

# Object Oriented Design

CSC207 Winter 2015



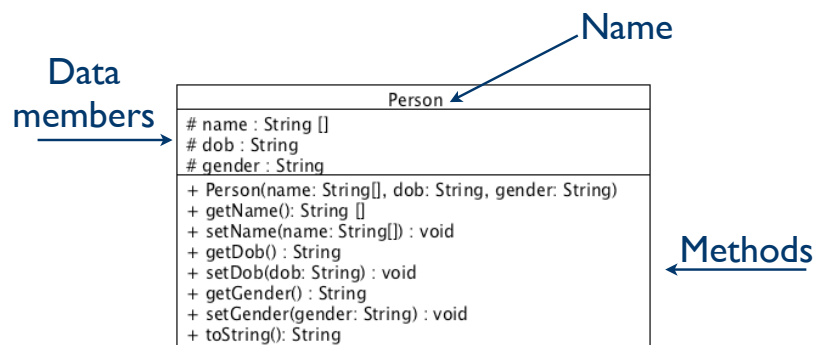
## UML

Unified Modeling Language (UML)

An extremely expressive language.

We'll use only a small part of the language, Class Diagrams, to represent basic OO design.

## Example: Class Person



## Notation

Data members:

`name: type`

Methods:

`methodName(param1: type1, param2: type2,... ): returnType`

Visibility:

- private

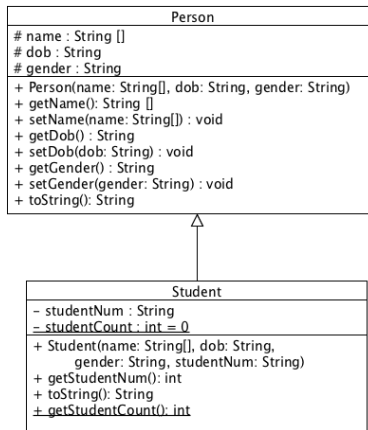
+ public

# protected

~ package

Static: underline

## Example: Inheritance



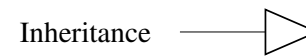
## Notation (cont'd)

Abstract method: *italic*

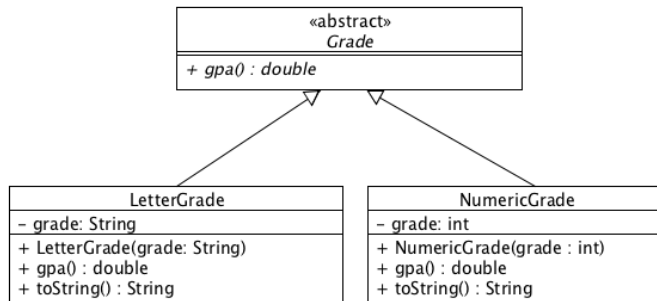
Abstract class: *italic* or <<abstract>>

Interface: <<interface>>

Relationship between classes:



## Example: Abstract Class



## Example: Abstract Class

