

Since learning process could be very challenging task for scholars in this article an attempt to analyze and model a universal education software (UES) was made. The software was modeled from beginning of the life cycle by object-orientated modeling approach. In order to visually represent any research problem unified modeling language is the most appropriate and efficient tool. In this paper UES was modeled by unified modeling language diagrams which could lead to better development and understanding of the behavior and structure of the software. Modeling by unified modeling language is a new way of thinking about systems and the development process which involved object modeling. The main concept of the object modeling is the object identification within the system environment, and the relationships and interactions between the objects.