

UNIFIED MODELING LANGUAGE

UML

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UML PART I

- Introduction to UML
- Overview and Background

OBJECTIVES OF UML

- UML is a general purpose notation that is used to
 - visualize,
 - specify,
 - construct, and
 - documentthe artifacts of a software systems.

BACKGROUND

- UML is the result of an effort to simplify and consolidate the large number of OO development methods and notations

TYPES OF DIAGRAMS

- **Structural Diagrams** – focus on static aspects of the software system
 - Class, Object, Component, Deployment
- **Behavioral Diagrams** – focus on dynamic aspects of the software system
 - Use-case, Interaction, State Chart, Activity

STRUCTURAL DIAGRAMS

- **Class Diagram** – set of classes and their relationships.
Describes interface to the class (set of operations describing services)
- **Object Diagram** – set of objects (class instances) and their relationships
- **Component Diagram** – logical groupings of elements and their relationships
- **Deployment Diagram** - set of computational resources (nodes) that host each component.

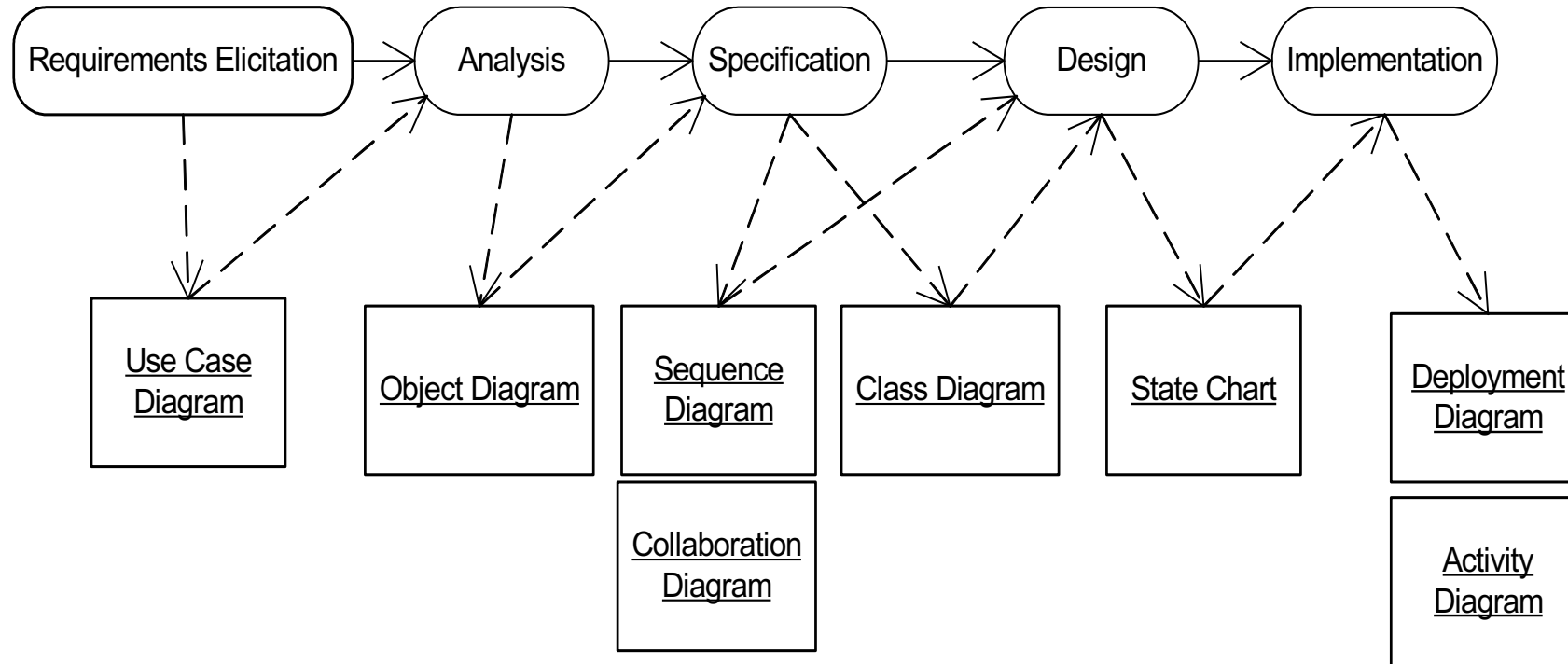
BEHAVIORAL DIAGRAM

- **Use Case Diagram** – high-level behaviors of the system, user goals, external entities: actors
- **Sequence Diagram** – focus on time ordering of messages
- **Collaboration Diagram** – focus on structural organization of objects and messages
- **State Chart Diagram** – event driven state changes of system
- **Activity Diagram** – flow of control between activities

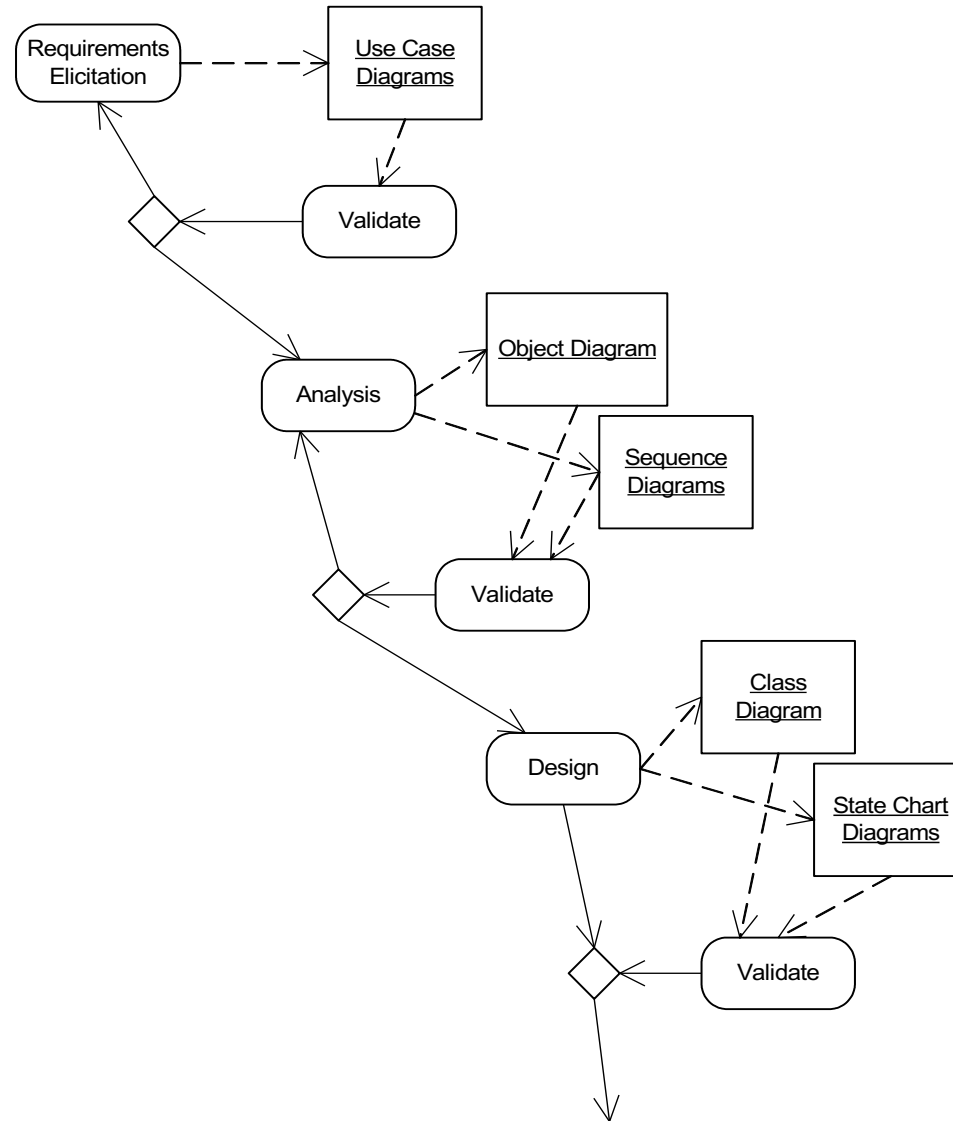
DEVELOPMENT PROCESS

- Requirements elicitation – High level capture of user/system requirements
 - Use Case Diagram
- Identify major objects and relationships
 - Object and class diagrams
- Create scenarios of usage
 - Class, Sequence and Collaboration diagrams
- Generalize scenarios to describe behavior
 - Class, State and Activity Diagrams
- Refine and add implementation details
 - Component and Deployment Diagrams

UML DRIVEN PROCESS



UML Driven Process Model



WORK PRODUCTS

- Functional Model – Use Case diagrams
- Analysis Object Model – simple object/class diagram
- Dynamic Model – State and Sequence diagrams
- Object Design Model – Class diagrams
- Implementation Model – Deployment, and Activity diagrams

UML PART II

- Modeling Requirements
- Use Cases
- Scenarios

USE CASE DIAGRAMS

- Describes a set of sequences.
- Each sequence represents the interactions of things outside the system (*actors*) with the system itself (and key abstractions)
- Use cases represent the functional requirements of the system (non-functional requirements must be given elsewhere)

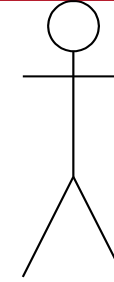
USE CASE

A Use Case

- Each use case has a descriptive name
- Describes what a system does but not how it does it.
- Use case names must be unique within a given package
- Examples: withdraw money, process loan

ACTOR

- Actors have a name
- An actor is a set of roles that users of use cases play when interacting with the system
- They are external entities
- They may be external an system or DB
- Examples: Customer, Loan officer



An Actor

WHAT IS A USE CASE

- Use case captures some user-visible functionality
- Granularity of functionality depends on the level of detail in your model
- Each use case achieves a discrete goal for the user
- Use Cases are generated through requirements elicitation

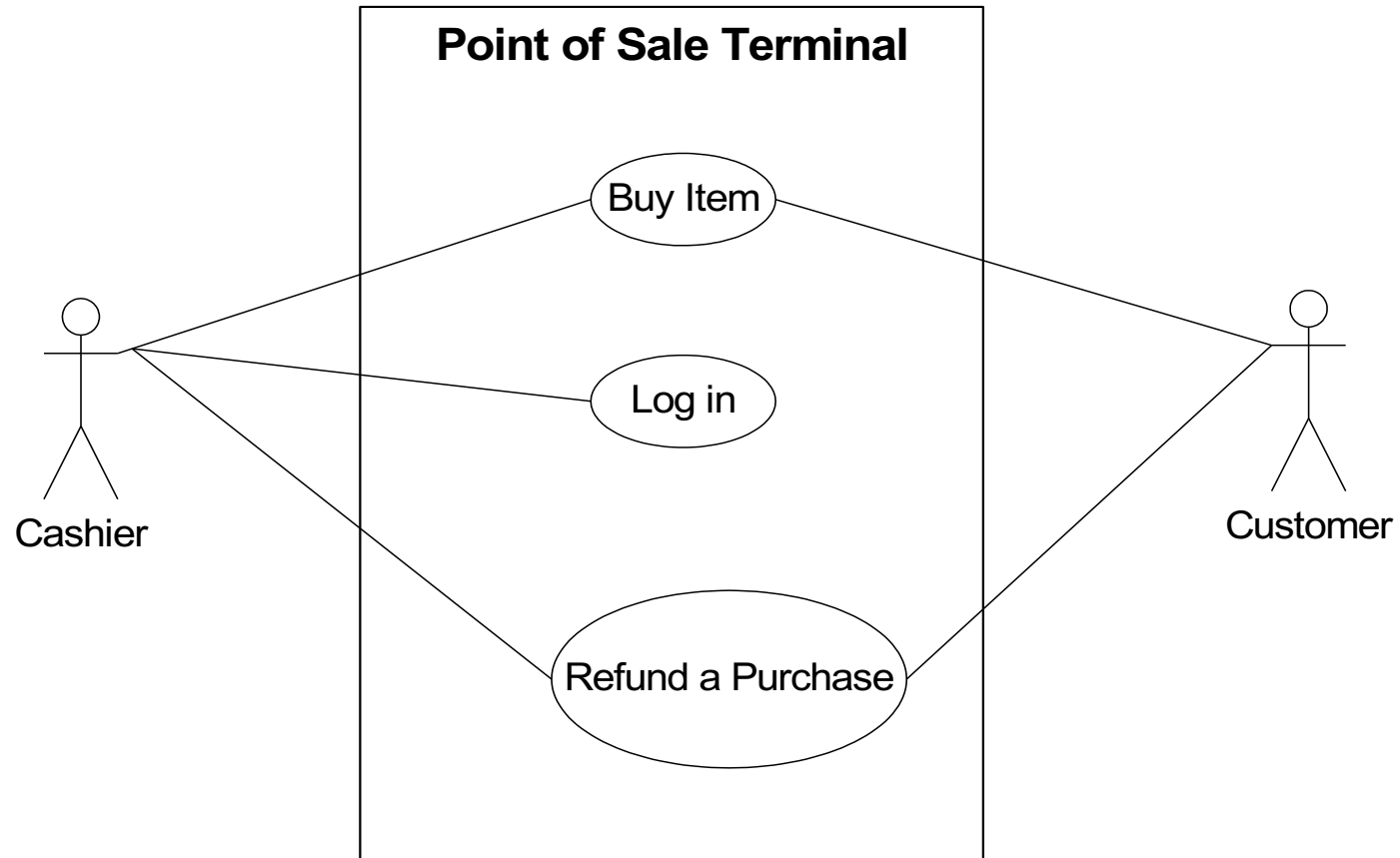
GOALS VS. INTERACTION

- Goals – something the user wants to achieve
 - Format a document
 - Ensure consistent formatting of two documents
- Interaction – things the user does to achieve the goal
 - Define a style
 - Change a style
 - Copy a style from one doc to the next

DEVELOPING USE CASES

- Understand what the system must do – capture the goals
- Understand how the user must interact to achieve the goals – capture user interactions
- Identify sequences of user interactions
- Start with goals and refine into interactions

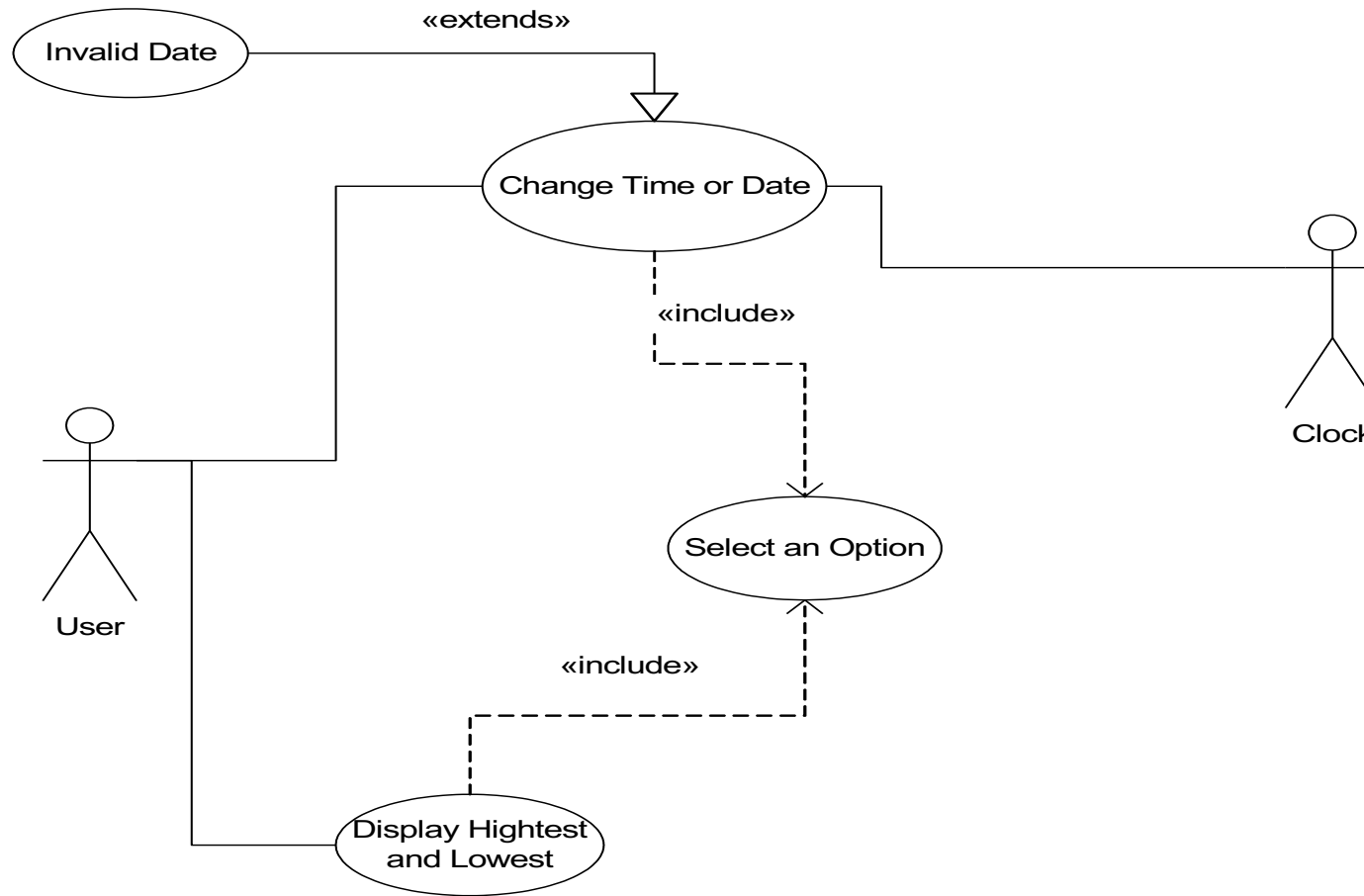
EXAMPLE



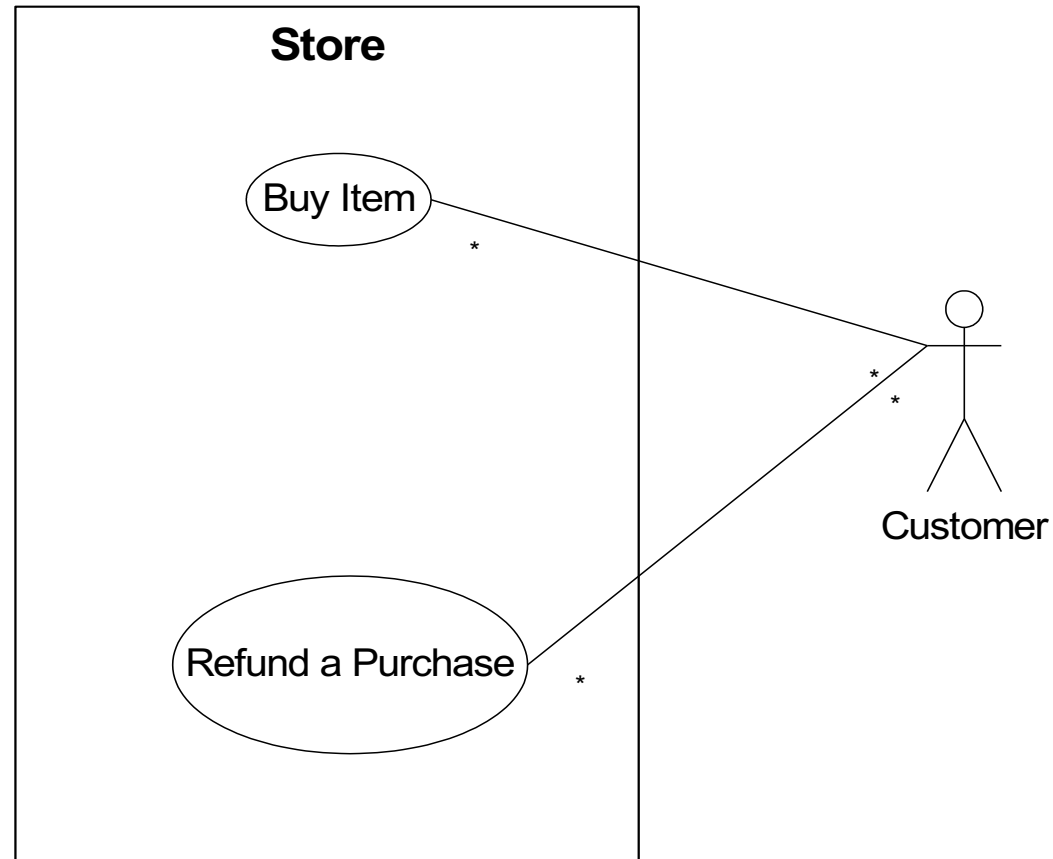
REFINING USE CASES

- Separate internal and external issues
- Describe flow of events in text, clearly enough for customer to understand
 - Main flow of events
 - Exceptional flow of events
- Show common behaviors with *includes*
- Describe extensions and exceptions with *extends*

EXTEND AND INCLUDE



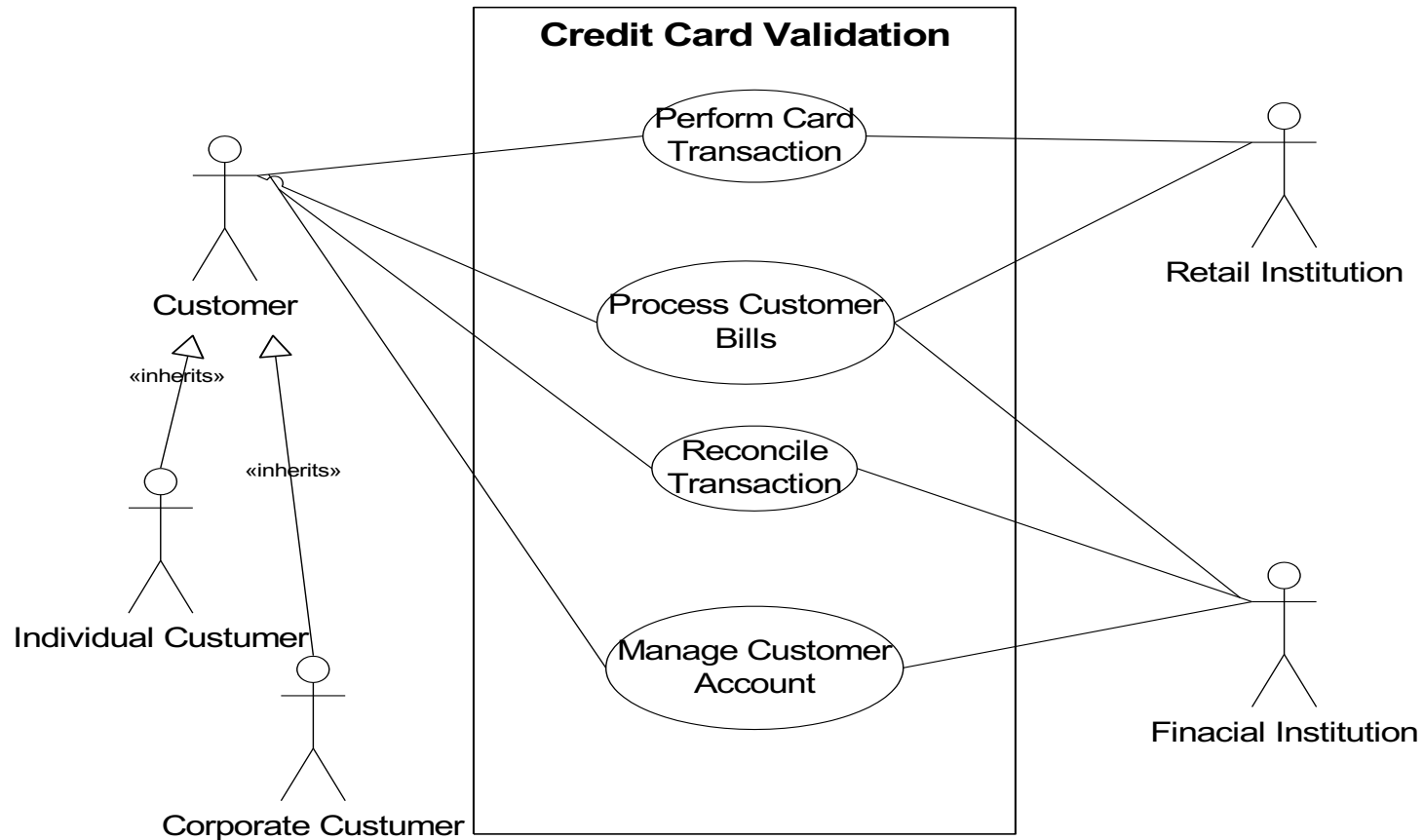
SYSTEM BOUNDARY



USE CASE – BUY ITEM

- Actors: Customer (initiator), Cashier
- Type: Primary
- Description: The customer arrives at the checkout with items to purchase. Cashier records purchases and collects payment. Customer leaves with items

EXAMPLE (GENERALIZATION)



EXAMPLE: WEATHER MONITORING STATION

- This system shall provide automatic monitoring of various weather conditions. Specifically, it must measure:
 - wind speed and direction
 - temperature
 - barometric pressure
 - humidity
- The system shall also provide the following derived measurements:
 - wind chill
 - dew point temperature
 - temperature trend
 - barometric pressure trend

WEATHER MONITORING SYSTEM REQUIREMENTS

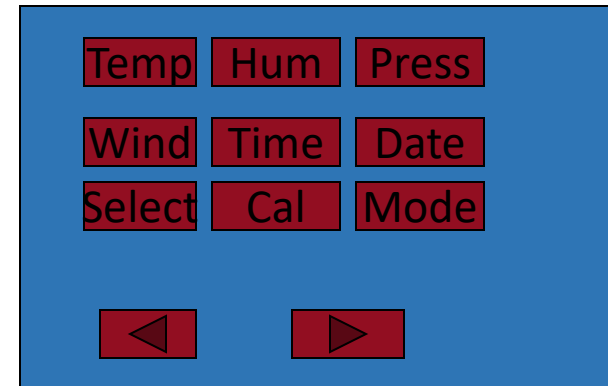
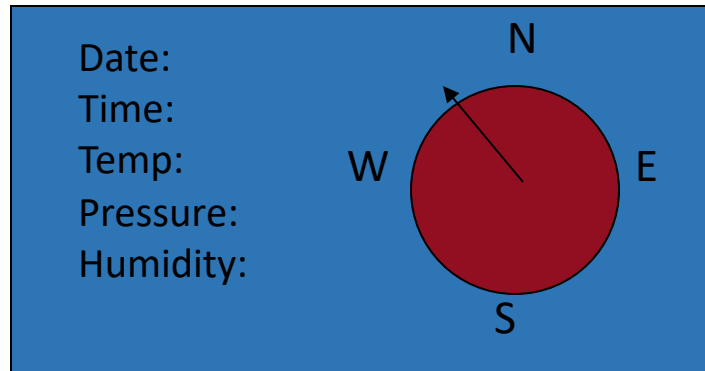
- The system shall have the means of determining the current time and date so that it can report the highest and lowest values for any of the four primary measurements during the previous 24 hour period.
- The system shall have a display that continuously indicates all eight primary and derived measurements, as well as current time and date.
- Through the use of a keypad the user may direct the system to display the 24 hour low or high of any one primary measurement, with the time of the reported value.
- The system shall allow the user to calibrate its sensors against known values, and set the current time and date.

HARDWARE REQUIREMENTS

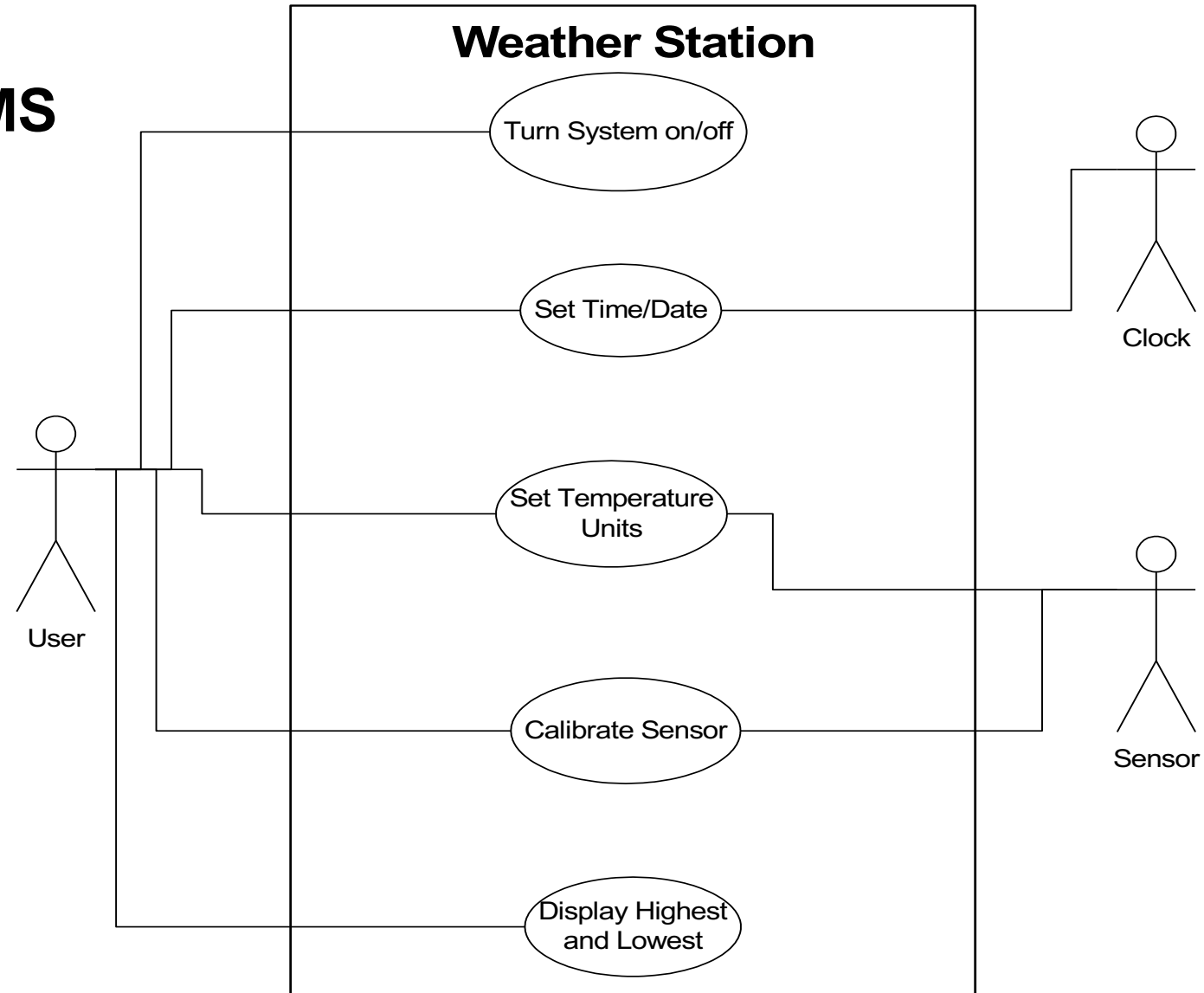
- Use a single board computer (486?)
- Time and date are supplied by an on-board clock accessible via memory mapped I/O
- Temperature, barometric pressure, and humidity are measured by on board circuits with remote sensors.
- Wind direction and speed are measure from a boom encompassing a wind vane (16 directions) and cups (which advance a counter every revolution)
- User input is provided through an off the shelf keypad, managed by onboard circuit supplying audible feed back for each key press.
- Display is off the self LCD with a simple set of graphics primitives.
- An onboard timer interrupts the computer every 1/60 second.

DISPLAY AND KEYPAD

- LCDDisplay – Values and current system state (Running, Calibrating, Selecting, Mode)
 - Operations: drawtext, drawline, drawcircle, settextsize, settextstyle, setpenseize
- Keypad allows user input and interaction
 - Operations: last key pressed
 - Attributes: key



USE DIAGRAMS



SCENARIO: POWERING UP

1. Power is turned on
2. Each sensor is constructed
3. User input buffer is initialized
4. Static elements of display are drawn
5. Sampling of sensors is initialized

The past high/low values of each primary measurement is set to the value and time of their first sample.

The temperature and Pressure trends are flat.

The input manager is in the Running state

SCENARIO: SETTING TIME AND DATE

1. User presses Select key
2. System displays selecting
3. User presses any one of the keys Time or Date. Any other key is ignored except Run
4. System flashes the corresponding label
5. Users presses Up or Down to change date or time.
6. Control passes back to step 3 or 5

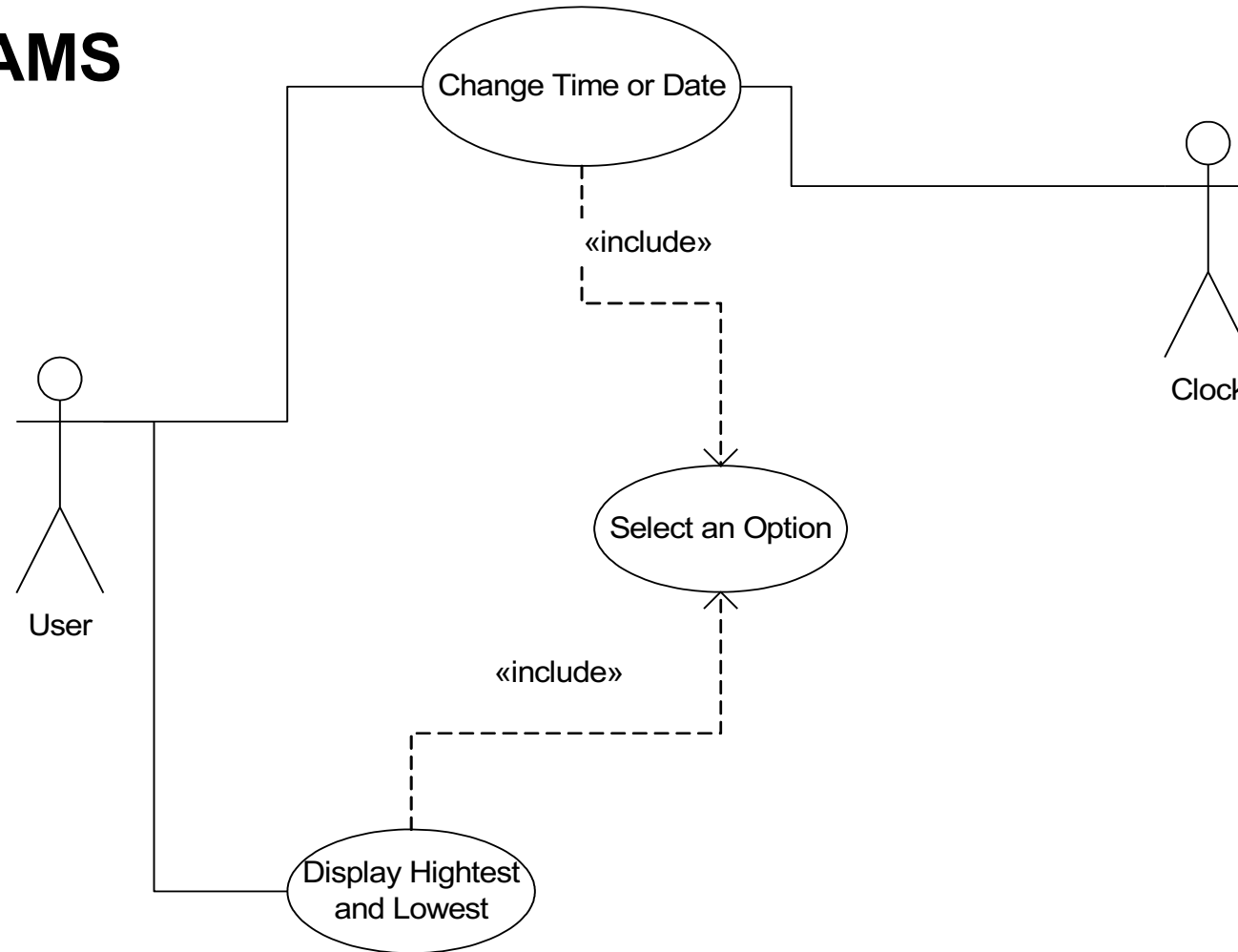
User may press Run to abandon the operation.

SCENARIO: DISPLAY HIGHEST AND LOWEST

1. User presses Select key
2. System displays selecting
3. User presses any one of the keys (Wind, Temp, Humidity, Pressure). Any other key is ignored except Run
4. System flashes the corresponding label
5. Users presses Up or Down to select display of highest or lowest in 24 hour period. Any other key press is ignored except for Run
6. System displays value with time of occurrence
7. Control passes back to step 3 or 5

User may press Run to abandon the operation.

USE DIAGRAMS



SUMMARY

- A well structured use case:
 - Names a single identifiable and reasonably atomic behavior of the system
 - Factors common behavior by pulling such behavior from other use cases that include it
 - Factors variants by pushing such behavior into other uses cases that extend it
 - Describes flow of events clearly
 - Described in a minimal set of scenarios

UML PART III

- Object Oriented Analysis
- Classes & Objects
- Class Diagrams

FROM REQUIREMENTS TO ANALYSIS

- From the Use Case diagrams an initial set of objects and classes can be identified
- This is the first step of analysis
- The second step is to refine the use cases through interaction diagrams
- Class diagrams and the object oriented paradigm will be covered first

OBJECTS

- An object has a state, behavior and identity.
- The structure and behavior of similar objects are defined in their class.
- Terms instance and object are interchangeable.
- State – the properties of an object and the current values of these properties
- Behavior – how an object acts and reacts in terms of its state change and message passing

OBJECTS AND CLASSES

- Class – a generalization of a set of entities with common structure, behavior, and relationships to other classes. An abstract data type.
 - A person, an employee
- Object – an instance of a class. It has a state, value, and scope of existence
 - Joe Smith, Jane Doe

WHAT IS A GOOD CLASS?

- Should provide a crisp abstraction of something from the problem domain (or solution) domain
- Embody a small well defined set of responsibilities and carry them out well
- Provides clear separation of abstraction, specification, and implementation
- Is understandable and simple yet extendable and adaptable.

OBJECT ORIENTED DECOMPOSITION

- Identifying objects which derived from the vocabulary of the problem (and solution) domain.
- Algorithmic view highlights the ordering of events
- OO view emphasizes the agents that either cause action or are the subject upon which the actions operate.

OBJECT ORIENTED PARADIGM

- OO Analysis – A method of analysis which examines requirements from the perspective of classes and objects found in the vocabulary of the problem domain
- OO Design – A method of design encompassing the process of object oriented decomposition.
- OO programming – A method of implementation in which programs are organized as cooperative collections of objects, each an instance of a class whose members are part of a inheritance hierarchy

OBJECT MODEL

- Abstraction – separate behavior from implementation
- Encapsulation – separate interface from implementation
- Modularity – high cohesion and low coupling
- Hierarchy – Inheritance
- Polymorphism – dynamic variable binding
- Typing – strong enforcement
- Concurrency – active vs. inactive
- Persistence – existence transcends runtime

TYPES OF OBJECTS

- *Boundary* – represent the interactions between the system and actors
- *Control* – represent the tasks that are performed by the user and supported by the system
- *Entity* – represent the persistent information tracked by the system

A CLASS IN UML

Class name

Person

Attributes

-name : string(idl)
-age : int

Operators

+print()

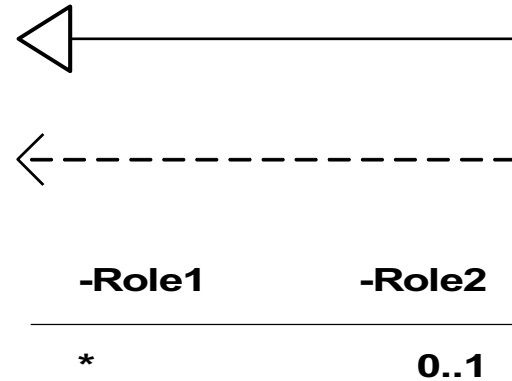
AN OBJECT IN UML

object name
and class



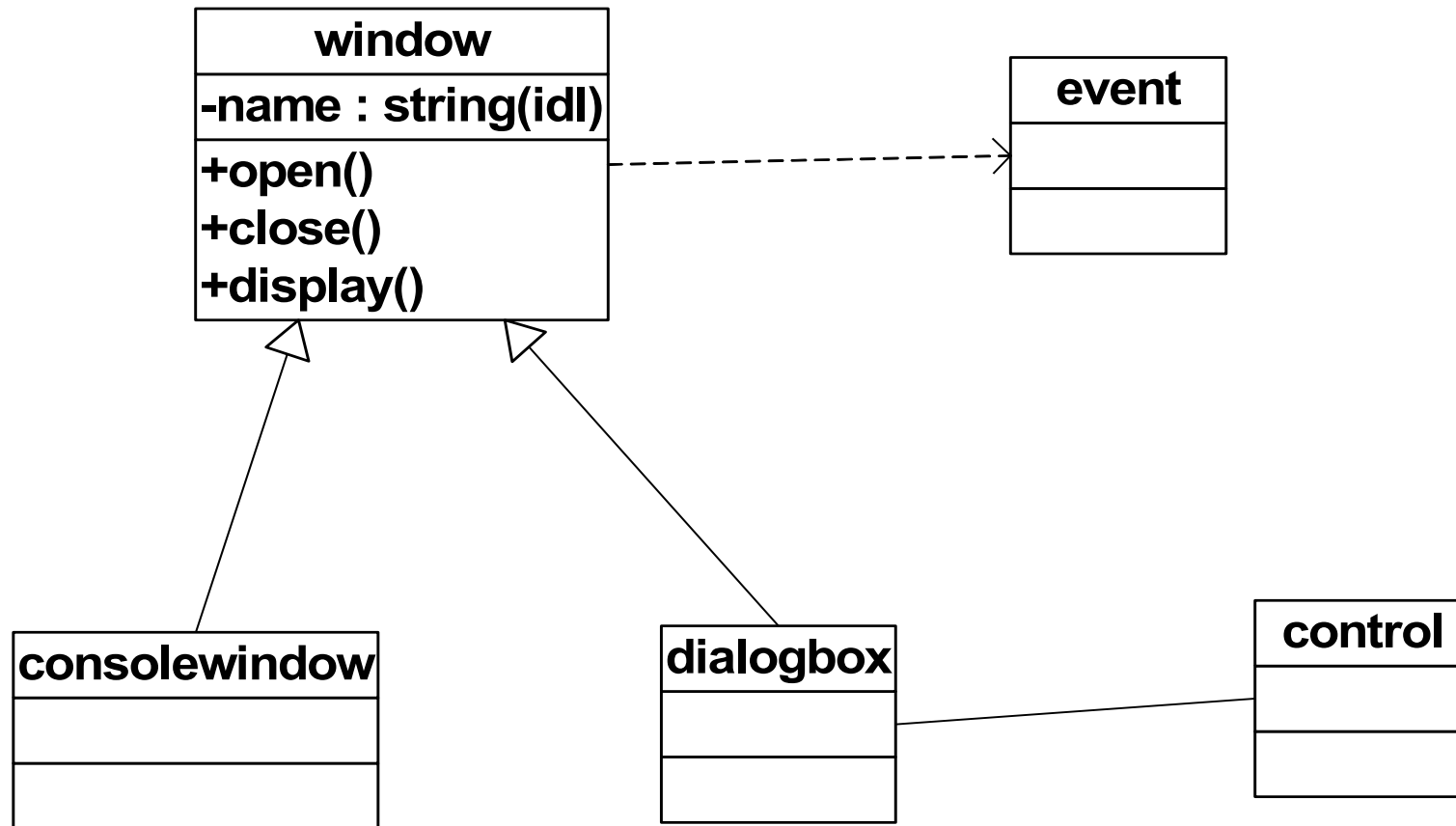
CLASS RELATIONSHIPS IN UML

- Generalization
- Dependency
- Association



- These can represent inheritance, using, aggregation, etc.

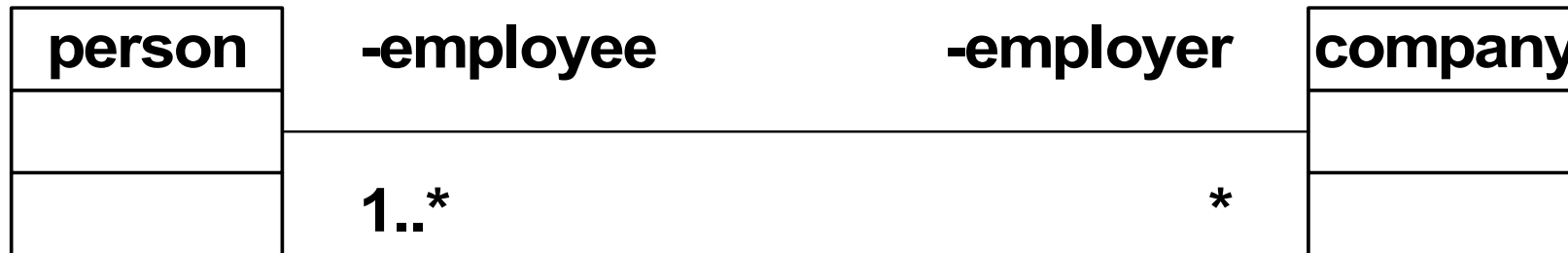
EXAMPLE CLASS DIAGRAM



ASSOCIATION

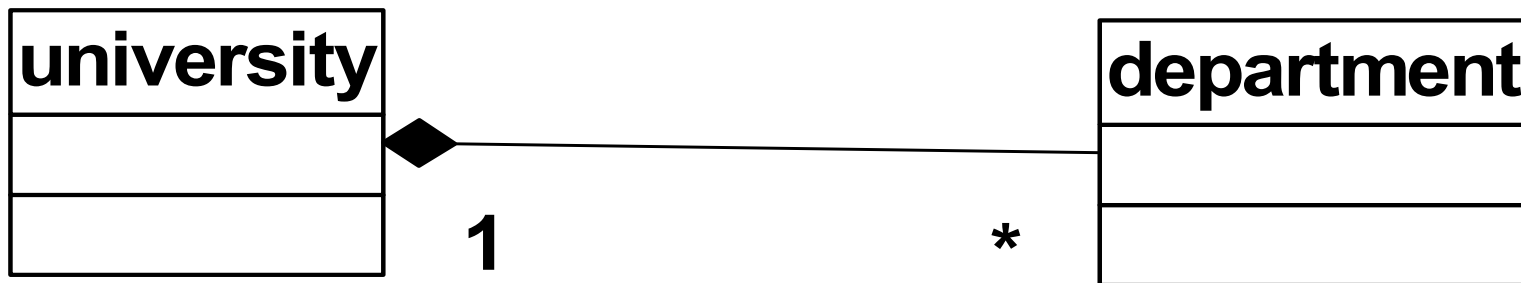
- Structural relationship between peer classes (or objects).
- Association can have a name and direction, or be bi-directional
- Role names for each end of the association
- Multiplicity of the relationship

EXAMPLES OF ASSOCIATION



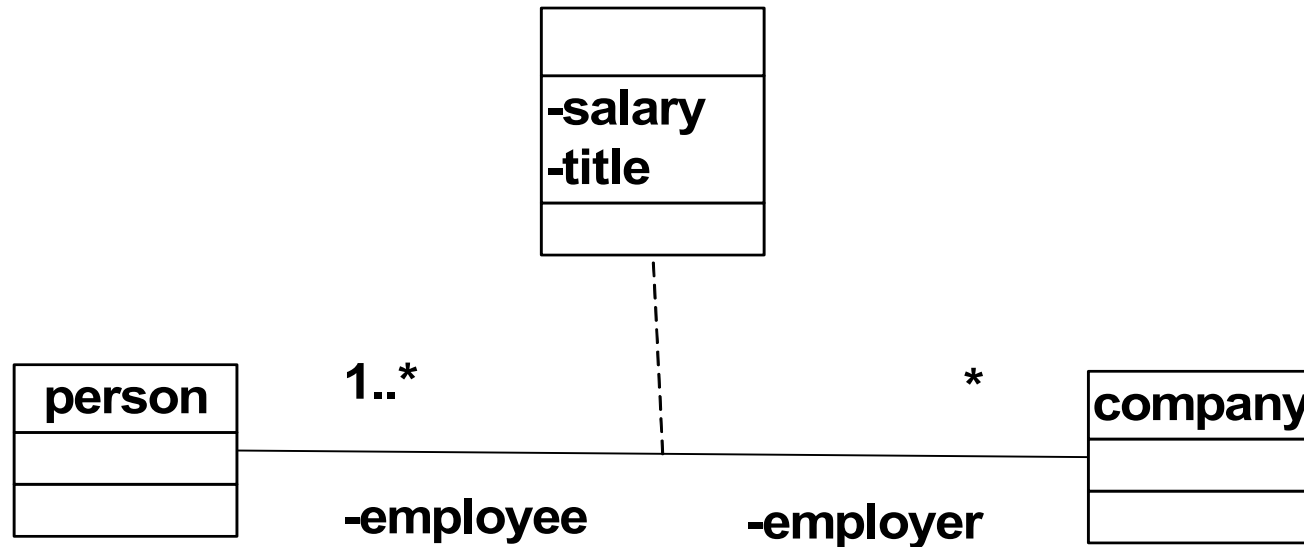
AGGREGATION/COMPOSITION

- Special kinds of association
- Part of relationship
- Can use roles and multiplicity



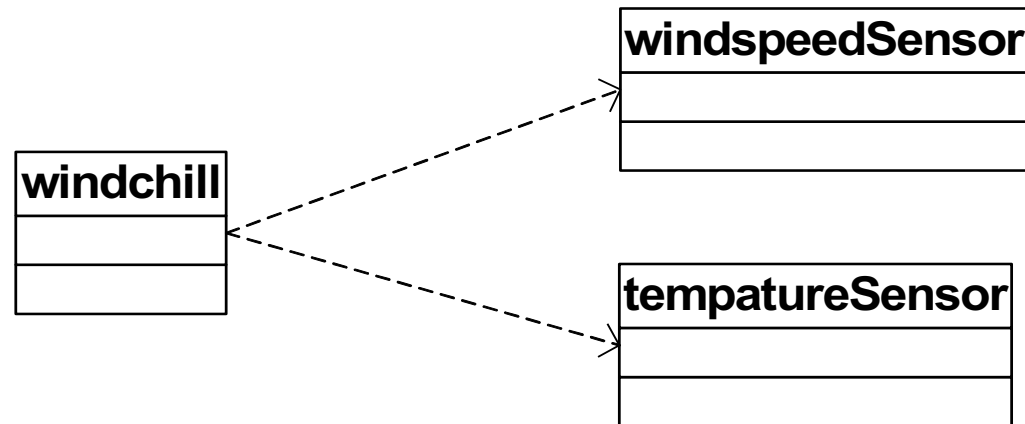
LINK ATTRIBUTES

- Associations may have properties in the same manner as objects/classes.
- Salary and job title can be represented as



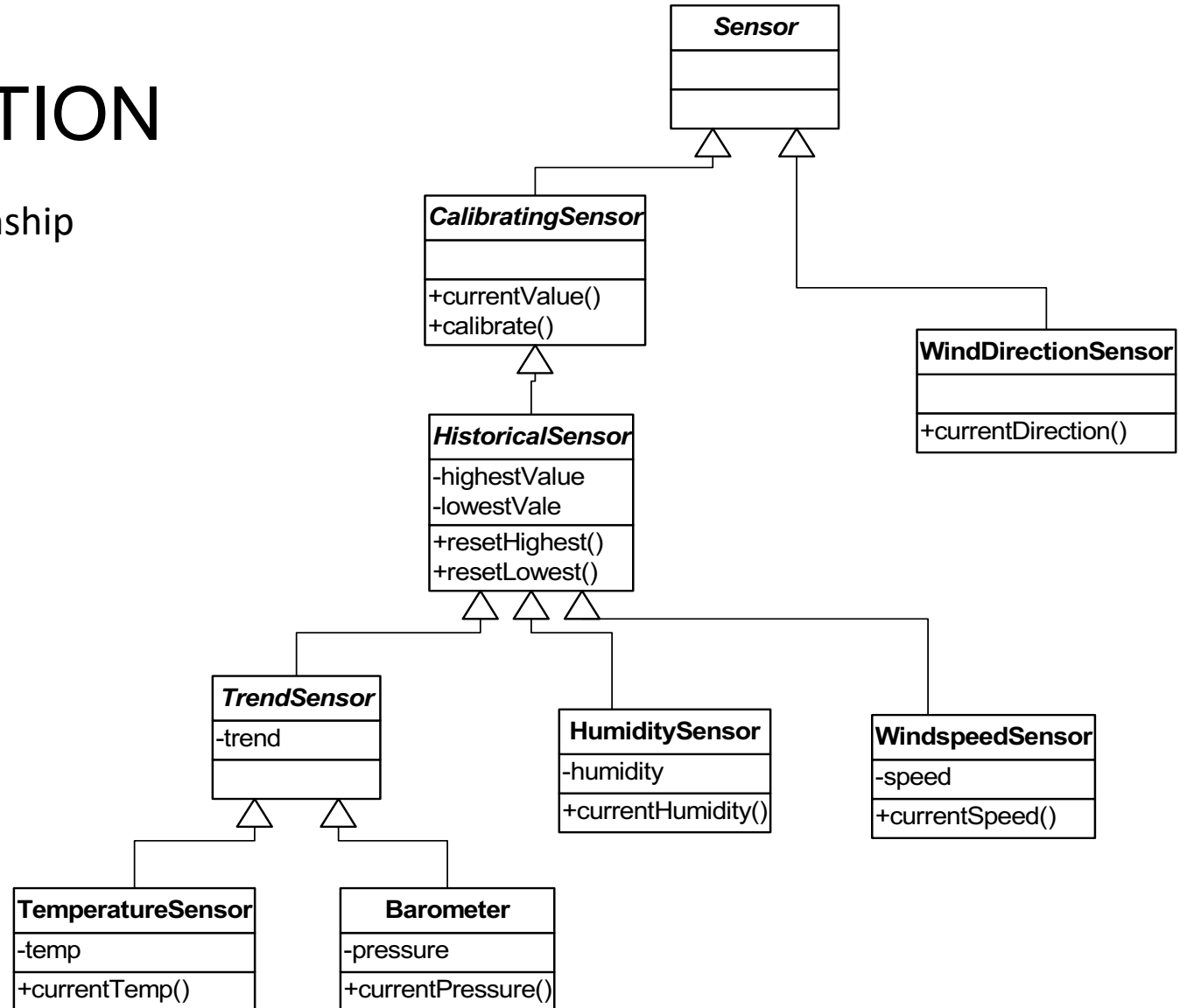
DEPENDENCY

- Represents a using relationship
- If a change in specification in one class effects another class (but not the other way around) there is a dependency



GENERALIZATION

- An is-a relationship
- *Abstract* class



WHICH RELATION IS RIGHT?

- Aggregation – aka is-part-of, is-made-of, contains
- Use association when specific (persistent) objects have multiple relationships (e.g., there is only one Bill Gates at MS)
- Use dependency when working with static objects, or if there is only one instance
- Do not confuse part-of with is-a

OBJECT MODELING

- Given the high-level requirements (use cases)
- Define the object model
 - Identify objects
 - Compile a data dictionary
 - Identify association and aggregations
 - Identify attributes of objects
 - Generalize objects into classes
 - Organized and abstract using inheritance
 - Iterate and refine model
 - Group classes into modules/components

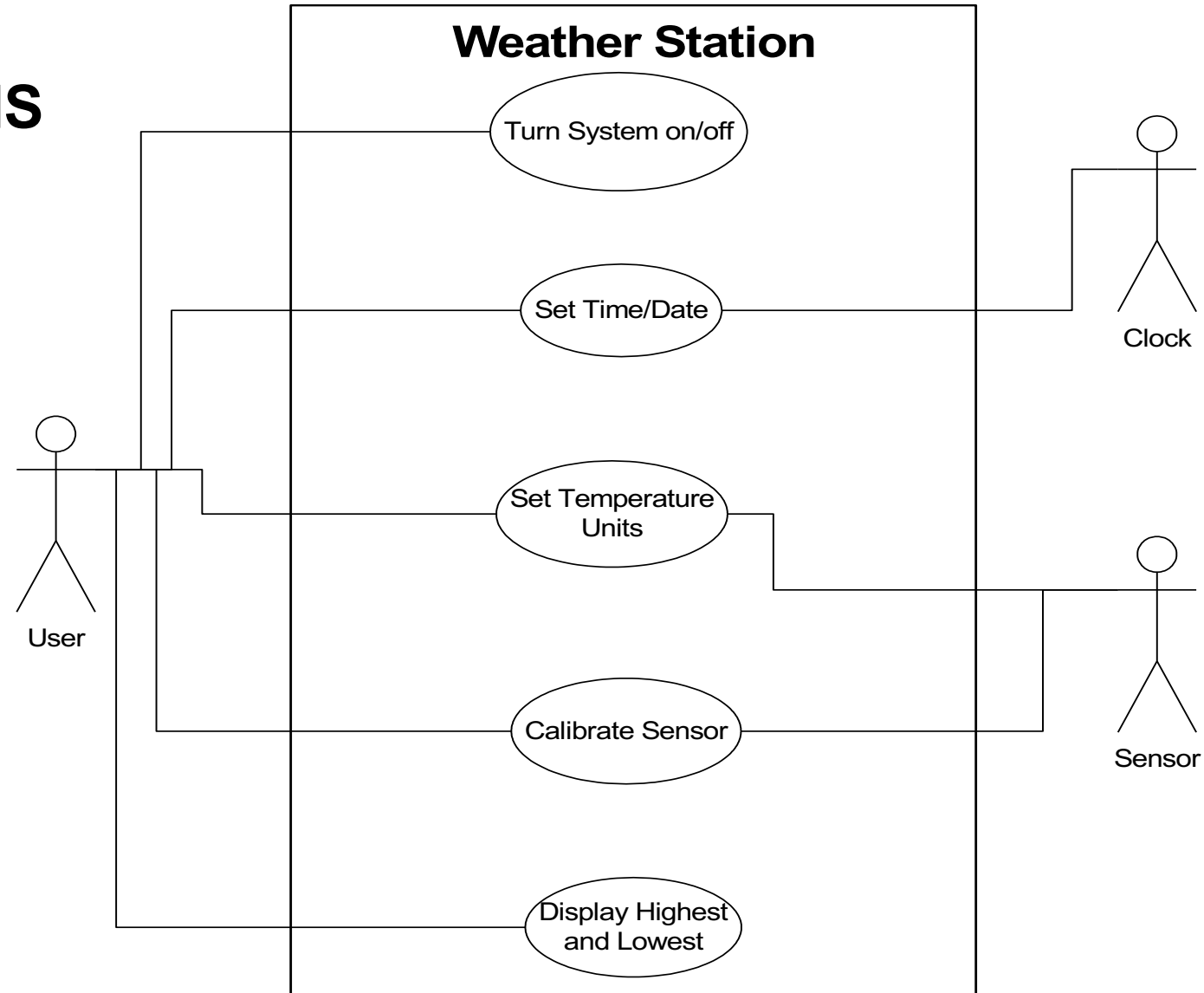
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USE DIAGRAMS



IDENTIFY OBJECTS

- From the vocabulary of the domain
- User, clock, sensor, temperature, LCDDisplay, Keypad, time, date, wind speed, humidity, barometer, calibrator, metric units, English units, input manager, sensor sampler, wind direction, display manager, trend, pressure, current time, current date, current temp, high temp, low temp, change temp, change time, power up, power down, input buffer, trend, key, running, selecting

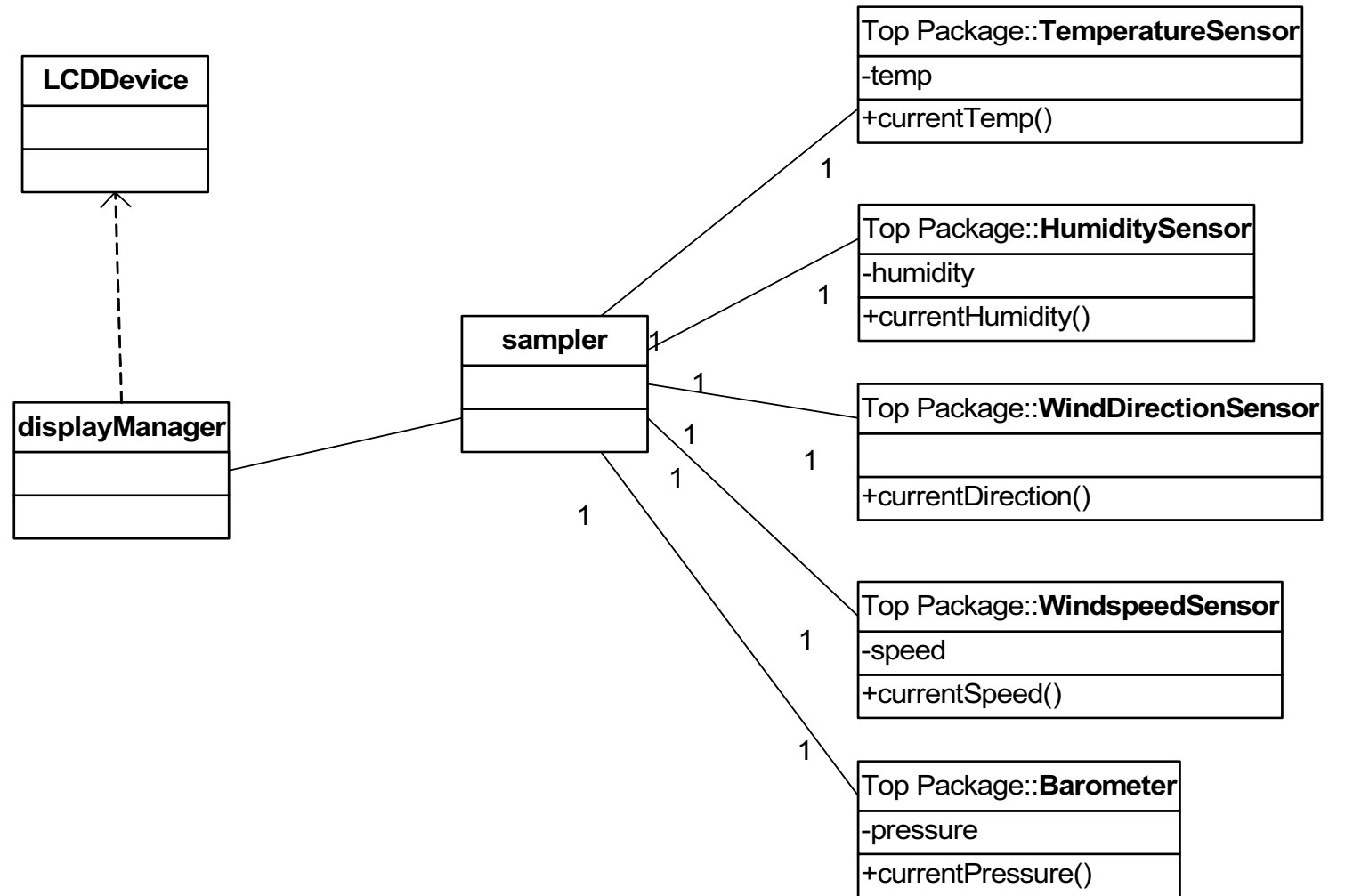
ELIMINATE TERMS

- Refine the model by eliminating
- Redundancy – classes that represent same concept
- Irrelevant classes – things you don't care about
- Vague classes – ill defined boundaries
- Attributes – describe parts of objects
- Operators – sequence of actions are often mistaken for classes
- Roles – what it is not the role it plays
- Implementation details – save it for later

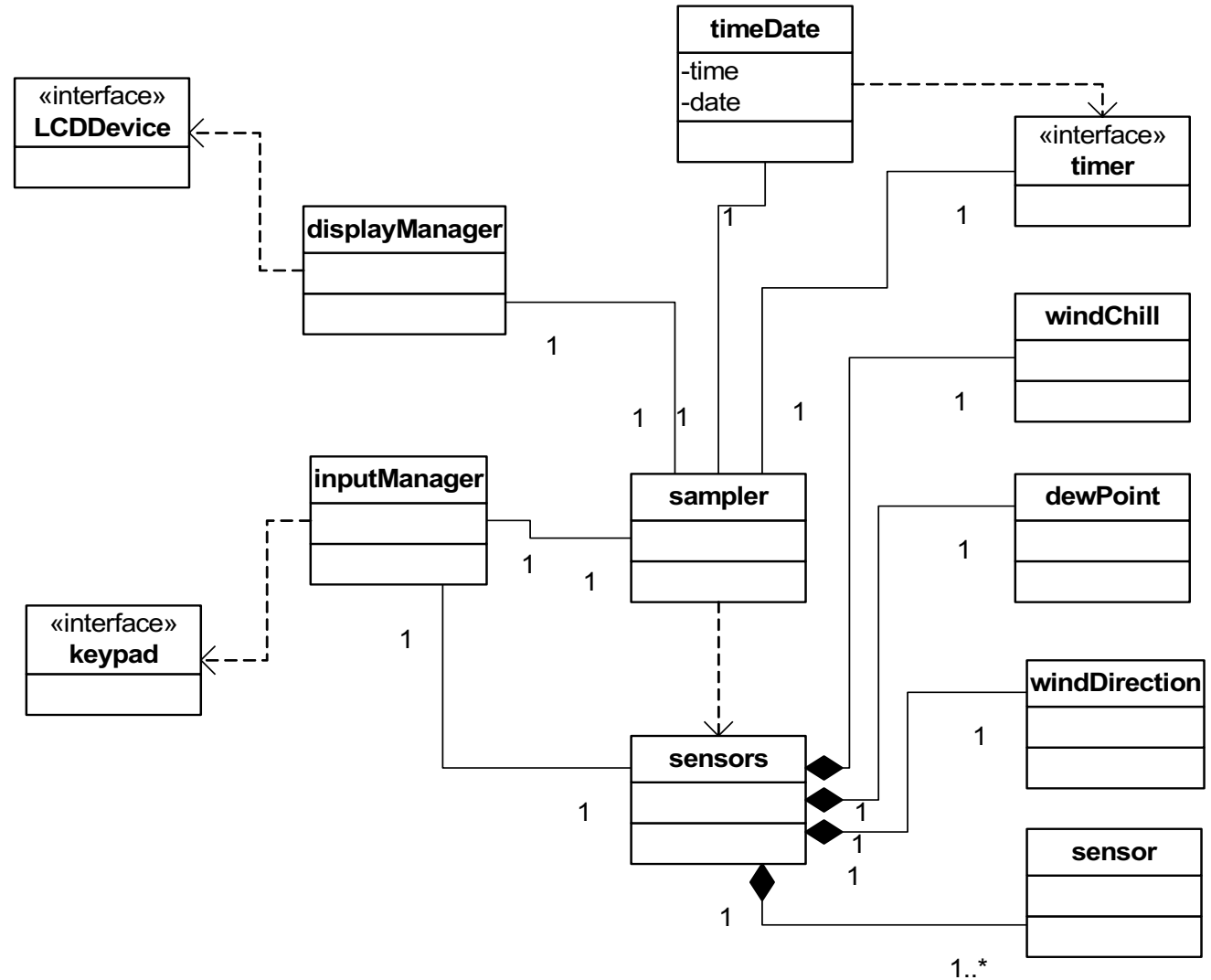
NEW DATA DICTIONARY

- Time & Date
- Sensors: Temperature, Pressure, Humidity, Wind Speed, Wind Direction
- Keypad
- Input Manager
- Display (LCD Device)
- Display Manager
- Timer (clock)
- Sensor Sampler

RELATIONSHIPS



RELATIONSHIPS



UML PART IV

- Modeling Behavior
- Interaction Diagrams
- State Chart Diagrams
- Activity Diagrams

REFINING THE OBJECT MODEL

- Typically, only very simplistic object models can be directly derived from use cases.
- A better understanding of the behavior of each use case is necessary (i.e., analysis)
- Use interaction diagrams to specify and detail the behavior of use cases
- This helps to identify and refine key abstractions and relationships
- Operations, attributes, and messages are also identified during this process

INTERACTION DIAGRAMS

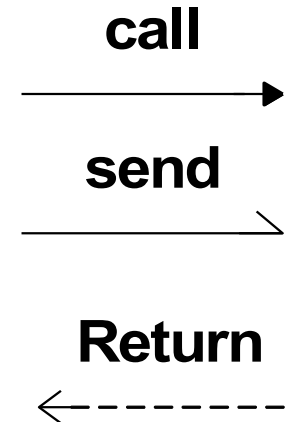
- There is one (or more) Interaction diagram per use case
 - Represent a sequence of interactions
 - Made up of objects, links, and messages
- Sequence diagrams
 - Models flow of control by time ordering
 - Emphasizes passing messages wrt time
 - Shows simple iteration and branching
- Collaboration diagrams
 - Models flow of control by organization
 - Structural relationships among instances in the interaction
 - Shows complex iteration and branching

SEQUENCE DIAGRAMS

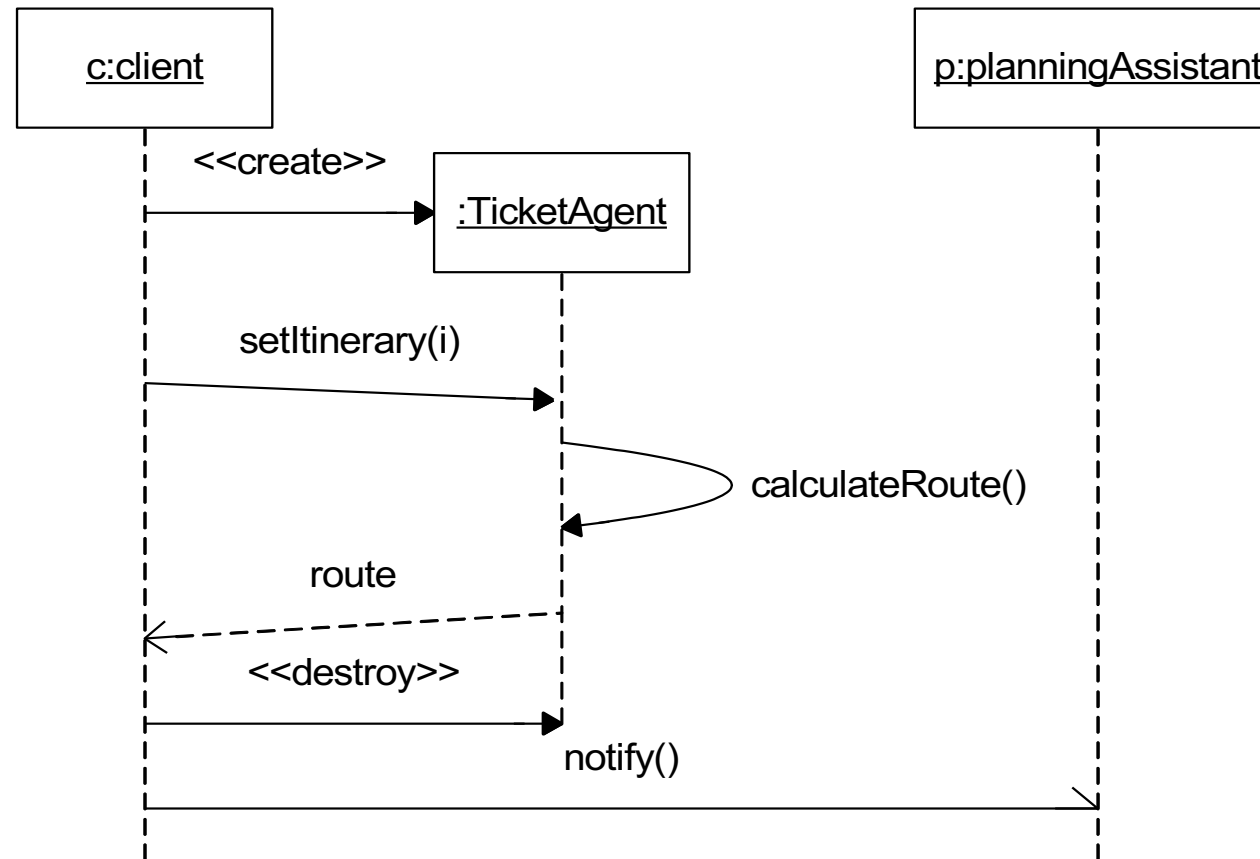
- X-axis is objects
 - Object that initiates interaction is left most
 - Object to the right are increasingly more subordinate
- Y-axis is time
 - Messages sent and received are ordered by time
- Object life lines represent the existence over a period of time
- Activation (double line) is the execution of the procedure.

MESSAGE PASSING

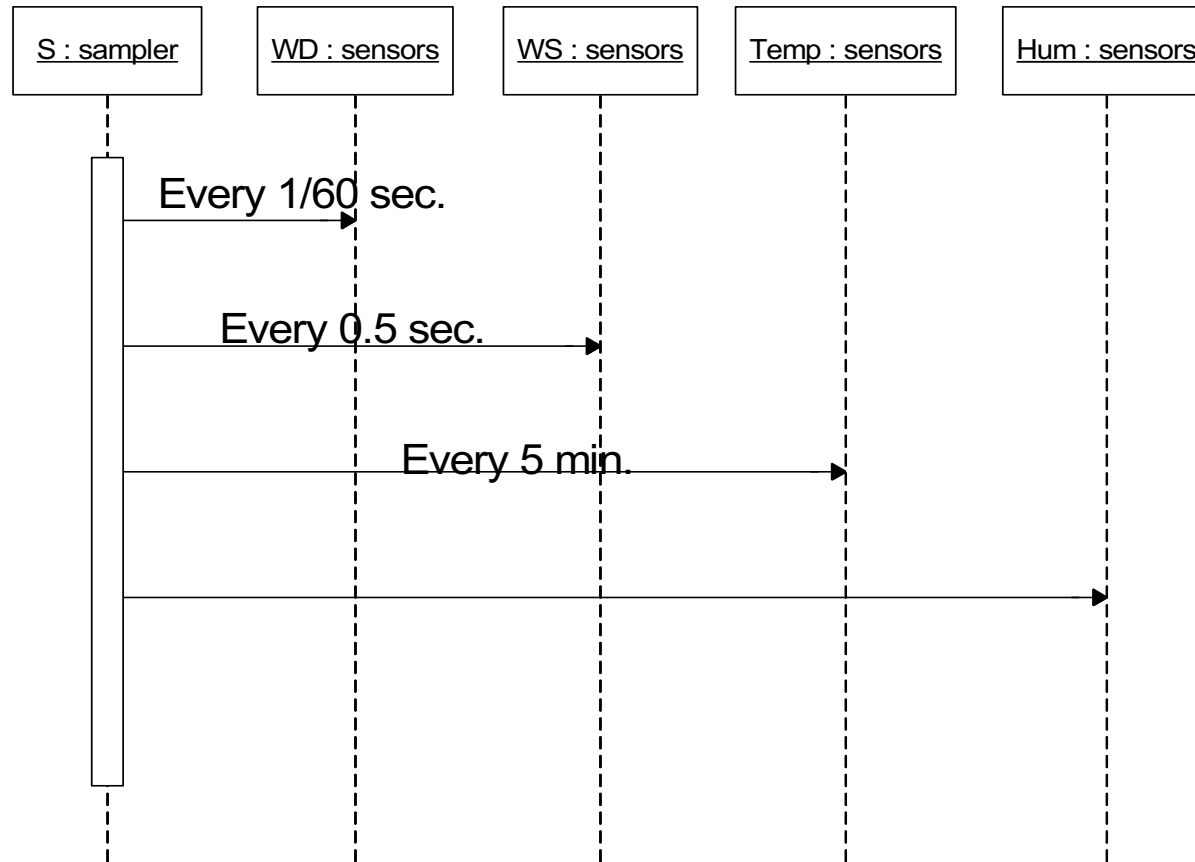
- Send – sends a signal (message) to an object
- Return – returns a value to a caller
- Call – invoke an operation
- Stereotypes
 - <<create>>
 - <<destroy>>

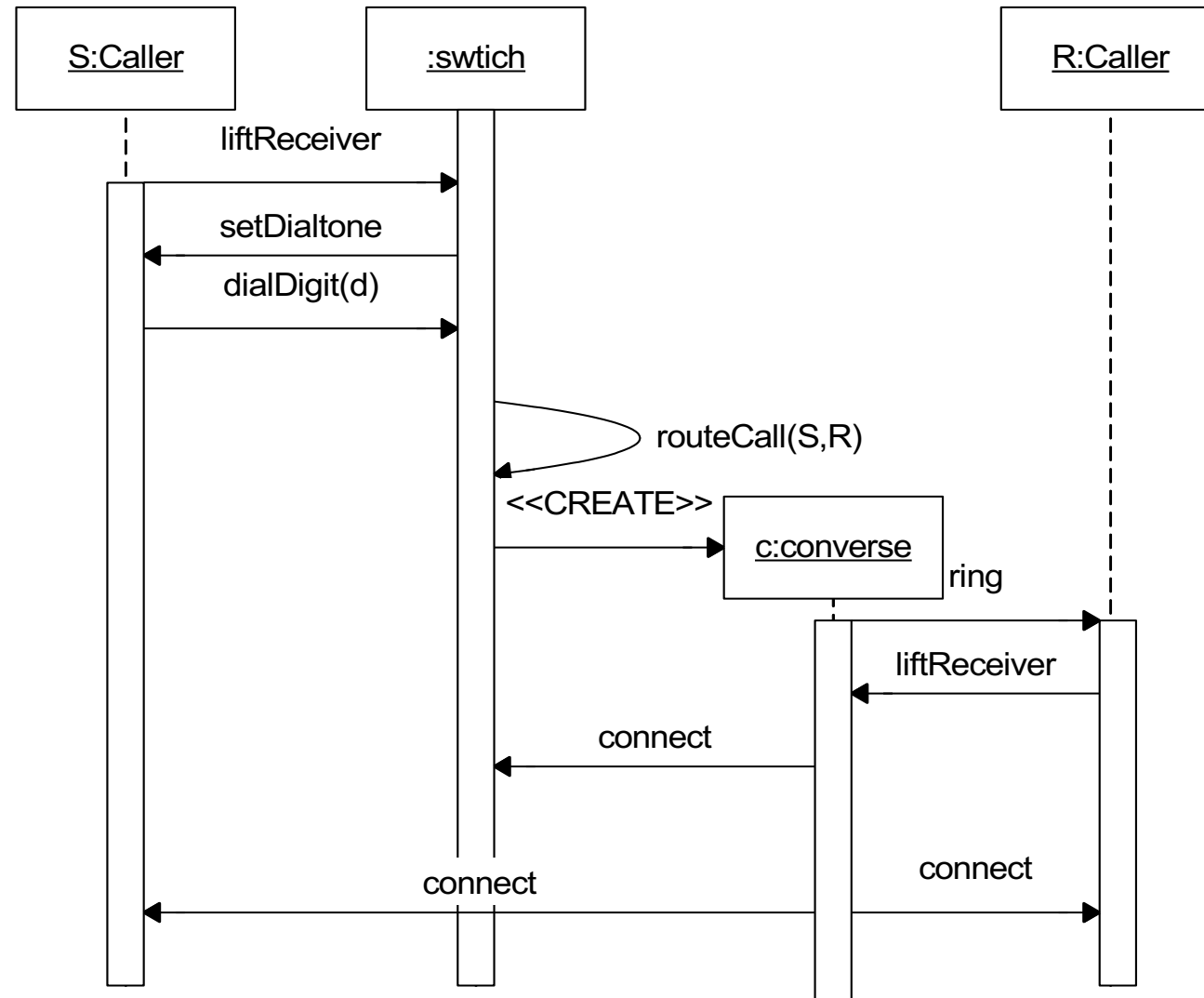


EXAMPLE UML SEQUENCE DIAGRAM

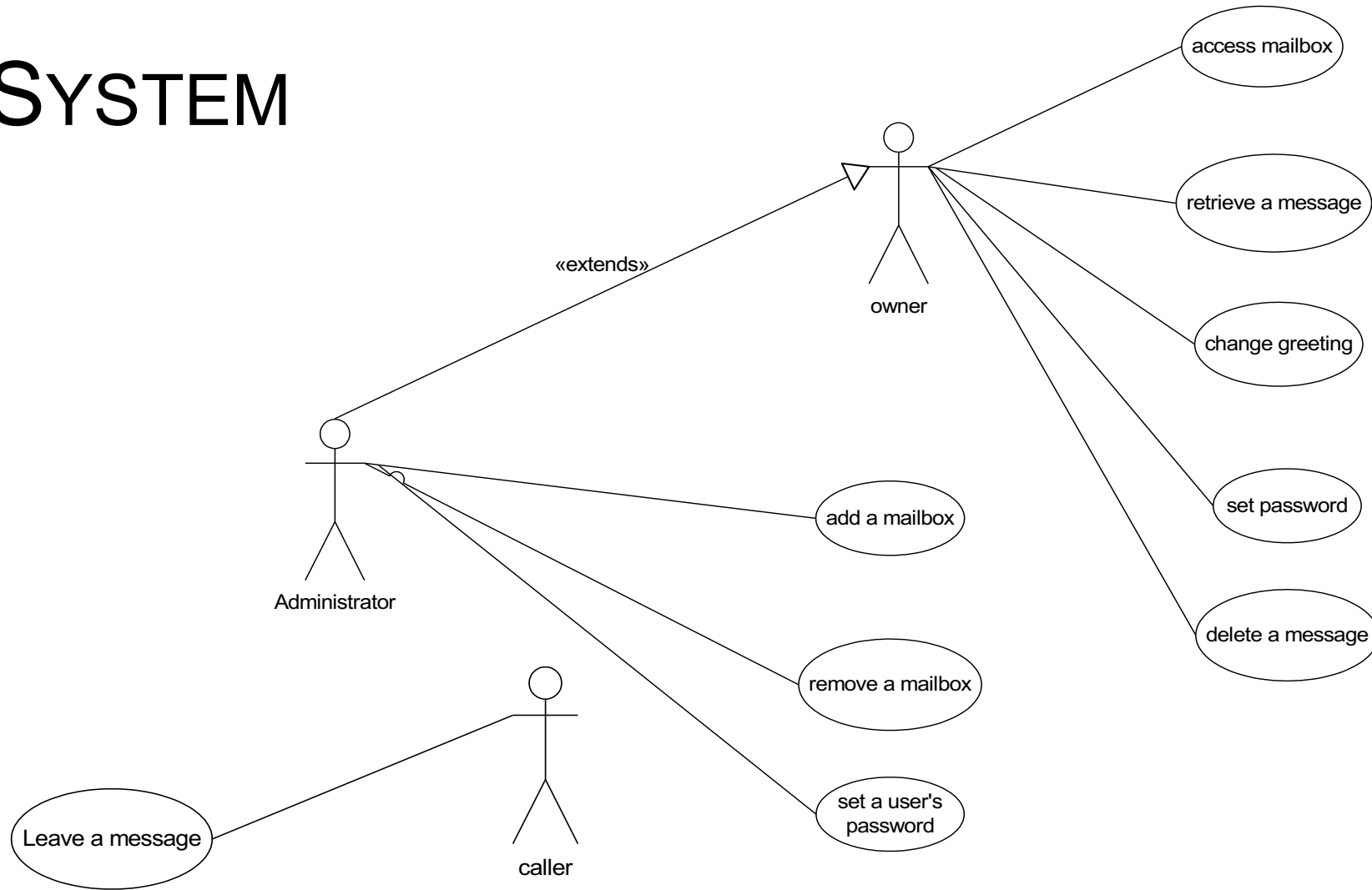


EXAMPLE

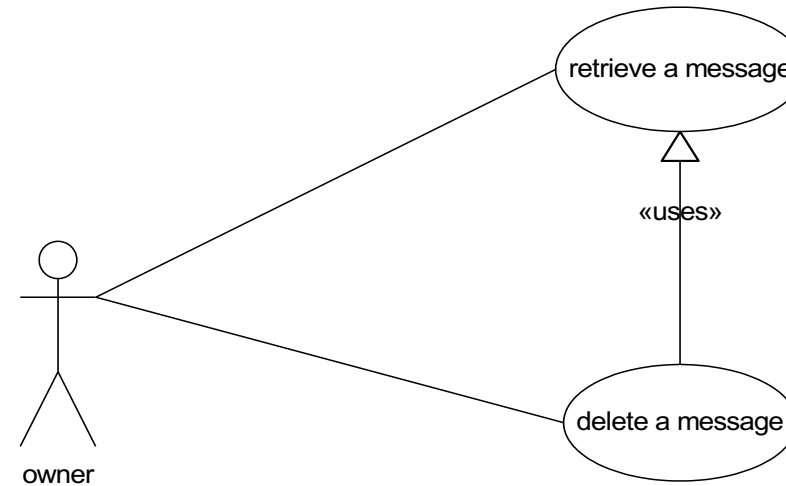
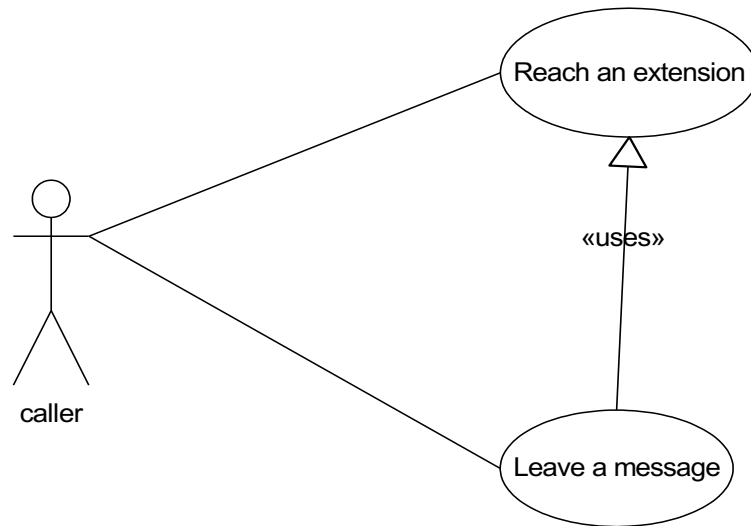




MAIL SYSTEM



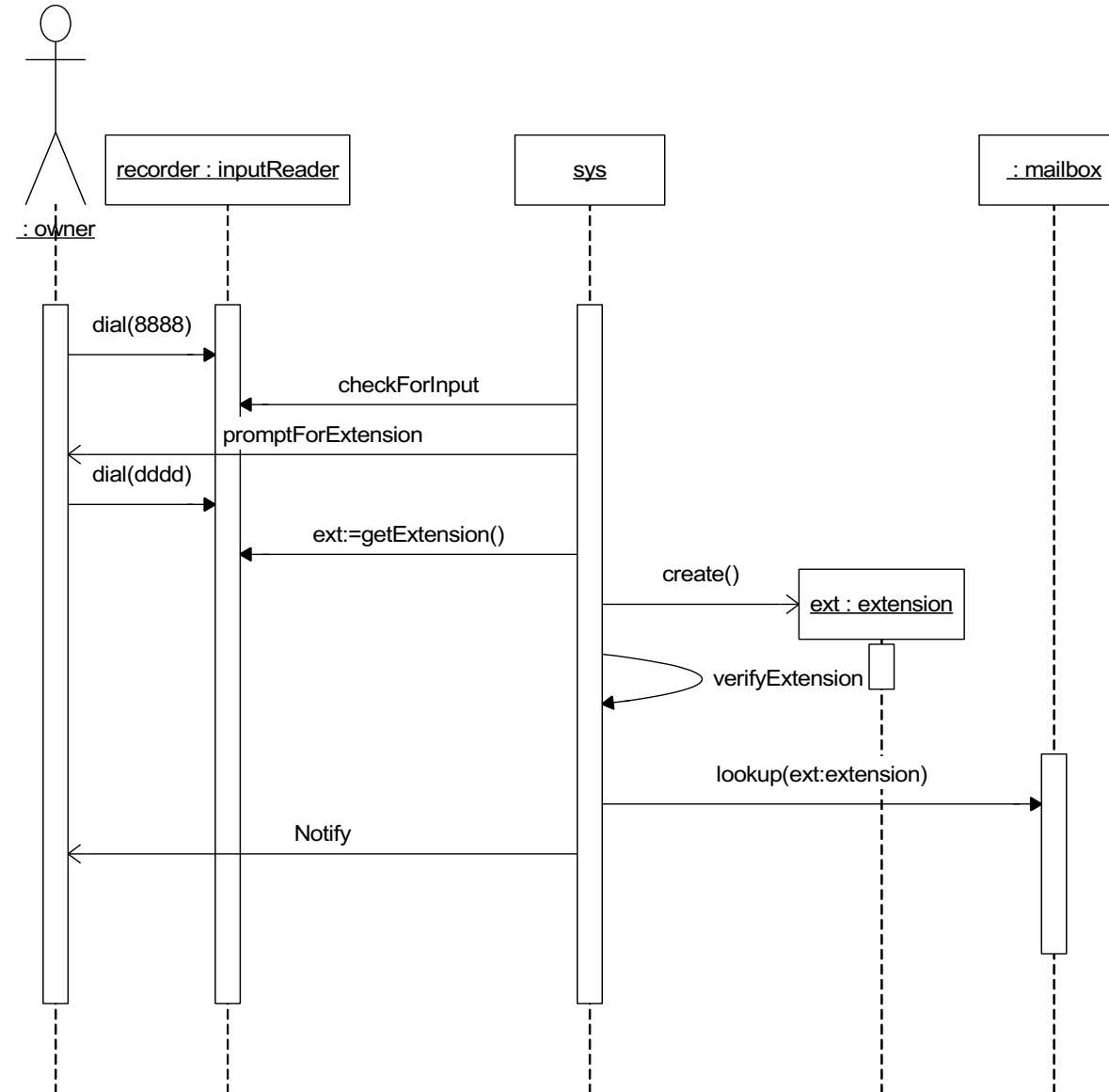
MAIL SYSTEM (2)



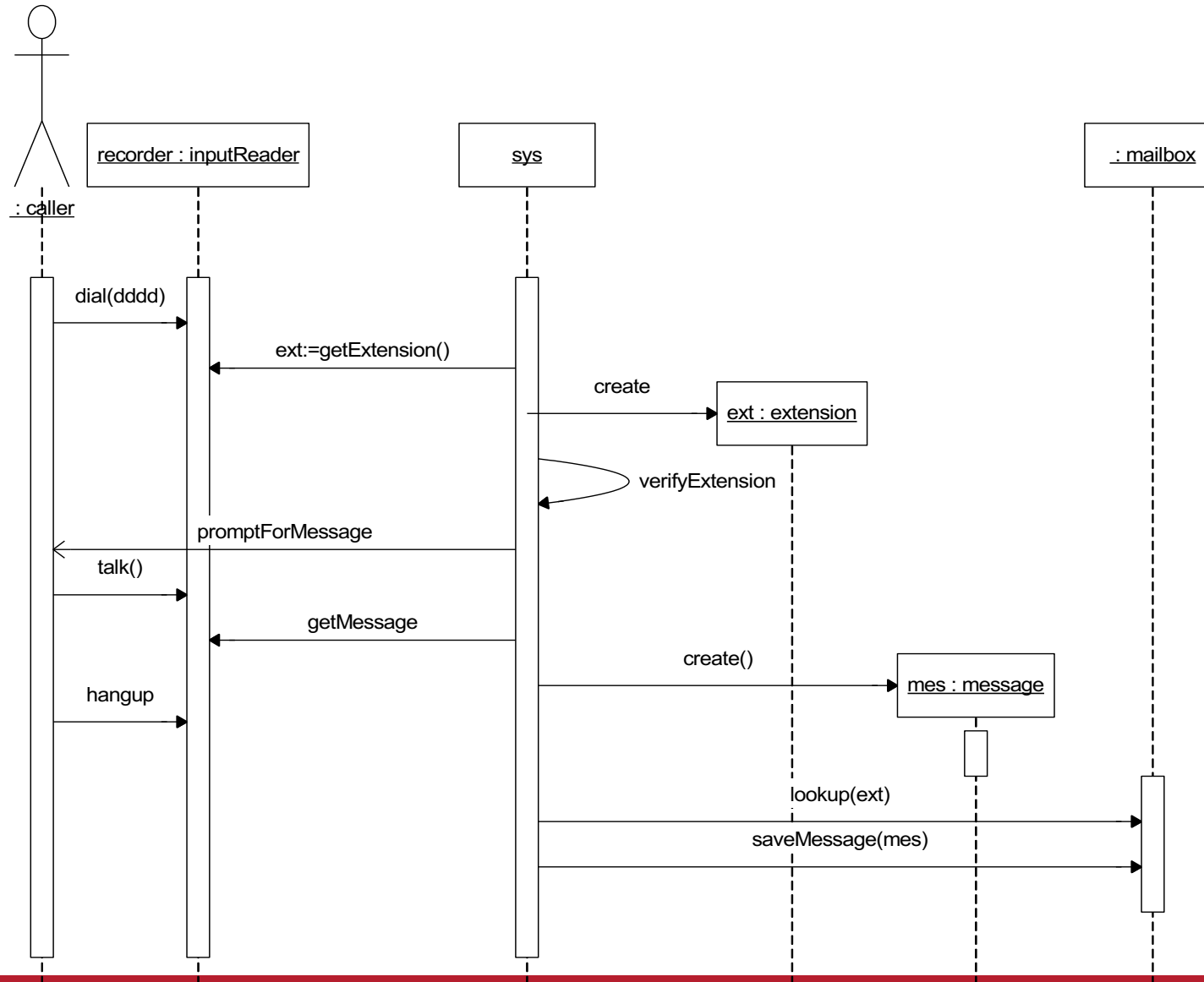
MAIL SYSTEM OBJECTS

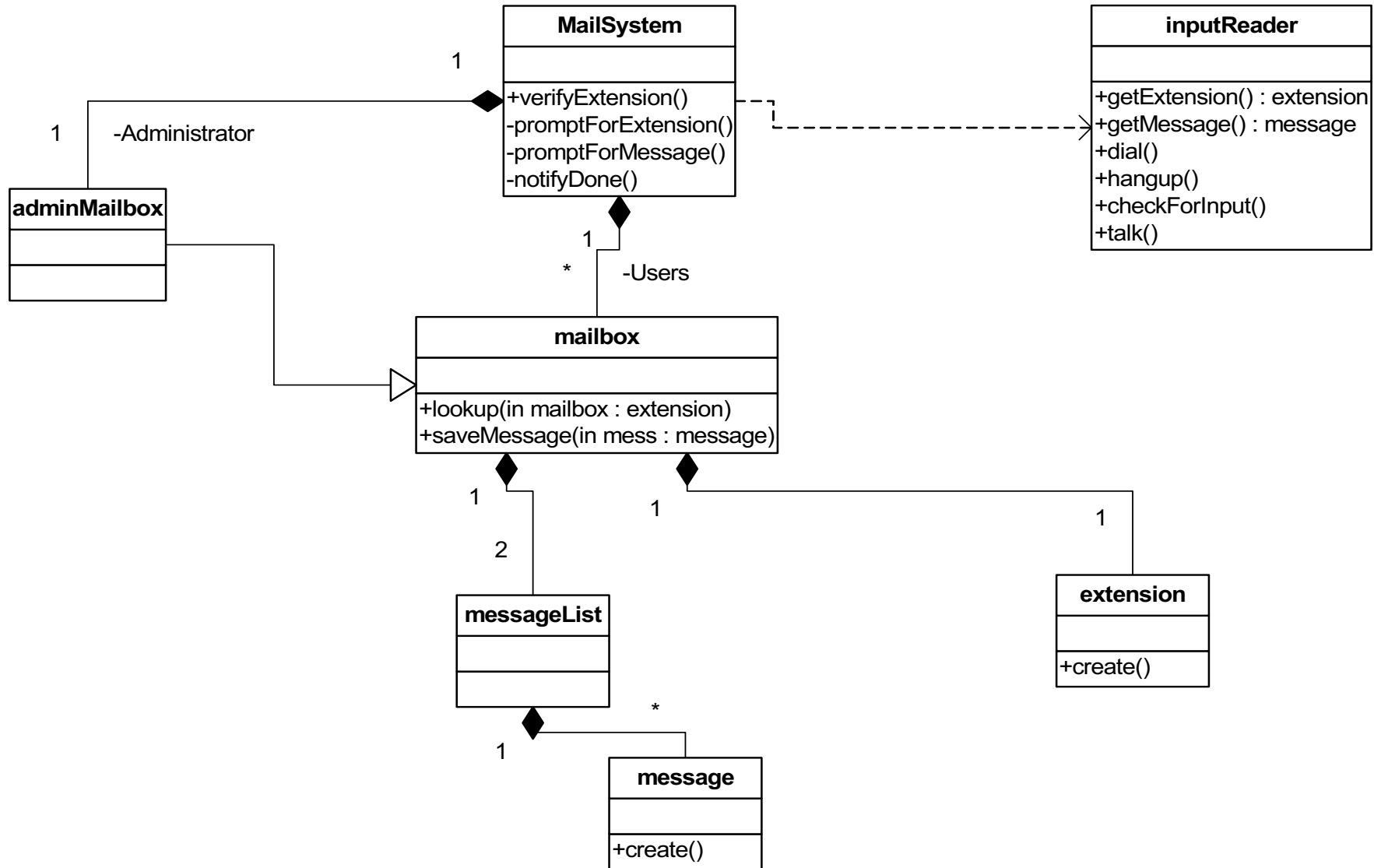
- Caller, owner, administrator
- Mailbox, extension, password, greeting
- Message, message list
- Mail system
- Input reader/device

Access Mailbox



LEAVE A MESSAGE





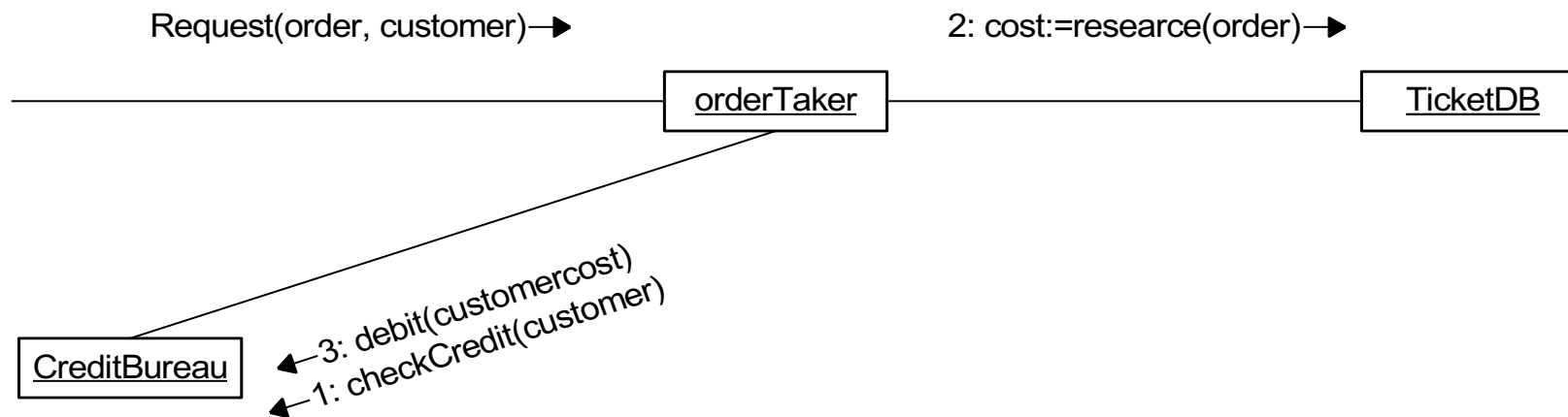
PROPERTIES OF SEQUENCE DIAGRAMS

- Initiator is leftmost object (boundary object)
- Next is typically a control object
- Then comes entity objects

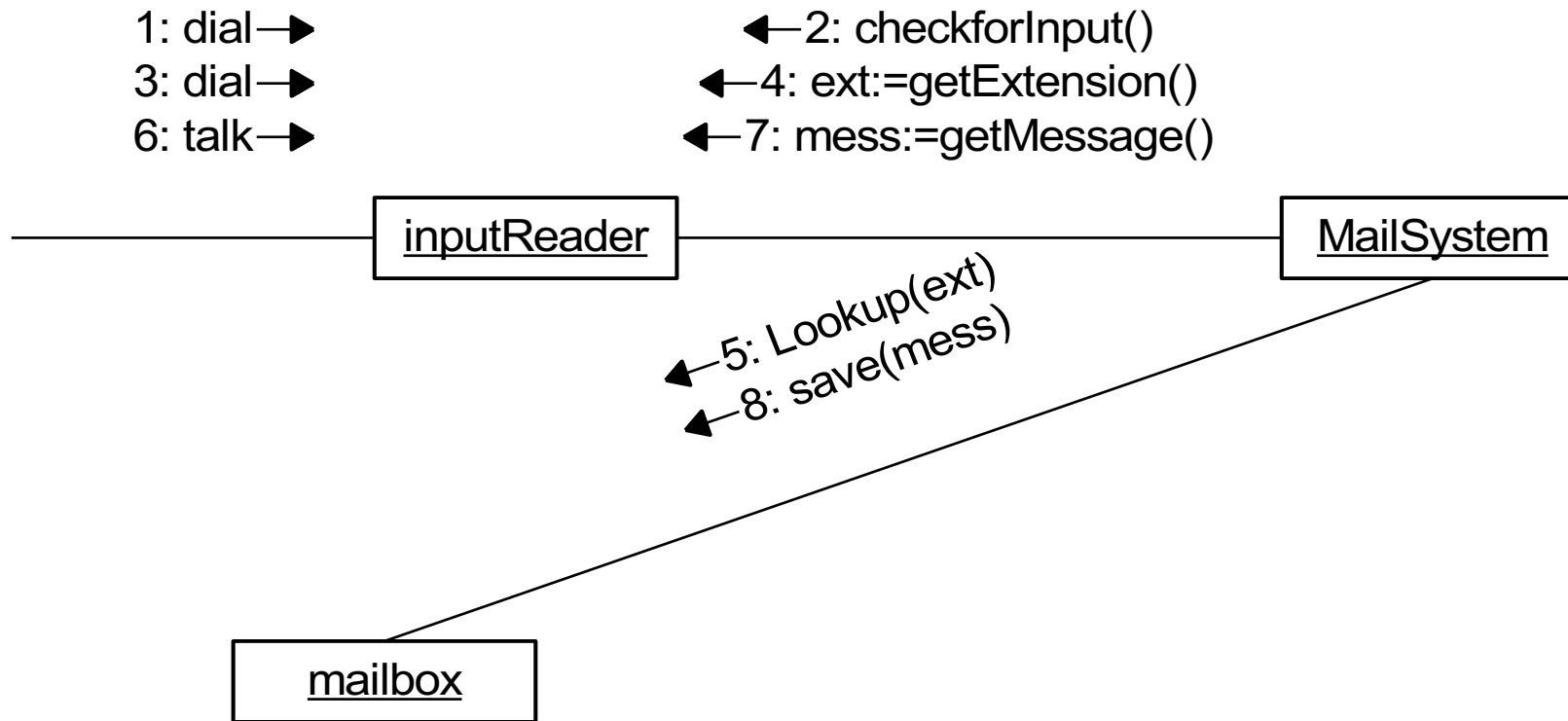
COLLABORATION DIAGRAMS

- Emphasizes the organization of the objects that participate in an interaction
- Classifier roles
- Association
- Messages, flow, and sequencing

EXAMPLE COLLABORATION DIAGRAM



LEAVE A MESSAGE



COLLABORATION VS SEQUENCE

- The two diagrams really show the same information
- Collaboration diagrams show more static structure (however, class diagrams are better at this)
- Sequence diagrams clearly highlight the orderings and very useful for multi-tasking

SUMMARY (INTERACTION DIAGRAMS)

- Well structured interaction diagrams:
 - Is focused on communicating one aspect of a system's dynamics
 - Contains only those elements that are essential to understanding
 - Is not so minimalistic that it misinforms the reader about the semantics that are important
- Diagrams should have meaningful names
- Layout diagram to minimize line crossings
- Use branching sparingly (leave for activity dia)

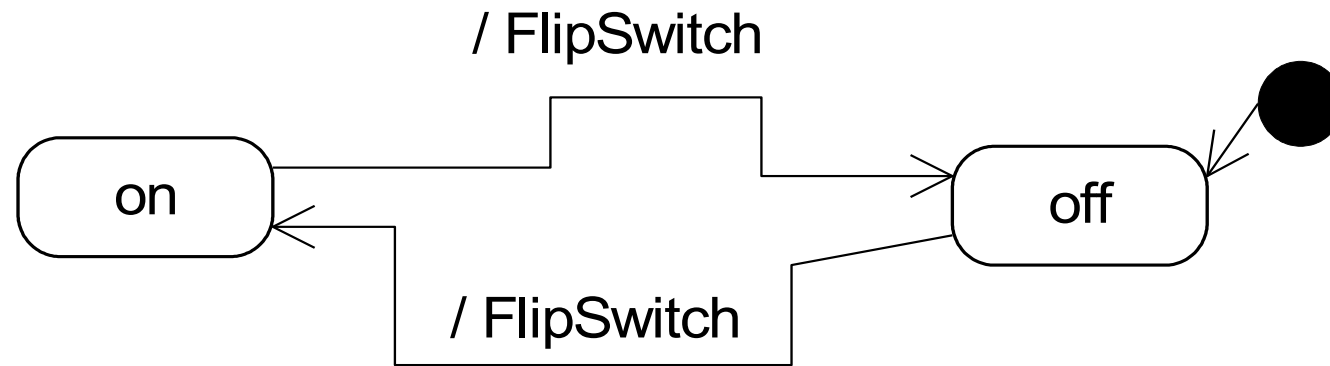
STATE DIAGRAMS

- Finite state machines (i.e., automata, Mealy/Moore, state transition)
- Used to describe the behavior of one object (or sometimes an operator) for a number of scenarios that affect the object
- They are not good for showing interaction between objects (use interaction diagrams)
- Only use when the behavior of a object is complex and more detail is needed

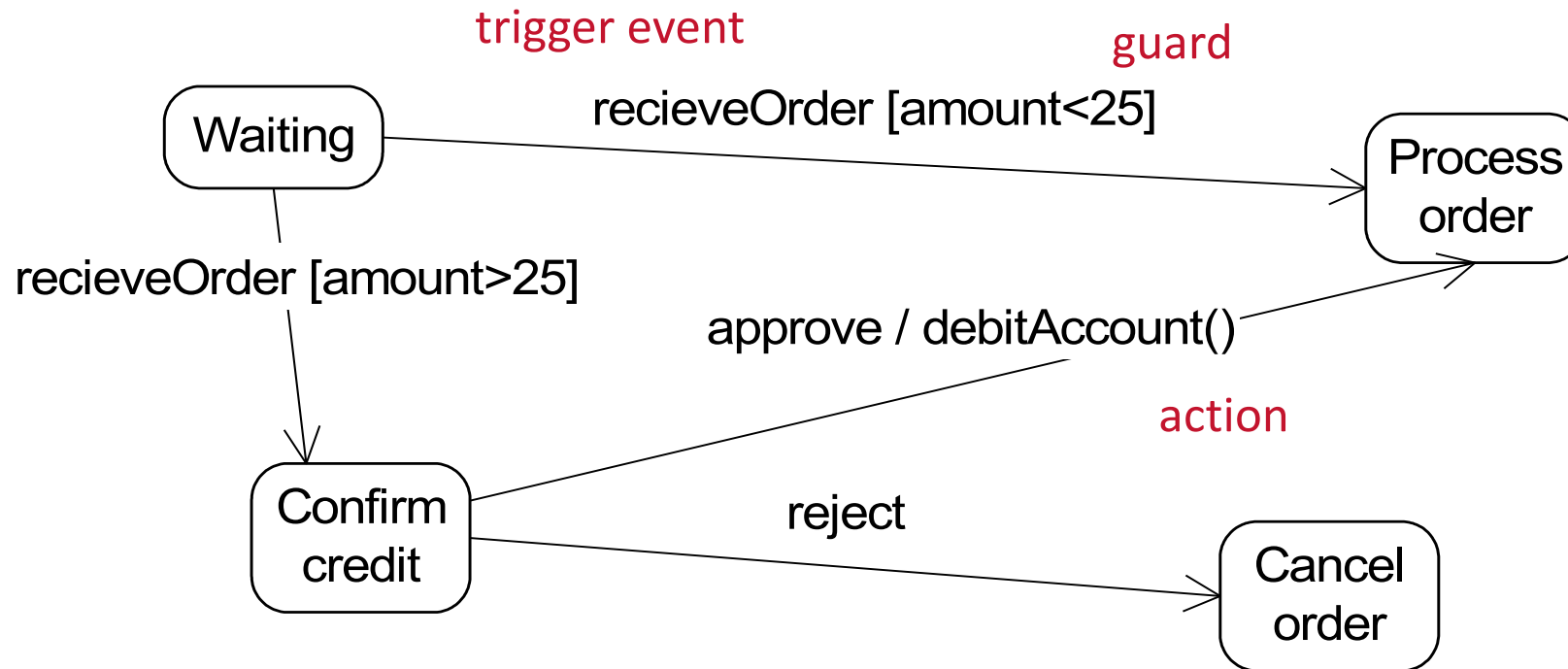
STATE DIAGRAM FEATURES

- Event – something that happens at a specific point
 - Alarm goes off
- Condition – something that has a duration
 - Alarm is on
 - Fuel level is low
- State – an abstraction of the attributes and relationships of an object (or system)
 - The fuel tank is in a too low level when the fuel level is below level x for n seconds

EXAMPLE: ON/OFF SWITCH



USING GUARDS AND ACTIONS



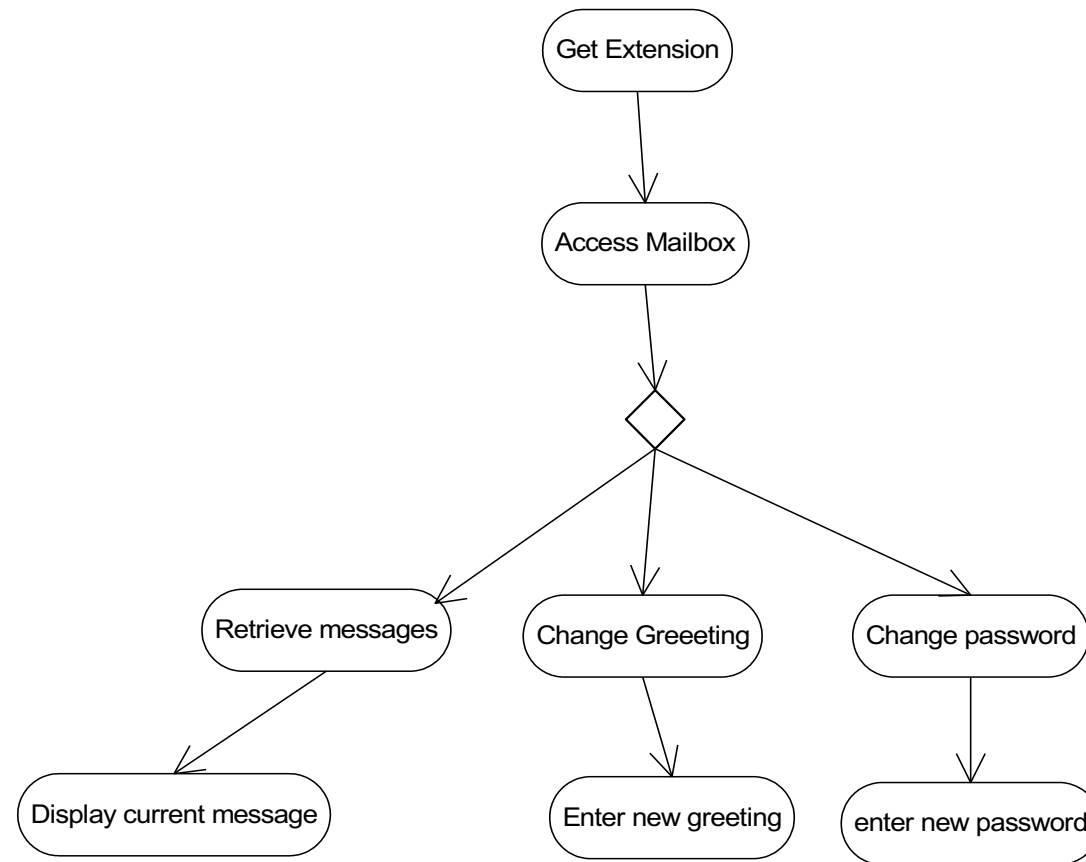
ACTIVITY DIAGRAMS

- Special form of a state machine (flow chart) – intended to model computations and workflows
- States of the executing the computation not the states of an object
- Flow between activity states is caused by the end of a computation rather than an event

WHY ACTIVITY DIAGRAMS

- Flowcharts (abet a bit glorified) are not very amiable to OO
- Not part of any previous notations
- Suitable for modeling the business activities
- OO and UML is becoming very prevalent in business applications
- Introduced to help sell products?

EXAMPLE (FROM MAIL SYSTEM)



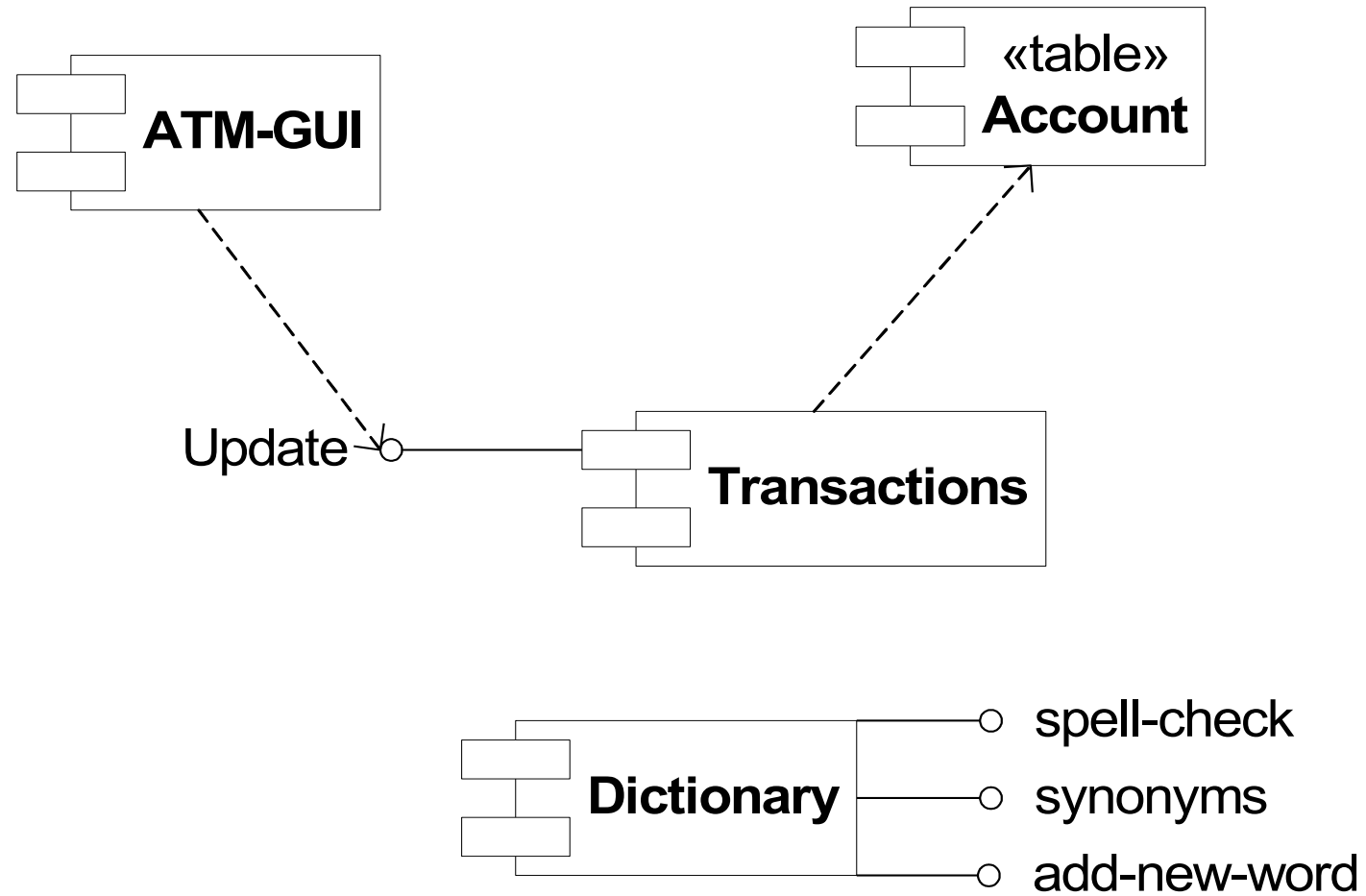
UML PART V

- Implementation Diagrams
- Component diagrams
- Deployment diagrams

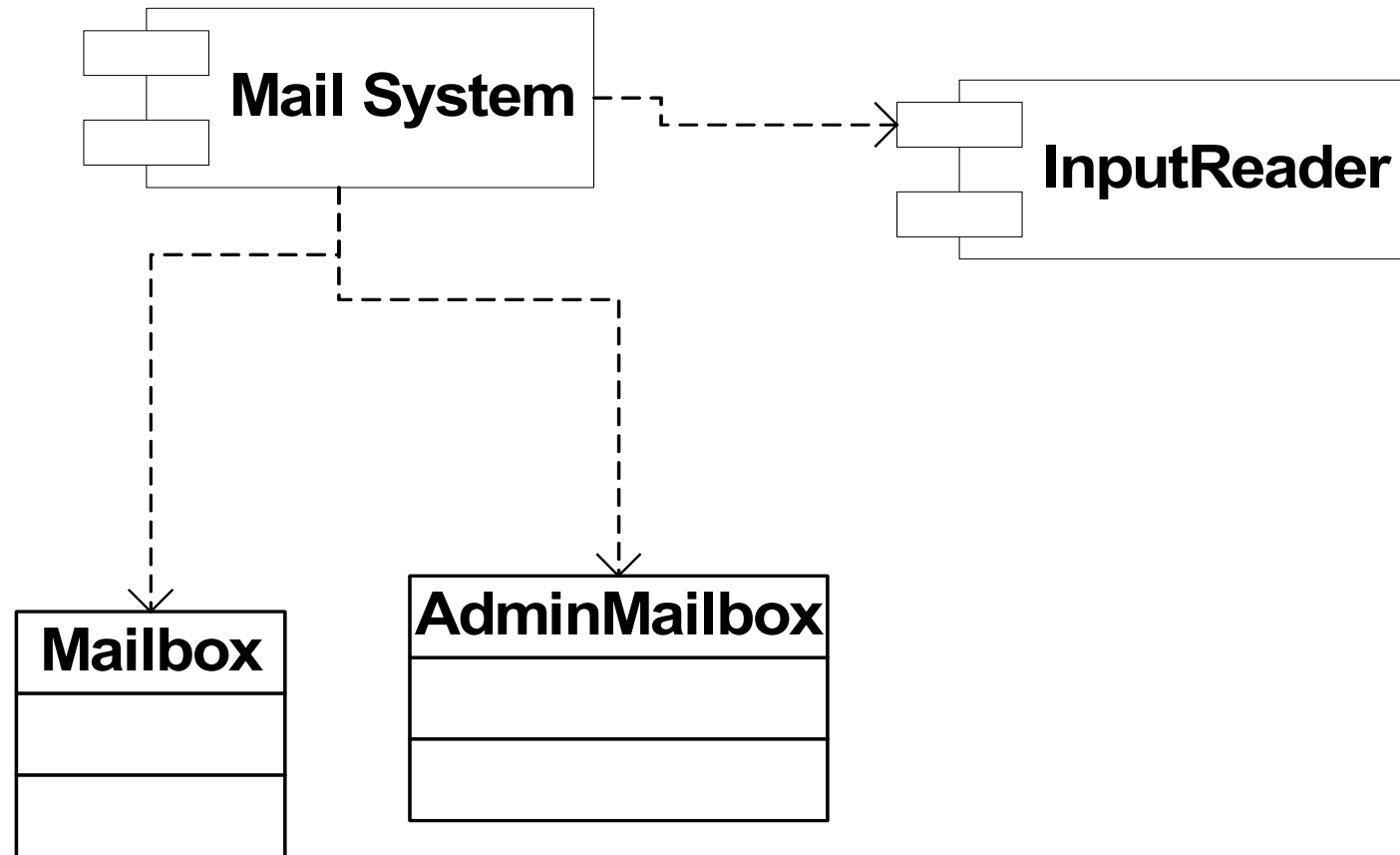
COMPONENT DIAGRAMS

- A component is a physical thing that conforms to and realizes a set of interfaces
- Bridge between logical and physical models
- Can represent object libraries, COM components, Java Beans, etc.
- Classes represent logical abstractions, components represent physical things that reside on a node (machine).
- Components are reachable only through interface

EXAMPLES



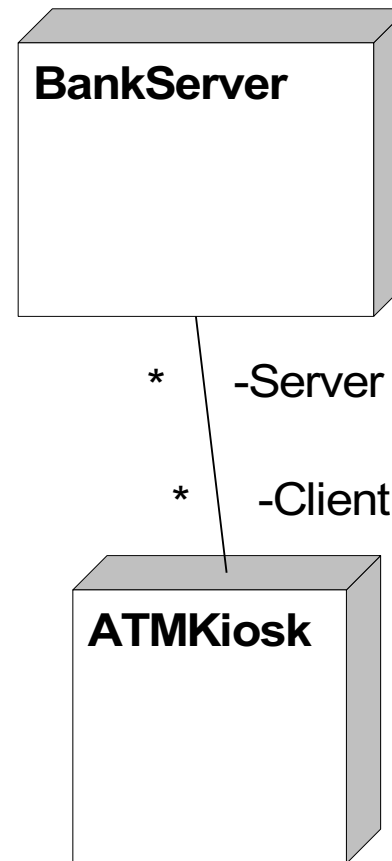
MAIL SYSTEM



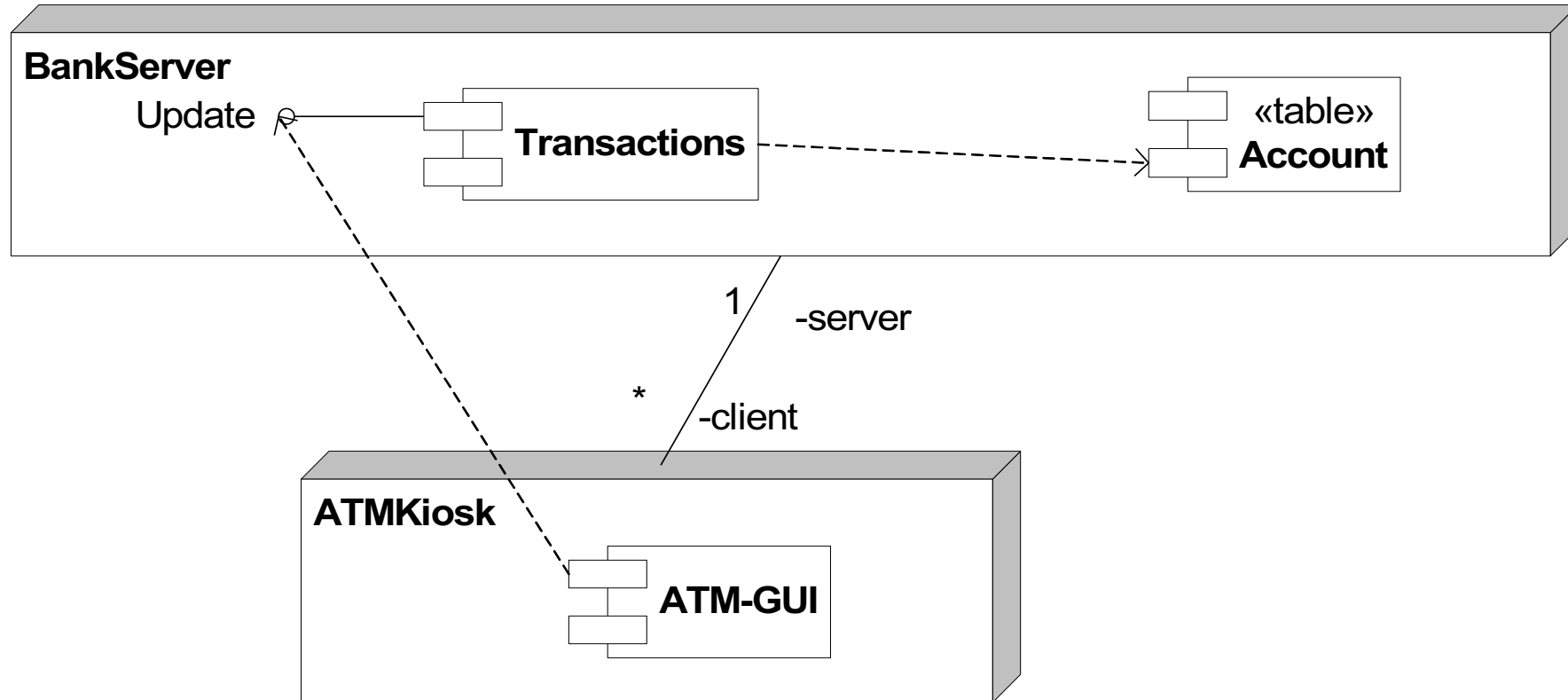
DEPLOYMENT DIAGRAMS

- Nodes are physical elements that represent a computational resource (machine)
- Association between nodes
- Components are allocated to nodes (one or more)
- Components represent the physical packaging of logical elements
- Nodes represent the physical deployment of components

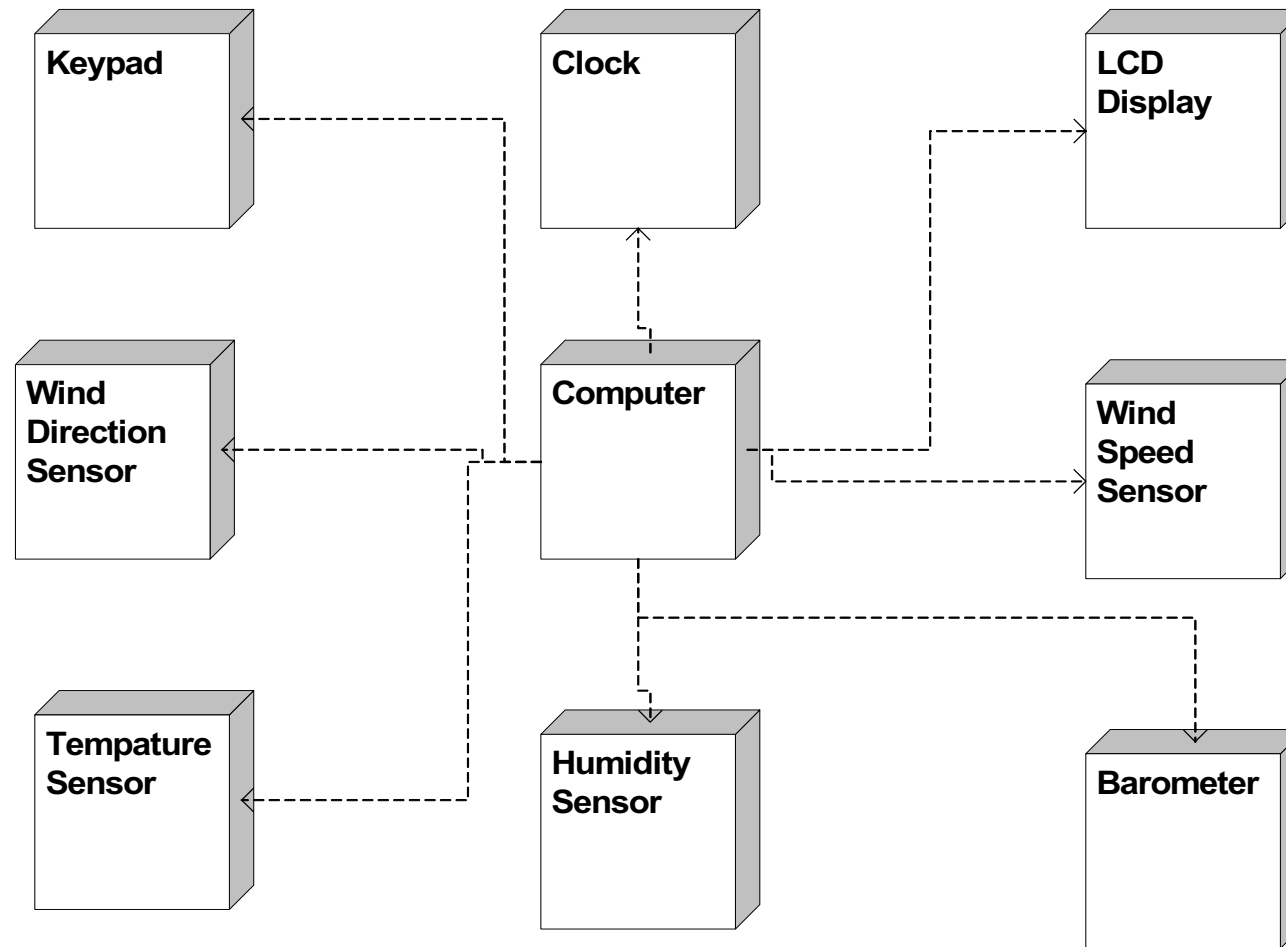
EXAMPLE



WITH COMPONENTS



WEATHER STATION



MODELING SOURCE CODE

