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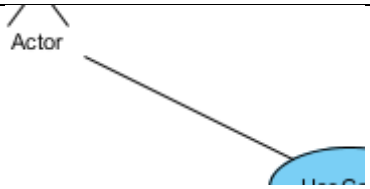
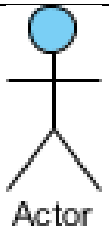
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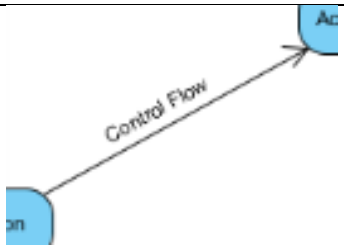
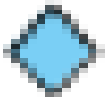
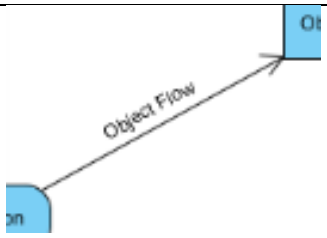
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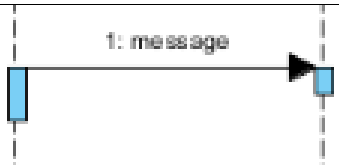
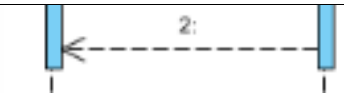
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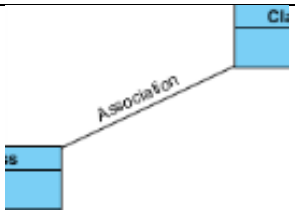
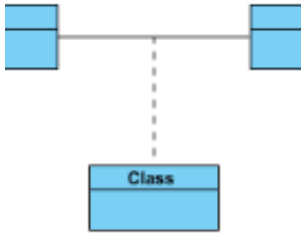
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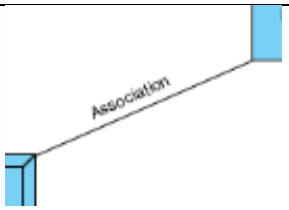
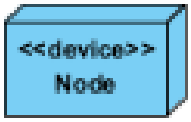
LIST OF SYMBOLS (source: visual-paradigm.com)

USE CASE SYMBOL	DEFINITION
 Use Case	A use case represents a user goal that can b achieved by accessing the system or softwa application.
 Association	Actor and use case can be associated to indicate that the actor participates in that us case. Therefore, an association corresponds to a sequence of actions between the actor and use case in achieving the use case.
	Actors are the entities that interact with a system. Although in most cases, actors are used to represent the users of system, actor can actually be anything that needs to exchange information with the system.
ACTIVITY DIAGRAM SYMBOL	**DEFINITION**
 Initial Node	An initial node is a control node at which flow starts when the activity is invoked. An activity may have more than one initial node.

	An action represents a single step within an activity, that is, one that is not further decomposed within the activity. An activity represents a behavior that is composed of individual elements that are actions.
 Control Flow	A control flow is an edge that starts an activity node after the previous one is finished.
 Decision	A decision node accepts tokens on an incoming edge and presents them to multiple outgoing edges. Which of the edges is actually traversed depends on the evaluation of the guards on the outgoing edges.
 Final Node	An activity may have more than one activity final node. The first one reached stops all flows in the activity.
	An object flow is an activity edge that can have objects or data passing along it.

SEQUENCE DIAGRAM SYMBOL	DEFINITION
	A lifeline represents an individual participant in the Interaction.
	A message defines a particular communication between Lifelines of an Interaction. Also Sequence message is a kind of message that represents the need of performing actions in sequence.
	An Actor models a type of role played by an entity that interacts with the subject (e.g., by exchanging signals and data), but which is external to the subject (i.e., in the sense that an instance of an actor is not a part of the instance of its corresponding subject).
 Return Message	Return message is a kind of message that represents the pass of information back to the caller of a corresponded former message.

CLASS DIAGRAM SYMBOLS	DEFINITION
 Association	An association specifies a semantic relationship that can occur between typed instances. It has at least two ends represented by properties, each of which is connected to the type of the end. More than one end of the association may have the same type.
 Class	A class describes a set of objects that share the same specifications of features, constraints, and semantics. Class is a kind of classifier whose features are attributes and operations. Attributes of a class are represented by instances of Property that are owned by the class.
 Association Class	A model element that has both association and class properties. An Association Class can be seen as an association that also has class properties, or as a class that also has association properties.
 Class <<interface>>	An interface is a kind of classifier that represents a declaration of a set of coherent public features and obligations. An interface specifies a contract; any instance of a classifier that realizes the interface must fulfill that contract.

DEPLOYMENT DIAGRAM SYMBOLS	DEFINITION
	An artifact is the specification of a physical piece of information that is used or produced by a software development process, or by deployment and operation of a system.
 Association	An association specifies a semantic relationship that can occur between typed instances. It has at least two ends represented by properties, each of which is connected to the type of the end. More than one end of the association may have the same type.
	A component represents a modular part of a system that encapsulates its contents and whose manifestation is replaceable within its environment.
	A Device is a physical computational resource with processing capability upon which artifacts may be deployed for execution. Devices may be complex (i.e., they may consist of other devices).
	An instance specification is extended with the capability of being a deployment target in a deployment relationship, in the case that it is an instance of a node. It is also extended

	with the capability of being a deployed artifact, if it is an instance of an artifact.