

CHAPTER 4: UML STRUCTURAL MODELS

Software Engineering
Computer Science School

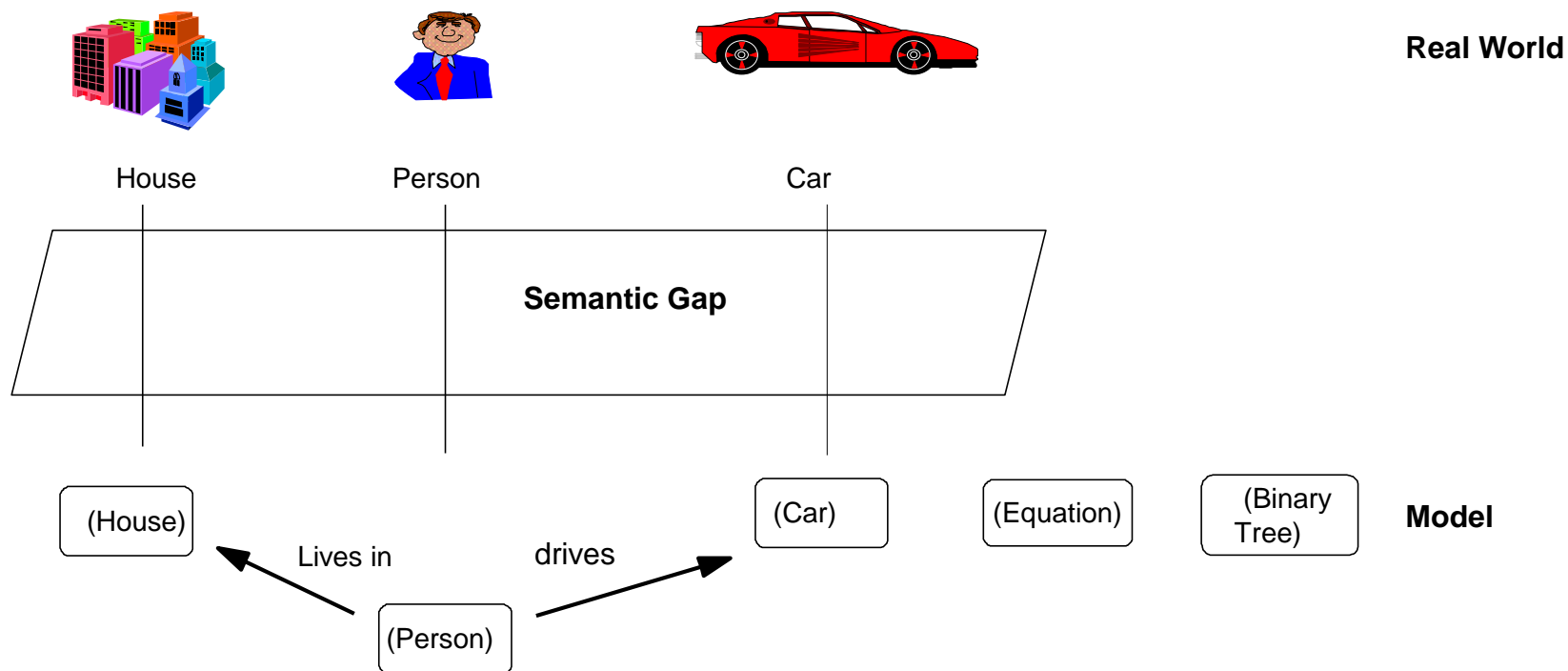
Introduction

- The ***objects model*** or the ***classes diagrams*** reflect the **static structure** of the system.
- It is the **main tool** of most OO methods.
- An object model contains **interrelated classes** , by means of associations , organized as aggregation and generalization and specialization hierarchies.
- Sometimes it is useful to use diagrams that contain objects, ***instances diagrams***.

Introduction

- An objects is a concept, abstraction, or thing that makes sense within the context of an applications. It is an encapsulation of data and operations.
- Objects appear as names within the description of the problem or in discussions with users.

Introduction



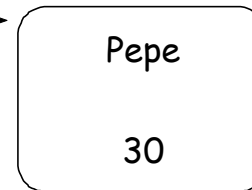
Introduction

- The object **identifier** (oid) is a feature to differentiate two occurrences that have the same state (i.e: same values for attributes).
- During analysis it is assumed that objects have an identity. During implementation there must be an identification mechanism:
 - Memory addresses: programming languages.
 - Combination of attributes values: databases
 - Unique names (“surrogates”): some OO systems.

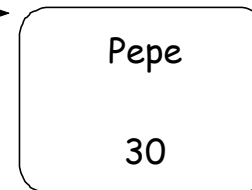
Person
Name: String; Age: Integer;

Programming Language

person1



person2



Relational Database

Table Person

ID Person	Name	Age
1	Pepe	30
2	Pepe	30

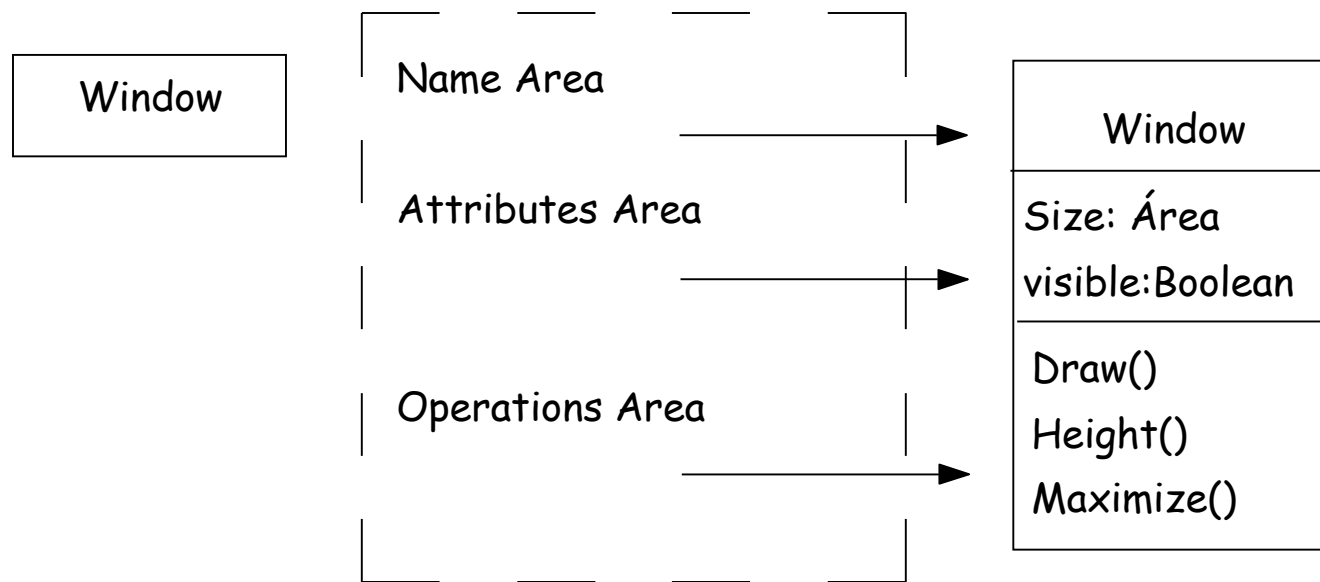
Class Name

Surrogates: Person01, Person02

Instance Number

Classes

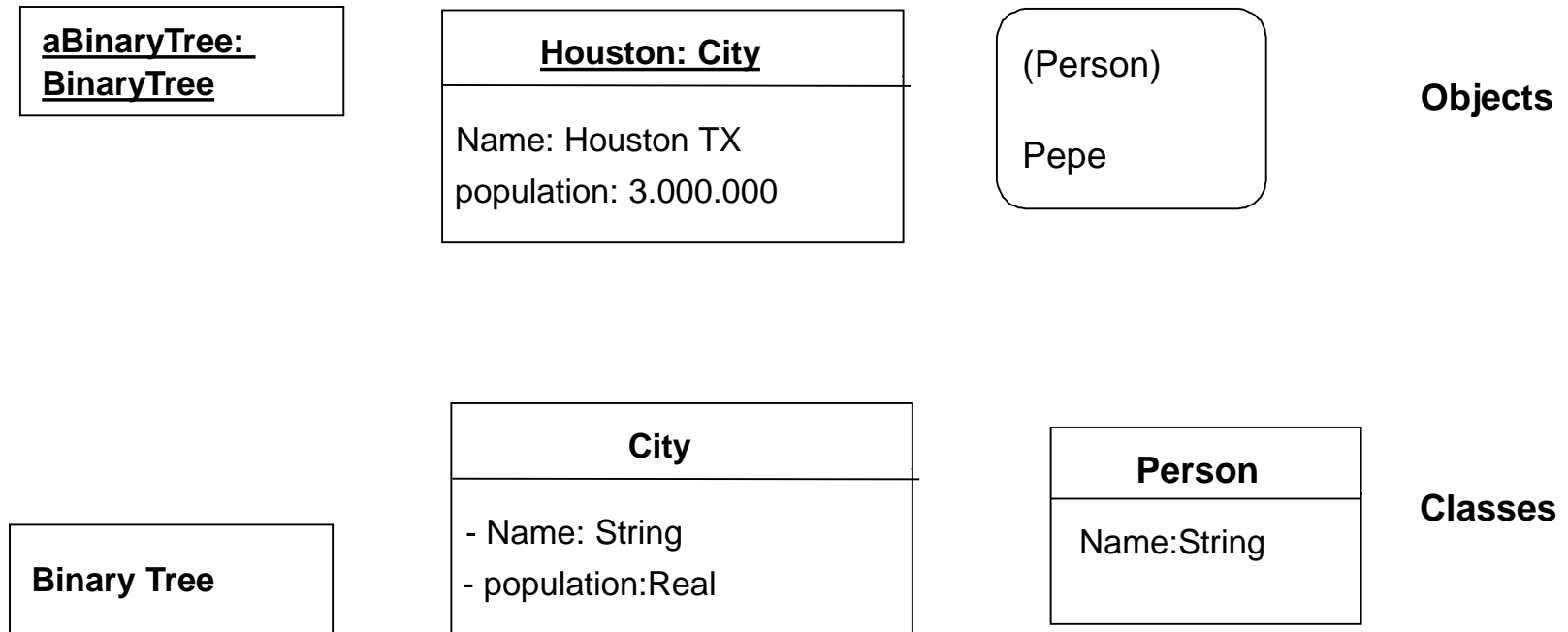
- A class is the description of a group of objects with similar structure, behavior and relationships.



- An additional area may be added to define responsibilities, description, etc.

Classes

- A class is an abstraction; an object is a concrete realization of this abstraction.



Attributes

- An attribute is a property of a class identified with a name and describes a range of values.
- Attributes may be represented showing only their names.

Person
Name
Address
Phone
BirthDate

- The general definition schema is:

[visibility] Name [: Type] [=initial value]

where visibility may be:

+ = Public

 # = protected

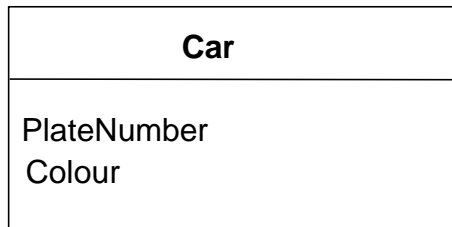
 - = Private (default)

 = implementation or package

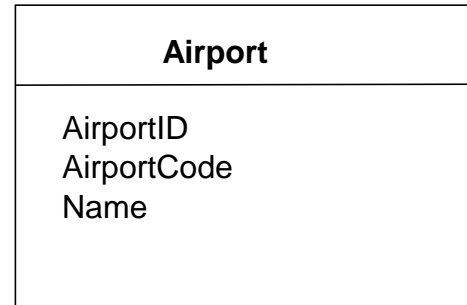
Persona
-Nombre:String = ''
-Dirección: String;
+Teléfono:String;
+fechaNacimiento:String;

- Allowed types are (integer, real, char, string, etc.), no object types.

- Attributes do not include references to other objects, these references are represented as links.
- In the objects model attributes acting as objects identifiers should not be present



Good for analysis and design



Bad analysis, good for design

Operations

- An operation corresponds to a service that may be required to any object of the class.
- An operation is a function or transformation that may be applied to objects.
- A method is the implementation of an operation.

- Operations are defined as follows:

[visibility] Name([parameters]) [: return_type]

Where visibility is:

 + = public (default)

 # = protected

 - = private

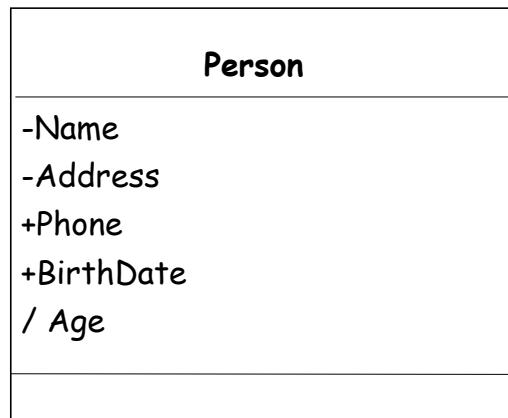
 = package

Temperature Sensor
<pre>reset(); setAlarm(t:Temperature); value():Temperature</pre>

- Operations that change the state of objects are defined as having side effects.
- Operations that do not have side effects and just calculate a functional value are called queries.
- Queries return the values of attributes.

- An attribute is derived if its value is obtained in terms of the values of other attributes.
- The notation for derived attributes is:

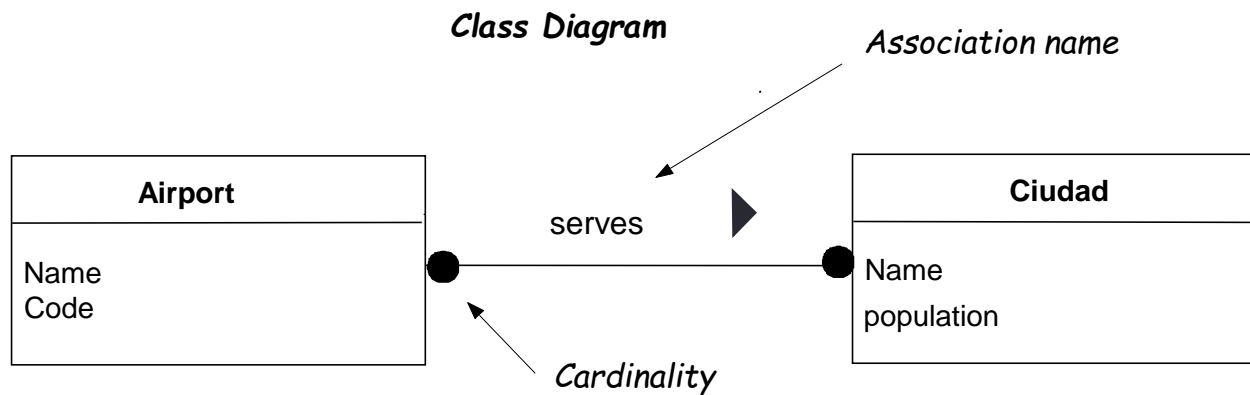
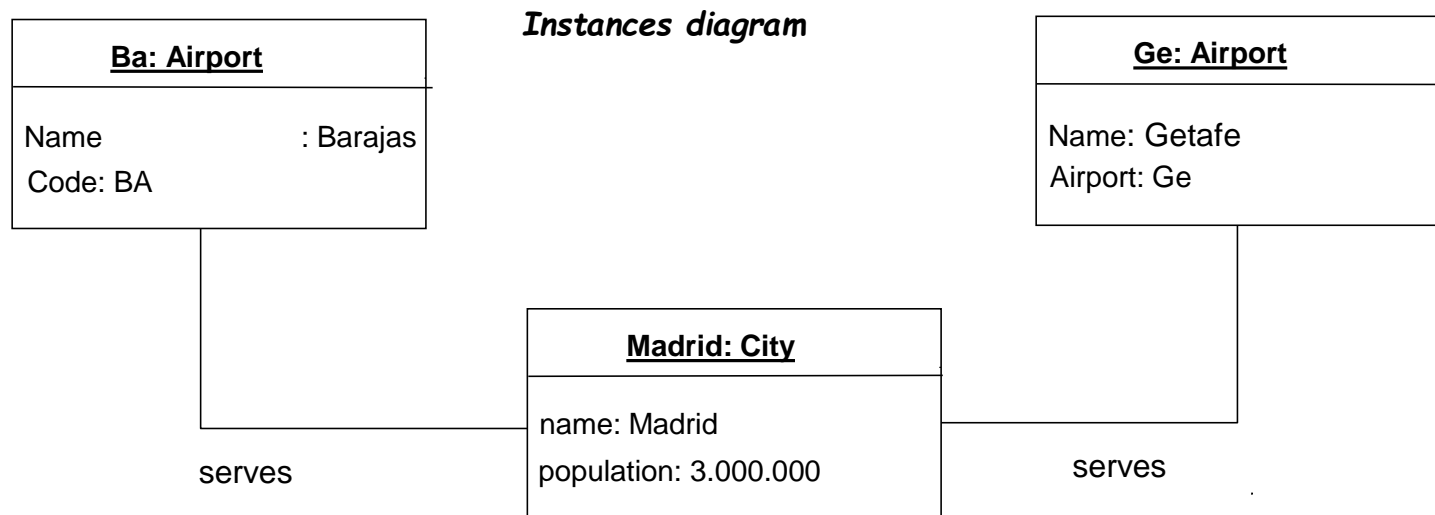
/Attribute_Name: Type



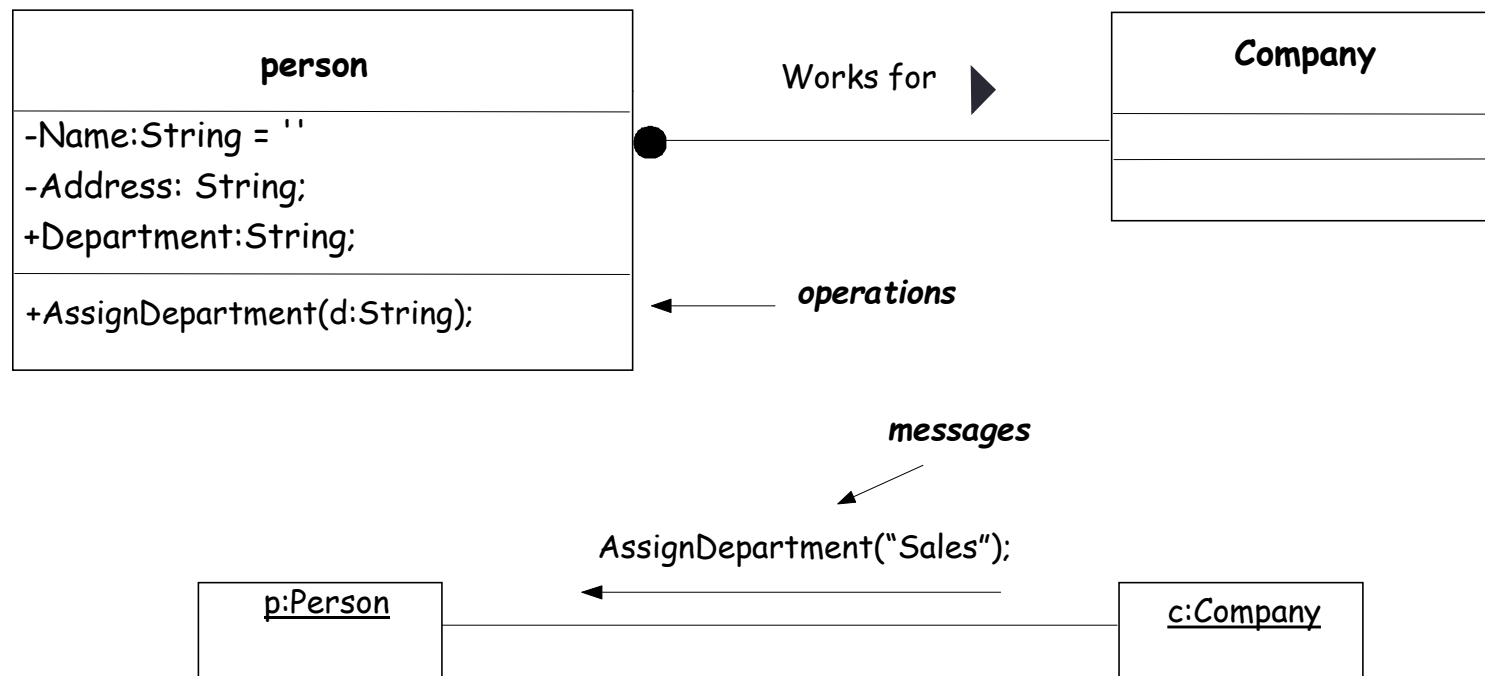
Associations & links

- A link is a physical or conceptual connection between objects.
- An association is a structural relationship to show that the objects of an element are linked to the objects of another element.
- Associations are represented in class diagrams whereas links appear in instances diagrams.

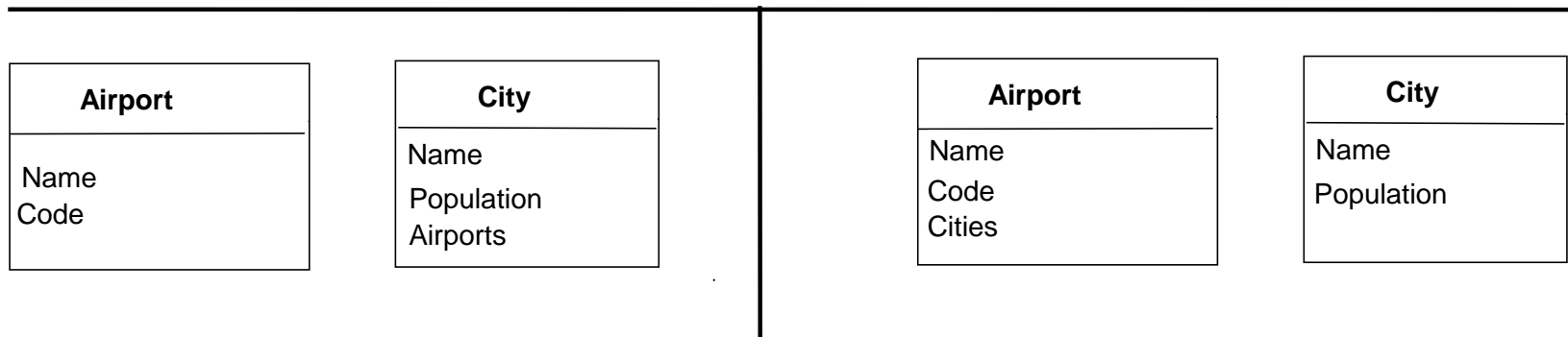
- Each association in a class diagram corresponds to a collection of links in the instances diagram.
- Given an association between two classes, it may be navigated in both directions.
- Binary associations are those connecting two classes.



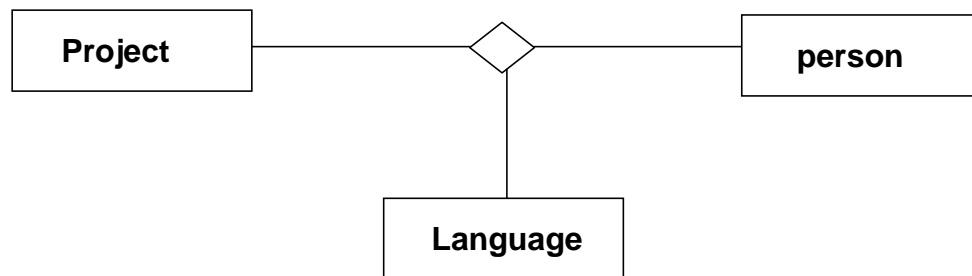
- During analysis, references to objects are represented as links. Similar links are represented as associations.



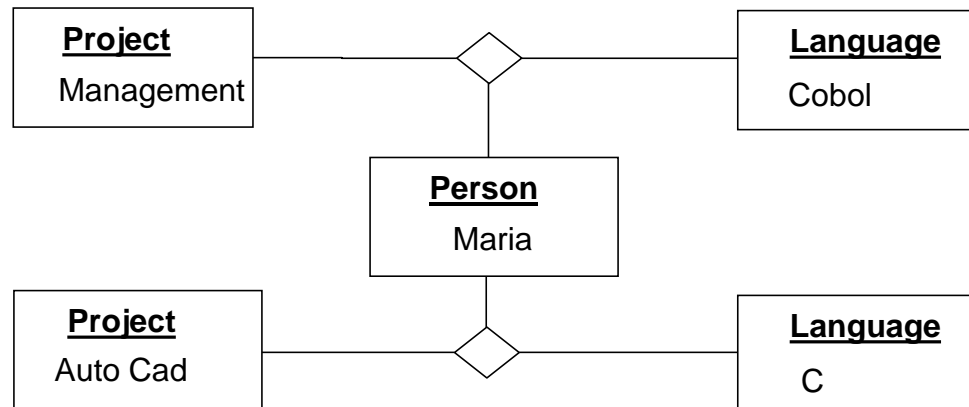
- During design associations are represented as pointers, foreign keys, etc.
- At the conceptual level there is no difference between an association and an attribute.
- At the implementation level the semantics is different:
 - Attributes:
 - Value semantics
 - Type: Date, Address, Integer, Real, String,..
 - Associations:
 - Referential semantics

**Analysis Model****Design Models**

- Associations may be of any order (2, 3, ...).



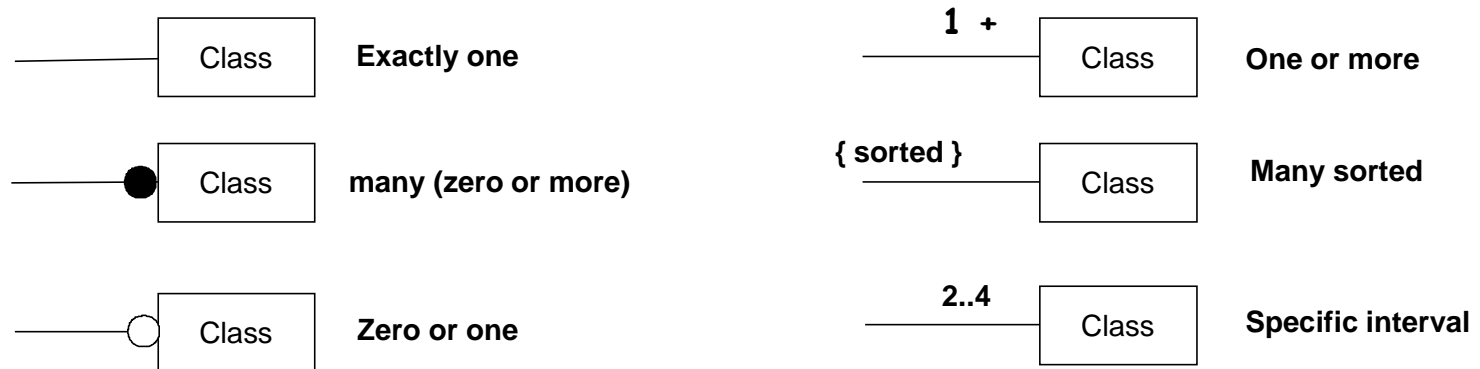
Associations



links

Cardinality

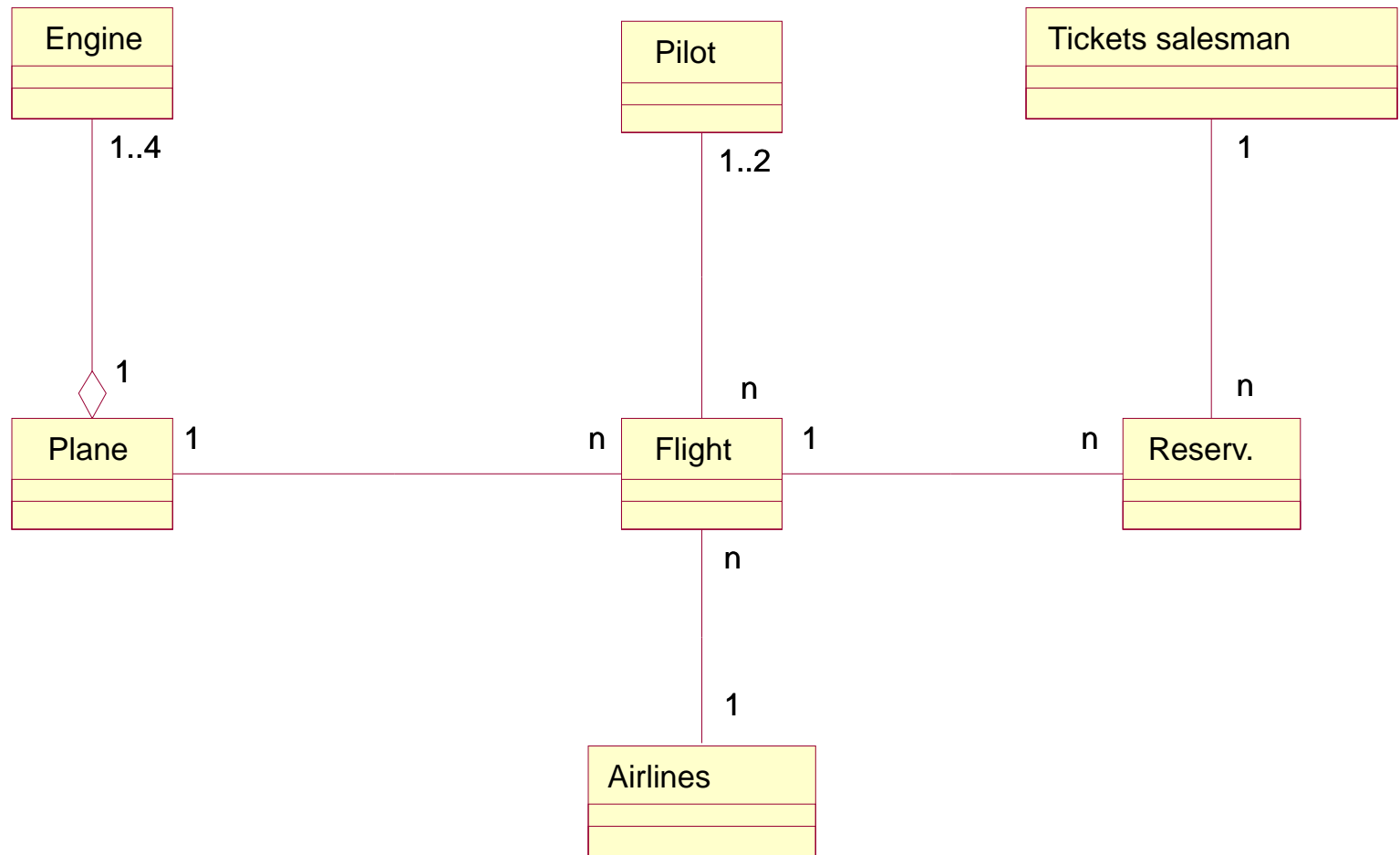
- The cardinality defines the number of instances of another class that may be related to an instance of a given class.



Cardinality in OMT

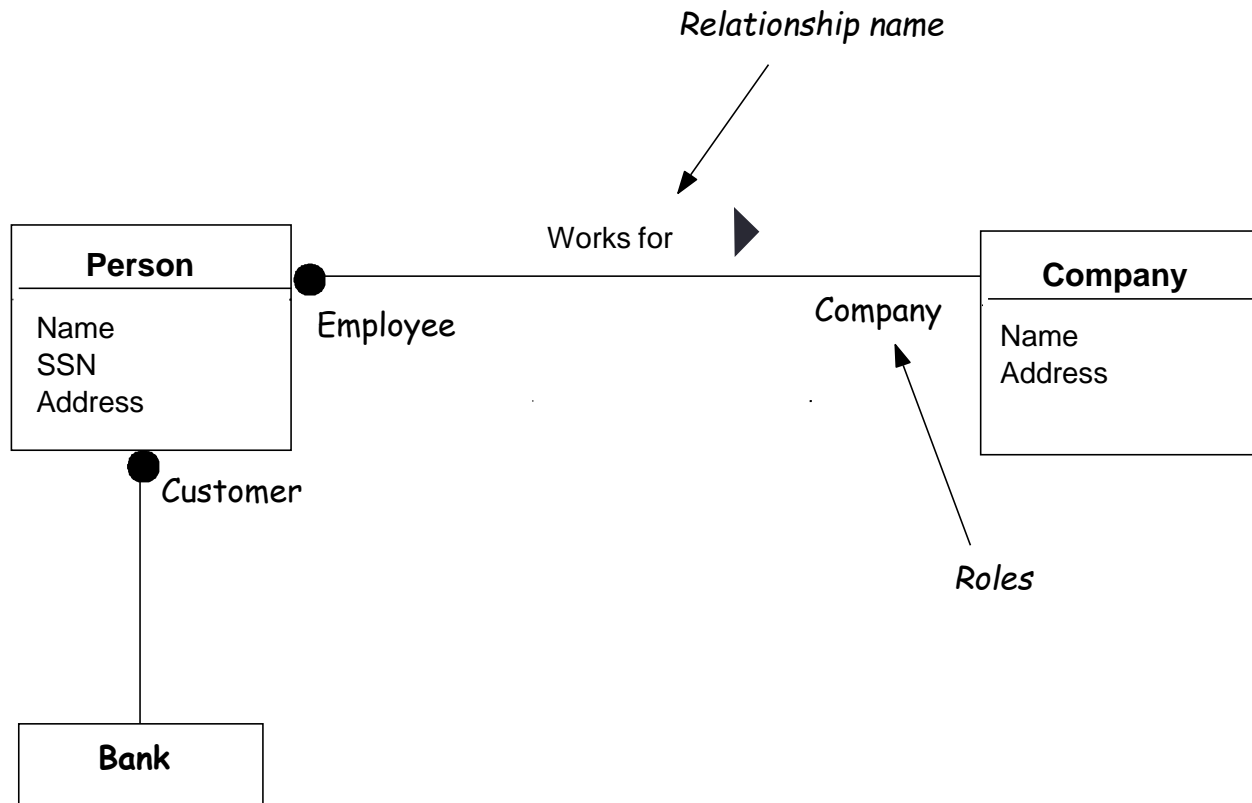
1	One and only one
5	Exactly five
0..1	zero or one
M..N	from M to N
*	from 0 to many
n	from 0 to many
0..*	from 0 to many
1..*	from 1 to many

Cardinality in UML



Roles

- Roles are names that define the role played by a class in a relationship.

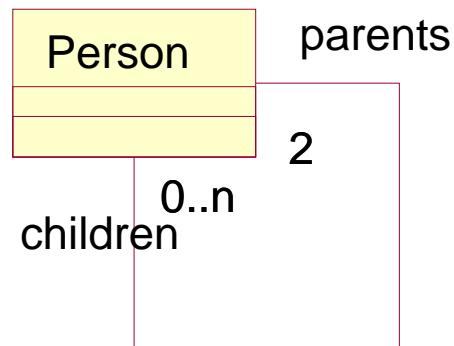


- Roles are used to navigate associations.

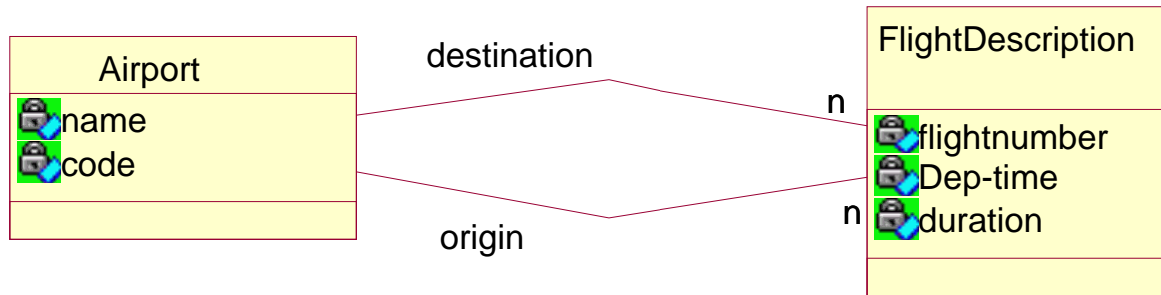
`aCompany.employee`

`aperson.company`

- They are mandatory to distinguish reflexive associations.

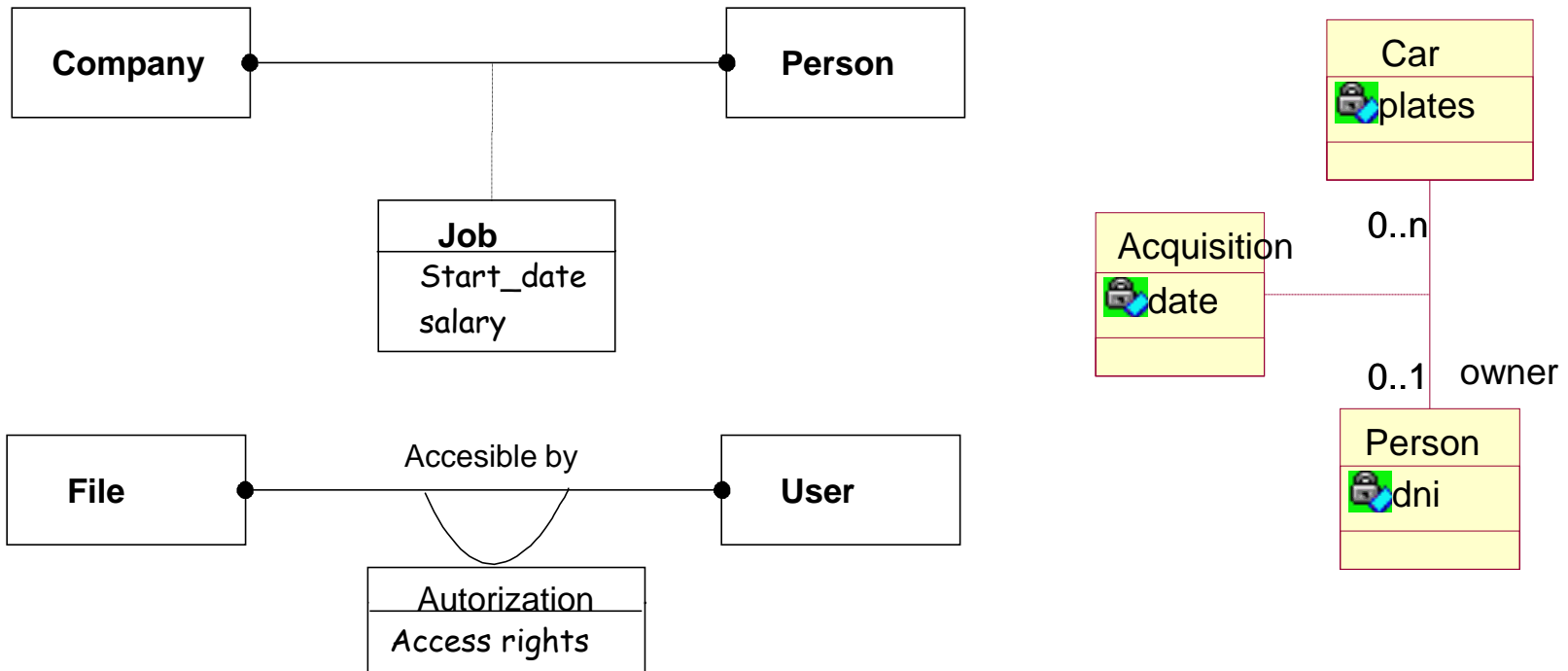


- They are mandatory to distinguish associations between same pair of classes.



Associations as classes

- In an association between two classes the relationship itself may have attributes. These are represented as association classes.

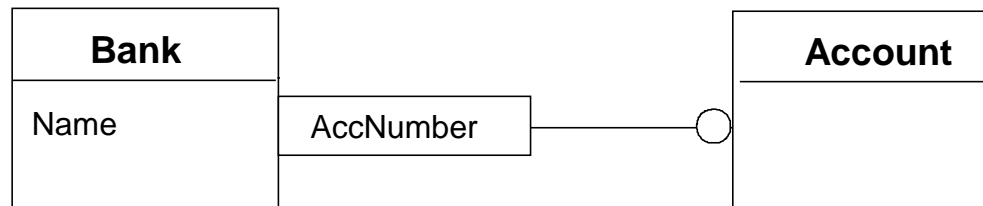


Qualified Associations

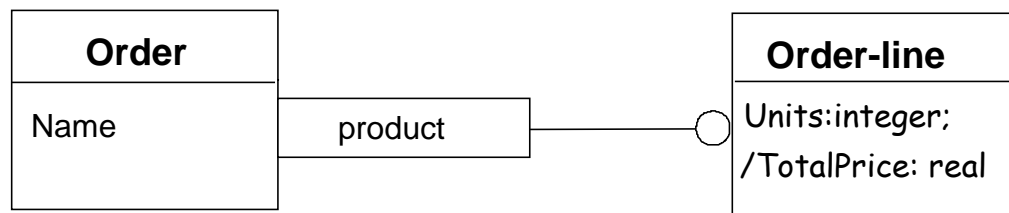
- Qualifiers in associations are used to resolve searches: given an object on one side of a relationship, how to identify an object or collection of objects on the other side?
- They act as indexes to navigate the relationship.
`Bank + account number → one account`
- A qualifier may be used whenever that a data structure (hash table, binary trees) can be used to perform searches on one side of the association.



Not qualified

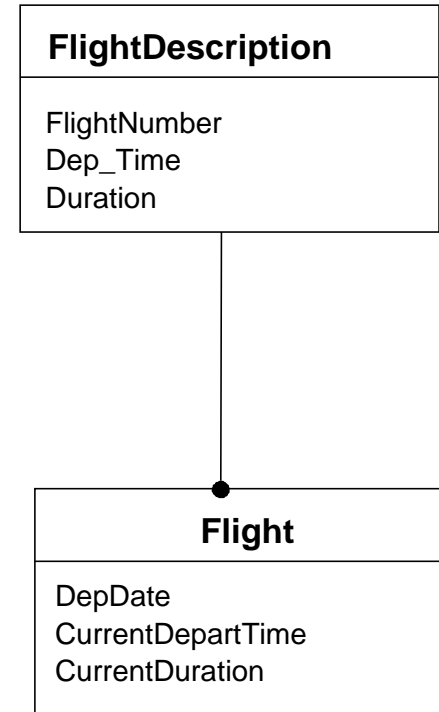
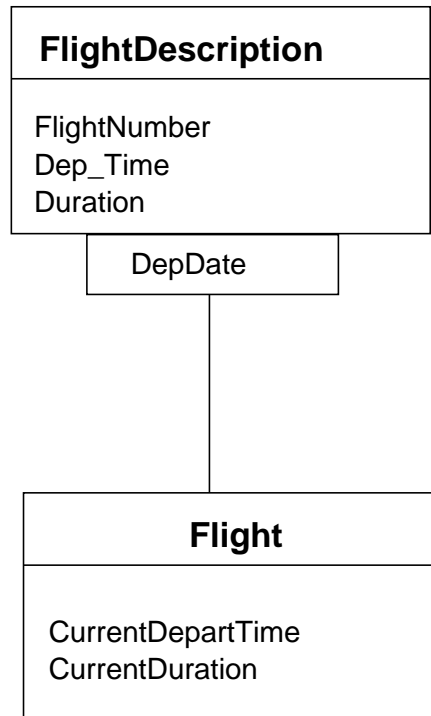


Qualified



Qualified

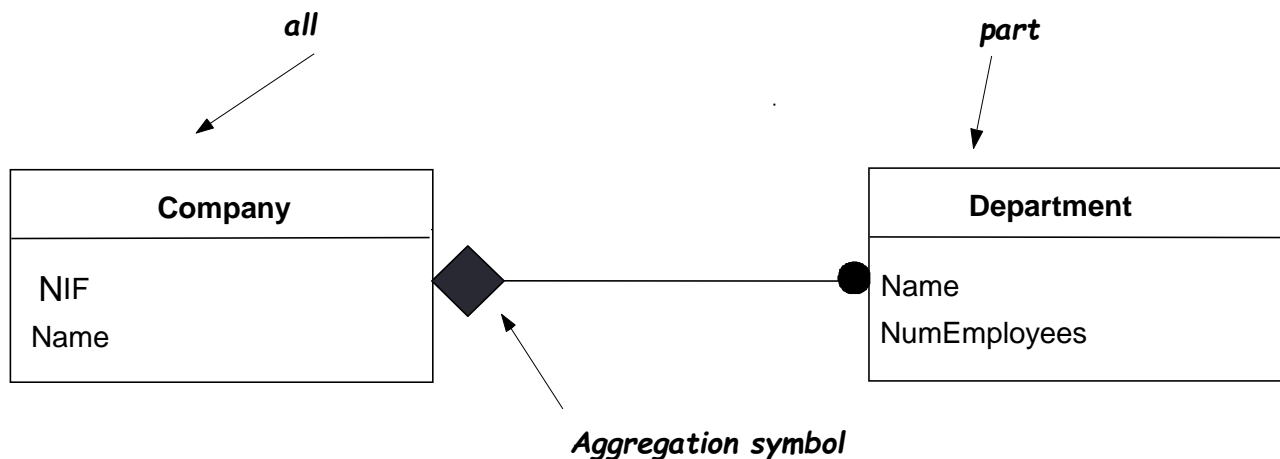
- Qualifiers increase the precision of models.



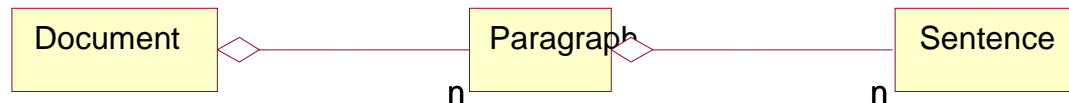
Aggregation

- An aggregation is a type of relationship with additional semantics.
- This relationship is used to model the semantics “**part_of consists_of**”.

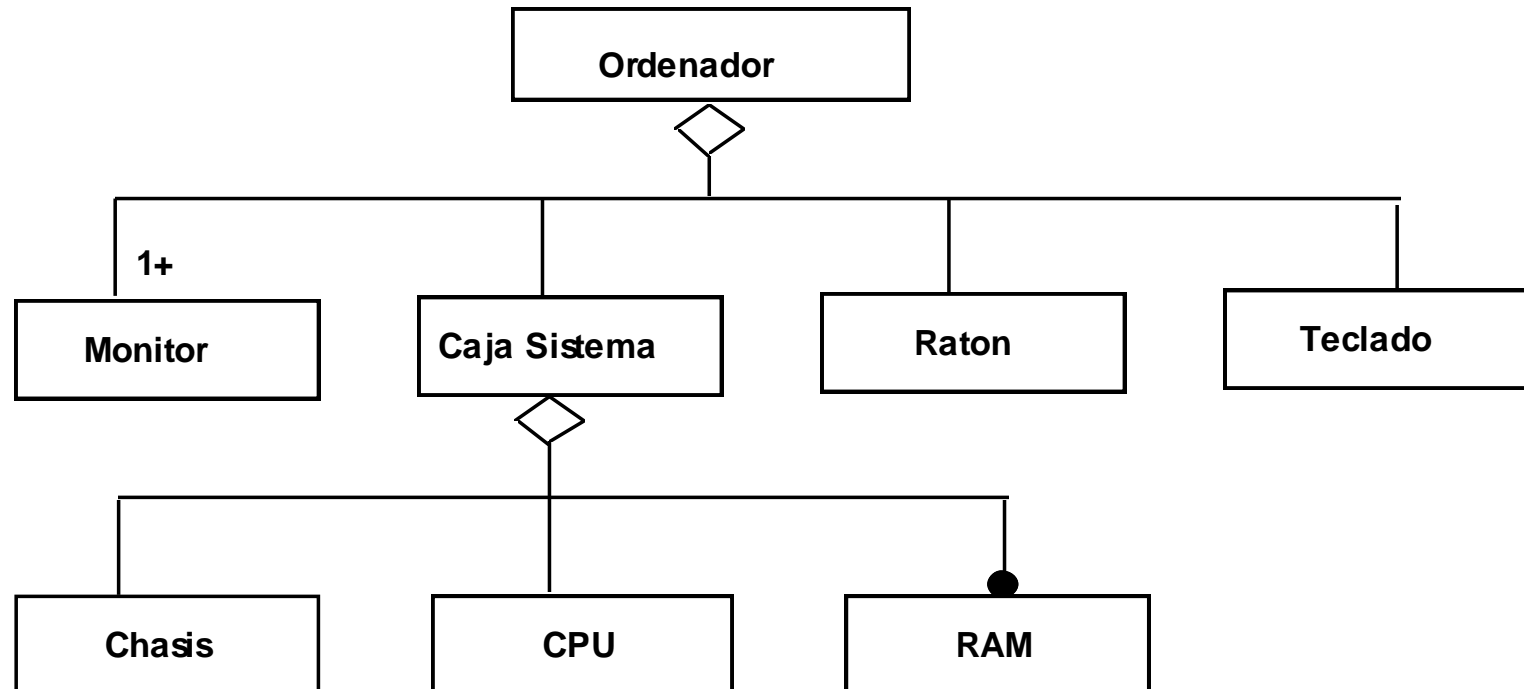
“A company consists of departments”



- The properties of the aggregation are:
 - **transitive** (if A is part of B and B is part of C then A is part of C)
 - **antisymmetric** (if A is part of B then B may not be part of A).

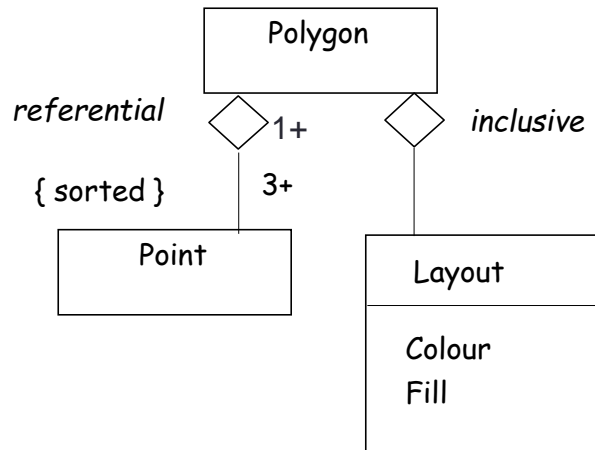


- There may be several nesting levels.

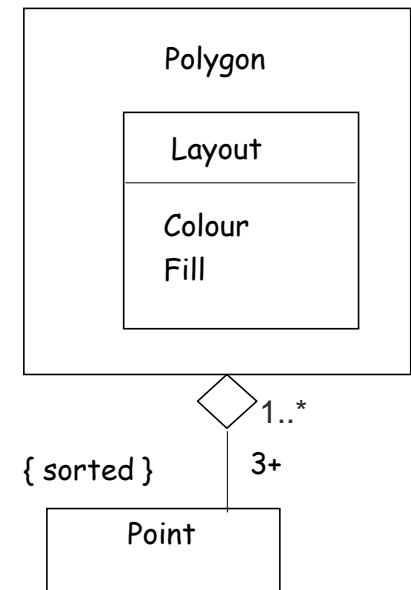
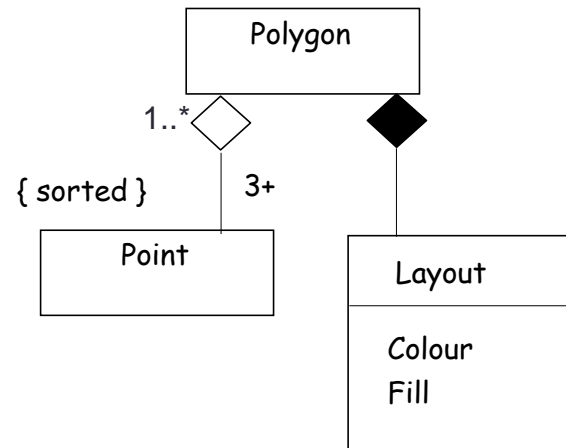


- There are two types of aggregations.
 - ***Inclusive or physical:*** each component may belong at most to one container. The destruction of the container implies the destruction of its parts.
 - ***Referential or catalogue:*** components may belong to several containers. Their lifetimes are not correlated.

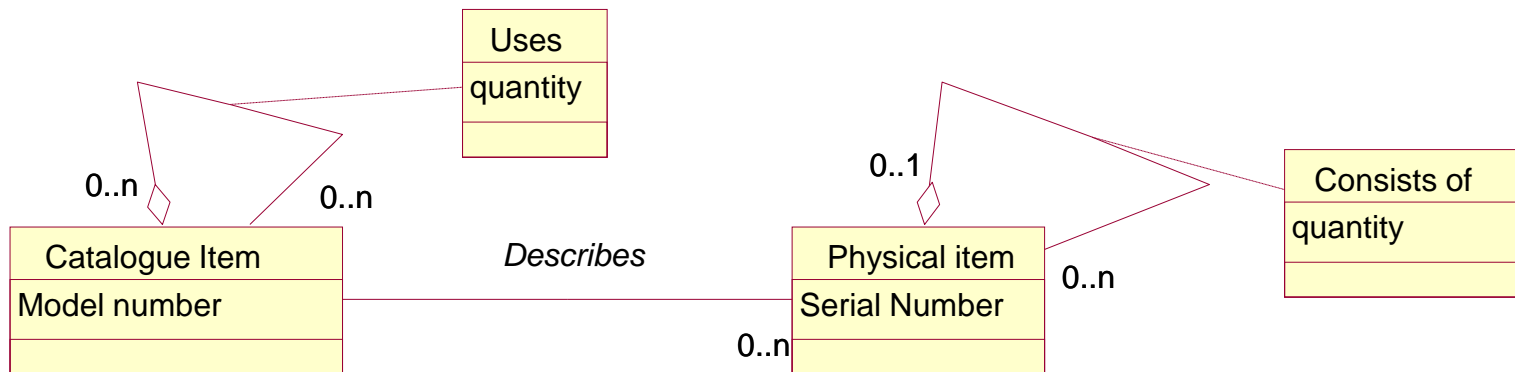
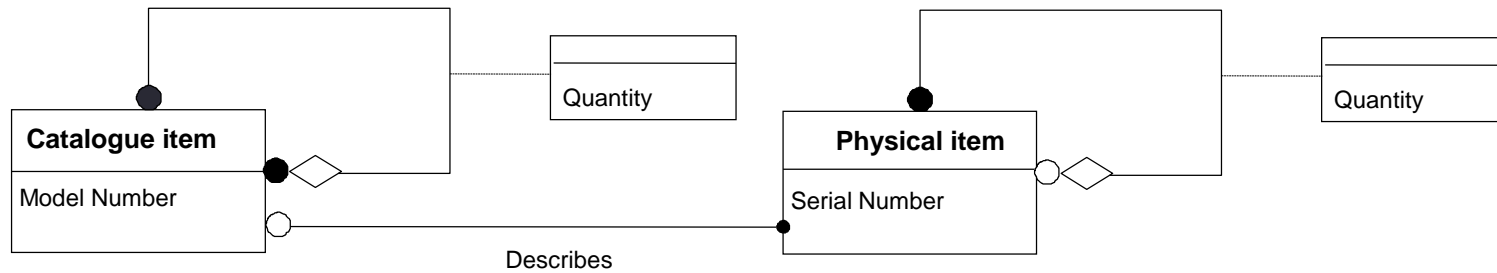
OMT



UML



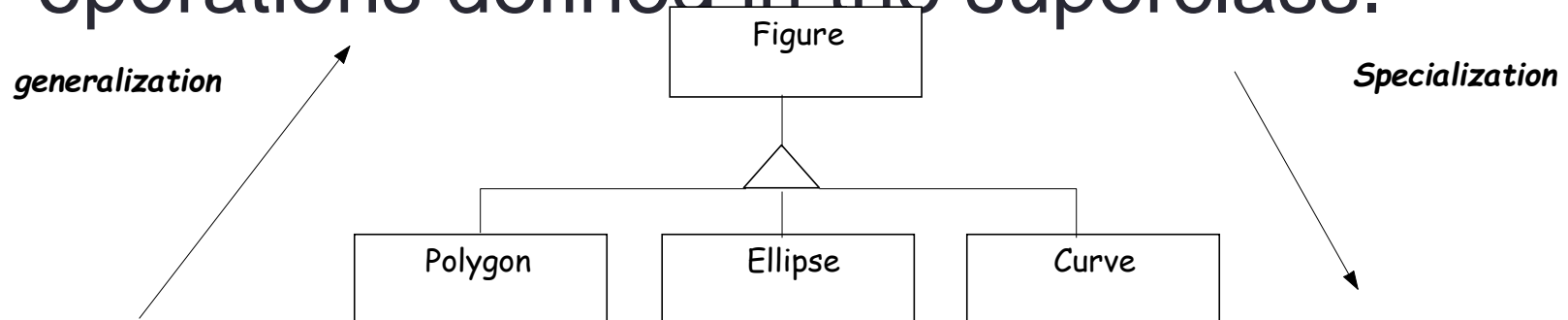
referential or inclusive?



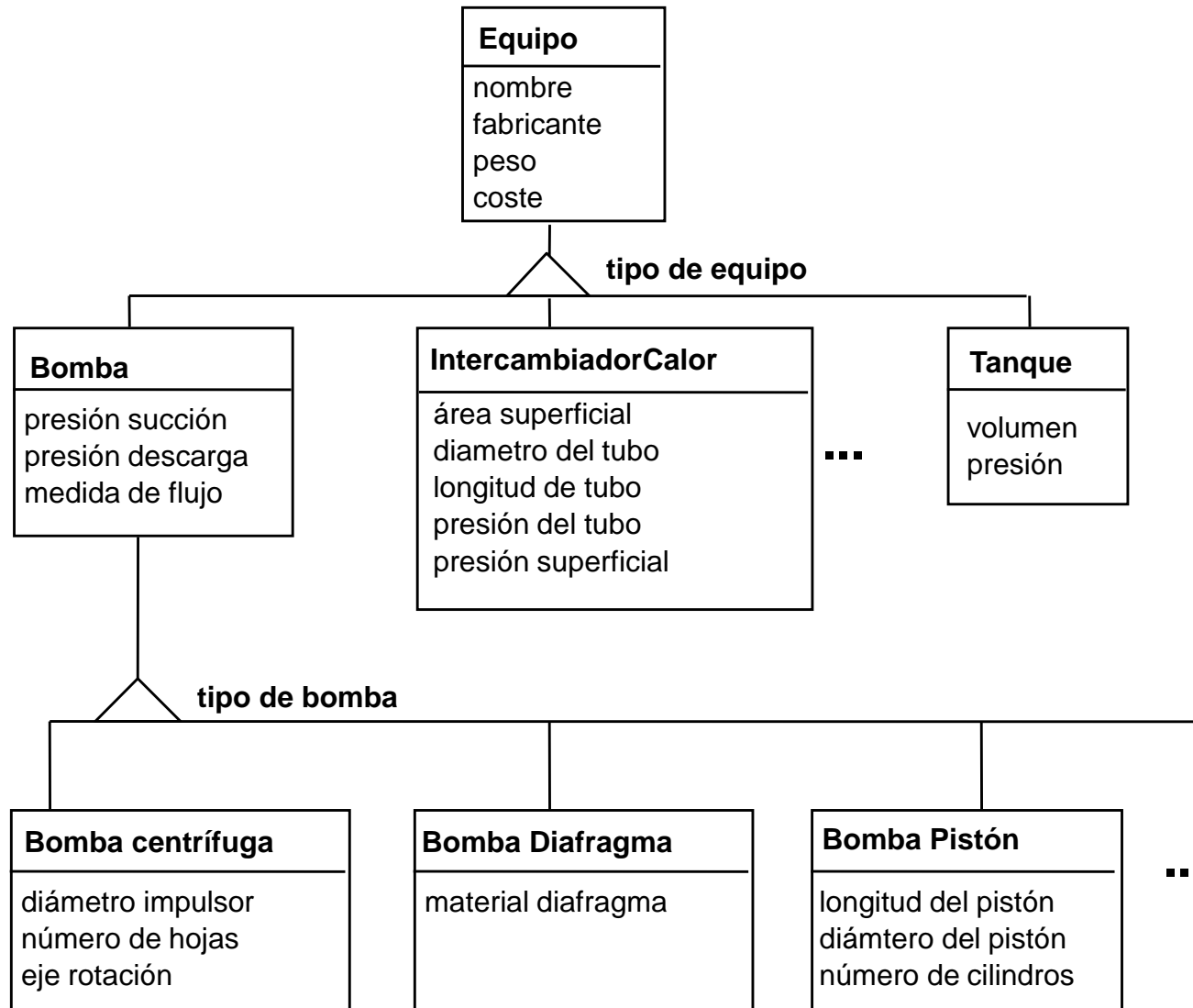
Generalization / Specialization

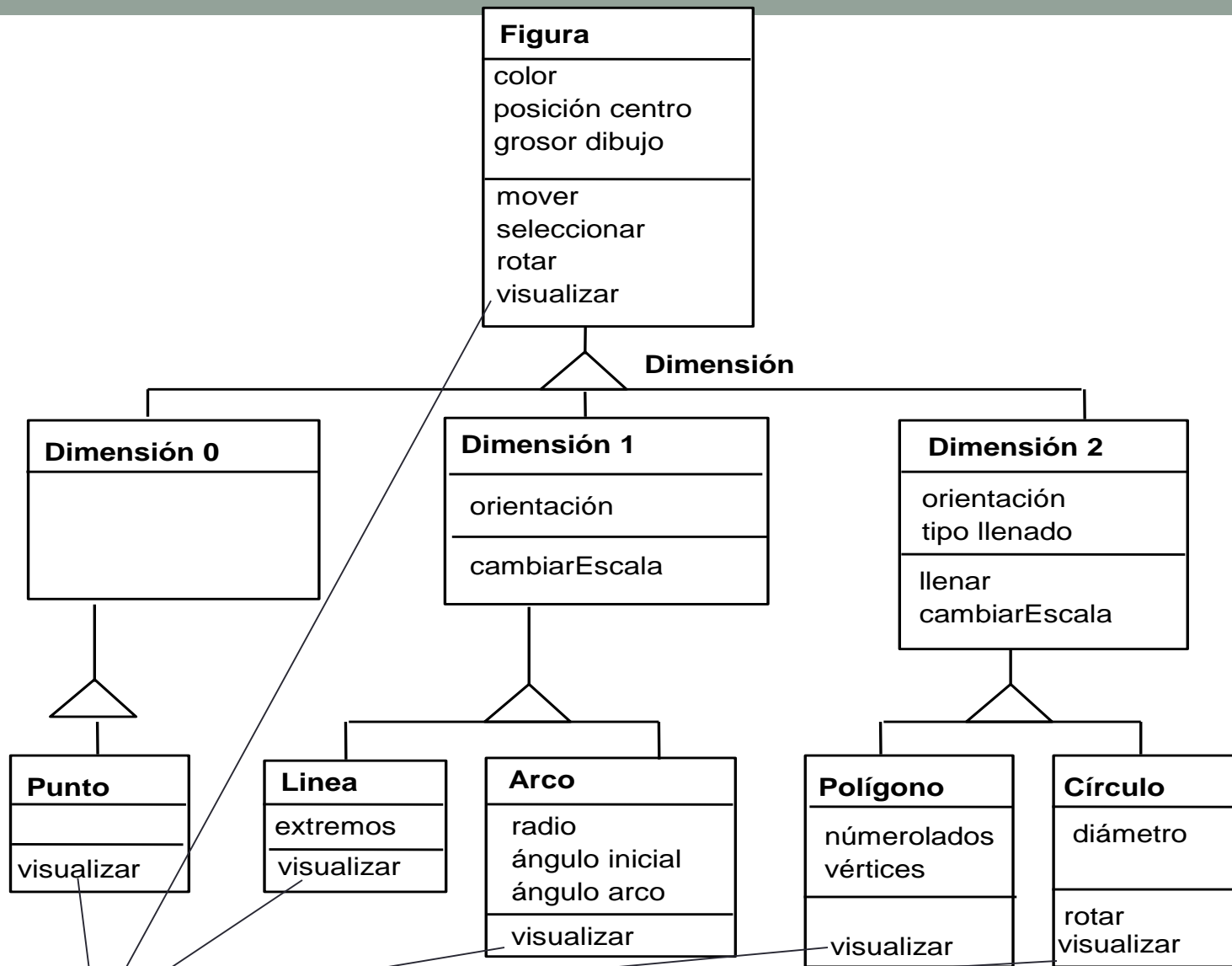
- Hierarchies of classes allow the management of the complexity in terms of taxonomic classifications.
- Starting from classes that have in common a number of attributes and operations, using generalization, a more generic class (super class) can be obtained from these initial classes (subclasses).
- Shared attributes and operations are placed in the superclass

- The specialization is the opposite relationship. Starting from a superclass the subclasses are obtained.
- Subclasses inherit attributes and operations defined in the superclass.



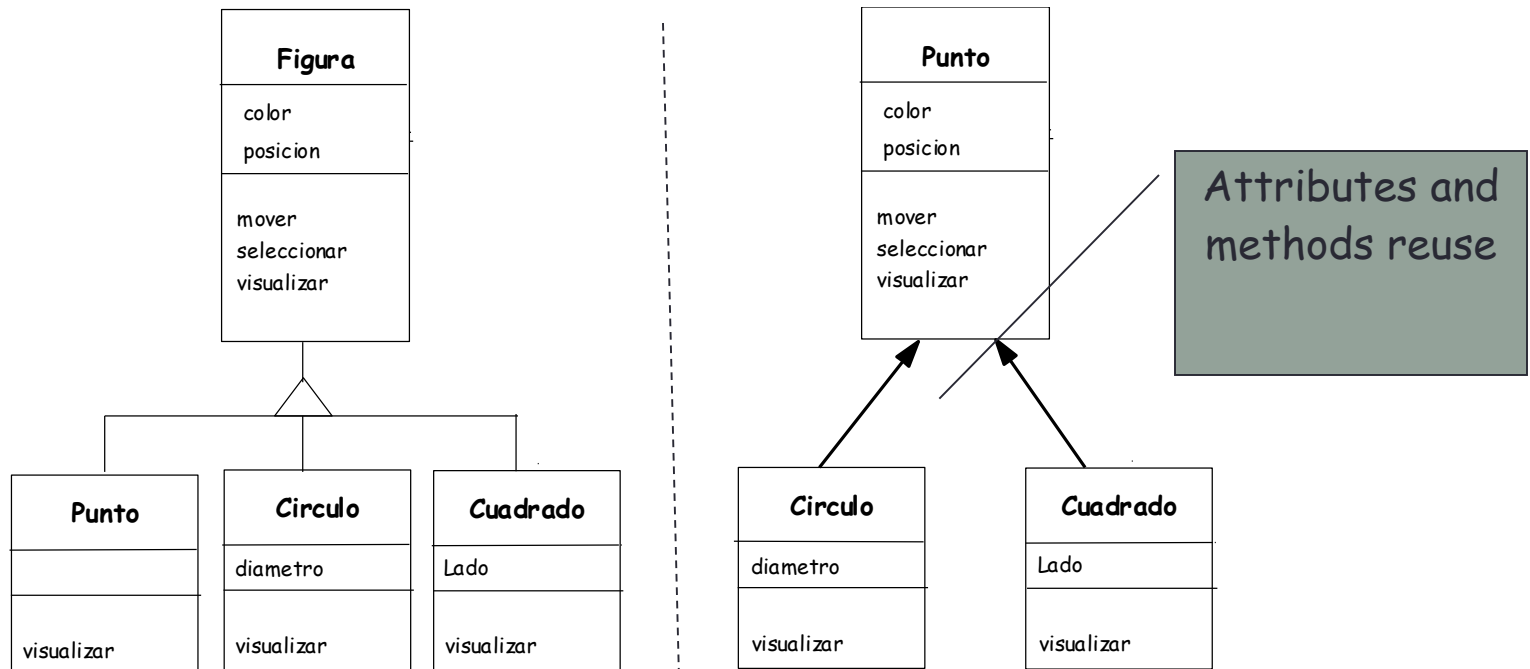
- Each instance in a subclass is also an instance of the parent class. (relationship **is_a**).



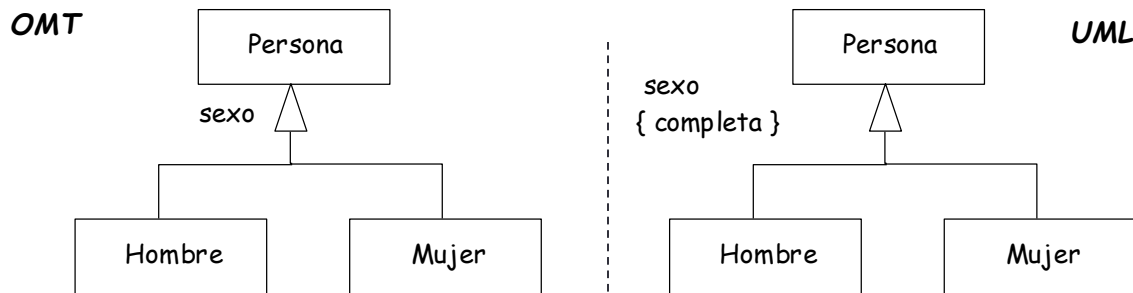


redefinition

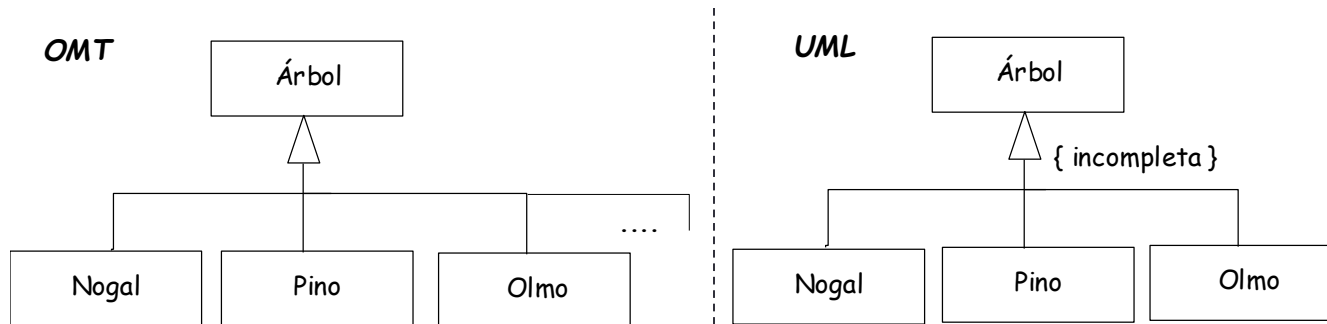
- The specialization relationship is used for conceptual modelling whereas inheritance is a code reusing mechanism during the implementation phase.



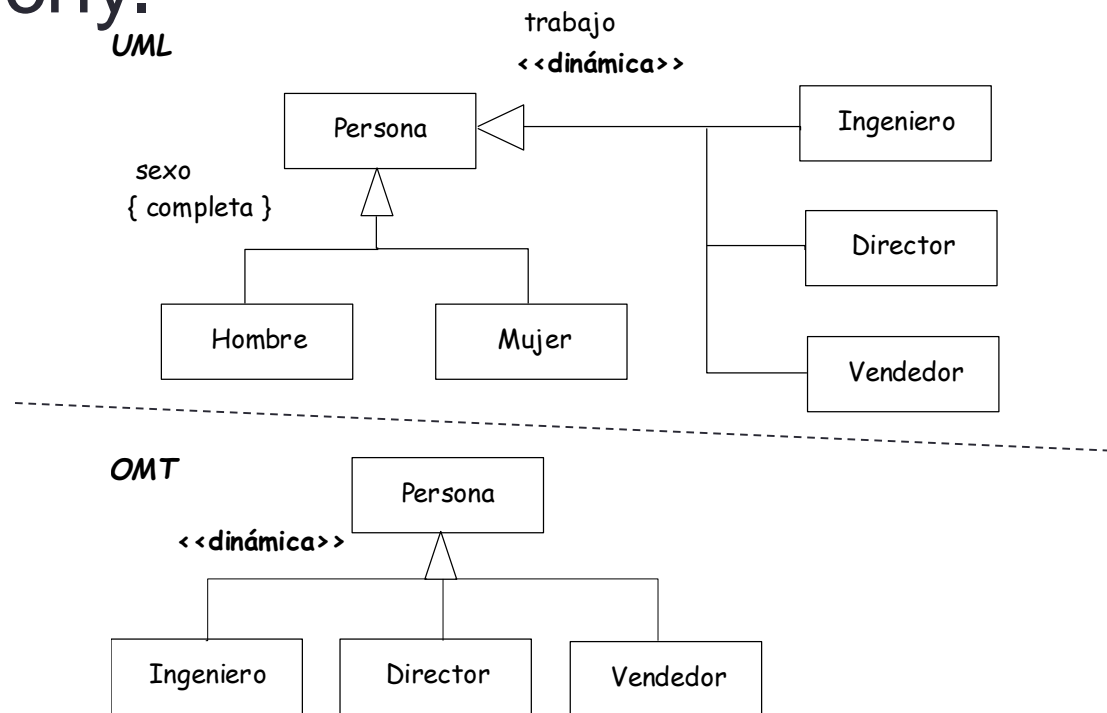
- Two types of **restrictions**:
 - **Complete**: All children classes are specified in the model



- **Incomplete**: Not all children specified



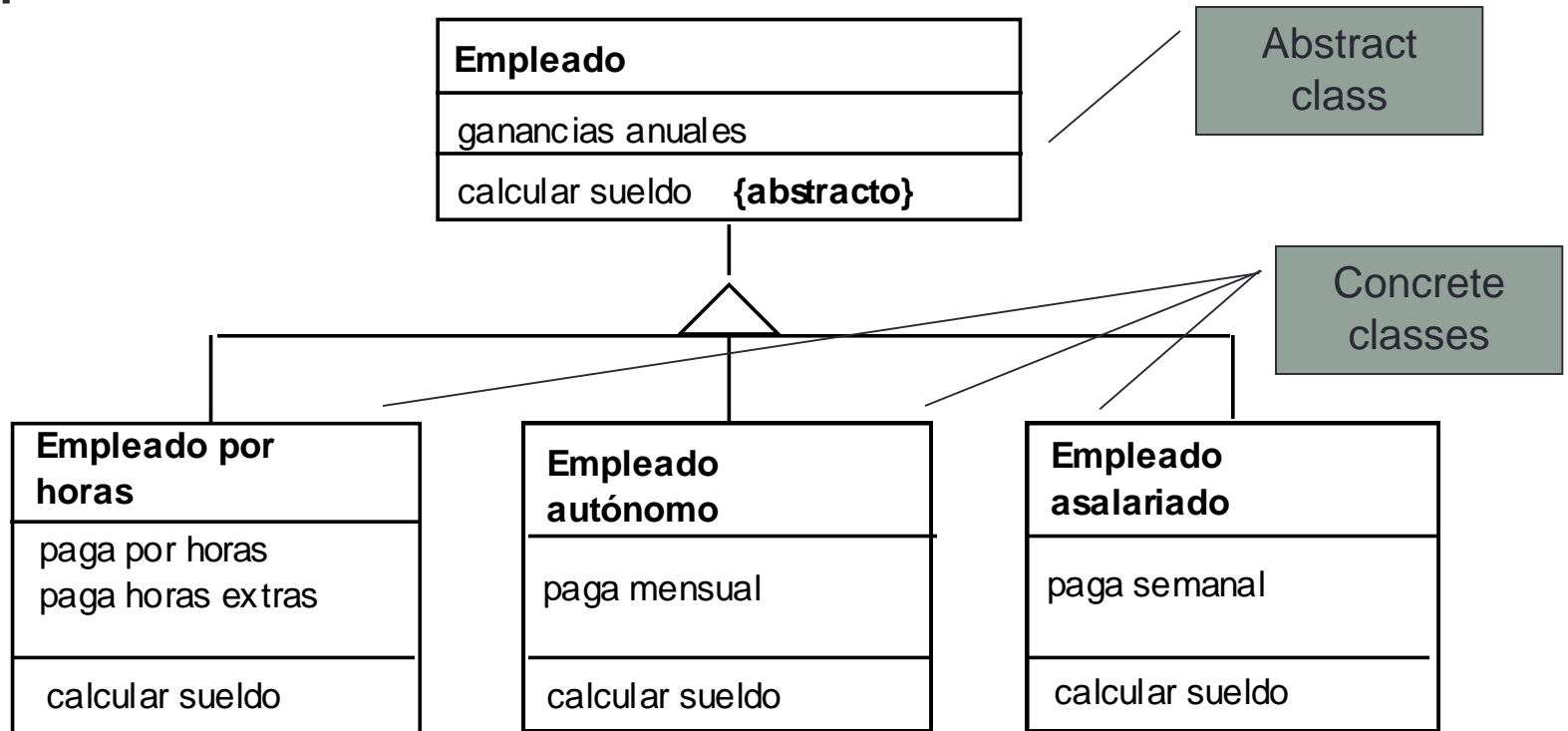
- A specialization is dynamic if an object may change to a different class within the hierarchy.



Abstract Classes

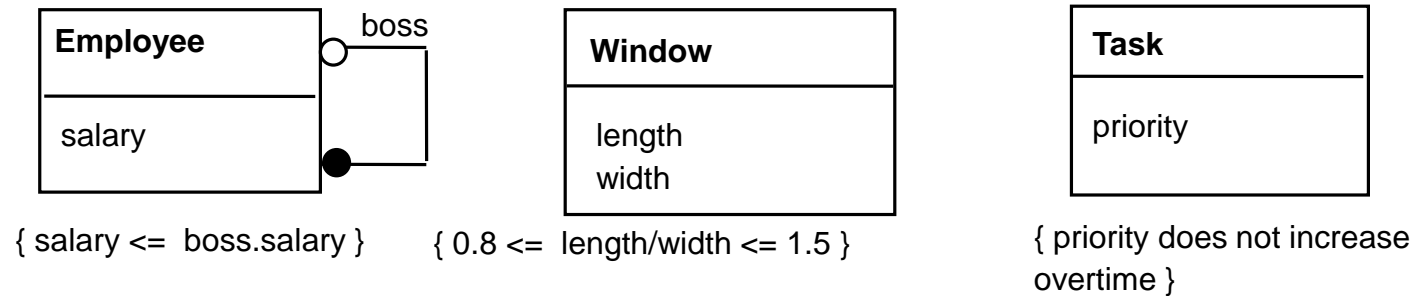
- An abstract class has no instances. Its descendant classes have them.
- An abstract class has at least one method without code (undefined methods)
- Abstract classes are used to defined the operations that are inherited by the descendant classes. They provide the protocol (interface) but without giving a concrete implementation.

- All concrete subclasses must provide an implementation for an abstract method.

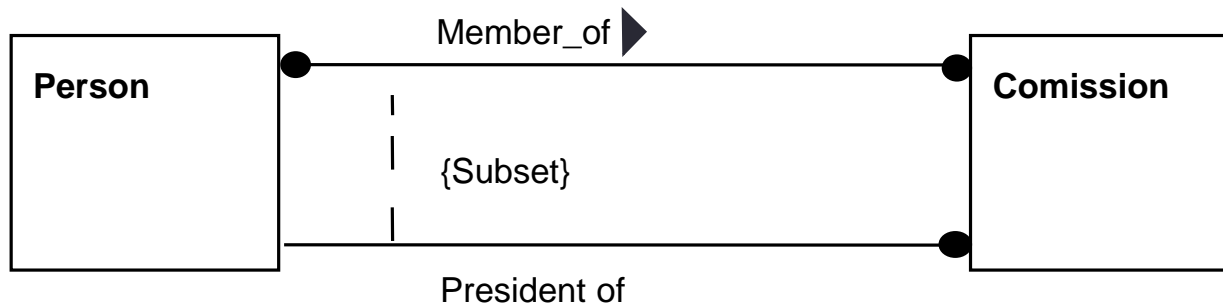


Restrictions

- Restrictions are functional relationships between entities in the model.
- Usually expressed in a declarative form but also natural language can be used
- These restrictions may refer to values of the attributes of an object.



- They are also used between association relationships.



Exclusive associations

- An exclusive association (or-association) consists of set of associations that relate an initial class (source) with several destination classes.
- Taking an object of the source class, it is at most related with one object of a destination class.

