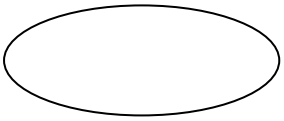
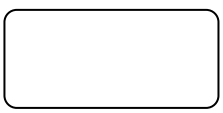
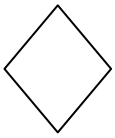
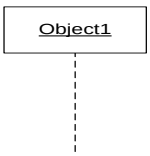
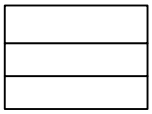
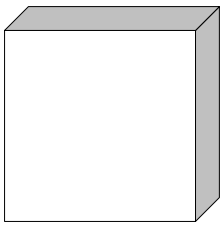
LIST OF SYMBOLS

(Source: James Rumbaugh, Ivar Jacobson & Grady Booch., "The Unified Modeling Language Reference Manual", 2nd ed, Addison Wesley Longman, Inc: Canada, 1999. [4, p.43])

Symbol	Description
Use Case 	In a use case diagram, a use case represents a set of events that occurs when an actor uses a system to complete a process
Actor 	In a use case diagram, an actor represents a role played by an outside object. One physical object, therefore, can be represented by several actors. A communicates relationship indicates how an actor participates in a use case.
Communication	In a use case diagram, the communicates relationship defines how an actor participates in a use case.
Initial State 	Shows where the work flow begins
Final State 	In a statechart or activity diagram, a final state represents the completion of activity in the enclosing state or action state.
State 	In a statechart or activity diagram, a state is a condition during which an object satisfies a condition, performs an action, or waits for an event.

Decision 	In an activity diagram, conditions indicate different possible transitions from an action state.
Control Flow 	A transition in an activity diagram, a control flow represents a relationship between two states or action states and indicates that an object in the first state will enter the second state and perform specified actions
 **Object Lifeline**	Used in a sequence diagram, an object lifeline represents the existence of an object at a particular time. If the object is created or destroyed during the time period the diagram represents, then the lifeline stops or starts at the appropriate point. An object's destruction is marked with a large X.
Activation 	Used in a sequence diagram, an activation shows the time period during which an object or actor is performing an action.
Message	Used in a sequence diagram, a message is a communication between objects that conveys information and results in an action. Messages extend from the lifeline of one object to the lifeline of another, except in the case of a message from an object to itself, in which case the message begins and

	ends on the same lifeline.
Class 	A class describes a set of objects with similar structure, behavior, and relationships. Classes are declared in class (static structure) diagrams and represent concepts in the systems being modeled. The name of a class must be unique within its package.
Node 	As used in a deployment implementation diagram, a node is a run-time physical object that represents a processing resource. Nodes are usually computing devices but can also represent human resources or mechanical processing resources.