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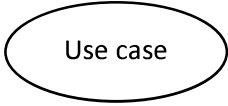


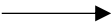
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## SYMBOLS LIST


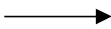

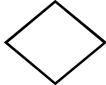
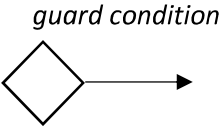

### 1. Use case Diagram

**Table 1:** Use Case Diagram Symbols (VP Gallery)

Construct	Description	Syntax
<b>Use Case</b>	A sequence of actions that a system (or other entities) can perform, interacting with actors of the system.	
<b>Actor</b>	A coherent set of roles that users of use cases play when interacting with these use cases	
<b>Association</b>	The participation of an actor in a use case, i.e., instance of an actor and instances of a use case communicate with each other.	
<b>Generalization</b>	A taxonomic relationship between a more general use case, and a more specific use case	



## 2. Activity Diagram

**Table 2:** Activity Diagram Symbols (VP Gallery)

Construct	Description	Syntax
<b>Initial Node</b>	Indicates where the work flow begins.	
<b>Control Flow</b>	Shows the direction of the workflow	
<b>Activity</b>	Indicates a step in the process	
<b>Decision</b>	A diamond symbol indicating a choice. Work flow will proceed along one of a number of possible paths according to the guard condition.	
<b>Guard Condition</b>	A condition attached to a control flow. When the guard condition is true, workflow may flow along the control flow. Guard conditions are usually attached to control flows that come out of a decision symbol.	
<b>Final Node</b>	Indicates the end of the process flow	

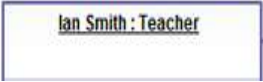
### 3. Class Diagram

**Table 3:** Class Diagram Symbols (VP Gallery)

Construct	Description	Syntax
<b>Class</b>	A set of objects that share a common structure, common behavior and common semantics.	<div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Class Name</p> <hr/> <p>+Attributes</p> <p>+Operations ()</p> </div>
<b>Association</b>	An association represents the link between classes that have common attributes or behaviors. An association between two classes indicates that objects (instances) of one class may be related (linked) to objects of the other class.	
<b>Generalization</b>	A generalization is a taxonomic relationship between a more general classifier and a more specific classifier.	

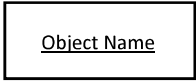


### 4. Object Diagram (VP Gallery)

Construct	Description	Syntax
<b>Object</b>	The object element from the UML Object Diagram is a rectangle divided into two parts. The top part contains the name of the object, while the second part contains the attributes of the object.	<div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;"><u>Economics : Paper</u></p> <hr/> <p>authors [*] = {will writer}</p> <p>number = 15</p> </div>




<p><b>Simple Object</b></p>	<p>The simple object from the UML Object Diagram is a rectangle which displays the object name. This object name is usually underlined.</p>	
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### 5. Sequence Diagram (VP Gallery)

**Table 4:** Sequence Diagram Symbols

Construct	Description	Syntax
<p><b>Object</b></p>	<p>Adds new object to the Diagram</p>	
<p><b>Object Message</b></p>	<p>Shows the message between two objects</p>	
<p><b>Message to self</b></p>	<p>Shows message directed to the object itself</p>	

## 6. Deployment Diagram (VP Gallery)

Construct	Description	Syntax
<p><b>Aggregation Shared Association</b></p>	<p>A kind of association that has one of its end marked shared as its kind of aggregation meaning that it has a shared aggregation.</p>	
<p><b>Artifacts</b></p>	<p>An artifact is a piece of information that is used or produced by a software development process.</p>	
<p><b>Deployment Specification</b></p>	<p>A deployment specification specifies a set of properties that determine execution parameters of a component artifacts that is deployed on a node</p>	
<p><b>Device Node</b></p>	<p>A device is a physical computational resource with processing capability upon which artifact may be deployed for execution</p>	