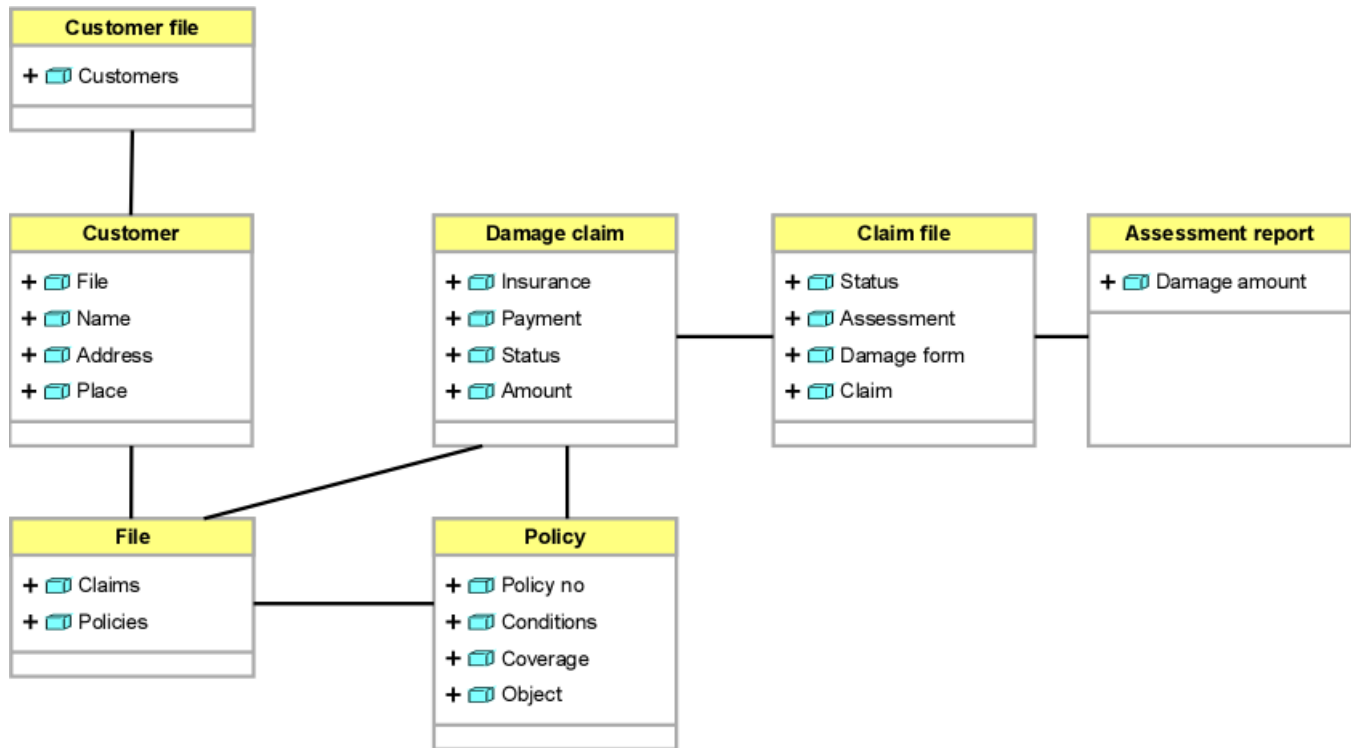


Modeling with UML

What is UML?

The Unified Modeling Language (UML) is a modeling language intended to provide a standard way to visualize the design of a system. UML can be used to visualize different perspectives of a system. It can be used to model application structure, behavior, architecture, business process and data structure. UML provides a collection of structural and behavioral diagrams to do this, which are also known as static and dynamic diagrams.



Example of a UML class diagram

UML modeling

UML models represent systems at different levels of detail. Some models describe a system from a higher, more abstract level, while other models provide greater detail. UML models contain model elements, such as *actors*, *use cases*, *classes*, and *packages*, and one or more diagrams that show a specific perspective of a system.

UML in Enterprise Studio

A basic understanding of the UML modeling language is assumed for modeling with UML in Enterprise Studio. The documentation focuses on the basics of modeling with UML in Enterprise Studio. It supports the UML 2.5 specification. For extended information about the UML language, modeling with UML, and the different types of diagrams, please refer to existing third-party documentation (for example www.uml-diagrams.org), or visit the website of the Object Management Group (<http://www.omg.org/spec/UML>) for the official UML specification.

Model templates

Enterprise Studio has model [templates](#) containing the basics for UML modeling. You can use these templates to start a model.

Related articles

- [Available UML diagrams and predefined primitive types](#)
- [Creating a UML model](#)

- [Adding content to a UML diagram](#)
- [UML element properties](#)
- [Concepts for UML modeling](#)

Introductory eLearning course

Check out the free Enterprise Studio introductory eLearning course to learn about UML modeling in Enterprise Studio.

[View course](#)