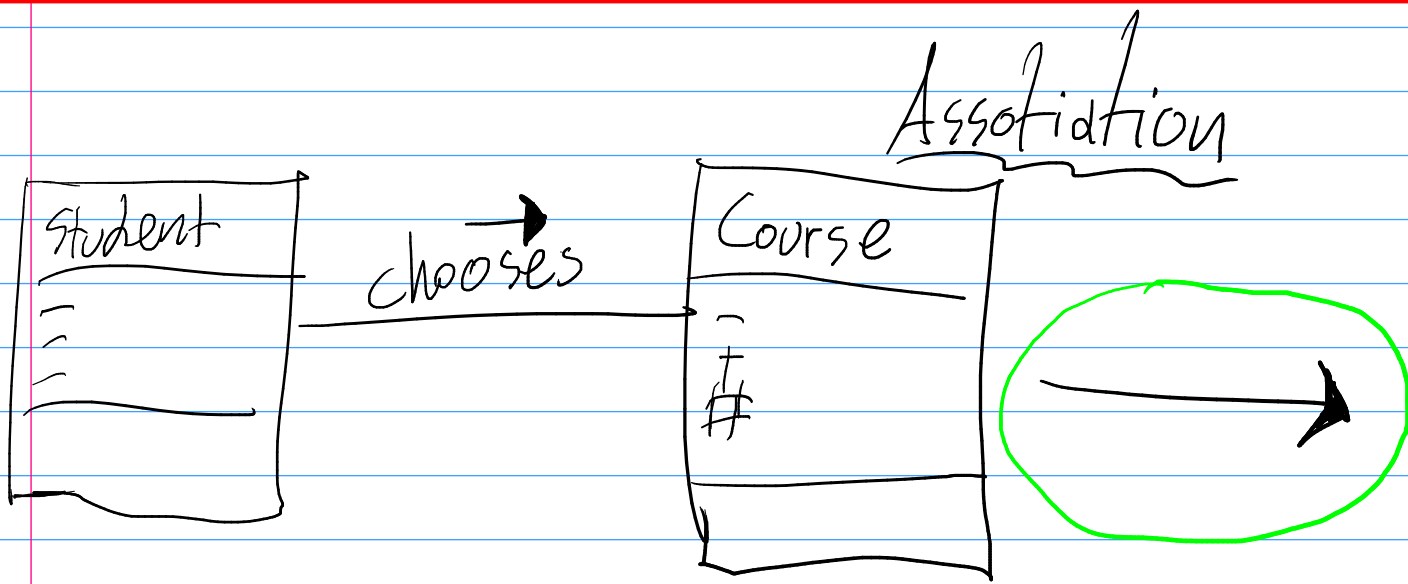


UML Diagrams



Structural/Behavioural Diagrams (Class D./Communication Diagram.)

S.D show a system's static parts and their relationships, classes & components.

While B.D illustrate the dynamic flow, actions and interactions (the "How"). Such as workflows and message sequences.

UML → S.D.
UML → B.D

Object Diagram Notations

Enums use dependency or Association.

Aggregation

Dep. Relationship

Composition

link

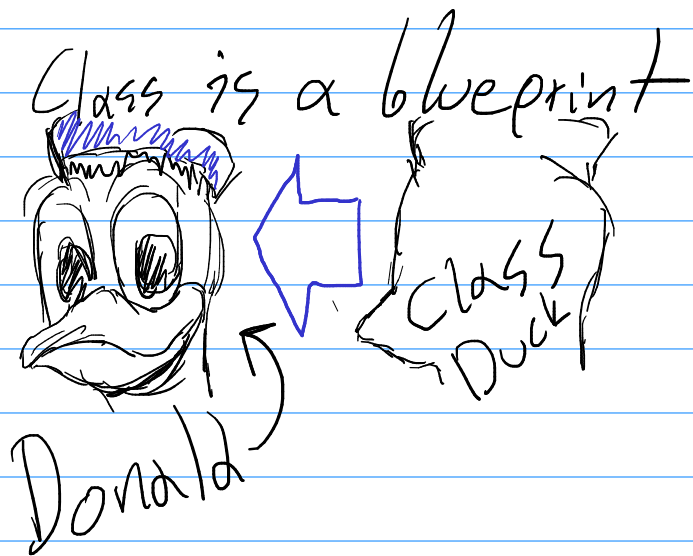
Association

Google each one!

Multiplicities:

0...1
1... * 0... *

Class is a blueprint



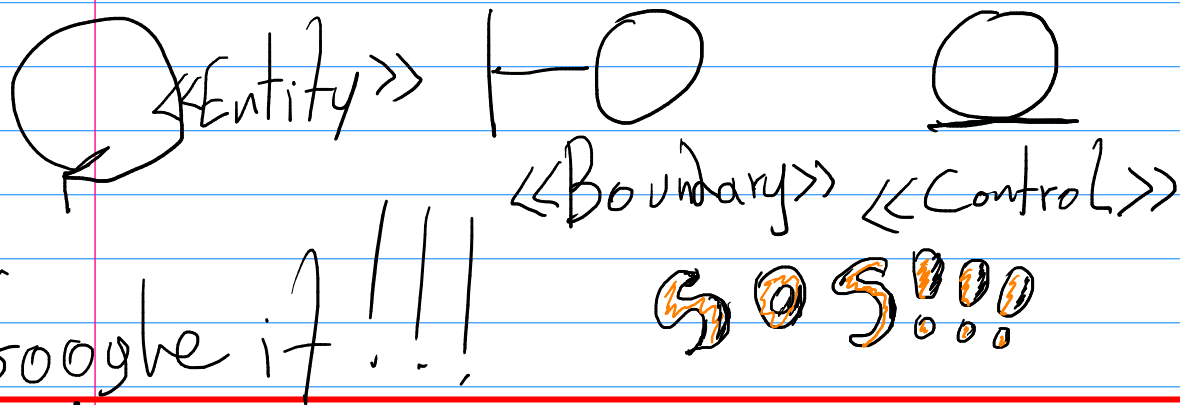
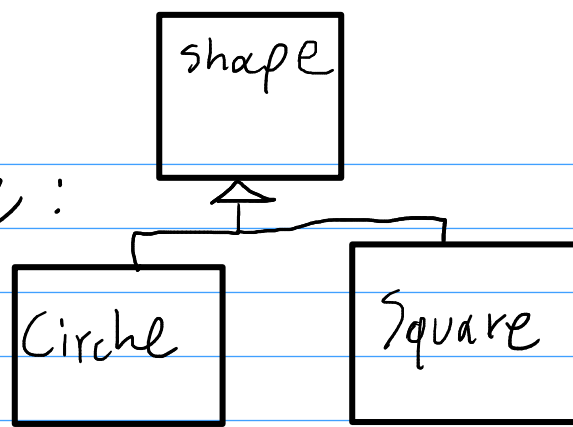
A class represents a concept which encapsulates state (attributes) & behavior (operations).

- private
+ public
protected
(...)

Duck
- name: Donald : String
- job: jobless : String
+ quack() : void

signature

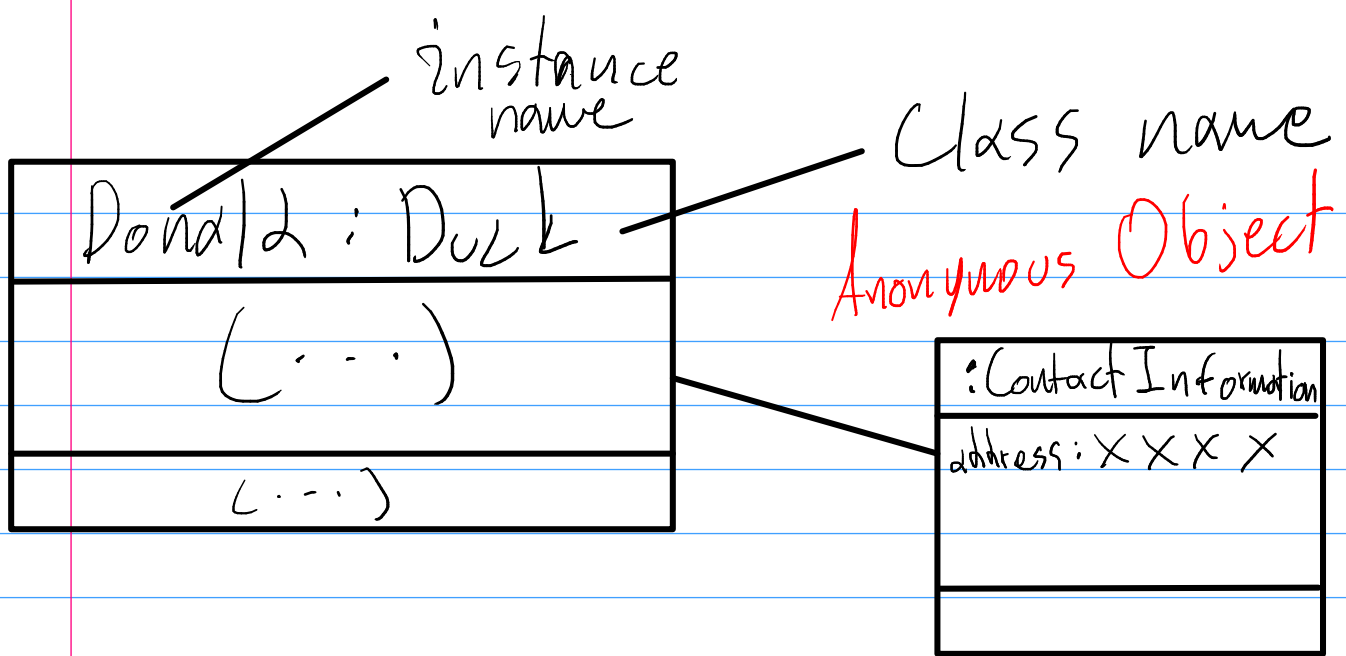
Inheritance:



Object is an instance of a class, likewise an Object Diagram. Is an instance of a Class Diagram.

Shows a snapshot of a detailed state of a system. (At a point in time).

Object D. is closely related to Communication Diagrams.



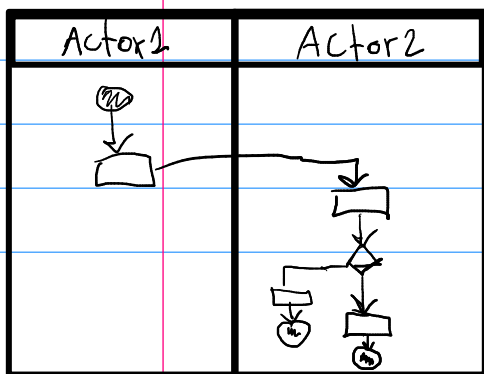
Activity Diagram

Good to show steps of a system

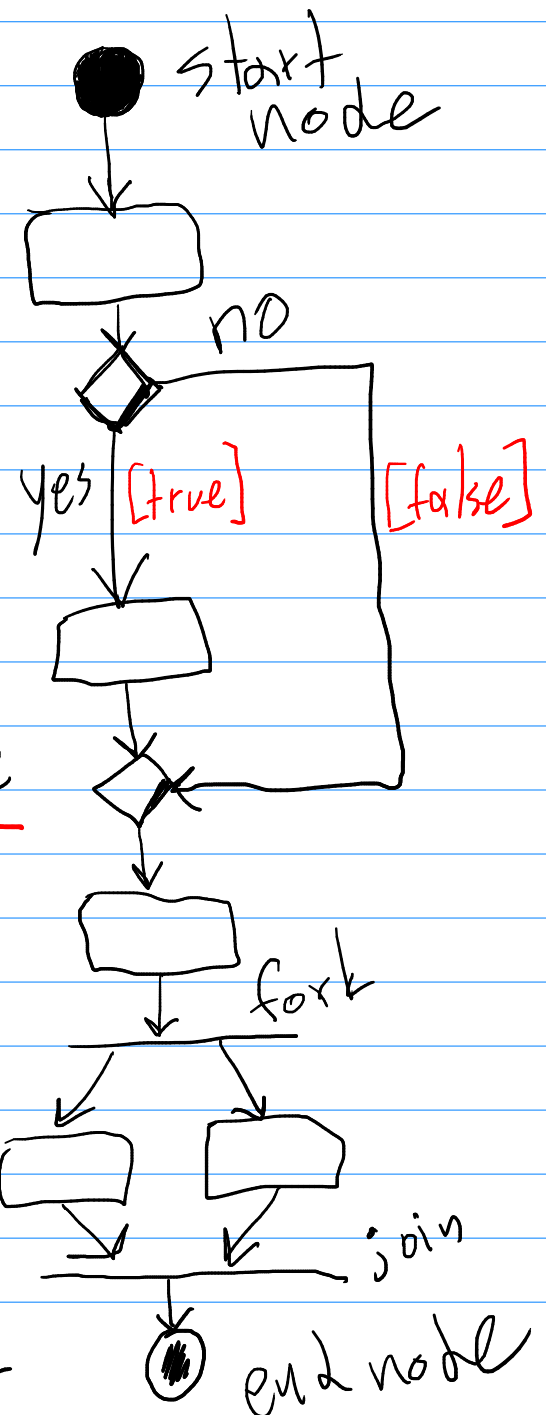
Behavioral

dynamic, shows change in time

Processes in Time

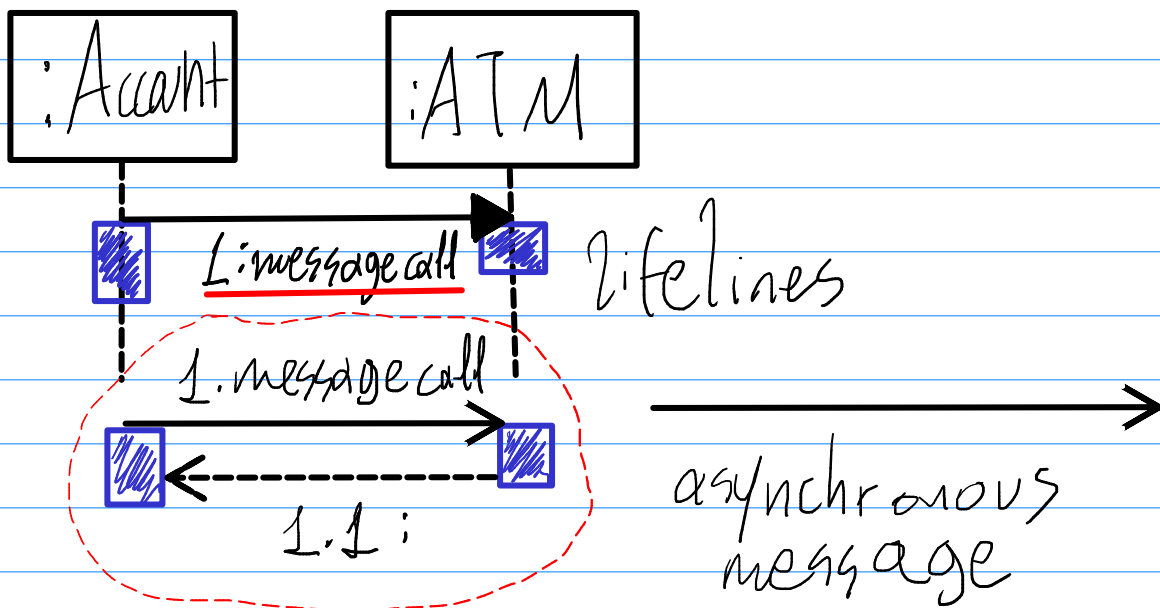


swimlanes
Google it



:ObjectNode

Sequence Diagram (collaboration is close to this one)



View the Visual Paradigm examples (Google)

Collaboration Diagrams

Same as Sequence just displays the info differently.

An object is represented by

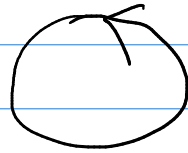
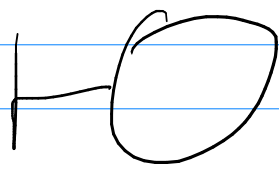
Object name: class name

Yk the Source

Legacy Crap

Robustness Analysis

Google
Paradigm



Model View Controller

That too

Collaboration

Communication

essentially
the same.

link vs association with are they?

Link vs Association

An association describes what classes can do abstractly
While links concretely says what the objects do/links at runtime

Development Methodologies

V-model
evolving prototype
Waterfall
iterative something
(...)
google

