CSCA48 Winter 2016

WEEK 3 – UML Diagrams

Bo(Kenny) Zhao

University of Toronto Scarborough

January 20, 2016



Who am I?

- Bo(Kenny) Zhao
- bo.zhao@utsc.utoronto.ca
- bo.zhao@mail.utoronto.caor PM through Piazza
- Tutorial: TUT0013 Wednesday 10:00 11:00 MW160
- Practical: PRA004 Wednesday 16:00 17:00 BV469



LEARNING OBJECTIVES

At the end of the tutorial, you will be able to ...

Read UML diagrams

Draw UML diagrams

UML

• In A08

real-world problem -> code

In A48

real-world problem -> design (using UML) -> code

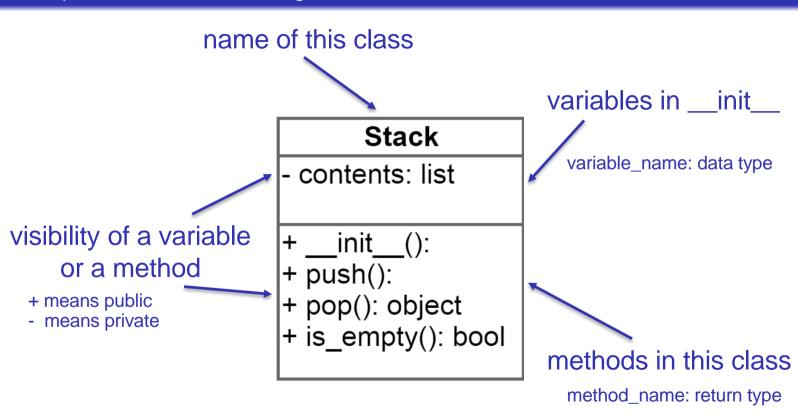
26

return self._contents == []

Example

```
class Stack:
        '''A last-in, first-out (LIFO) stack of items'''
 2
 3
 4
       def init (self):
           '''(Stack) -> NoneType
                                                                   Stack
 6
           Create a new, empty stack.
                                                        contents: list
8
           self. contents = []
9
10
       def push(self, new obj):
           '''(Stack, object) -> NoneType
11
12
           Place new obj on top of this stack.
                                                               init ():
13
14
           self. contents.append(new obj)
                                                         + push():
15
16
       def pop(self):
                                                         + pop(): object
17
           '''(Stack) -> object
           Remove and return the top item in this stack.
18
19
                                                         + is empty(): bool
20
           return self._contents.pop()
21
22
       def is_empty(self):
23
           '''(Stack) -> bool
           Return True iff this stack is empty
24
           1 1 1
25
```

Components of a UML Diagram



Exercise

28

return self. content == []

```
class Bucket:
        ''' a class representing a bucket(only holds one object) '''
 2
 3
 4
        def init (self):
             ''' (Bucket) -> NoneType
 5
 6
            Initialize a new empty bucket.
             . . .
 7
 8
            self. content = []
9
10
        def push(self, new obj):
             ''' (Bucket, object) -> NoneType
11
12
            Place new obj into this bucket.
            REO: this bucket is not full.
13
             . . .
14
15
            self. content = [new obj]
16
17
        def pop(self):
18
             ''' (Bucket) -> object
            Remove the object from this bucket.
19
            REQ: this bucket is not empty.
20
             1 1 1
21
22
            return self._content.pop()
23
24
        def is empty(self):
             ''' (Bucket) -> bool
25
26
            Return True iff this stack is empty
             1 1 1
27
```

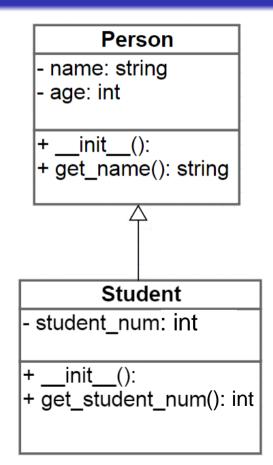
28

return self._content == []

Exercise

```
class Bucket:
           a class representing a bucket(only holds one object) '''
 2
 3
       def init__(self):
 4
            ''' (Bucket) -> NoneType
 5
 6
            Initialize a new empty bucket.
                                                                        Bucket
            . . .
 7
 8
            self. content = []
 9
                                                               content: list
       def push(self, new obj):
10
            ''' (Bucket, object) -> NoneType
11
            Place new obj into this bucket.
12
            REO: this bucket is not full.
13
                                                                      init ():
            . . .
14
15
            self. content = [new obi]
16
                                                               + push():
17
        def pop(self):
18
            ''' (Bucket) -> object
                                                               + pop(): object
            Remove the object from this bucket.
19
                                                               + is_empty(): bool
20
            REO: this bucket is not empty.
            1 1 1
21
22
            return self. content.pop()
23
24
        def is empty(self):
            ''' (Bucket) -> bool
25
            Return True iff this stack is empty
26
            . . .
27
```

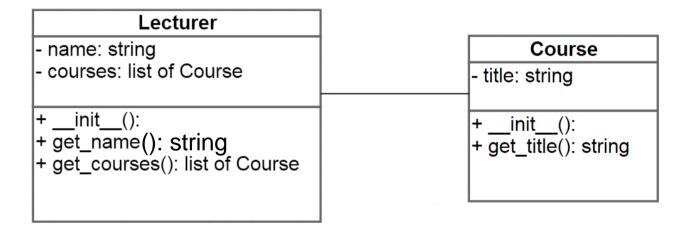
Inheritance



 Do not redraw variables and methods inherited from parent class.

 Assume everything in parent class is inherited.

Association



Exercise

- We need to represent books and authors.
- Author should have a first and last name, a mailing address and all books that belong to this author. Authors are either salaried or contractors. We should be able to see for any author what are the books he/she wrote, and how much they've been paid.
- Book should have a title, number of pages and all authors that contribute to this book. Sometimes we need to add extra pages, so it would be good to have a simple way of doing that. Now, given a book, I should be able to get the information and all of its authors.
- Books can be paperback or hardcover, and hardcover books can either be regular or special edition. Each type has its cost. Paperbacks cost less, and a special edition's price depends on whether or not it has a certificate with it. The number of copies we print will also depend on the type of book. For paperbacks, the total copies will based on a formula; for hardcover it depends on the author; and for special editions, we always print a fixed number.

Exercise(looking for nouns)

- We need to represent books and authors.
- Author should have a first and last name, a mailing address and all books that belong to this author. Authors are either salaried or contractors. We should be able to see for any author what are the books he/she wrote, and how much they've been paid.
- Book should have a title, number of pages and all authors that contribute to this book. Sometimes we need to add extra pages, so it would be good to have a simple way of doing that. Now, given a book, I should be able to get the information and all of its authors.
- Books can be paperback or hardcover, and hardcover books can either be regular or special edition. Each type has its cost. Paperbacks cost less, and a special edition's price depends on whether or not it has a certificate with it. The number of copies we print will also depend on the type of book. For paperbacks, the total copies will based on a formula; for hardcover it depends on the author; and for special editions, we always print a fixed number.

Exercise(looking for nouns and verbs)

- We need to represent books and authors.
- Author should have a first and last name, a mailing address and all books that belong to this author. Authors are either salaried or contractors. We should be able to see for any author what are the books he/she wrote, and how much they've been paid.
- Book should have a title, number of pages and all authors that contribute to this book. Sometimes we need to add extra pages, so it would be good to have a simple way of doing that. Now, given a book, I should be able to get the information and all of its authors.
- Books can be paperback or hardcover, and hardcover books can either be regular or special edition. Each type has its cost. Paperbacks cost less, and a special edition's price depends on whether or not it has a certificate with it. The number of copies we print will also depend on the type of book. For paperbacks, the total copies will based on a formula; for hardcover it depends on the author; and for special editions, we always print a fixed number.

More Practice

- Course webpage(search CSCA48)
 - -> Practicals Anti-Lectures Office Hours
 - -> Practical Questions
 - -> Week 3
 - -> questions h) to m)

http://www.utsc.utoronto.ca/~bharrington/csca48/practicals/week3.pdf

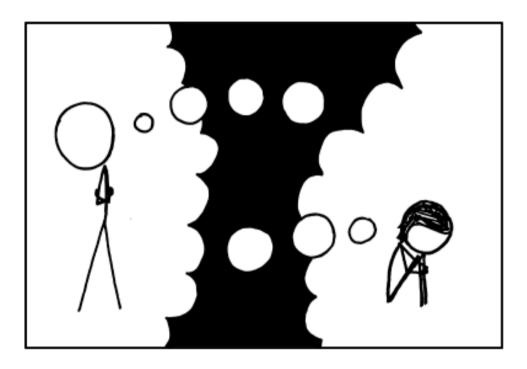
TUT0013

Summary

- Don't focus on the details
 - string and str are both acceptable
 - a method without return type means it returns None

- Encapsulation
 - Don't make a variable public unless you have a good reason

Quiz



https://xkcd.com/817/