

# CS 213 – Software Methodology

## Spring 2023

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Mar 1

UML Class Diagram - I

# UML Diagrams

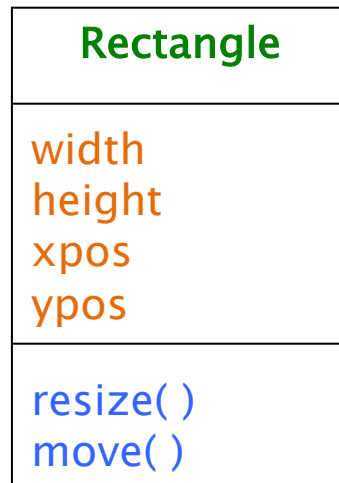
- UML stands for Unified Modeling Language, which is a (mainly) graphical notation used to express object-oriented design
- There are three kinds of UML diagrams that are used in practice:
  - **Class diagram**, used to show classes and the relationships between them
  - **Sequence diagram**, used to show sequences of activity when methods are invoked on classes
  - **State diagram**, used to represent state-based designs

# Class Diagram

- A class diagram shows classes and the relationships between them
- The simplest way to draw a class is like this:



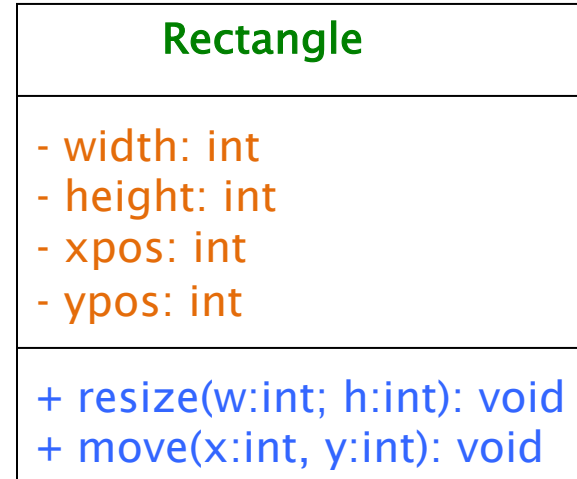
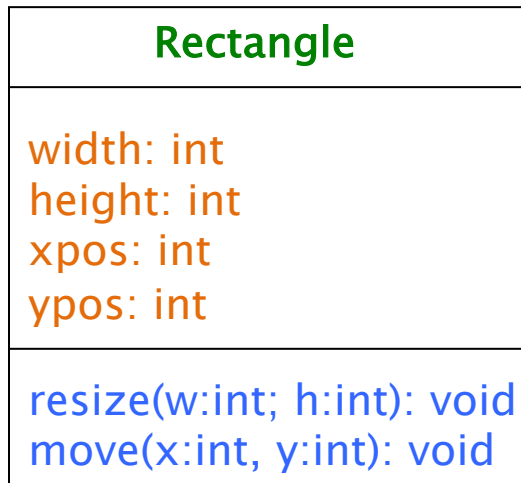
- Details may be added to the class like this:



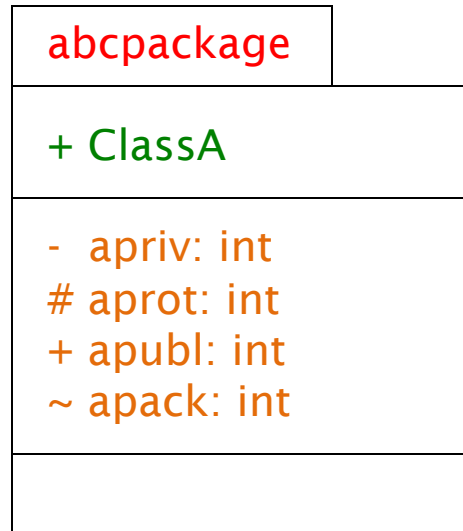
*Attributes appear below the class name, and operations (methods) appear below the attributes*

# Class Diagram with Attributes and Methods

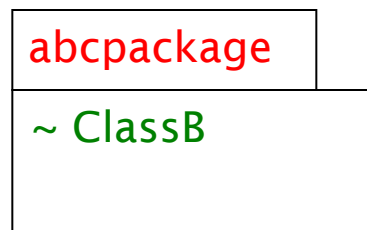
- An even greater level of detail can be added by specifying the type of each attribute, as well as type of each parameter and return type for each method:
- And the access level (private, public, etc.) for each member:



# UML Notation for Access Levels

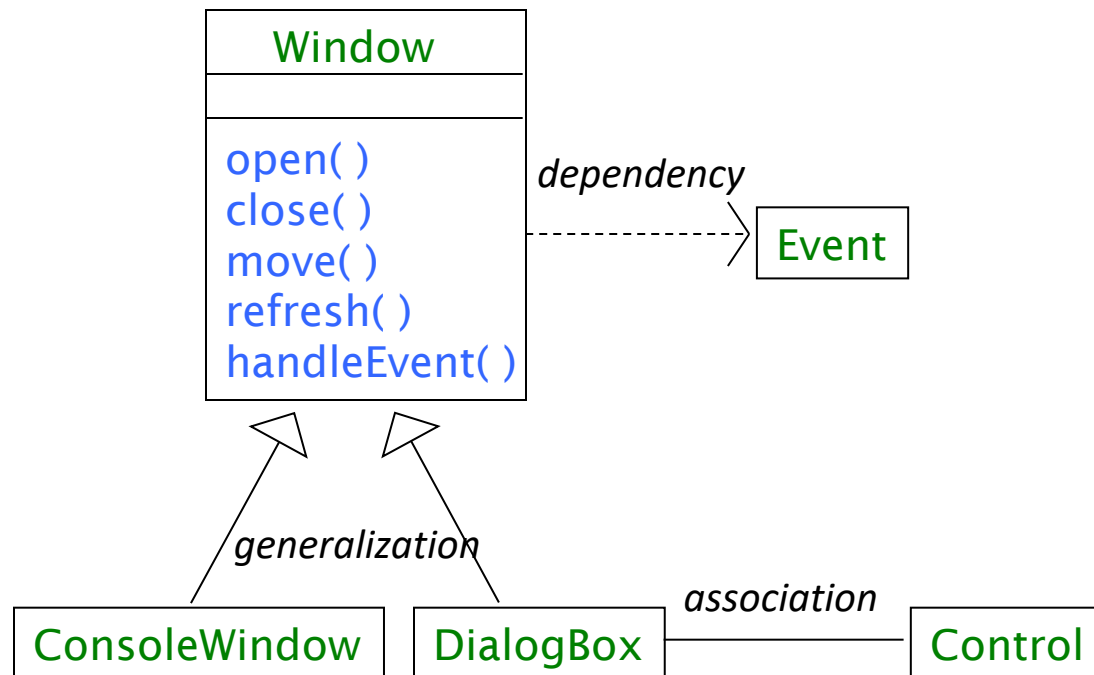


+ : public  
# : protected  
~ : package  
- : private



# Class Diagram: Relationships

- Relationships between classes are essentially of three kinds: *generalization/specialization* (super/sub), *association*, and *dependency*

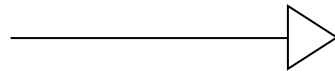


This example from “The Unified Modeling Language User’s Guide” by Booch, Rumbaugh, Jacobson

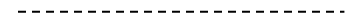
# Class Diagram: Relationships

- Relationships between classes are represented by various kinds of lines

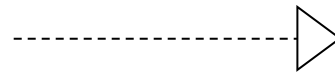
Inheritance



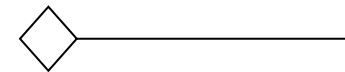
Association  
Class



Interface  
Implementation



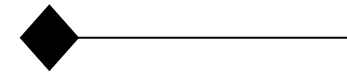
Aggregation



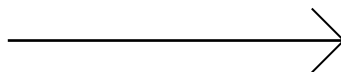
Bi-directional  
Association



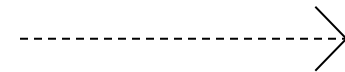
Composition



Uni-directional  
Association

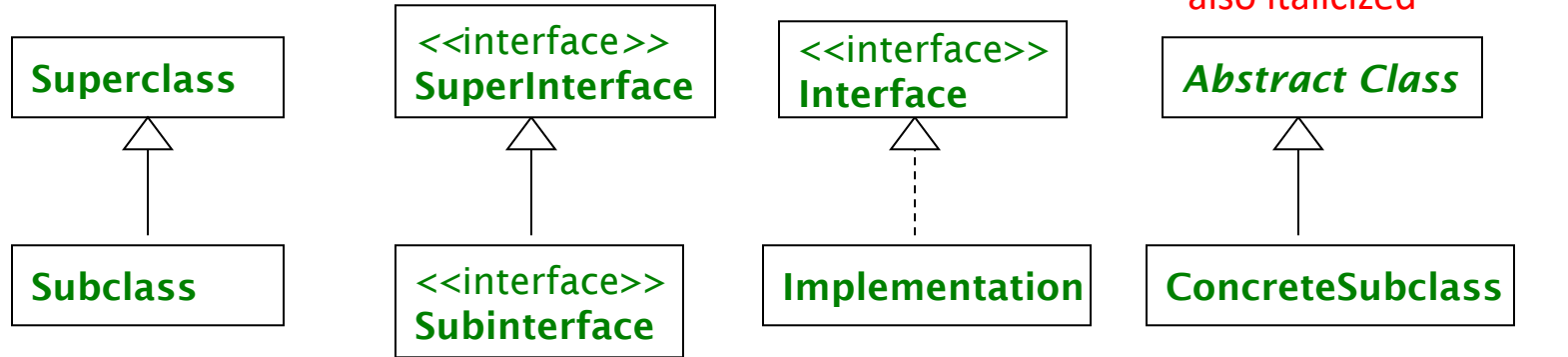


Dependency



# Generalization (and Interface Implementation)

- Notation



- Examples

