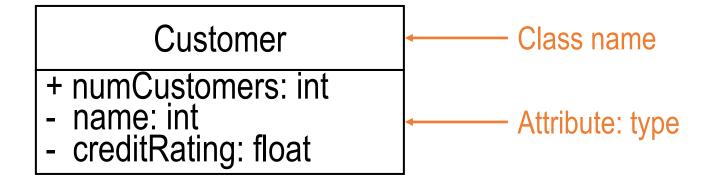
#### **MET CS665 – Software Design and Patterns**

# **UML - Class Diagram**

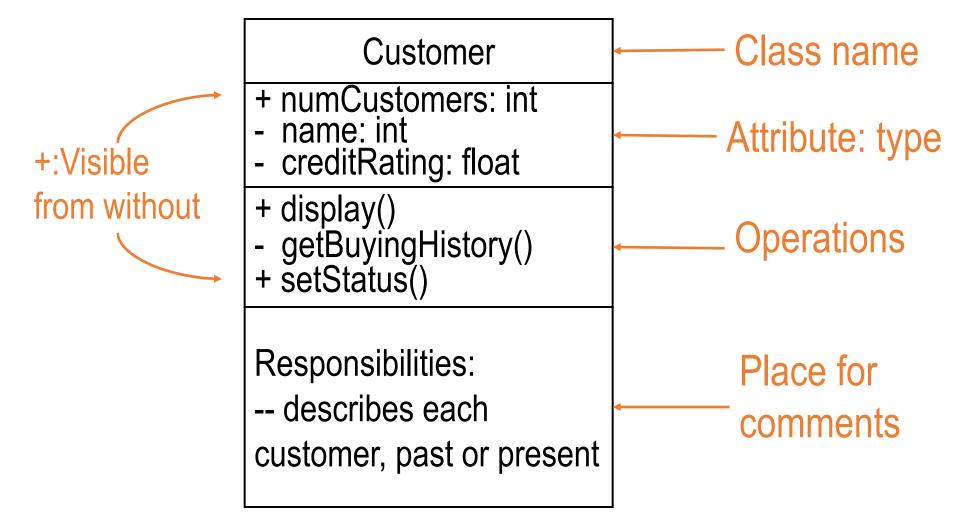
# **UML Class Diagram**

- Class diagram is a structural diagram view that shows:
  - Classes and so the structure of a system
  - Attribute members of classes
  - Relationships between classes

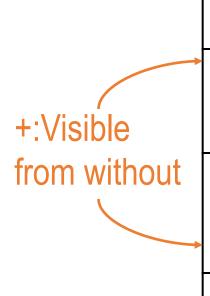
### Classes



#### Class



# **Attribute Visibility**



#### Customer

- + numCustomers: int
- name: int
- creditRating: float
- + display()
- getBuyingHistory()
- + setStatus()

Responsibilities:

-- describes eachcustomer, past or present

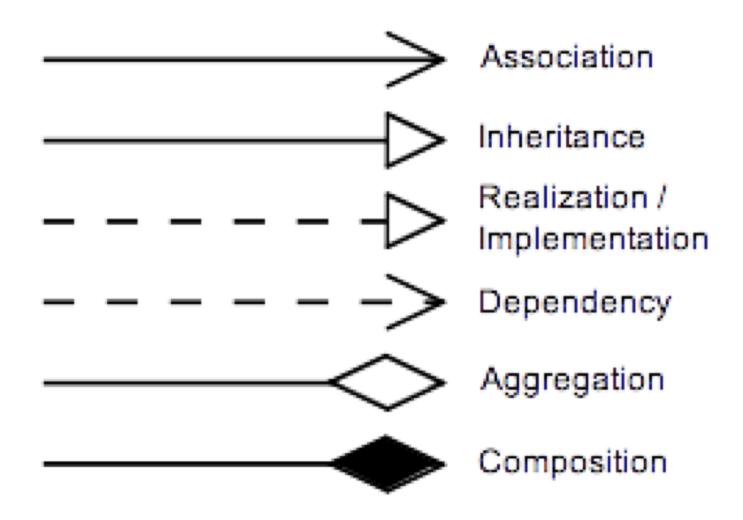
- + Public
- # Protected
- Private

**Private** - Only the current class will have access to the field or method.

Protected - Only the current class and subclasses (and sometimes also same-package classes) of this class will have access to the field or method.

**Public** - Any class can refer to the field or call the method.

# **UML Class Diagram Notations**

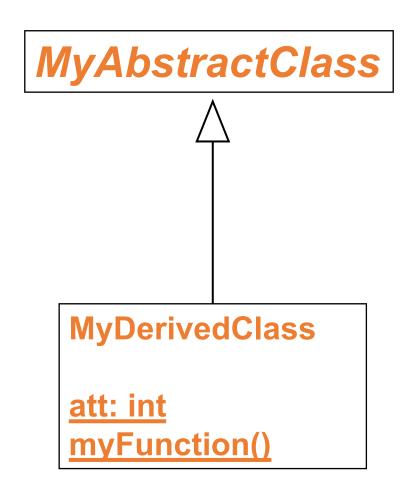


## **Associations**

```
Car hasEngine Engine
```

```
class Car {
  Engine myCarEngine;
class Engine {
  float hoursePower;
```

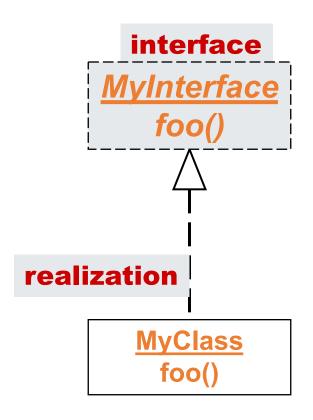
#### Inheritance



```
package MyPackage;
abstract class MyAbstractClass . . . .
package MyPackage;
class MyDerivedClass extends MyAbstractClass
  int att;
  void myFunction( ReferencedClass r )
  { . .. }
```

#### Realization

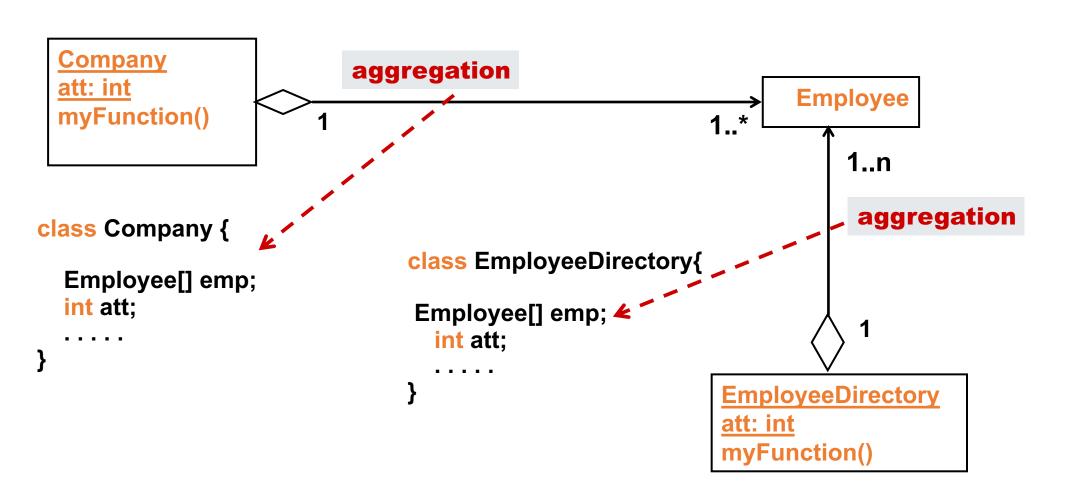
Realization is where a class satisfies an interface



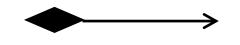
```
interface MyAbstractClass . . .
class MyClass implements MyInterface
```

# Aggregation





# Composition

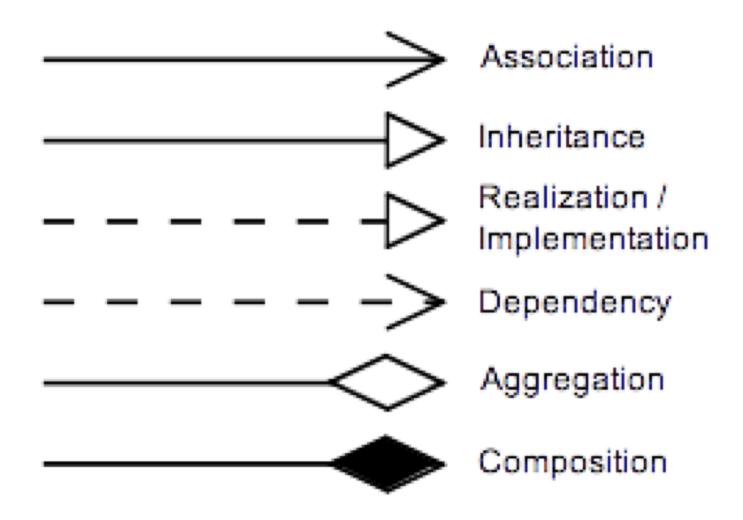


```
Company
                                       Employee
att: int
myFunction()
                    composition
   class Company {
    class Employee emp;
     { . . . }
```

# Dependency

A dependency exists between two Classes if changes to the implementation of one Class may cause changes to the other

# **UML Class Diagram Notations**



# **Customer Mail Application**

