UML is used with object-oriented designs
Use cases provide textual scenarios
The main success scenario describes the smooth ride

Customer makes request to withdraw money from a bank account. Bank identifies and authenticates the customer. Bank gets from the customer the type of account (savings or checking), the account number, and the amount of the withdrawal. Bank verifies that the account balance is greater than the amount of the withdrawal. Bank generates a receipt for the transaction. Bank counts out the correct amount of money for the customer. Bank gives the customer the receipt and money. Customer leaves the bank.
Alternate scenarios describe the bumpy rides

Customer makes request to withdraw money from a bank account. Bank identifies, but fails to authenticate the customer. Bank refuses to process the customer request. Customer leaves the bank.
A UML sequence diagram models a use case.

The withdrawal success use case.
A UML class diagram can model one class.
Attributes can be described with UML

[[visibility] name [:type] [=defaultValue] [{property}]]
Operations can be described with UML

\[\text{[visibility] name ([parameterList]) [:type] [{property}]}\]

\text{parameterList:}

\[\text{[direction] name: type [= defaultValue]}\]
Or an entire collection of classes