



## What is Package Diagram? How to Draw Package Diagram?

Written Date : July 29, 2014

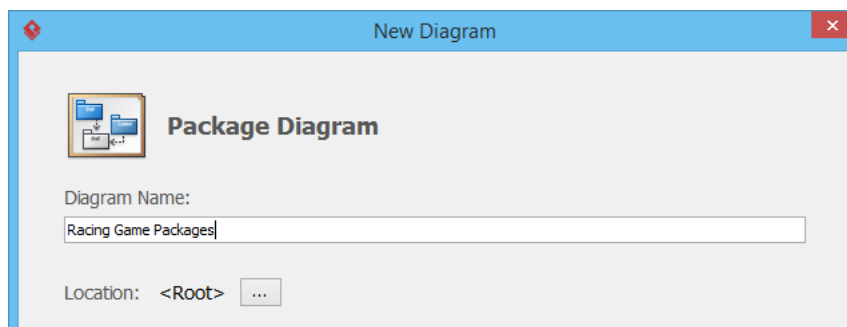


How can we fix it? We can use the Package Diagram to organize your diagrams into different packages. This helps you categorize your diagrams according to their natures, making them easier to navigate and locate. The Package Diagram also serves as a catalog for you to jump to the diagram you want to look at. In this tutorial, we will show you how this can be done.

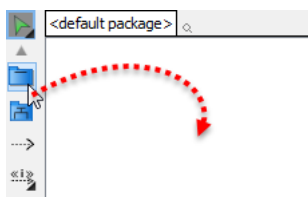
### Create Packages for Your Diagrams

First, we need to have our packages ready. To create packages:

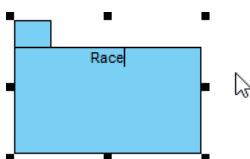
1. To create a Package Diagram, select **Diagram > New** from the toolbar.
2. In the **New Diagram** window, select **Package Diagram** and click **Next**.
3. Enter *Racing Game Packages* as the diagram name and click **OK** to confirm.



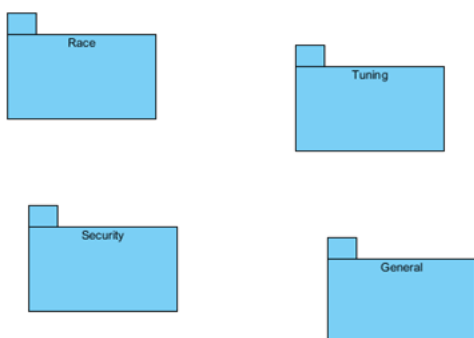
4. Click the **Package** button in the diagram toolbar, then click on the blank area of the diagram to create the package.



5. Name the package *Race*.



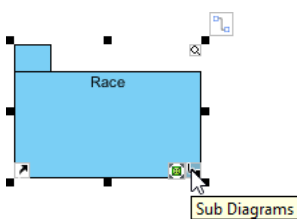
6. Repeat the steps to create other packages, namely, *Tuning*, *Security*, and *General*, respectively.



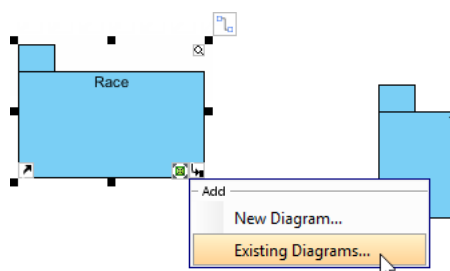
## Organize Diagrams with Packages

Once the packages are ready, we can then start to organize our diagrams.

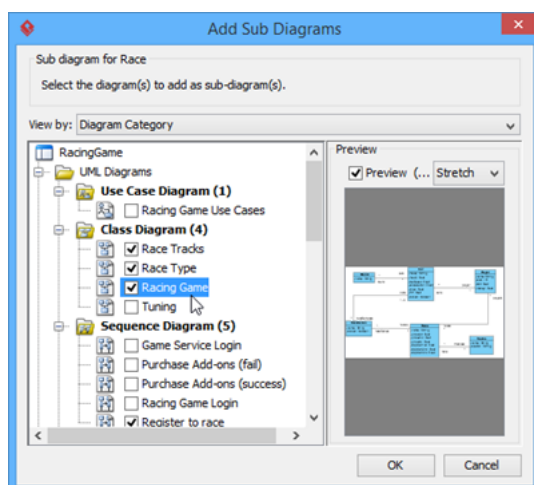
1. Click on the *Race* package to bring up the sub-diagram resource icon.



- Click on the resource icon, then select **Existing Diagrams...** from the popup menu.



- Select the following diagrams in the **Add Sub Diagrams** dialog, then press **OK** to commit.
  - [Class Diagram] Race Tracks
  - [Class Diagram] Race Type
  - [Class Diagram] Racing Game
  - [Sequence Diagram] Register to race
  - [Communication Diagram] Register to race - Communications
  - [State Machine Diagram] Race Series State
  - [Activity Diagram] Register to race
  - [Entity Relationship Diagram] Player Race
  - [Entity Relationship Diagram] Race Series
  - [Entity Relationship Diagram] Racing Game



- Repeat the steps for the following packages and diagrams:

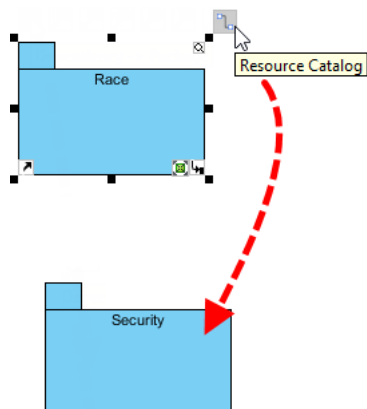
Package	Diagram
Tuning	[Class Diagram] Tuning [State Machine Diagram] Car State

	[Entity Relationship Diagram] Cars
Security	[Sequence Diagram] Game Service Login [Sequence Diagram] Purchase Add-ons (fail) [Sequence Diagram] Purchase Add-ons (success) [Sequence Diagram] Racing Game Login [Business Process Diagram] Purchase Add-ons
General	[Use Case Diagram] Racing Game Use Cases [Component Diagram] Game Components [Deployment Diagram] Game Deployment [Requirement Diagram] General Requirements [Matrix Diagram] Classes Matrix [Matrix Diagram] Entity Matrix [Matrix Diagram] Process Matrix [Analysis Diagram] Player Analysis Diagram

## Define Relationships Between Packages

Now, since our diagrams are structured with packages, we can define the relationships among them. To create relationships between packages:

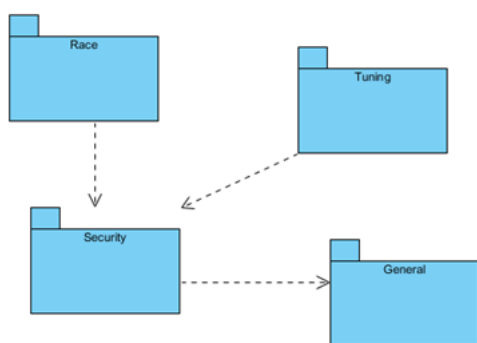
1. Click on the *Race* package to show its resource icon.
2. Drag out the **Resource Catalog** button and drop it at the *Security* package.



3. Select **Dependency -> Package** in the Resource Catalog.



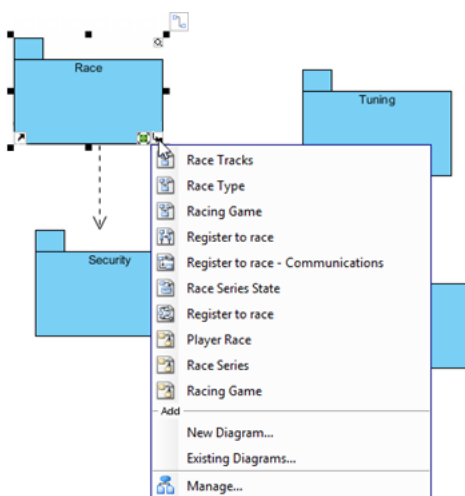
4. Repeat the steps to create a dependency from *Tuning* to *Security* and also from *Security* to *General*.



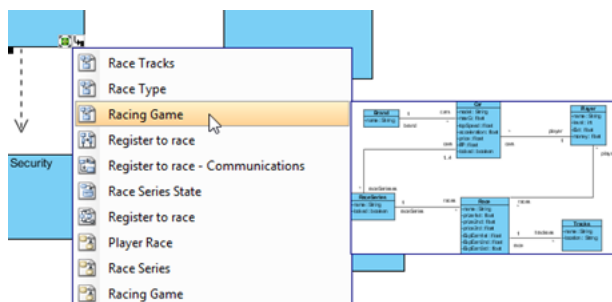
### Navigate Between Packages and Contained Diagrams

The Package Diagram can act as a starting point for you to navigate within your project. To navigate from one diagram to another:

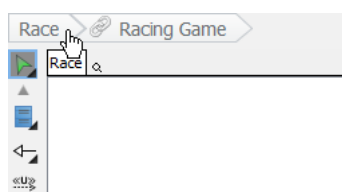
1. Click on the package to bring up the resource icons, say the *Race*.
2. Click on the sub-diagram resource icons. This will bring up a list of sub-diagrams under the *Race* package.



3. Locate the diagram from the popup menu, say the *Racing Game* class diagram, and then click on it.



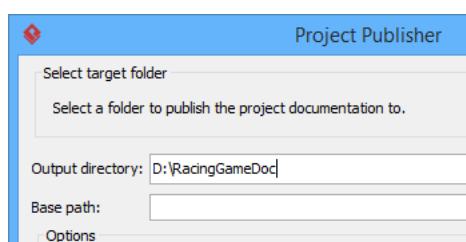
4. You are now brought to the *Racing Game* class diagram.
5. You can go back to the package by clicking the link at the top left corner of the diagram.



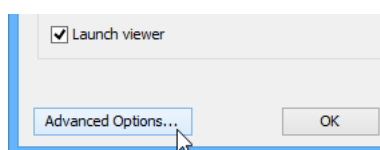
### Publish a Project to HTML with a Package Diagram as the Navigation Map

This kind of handy navigation is not limited to within the application. You can also have it inside the published HTML website. To publish your project into an HTML website:

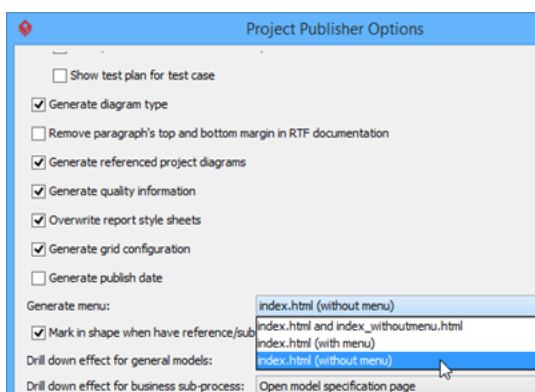
1. Save your project by selecting **Project > Save** from the toolbar.
2. Select **Tools > Doc > Publish Project...** from the toolbar.
3. Enter the output location for the publisher in the **Output directory** field.



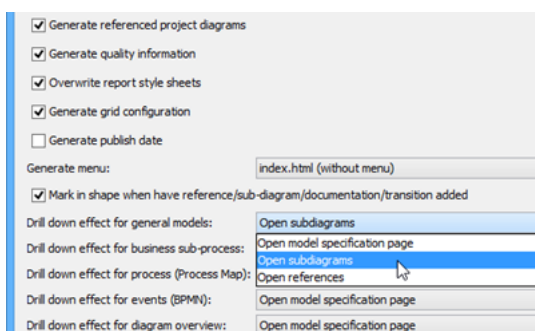
4. Press the **Advanced Options...** button to bring up the advanced settings.



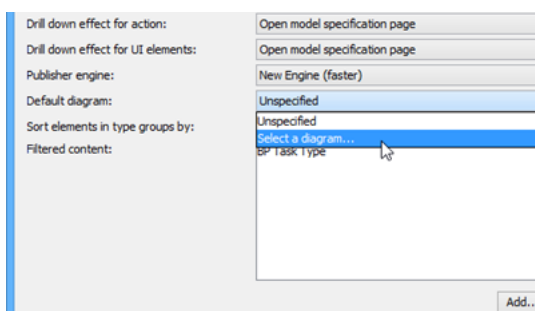
5. Select **index.html (without menu)** in the **Generate menu** combo box.



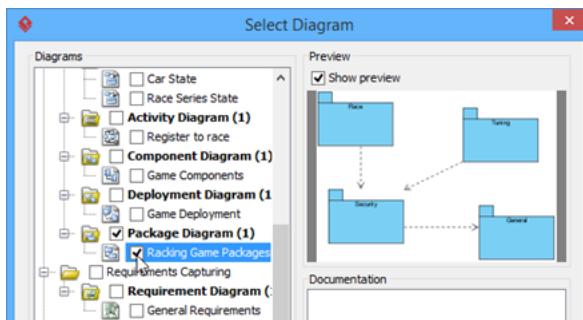
6. Select **Open subdiagrams** in **Drill down effect for general models**.



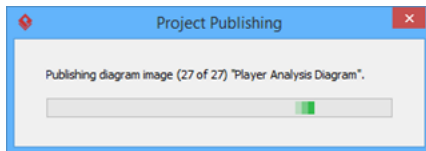
7. Choose **Select a diagram** in the **Default diagram** combo box.



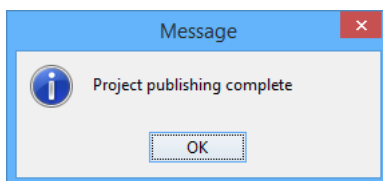
- Pick the *Racing Game Packages* and press **OK**.



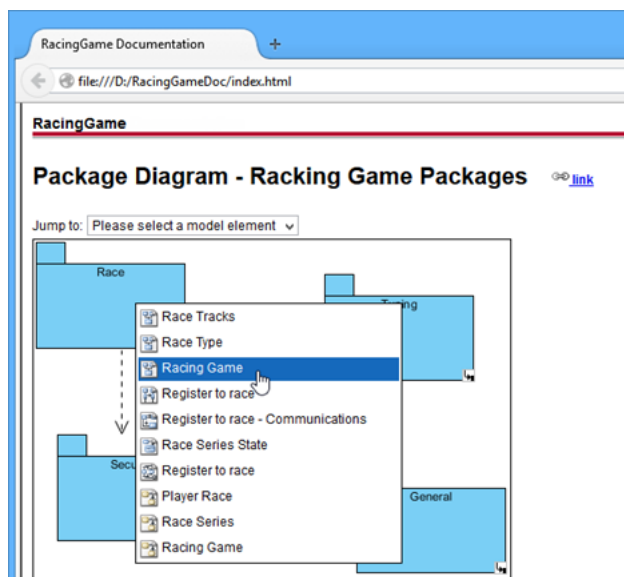
- Press **OK** to close the **Advanced Options** dialog and press **OK** again in the **Project Publisher** dialog to start publishing.



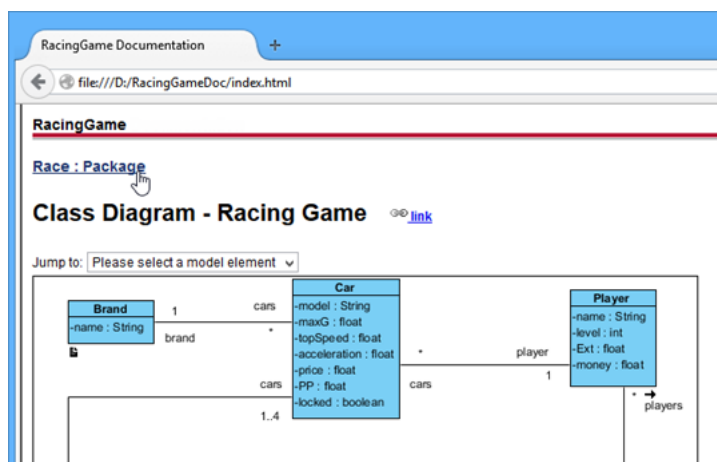
- Press **OK** when publishing is completed. This will launch the browser and with the Racing Game Packages diagram showing.



11. You can click on the package to bring up the popup menu to jump to the sub-diagram, say the *Racing Game* class diagram.



12. And in the sub-diagram, you can always go back to the parent package by clicking the link at the top of the page.



## Download Sample Project

You can [download the sample project](#) to walk through this tutorial.

## Watch This Tutorial on YouTube

Here is the video version of this tutorial.

### Related Links

- [What is a Package Diagram?](#)

- [Publish project as web content](#)
- [Sub-diagram vs Reference diagram](#)
- [Full set of UML tools and UML diagrams](#)



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