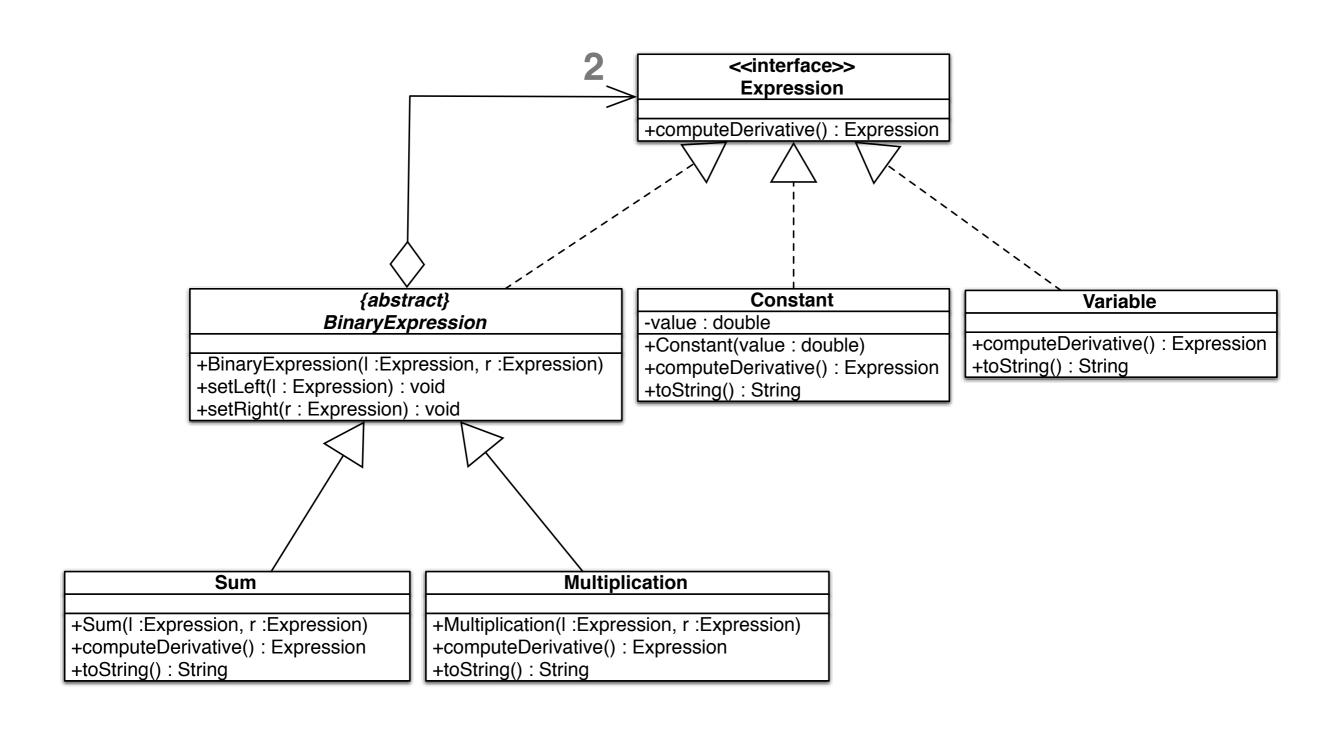
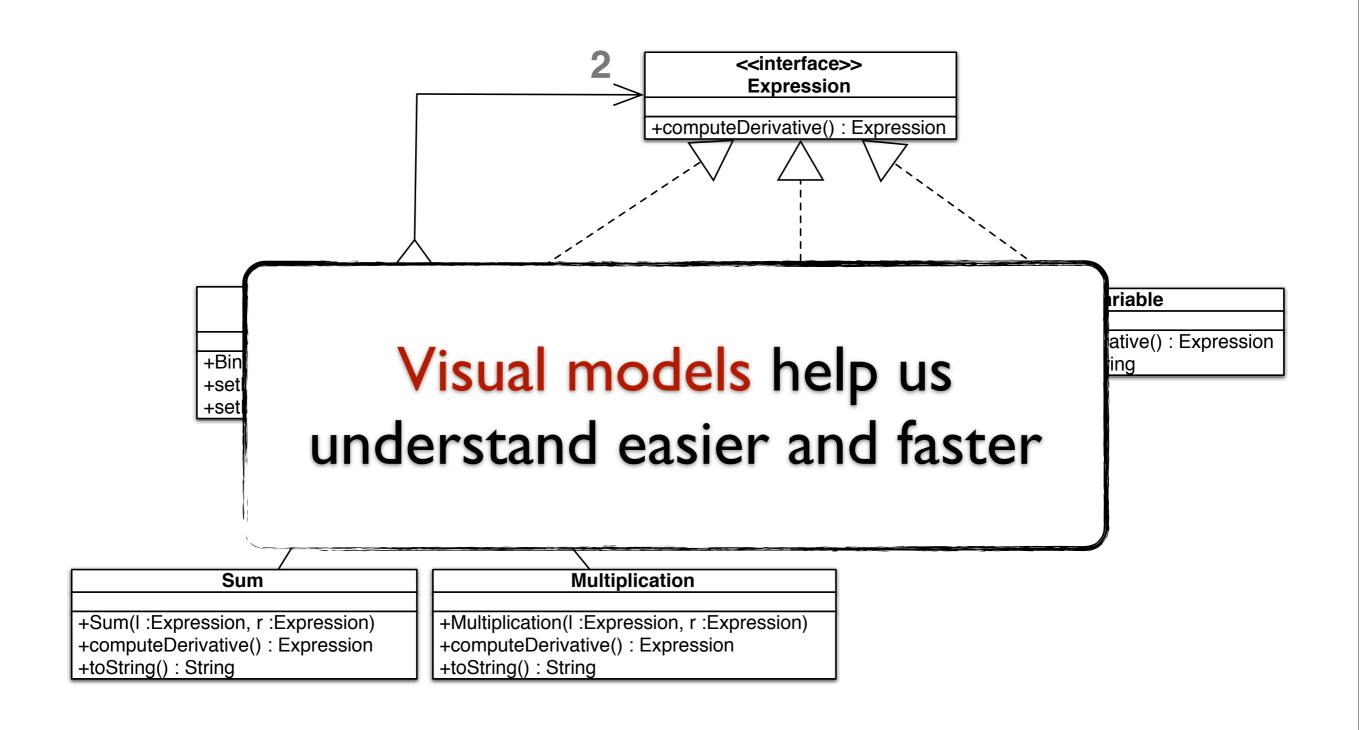
Foundations of Software Engineering

Introduction to Unified Modeling Language

Dr. Petru Florin Mihancea

```
public interface Expression {-
                                                                  public class Multiplication extends BinaryExpression {-
                    Expression computeDerivative():
                                                                      public Multiplication(Expression st, Expression dr) {-
                                                                          super(st,dr);~
abstract public class BinaryExpression implements Expression {-
                                                                      public Expression computeDerivative() {--
                                                                          Expression t1 = new Multiplication(left,right.computeDerivative());
   protected Expression left, right;
                                                                          Expression t2 = new Multiplication(left.computeDerivative(), right);
                                                                          return new Sum(t1,t2);-
   public BinaryExpression(Expression st, Expression dr) {-
       this.left = st;-
       this.right = dr;~
                                                                      public String toString() {-
                                                                          return "(" + left.toString() + " * " + right.toString() + ")";-
    public void setLeft(Expression left) {-
       this.left = left;
                                                public class Variable implements Expression {
   public void setRight(Expression right) {--
                                                    public Expression computeDerivative() {--
       this.right = right;-
                                                       return new Constant(1);-
                                                                                          public class Constant implements Expression {
                                                    public String toString() {-
                                                       return "x";-
                                                                                              private double value;
                                                   }--
public class Sum extends BinaryExpression {-
                                                                                              public Constant(double a) {-
                                                                                              this.value = a;
    public Sum(Expression st, Expression dr) {
       super(st,dr);-
                                                                                              public Expression computeDerivative() {-
                                                                                              return new Constant(0);-
    public Expression computeDerivative() {-
       return new Sum(left.computeDerivative(), right.computeDerivative());
    }--
                                                                                              public String toString() {-
                                                                                             return value + "";-
    public String toString() {-
   return "(" + left.toString() + " + " + right.toString() + ")":-
```





Unified Modeling Language

Unified Modeling Language

Family of graphical notations

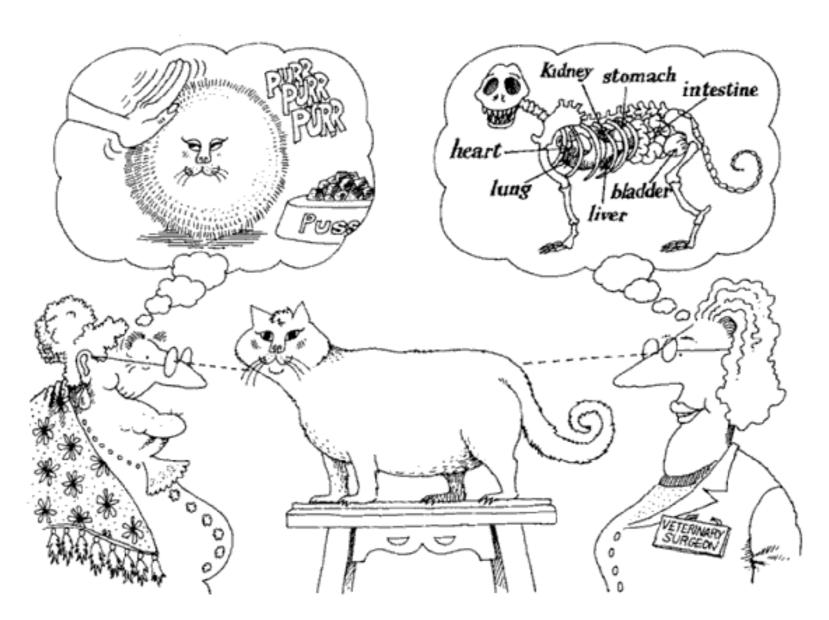
for modeling an (00) system

Unified Modeling Language

Family of graphical notations



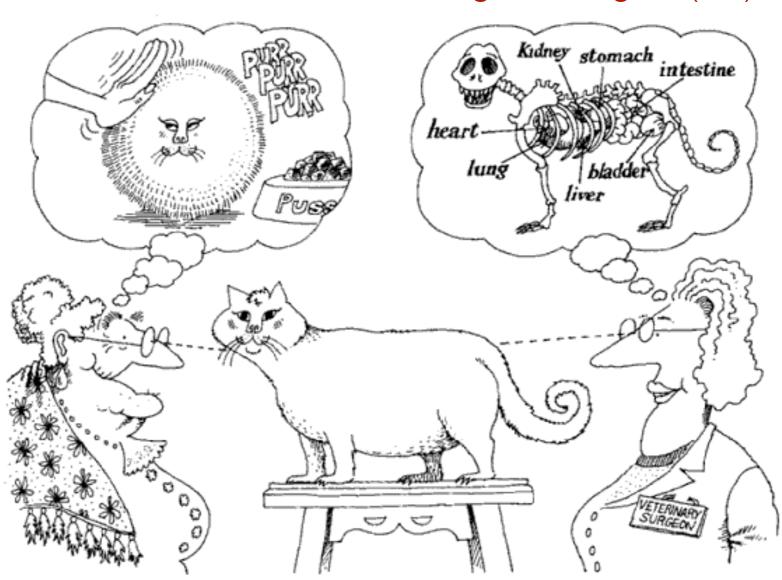
for modeling an (00) system



Booch - OO Analysis and Design

Structural

e.g. Class diagram (CD)



Booch - OO Analysis and Design

Behavioral

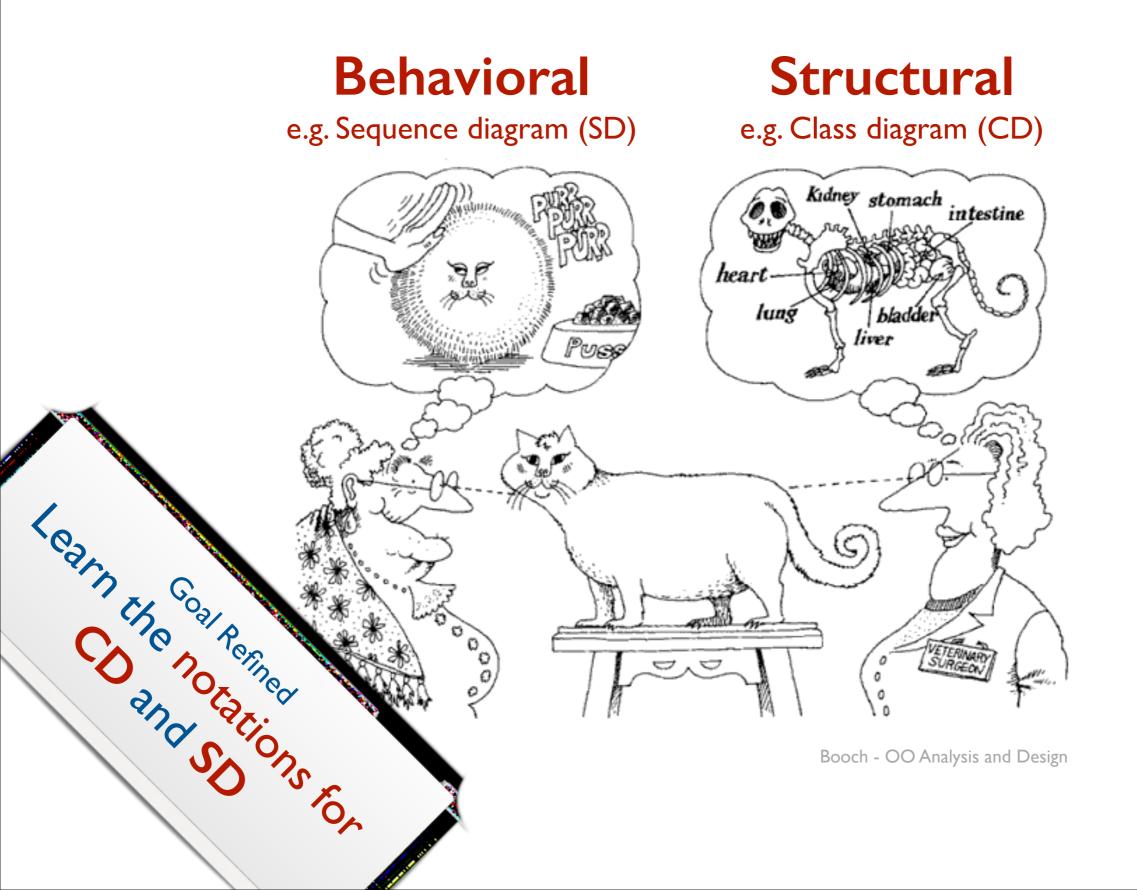
Structural

e.g. Sequence diagram (SD)

e.g. Class diagram (CD)



Booch - OO Analysis and Design







Conceptual

i.e. model a domain



Conceptual

i.e. model a domain



Conceptual

i.e. model a domain

Software

i.e. model a program

and their usual meaning in

Software

i.e. model a program

Structural model

Structural model

SomeClass

Classes

Structural model

SomeClass

SomeClass

Attribute

Attribute

Operation Operation

Classes

Features

Structural model

SomeClass

SomeClass
Attribute
Attribute
Operation

Operation

Classes

Features

SomeClass
Attribute
Attribute
Operation
Operation

OtherClass
Attribute
Attribute
Operation
Operation
Operation
Operation
Operation
Operation

Relations

Name

Name

```
class Name {
}
```

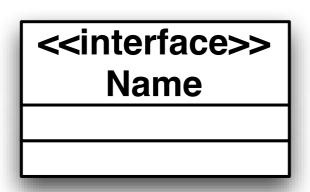
UML sketch

{abstract} *Name*

{abstract}
Name

```
abstract class Name {
}
```

<<interface>>
Name



```
interface Name {
}
```

Class diagram Attributes

Name -i:int #s:Integer[*]

visibility name : type multiplicity = implicitValue

Class diagram Attributes

```
Name
-i:int
#s:Integer[*]
```

visibility name : type multiplicity = implicitValue

```
+ public- private# protected~ package
```

UML sketch

Class diagram Attributes

Name -i:int #s:Integer[*]

visibility name : type multiplicity = implicitValue

```
I - exactly one

0..I - zero or at most one

0..* or * - zero or more but

NO upper limit
```

UML sketch

Attributes

Name -i:int #s:Integer[*]

```
class Name {
    private int i;
    protected List<Integer> s;
    //s must be somehow initialized / created
}
```

visibility name : type multiplicity = implicitValue

```
I - exactly one
0..I - zero or at most one
0..* or * - zero or more but
NO upper limit
```

UML sketch

Attributes

Name -i:int #s:Integer[*]

visibility name : type multiplicity = implicitValue

```
I - exactly one
0.. I - zero or at most one
0..* or * - zero or more but
NO upper limit
```

```
class Name {
    private int i;
    protected List<Integer> s;
    //s must be somehow initialized / created
}
```

```
class Name {
    private int i;
    protected Integer[] s;
    //s must be somehow initialized / created
    //an index may be required + you must
    //guarantee NO upper limit if necessary
    //(e.g. re-create & copy the array)
}
```

UML sketch

Class diagram Operations

Name

+set(n:int):int

visibility name(param_list) : ret_type

direction name : type = default

UML sketch

Class diagram Operations

Name

+set(n:int):int

visibility name(param_list) : ret_type

```
class Name {
   public int set(int n) {
     ...
   }
}
```

direction name : type = default

UML sketch

Class diagram Scope

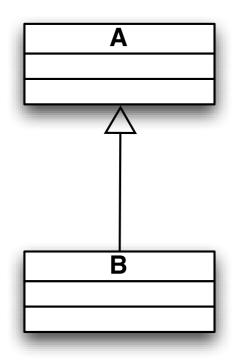
Name

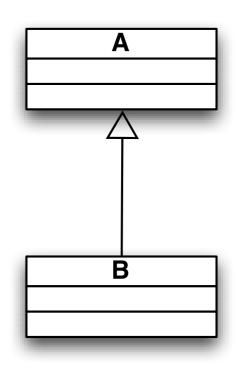
- -k:int
- +inc():void

Class diagram Scope

```
Name
-k:int
+inc():void
```

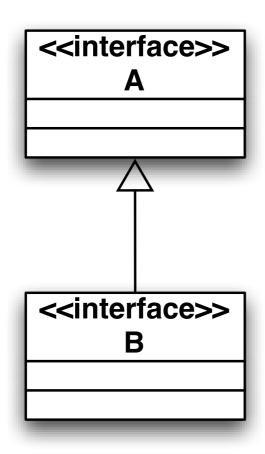
```
class Name {
  private static int k;
  public static void inc() {
    ...
  }
}
```



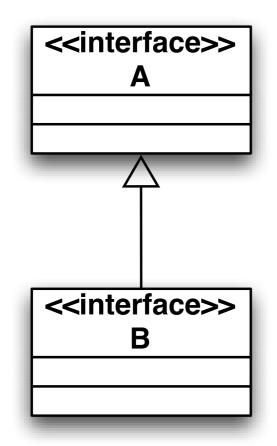


```
class A {
}
class B extends A {
}
```

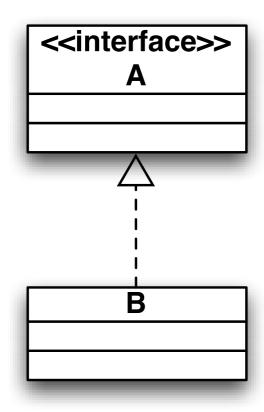
UML sketch



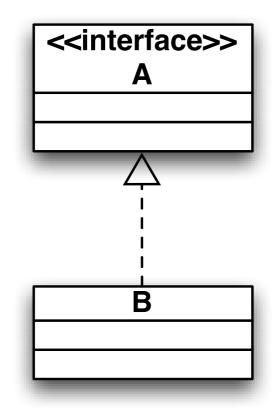
UML sketch



```
interface A {
}
interface B extends A {
}
```

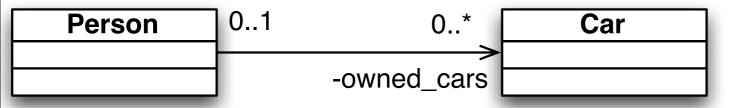


UML sketch



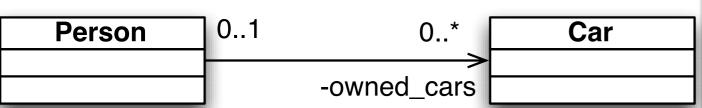
```
interface A {
}
class B implements A {
}
```

Class diagram Association



UML sketch

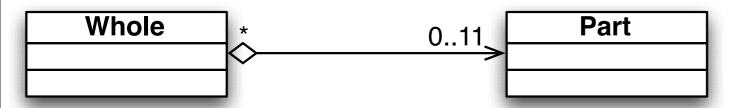
Class diagram Association



```
class Person {
  //list must be somehow initialized / created
  private List<Car> owned_car;
  //add, remove methods usually exist
}
```

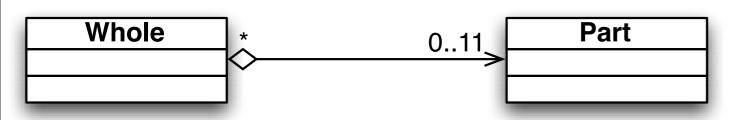
UML sketch

Class diagram Aggregation



UML sketch

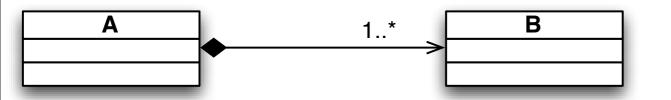
Class diagram Aggregation



Similar to association

UML sketch

Class diagram Composition

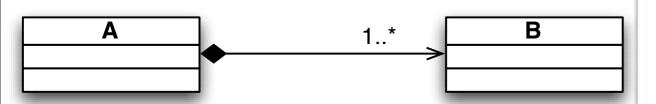


- I. No-sharing
- II. B objects cannot exists without their A object

UML sketch

Class diagram

Composition

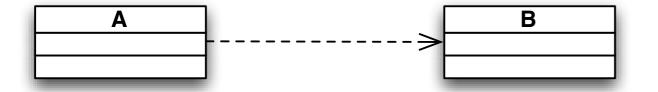


- I. No-sharing
- II. B objects cannot exists without their A object

```
class A {
  private List<B> my_list =
     new ...
  public A(...) {
    my_list.add(new B(...));
  public void add(...) {
    my_list.add(new B(...));
```

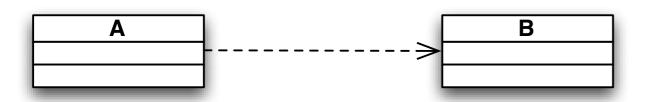
UML sketch

Class diagram Dependency



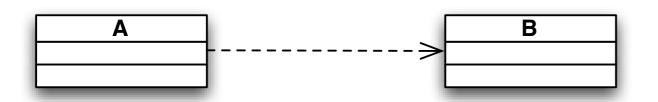
UML sketch

Class diagram Dependency



```
class A {
  public void m(B x) {
    x.doS();
  }
}
```

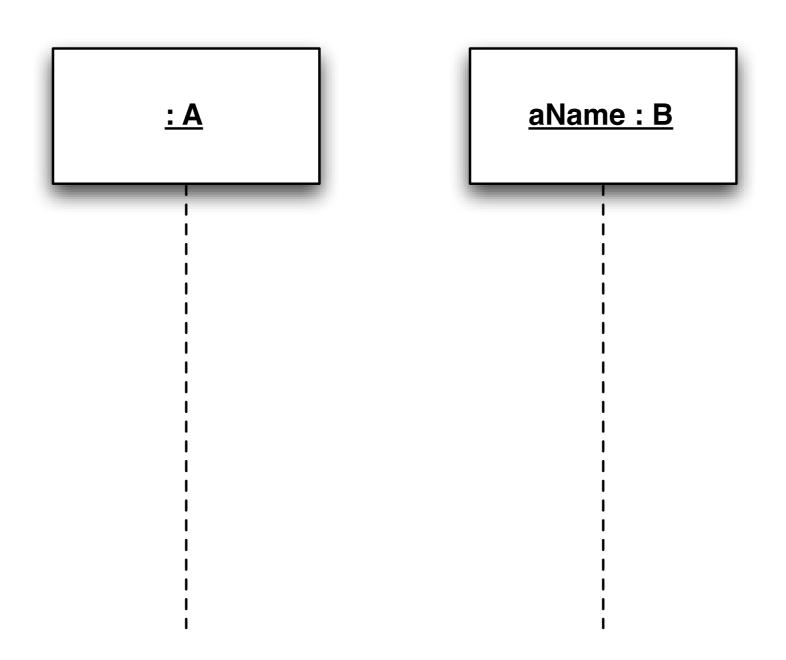
Class diagram Dependency

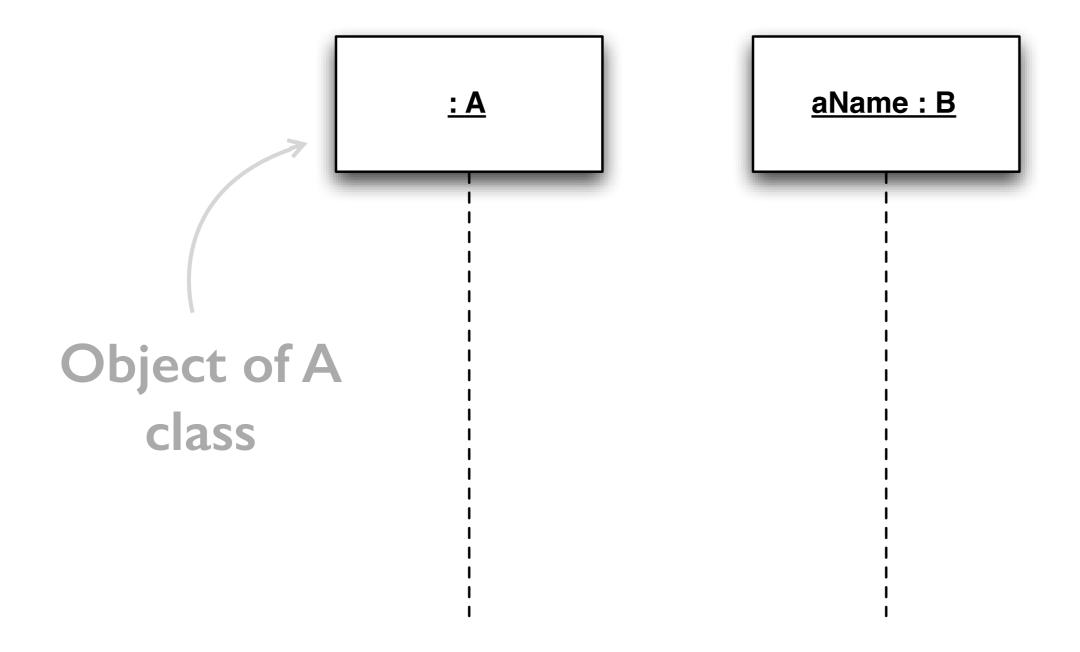


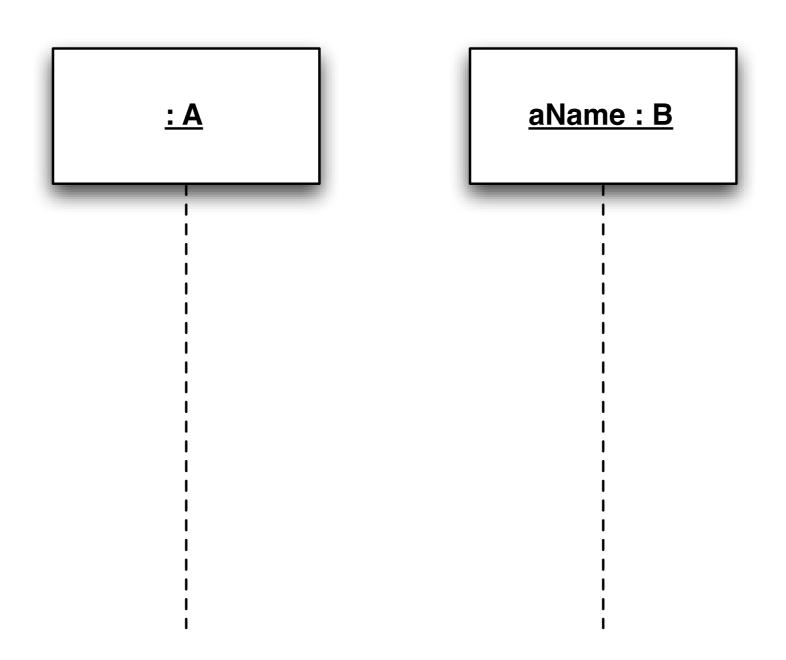
```
class A {
   public void m(B x) {
      x.doS();
   }
}
```

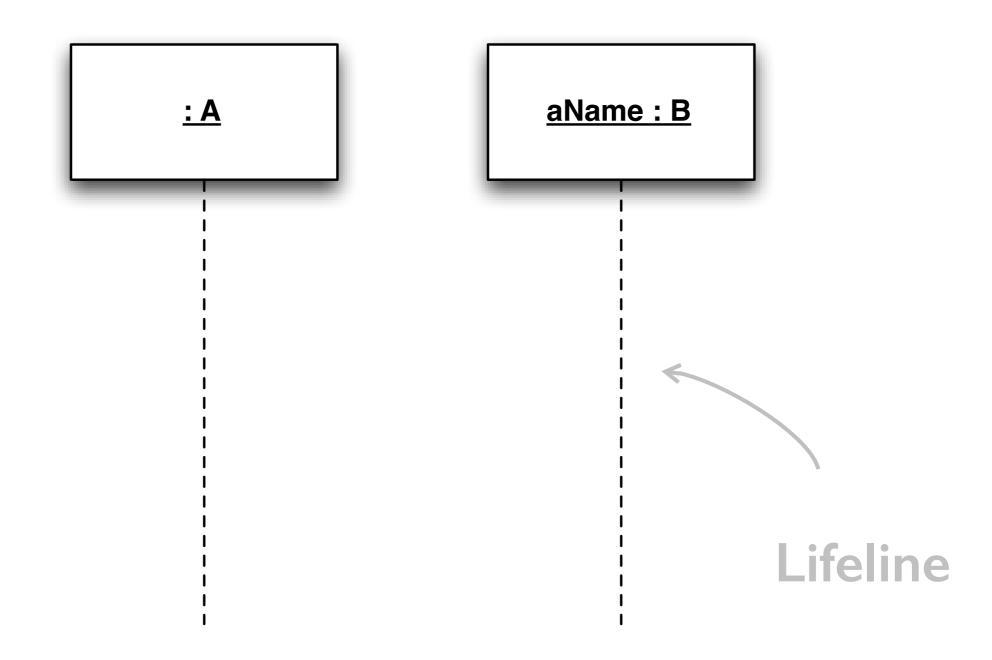
And many other cases ...

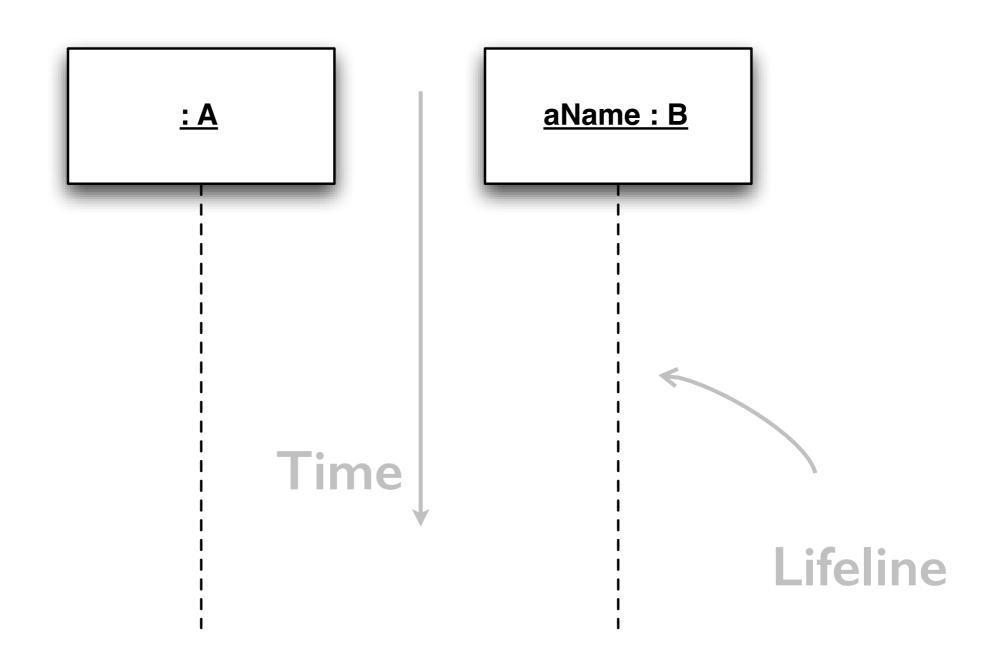
UML sketch

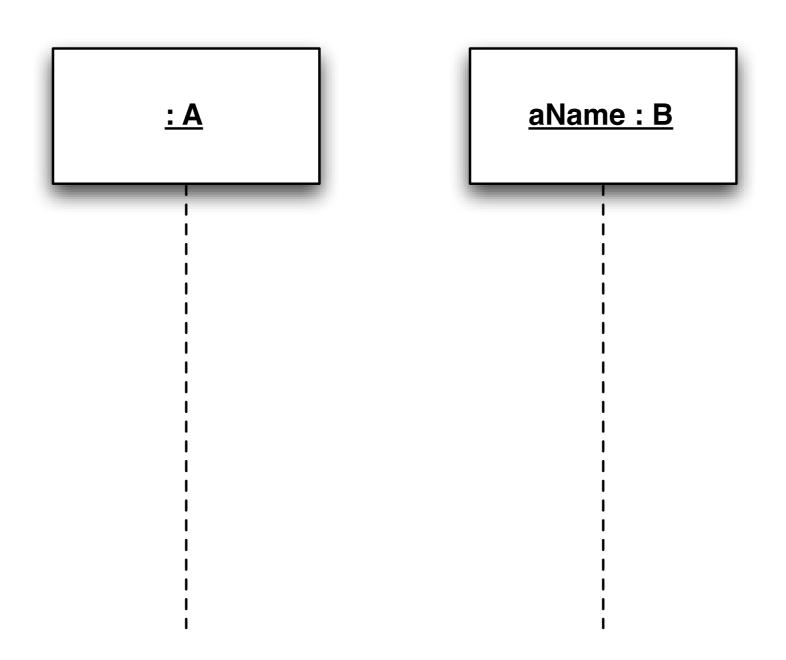


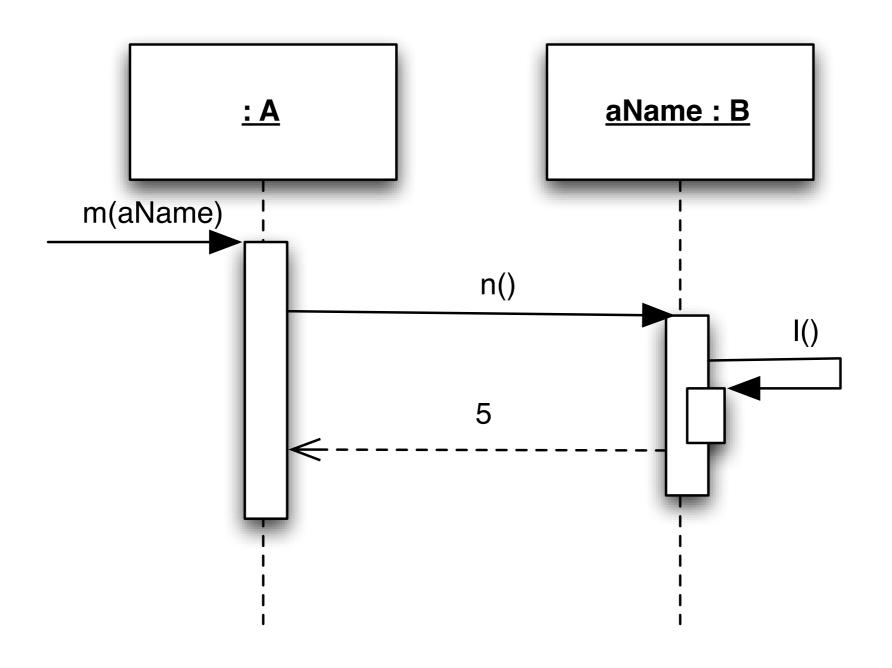


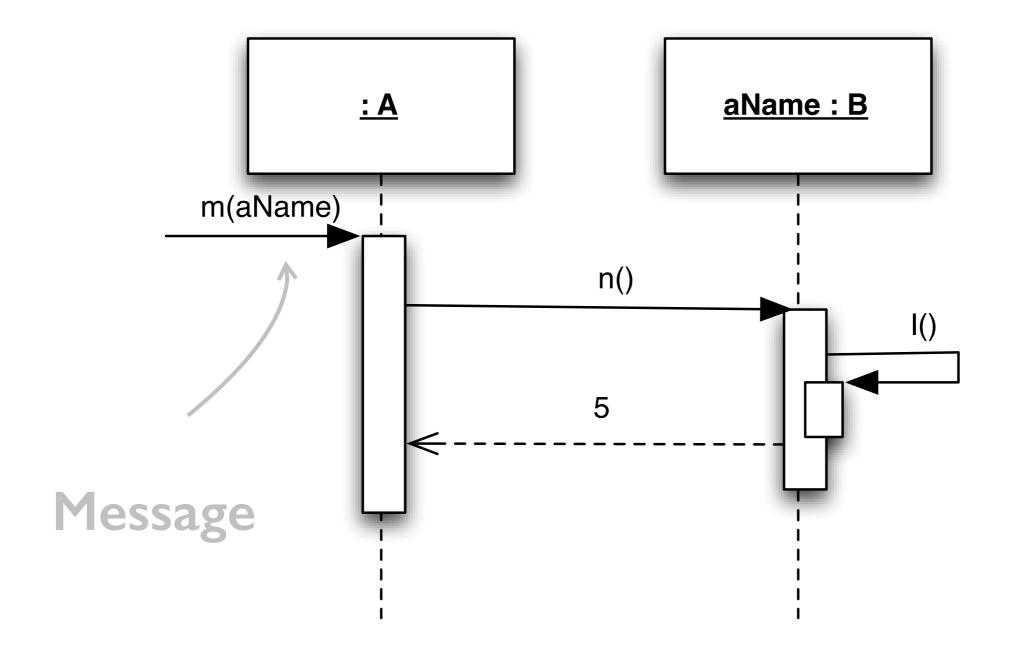


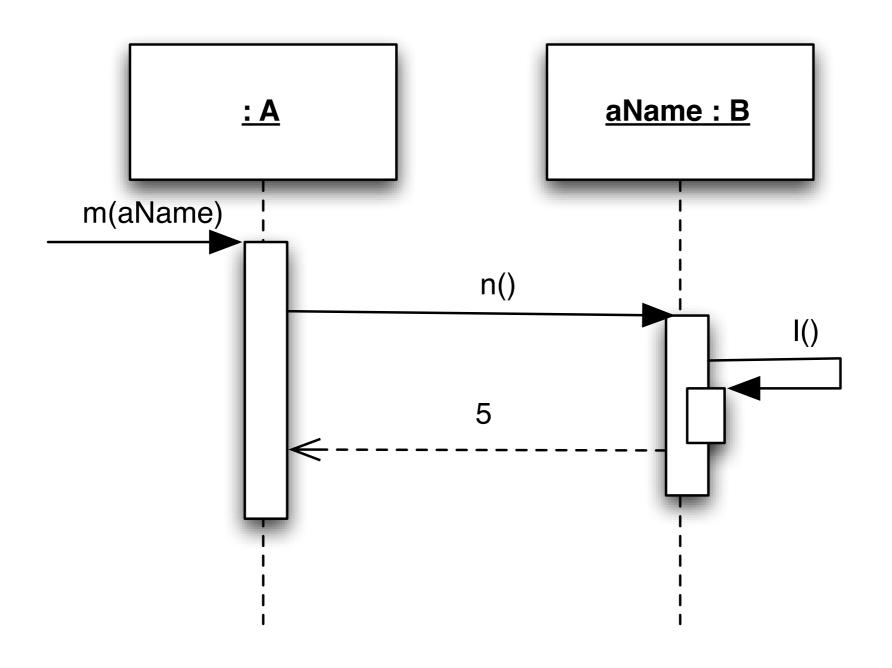


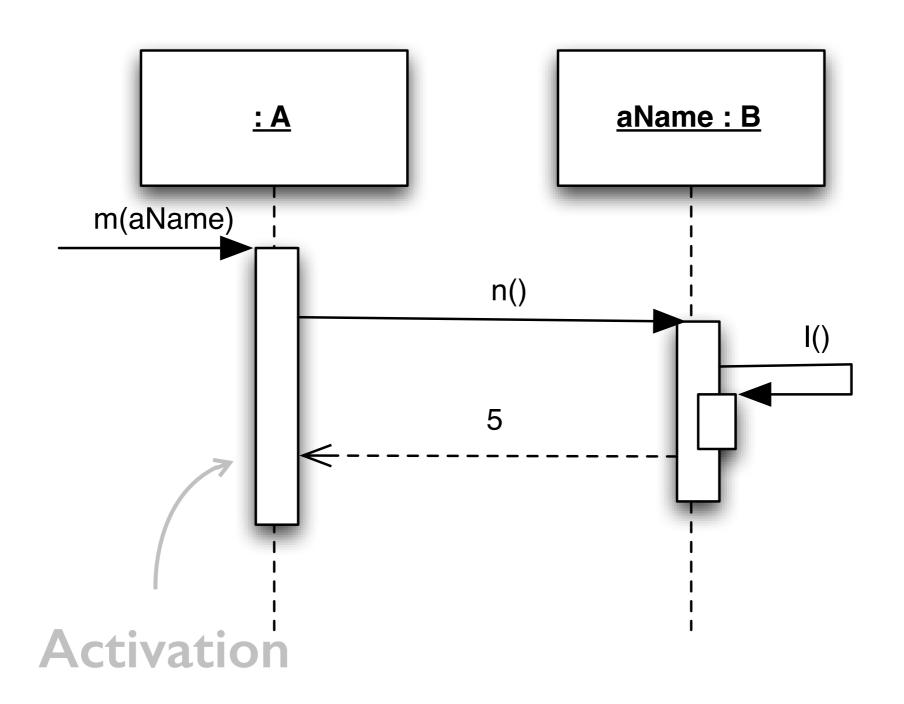


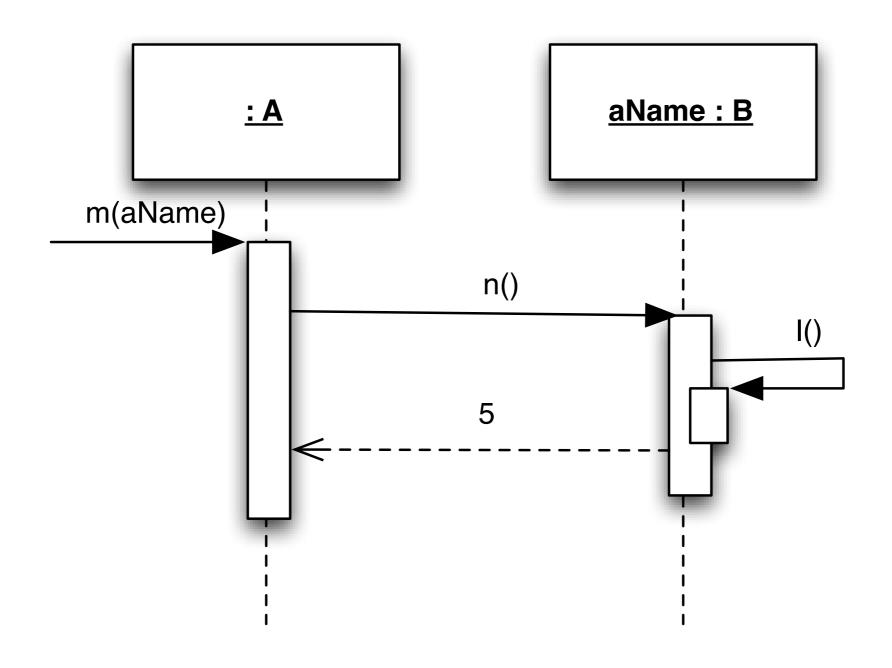


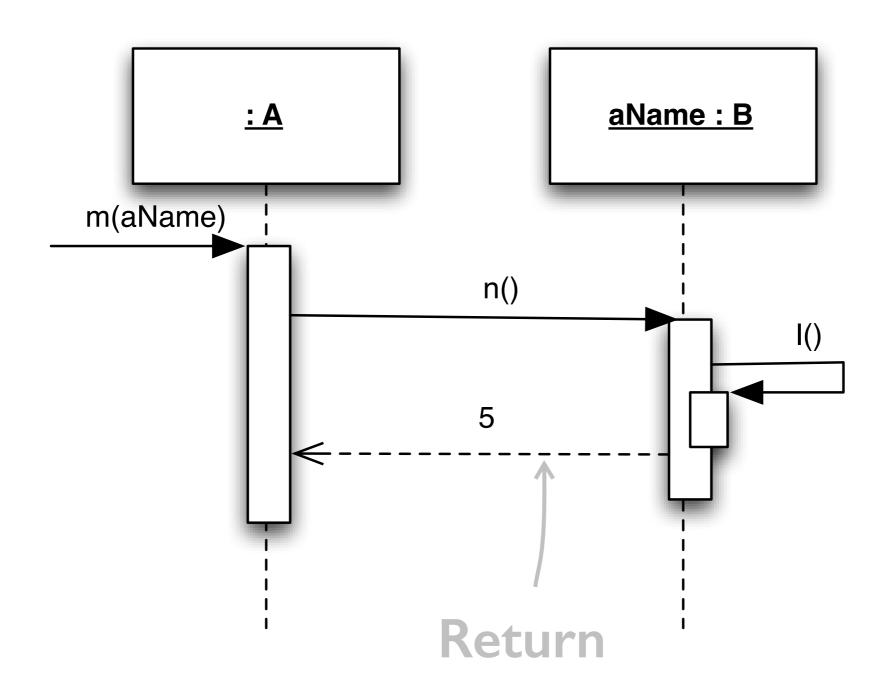


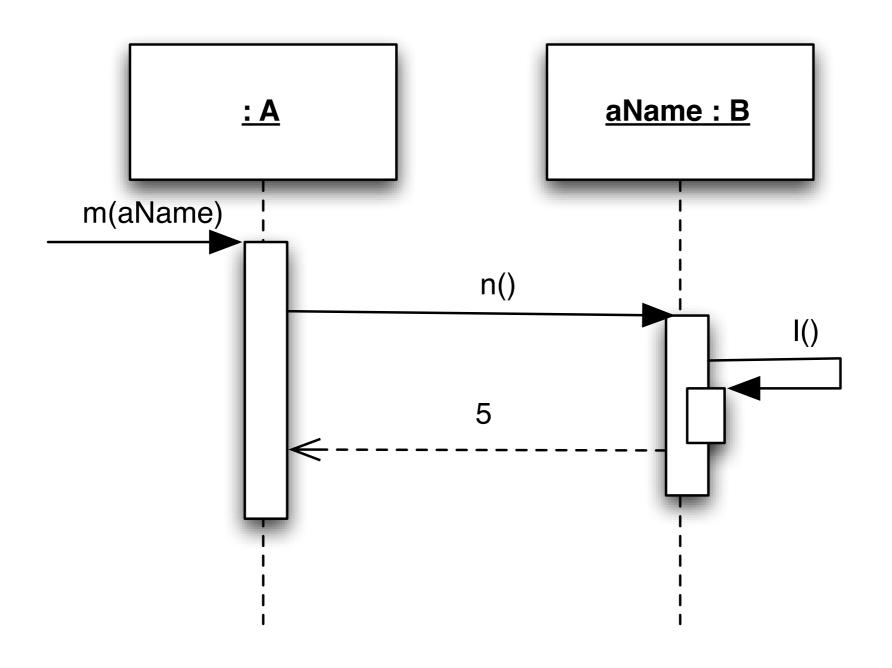




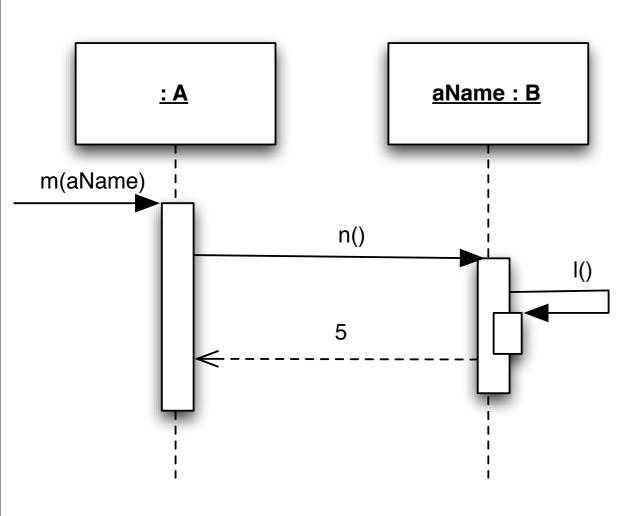








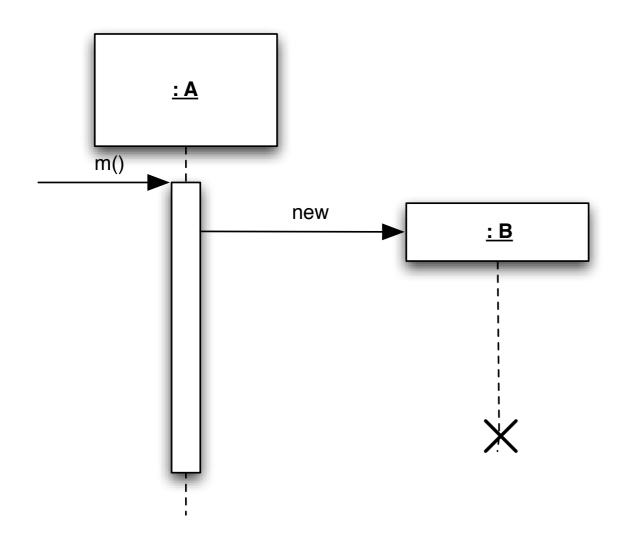
Behavioral & Interaction model



```
class A {
  public void m(B x) {
    x.n();
class B {
  public int n() {
    this.l();
    return 5;
  public void I() {}
```

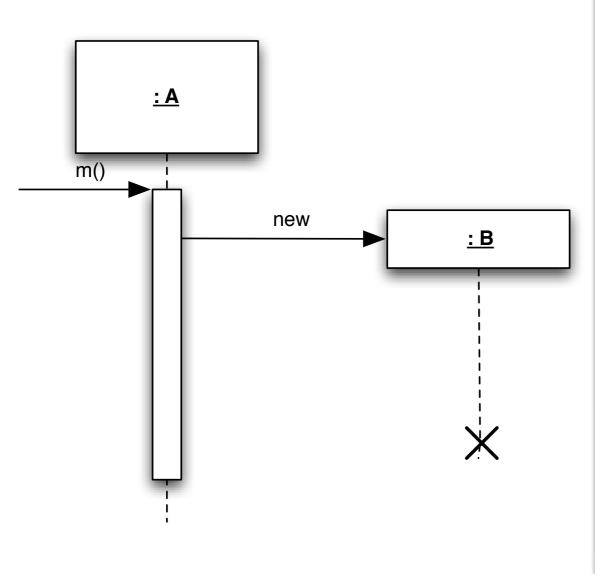
UML sketch

Object creation & deletion



UML sketch

Object creation & deletion



```
class A {
  public void m() {
    new B();
    //the object is
    //no more accessible
```

UML sketch

Other notations

Synchronous

e.g. method invocation

Other notations

Synchronous

e.g. method invocation

Async Message

e.g. start an execution thread

Other notations

Synchronous

e.g. method invocation

Async Message

e.g. loops, conditions

e.g. start an execution thread

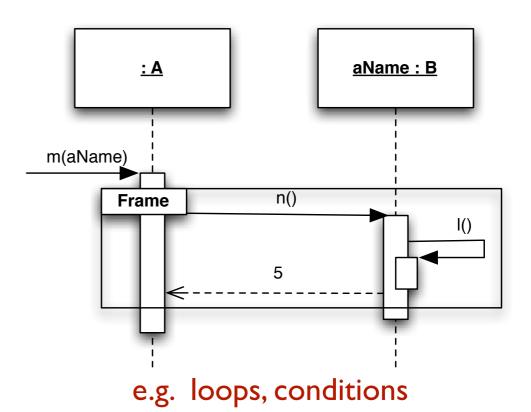
Other notations

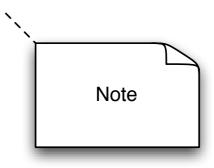
Synchronous

e.g. method invocation

Async Message

e.g. start an execution thread





Comments

Let us see an example ...