

Thirteen major diagrams of UML

Based on UML 2.0 Superstructure

Behavior Diagrams

- **Use case diagram**
are representations of the functionality of a system, from the point of view of its users
- **Activity diagram**
represent the behavior of operations using sets of actions
- **State Machine diagram (Statechart diagram)**
represent the behavior of classes using state machines

Interaction Diagrams

- **Communication diagram (Collaboration diagram)**
illustrate the interactions between objects using a spatial structure that represents their physical layout
- **Sequence diagram**
represent the behavior of operations using sets of actions
- **Timing diagram**
- **Interaction Overview diagram**

Structure Diagrams

- **Class diagram**
express the static structure of a system in terms of classes and their relationships
- **Object diagram**
express the static structure of a system in terms of objects using a temporal structure that represents the order of communication
- **Component diagram**
describe the software components of an application in the implementation environment
- **Composition Structure Diagram**
- **Package Diagram**
- **Deployment diagram**
show the locations of components on particular pieces of hardware