

**UNIFIED MODELING LANGUAGE**

**UNIT – I**

Principles of Modeling – Object Oriented Modeling – Introduction to UML. Basic Structural modeling:

Classes – Relationships – Common mechanisms – Diagrams – Class diagrams.

**UNIT – II**

Advanced Structural Modeling:

Advanced Classes – Advanced Relationships – Interfaces, Types and Roles – Packages – Instances – Object diagrams.

**UNIT – III**

Basic Behavioural Modeling:

Interactions – Use Cases – Use Case Diagrams – Interaction Diagrams – Activity Diagrams.

**UNIT – IV**

Advanced Behavioural Modeling:

Events and Signals – State Machines – Processes and Threads – Time and Space – Statechart Diagrams.

**UNIT – V**

Architectural Modeling:

Components – Deployment – Collaborations – Pattern and Frameworks – Component Diagram – Deployment Diagrams – Systems and Models.

**Text Book:**

Grady Booch, James Rumbaugh and Ivar Jacobson, “The Unified Modeling Language User Guide”, Addison Wesley – Fourth Indian Reprint 2000.