

UML Modeling (Presentation #3)

Special Topics (CS3001)

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A Brief Introduction

- It's difficult to imagine a lot of objects interacting at the same time.
- It's also difficult for someone else to imagine these objects interacting when they have never seen them in use before.
- This where Uniform Modeling Language (UML) Diagramming comes in handy.

A Brief Introduction

- Uniform Modeling Language (UML) is a modeling language that helps visual a system, typically in programming.
- UML can be broken down into two simple interactions: Entities and Relationships.

Entities The actors in the system.

Relationships How actors interact with one another. These relationships can include: dependencies (A depends on B), generalization (A is a generalization of B), aggregation (A is an aggregation of B, C, D).

A Brief Introduction

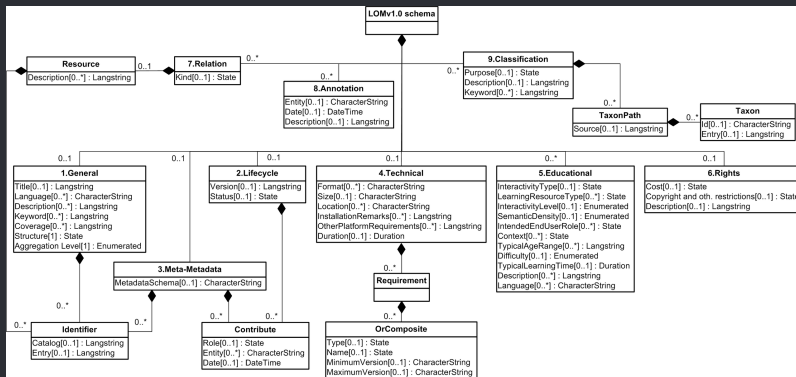


Figure: An example of a UML Diagram

Prior Knowledge

- I have had no prior experience with UML.

Goals

- To become fluent in UML Diagramming, with all associated entities and relationships.
- To become fluent in an application that is meant to do powerful UML diagramming.

StarUML

After a lot of searching, I settled on **StarUML**. It was recommended all over the internet, and it seemed to be able to handle complicated diagrams.

StarUML

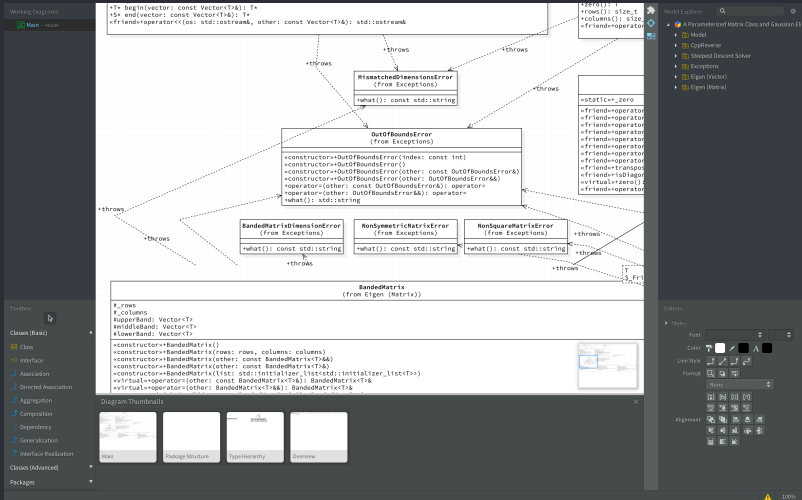


Figure: An example of a UML Diagram

Resources


- Most of the learning came from playing around the tool. However, there were other resources I found to be useful.
- Online resources.
 - The official website.
 - The extension gallery, to help automate the tedious parts.
 - A UML cheatsheet.


Goal Accomplishment


- Since the beginning of the semester, I have drastically become better at creating UML Diagrams. The evidence can be found with this presentation; homework-2.png was the first real UML Diagram I created, homework-6.png was the most recent one created.

In Closing

All question, comments, and insults can be directed towards me:

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