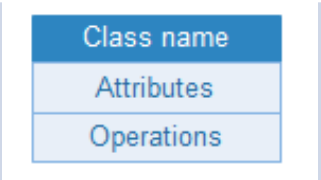

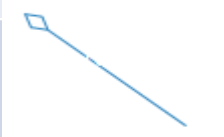
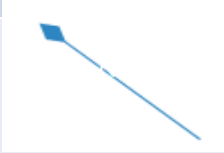





Class Diagram

- A class diagram depicts classes and their interrelationships
- Used for describing **structure and behavior** in the use cases
- Provide a conceptual model of the system in terms of entities and their relationships
- Used for requirement capture, end-user interaction
- Detailed class diagrams are useful for software developers

Class Diagram

| S.No | Name | Description | Notation |
|------|-----------------------|---|---|
| 1 | Classes and interface | They are used to show the different objects in a system, their attributes, their operations and the relationships among them. |  |
| 2 | Object | An object is an instance or occurrence of a class. |  |
| 3 | Aggregation | An aggregation describes a group of objects and how you interact with them. |  |
| 4 | Composition | Composition represents whole-part relationships and is a form of aggregation. |  |
| 5 | Dependency | Dependency relationship is a relationship in which one element, the client, uses or depends on another element, the supplier. |  |

Class Diagram

| S.No | Name | Description | Notation | | | | | | | | | | | | | | | | |
|--------------|-----------------------------------|--|--|--------------|--|--------|---------|---|------------------|------|-------------|------|--------------------------------|---|-----------------------------------|------|-----------------------------------|------|----------------------------------|
| 3 | Generalization | Generalization is a relationship in which one model element (the child) is based on another model element (the parent). |  | | | | | | | | | | | | | | | | |
| 4 | Association | Association is a relationship between two classifiers, such as classes or use cases, that describes the reasons for the relationship and the rules that govern the relationship. |  | | | | | | | | | | | | | | | | |
| 5 | Multiplicity | | <table><tr><th colspan="2">Multiplicity</th></tr><tr><th>Symbol</th><th>Meaning</th></tr><tr><td>1</td><td>One and only one</td></tr><tr><td>0..1</td><td>Zero or one</td></tr><tr><td>M..N</td><td>From M to N (natural language)</td></tr><tr><td>*</td><td>From zero to any positive integer</td></tr><tr><td>0..*</td><td>From zero to any positive integer</td></tr><tr><td>1..*</td><td>From one to any positive integer</td></tr></table> | Multiplicity | | Symbol | Meaning | 1 | One and only one | 0..1 | Zero or one | M..N | From M to N (natural language) | * | From zero to any positive integer | 0..* | From zero to any positive integer | 1..* | From one to any positive integer |
| Multiplicity | | | | | | | | | | | | | | | | | | | |
| Symbol | Meaning | | | | | | | | | | | | | | | | | | |
| 1 | One and only one | | | | | | | | | | | | | | | | | | |
| 0..1 | Zero or one | | | | | | | | | | | | | | | | | | |
| M..N | From M to N (natural language) | | | | | | | | | | | | | | | | | | |
| * | From zero to any positive integer | | | | | | | | | | | | | | | | | | |
| 0..* | From zero to any positive integer | | | | | | | | | | | | | | | | | | |
| 1..* | From one to any positive integer | | | | | | | | | | | | | | | | | | |

Drawing a Class Diagram ?

- **Identify and model classes**—Which classes do we need?
- **Identify and model associations**—How are the classes connected?
- **Define attributes**—What do we want to know about the objects?



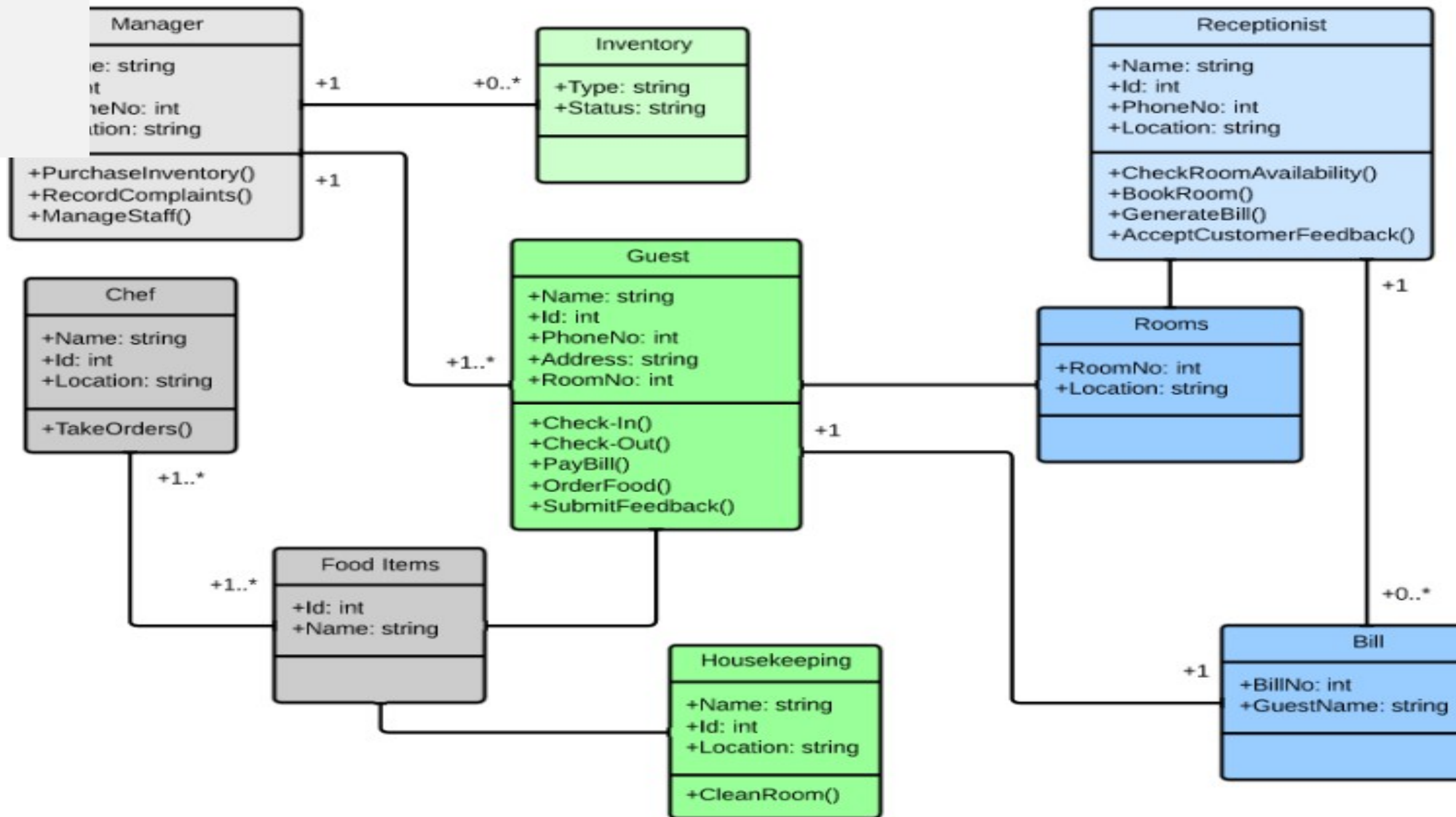
A Single Class



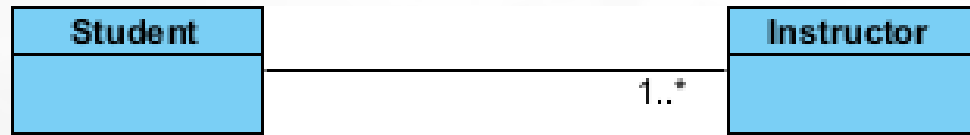
| Rectangle |
|---|
| - width: int - height: int / area: double |
| + Rectangle(w: int, h: int) + distance(r: Rectangle): double |

| Student |
|---|
| - name: String - id: int - <u>totalStudents</u> : int |
| # getID(): int ~ getEmail(): String |

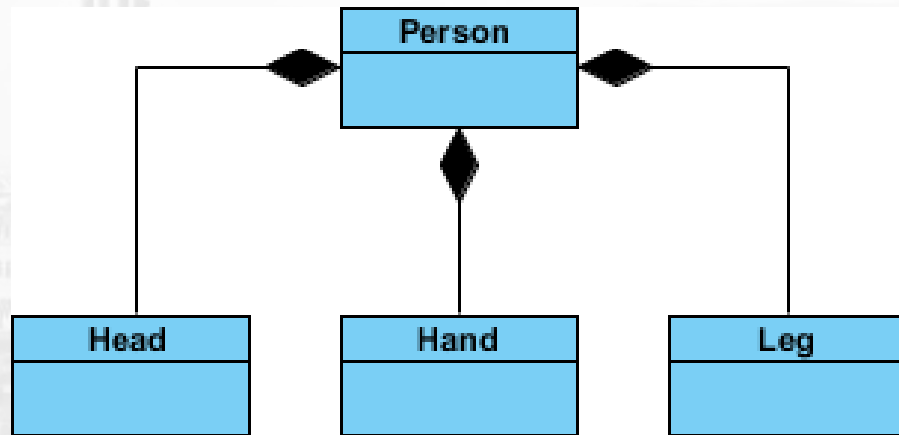
| Notation | Visibility Name |
|----------|-----------------|
| - | Private |
| + | Public |
| # | Protected |
| ~ | Package/default |



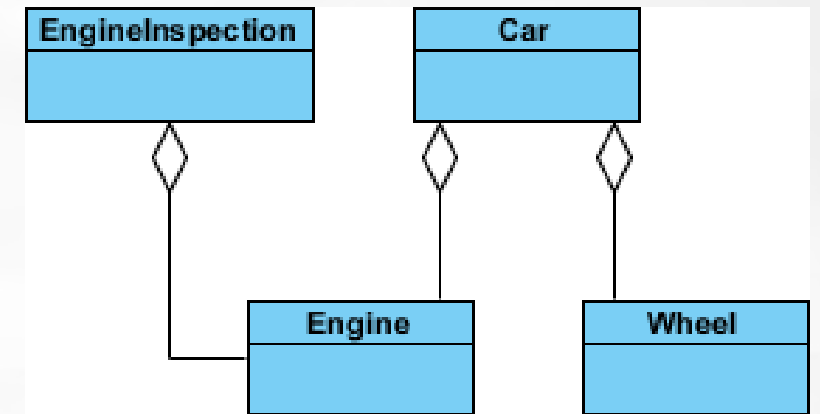
Types of Relations in Class Diagram



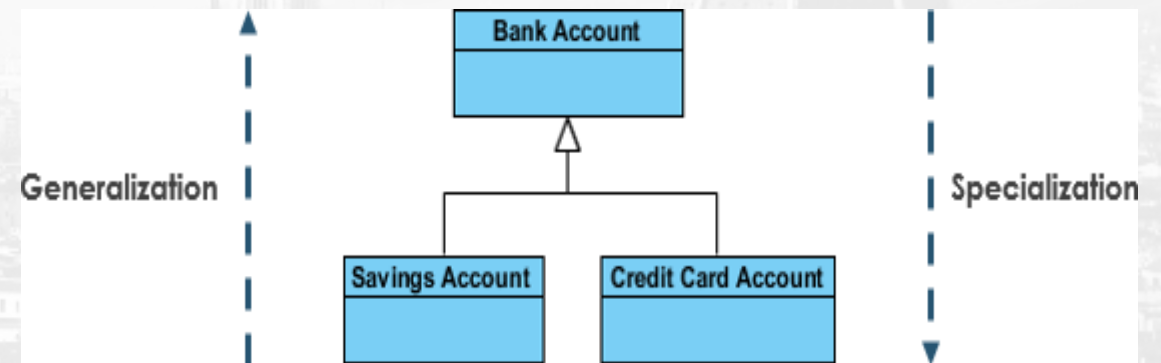
Association



Composition

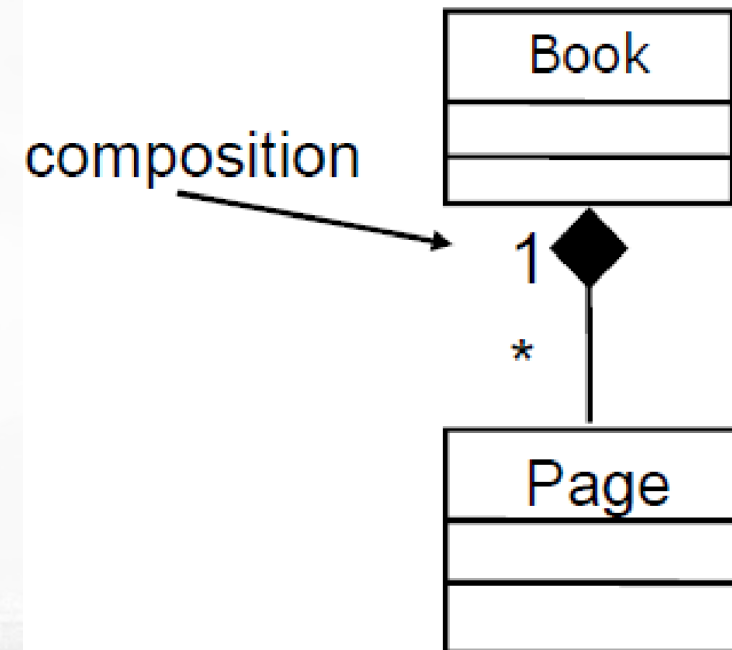
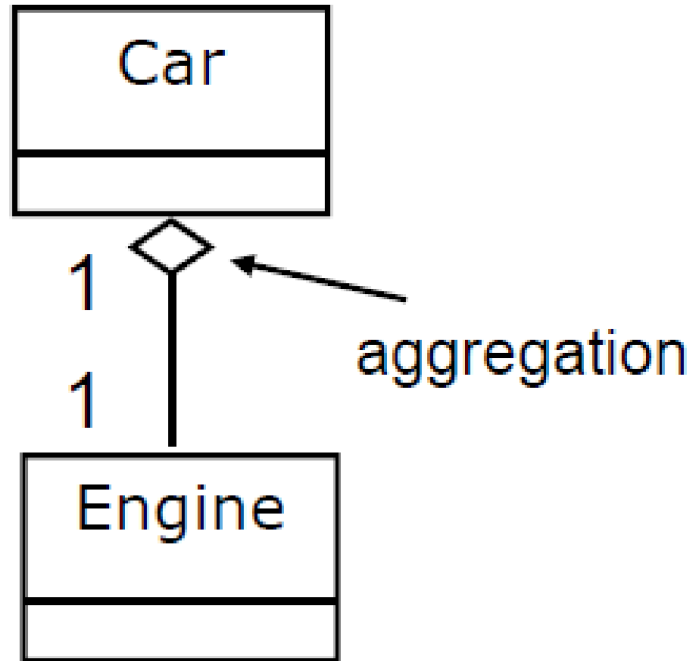


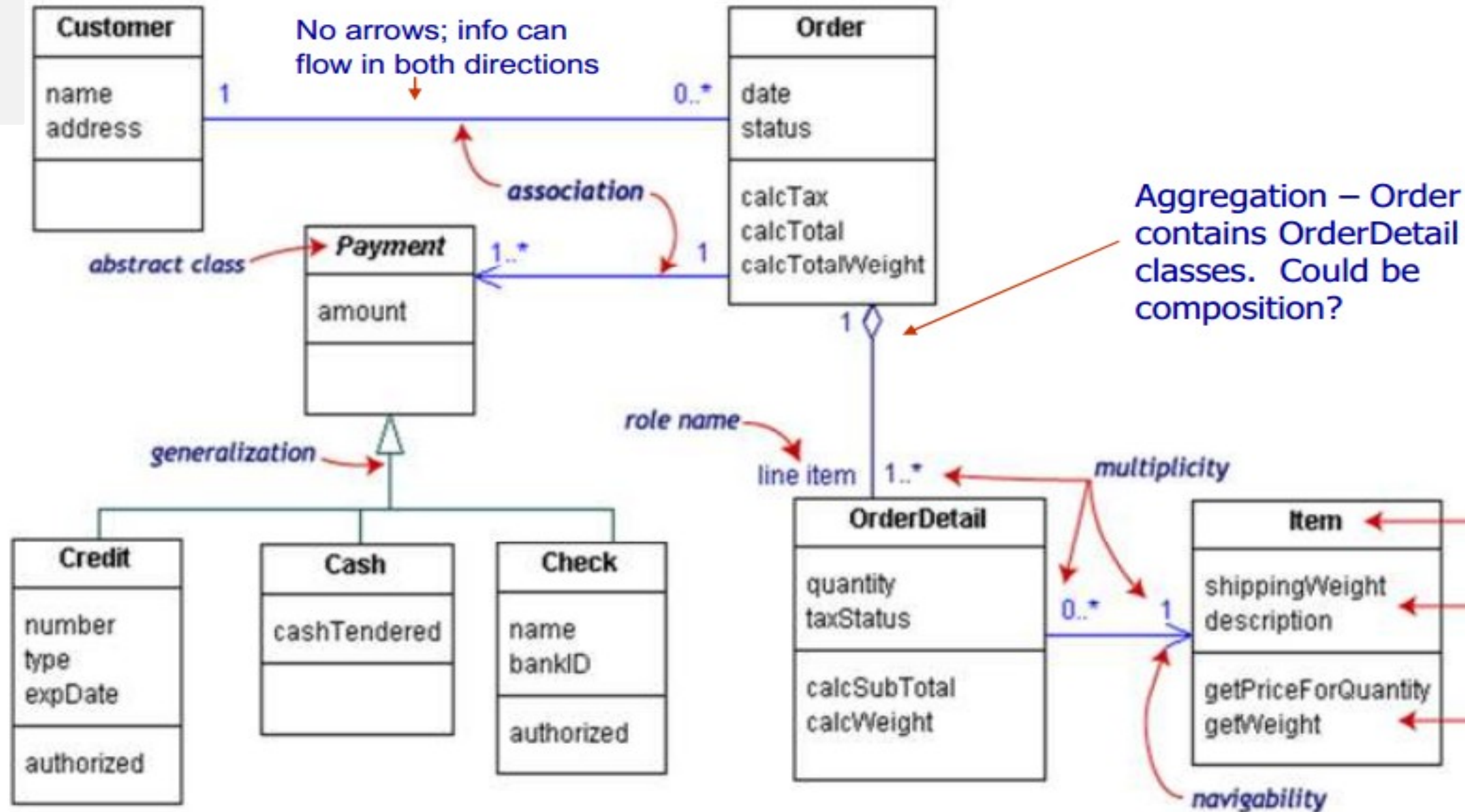
Aggregation (exist alone)



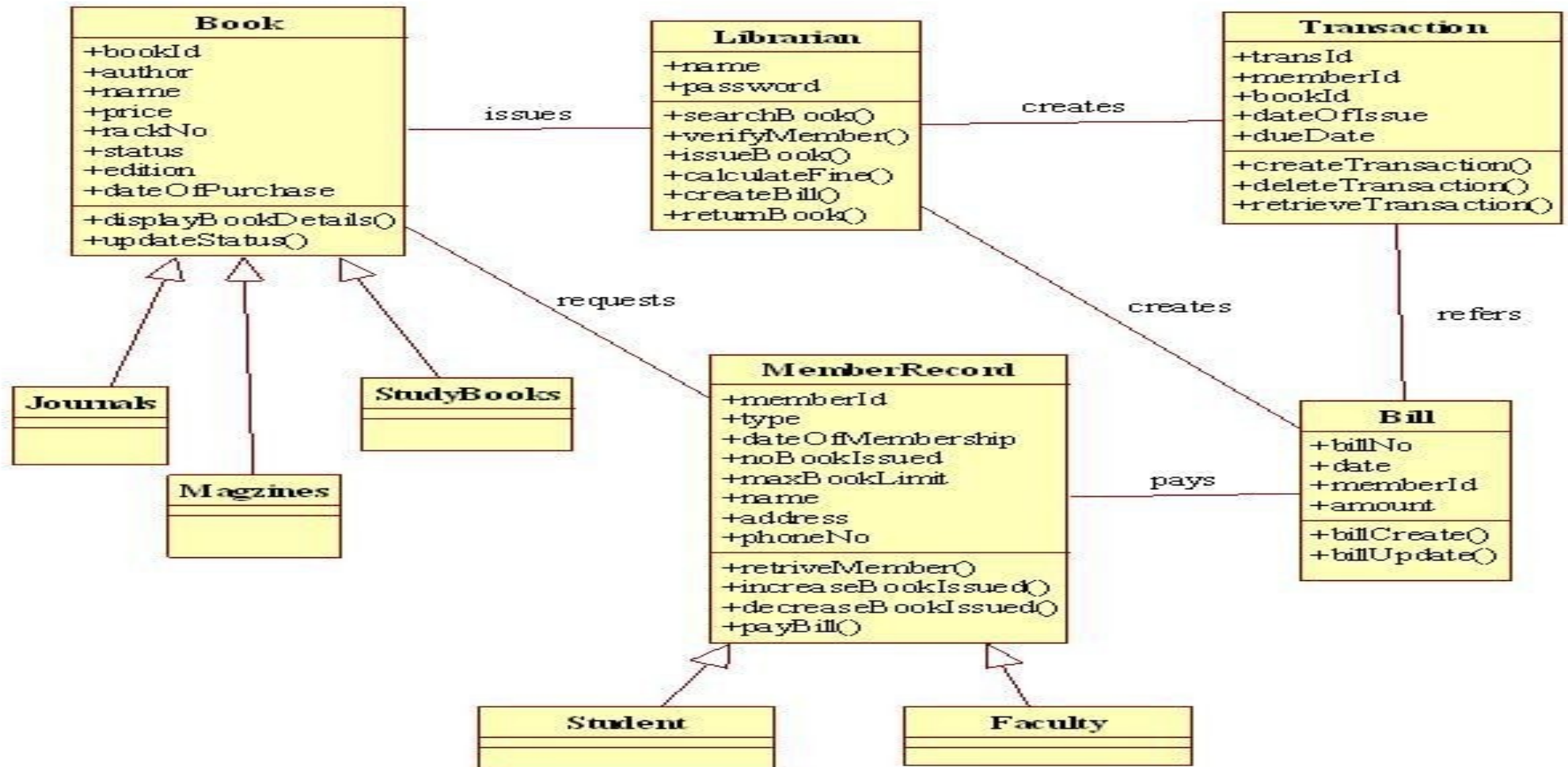
Generalization

Another Example





Example : Library Management System



Benefits of class diagrams

- To understand the general overview of plan of an application.
- Illustrate data models for information systems, no matter how simple or complex.
- Visually express any specific needs of a system.
- Describing the static view of the system.
- Showing the collaboration among the elements of the static view.
- Describing the functionalities performed by the system.
- Construction of software applications using object oriented languages.

References

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- Roger S Pressman, Software Engineering: A Practitioner's Approach, Mcgraw-Hill, ISBN: 0073375977, Seventh Edition, 2014
- Pankaj Jalote, Software Engineering: A Precise Approach, Wiley India.2010.

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Thank You