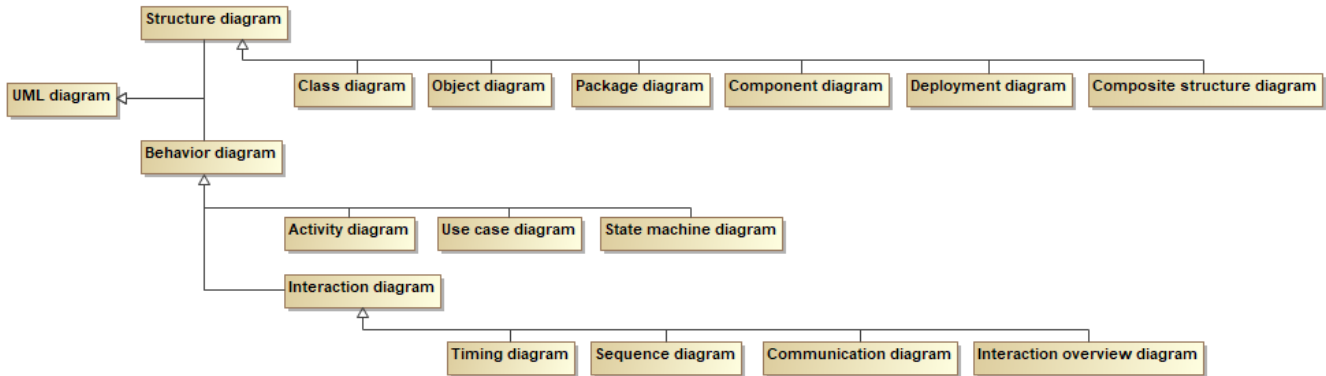# UML diagrams

In software development, the diagram is the equivalent of a blueprint. To meet varying user requirements, we often need several different "blueprints" of the same system. Every system is described by different aspects, such as:

- Structural
- Behavioral

Structure and Behavior diagrams are comprised of different types of the UML diagrams.

Different types of the UML diagrams.

MagicDraw supports the following diagrams defined in UML 2:

Class diagram	Use Case diagram	Sequence diagram	Activity diagram
State Machine diagram	Component diagram	Object diagram	Package diagram
Deployment diagram	Communication diagram	Protocol State Machine diagram	Composite Structure diagram
	Interaction Overview diagram	Profile diagram	