CS 213 – Software Methodology
Spring 2019

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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

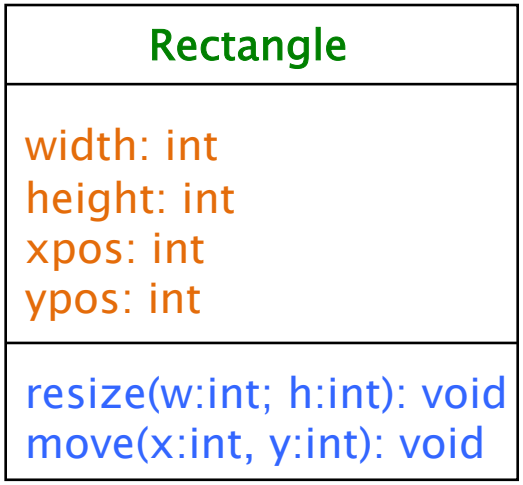
- The simplest way to draw a class is like this:

- Details may be added to the class like this:

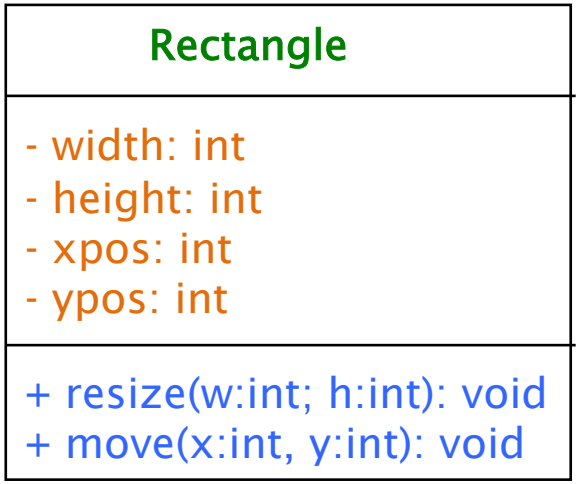
Attributes appear below the class name, and operations (methods) appear below the attributes

Class Diagram with Attributes and Methods

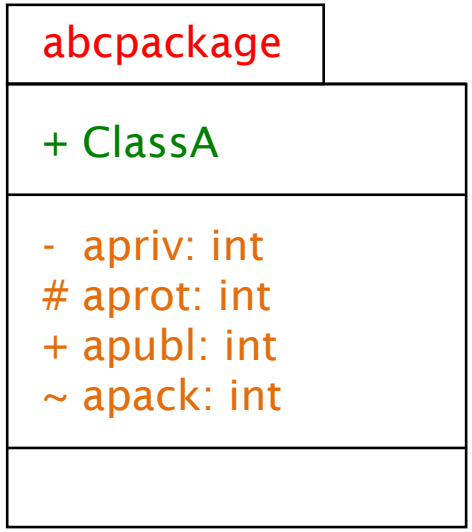
- An even greater level of detail can be added by specifying the type of each attribute, as well as type of each parameter and return type for each method:



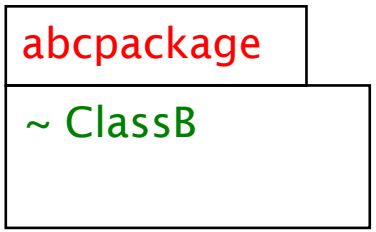
- And the access level (private, public, etc.) for each member:



UML Notation for Access Levels

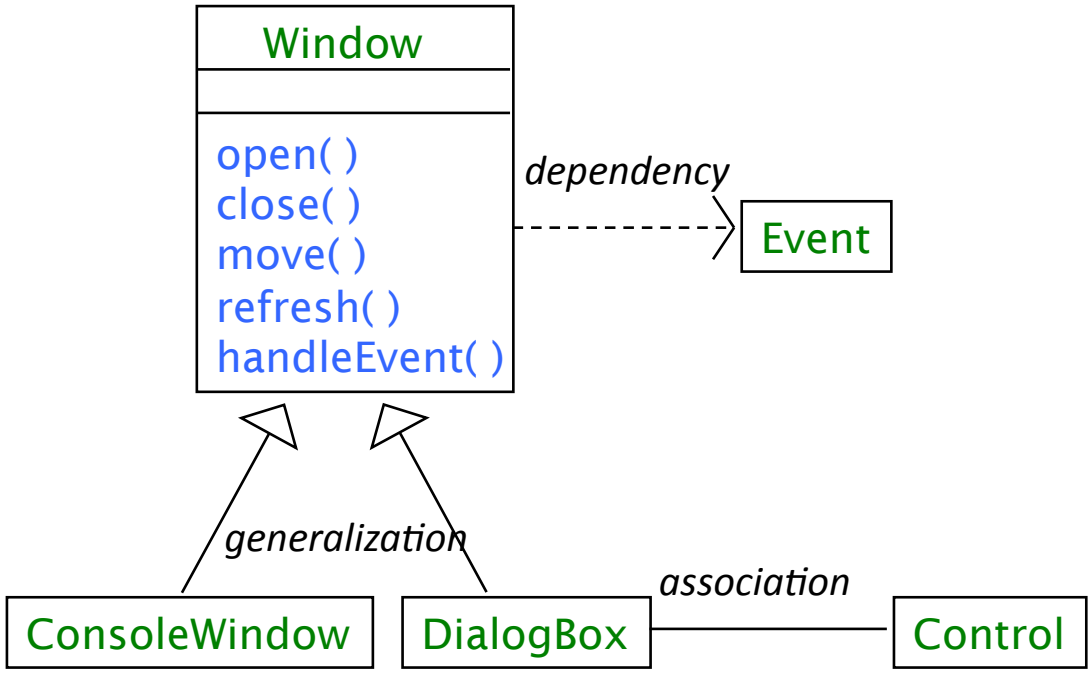


+ : public
# : protected
~ : package
– : private



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