

UML

Feliz Gouveia
UFP

Introduccion

- Unified Modeling Language
- International standard for software analysis and design
- Currently a huge standard, covering most of the documentation needs
- 14 UML diagram types

UML diagrams

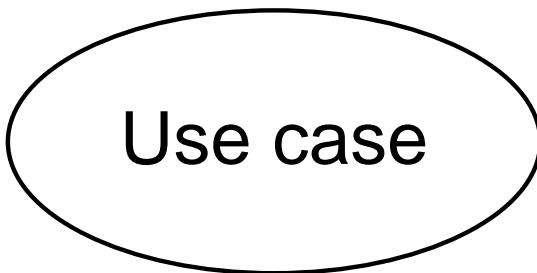
- Class diagram
- Component diagram
- Deployment diagram
- Object diagram
- Package diagram
- Profile diagram
- Composite structure diagram
- Use case diagram
- Activity diagram
- State machine diagram
- Sequence diagram
- Communication diagram
- Interaction overview diagram
- Timing diagram

Use case diagrams

- Are used during requirements elicitation and analysis as a graphical means of representing the functional requirements of the system.
- Use cases are very helpful for writing acceptance test cases.
- Consist of 4 objects:
 - Use cases
 - Actors
 - System
 - Package

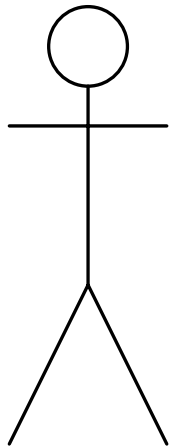
Use case diagrams: use case

- A use case typically represents a major piece of functionality that is complete from beginning to end.
- Represents a function or an action within the system.



Use case diagrams: actors

- An actor represents whoever or whatever (person, machine, or other) interacts with the system.
- The actor is not part of the system itself and represents anyone or anything that must interact with the system to:

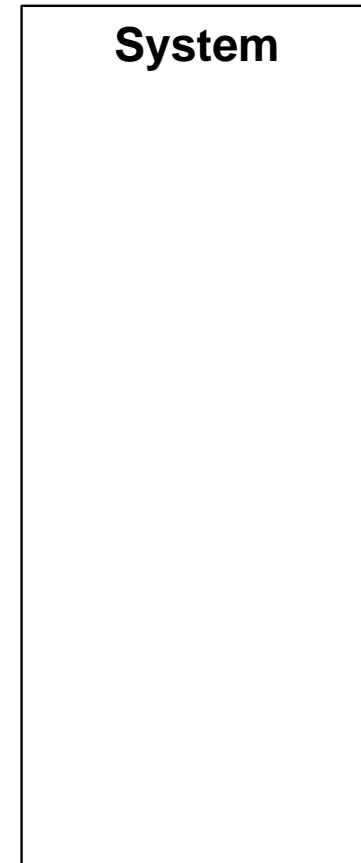


Actor

- Input information to the system;
- Receive information from the system; or
- Both input information to and receive information from the system.

Use case diagrams: system

- System is used to **define the scope of the use case** and drawn as a rectangle.



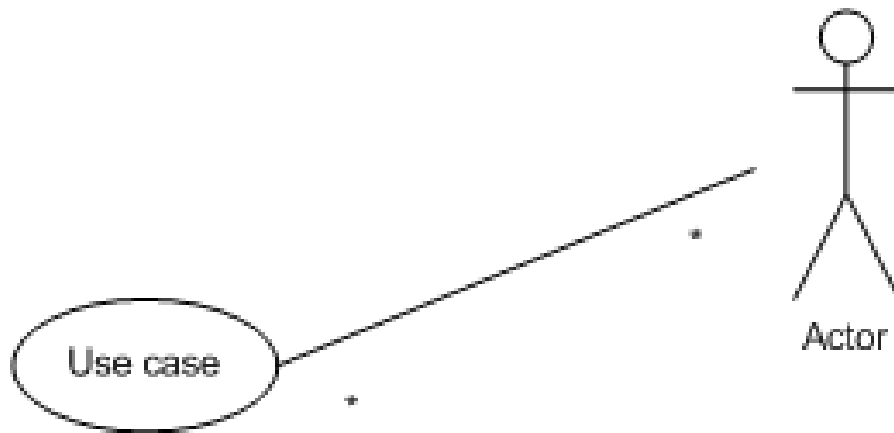
Use case diagrams: package

- Package is another optional element that is extremely useful in complex diagrams. Similar to class diagrams, packages are **used to group together use cases**.



Use cases: notation

- Actor communicates with the system



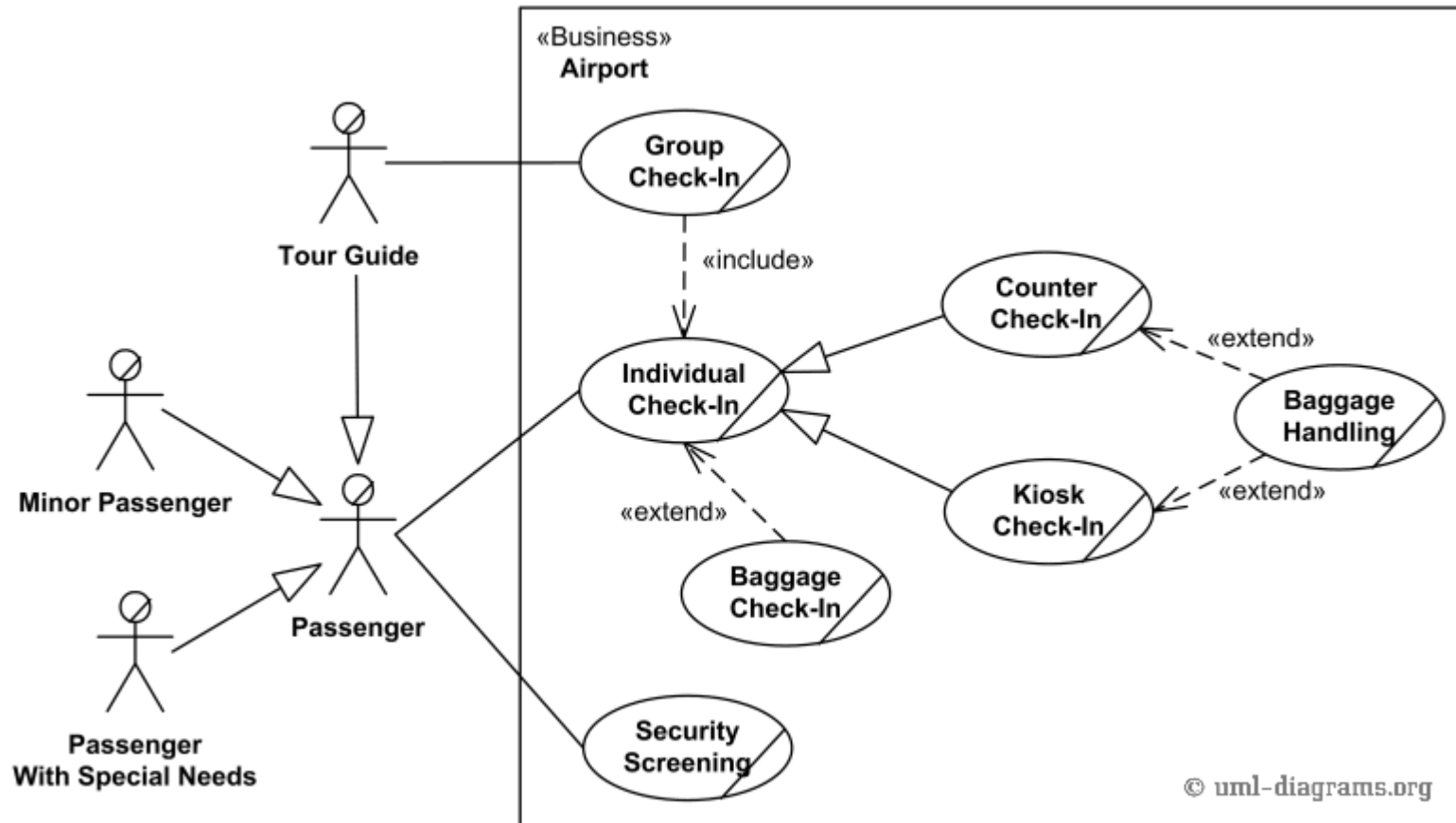
Use case diagrams: relationships

- There are five types of relationships in a use case diagram. They are:
 - Association between an actor and a use case
 - Generalization of an actor
 - Extend relationship between two use cases
 - Include relationship between two use cases
 - Generalization of a use case

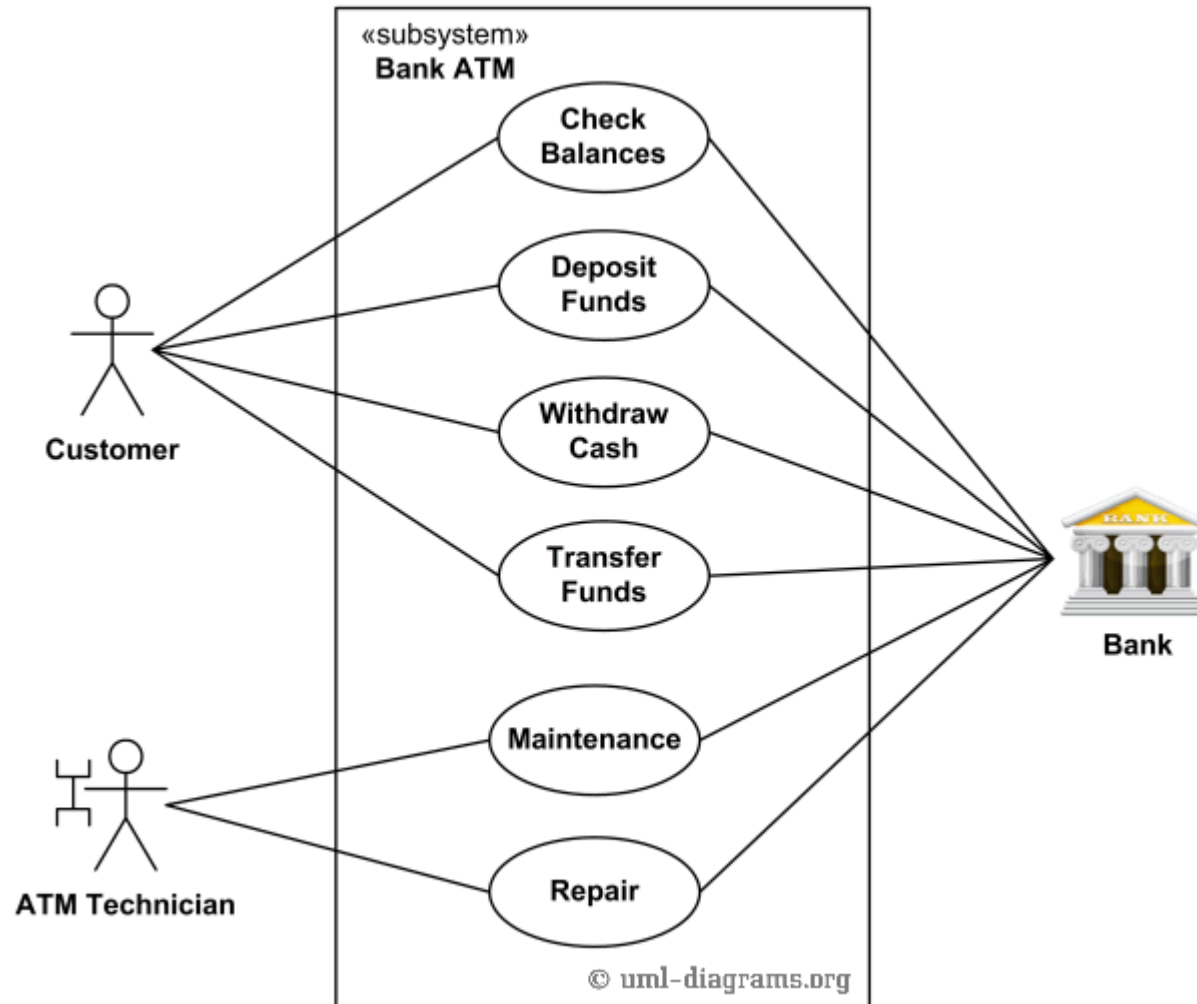
Use case: relationships

- A use case can “include” another use case; this is useful to avoid repeating the description of a behavior; e.g. if several use cases require a login, it’s best to include the login use case;
- A use case can “extend” another use case; this can be used for variations on a use case, that only happen under certain circumstances;
- Note that an include use case is always completed, but an exclude use case is sometimes completed

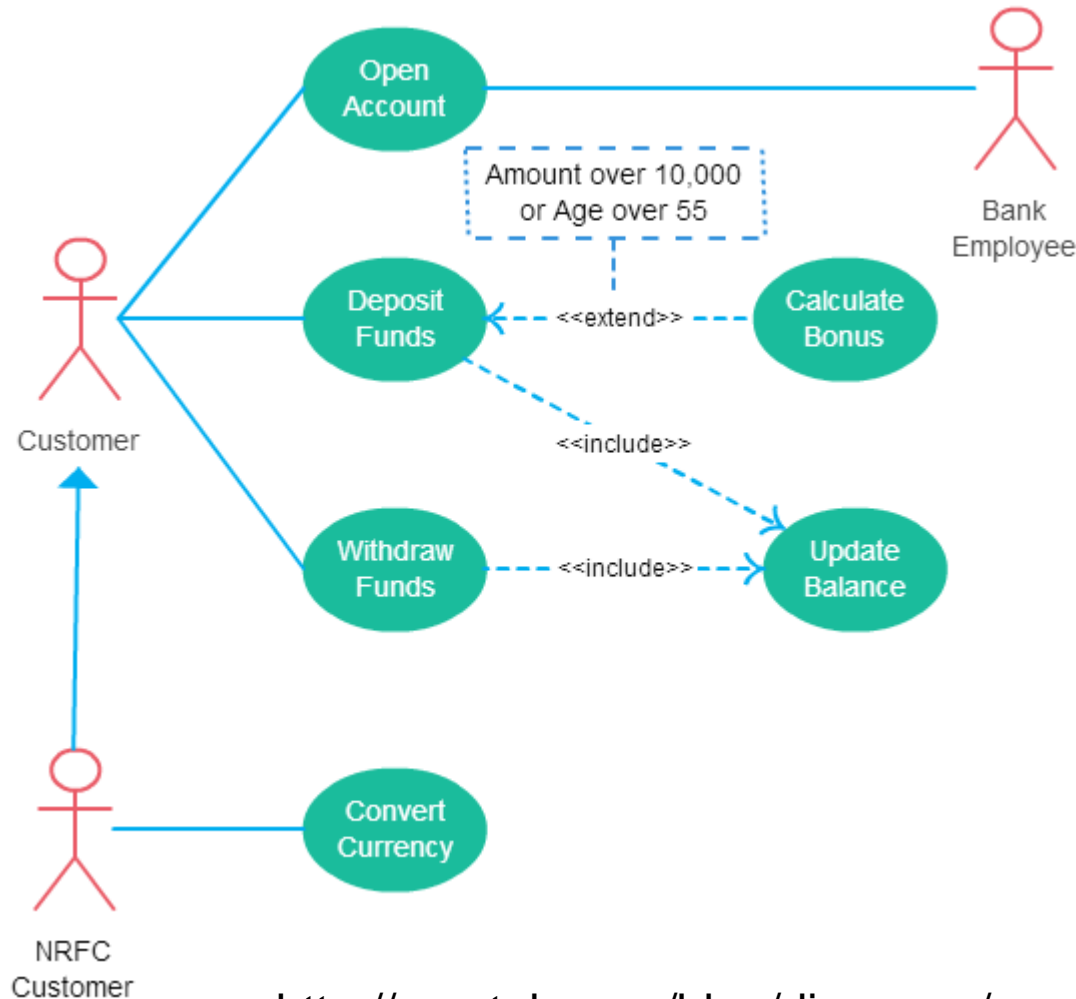
Use cases: example



Use cases: example



Use cases: example



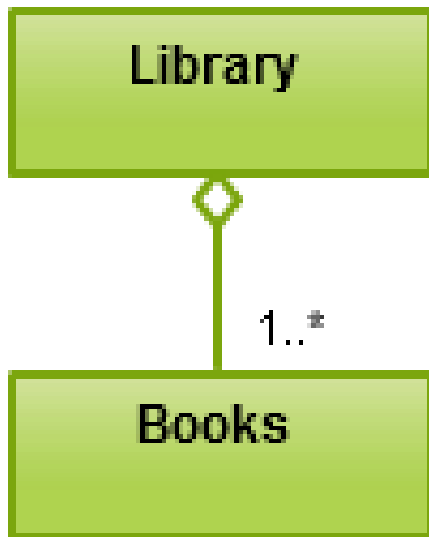
Class diagram

- Class diagrams are used in both the analysis and the design phases.
- They provide detailed information about the structure and the behavior of the classes
- There are two main types of relationships between classes:
 - Inheritance
 - Association

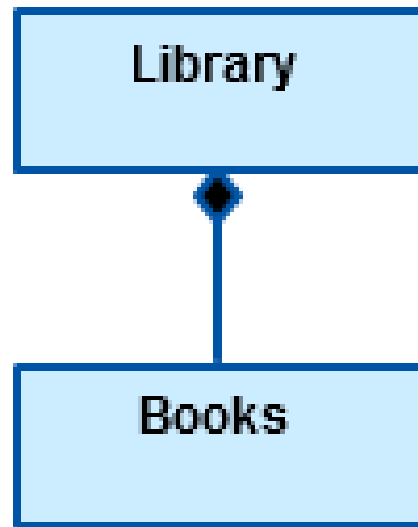
Class relationships

- Inheritance: one class is more general than others
- Association:
 - Aggregation: one object is part of another object but their lifetimes are independent (a department has employees)
 - Composition: one object is composed of other objects (an invoice is composed of invoice lines) and those can only exist as long as the container object exists
 - Association has multiplicity

Class relationships



- -
aggregation



- -
composition

Class relationships: multiplicity

- One-to-one and mandatory: 1
- One-to-one and optional: 0..1
- One-to-many and mandatory: 1..*
- One-to-many and optional: *
- With lower bound l and upper bound u: l..u
- With lower bound l and no upper bound: l..*

class Library Domain Model

