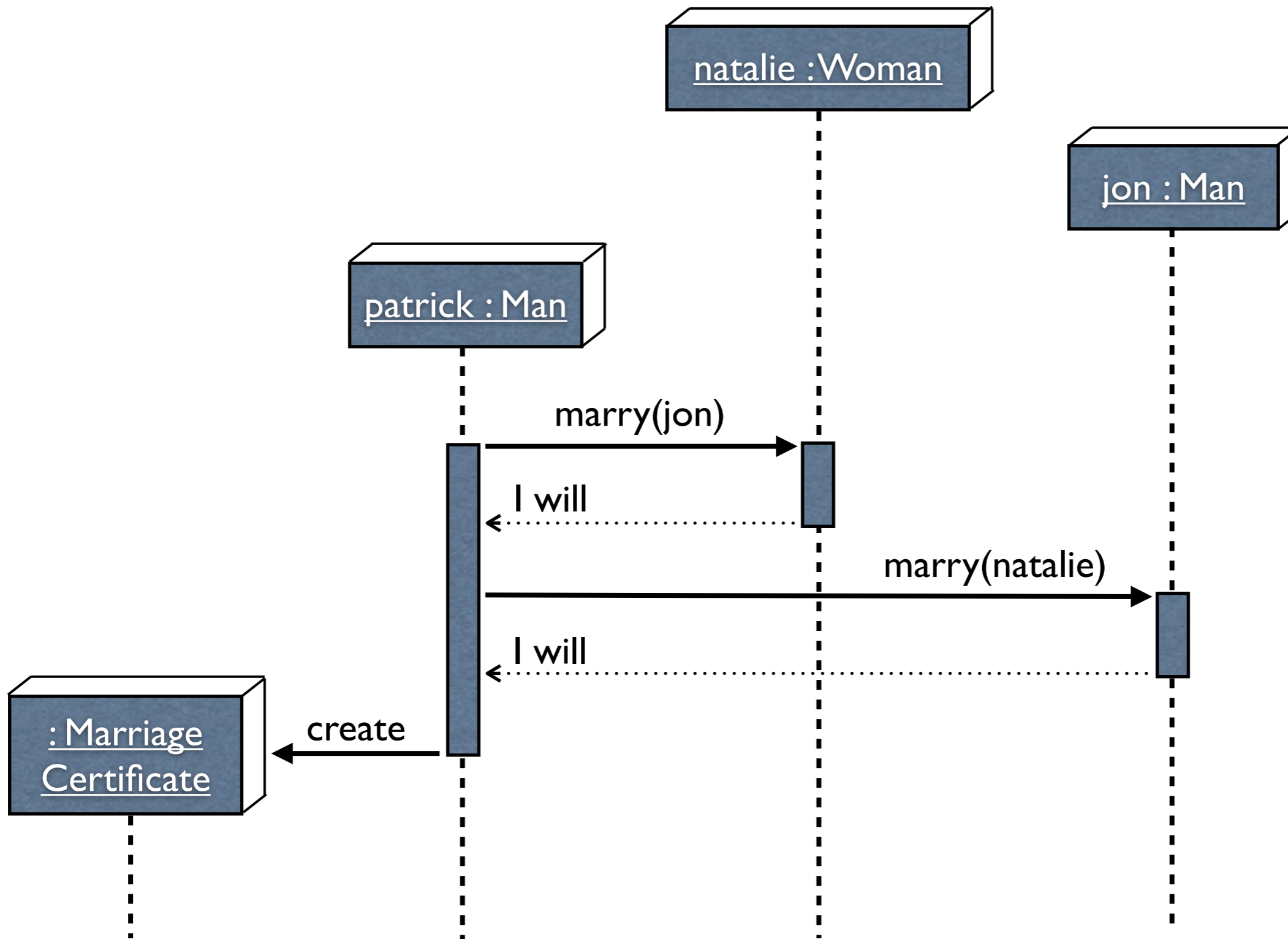
Sequences

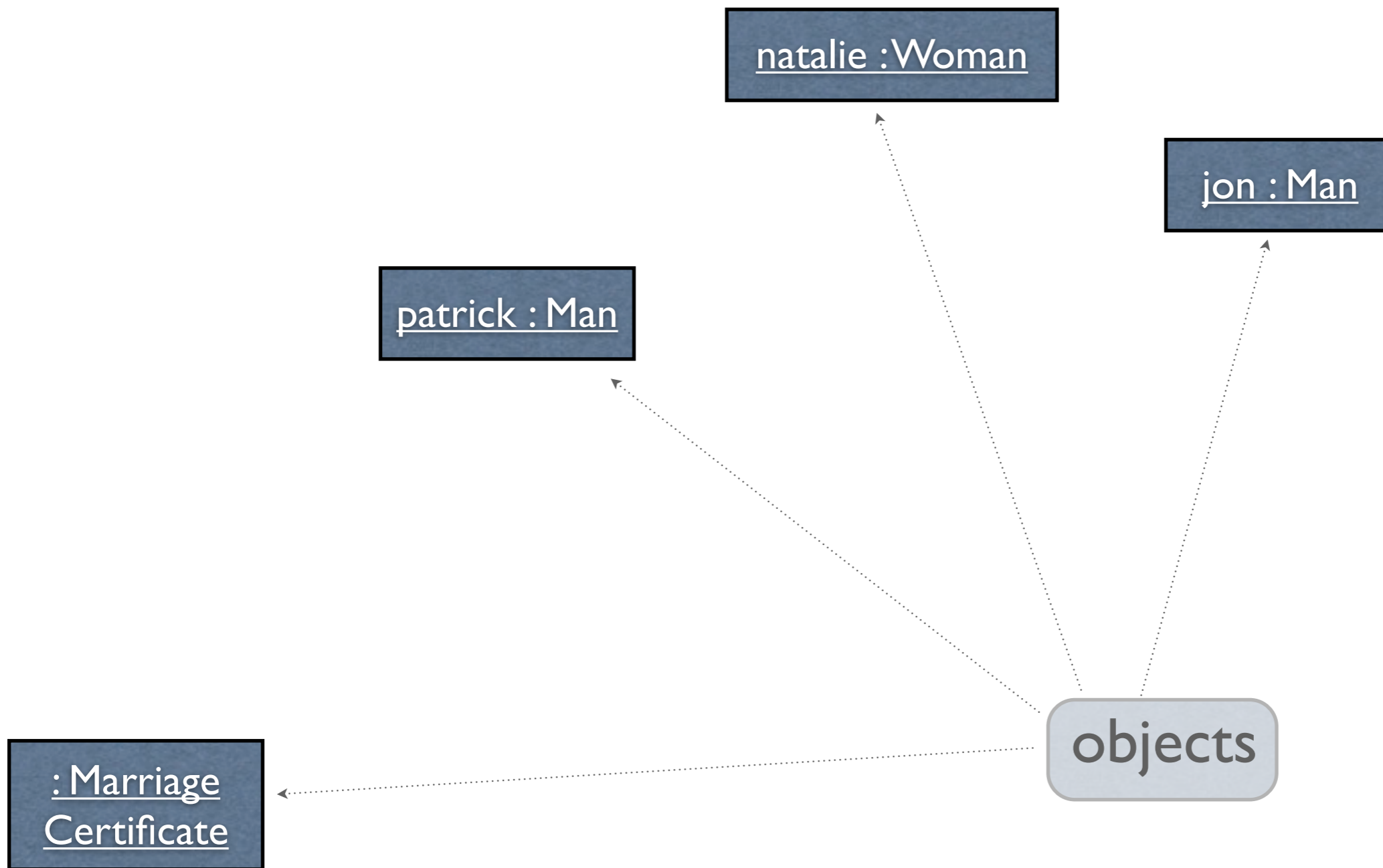
My
Wedding
Day

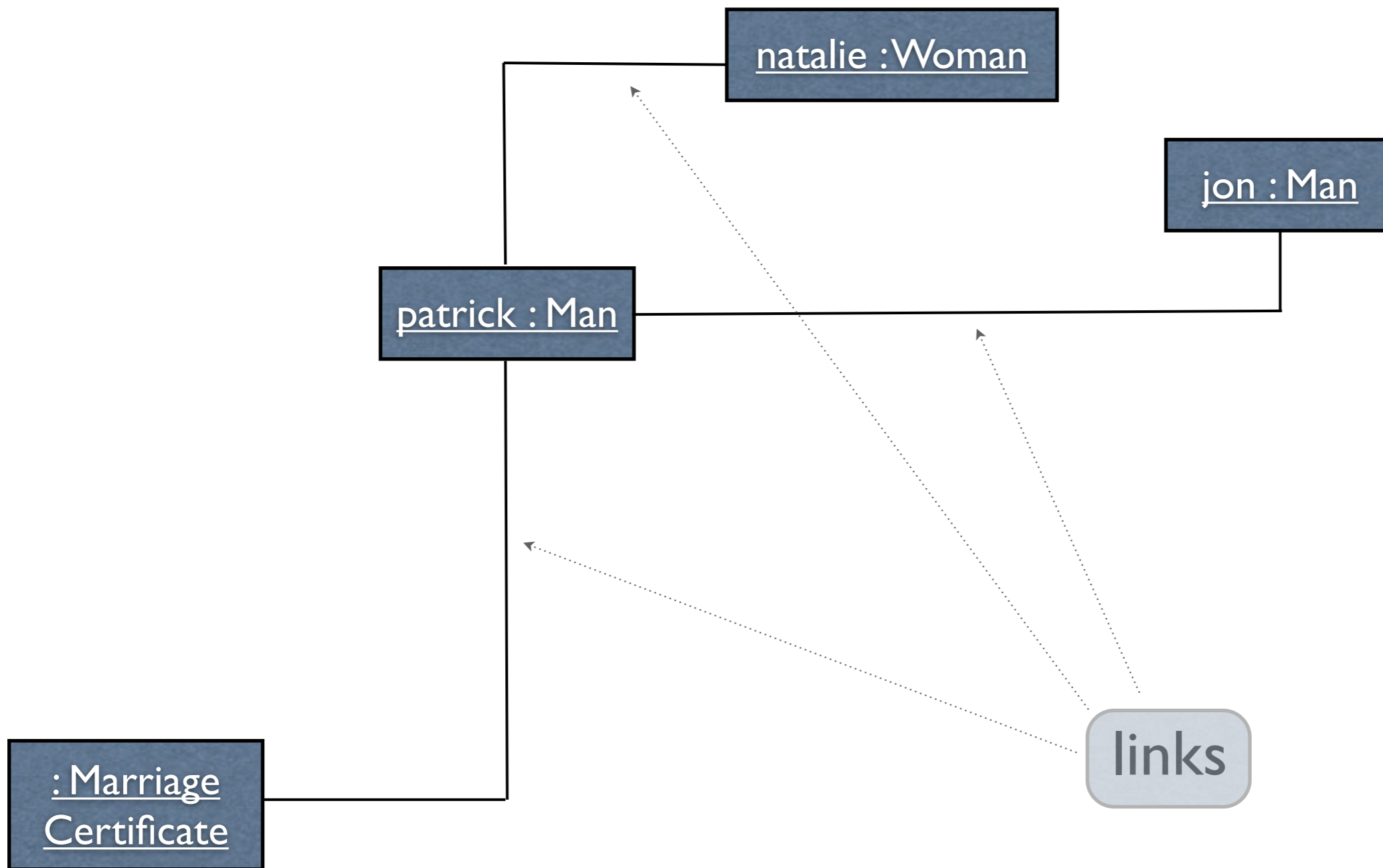


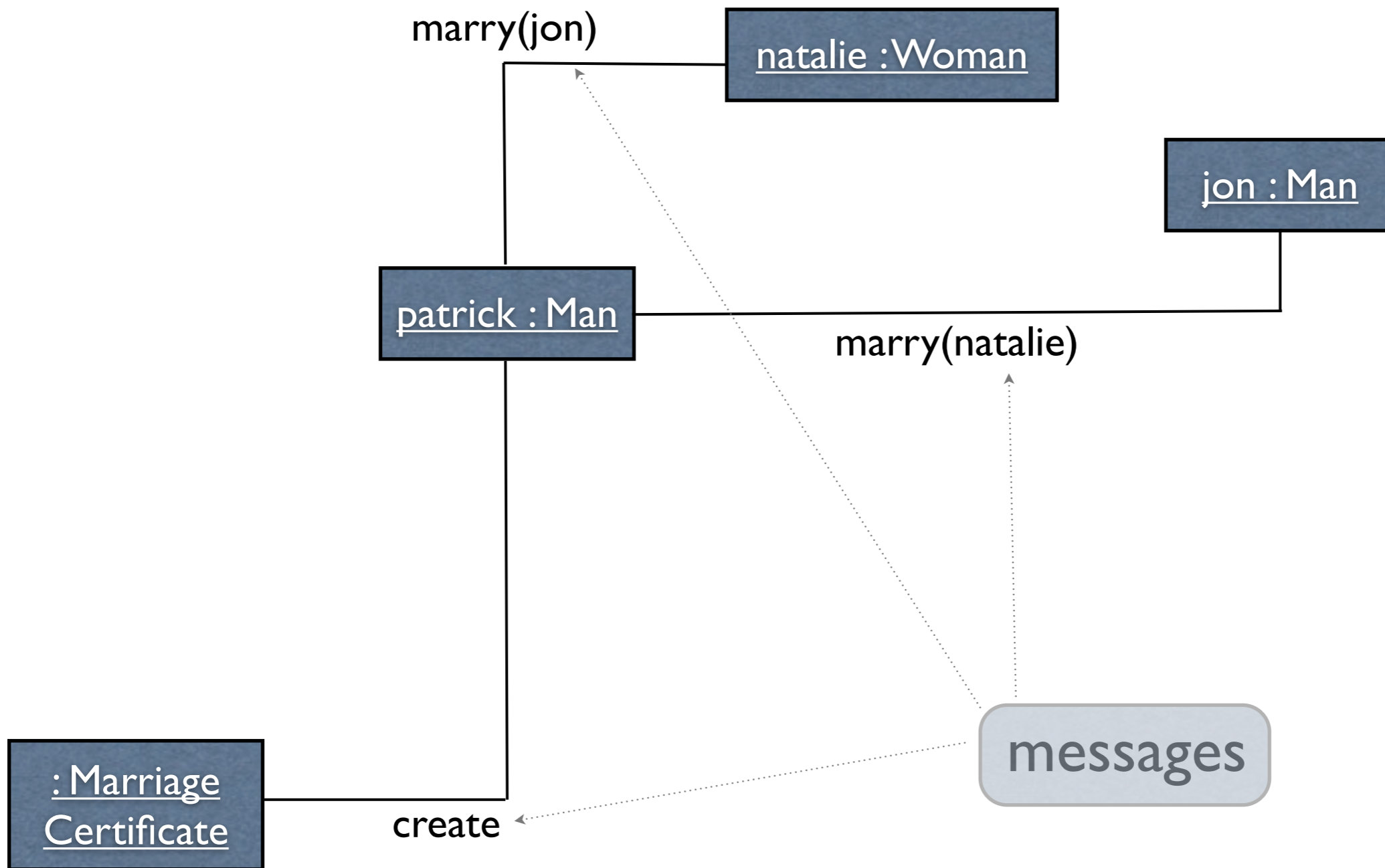


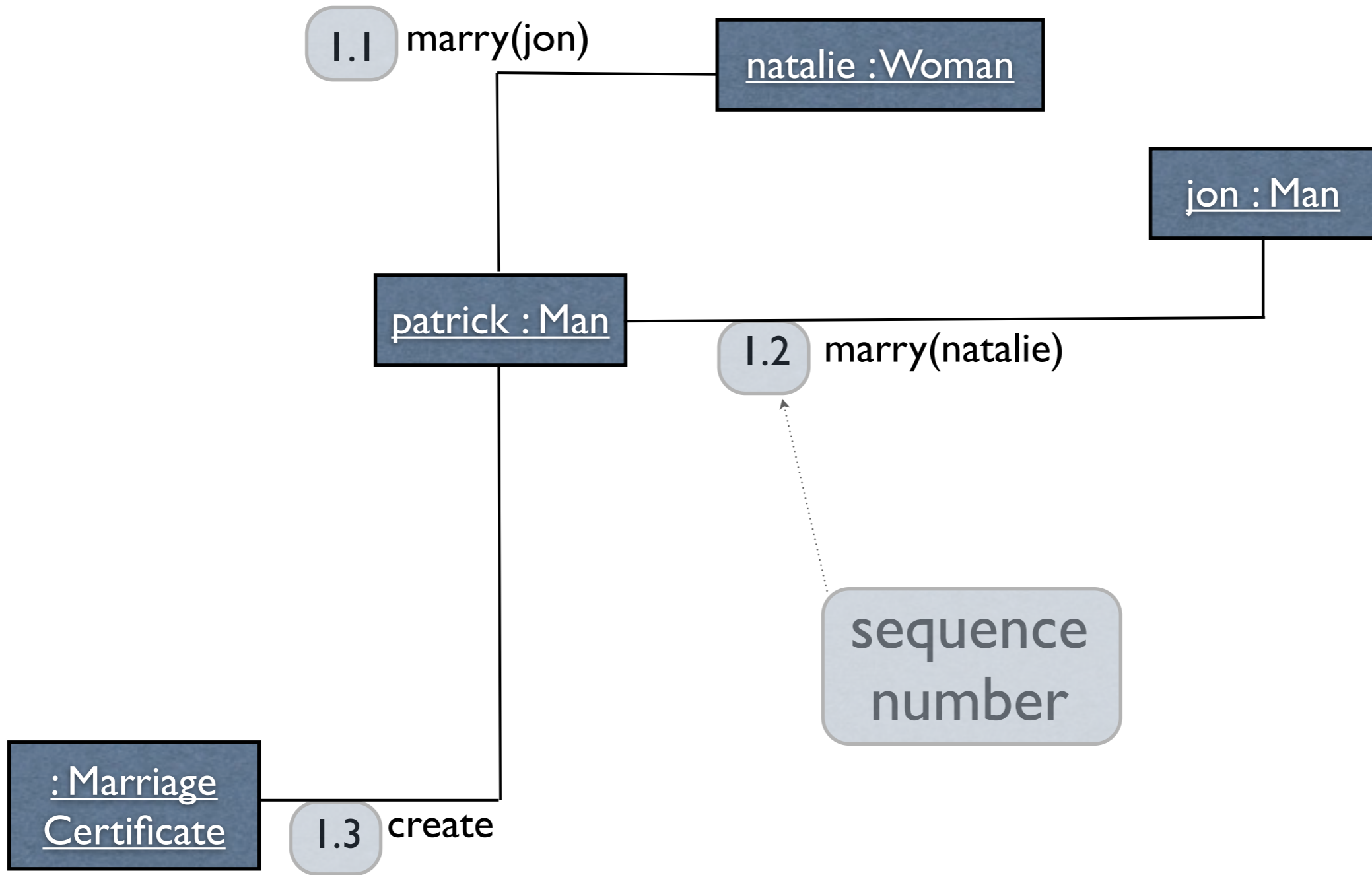


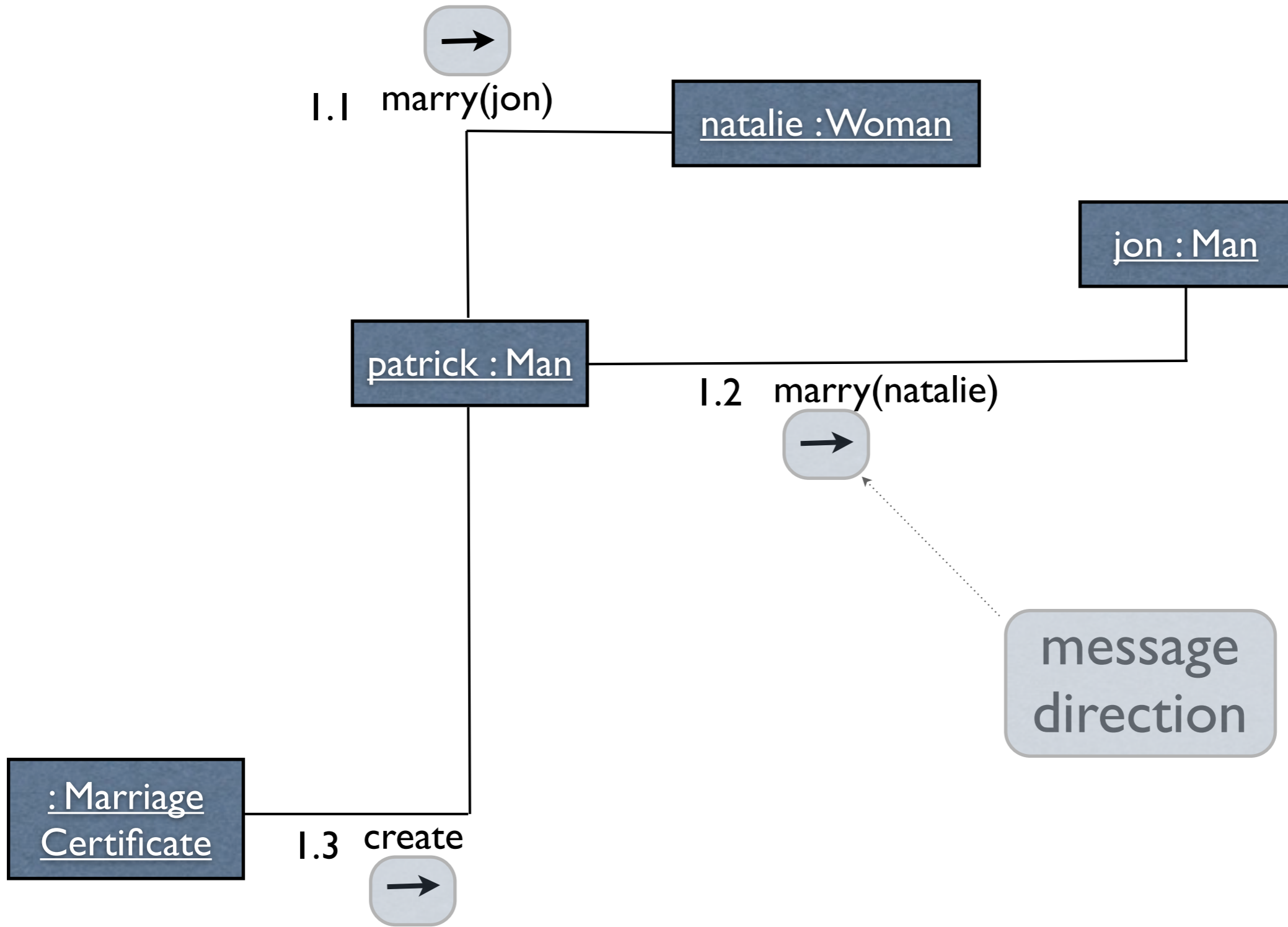


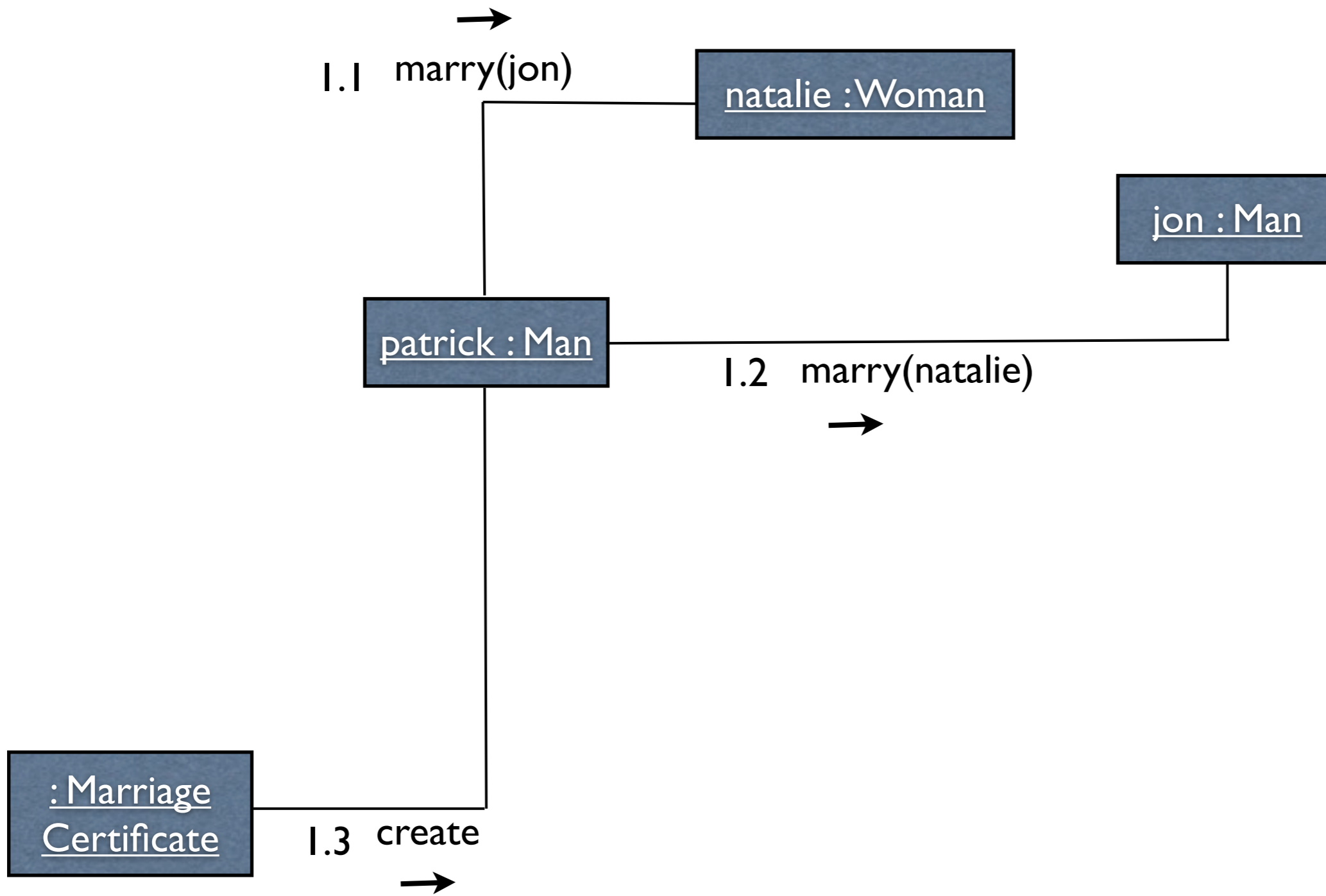


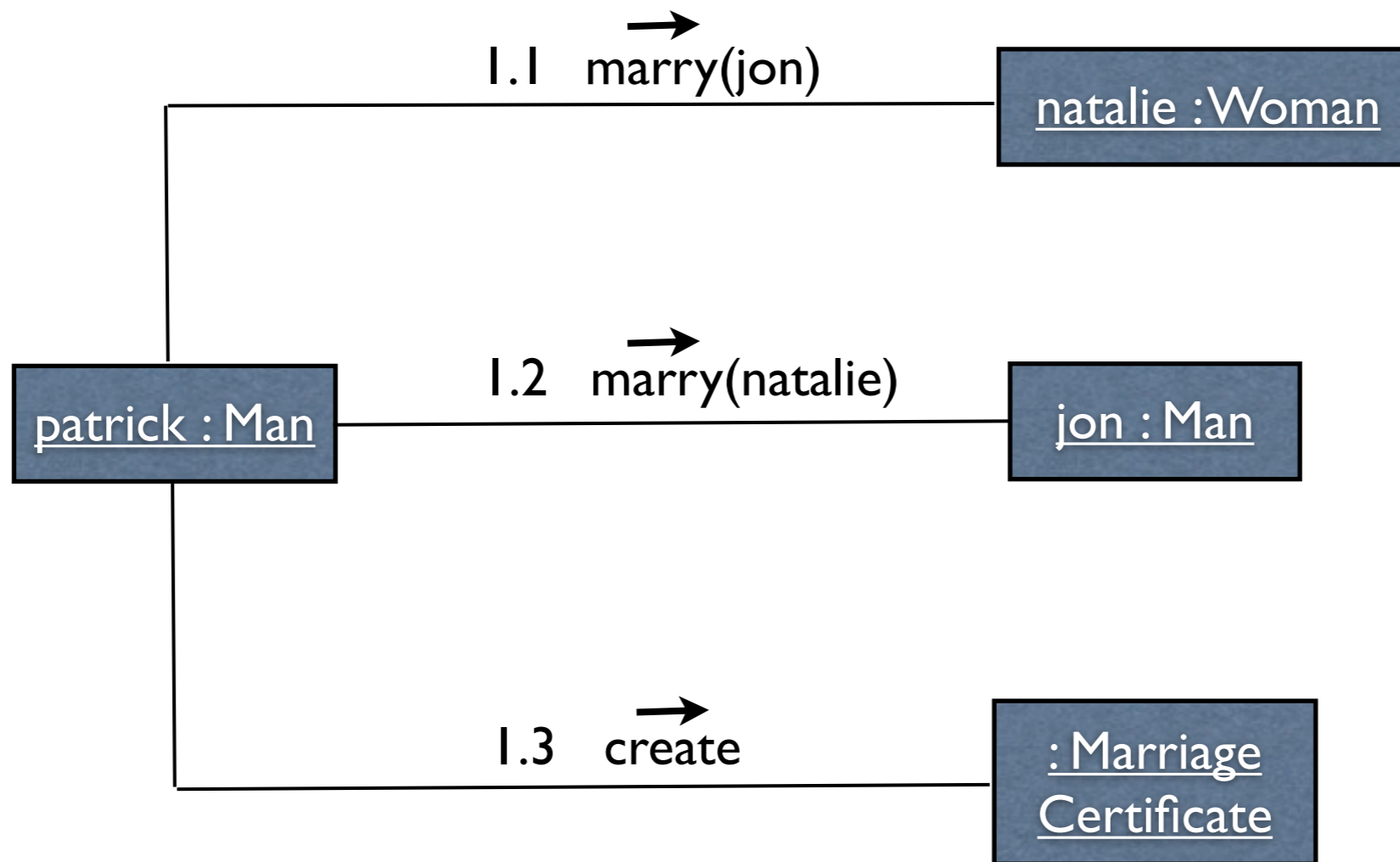




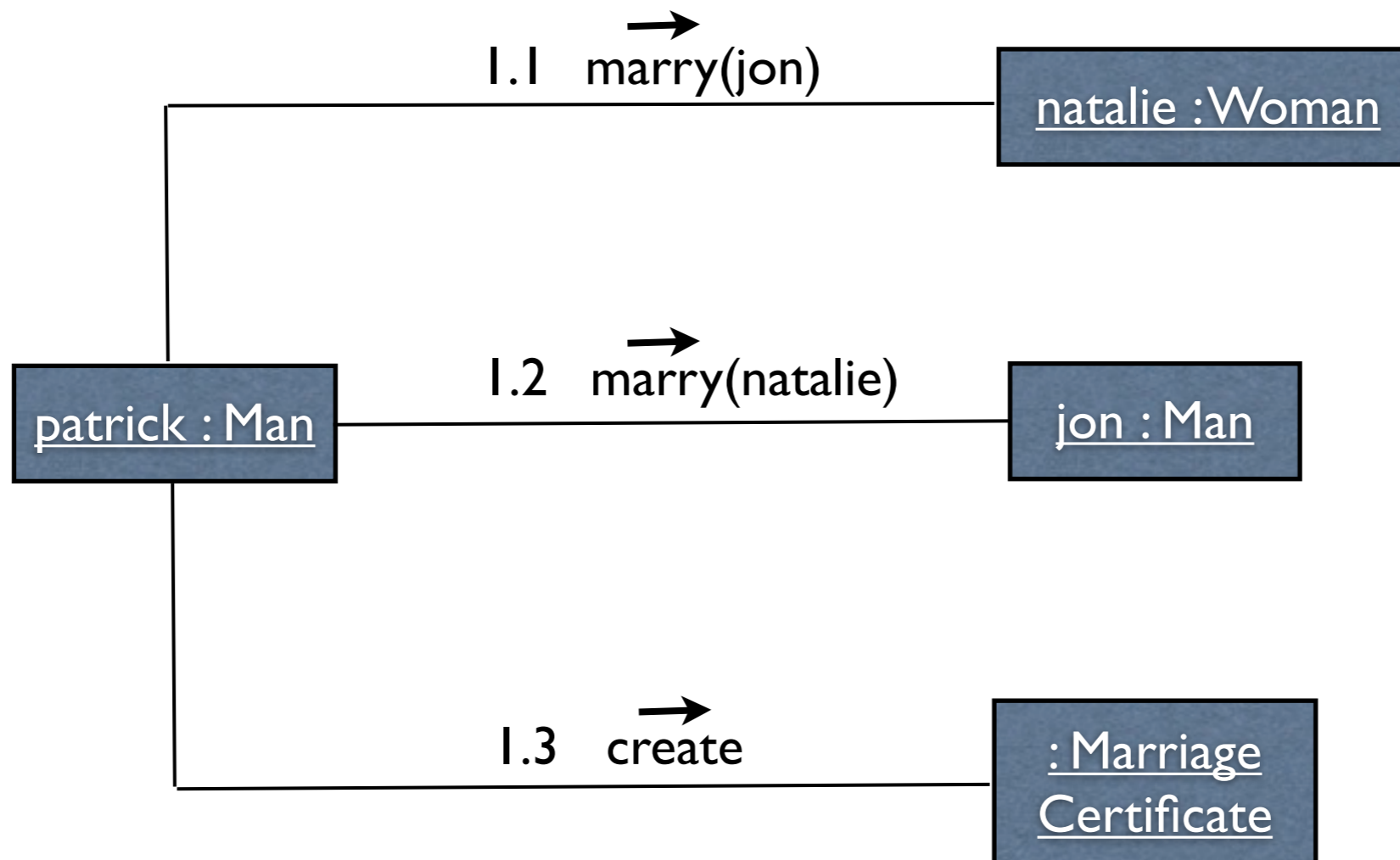




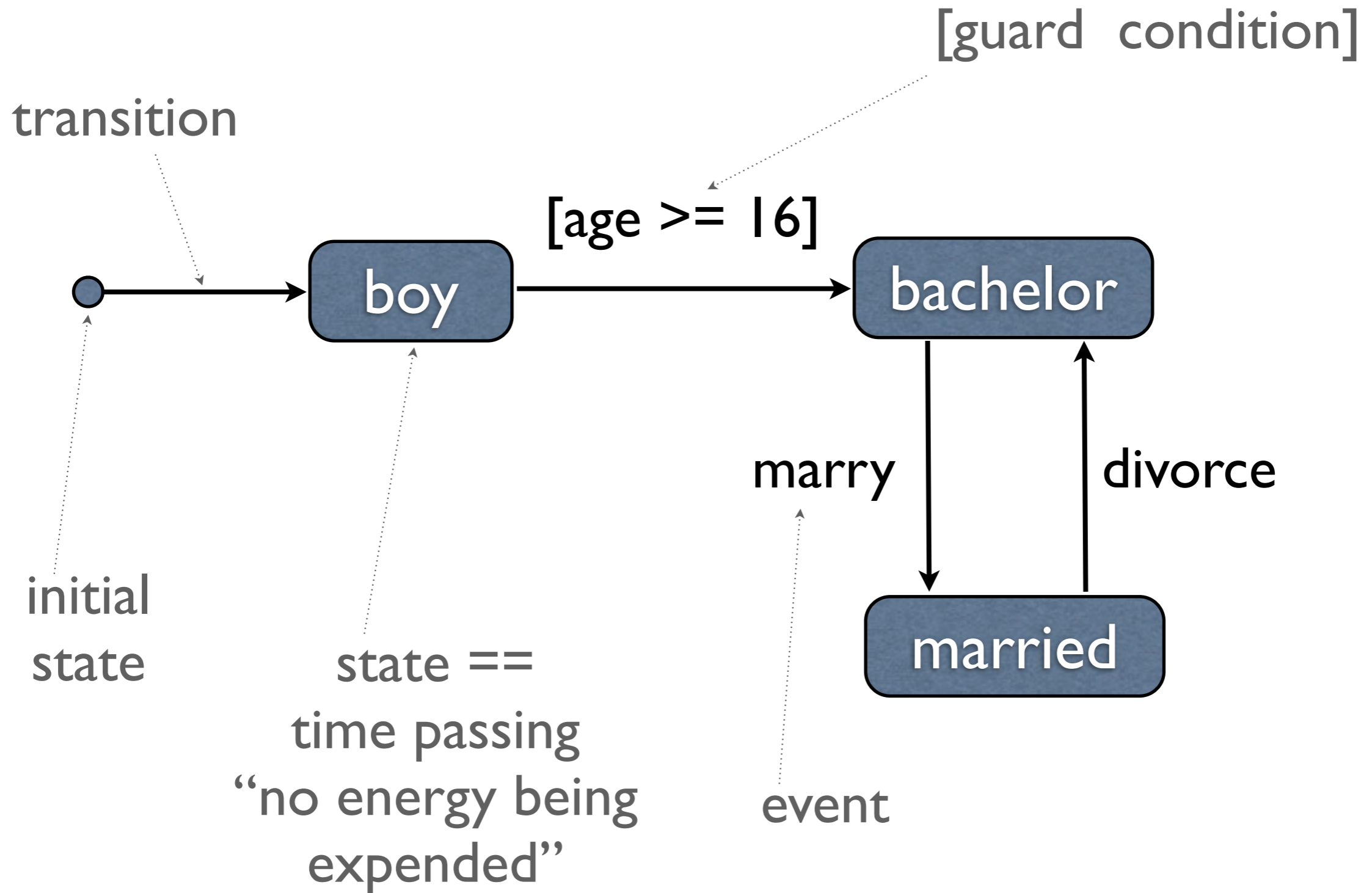




Communication

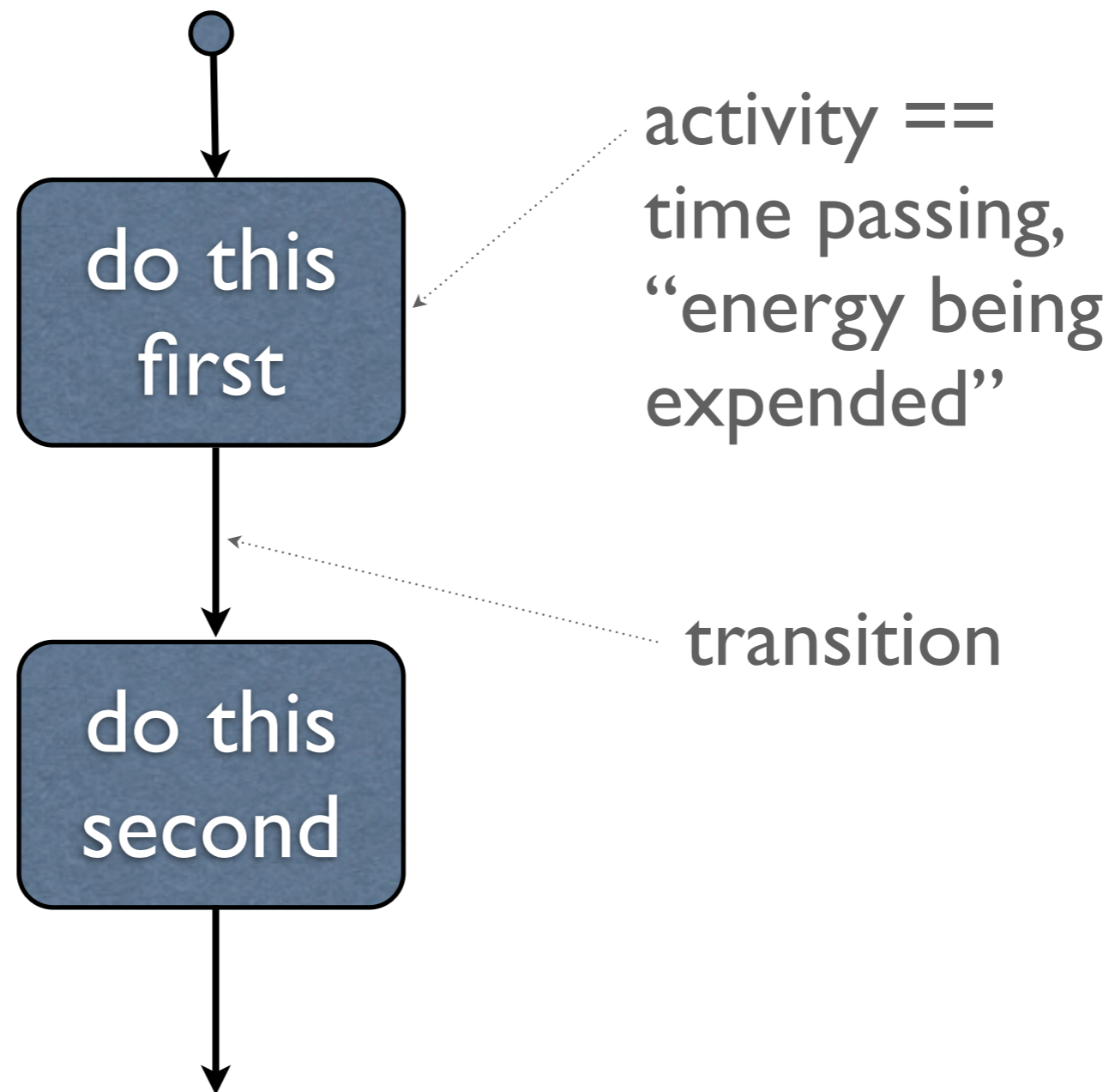


State



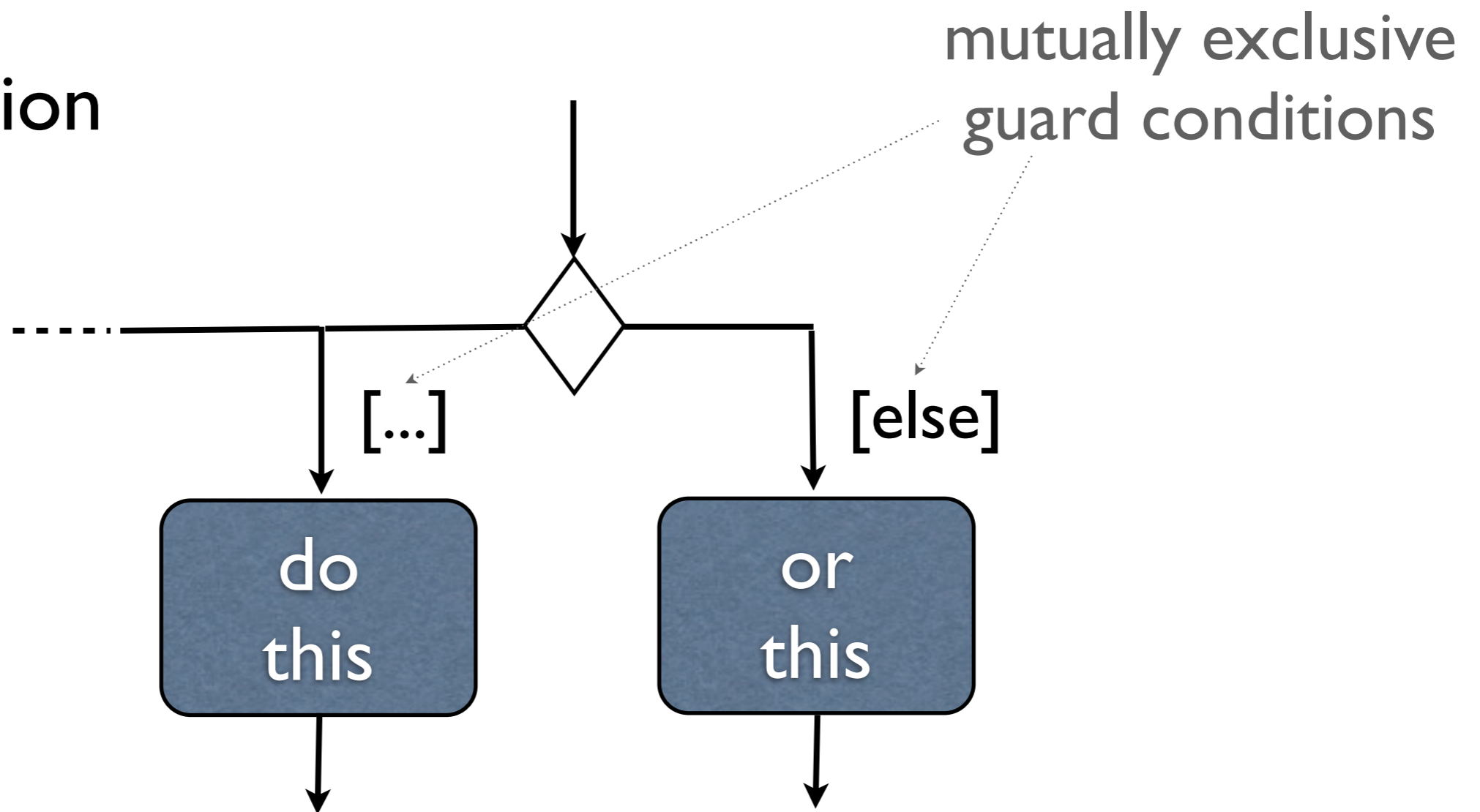
Activity

Sequence



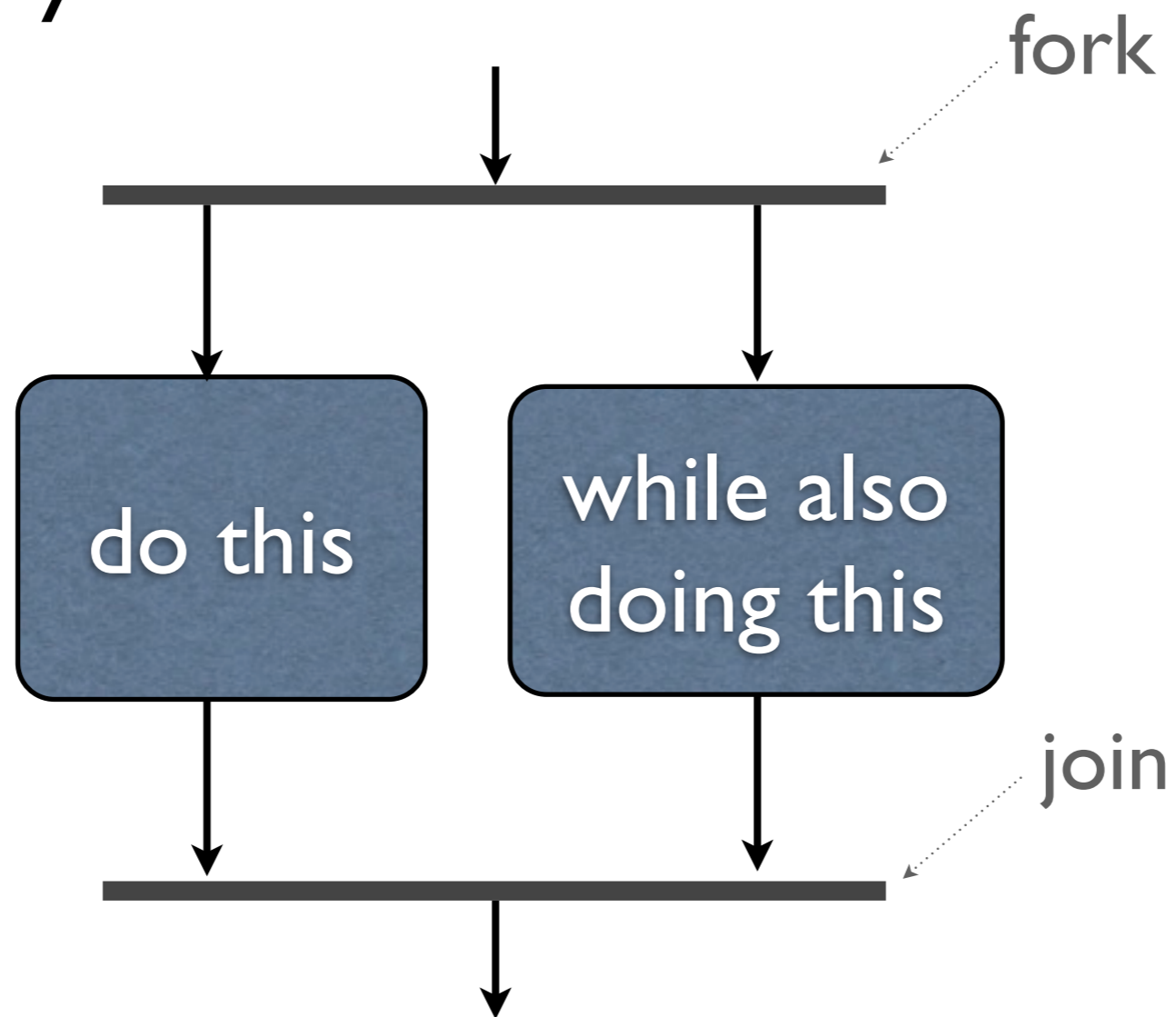
Activity

Selection



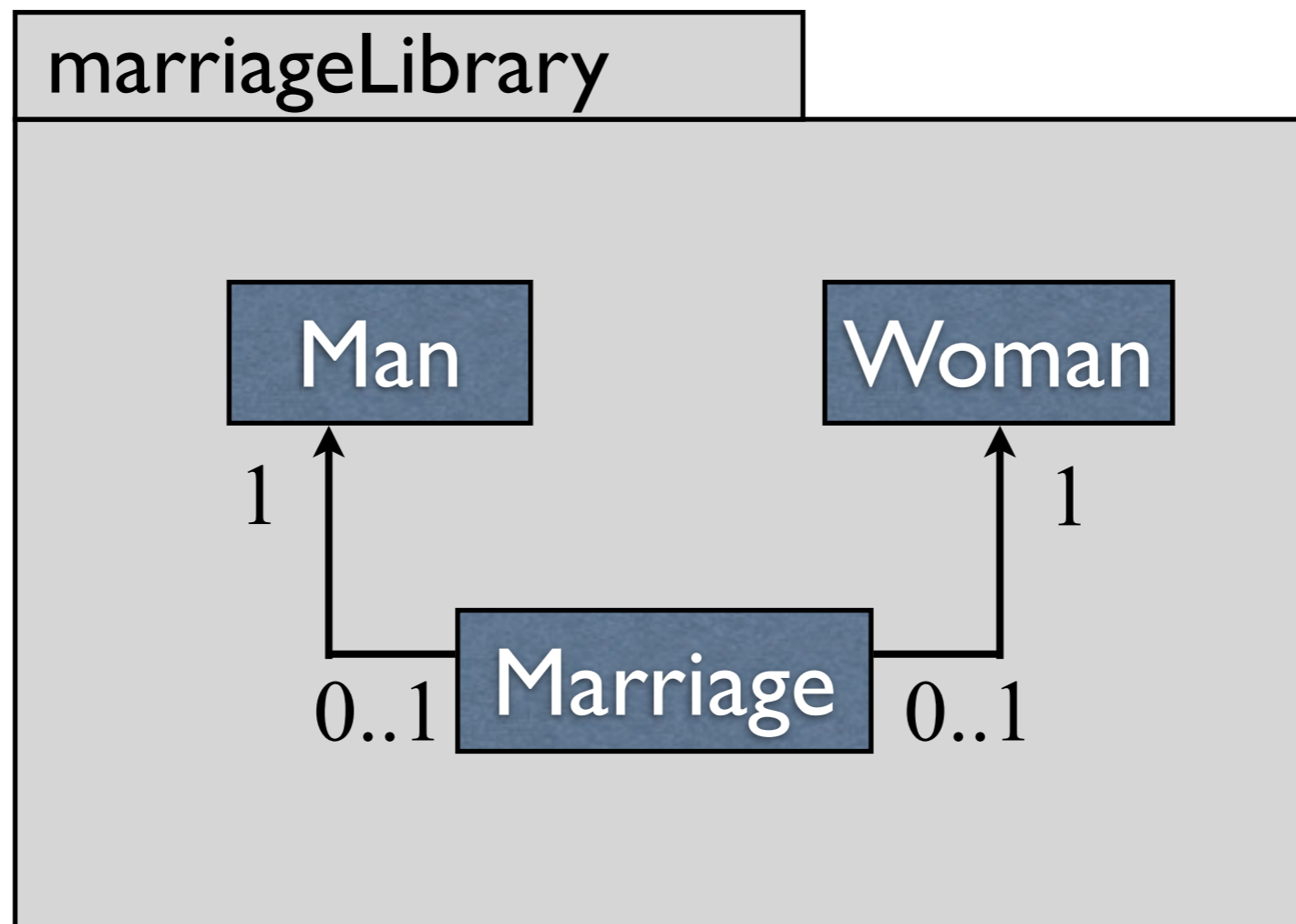
Activity

Concurrency

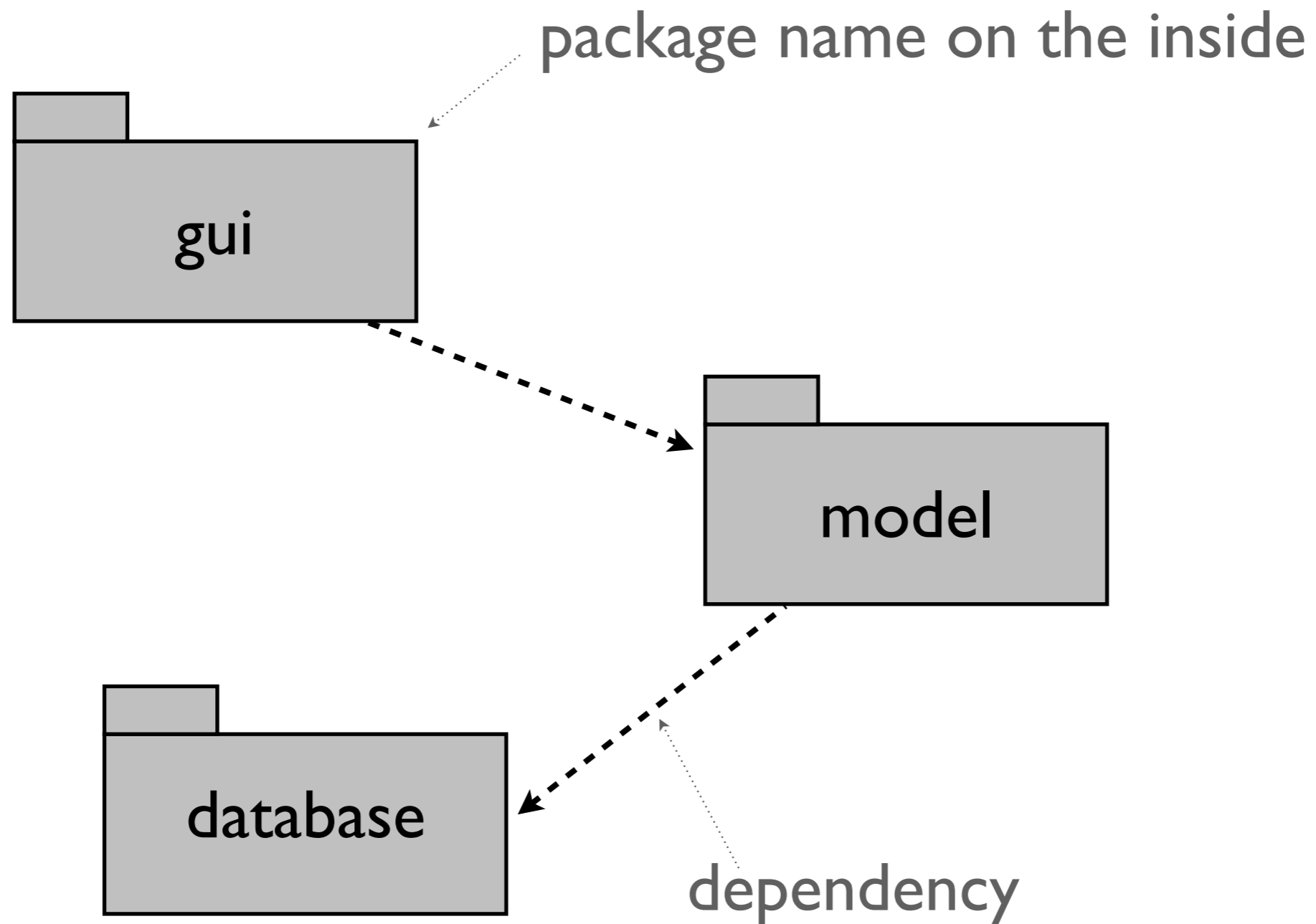


Package

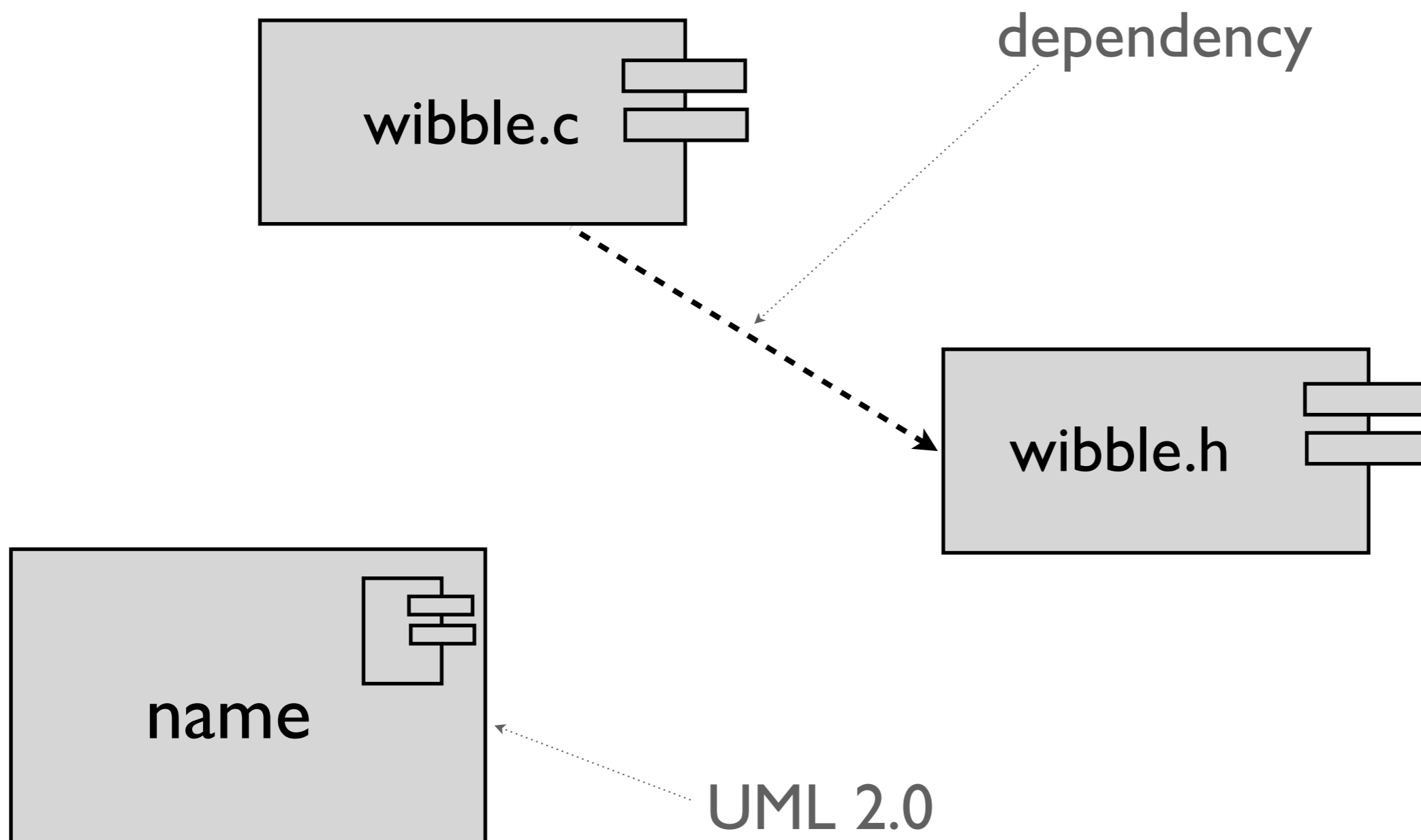
package name on the outside



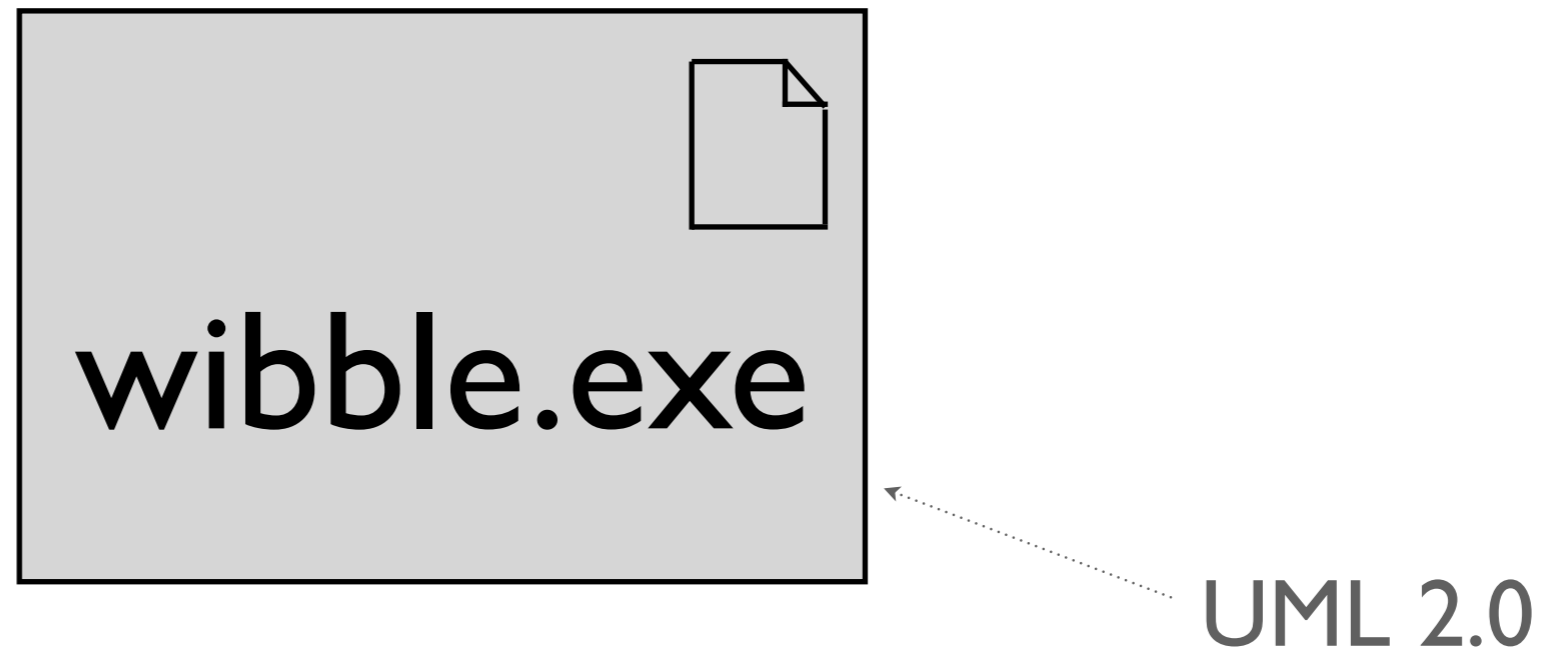
Package



Components



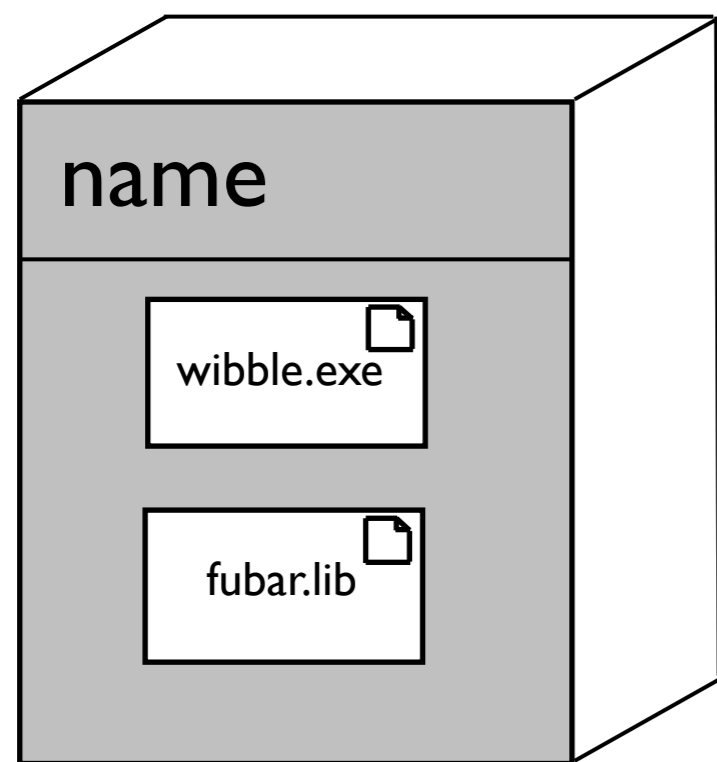
Artefacts



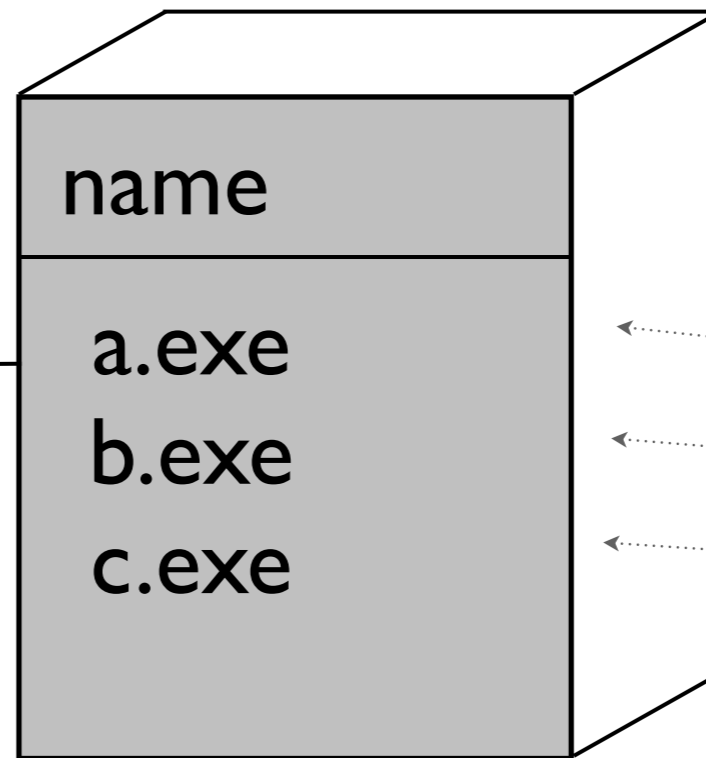
Artefacts are deployed on nodes

Deployment

node == capable of hosting software



hardware
device



execution
environment

names of
artefacts
deployed
on this
node

