# CSE 3421

UML Class Diagram

SPRING 2022
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# Why This Lesson?

### It is a crucial task in OOP

### What is a UML class diagram?

- A UML class diagram is a picture of the classes in an OO system
  - their fields and methods
  - connections between the classes that interact or inherit from each other

- Not represented in a UML class diagram:
  - details of how the classes interact with each other
  - algorithmic details; how a particular behavior is implemented

# Class attributes (fields, instance variables)

Omit return type on constructors

and when return type is void

```
visibility name : type [count] = default_value
                                                                      Student

    Visibility

                                                         + name: int
                                                         + email: String
   + public
                                                          DOB: String
                                                          / Age: int
   # protected
                                                          # ID: int
                                                          ~ courses[100]:Course
   - private
   ~ package (default)
                                                         +Student(n:String,dob:String)
   / derived
                                                         + getTotalCredits():Course

    Method listed as name: return type

                                                         # calculateTuition():double
                                                         + calculateGPA(crs:Course[]):float

    Parameters listed as name: type
```

### Diagram of a single class

#### Class name on top

- write «interface» on top of interfaces' names
- use *italics* for an abstract class name

#### Student

- name: String

- id: int

- totalStudents:int

# getID():int

~ getName():String

#### Rectangle

- width: int

- height: int

/ area: double

# Rectangle(w:int, h:int)

+ distance(r:Rectangle):double

### skinterface>>

+ calculateArea():double

#### Operations/ methods

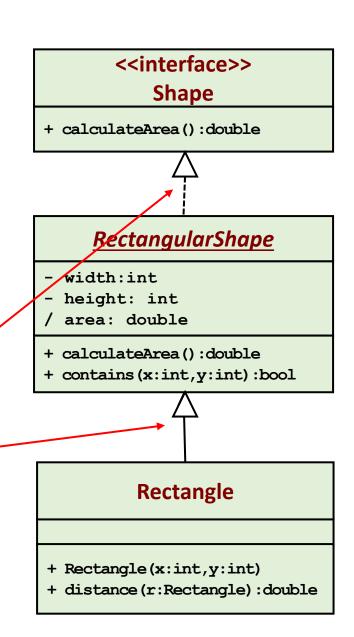
- may omit trivial (get/set) methods
- but don't omit any methods from an interface!
- should not include inherited methods

# Relationships between class

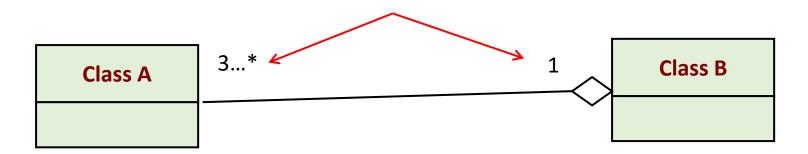
- Generalization: an inheritance relationship
  - inheritance between classes
  - interface implementation
- Association: a usage relationship
  - dependency
  - aggregation
  - composition

### Generalization relationships

- Hierarchies drawn top-down
- Arrows point upward to parent
- Line/arrow styles indicate if parent is a(n):
  - class: solid line, black arrow
  - interface: dashed line, white arrow
  - abstract class: solid line, white arrow



# Association (usage) relationships



### Association multiplicities

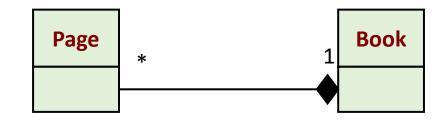
#### One to one

- Each car has exactly one engine
- Each engine belongs to exactly one car



#### One to many

- Each book has many pages
- Each page belongs to exactly one book



#### Multiplicity (how many are used)

- \* (zero or more)
- 1 (exactly one)
- 2..4 (between 2 and 4, inclusive)
- 3..\* (3 or more, \* may be omitted)

### Association types

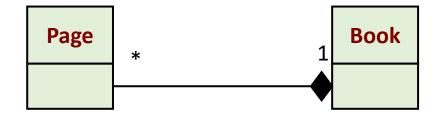
### Aggregation: "is part of"

symbolized by a clear white diamond



### Composition: "is entirely made of"

- stronger version of aggregation
- the parts live and die with the whole
- symbolized by a black diamond



### Dependency: "uses temporarily"

- symbolized by dotted line
- often is an implementation detail, not an intrinsic part of the object's state



# Thank You