Unified Modeling Language

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Introduction

The **Unified Modeling Language**, known as UML for short, is a visual modeling language that lets people design and document a software system. The standard for the latest version can be found at: https://www.omg.org/spec/UML/About-UML/

It is a popular standard, and the notation isn't based upon any particular programming language.

We will be looking at only one subset of its notation, that of class models.

Class models

A **class model** is a diagram that visually represents a group of classes, and the relationships between them.

We will not be following the full, formal notation in this course, since we'll be treating it as the sort of communication tool that you bring out in meetings i.e. quick sketches on a board to ensure that everybody understands what is being accomplished. However, we do expect you to obtain a reasonable familiarity with the presented notation since you will be expected to be able to read and produce class model diagram on your assignments.

In particular, it will be a key component of how we describe design patterns, since understanding the classes involved and their relationships will be key to understanding how to apply the patterns.

References

References

An *extremely* good reference is Martin Fowler's "UML Distilled: Third Edition". We strongly encourage you to read it, focusing on chapters 3 and 5. It is very short, and very well-written. It is available electronically through UW's library license with the publisher, O'Reilly.

The UML reference card PDF that you have been provided comes from Fowler's book.