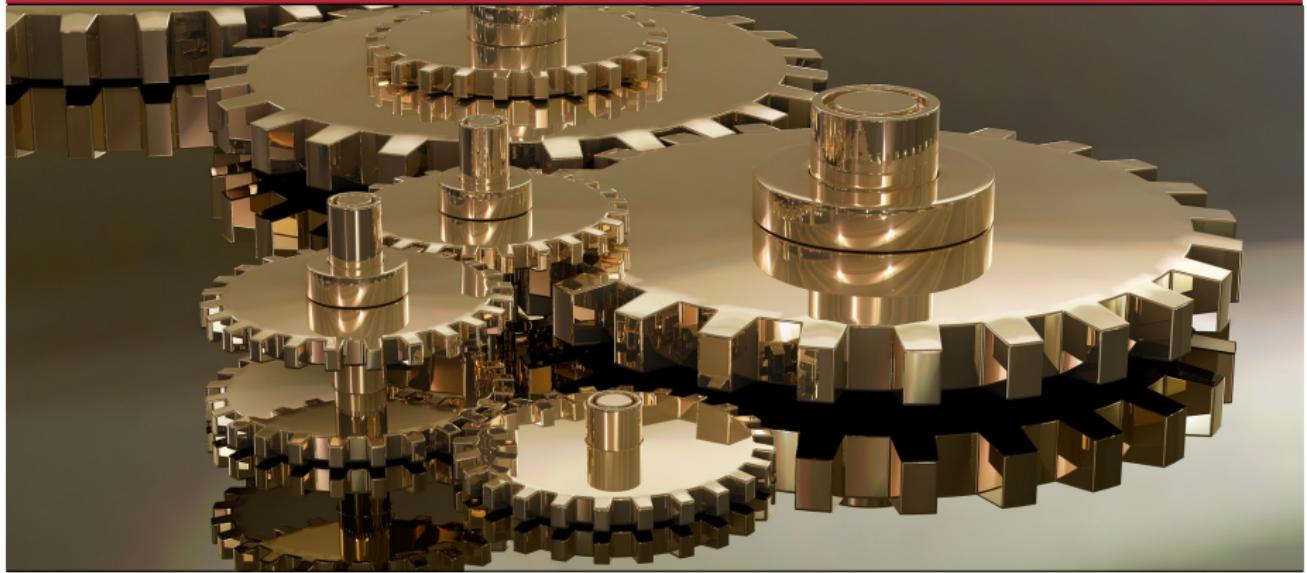


## Domain Modelling

Prof. Dr. Reiner Hähnle

Fachgebiet Software Engineering



# Course Navigation



## What? Problem Space



Use Case Analysis

Customer/Client

Requirements Analysis



Did we build the intended system?

## How? Solution Space



Manufacturer

How do I build  
the software?

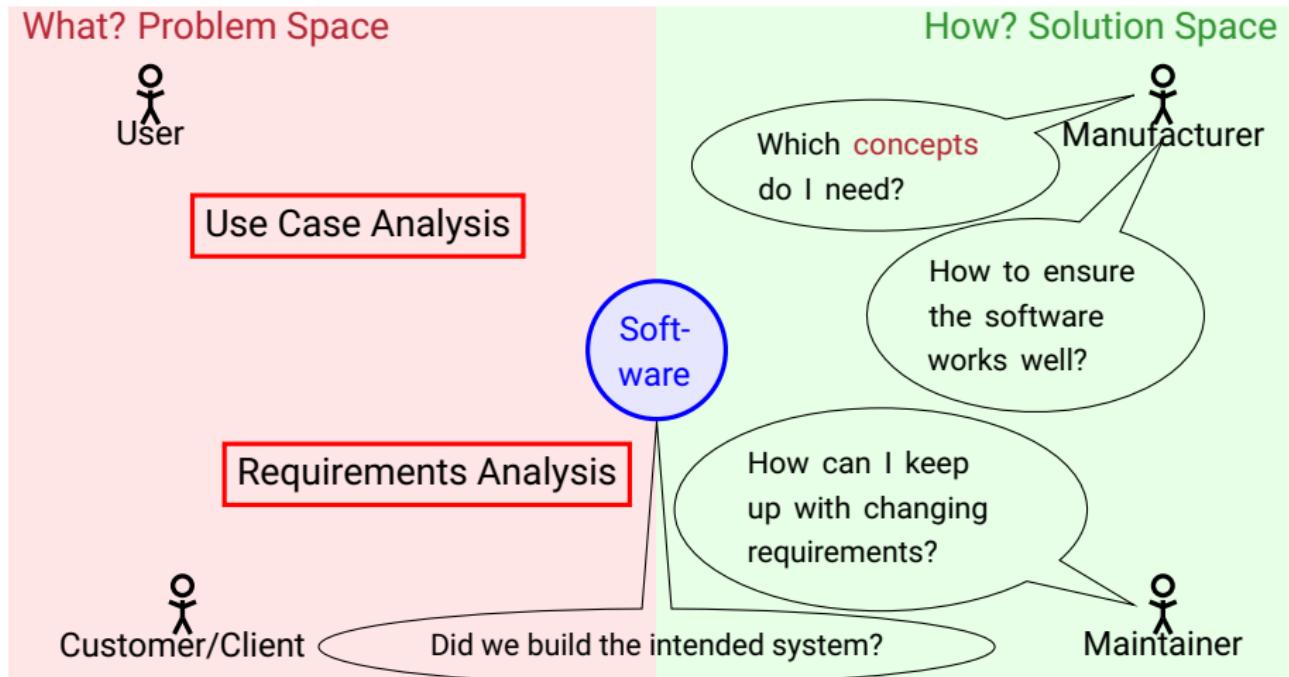
How to ensure  
the software  
works well?

How can I keep  
up with changing  
requirements?



Maintainer

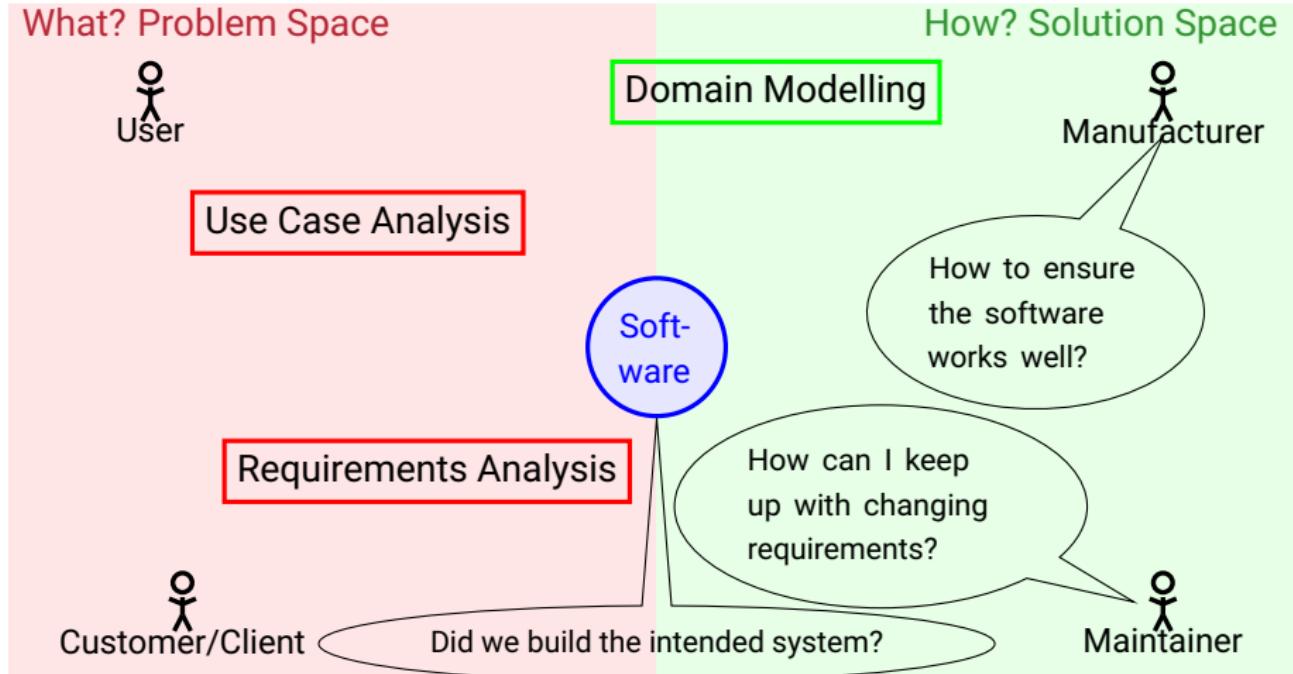
# Course Navigation



# Course Navigation



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# General Approach: Object-oriented Analysis & Design



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In the solution space we use Object-oriented Analysis & Design (OOAD)

# General Approach: Object-oriented Analysis & Design



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In the solution space we use Object-oriented Analysis & Design (OOAD)

## Motivation

- Considered state-of-art
- Widely-used in industrial practice, many software processes
- Numerous training resources available
- Compatible with wide-spread visual modeling notation UML
- Compatible with C++, C#, JAVA, KOTLIN, SCALA, ...



## Domain Modelling

Fixing the terminology and fundamental activities of the solution space

Why: Helps to identify the relevant concepts and tasks of a domain

Prerequisite: Requirements analysis and use case analysis are done

Context: Part of object-oriented analysis (OOA)

Heuristics: Only performed for the tasks at hand

*Curtis' law: "... good designs require deep application knowledge."*

– A. Endres & D. Rombach, *A Handbook of Software and Systems Engineering*



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Domain model must be validated with Client



## Goal of an Object-Oriented Domain Model

Decompose the domain into **concepts** or **objects** that represent the **real world** (as captured in the requirements specification)

## How to create an Object-Oriented Domain Model

- Identify the set of **conceptual classes** and fundamental **actions**

Iteratively completed and forms the basis for the **software design**

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## How to create an Object-Oriented Domain Model

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**Iteratively completed** and forms the basis for the **software design**

## Synonyms for Domain Model

- Conceptual model, domain object model, analysis object model  
**“Konzeptmodell”, “Analysemmodell”**

## Definition (Conceptual class “Konzeptklasse”)

Conceptual classes represent ideas, things or objects in the domain.

A conceptual class has

- a name or symbol representing the class,
- an intention (“Bedeutung”),
- an extension (“Ausprägung”, “Extension”).

The extension contains the domain elements the conceptual class represents.

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Domain concepts/conceptual classes are not software objects –  
They derive from the problem space

## Part II

# UML Class Diagrams as Conceptual Models



Domain models are visualized using **UML class diagrams**

But with suitable restrictions to emphasize **domain** modelling:

- Only domain **objects** and conceptual **classes**
- Only **associations**, no aggregation, no composition
- Classes may have **attributes** (used sparingly), but **no operations**

UML class diagram of domain model is called **conceptual perspective model**  
“Modell der Konzeptperspektive”

# Example: CaSh Booking System



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- Bookings are made by customers
- Customers must have an authentication to make a booking
- Each booking is for exactly one car
- The monthly bill comprises all completed and unpaid bookings
- Each booking is for a duration of between 30 minutes and four weeks
- A customer cannot have more than three active bookings
- Each car needs to have a regular service carried out by a service person

# Example: CaSh Booking System

Booking

Customer

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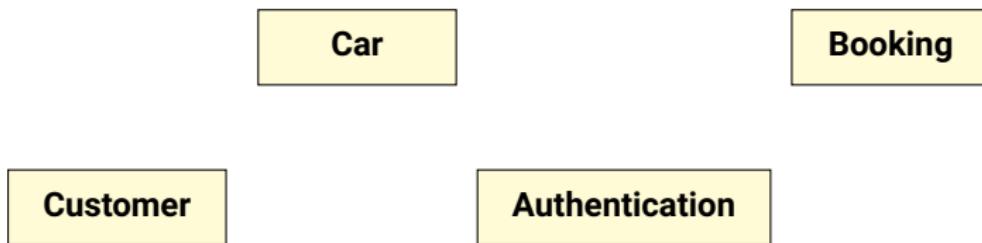
Booking

Customer

Authentication

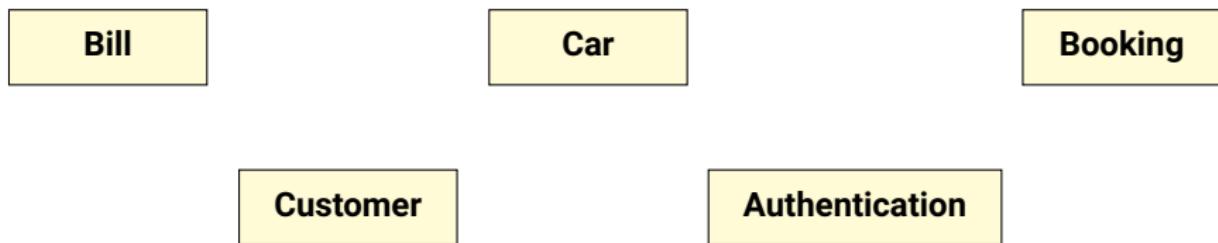
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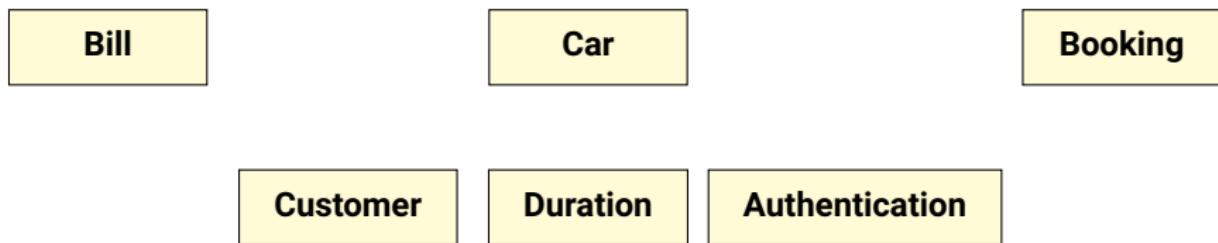
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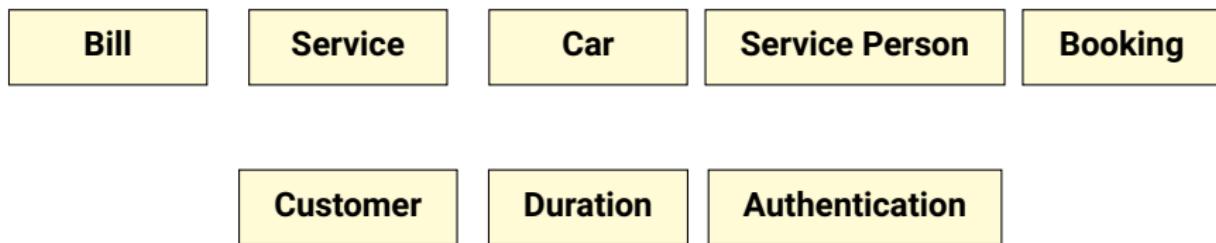
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# Extracting a First Class Model



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Bill

Service

Car

Service Person

Booking

Customer

Duration

Authentication

## Classes

A (conceptual) **class** describes a set of (domain) objects

An object is an individual thing with a **state** and **relations** to other objects

# Properties of Conceptual Classes: Attributes



Customer
name : String
id : Integer

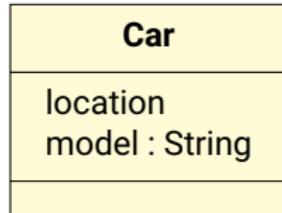
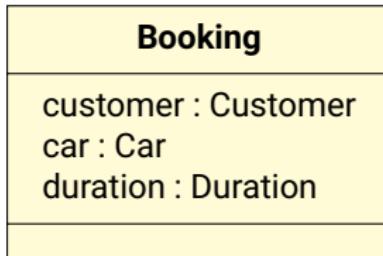
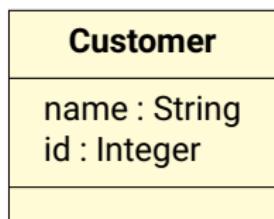
Booking
customer : Customer
car : Car
duration : Duration

Car
location
model : String

## Attributes:

- Logical data values of an object (class instance, domain element)

# Properties of Conceptual Classes: Attributes

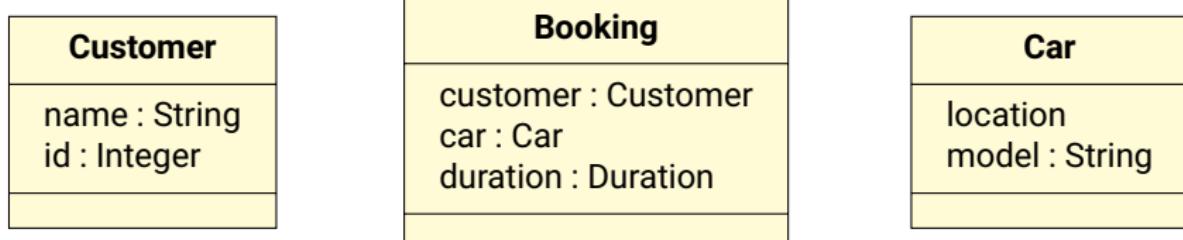


model(aCar)="Opel Corsa"

## Attributes:

- Logical data values of an object (class instance, domain element)
- Map objects of the containing class to objects of their target type

# Properties of Conceptual Classes: Attributes



## Attributes:

- Logical data values of an object (class instance, domain element)
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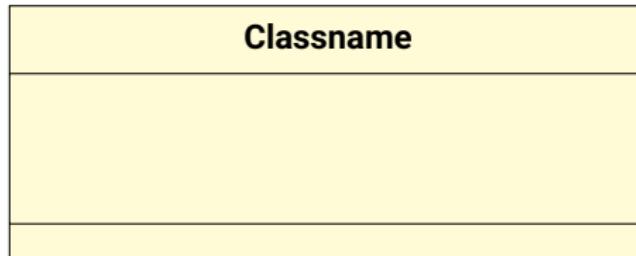
## During domain modelling:

- Identify attributes of conceptual classes needed to satisfy **information requirements**
- **Limit** number of attributes to scope of treated scenarios

# UML Model Element Class: Simplified Syntax for Domain Modelling



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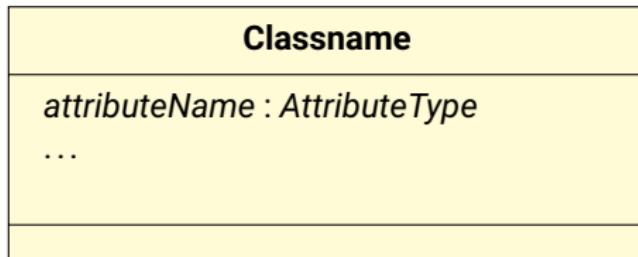
## UML Class Elements and Conventions

**Class Name** Class names start always with an upper case letter

# UML Model Element Class: Simplified Syntax for Domain Modelling



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## UML Class Elements and Conventions

**Class Name** Class names start always with an upper case letter

**Attribute** **Attribute name:** starts with a lower case letter

**Attribute type:** pre-defined type or other domain model class  
(type can be **omitted** in domain modelling)

# UML Model Element Class: Simplified Syntax for Domain Modelling



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Classname
<i>attributeName : AttributeType</i>
...
<i>/derivedAttributeName : AttributeType</i>

## UML Class Elements and Conventions

**Class Name** Class names start always with an upper case letter

**Attribute** **Attribute name:** starts with a lower case letter

**Attribute type:** pre-defined type or other domain model class  
(type can be **omitted** in domain modelling)

**Derived** **Attribute:** name prefixed by a slash ('/')

Value computable from existing information

# Example: Derived Attribute



Customer
name : String
id : Integer

Booking
customer : Customer
car : Car
duration : Duration

Car
location
model : String

## Example (Active Bookings)

- The **active bookings** of a customer are all not yet completed bookings

# Example: Derived Attribute



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Customer
name : String
id : Integer
/activeBookings

Booking
customer : Customer
car : Car
duration : Duration

Car
location
model : String

## Example (Active Bookings)

- The **active bookings** of a customer are all not yet completed bookings
- The active bookings for a customer can be computed:
- Collect all bookings of the customer whose end time is not past the current time**
- Derived attributes are usually not assigned values independently

# CaSh Booking System: Associations (Relations)



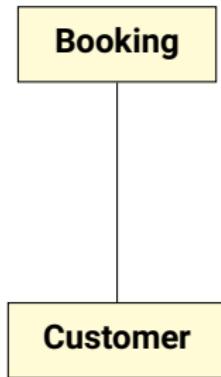
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# CaSh Booking System: Associations (Relations)



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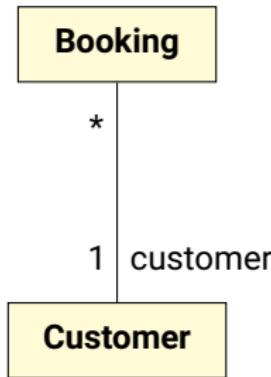


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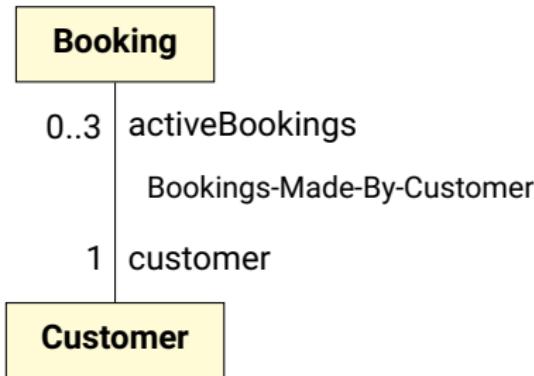


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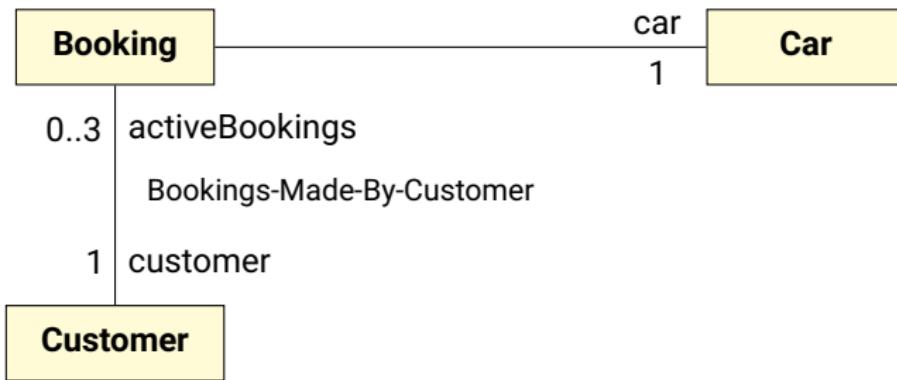
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# CaSh Booking System: Associations (Relations)



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# CaSh Booking System: Associations (Relations)



- **Bookings** are made by **customers**
- A customer cannot have more than **three** active bookings
- Each booking is for exactly one car
- A car may appear in an arbitrary number of bookings

# Syntax of UML Association



An **association** is a relation among classes with the elements:

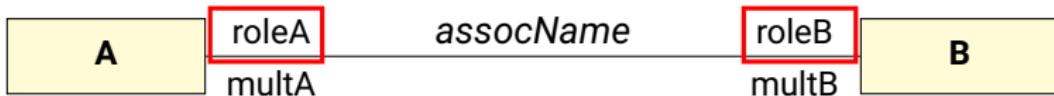
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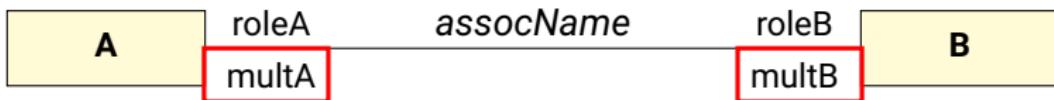
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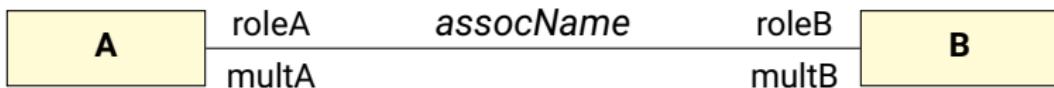
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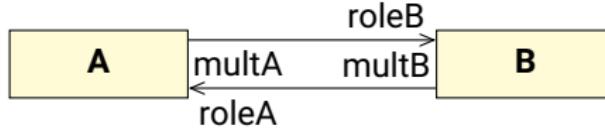
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Possible multiplicities: \* or a..b  
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  - A **navigability** (defaults to bi-directional, not used for conceptual classes)



# Generalizations of Concepts



Booking

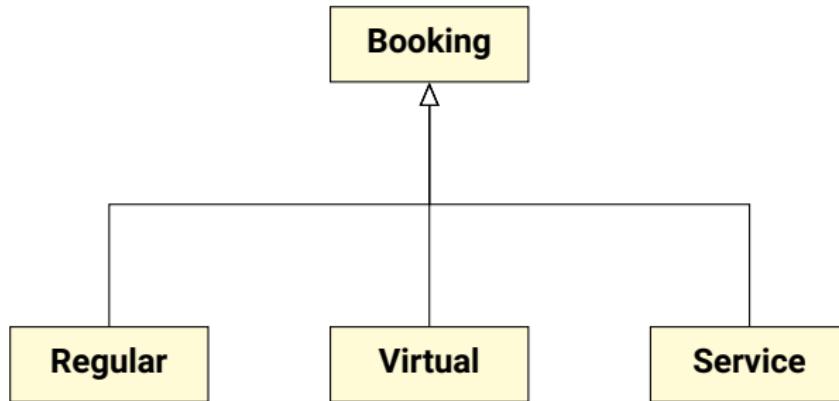
Regular

Virtual

Service

- There are different types of bookings: regular, virtual , service

# Generalizations of Concepts



- There are different types of bookings: regular, virtual , service

# Elicitation of Domain Model for a New Domain: Workflow



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## 1. Find the conceptual classes

Possible Strategies:

- ❑ Re-use or modify an existing model
- ❑ Use a category list
- ❑ Identify noun phrases

## 2. Draw elicited concepts as classes in a UML class diagram

## 3. Add attributes

## 4. Add associations

Use the domain vocabulary:

The CaSh model should use names like Customer instead of Person

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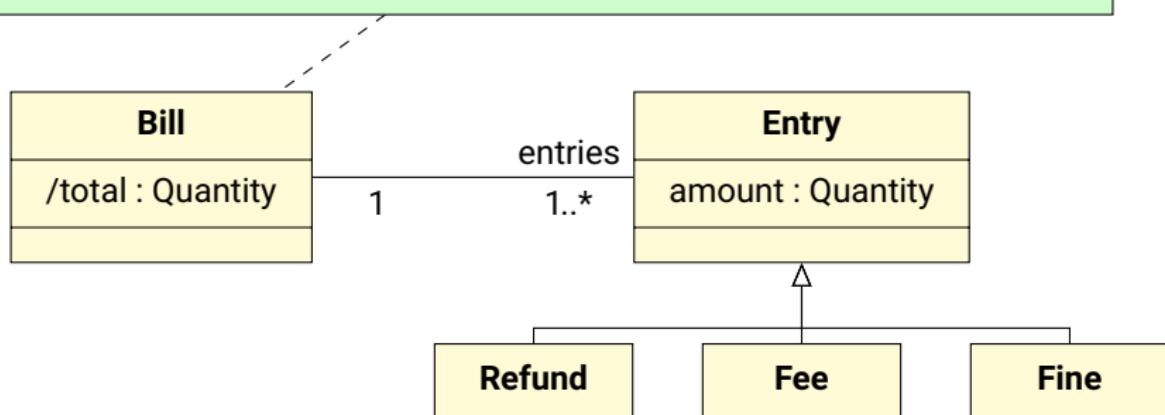
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# Re-using an Existing Model



for any object self of type **Bill**:  $\text{self.total} = \sum_{s \in \text{self.entries}} s.\text{amount}$   
[[ in OCL: `self.total = self.entries -> collect(s | s.amount) -> sum()` ]]



(For example: M. Fowler. Analysis Patterns—Reusable Object Models, Addison-Wesley, 1997)

# Conceptual Class Discovery Technique: List of Conceptual Class Categories



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## Some Categories:

- Physical or tangible objects
- Specifications or description of things
- Locations
- Events
- Transactions
- Transaction items
- Organizations
- Roles (of people, organizations, etc.)
- Containers
- ...

# Using a Category: Example



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Conceptual Class Category

Conceptual Classes (in CaSh)

# Using a Category: Example



Conceptual Class Category	Conceptual Classes (in CaSh)
Business transaction	Bill, Payment
Transaction line item	Entry
Product or service related to a transaction or to a transaction line item	Refund, Rent, Fine
Place where transaction is recorded	Registry
Roles of people or organizations related to a transaction (actors in use cases)	Customer, Accountant
Location where transaction executed	Website
Noteworthy events, with a time or place that needs to be remembered	Bill, Booking

# Conceptual Class Discovery Technique: Noun Identification



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## Workflow

- Identify **nouns** and noun phrases in textual descriptions of domain
- Consider them as a **candidate** for a conceptual class or an attribute

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Only **partially**: Words in natural language texts are **ambiguous**

- Same noun can mean multiple things
- Different nouns can mean the same thing

LLMs might be helpful, but need to **validate**

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- Different nouns can mean the same thing

LLMs might be helpful, but need to **validate**

**Use Cases (stories)** are a canonical source for identifying conceptual classes

# Example:

## Noun Identification



### Text Story: Change Existing Booking

The customer selects the booking to change. The system displays the booking details, including adjacent reservations. The customer is offered to change the reserved duration. When a new duration is entered, the system checks availability and records the change. In case of no availability, nothing happens and an information message is displayed. Before any change happens, a confirmation action is requested. Afterwards, a confirmation message is sent to the customer's preferred contact.

# Example:

## Noun Identification



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# Example: Noun Identification



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## Candidate Conceptual Classes

Customer, Booking, Detail, Reservation, Duration, System, Availability, Change, InformationMessage, ConfirmationAction, ConfirmationMessage, Contact

# Selection of Suitable Conceptual Classes



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Which nouns should become conceptual classes in domain model?

Example: Should ConfirmationMessage be a conceptual class?

# Selection of Suitable Conceptual Classes



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Criteria to include a candidate conceptual class:

- Must carry information not available/computable from other sources  
Avoid candidates that add only
  - ▣ redundant information (available elsewhere)
  - ▣ derived information
- Must have specific semantics in relation to the business

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What does that mean for ConfirmationMessage?

- A confirmation message repeats content from changed booking

Conclusion: Confirmation Message is report about a booking

# Boundary of Domain Model



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Report: Part of the domain model? – It depends!

# Boundary of Domain Model



Report: Part of the domain model? – It depends!

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⇒ Confirmation message **not** part of domain model (only a report)



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- Considering **current** scenario only:  
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- Considering, for example, handling of disputes:  
⇒ Confirmation message represents an important **concept on its own**

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⇒ Confirmation message **not** part of domain model (only a report)
- Considering, for example, handling of disputes:  
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In general:

Regarding legal aspects ... ? ← Non-functional **domain requirement** (lecture 2)

# More In-/Exclusion Criteria for Conceptual Classes



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## Candidate Conceptual Classes

Customer, Booking, Detail, Reservation, Duration, System, Availability, Change,  
InformationMessage, ConfirmationMessage, ConfirmationAction, Contact



## Candidate Conceptual Classes

Customer, Booking, Detail, Reservation, Duration, System, Availability, Change, InformationMessage, ConfirmationMessage, ConfirmationAction, Contact

- 1 Already used, discussed



## Candidate Conceptual Classes

Customer, Booking, **Detail**, Reservation, Duration, System, Availability, Change, InformationMessage, ConfirmationMessage, ConfirmationAction, Contact

- 1 Already used, discussed
- 2 Summary expression actually referring to **Car**, **Duration**, ...



## Candidate Conceptual Classes

Customer, Booking, Detail, **Reservation**, Duration, System, Availability, Change, InformationMessage, ConfirmationMessage, ConfirmationAction, Contact

- 1 Already used, discussed
- 2 Summary expression actually referring to **Car**, **Duration**, ...
- 3 Synonym of **Booking**



## Candidate Conceptual Classes

Customer, Booking, Detail, Reservation, Duration, **System**, Availability, Change, InformationMessage, ConfirmationMessage, ConfirmationAction, Contact

- 1 Already used, discussed
- 2 Summary expression actually referring to **Car**, **Duration**, ...
- 3 Synonym of **Booking**
- 4 Root class, not a specific concept



## Candidate Conceptual Classes

Customer, Booking, Detail, Reservation, Duration, System, **Availability**, Change, InformationMessage, ConfirmationMessage, ConfirmationAction, Contact

- 1 Already used, discussed
- 2 Summary expression actually referring to **Car**, **Duration**, ...
- 3 Synonym of **Booking**
- 4 Root class, not a specific concept
- 5 Derivable from **Duration** and bookings



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- ⋮

# Description Classes



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## Example

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3. **Redundant** or duplicated information is reduced

# Model a Notion as Class or Attribute?



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## Heuristics: Class or Attribute

If we **do not think** of a notion  $C$  as a number, text or data of the real world,  
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## Example (Airport)

Flight

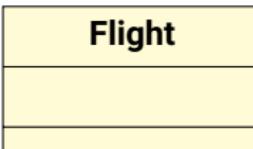
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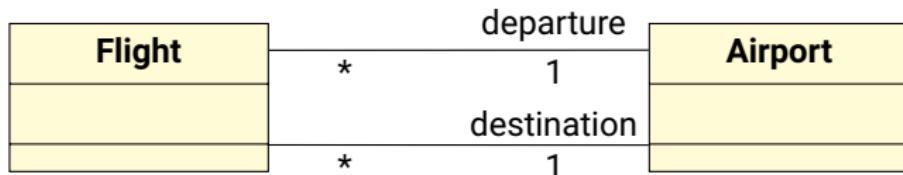
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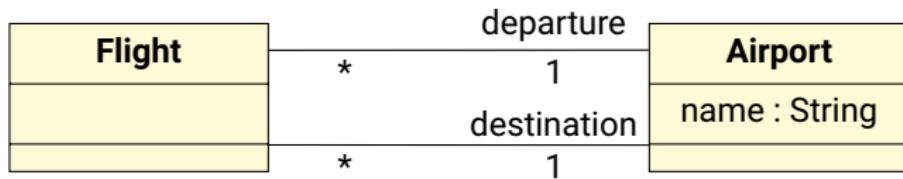
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Include associations in the domain model when:

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## Example

The relation between a **bill** and its **entries** needs to be remembered

But it is unnecessary to store the relation

between a customer and his or her most recent search for available cars

On the other hand, a **browser** might well record the search history

## Heuristics

Include associations in the domain model when:

Knowledge about the relation needs to be preserved for some time

List of common association categories:

- A is a **transaction** related to another transaction  $B$
- A is a **product** or a **service** for a transaction  $B$
- A is a **role** related to a transaction  $B$
- A is a physical or logical **part** of  $B$   
For example, A is a **line item** of a transaction  $B$

# Association Name



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Name an association based on a **Class name-Verb phrase-Class name** format

The verb phrase creates a sequence that is readable and meaningful

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- Player-Stands-on-Square
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Good examples:

- Player-Stands-on-Square
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Bad examples:

- Player-Has-Square ("Has" is generic, doesn't tell about relation)
- Sale-Uses-CashPayment ("Uses" dito)

# Attribute or Association?



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A **property** can be modelled as an **association** or an **attribute**

The notations are very different! – When to use what?

# Attribute or Association?



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Customer
name
activeBooking

?

# Attribute or Association?



- Attributes should always be used for **primitive** datatypes
  - ▣ Boolean, Integer, Character, String
  - ▣ Date, Address, Color, Phone Number, ...

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# Attribute or Association?



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  - currency (EUR, USD, SEK, ...)
  - weight (kilogram, cm, ...)

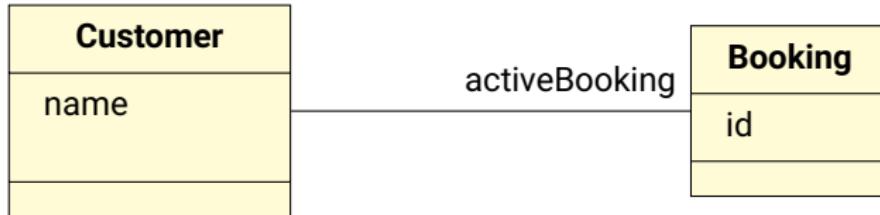
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- Quantities **may** be modelled as classes to attach units
  - currency (EUR, USD, SEK, ...)
  - weight (kilogram, cm, ...)
- **Always** use associations to model relations between conceptual classes



# Refining a Model: Replace String Type



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It is convenient to type attributes **initially** with **String**:

**Generic** type that avoids **premature** decision

Later, consider **refinement** to description class

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Refined:

Car

Model
maker
type
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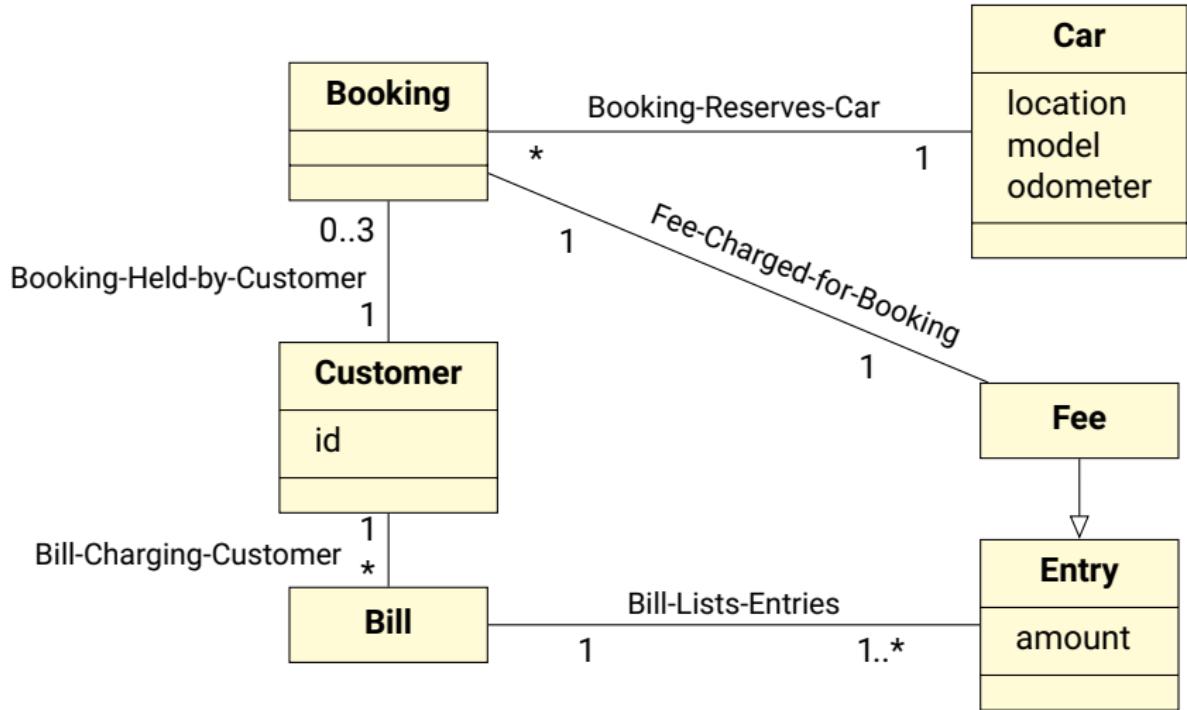
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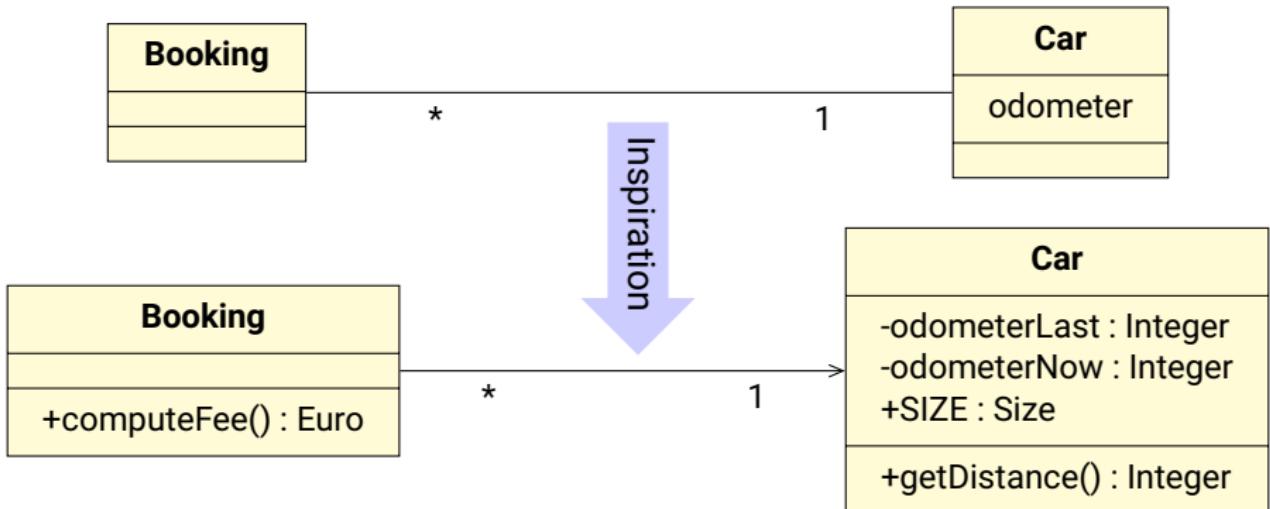
- When string has **structure**, i.e. composed of separate sections: Maker, type
- When other **relations** are associated with the string: social security nr
- When the string has other **attributes**: electric
- When the string is a quantity with a **unit**, for example, a currency

# CaSh Booking System: Domain Model (Excerpt)



# From Domain Model to Design Model

The domain model serves as a source of **inspiration** for the design model





## The Two Faces of UML Class Diagrams

1. Conceptual perspective model in domain modelling (our usage)
2. Static view (classes, methods, fields) extracted from OO code

Don't confuse them, for example, abuse the former as code stubs

## Part III

# UML State Machine Diagrams as Behavioral Models



Class diagrams as conceptual classes model **static** aspects of a domain

- Conceptual classes, domain elements
- Properties: attributes, associations
- (Functions)



Class diagrams as conceptual classes model **static** aspects of a domain

- Conceptual classes, domain elements
- Properties: attributes, associations
- (Functions)

What about **behavior**, such as scenarios?

- **Sequences of actions** and how they change the
  - state of a system
  - under which condition

# UML State Machine Diagrams



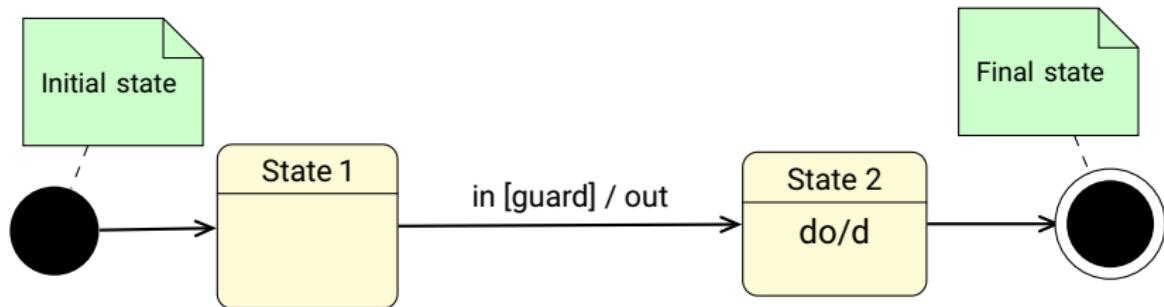
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UML State Machine Diagrams are finite state machines  
whose transitions are equipped with **in-/output actions** and **guards**

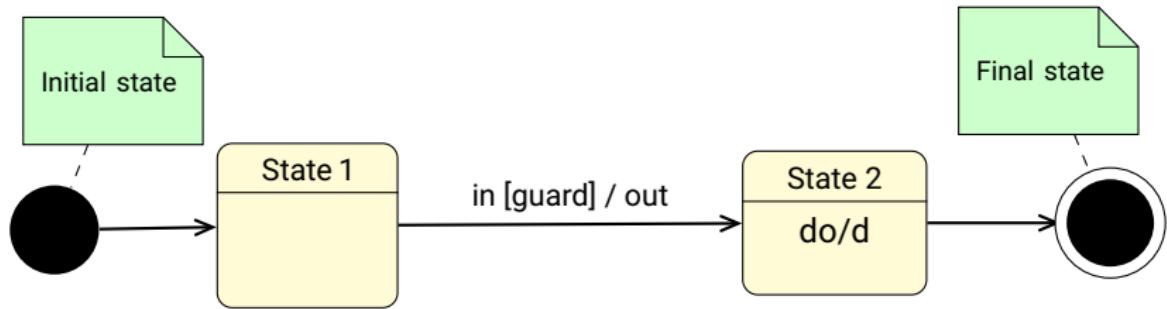
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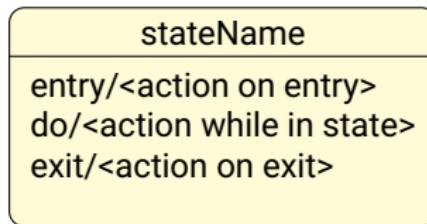


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## Semantics

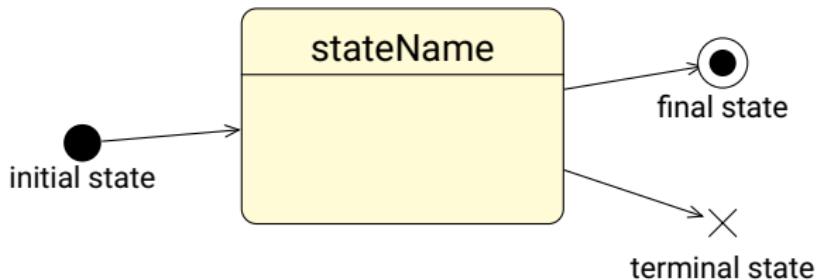
When in **State 1**, if **input** in is observed and **guard** is true, then **output** out happens and current state becomes **State 2**. In **State 2** perform (interruptible) **action** d.



## Basic States in Detail

- Basic states have a **name** and can define any combination of
  - entry action** action performed on state entry
  - do action** action performed while in state
    - (until the action terminates or the state is left)
  - exit action** action performed on state exit
- Actions are executed **operations**

# Basic States: Initial, Final & Terminal States



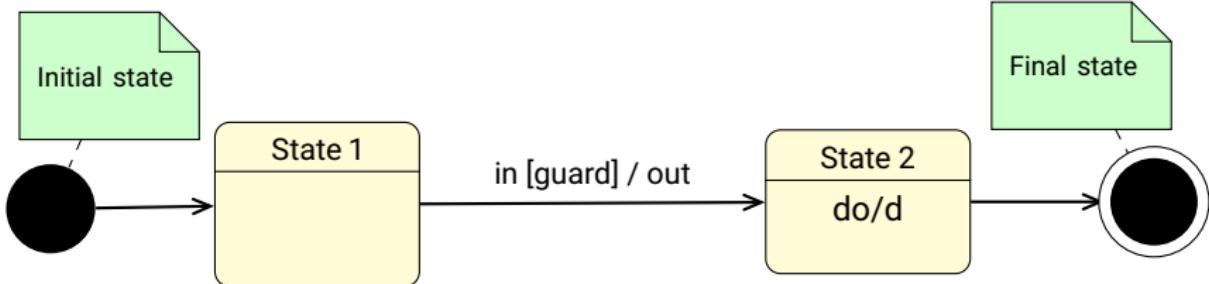
## States with Special Meaning

**Initial state** has single transition to **first** entered state  
(may be labeled by object creation event/message)

**Final state** indicates completion of a scenario

**Terminal state** completion and executing object destroyed

# Transitions between States



Transition Labels: *input?* ('[ guard ']?) '/' *output?*

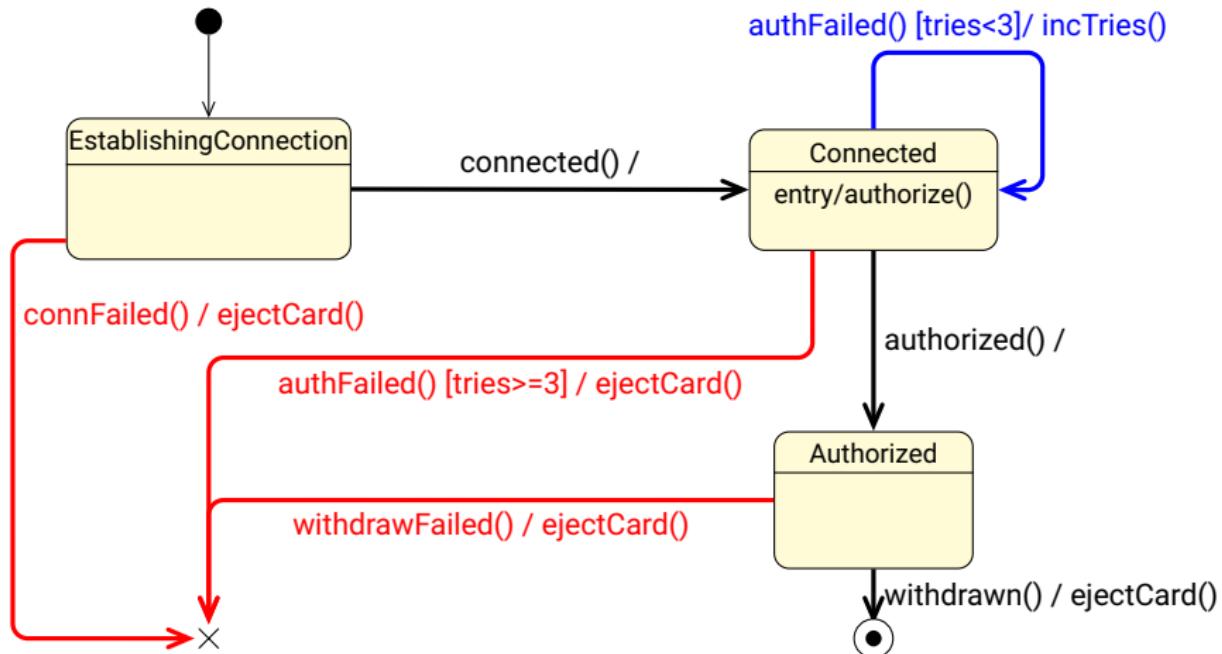
- All parts are optional (indicated by ?)
- **Input** (trigger) events are observations such as:
  - call event (start of operation)
  - time event (for example, time spent in a state)
  - change event (value of an attribute has changed)
- **Guard** is a Boolean expression
- **Output** (action) is an operation or domain-specific action expression

# State Machine Diagram: Example

## Credit Card Payment with PIN



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During **domain modelling**: State machine diagrams **do not relate to code**

## Uses of State Machine Diagrams in Domain Modeling

Capture the action sequence of a **use case**

- Can **combine** several, related use cases
- Clarify the **states** an object can be in
- Help to clarify **protocols**
- Help to **validate** the domain model
- Help to **complete** the domain model (with properties / actions)

State machine diagrams should only be used to model **non-trivial behavior**

- Ian Sommerville, **Software Engineering**, 10th edition, Pearson Education, 2015 (Chapter 5, in particular Sections 5.3, 5.4.2)  
**TUDa ULB eBook** (German edition)
- Craig Larman, **Applying UML and patterns**, 2nd edition, Prentice Hall, 2002  
(Available as hardcover in TUDa ULB, several copies)
- Martin Fowler, **UML konzentriert**, 3rd edition, Addison-Wesley, 2004  
(Available as paperback in TUDa ULB)
- Martin Fowler, **Analysis patterns**, Addison-Wesley, 1999  
(Available as hardcover in TUDa ULB)