

**Ex No: 5**

**UML Deployment Diagram for Student Management System**

**Aim:** To draw UML Deployment diagram for student management system

**Procedure:**

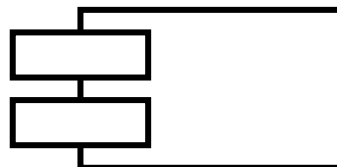
Deployment Diagram specifies the physical hardware on which the software system will execute. The deployment diagram maps the software architecture created in design to the physical system architecture that executes it. It is used to describe how software is deployed into the hardware system. It visualizes how software interacts with the hardware to execute the complete functionality.

**Deployment Diagram Notations**

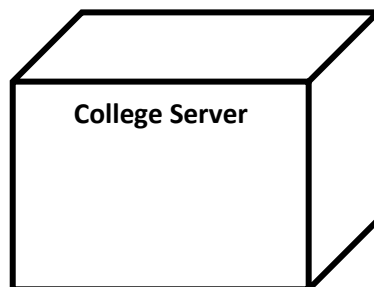
- Artifact
  - A product developed by the software. Eg Source files, Executable, DLL, etc..



- Component
  - A rectangle with two tabs that indicates a software element.



- Node
  - A hardware or software object, shown by a three-dimensional box.



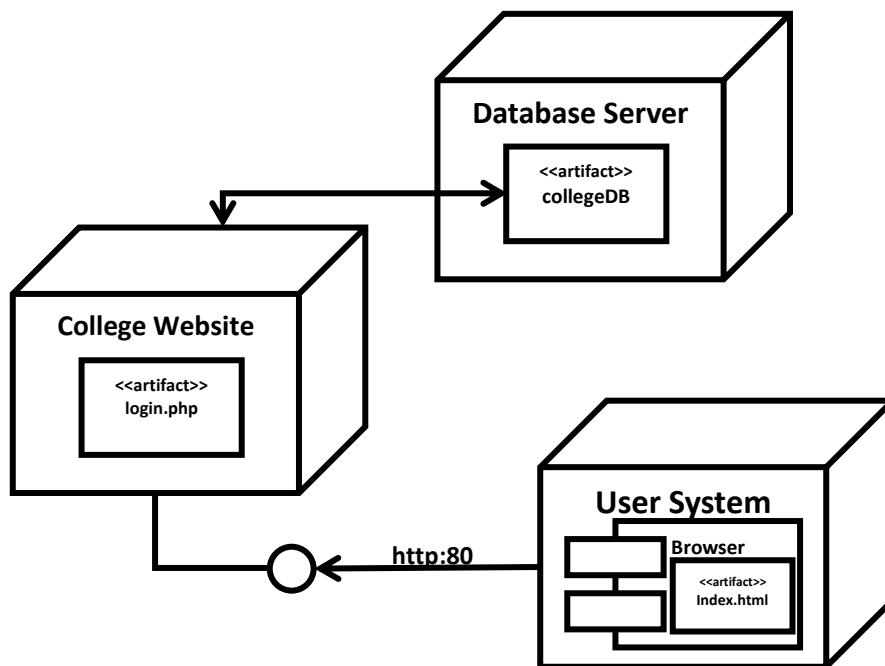
- Interface
  - A circle that indicates a contractual relationship.



- Association
    - A line that indicates a message or other type of communication between nodes.
- 
- Dependency
    - A dashed line that ends in an arrow, which indicates that one node or component is dependent on another.



**Sample**



**Result:**

Thus UML Deployment diagram for student management system is drawn successfully.

Ex5

