# UML - ARCHITECTURE

 

Any real world system is used by different users. The users can be developers, testers, business people, analysts and many more. So before designing a system the architecture is made with different perspectives in mind. The most important part is to visualize the system from different viewer.s perspective. The better we understand the better we make the system.

UML plays an important role in defining different perspectives of a system. These perspectives are:

- Design
- Implementation
- Process
- Deployment

And the centre is the **Use Case** view which connects all these four. A **Use case** represents the functionality of the system. So the other perspectives are connected with use case.

- **Design** of a system consists of classes, interfaces and collaboration. UML provides class diagram, object diagram to support this.
- **Implementation** defines the components assembled together to make a complete physical system. UML component diagram is used to support implementation perspective.
- **Process** defines the flow of the system. So the same elements as used in *Design* are also used to support this perspective.
- **Deployment** represents the physical nodes of the system that forms the hardware. UML deployment diagram is used to support this perspective.