UML class diagrams

- What is a UML class diagram?
 - UML class diagram: a picture of
 - the classes in an OO system
 - their fields and methods
 - connections between the classes
 - that interact or inherit from each other
- What are some things that are <u>not</u> represented in a UML class diagram?
 - details of how the classes interact with each other
 - algorithmic details; how a particular behavior is implemented

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Diagram of one class

- class name in top of box
 - write <<interface>> on top of interfaces' names
 - use italics for an abstract class name
- attributes (optional)
 - should include all fields of the object
- operations / methods (optional)
 - may omit trivial (get/set) methods
 - but don't omit any methods from an interface!
 - should not include inherited methods

Rectangle

width: int

- height: int

/ area: double

- + Rectangle(width: int, height: int)
- + distance(r: Rectangle): double

Student

-name:String

-id:int

<u>-totalStudents:int</u>

#getID() int

- +getNamle():String
- ~getEmailAddress()String
- +qetTotalStudents();int

Class attributes

- attributes (fields, instance variables)
 - visibility name : type [count] = default_value
 - visibility: + public
 - # protected
 - private
 - ~ package (default)
 - / derived
 - underline static attributes
 - derived attribute: not stored, but can be computed from other attribute values
 - attribute example:
 - balance : double = 0.00

Rectangle

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

Student

-name:String

id.int

-totalStudents:int

#getID() int

- +getNamle():String
- ~getEmailAddress():String
- +qetTotalStudents();int

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Class operations / methods

- operations / methods
 - visibility name (parameters) : return_type
 - visibility: + public
 - # protected
 - private
 - ~ package (default)
 - underline <u>static methods</u>
 - parameter types listed as (name: type)
 - omit return_type on constructors and when return type is void
 - method example:
 - + distance(p1: Point, p2: Point): double

Rectangle

- width: int
- height: int

/area: double

- + Rectangle(width: int, height: int)
- + distance(r: Rectangle): double

Student

-name:String

-id:int

<u>-totalStudents:int</u>

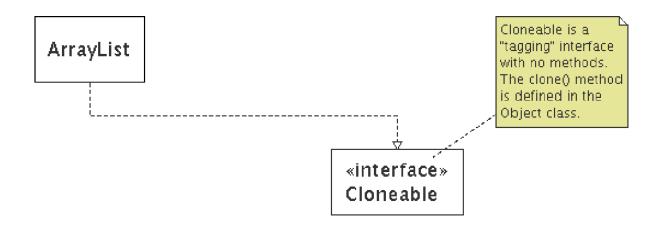
#getID();int

- +getNamle():String
- ~getEmailAddress()String
- +qetTotalStudents();int

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Comments

 represented as a folded note, attached to the appropriate class/method/etc by a dashed line



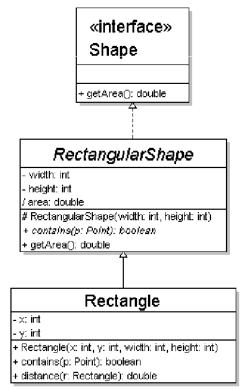
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Relationships btwn. classes

- generalization: an inheritance relationship
 - inheritance between classes
 - interface implementation
- association: a usage relationship
 - dependency
 - aggregation
 - composition

Generalization relationships

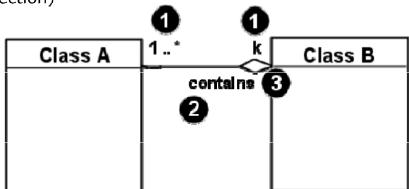
- generalization (inheritance) relationships
 - hierarchies drawn top-down with arrows pointing upward to parent
 - line/arrow styles differ, based on whether parent is a(n):
 - class: solid line, black arrow
 - <u>abstract class</u>: solid line, white arrow
 - interface: dashed line, white arrow
 - we often don't draw trivial / obvious generalization relationships, such as drawing the Object class as a parent



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Associational relationships

- associational (usage) relationships
 - 1. multiplicity (how many are used)
 - * \Rightarrow 0, 1, or more
 - 1 \Rightarrow 1 exactly
 - 2..4 ⇒ between 2 and 4, inclusive
 - 3..* ⇒ 3 or more
 - 2. name (what relationship the objects have)
 - 3. navigability (direction)



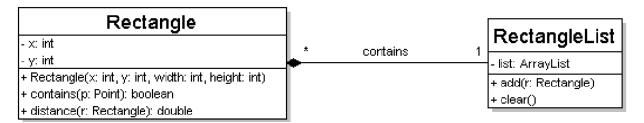
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Multiplicity of associations

- one-to-one
 - each student must carry exactly one ID card



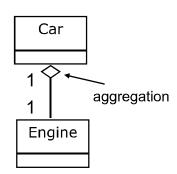
- one-to-many
 - one rectangle list can contain many rectangles

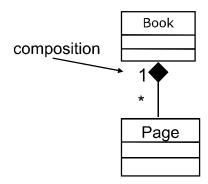


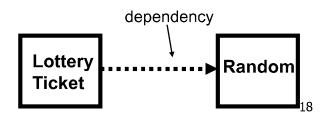
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Association types

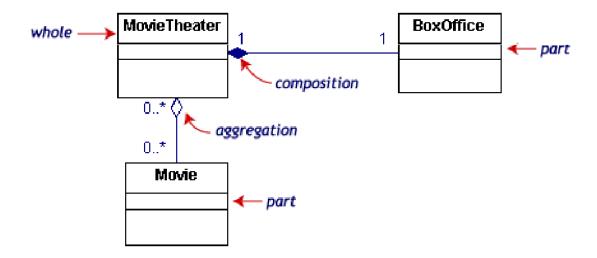
- aggregation: "is part of"
 - symbolized by a clear white diamond
- composition: "is entirely made of"
 - stronger version of aggregation
 - the parts live and die with the whole
 - symbolized by a black diamond
- dependency: "uses temporarily"
 - symbolized by dotted line
 - often is an implementation detail, not an intrinsic part of that object's state





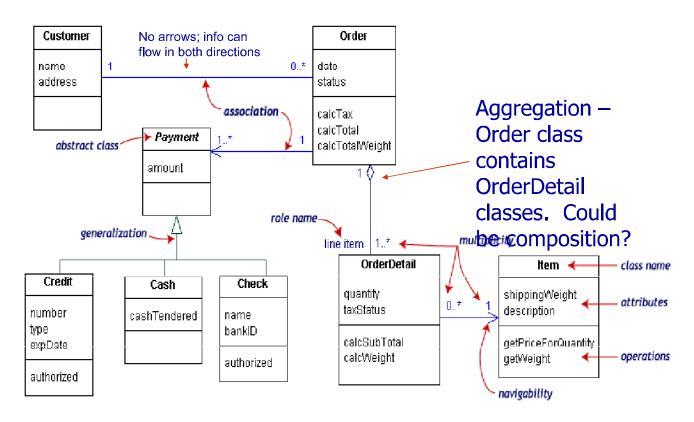


Composition/aggregation example

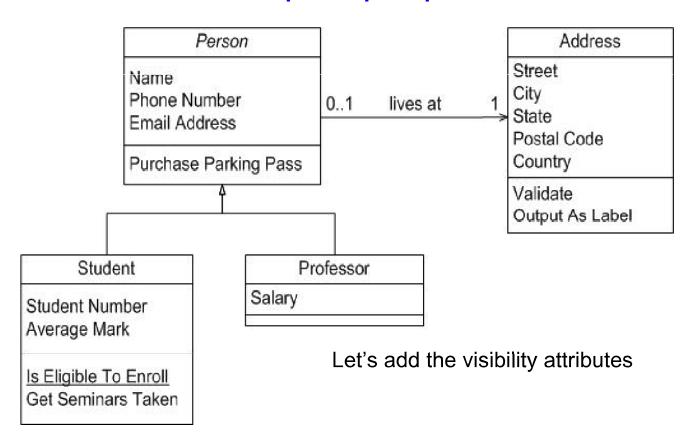


If the movie theatre goes away so does the box office => composition but movies may still exist => aggregation

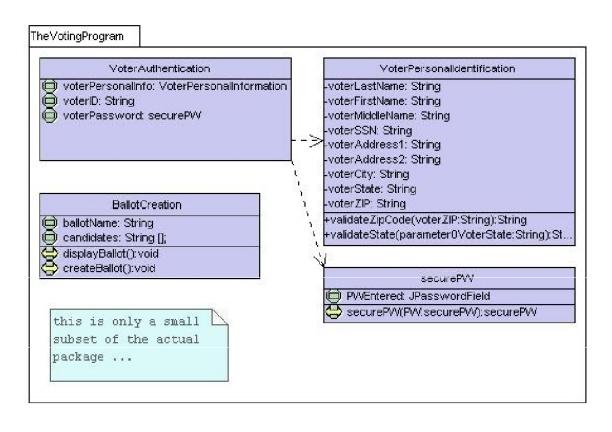
Class diagram example



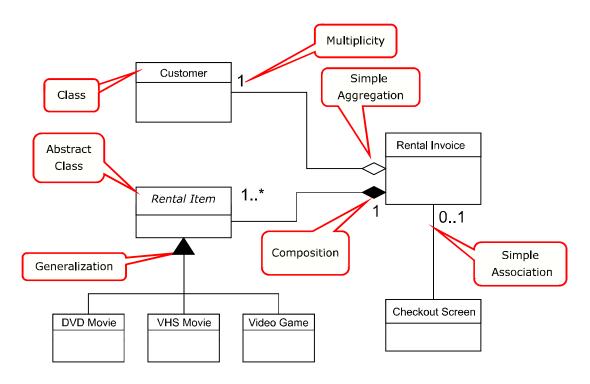
UML example: people



Class diagram: voters



Class diagram example: video store



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Class diagram example: student

