

VP-UML

Quick Start



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Getting started

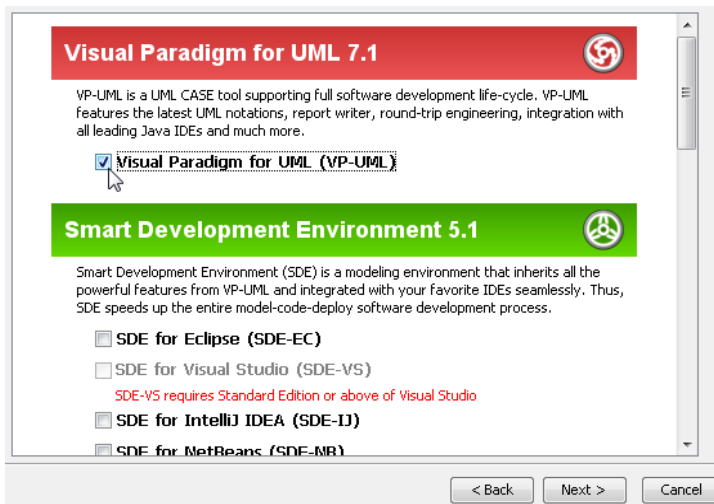
Installing Visual Paradigm for UML (VP-UML)

After you have downloaded Visual Paradigm for UML from our website, the next step you should do is to install it. The following steps are going to teach you how to install it:

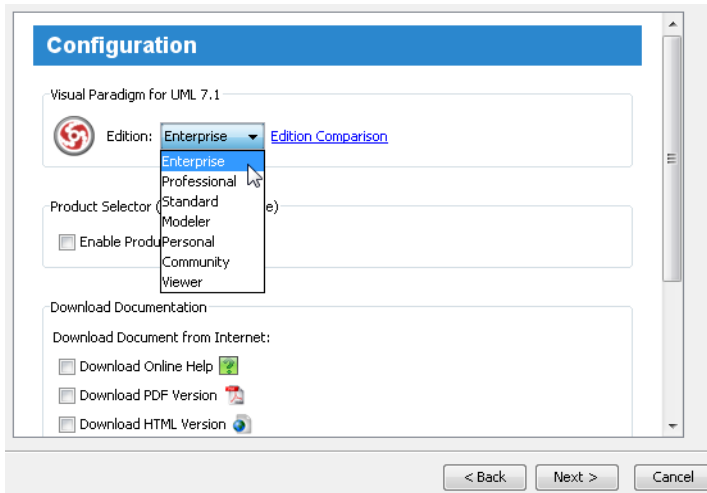
1. Double click the downloaded installer file to execute it, then click **Next** button to go to next page.



2. Go through the **License Agreement**. Choose **I accept the agreement** after you finish reading the agreement and fully understand and accept the terms, and then click **Next**.
3. Select the destination you want VP Suite to be installed, and then click **Next**.
4. Select the location you want the Start Menu folder to be placed, which is the location where the program's shortcut is, under the Start menu. Click **Next**.
5. Select the file associations that you want to create.
6. Place a tick to select **Visual Paradigm for UML (VP-UML)**, and then click **Next**.



7. Fill out the **Products Configuration**. Select the edition you have purchased or you want to evaluate, then click **Next**.



8. Fill out the **Products License**. It is optional that you can fill in or just ignore it, then click **Next**.

Note	If you put the key and installer file in the same folder, it'll automatically fill the key address for you in file path. Wait a few seconds for installing and checking system environment.
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9. The installation has been completed. You can choose either to start it now by clicking **Visual Paradigm for UML 7.1** and then click **Finish** or start it later on by clicking **Don't start**.

Starting Visual Paradigm for UML

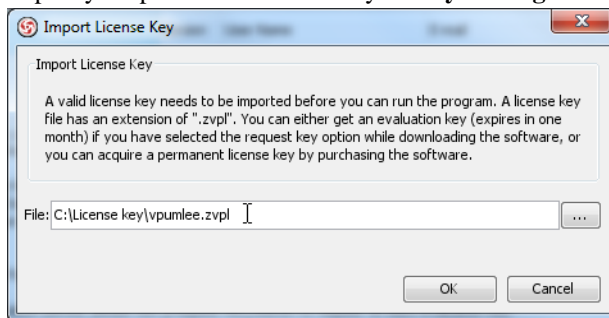
You can start Visual Paradigm for UML by selecting **Start Menu > Visual Paradigm > Visual Paradigm for UML 7.1 Enterprise Edition**.

Importing license key

1. After you enter VP-UML, you will be asked to provide license key in **License Key Manager**.



- a) If you have purchased VP-UML, you should have the permanent license key. Click **Import key** to import your permanent license key in **Key Manager**.

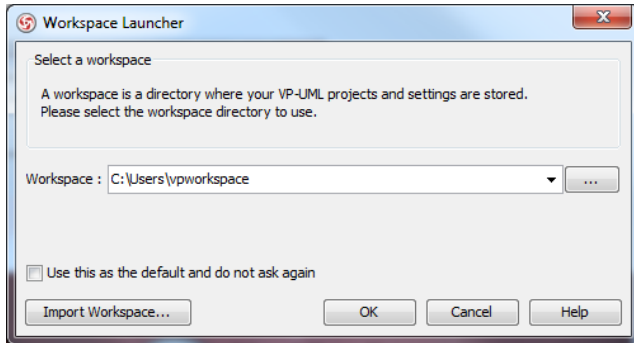


- b) For evaluation, please click either **Try without key** or **Request key**. Choosing **Try without key** provides 10 days evaluation period without input your email while choosing **Request key** lets you request for an evaluation key that allows you to evaluate 30 days. If you are our member, you will be asked to sign in after you click **Request key**. If you are not our member, you should register as a member on Internet by filling the Registration form. The key will be sent to your email account automatically after you have signed in.

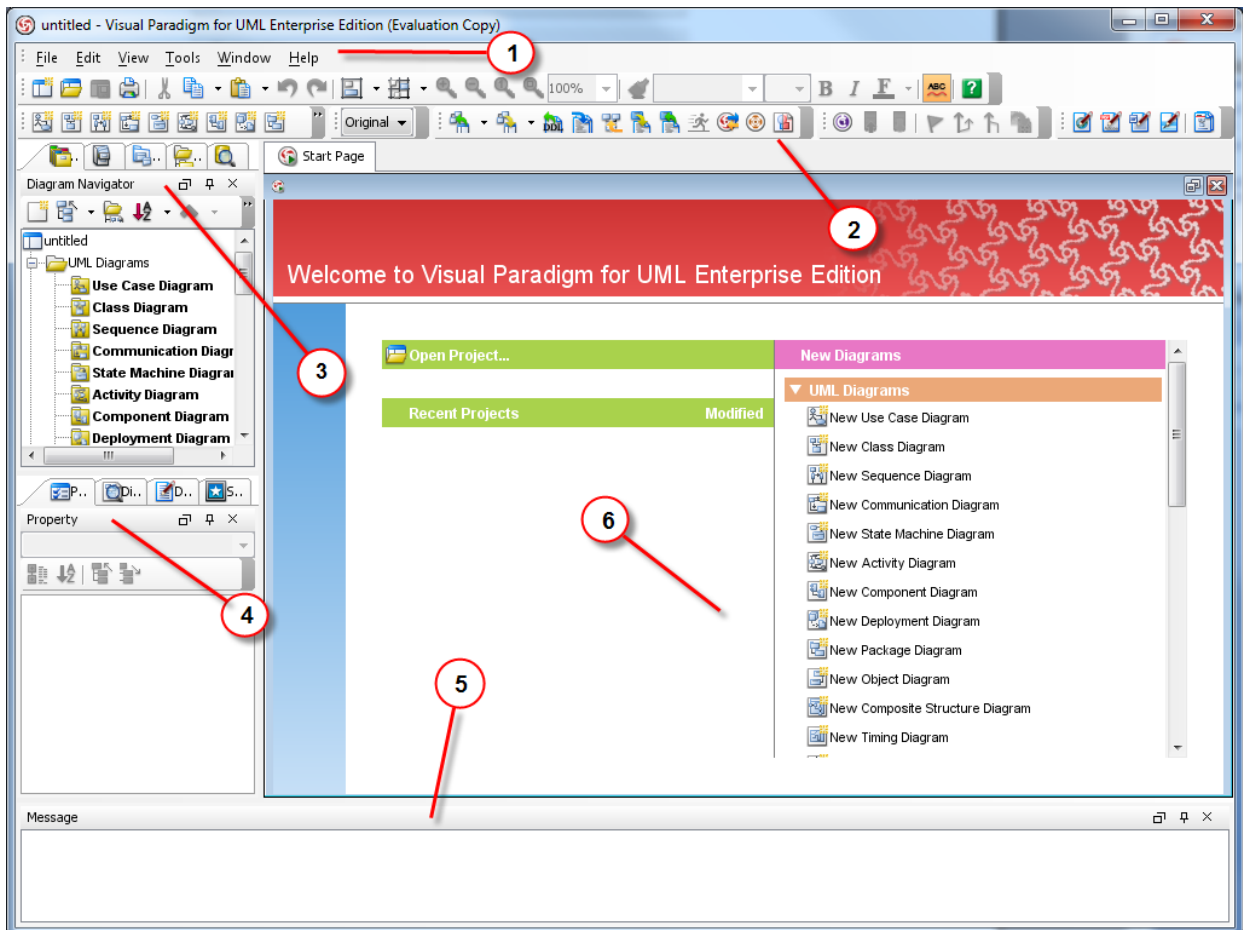
Note	If you are running the Community Edition, you can either try VP-UML for 1 hour without key, or request for a key that enables you to run permanently.
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Selecting workspace

Workspace is a directory that can memorize your own setting and preferences. You will be asked to select a workspace every time you start VP-UML. If you would like to keep the application settings, always start with the same workspace. When you move to a new computer, you just need to copy the workspace, and then all settings will be kept. If you want to have a fresh working environment, start with a new workspace.



Environment

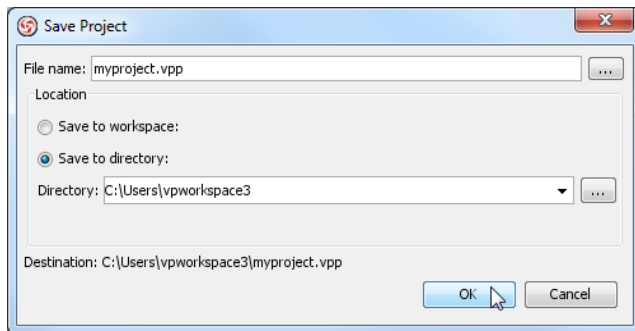


Menu bar, Toolbar, Diagram Navigator, Property pane, Message Pane and Diagram Pane are shown on the environment of VP-UML window. The brief introduction of each function shows in the following table:

1	Menu bar	The menu bar at the top of the window allows you to select and perform various operations in Visual Paradigm for UML.
2	Toolbar	Toolbar, which is below the menu bar, is the extension of menu. All buttons are presented as groups of icons that handily placed for users.
3	Diagram Navigator	A place where diagrams are listed, and where you can create and access diagrams base on their types.
4	Properties Pane	The properties of chosen model/ shapes will be shown on properties pane upon selection.
5	Message Pane	Possible information or warnings will be shown here.
6	Diagram Pane	The diagram will be displayed in diagram pane.

Saving and opening projects

To save your work, select either **File > Save Project** or **File Save Project as...** When you perform saving the first time, you can select to save the project in workspace, or to another directory you preferred.



To open an existing project, select **File > Open Project...** from the main menu and select the project to open.

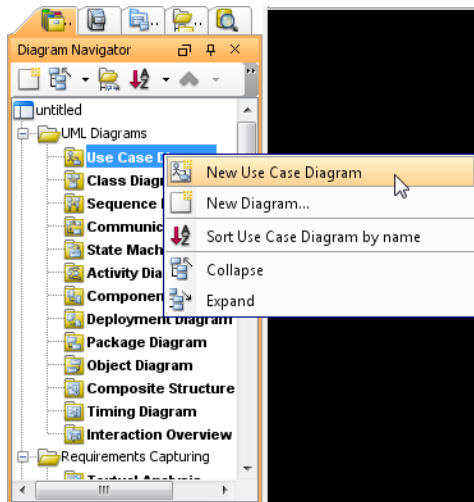
Diagramming

After you are familiar with the environment of Visual Paradigm, you should get to know how to create a diagram. This chapter is going to teach you not only how to create diagrams, but also how to create and connect diagram elements (shapes), documents their details, how to format them and a general description on the nickname and layers feature.

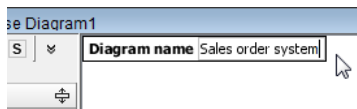
Creating diagram

To create a diagram say, a use case diagram:

1. Right click **Use Case Diagram** in **Diagram Navigator** and select **New Use Case Diagram**.



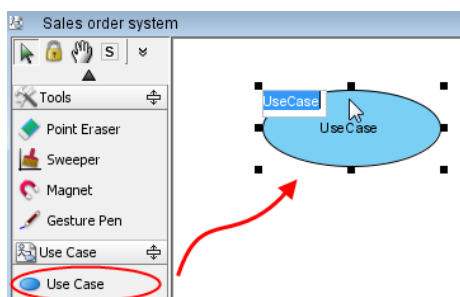
2. Enter the name for the new diagram as *Sales order system* after creating it.



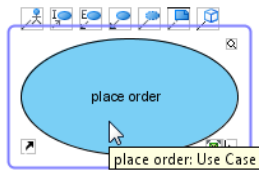
Creating shapes

To create a shape, select the type of shape from the diagram toolbar, click on diagram and start dragging it to create with a preferred size. Taking creating use case as an example:

1. Select **Use Case** from the diagram toolbar, click on the diagram and then start dragging. Release the mouse to confirm creation.

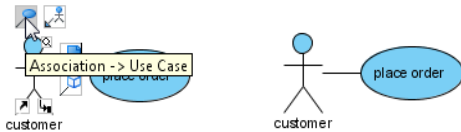


2. Enter the name for the use case as *place order* and press enter to confirm the name.



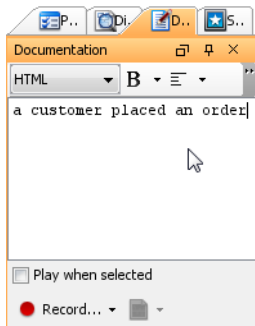
Connecting shapes

Two shapes can be connected by making use of the resource icons surrounding a shape. Let say if we want to associate an actor with a use case, move the mouse pointer towards the actor, press on its **Association** resource icon and drag it to the use case, finally release the mouse button.

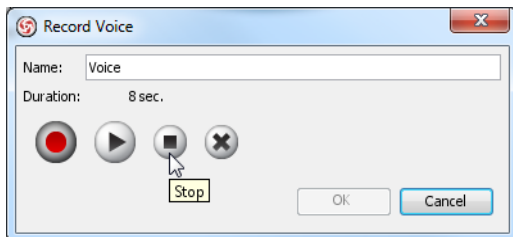


Documenting model element

You can type in the textual description to your shape by opening the **Documentation Pane** at the bottom left of screen and typing in the space provided.



In addition to text description, you can describe by voice through recording. Click the **Record** button at the bottom of **Documentation Pane**. In the **Record Voice** dialog box, start recording by clicking the red circle button and stop recording by clicking **Stop** button. To save your recording, click **OK**.

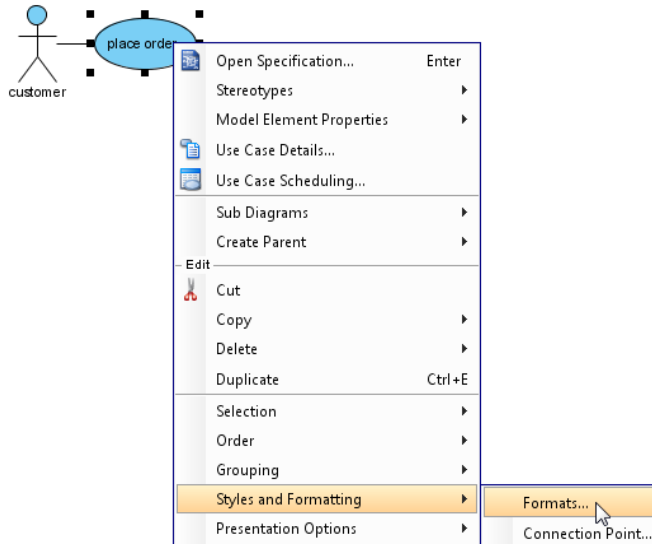


Note	Make sure your recording device is available in order to apply this feature.
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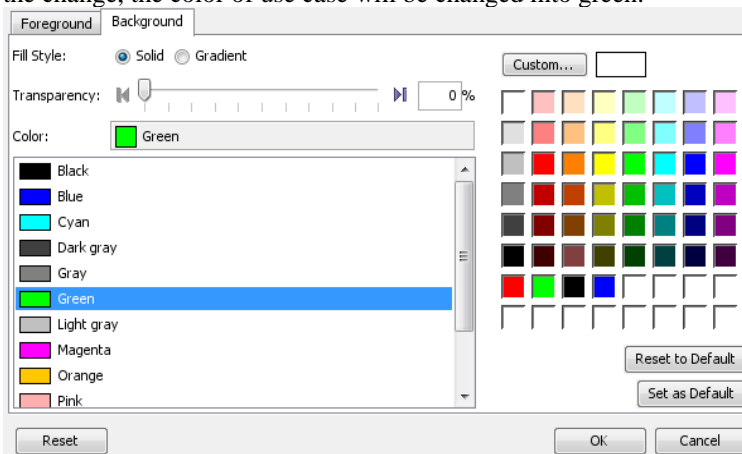
Formatting shapes

You can format a shape with your preference by right clicking on it, selecting **Styles and Formatting** and then **Formats...** from the popup menu. Taking changing the use case's background color as an example:

1. Right clicking use case and select **Styles and Formatting** and then **Formats...** from the popup menu.



2. In the **Formats** dialog box, select a color such as *green* in the **Background** tab and click **OK** to confirm the change, the color of use case will be changed into green.

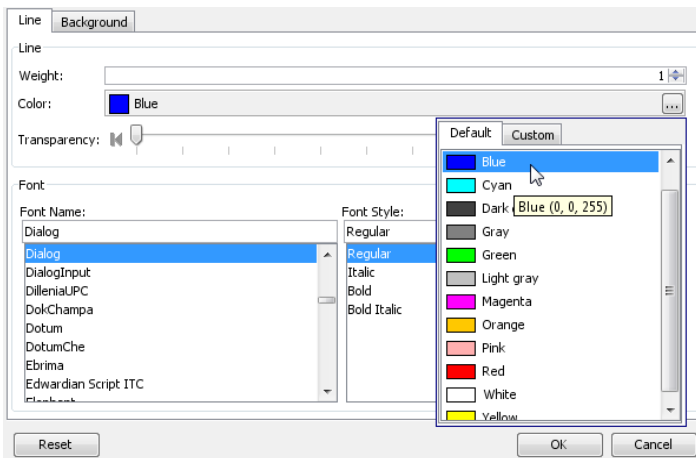


Formatting the connector style as another example:

1. Right click a connector and select **Styles and Formatting** and then **Formats...** from the popup menu.

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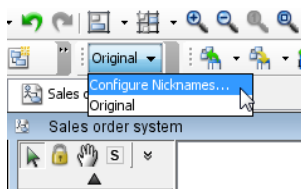
2. In the **Formats** dialog box, select *blue* as line color and click **OK** to confirm. As a side note, the option **Weight** is used to alter the thickness of the connector. The higher the value in **Weight**, the thicker the connector will become.



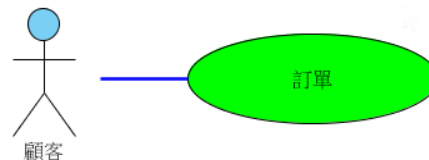
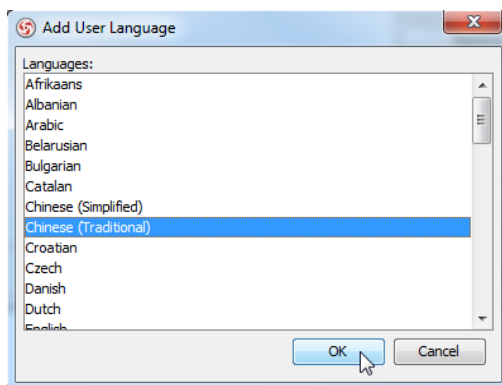
Using nickname

Nickname is a feature which helps you to set up and manage multiple language sets of a model. The original nickname is defaulted as English. You can add a new nickname for example, Chinese:

1. Click on the dropdown menu **Original** on toolbar and choose **Configure Nickname**.



2. In the **Configure Nickname** dialog box, click **Add User Language** and select **Chinese (Traditional)** in the **Add User Language** dialog box and then click **OK**. Finally, click **OK** to go back to the diagram and start working with the Chinese version of model.



Note	This feature is only available for Standard Edition or above.
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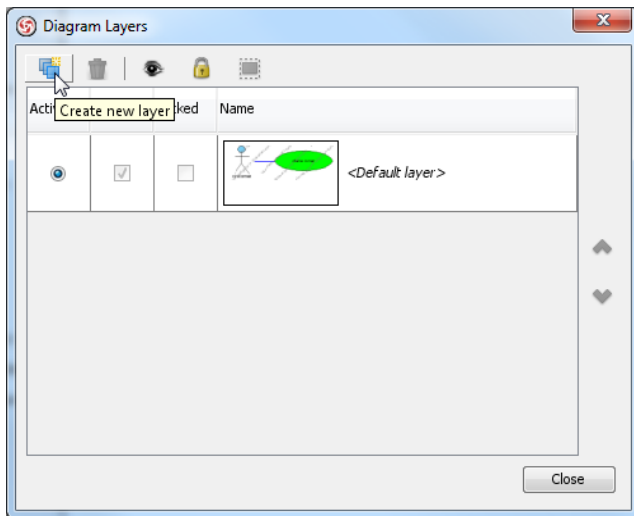
Note	To change the nickname back to English, choose the option Original in the drop down menu of
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	nickname.
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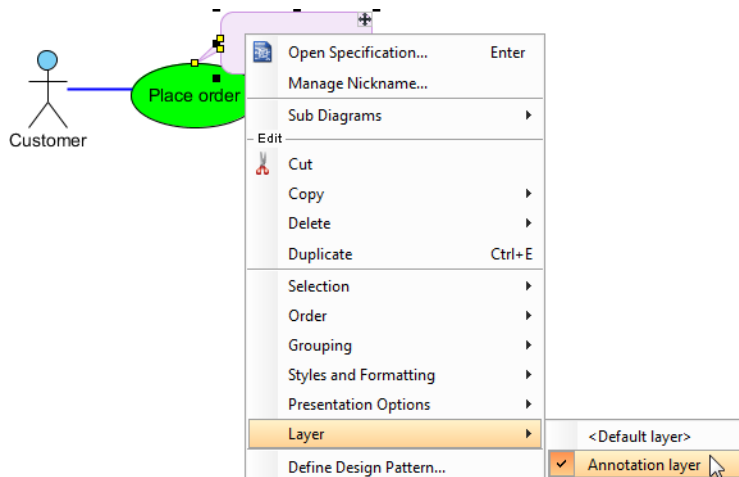
Layer

Layer is a feature that lets you divide shapes on a diagram into logical groups, and perform various actions including changing their visibility, and disabling the editing on them.

You can create a new layer by selecting **View > Layers...** from the main menu. In the **Diagram Layers** dialog box, click on the **Create new layer** button. Name the new layer as *Annotation Layer* and then click **Close** to confirm the change.



A shape can be moved to another layer by right clicking on it and selecting the layer to be moved to. For example, a callout can be moved from the current layer to a new layer specialized for annotation by right clicking on the callout shape and selecting **Annotation Layer**.



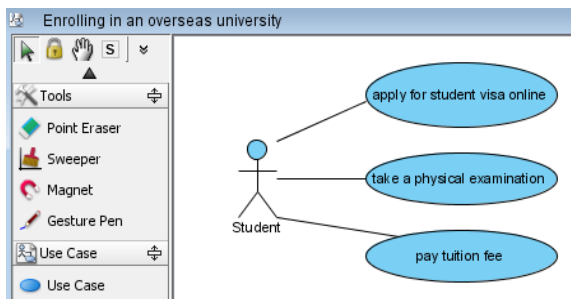
Visibility and accessibility of a layer, or we say the shapes on a layer, can be controlled by opening the **Diagram Layers** dialog box, and checking/un-checking the **Visible** or **Locked** columns of the corresponding layer. Note that a locked layer will result in making shapes on that layer not selectable or movable.

UML modeling

Drawing use case diagram

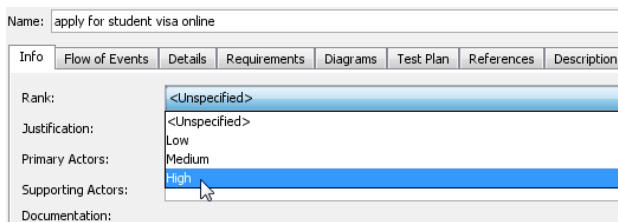
Use case diagram is designed for modeling the context of a system. In a use case diagram, all stakeholders and system goals are identified to elaborate how a system is formed. The main elements of use case diagram include use case, actor and association (communication link).

The following simple use case diagram illustrates the basic requirements of enrolling in an overseas university. The actor *Student* represents the role of student while *apply for student visa online*, *take a physical examination* and *pay tuition fee* are three goals that the student can achieve. You can create actor *Student* from diagram toolbar, and the three use cases from the resource icon **Association -> Use Case** of actor.

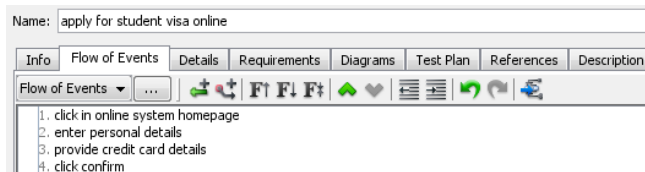


Documenting use case details

Apart from naming a use case, you also can document its detail. Right click on a use case, such as *apply for student visa online* and select **Use Case Details....** In the **Info** tab, fill in the **Rank**, which presents the importance of this use case.



Furthermore, you can provide the procedure of attaining the goal of the use case in **Flow of Events**. Open the **Flow of Events** tab and type in the procedure step by step. Below are the procedures of applying for student visa online. Firstly, *click in online system homepage*; secondly, *enter personal details*; thirdly, *provide credit card details* and finally click **confirm**. Enter them one by one in the flow of events editor, like what the image below shown.

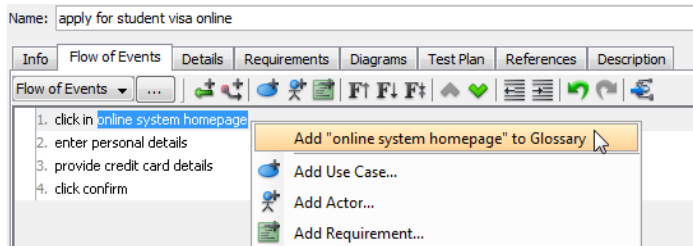


Note	The function of use case detail is only available for Professional Edition or above.
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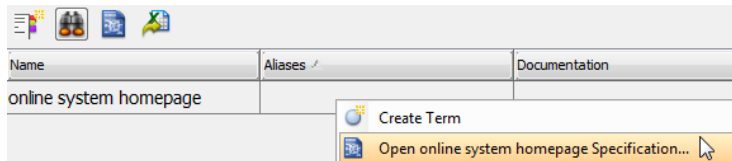
Building glossary

Glossary is a place where domain-specific vocabularies are stored and managed. Instead of adding terms (vocabularies) from your imagination, you can develop a glossary by identifying terms from flow of events.

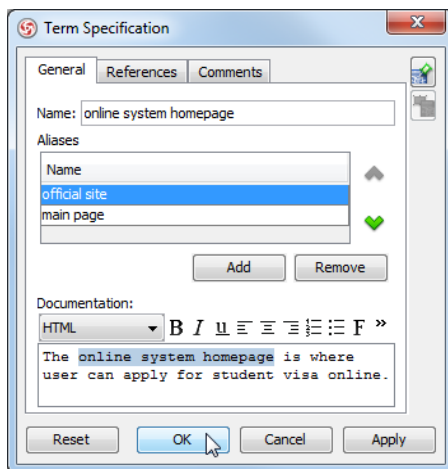
1. Suppose *online system homepage* in a step of flow of events is a key phrase. Select it in flow of events, right click and select **Add 'online system homepage' to Glossary** from the popup menu to extract this as a term.



2. This opens the glossary with term *online system homepage* added. Right click on the term and select **Open online system homepage Specification....**



3. Try to specify its alias. In the **Term Specification** dialog box, click **Add** and enter *official site* as the first alias. Repeat to add alias *main page*. Enter description of the term in **Documentation**. Finally, click **OK** to finish editing.



Note	Move you mouse pointer to the underlined term <i>online system homepage</i> in Flow of Events , the documentation of the term will reveal automatically.
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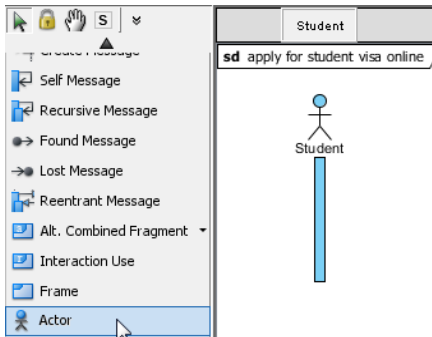
Note	If you want to open the closed glossary, select Tools > Model Elements Grid > Open Glossary Grid from the main menu.
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Drawing sequence diagram

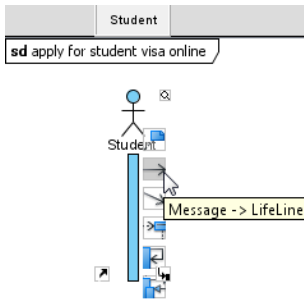
A sequence diagram is used primarily to show the interactions between objects that are represented as lifelines in a sequential order. More importantly, lifelines show all their points of interaction with other objects in events. A sequence diagram can be created by right clicking **Sequence Diagram** on **Diagram Navigator** and then selecting **New Sequence Diagram** from popup menu.

Taking the use case of *apply for student visa online* as an example:

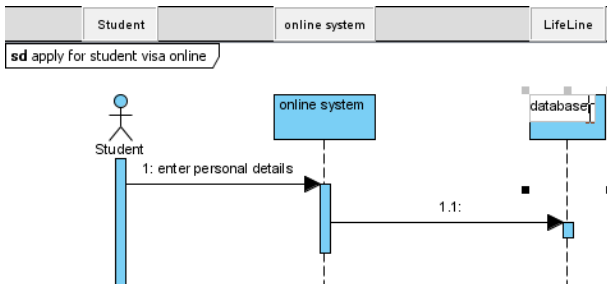
1. Select **Actor** from the diagram toolbar to create an actor. Name it as *Student*.



2. Press on the resource icon **Message -> LifeLine** and drag it into the location you prefer to create a lifeline with interaction to actor *Student*. Name the lifeline *online system*, and the message in between *enter personal details*.



3. Repeat the previous step to create a lifeline *database* from *online system*.

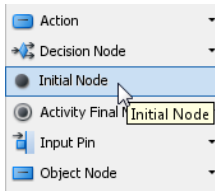


Drawing activity diagram

An activity diagram is essentially a flowchart, showing flow of control from one activity to another. Unlike a traditional flowchart, it can model the dynamic aspects of a system because it involves modeling the sequential steps in a computational process. A new activity diagram can be created by right clicking **Activity Diagram** on **Diagram Navigator** and then selecting **New Activity Diagram**.

Taking *using an ATM* as an example:

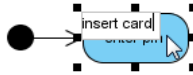
1. Select **Initial Node** on diagram toolbar and drag it to the diagram pane.



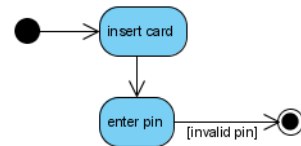
2. Create an action through the resource icon **Control Flow -> Action** of initial node. Press on the icon and drag to the target position.



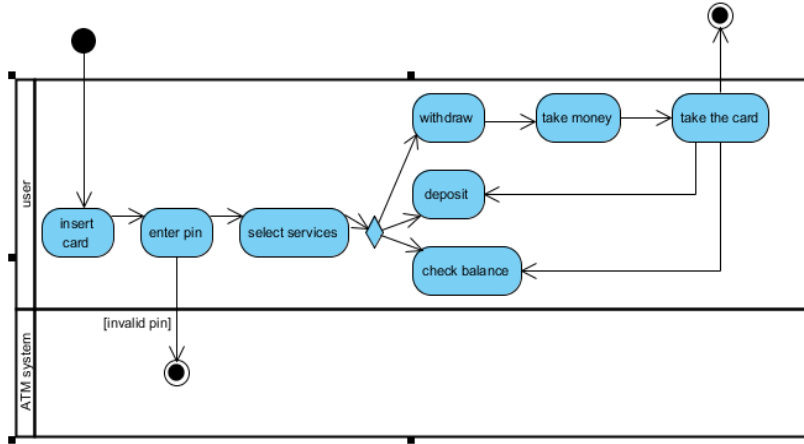
3. Name the action as *insert card*.



4. Terminate the activity by creating an activity final node through the resource icon **Control Flow -> Activity Final Node** of the final action.



5. You can use swimlane to group actions based on the participants involved. Select **Horizontal Swimlane** from the diagram and drag it on the diagram pane to create it. Double click the head of the partitions and name them as *user* and *ATM system* respectively. You can then move shapes into the appropriate partition.

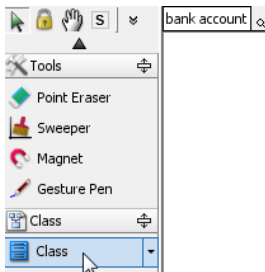


Drawing class diagram

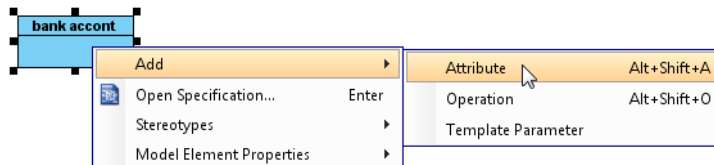
A class diagram shows the blueprints of objects required by a system and the relationships between them. A new class diagram can be created by right clicking on **Class Diagram** on **Diagram Navigator** and then selecting **New Class Diagram** from the popup menu.

Taking *bank account* as an example:

1. Select **Class** on the diagram toolbar and drag it to the diagram pane.

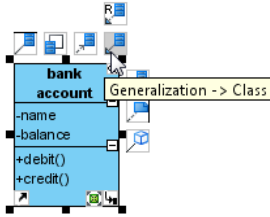


2. Name the class as *bank account*. To create an attribute, right click the class and select **Add > Attribute** from the popup menu. You can create as many as attributes as you need by pressing **enter** after adding a new one. In the class of bank account, create attributes *name* and *balance*. Similarly, operation can be created by right clicking the class and select **Add > Operation** from the popup menu. Create operations *debit* and *credit*.



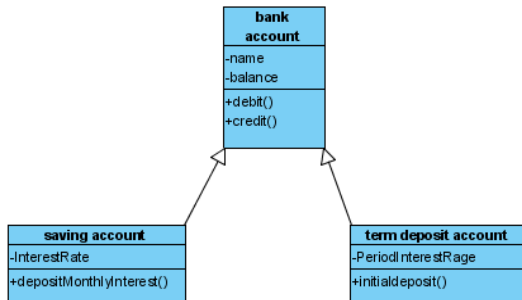
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- Generalization is needed when you want to show the subclass out of the super class. It can be created by pointing the super class, selecting the resource **Generalization -> Class** and dragging it to the place you want the subclass to appear.

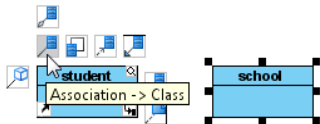


- Create two subclasses and name them as *saving account* and *term deposit account*. Add *InterestRate* and *depositMonthlyInterest* as attribute and operation of class *saving account*, and add *PeriodInterestRate* and *initialDeposit* as attribute and operation of *term deposit account*.

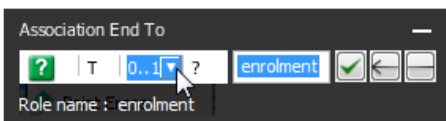
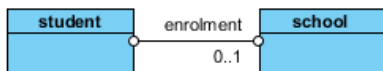
The following figure is the completed class diagram:



A class can be associated through the help of resource centric interface. Move the mouse cursor over the class *student*. Press on the resource icon **Association -> Class** and drag to another class *school*.



To edit an association or its ends, double click on it or either of its ends to open the **Association Editor**. Name the role of association end by typing it in the middle text box and adjust the properties like multiplicity and navigability.



Code generation

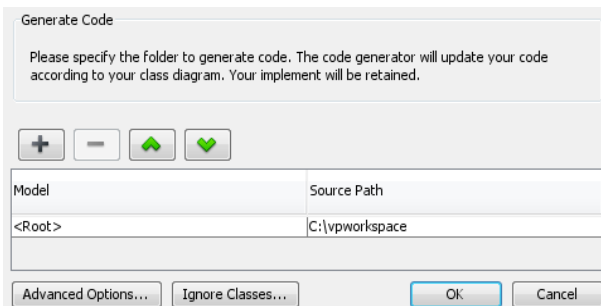
Code generation is the process by which code generator generates source code from UML class model. By editing the generated code by filling in the code logic, a fully completed application can thereby be set up.

Java round-trip



Round-trip engineering enables you to keep class model and source code in-sync. With Java round-trip, you can reverse a code-base to VP-UML as class model, analyze, and make changes such as to add missing classes, and then update the changes to code, or vice versa.

- To generate Java source code from class model, select **Tools > Java Round-trip > Generate Code...** from the main menu. Enter the output path in the **Generate code** dialog box and click **OK** to generate.



- To reverse class model from code, select **Tools > Java Round-trip > Reverse Code...** from the main menu. The **Reverse code** dialog box will be pop up and ask you to select the source file path. Click **OK** to reverse.

Note The function of Java Round-trip is only available for Professional Edition or above.

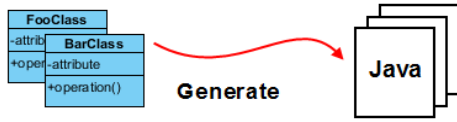
C++ round-trip



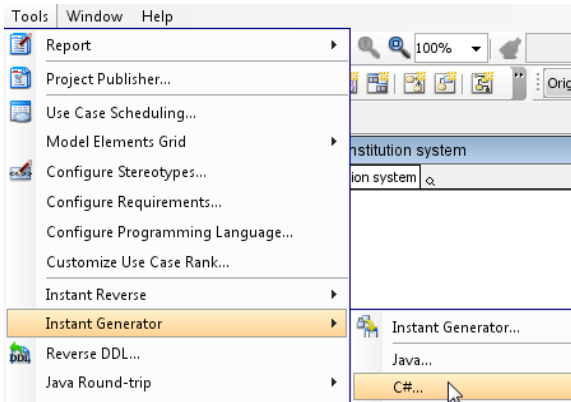
- To generate C++ for the whole project, click **Tools** from the menu bar, and select **C++ Round-trip > Generate Code...** **Generate code** dialog box will be pop up and ask you to select a path, click **+** button to add a path. After selecting, click **OK** to generate.
- To reverse class model from code, select **Tools > C++ Round-trip > Reverse Code...** from the main menu. Select source file path in the **Reverse code** dialog box and click **OK** to reverse.

Note The function of C++ code round-trip is only available for Professional Edition or above.

Instant generator



Instant generator produces source code from your model at a particular instant. Unlike the code generation support in round-trip engineering, instant generator is a one-off. To generate code, select **Tools > Instant Generator** from the main menu, then select the programming language to generate.

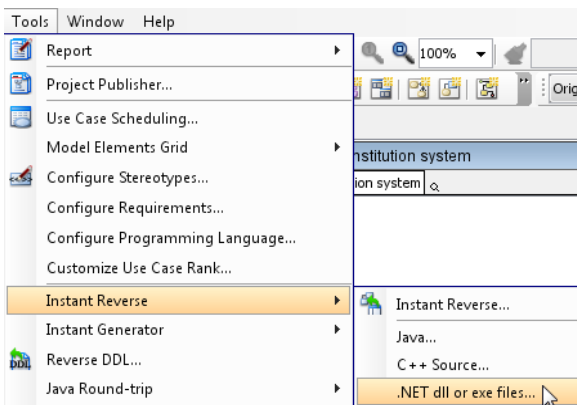


Note	The function of Instant generator is only available for Standard Edition or above.
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Instant reverse



Instant Reverse allows you to reverse different types of source into UML class models, such as Java source, Java classes, C++ source etc. To reverse, select **Tools > Instant Reverse** from the main menu, then select the appropriate programming language.

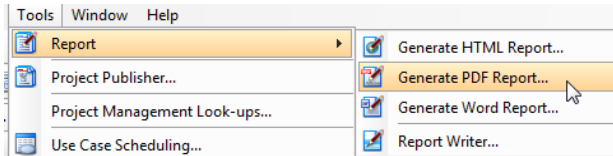


Note	The function of Instant reverse is only available for Standard Edition or above.
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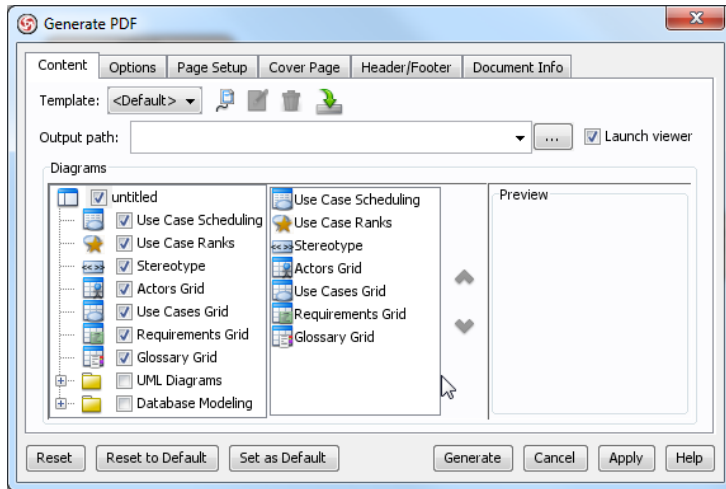
Report Generation

Generating report

You can generate a report in form of HTML, PDF or Word from your project by clicking **Tools** and selecting **Generate HTML/PDF/Word Report....** For example, select **Generate PDF Report...** if you would like to generate a PDF report.



When the **Generate PDF** dialog box pops out, select the diagram(s) to be included in report. Fill in **Output Path** and click **Generate** to proceed with generation.

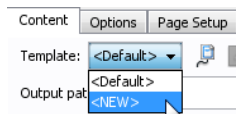


Note	The function of report generation is only available for Modeler Edition or above.
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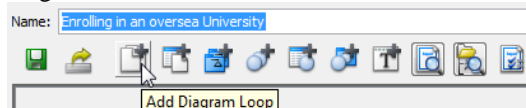
Customizing report template

You may customize the output by designing your own template instead of generating report with the built-in template.

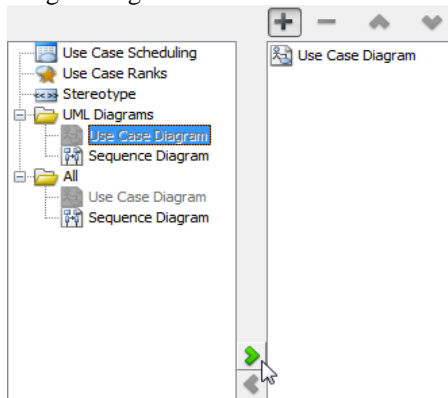
1. In the **Generate PDF/ HTML/ Word** dialog box, select **New** in the **Template** drop down menu.



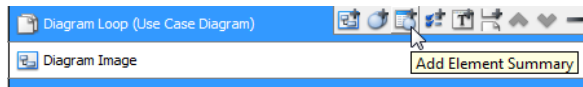
2. **Report Template** dialog box will subsequently pop out, type the name for your report template and start the editing. For example, click **Add Diagram Loop** below the name to create a loop of specific type(s) of diagram.



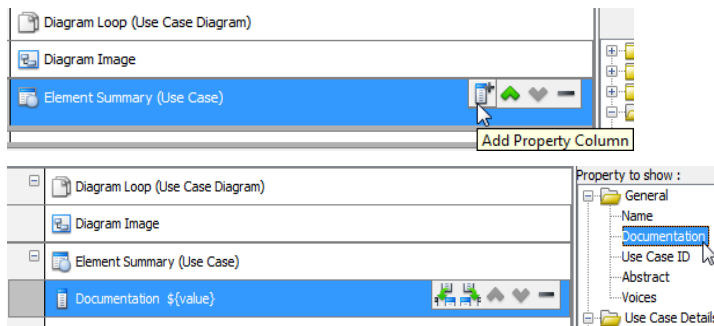
3. A tree will be revealed on the right hand side of the **Report Template**, select **Use Case Diagram** and click the green right arrow to insert it into the loop.



4. Click **Add Diagram Image** icon on the left hand side of the **Report Template**, click the **Add Element Summary** on **Diagram Loop (Use Case Diagram)** icon to insert the summary table of the diagram.



5. Select **Use Case** and other elements which you prefer to be included from the right hand side and press the right arrow to insert it to the included element list.
6. Click the **Add Property Column** button from **Element Summary (Use Case)** to insert a property. Select **Documentation** from the right hand side and **Documentation \${value}** will automatically reveal on the left hand side. Click the **Add Property Column Below** icon on **Documentation \${value}**.

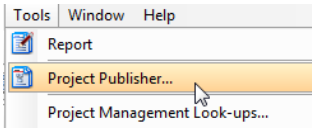


7. Select **Rank** and **Details.Author** on the right hand side respectively following the steps mentioned above.
8. After you have finished defining the template, click the **Save** button. You can then return to the **Report Generation** dialog box and select the template to generate report.

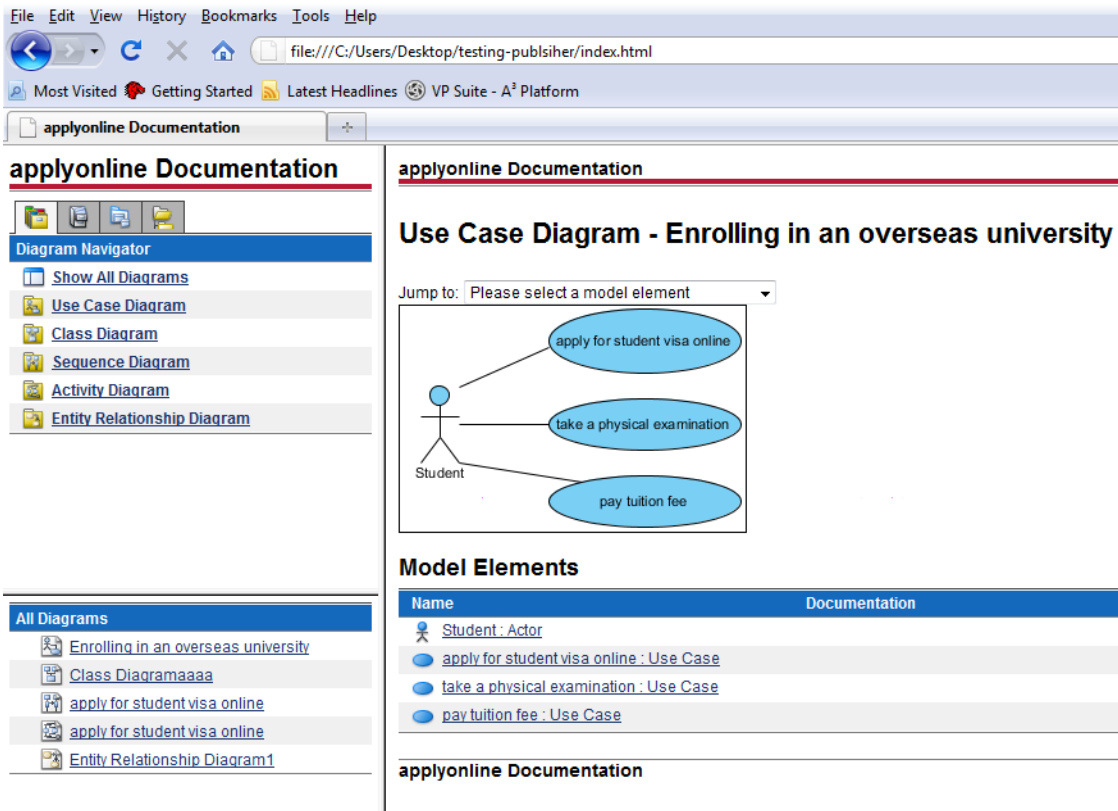
Note	The function of designing report template is only available for Standard Edition or above.
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Project publisher

1. You can publish your report to the website by selecting **Tools > Project Publisher...** from the main menu.



2. Enter the output path in the **Project Publisher** dialog box and click **OK** to publish.
3. It publishes the project, and opens the published content in web browser. You should see four tabs: Diagram Navigator, Model Explorer, Class Repository and Logical View on the left and your diagram on the right. Click the diagram on the left, it will be shown on the right screen.

A screenshot of a web browser displaying the published content. The browser address bar shows 'file:///C:/Users/Desktop/testing-publiher/index.html'. The page title is 'applyonline Documentation'. The main content area is titled 'Use Case Diagram - Enrolling in an overseas university'. It features a Use Case Diagram with an actor 'Student' connected to three use cases: 'apply for student visa online', 'take a physical examination', and 'pay tuition fee'. Below the diagram is a 'Model Elements' table.

Name	Documentation
Student : Actor	
apply for student visa online : Use Case	
take a physical examination : Use Case	
pav tuition fee : Use Case	







- You can click on a shape on an image to enter its detail page, for reading its properties.

Actor - Student


Properties

Name	Value
Visibility	public
Abstract	false
Leaf	false
Root	false
Author	
Create Date Time	Jan 12, 2010 3:40:43 PM
Business Model	false
Actor ID	1

Relationships Summary

Name	Begin	End
— : Association	 Student : Actor	 take physical examination : Use Case
— : Association	 Student : Actor	 apply for student visa : Use Case
— : Association	 Student : Actor	 pay tuition fee : Use Case

Relationships Detail

Name	Value	
	Name	Value
From	Role	
	Element	 Student : Actor
	Multiplicity	Unspecified
	Navigable	true

Note	The function of publish report to website is only available for Standard Edition or above.
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Teamwork collaboration

Your team can work together on the same project effectively through the teamwork collaboration feature. VP-UML supports the integration with version control systems such as SVN, CVS, Perforce and Teamwork Server. In this section, we will cover basic setup of Teamwork Server, where SVN, CVS and Perforce users can skip, and basic teamwork operations with Teamwork Server. The techniques to be taught can be applied to the integration with SVN, CVS and Perforce, too.

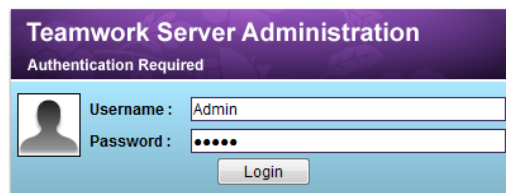
Note	Teamwork Server is only available for Modeler Edition or above. SVN, CVS and Perforce integration are only available for Standard Edition or above.
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Installing and administrating teamwork server

1. Download Teamwork Server at:
<http://www.visual-paradigm.com/download/vpts.jsp>
2. Check your Email account for the evaluation key of Teamwork Server. Save the key to your computer.
3. Execute the **Teamwork Server installer**.



4. Click **Next** in welcome page.
5. In the **License Agreement** page, read through the agreement, select **I accept the agreement** if you agree with the terms. Click **Next** to proceed.
6. Select a destination to install Teamwork Server. Click **Next** to proceed.
7. Enter the name of **Start Menu** folder and click **Next** to proceed.
8. In the **Windows Services** page, select whether or not to install Teamwork Server as service and click **Next** to proceed.
9. In the **Installation Type** page, keep the option Server and Admin selected and click **Next** to proceed.
10. In the **Server Configuration** page, scroll down to the part of **License**. Import the key you saved in step 2. Click **Next** to starting copying files.
11. Instead of finishing here, we also need to perform administration tasks like to create users and projects. Click **Start Server** in the final page, and click **Start Admin** with browser.
12. You should see the admin page being opened in web browser. Enter Admin for both name and password and click **Login** to login.

The image shows a screenshot of the 'Teamwork Server Administration' login page. The page has a purple header with the title 'Teamwork Server Administration' and the subtitle 'Authentication Required'. Below the header, there is a light blue box containing a user profile icon, a 'Username' field with 'Admin' entered, a 'Password' field with masked characters, and a 'Login' button.

13. Click on **Add User**.

14. In the **Add User** page, enter peter as name and password, click **Add User**.

Add User

Please enter user information and set permissions.

Username: *

Password: *

Confirm Password: *

PERMISSIONS

<input type="checkbox"/> Create Project	<input type="checkbox"/> Create User
<input type="checkbox"/> Update Project	<input type="checkbox"/> Update User
<input type="checkbox"/> Delete Project	<input type="checkbox"/> Delete User

15. Click **Add User** again, enter john as name and password. Click **Add User**.

16. Open the **Projects** tab.

17. Click **Add Project**.

18. In the **Add Project** page, enter *My Project* as project name. At the **Project Users** section at the bottom of page, select *john* and *peter*, and click **Add as Read and Update**.

Add Project

Please specify project information and assign users to the project.

Project Name: *

Relative Project Directory: *

Description:

Project File: Create new project Import existing project

PROJECT USERS

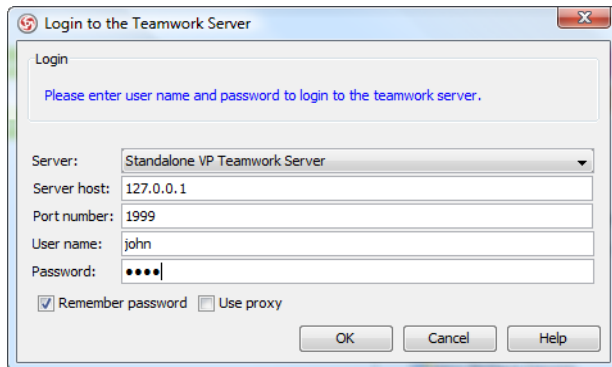
Available Users:		Added Users:	
Username		Username	Permission
	<input type="button" value="Add as Read Only"/>	john	Read and Update
	<input type="button" value="Add as Read and Update"/>	peter	Read and Update
	<input type="button" value="Remove"/>		

19. Click **Add Project**.

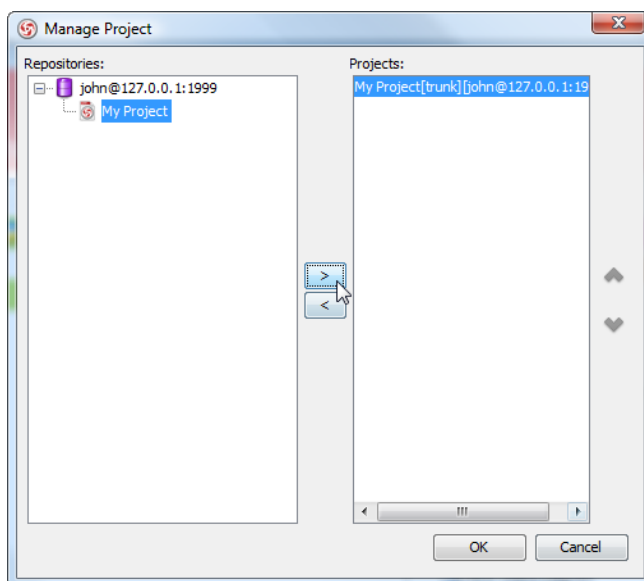
Login to server

You can start working by logging into the **Teamwork Client** in VP-UML, manage, checkout and open the project. Manage project is to tell the client products that you are involved in a particular project.

1. In VP-UML, select **Tools > Teamwork > Open Teamwork Client...** from the main menu.
2. In the **Login** dialog box, enter *127.0.0.1* as server host, *john* as name and password (follow that defined in the last section). Click **OK**.



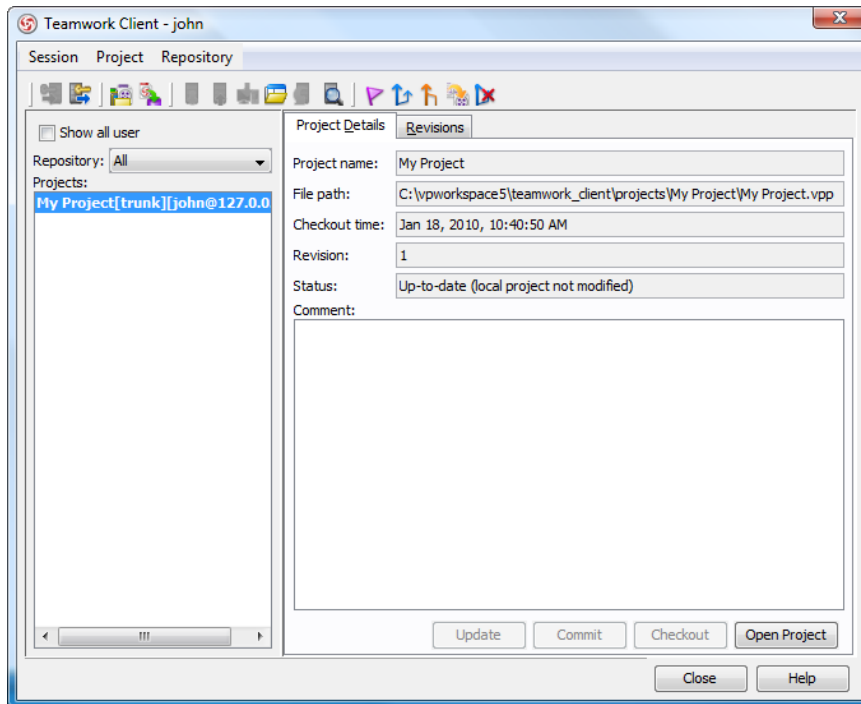
3. In the Manage Project dialog box, select **My Project** and click **>** to manage it. Click **OK** to proceed.



Checkout and open project

Checkout project is to download a managed project from server to your computer. Open project is to open the downloaded project in VP-UML.

1. In the **Teamwork Client** dialog box, click **Checkout** at the bottom right corner of dialog box.

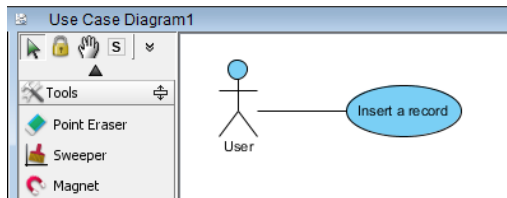


2. Click **Open Project**.

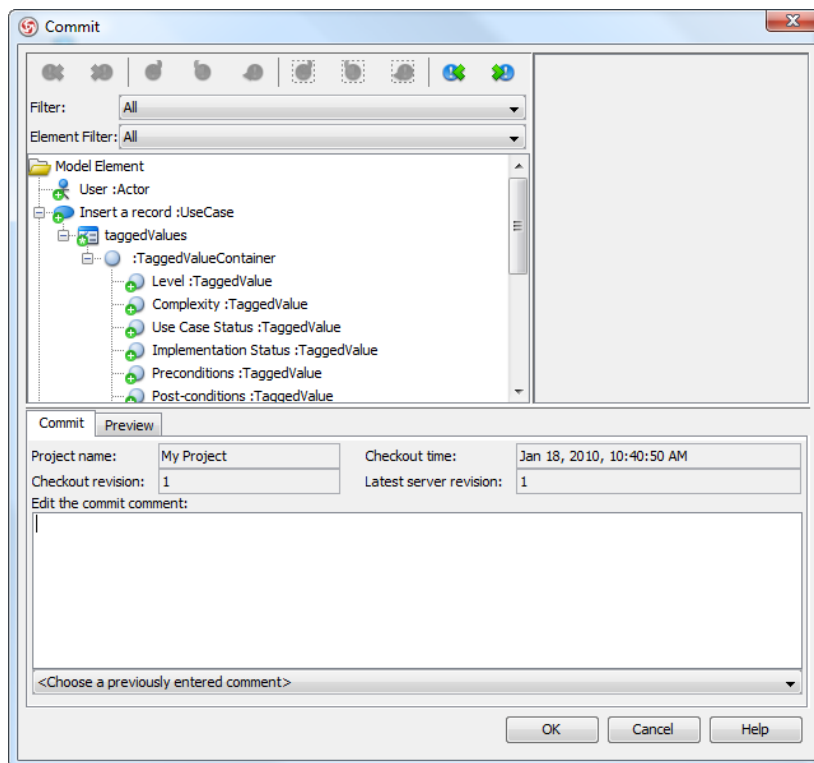
Commit

Commit refers to the process of uploading local modifications to server.

Create a simple use case diagram as shown below:



1. Select **Tools > Teamwork > Commit...** from the main menu to commit your changes to server.
2. The **Commit** dialog box displays the changes to be committed to server. Click **Next** to proceed.



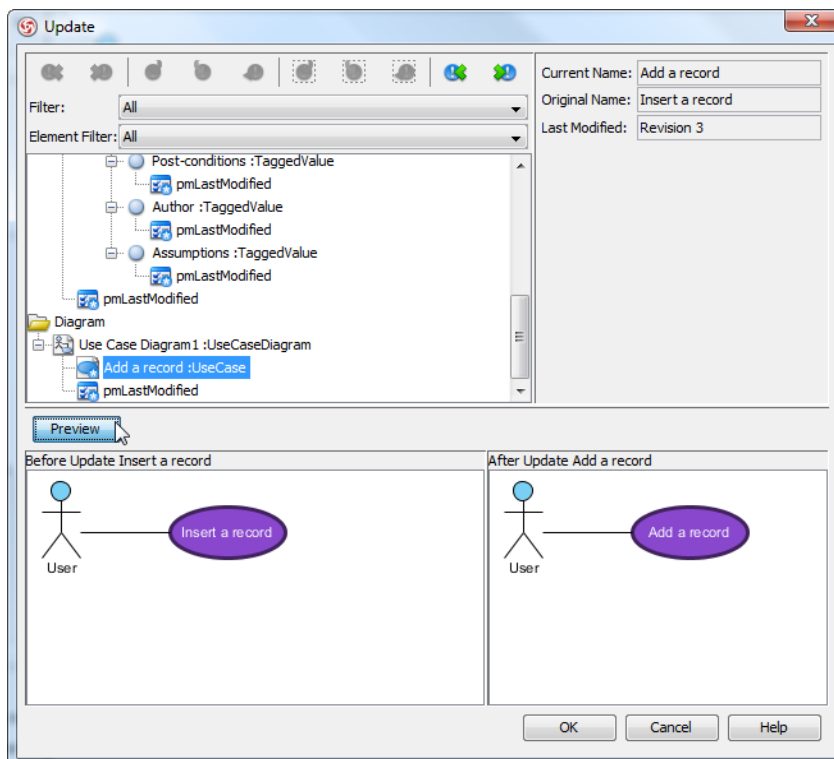
Update

Update refers to the process of getting or downloading changes others have committed to server.

1. Ask another team member to start VP-UML in his/her computer.
2. Follow the steps as listed in the **Login to server** section to login to server as user *peter*.
3. Checkout and open project *My Project*.
4. Open the only use case diagram, and rename the use case



5. Follow the steps as described in the **Commit** section to commit the change to server.
6. Now, go back to *john's* environment.
7. The **Update** dialog box displays the changes to be updated from server. Select **Diagram > Use Case Diagram1 : UseCaseDiagram > Add a record : Use Case**. Click **Preview**. This is to foresee the changes before actually updating it. In case the change is not desired, you may click **Cancel** to abort the process. Click **OK**.



8. Check the use case. Its name has been changed to *Add a record*.