Cheatography

UML 2.5 Cheat Sheet

by istvan via cheatography.com/24560/cs/6115/

Semantics

Subject

System in a Context

Model element Categories

Classifiers|Events|Behaviour

Categories

- Structural
- Behavioral

Model Elements

Classifier

A set of object
- object = state + relationships to other objects

Events

- A set of possible occurrences
-A happening that has conseq-uences

Behaviors

- A set of possible executions
- performance of set of actions

Use Case

Summary

- Capture requirement
- Represents a specification of a behaviour
- Provide some obeservable and valuable result

Elements

Actors | Use Cases | Associ-ations

Associations

include|extend|inherit

Use Case (cont)

Extend

Complete base case

Optional extending use case

Optional extension condition | Explicit extension point

Include

Base case incomplete

Included use case required

No inclusion condition | No explicit inclusion point

Generalization (Inheritance)

Incomplete OR complete base case

In case of incomplete base case, the special is required

No condition | No special extension point

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