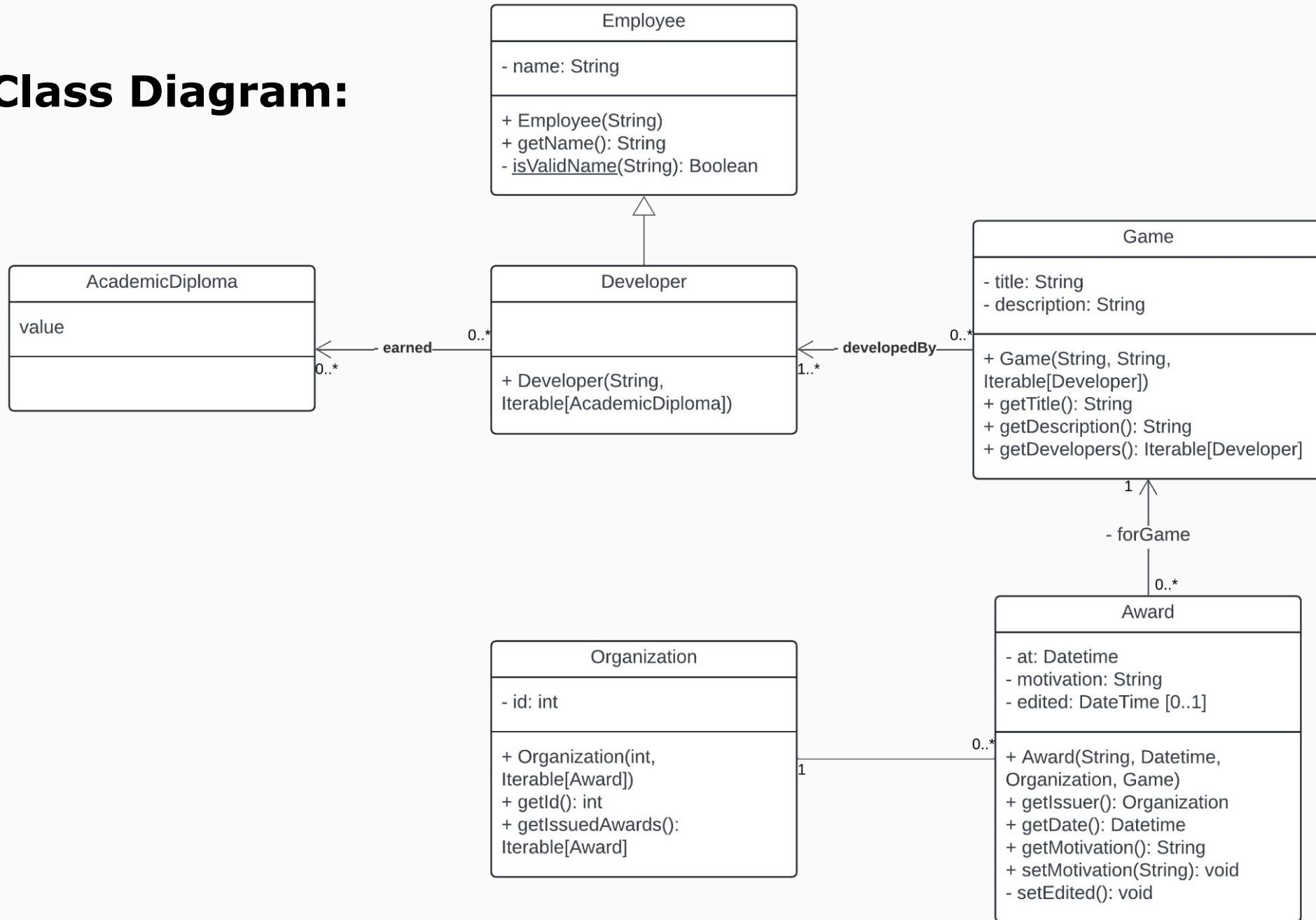


UML 2 CODE

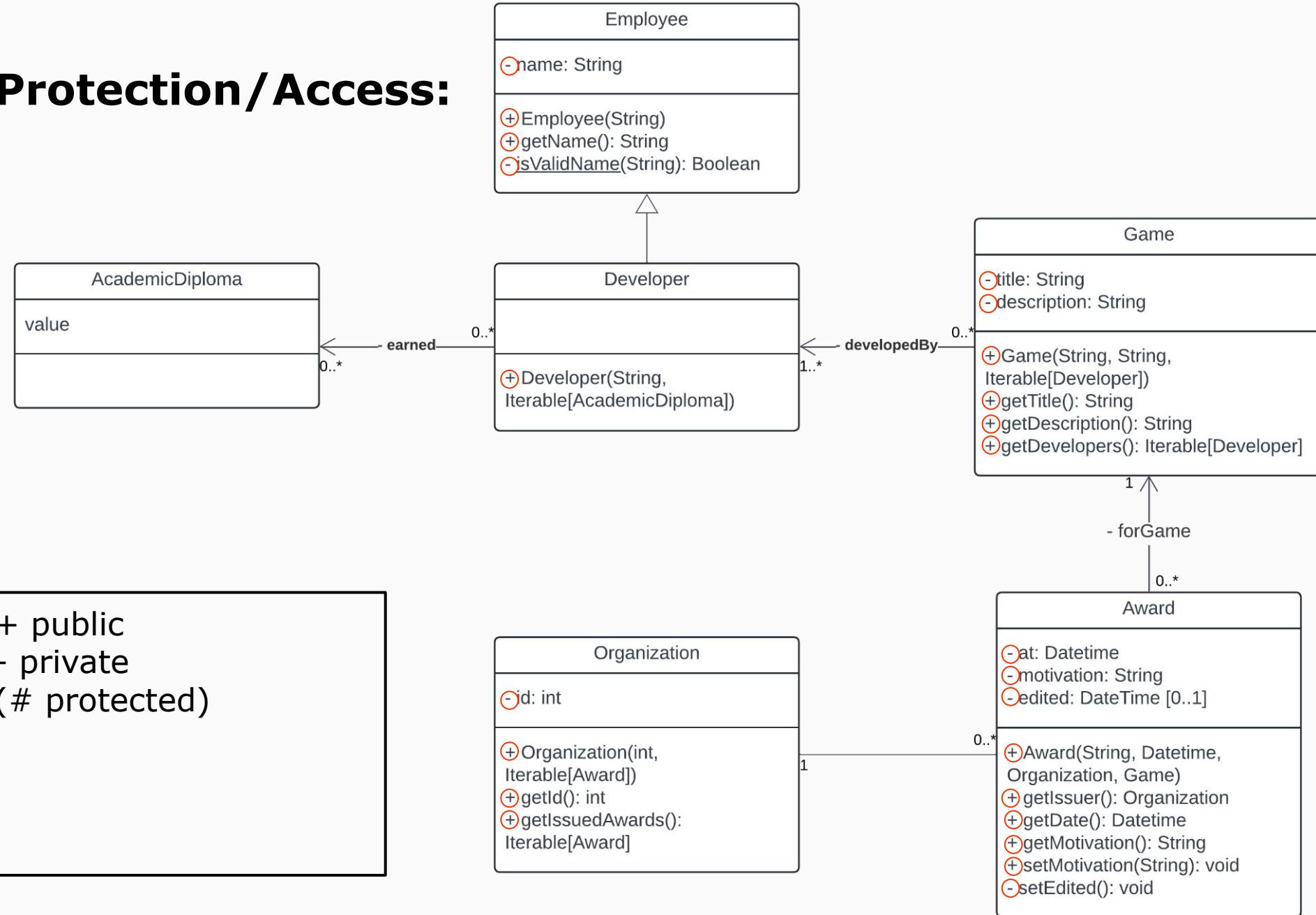
Process, Responsibilities, Languages

Objektorienterad analys och design (OOS)

Class Diagram:

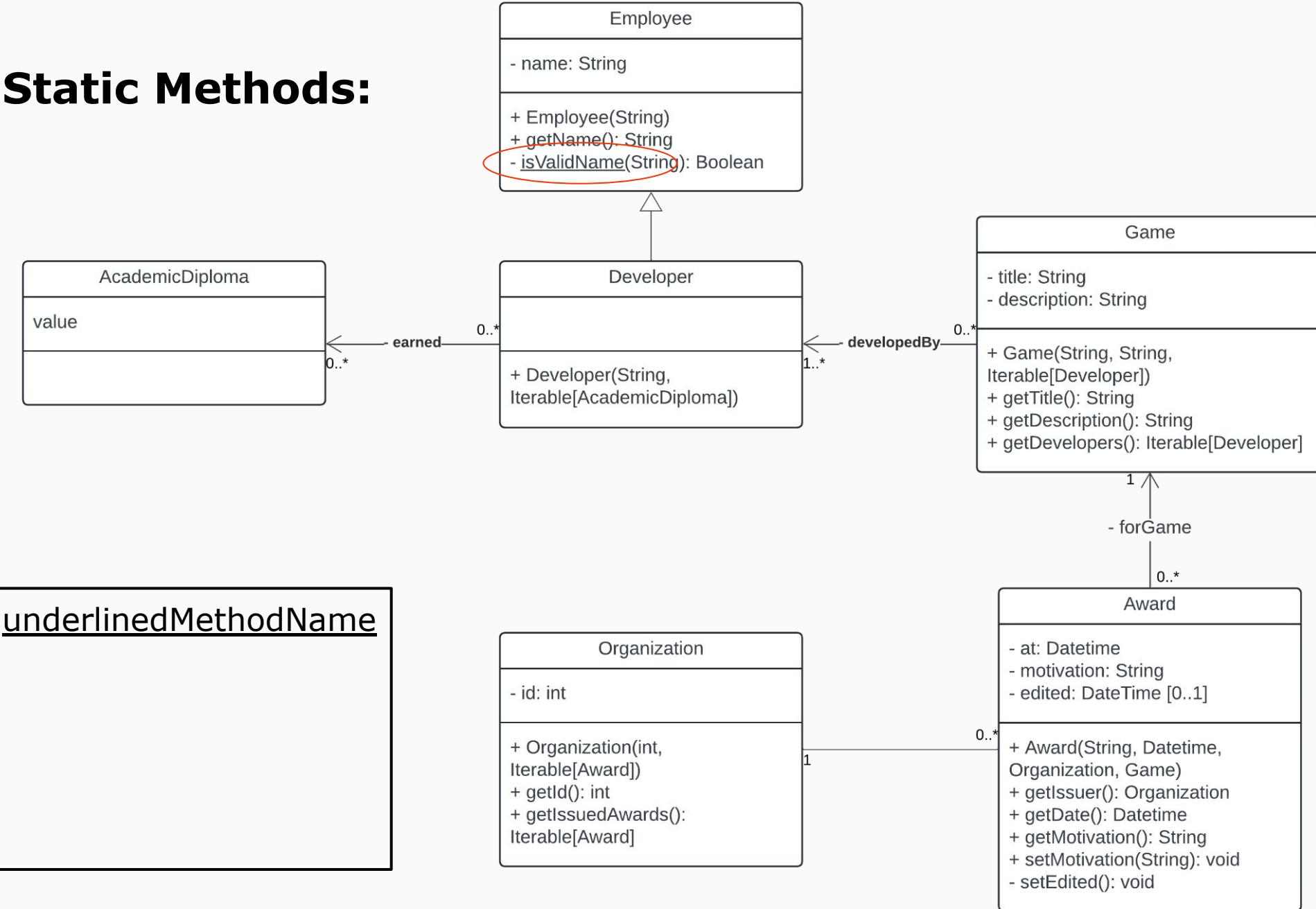


Protection/Access:

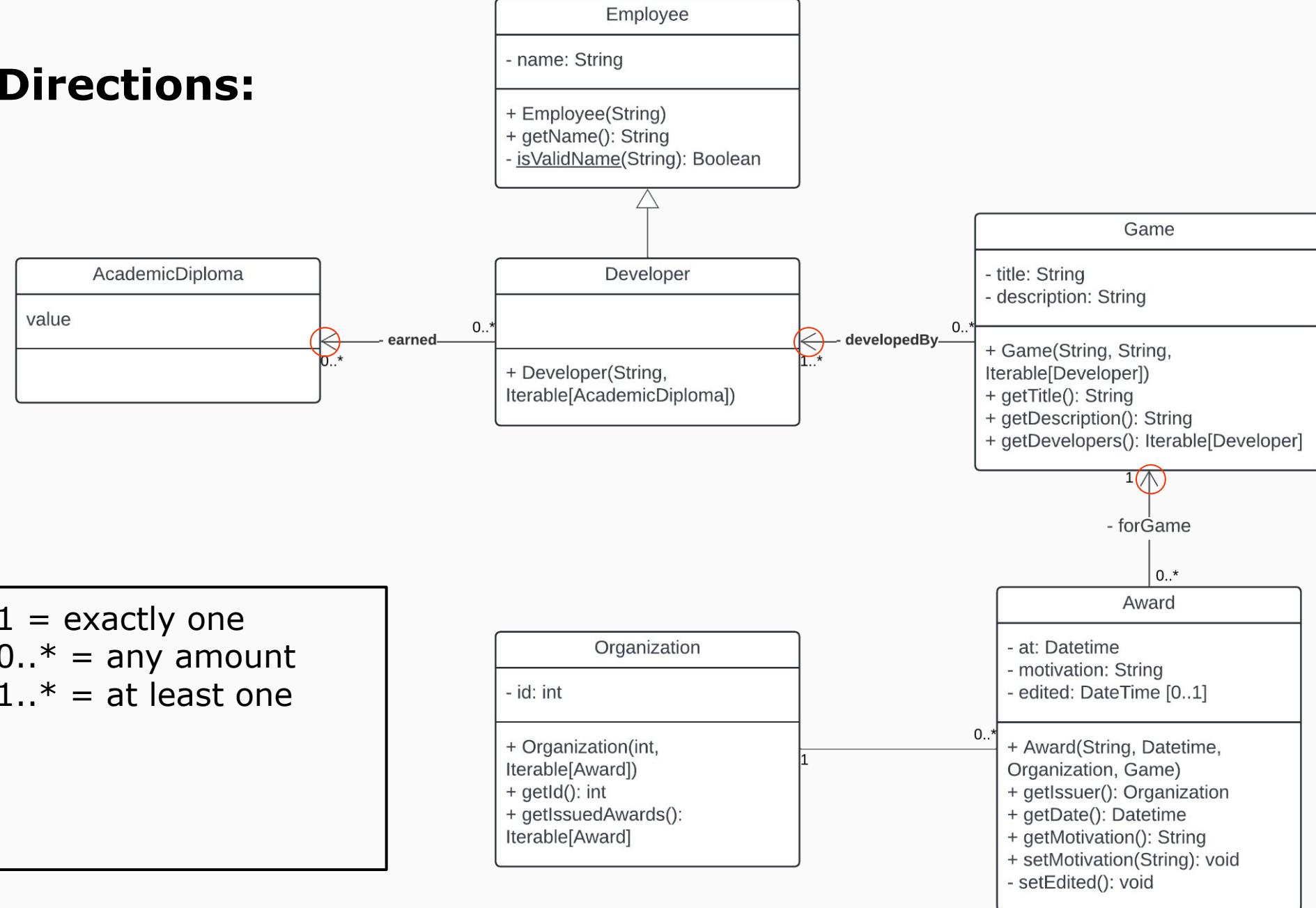


+ public
- private
(# protected)

Static Methods:

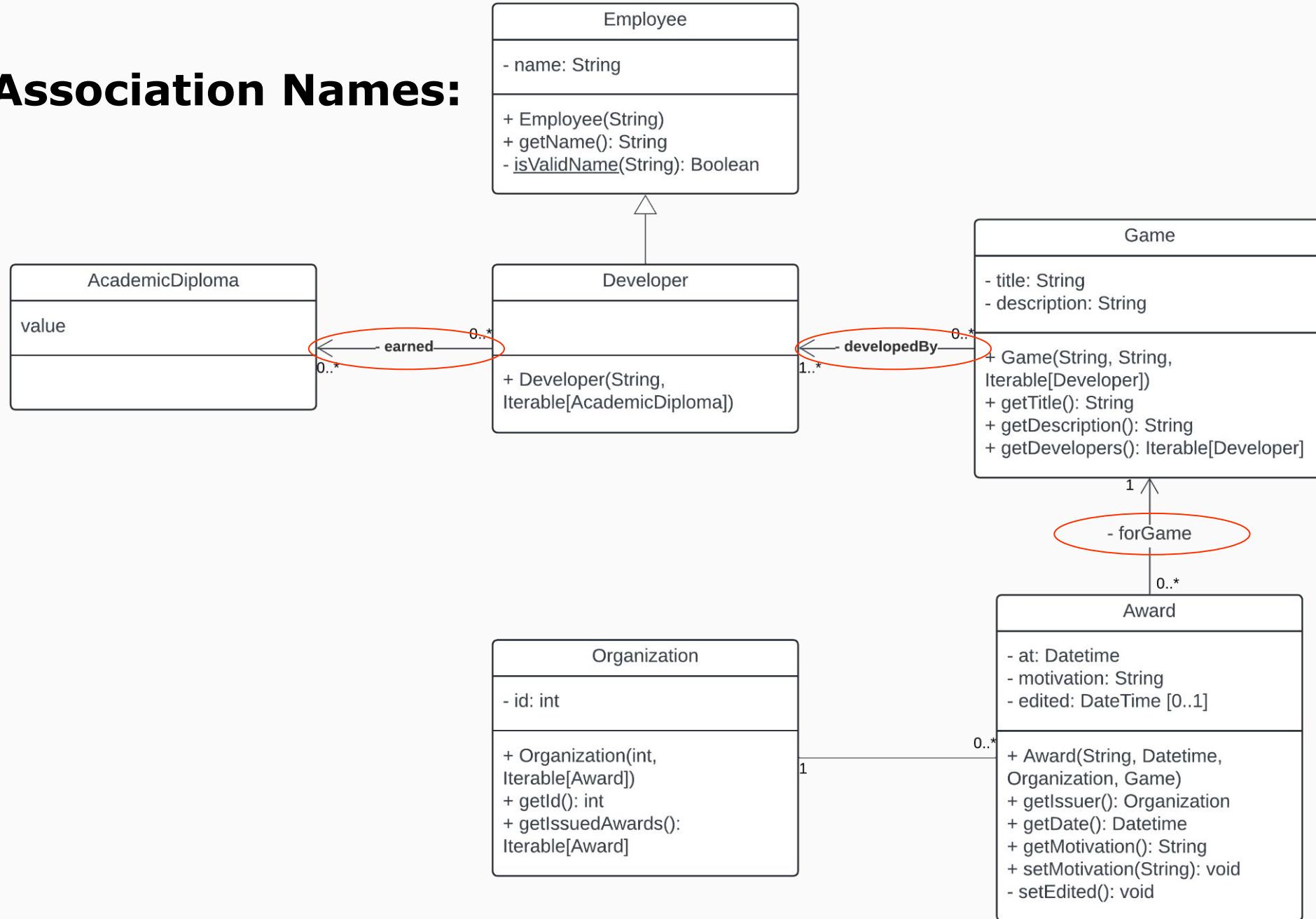


Directions:

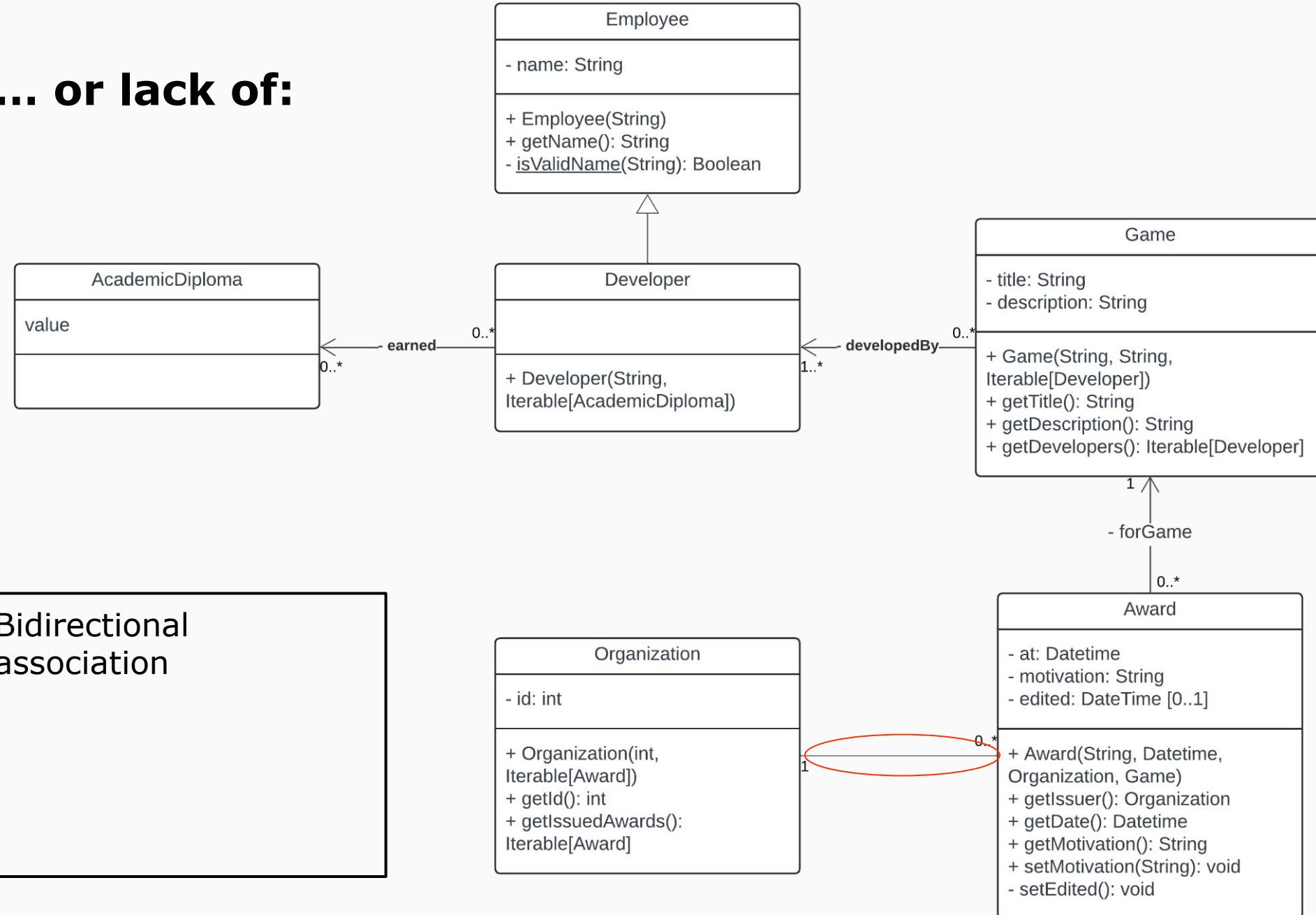


1 = exactly one
0..* = any amount
1..* = at least one

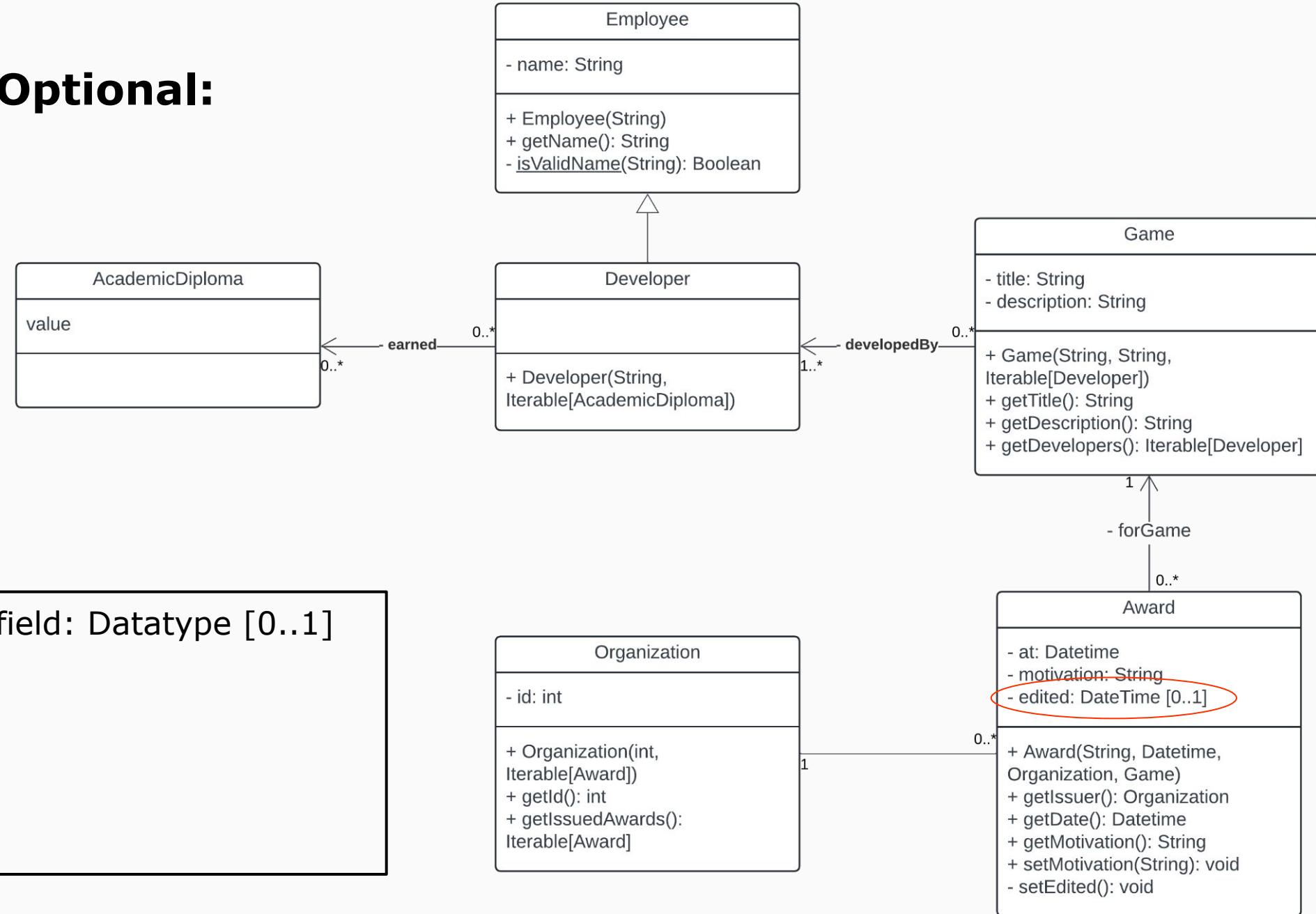
Association Names:



... or lack of:

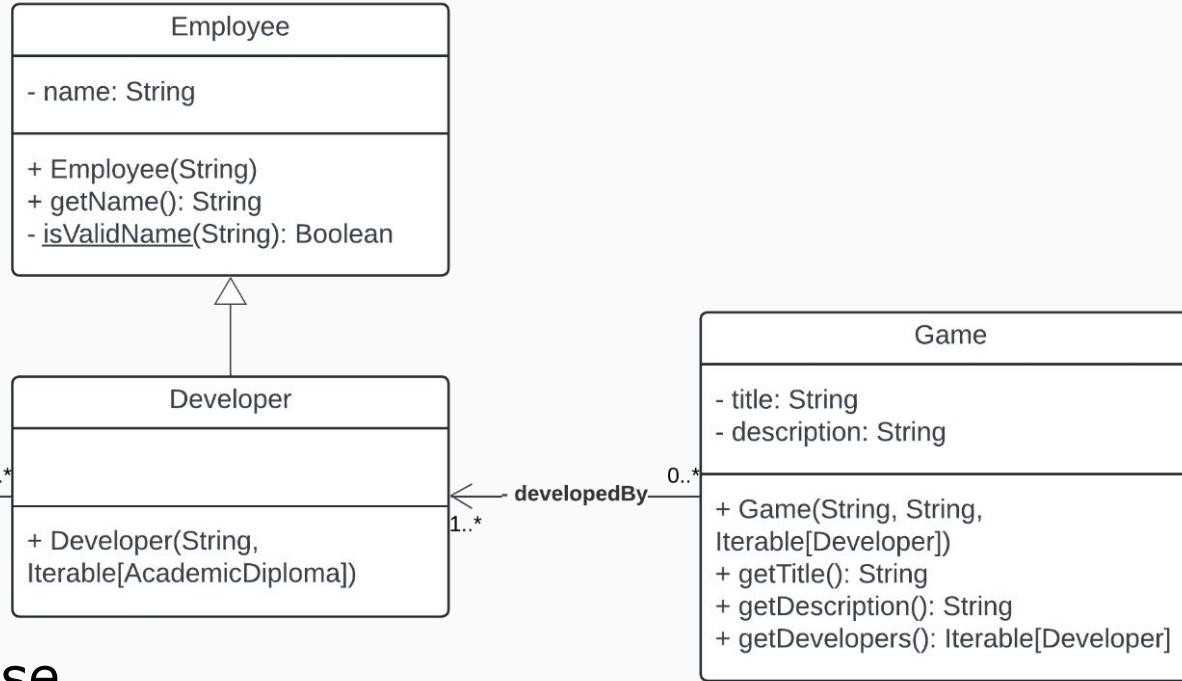
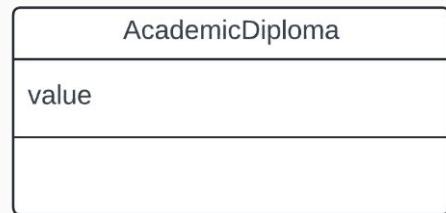


Optional:

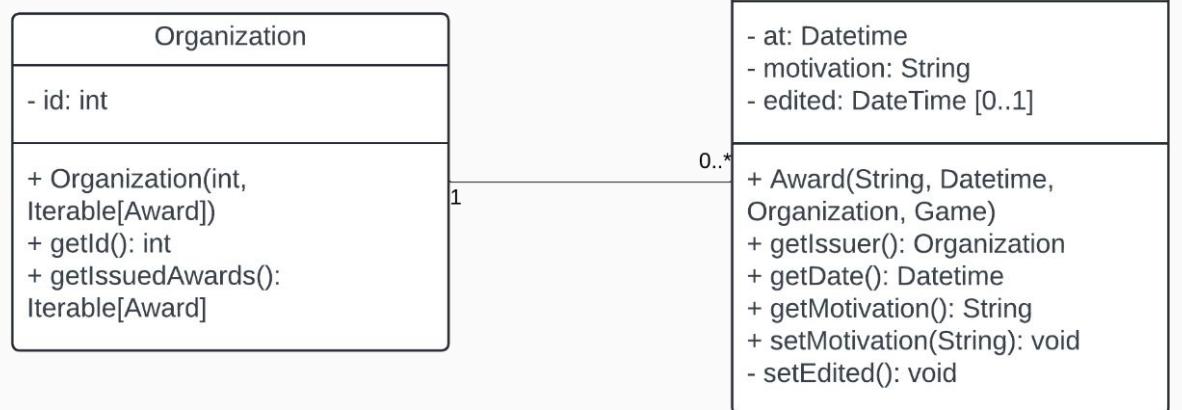


Data Types:

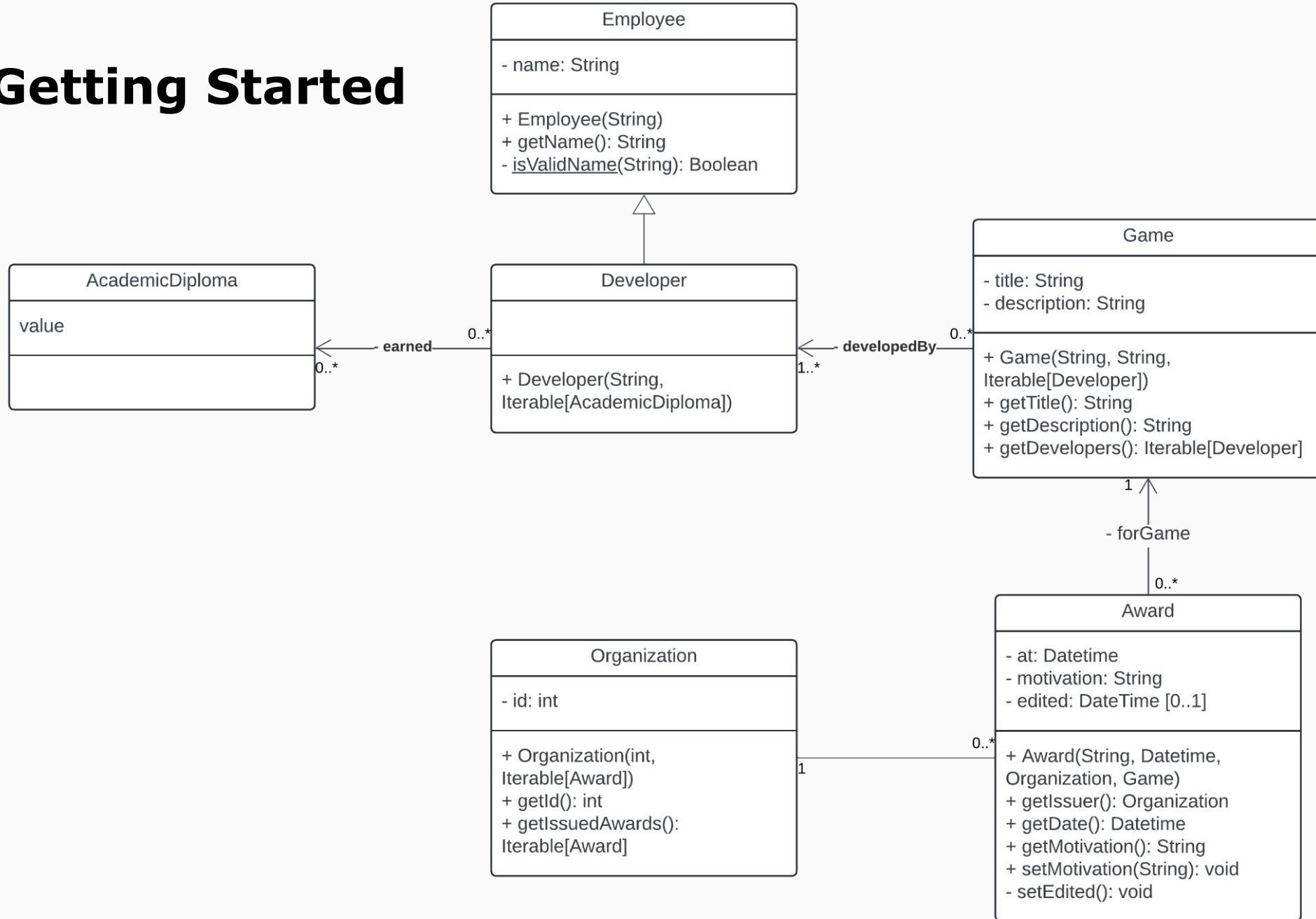
- Integer/int
- String



- Boolean/bool - true/false
- Datetime
- Iterable

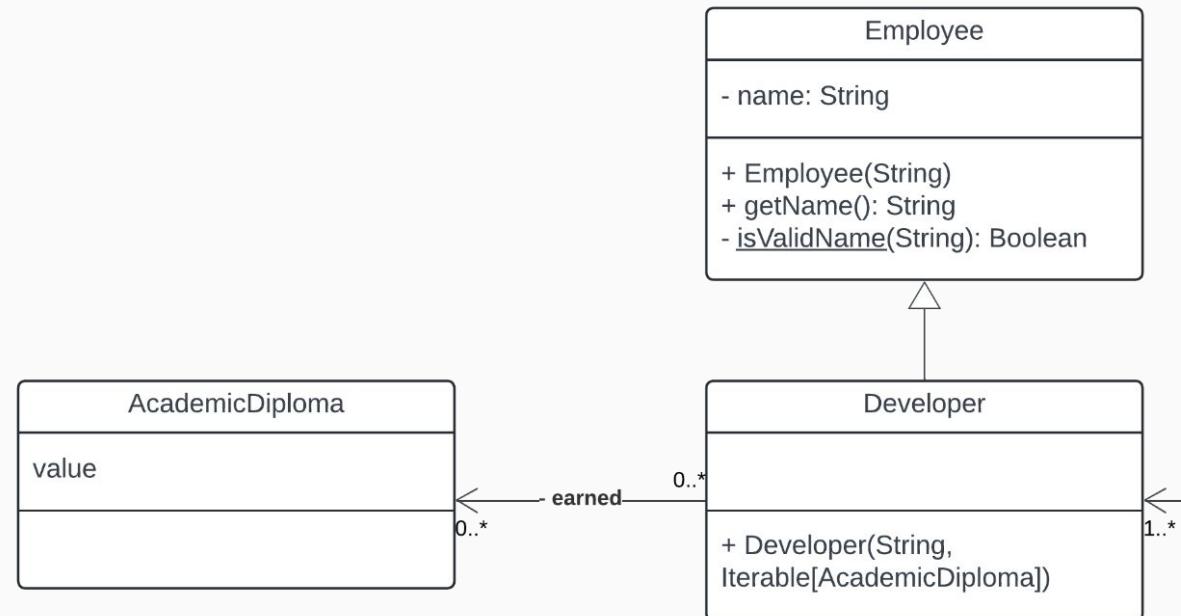


Getting Started



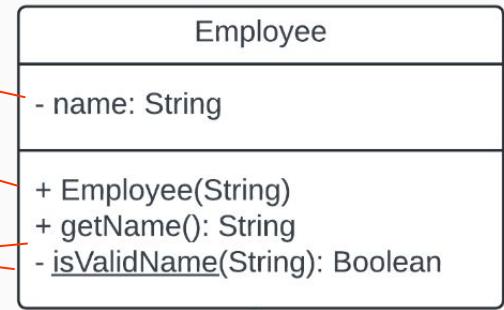
Getting Started

- One association →
- Given association name
- Inheritance
- Staticmethod



Employee

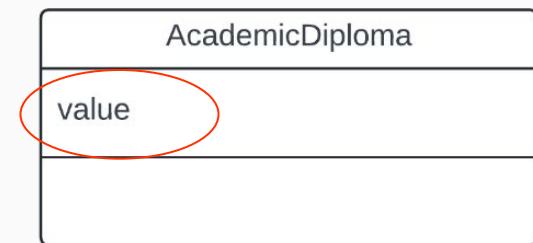
```
1 public class Employee {  
2     private String name;  
3  
4     public Employee(String name) {  
5         if (!isValidName(name)) {  
6             throw new IllegalArgumentException("Invalid name");  
7         }  
8         this.name = name;  
9     }  
10  
11    public static boolean isValidName(String name) {  
12        return name != null && name.length() > 0 && name.split(" ").length > 2;  
13    }  
14  
15    public String getName() {  
16        return name;  
17    }  
18}  
19
```



AcademicDiploma

```
1 public enum AcademicDiploma {  
2     BACHELOR,  
3     MASTER,  
4     LICENTIATE,  
5     DOCTORATE  
6 }  
7
```

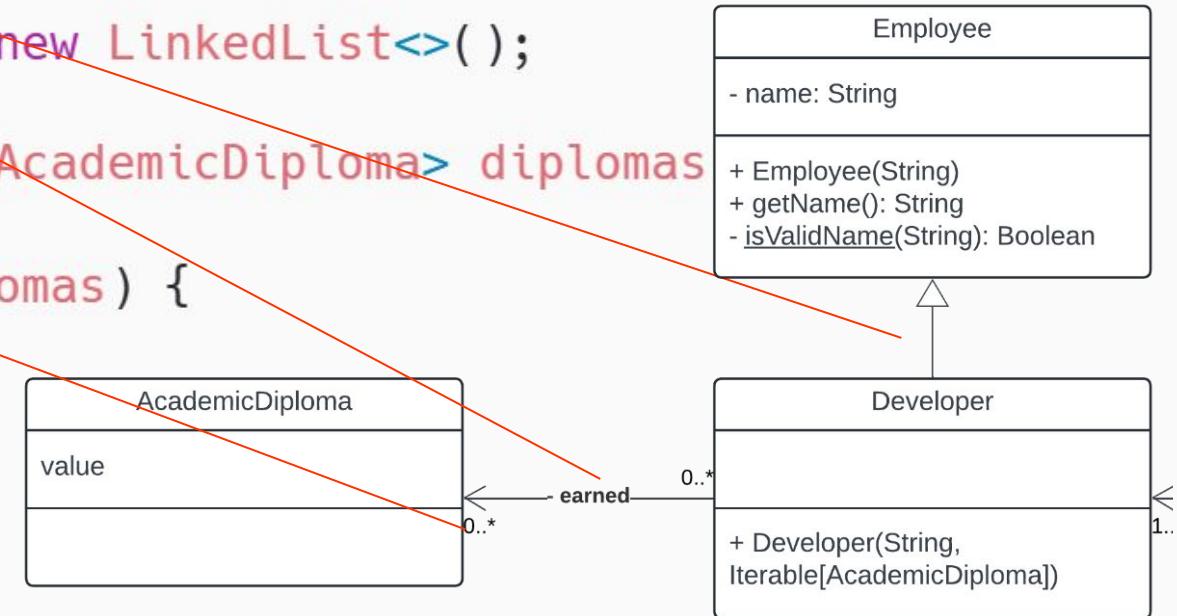
«enumeration»	AcademicDiploma
BACHELOR	
MASTER	
LICENTIATE	
DOCTORATE	



- Implementation detail
- Set of specified values
 - “Enum” - Enumeration
 - In practice usually “mapped” to an int, or the entire key (str) is stored
- Never/Rarely redefined → Recompilation

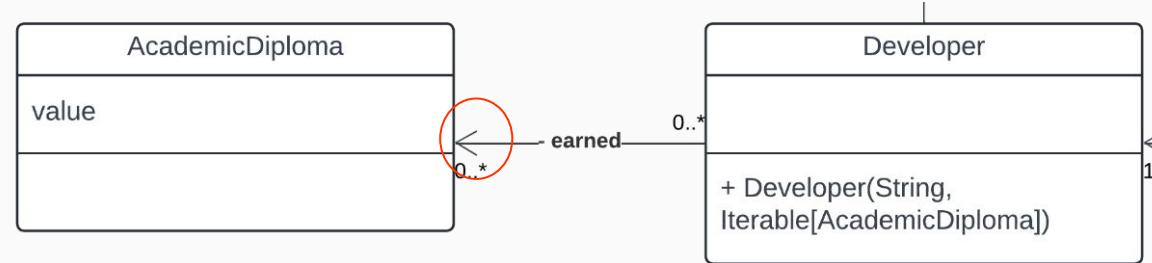
Developer

```
1 import java.util.LinkedList;
2 import java.util.List;
3
4 public class Developer extends Employee {
5     private List<AcademicDiploma> earned = new LinkedList<>();
6
7     public Developer(String name, Iterable<AcademicDiploma> diplomas)
8         super(name);
9     for (AcademicDiploma diploma : diplomas) {
10         earned.add(diploma);
11     }
12 }
13 }
14 }
```

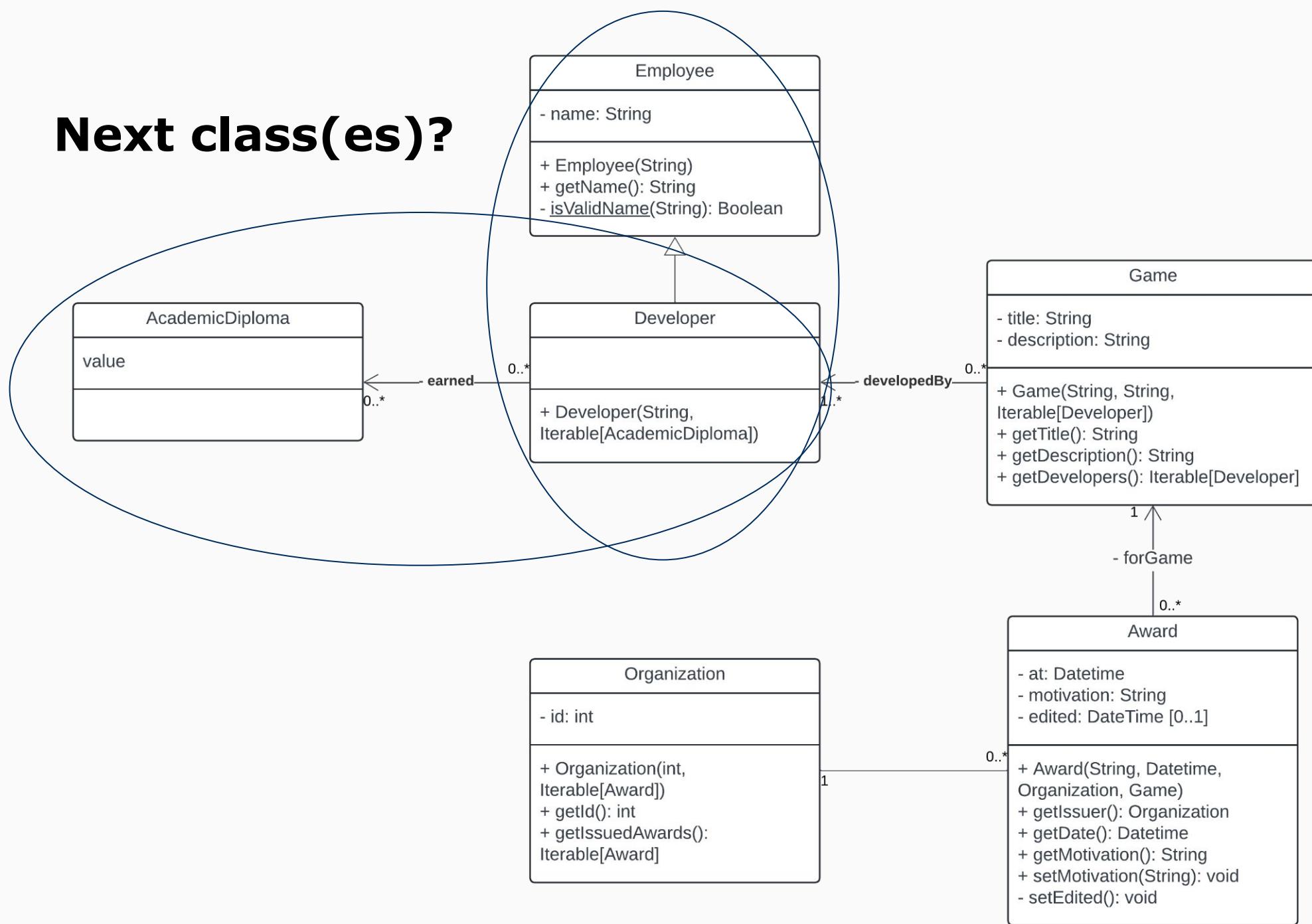


AcademicDiploma ← Developer

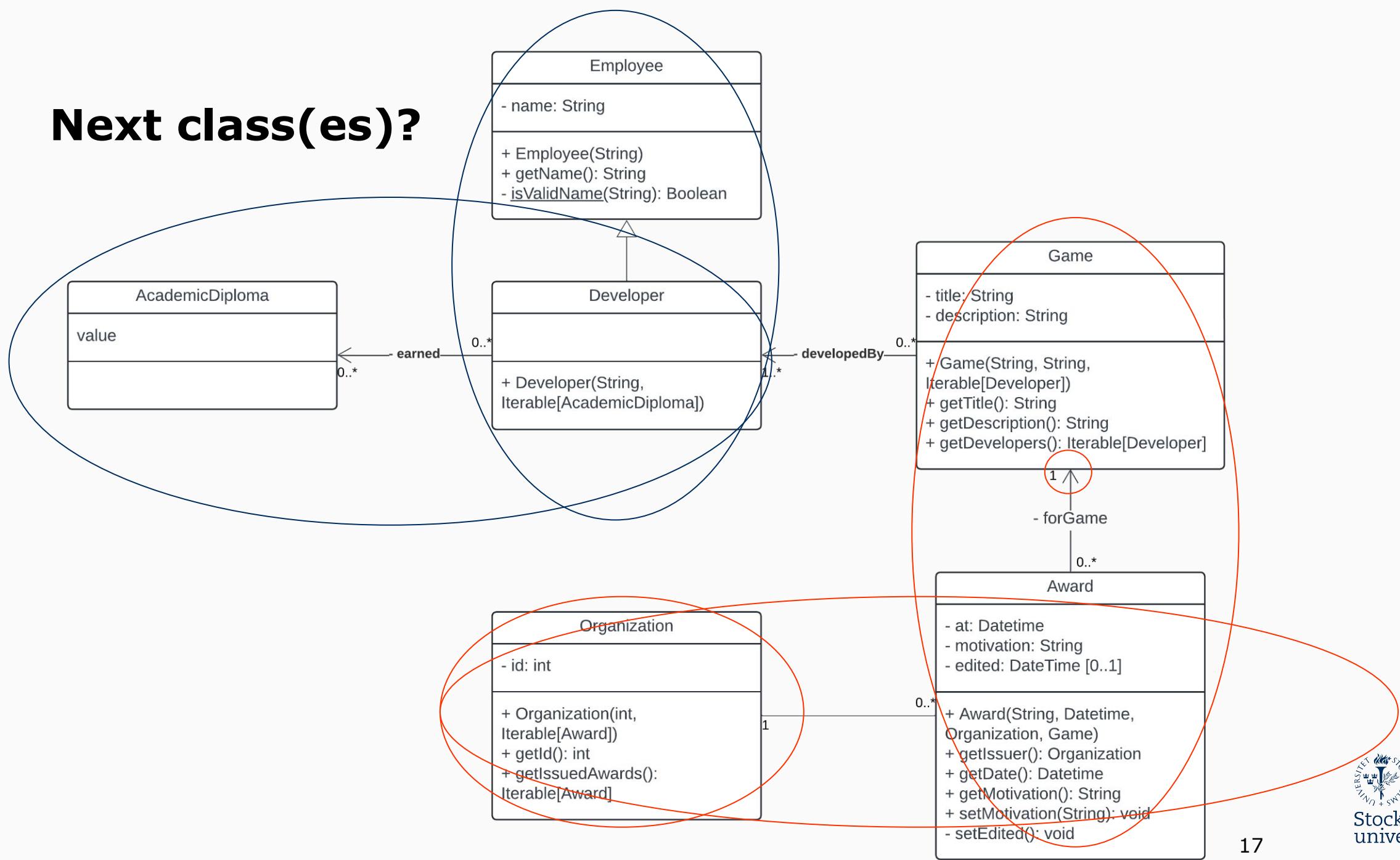
- Directed association!
 - Only developer keeps track of this association
- Practical implications:
 - We can't (without an external data structure) aggregate developers by expertise
 - "Which diplomas does this developer have?" → Cheap operation
 - "Which developers have the BACHELOR diploma?" → Expensive operation



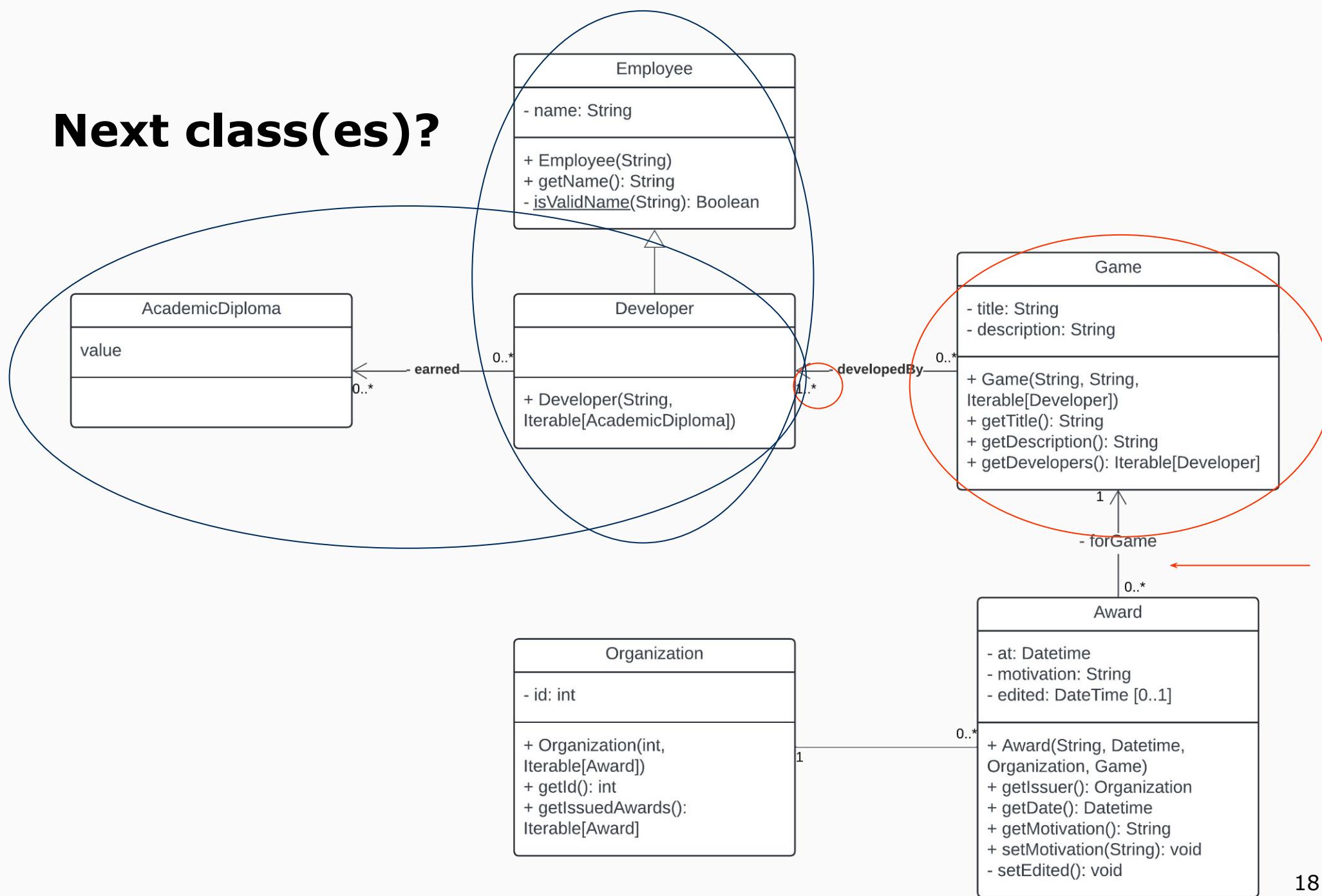
Next class(es)?



Next class(es)?

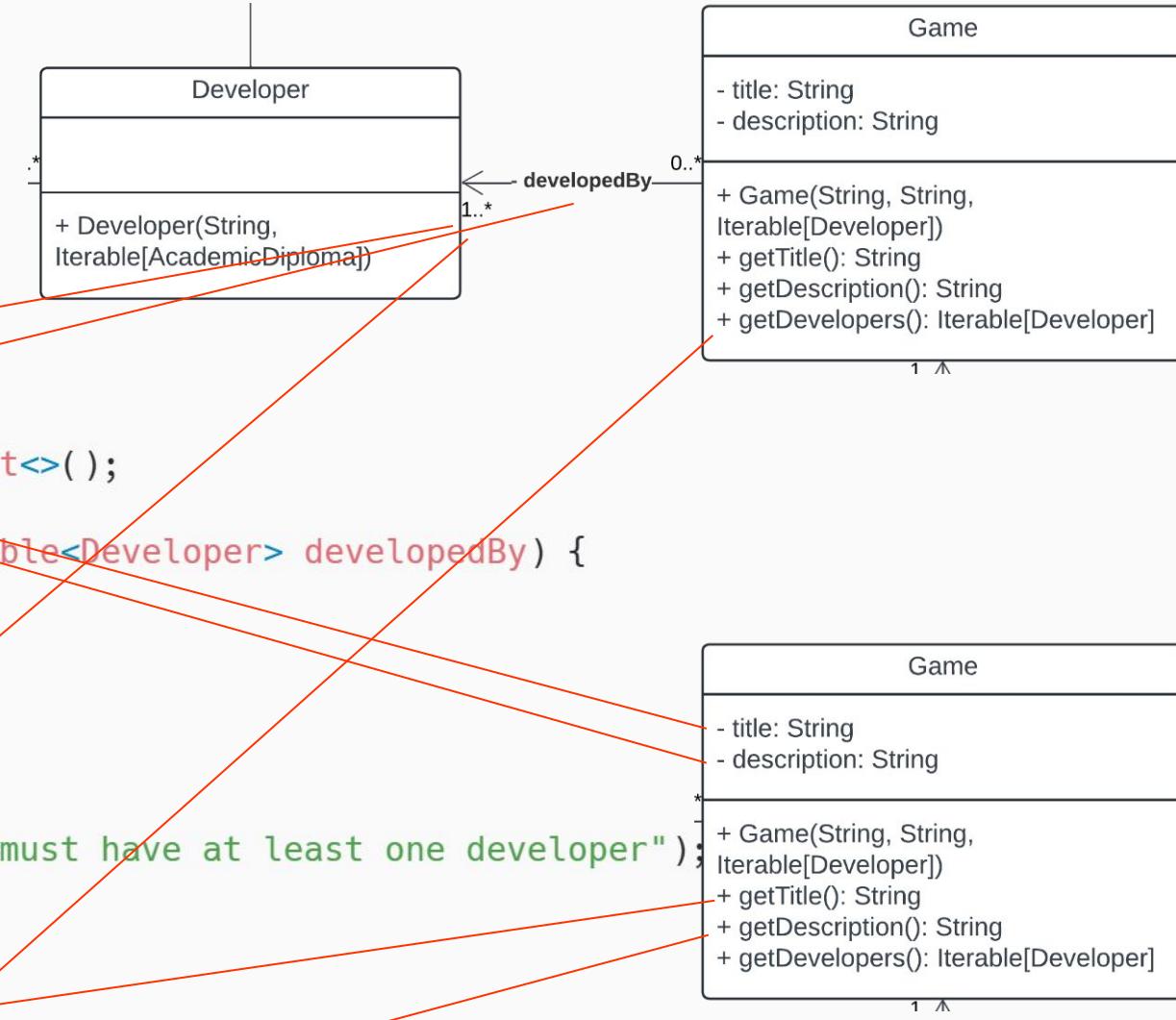


Next class(es)?

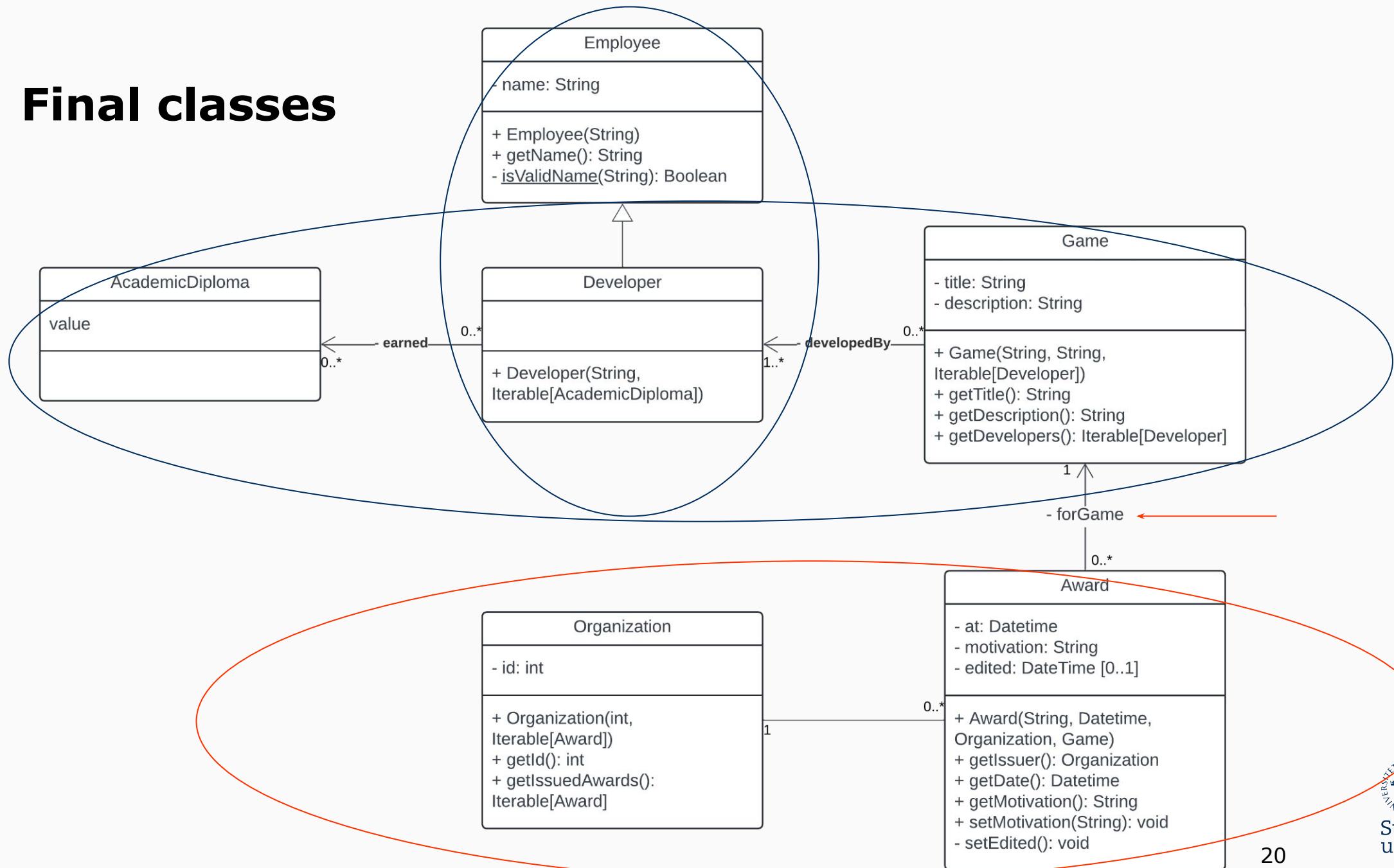


Game

```
1 import java.util.LinkedList;
2 import java.util.List;
3
4 public class Game {
5     private String title;
6     private String description;
7     private List<Developer> developedBy = new LinkedList<>();
8
9     public Game(String title, String description, Iterable<Developer> developedBy) {
10        this.title = title;
11        this.description = description;
12        for (Developer developer : developedBy) {
13            this.developedBy.add(developer);
14        }
15        if (this.developedBy.size() == 0) {
16            throw new IllegalArgumentException("A game must have at least one developer");
17        }
18    }
19
20    public String getTitle() { return title; }
21
22    public String getDescription() { return description; }
23
24    public Iterable<Developer> getDevelopers() { return developedBy; }
25 }
```

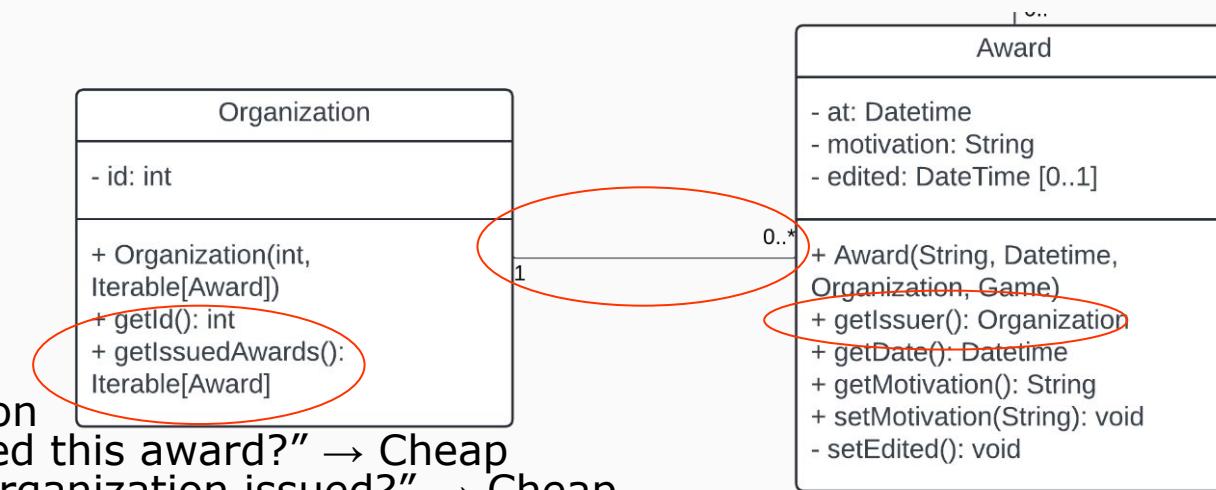


Final classes



Bidirectional & Unnamed

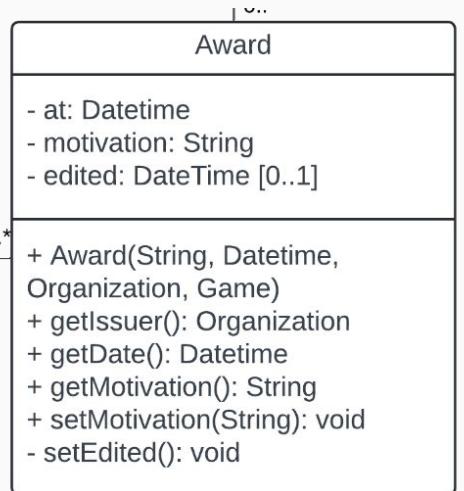
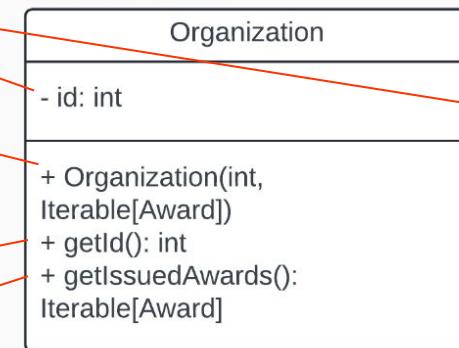
- Bidirectional association!
 - Both classes keeps track of this association (2 references/pointers)



- Practical implications:
 - Easier to aggregate information
 - “Which organization issued this award?” → Cheap
 - “Which awards has this organization issued?” → Cheap
 - But:
 - More expensive in terms of memory usage
 - More complex to implement to ensure consistent state
- Unnamed
 - Up to the developer - but hints!

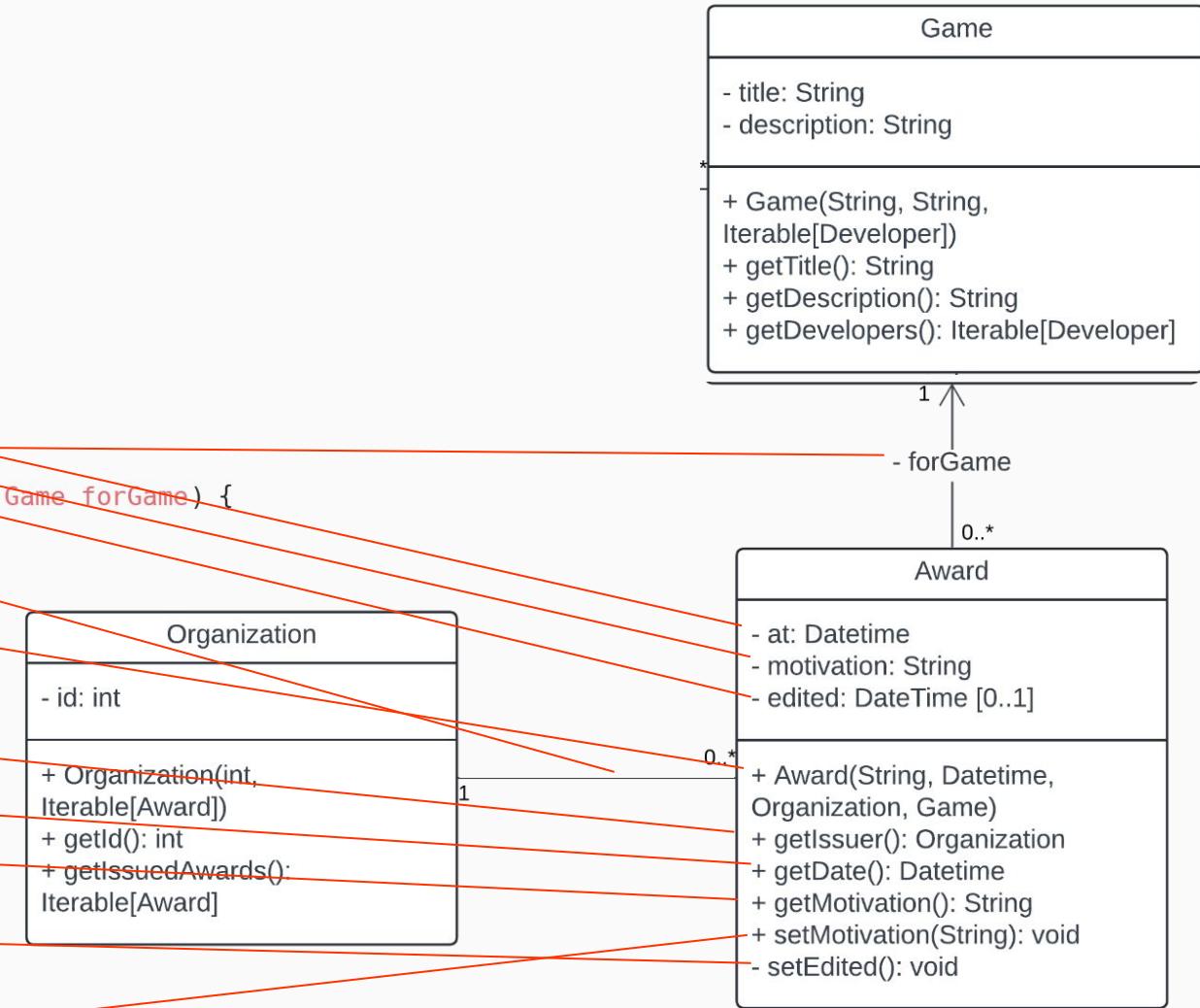
Organisation

```
1 import java.util.LinkedList;
2 import java.util.List;
3
4 public class Organisation {
5     private int id;
6     private List<Award> issuedAwards = new LinkedList<>();
7
8     public Organisation(int id, Iterable<Award> issuedAwards) {
9         this.id = id;
10        for (Award award : issuedAwards) {
11            this.issuedAwards.add(award);
12        }
13    }
14
15    public int getId() { return id; }
16
17    public Iterable<Award> getIssuedAwards() { return issuedAwards; }
18 }
```



Award

```
1 import java.time.LocalDateTime;
2
3 public class Award {
4     private LocalDateTime at;
5     private String motivation;
6     private LocalDateTime editedAt;
7     private Organisation issuer;
8     private Game forGame;
9
10    public Award(String motivation, LocalDateTime at, Organisation issuer, Game forGame) {
11        this.motivation = motivation;
12        this.at = at;
13        this.issuer = issuer;
14        this.forGame = forGame;
15    }
16
17    public Organisation getIssuer() { return issuer; }
18
19    public LocalDateTime getDate() { return at; }
20
21    public String getMotivation() { return motivation; }
22
23    private void setEdited() {
24        this.editedAt = LocalDateTime.now();
25    }
26
27    public void setMotivation(String motivation) {
28        this.motivation = motivation;
29        setEdited();
30    }
31
32 }
```



Language Differences

Short look over programming languages

Naming Conventions

camelCase, PascalCase, snake_case, kebab-case

```
1 public class Employee {  
2     private String name;  
3  
4     public Employee(String name) {  
5         if (!isValidName(name)) {  
6             throw new IllegalArgumentException("Invalid  
name");  
7         }  
8         this.name = name;  
9     }  
10  
11    public static boolean isValidName(String name) {  
12        return name != null && name.length() > 0 &&  
name.split(" ").length > 2;  
13    }  
14  
15    public String getName() {  
16        return name;  
17    }  
18}  
19
```

```
1 class Employee:  
2     def __init__(self, name: str):  
3         if not Employee.is_valid_name(name):  
4             raise ValueError(f"Invalid name: {name}")  
5         self._name = name  
6  
7     @staticmethod  
8     def is_valid_name(name: str) -> bool:  
9         return len(name) > 0 and len(name.split()) > 1  
10  
11    def get_name(self) -> str:  
12        return self._name  
13
```

Employee
- name: String
+ Employee(String) + getName(): String - isValidName(String): Boolean

Protection / Access Modifiers

Modifiers & Conventions

```
1 public class Employee {  
2     private String name;  
3  
4     public Employee(String name) {  
5         if (!isValidName(name)) {  
6             throw new IllegalArgumentException("Invalid  
name");  
7         }  
8         this.name = name;  
9     }  
10  
11    public static boolean isValidName(String name) {  
12        return name != null && name.length() > 0 &&  
13        name.split(" ").length > 2;  
14    }  
15  
16    public String getName() {  
17        return name;  
18    }  
19}
```

```
1 class Employee:  
2     def __init__(self, name: str):  
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5         self._name = name  
6  
7     @staticmethod  
8     def is_valid_name(name: str) -> bool:  
9         return len(name) > 0 and len(name.split()) > 1  
10  
11    def get_name(self) -> str:  
12        return self._name  
13
```

Employee
- name: String
+ Employee(String) + getName(): String - isValidName(String): Boolean

Code & Material

- Java/Python code & slides available at
<https://github.com/Edwinexd/dsv-oos-uml-2-code>