

Assess Yourself

You had so much fun in SWEN20003 that you decide to use Slick to build an RPG.

This game involves a number of characters, like the player, their allies, and their enemies. Some of these characters walk around the world, and some allow the player to interact with them.

There are also other objects in the game like keys, blocks, and power-ups, some of which can be interacted with, some that can be collected/picked up, and some that can be “used” after being picked up.

Some objects in the game have health and can “die”, while some are killed or removed instantly. Other objects can attack and defend other characters.

How would you design this system? What is a good way to *represent* it for **other people** to read?

We need a new tool!

SWEN20003
Object Oriented Software Development

Modelling Classes and Relationships

Semester 1, 2019

The Road So Far

- OOP and Java Foundations
- Classes and Objects
- Abstraction
 - ▶ Inheritance
 - ▶ Abstract Classes
 - ▶ Polymorphism
 - ▶ Abstract Classes
 - ▶ Interfaces
- Software Tools

Lecture Objectives

After this lecture you will be able to:

- Identify **classes** and **relationships** for a given problem specification
- Represent classes and relationships in **UML**
- Develop simple **Class Diagrams**

In-class code found [here](#)

Hints for Project 2; pay attention!

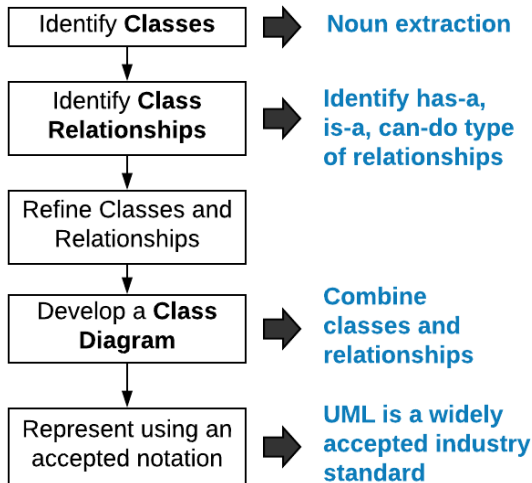
First Steps

Before writing Java code:



Design your system, then **implement** the system (write code) **following your design!**

Design Algorithm



Problem Statement

This game involves a number of characters, like the player, their allies, and their enemies. Some of these characters walk around the world, and some allow the player to interact with them.

There are also other objects in the game like keys, blocks, and power-ups, some of which can be interacted with, some that can be collected/picked up, and some that can be “used” after being picked up.

Some objects in the game have health and can “die”, while some are killed or removed instantly. Other objects can attack and defend other characters.

Identifying Classes - Noun Extraction

*This **game** involves a number of **characters**, like the **player**, their **allies**, and their **enemies**. Some of these characters walk around the **world**, and some allow the player to interact with them.*

*There are also other **objects** in the game like **keys**, **blocks**, and **power-ups**, some of which can be interacted with, some that can be collected/picked up, and some that can be “used” after being picked up.*

*Some objects in the game have **health** and can “die”, while some are killed or removed instantly. Other objects can attack and defend other characters.*

Class Design

How would you design this system?

What relationships would the classes have, if any?

Would there be one overarching superclass, or many?

How do we *represent* our design?

Introduction to UML

Keyword

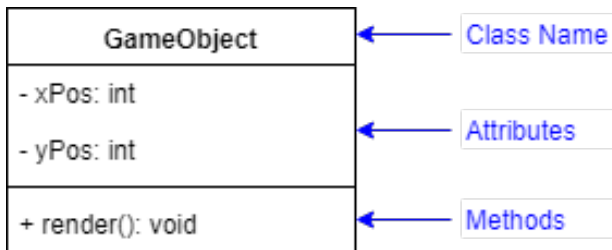
Unified Modeling Language (UML): a graphical modelling language that can be used to represent object oriented analysis, design and implementation.

What you are learning is class modelling; UML is only one notation/tool!

Representing a Class in UML

How would you represent the superclass of the game, `GameObject`?

- How would you represent the class?
- How would you represent its attributes?
- How would you represent its methods?



Representing A Class

Class
+ attribute1: type = defaultValue + attribute2: type - attribute3: type
+ method1(): return type - method2(argName: argType, ...): return type

Representing Class Attributes

Components of an attribute:

- Name (e.g. xPos)
- Data Type (e.g. : **int**)
- Initial Value (e.g. = 0)
- Privacy (e.g. +)
- Multiplicity

Finite [10] (array)

Range (Known) [1..10] (array or list, etc.)

Range (Unknown) [1..*] (list, etc.)

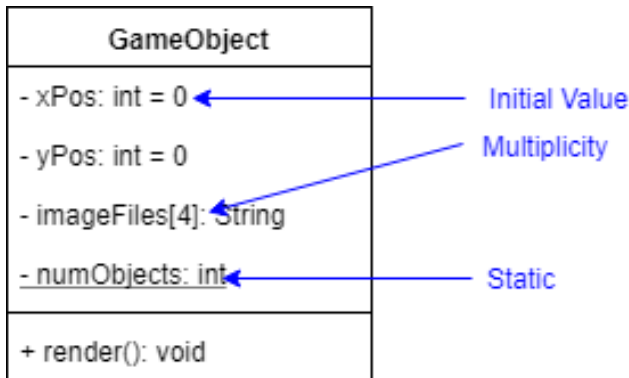
Range (Zero or More) [*] (list, etc.)

- Static (e.g. numMethodCalls : **int**)

Representing Class Attributes

Representing access control:

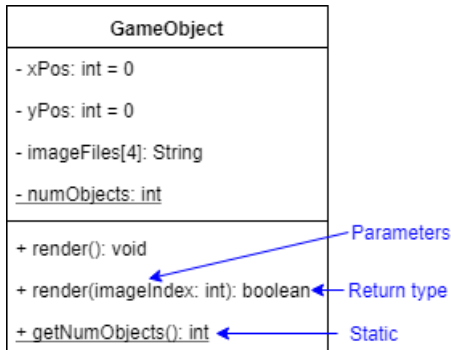
- + Public
- ~ Package
- # Protected
- Private



Methods

Components of a method:

- Name (e.g. `render()`)
- Privacy (e.g. `+`)
- Return type (e.g. `: void`)
- Parameters (e.g. `name : String`)



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Implement the `GameObject` class

GameObject
<ul style="list-style-type: none">- xPos: int = 0- yPos: int = 0- imageFiles[4]: String- <u>numObjects: int</u>
<ul style="list-style-type: none">+ render(): void+ render(imageIndex: int): boolean+ <u>getNumObjects(): int</u>

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```
public class GameObject {  
  
    private int xPos = 0;  
    private int yPos = 0;  
    private String[] imageFiles;  
    private static int numObjects;  
  
    public void render() {  
        //block of code to execute;  
    }  
  
    public boolean render(int imageIndex) {  
        //block of code to execute  
    }  
  
    public static int getNumObjects() {  
        // block of code to execute;  
    }  
}
```

Representing Class Relationships

Classes may relate to other classes through different types of relationships.

Following are the four common types of relationships between classes:

- Association
- Generalization (Inheritance)
- Realization (Interfaces)
- Dependency

Let's look at how to represent these relationships in UML.

Association

- Represents a **has-a** (containment) relationship between **objects**.
- Allows objects to **delegate** tasks to other objects.
- Shown by a solid line between classes.

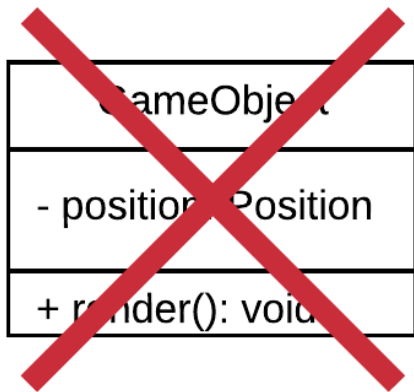
During class refinement the design team decides to represent the position of the `GameObject` with a `Position` class (instead of coordinates).

- Is this a good decision?
- How might the class be represented?
- How does it change our existing design?

Association

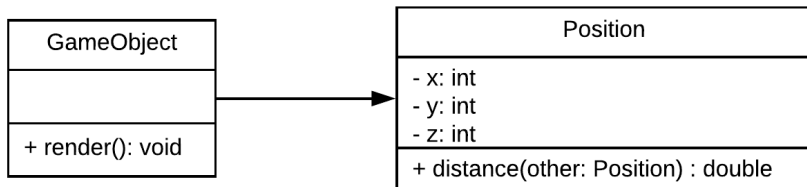
Position
- x: int - y: int - z: int
+ distance(other: Position) : double

Association



Association

When one class is *contained* by another, we always use an **association**.



Keyword

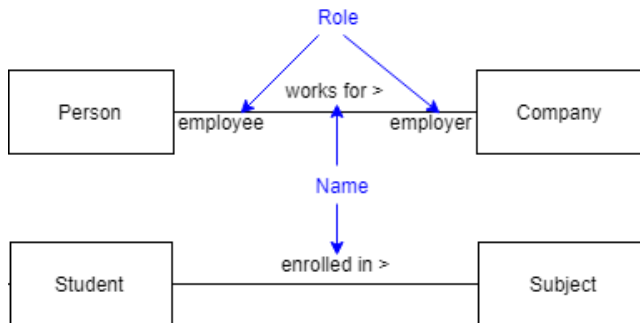
Association: A link indicating one class contains an *attribute* that is itself a class. Does **not** mean one class “uses” another (in a method, or otherwise).

Properties of Association

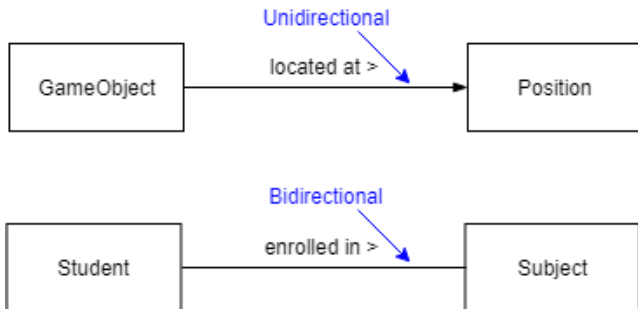
Association links can represent more information:

- Name
- Role labels
- Directionality
 - ▶ Unidirectional (hierarchical, ownership)
 - ▶ Bidirectional (co-operation)
- Multiplicity
- Type
 - ▶ Plain association
 - ▶ Aggregation
 - ▶ Composition

Properties of Association - Name and Role



Properties of Association - Direction



Properties of Association - Multiplicity

Keyword

Multiplicity: specifies the **number of links** that can exist between **instances (objects)** of the associated classes.

- Indicates how many objects of one class relate to one object of another class
- Can be a single number or a range of numbers
- We can add multiplicity on either end of class relationship by simply indicating it next to the class

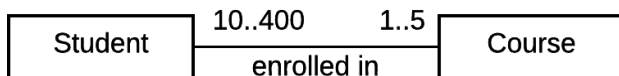
Properties of Association - Multiplicity

- One class can be related to another in the following ways:
 - ▶ One-to-one
 - ▶ One-to-many
 - ▶ One-to-one or more
 - ▶ One-to-zero or one
 - ▶ One-to-a bounded interval (one-to-two through twenty)
 - ▶ One-to-exactly n
 - ▶ One-to-a set of choices (one-to-five or eight)
- Multiplicity can be expressed as:
 - ▶ Exactly one - 1
 - ▶ Zero or one - 0..1
 - ▶ Many - 0..* or *
 - ▶ One or more - 1..*
 - ▶ Exact Number - e.g. 3..4 or 6
 - ▶ Or a complex relationship – e.g. 0..1, 3..4, 6..* would mean any number of objects other than 2 or 5

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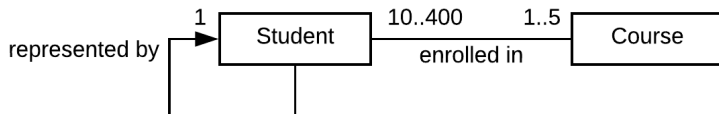
Create a UML representation for the following scenario:

- A Student can take up to five Courses
- A Student has to be enrolled in at least one Course
- A Course can contain up to 400 Students
- A Course should have at least 10 Students



Self-Association

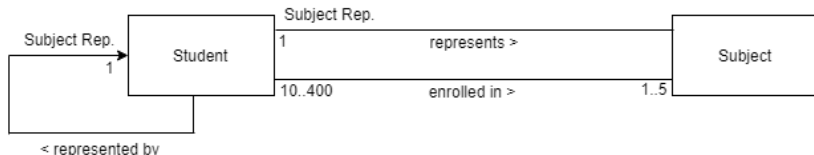
Each Student has a student representative they can contact, who is also a student



Multiple Associations

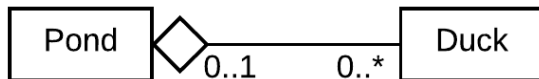
Does the following class relationship enforce a single student rep per-subject?

How about a single student rep per-subject, per-student?



Association - Type (Aggregation)

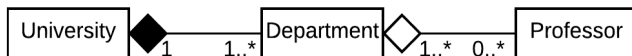
Different form of association, where one class “has” another class, but both exist independently



- If a `GameObject` is destroyed, the `Position` object disappears; dependence
- If the `Pond` object is destroyed, the `Duck` lives on; independence
- Makes sense; a `Duck` can find another `Pond`

Association - Type (Composition)

Different form of association, indicating one class cannot exist without the other; in other words, existing on its own doesn't make sense



- A Department is entirely dependent on a University to exist
- If the University disappears, it makes no sense for a Department to exist
- But a Professor is just a person; they can find another University!

Assess Yourself

What comes next in the design? So far we have:

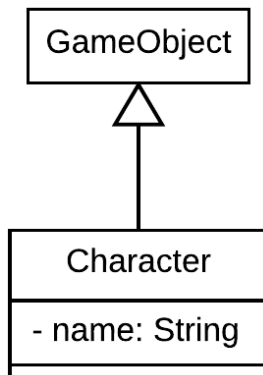
- `GameObject`
- `Position`

Assess Yourself

“This game involves a number of characters, like the player, their allies, and their enemies.”

Sounds like **inheritance**!

Generalization - Inheritance

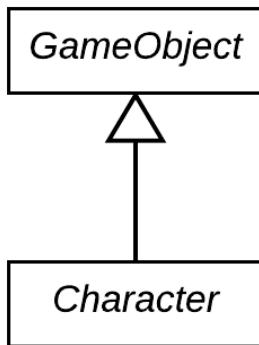


Inheritance

But wait... What happens if I make a `GameObject`? Does that make sense?

Nope!

Abstract Classes



Italicised *methods* or *classes* are **abstract**.

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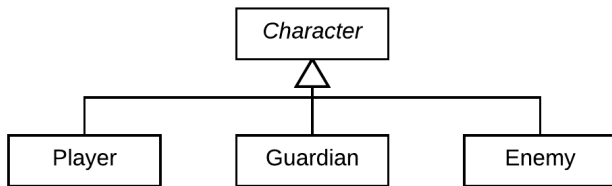
What next? Now we have:

- `GameObject`
- `Position`
- `Character`, which inherits from `GameObject`

How could we add *behaviour*?

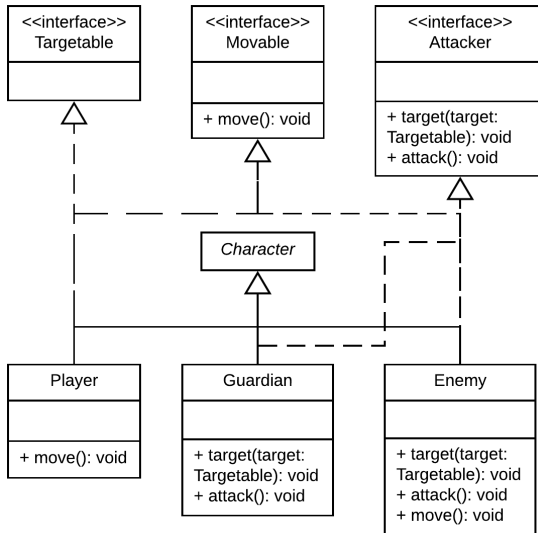
Assess Yourself

Some design help...



Only the *Player* and *Enemy* can move. The *Guardian* and the *Enemy* can attack each other, and the *Enemy* can also attack the *Player*. Both *Characters* can also target the player.

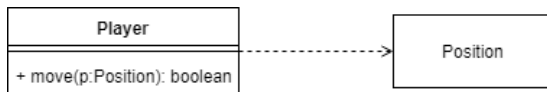
Realization - Interfaces



Dependency

Dependency represents a weak relationship between classes; dependency implies that a change to one class may impact the other class. It is represented by a dotted arrow.

For example, when a method in a class has another class as one of the input parameters, this results in a dependency relationship.

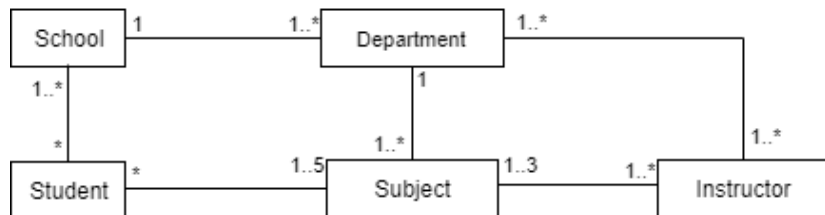


Assess Yourself

Construct a UML diagram for the following description:

- A school has one or more departments.
- A department offers one or more subjects.
- A particular subject will be offered by only one department.
- A department has instructors and instructors can work for one or more departments.
- A student can enrol in up to 5 subjects in a school.
- Instructors can teach up to 3 subjects.
- The same subject can be taught by different instructors.
- Students can be enrolled in more than one school.

Assess Yourself



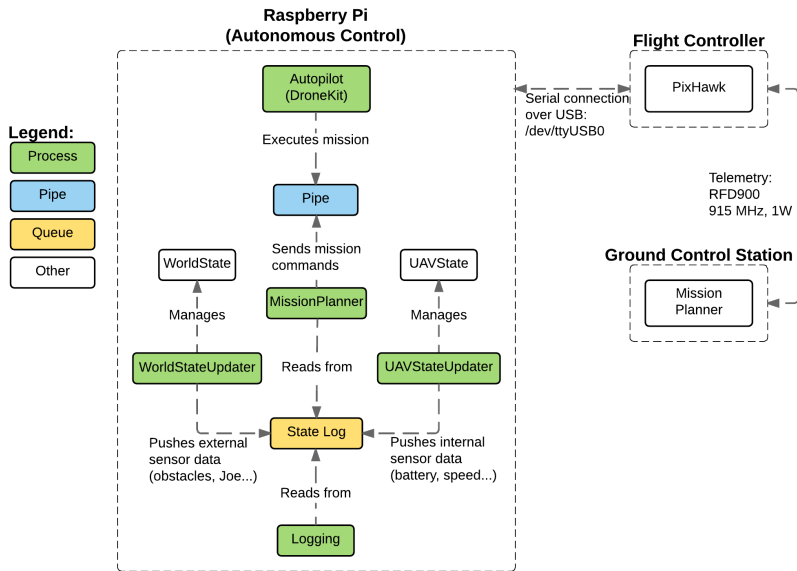
Assess Yourself

How could your Project 1 submission be better designed?

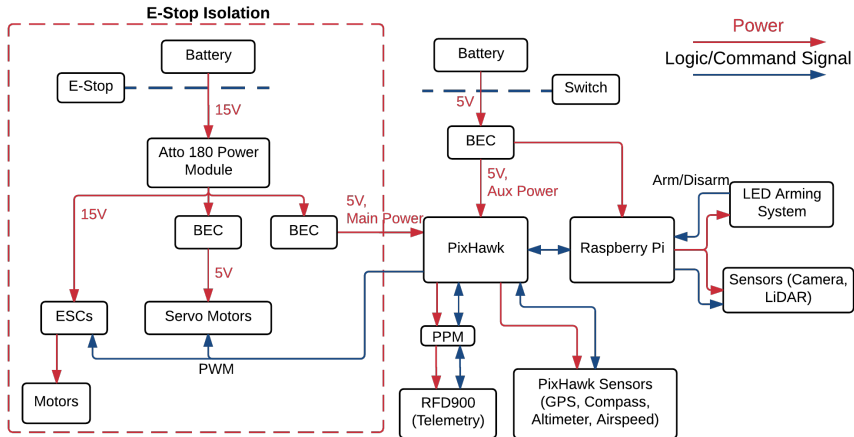
Project answers don't come that easily...

Is modelling useful?

Is Modelling Useful?



Is Modelling Useful?



UML Drawing Tools

- [draw.io](#)
- [LucidChart](#) (Sign up with your [student email](#) for full functionality)
- [StarUML](#)
- Eclipse/IDE with plugins (useful for converting UML to code instantly)
- And many more...

draw.io is apparently the tool of choice for SWEN30006, but the choice is yours.

Assess Yourself

Finish implementing the class diagram for the game example.

Hint: Good practice for project 2!

Metrics

A world class chef is working to develop a robotic assistant, and they've hired you to build a simulated kitchen to test it out.

The robot needs to be able to:

- Use normal human tools and utensils (oven, fork)
- Open things (cupboards and containers)
- Prepare ingredients (cutting, dicing, boiling)
- Be operated by a human (for safety reasons)

Create a class diagram for this scenario, including any inheritance or realisation (interface) relationships.