

University of Science, VNU-HCM
Faculty of Information Technology

Review: Object-Oriented Programming

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Software Analysis and Design



References

Object-Oriented Analysis and Design with Applications
by Grady Booch et.al., Addison-Wesley, 2007
(chapter 3)

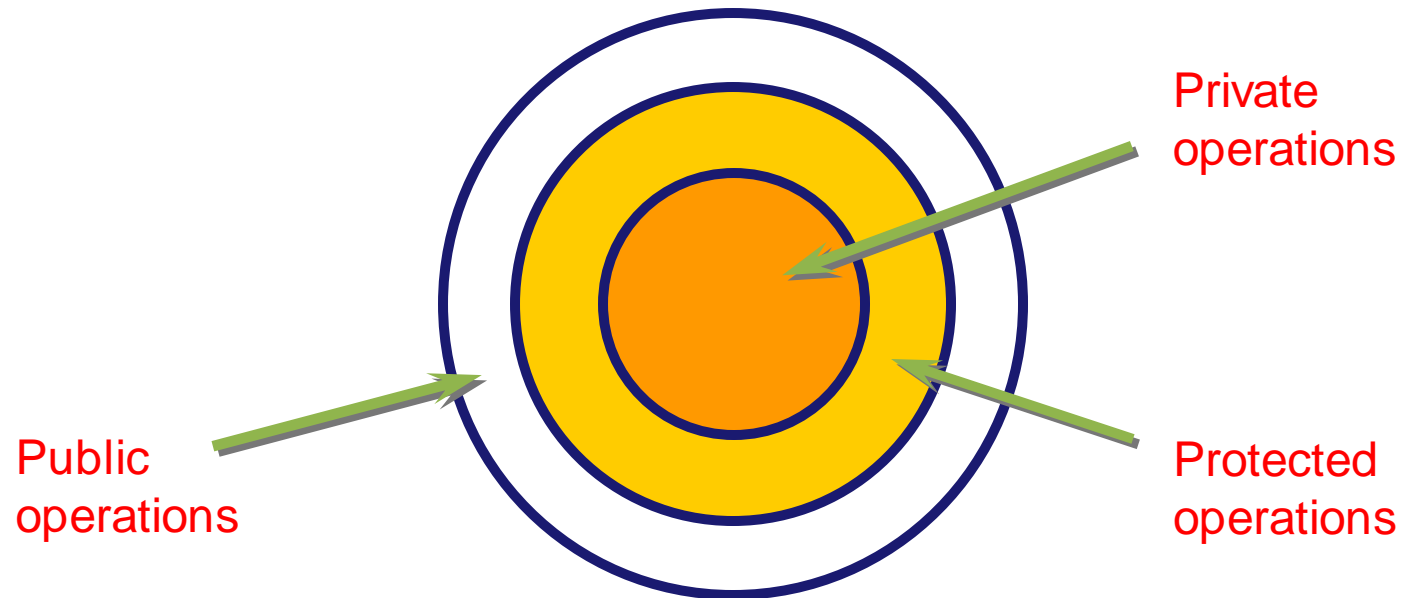
Object-Oriented Analysis and Design
Understanding System Development with UML 2.0
By Mike O'Docherty, John Wiley & Sons, 2005
(chapter 2, chapter 7 – section 7.4)

Course “Mastering Object-Oriented Analysis and Design with UML 2.0”
by IBM Software Group

Course “Object-Oriented Analysis & Design with UML”
by Tran Hanh Nhi, Tran Minh Triet, and Nguyen Van Khiet
Faculty of Information Technology, University of Science, 2008

Operation Visibility

- ❖ Visibility is used to enforce encapsulation
- ❖ May be public, protected, or private



How Is Visibility Noted?

❖ The following symbols are used to specify export control:

- + Public access
- # Protected access
- Private access

Class1
- privateAttribute + publicAttribute # protectedAttribute
- privateOperation () + publicOperation () # protectedOperation ()

Scope

- ❖ Determines number of instances of the attribute/operation
 - Instance: one instance for each class instance
 - Classifier: one instance for all class instances
- ❖ Classifier scope is denoted by underlining the attribute/operation name

Class1
- <u>classifierScopeAttr</u> - instanceScopeAttr
+ <u>classifierScopeOp()</u> + instanceScopeOp()



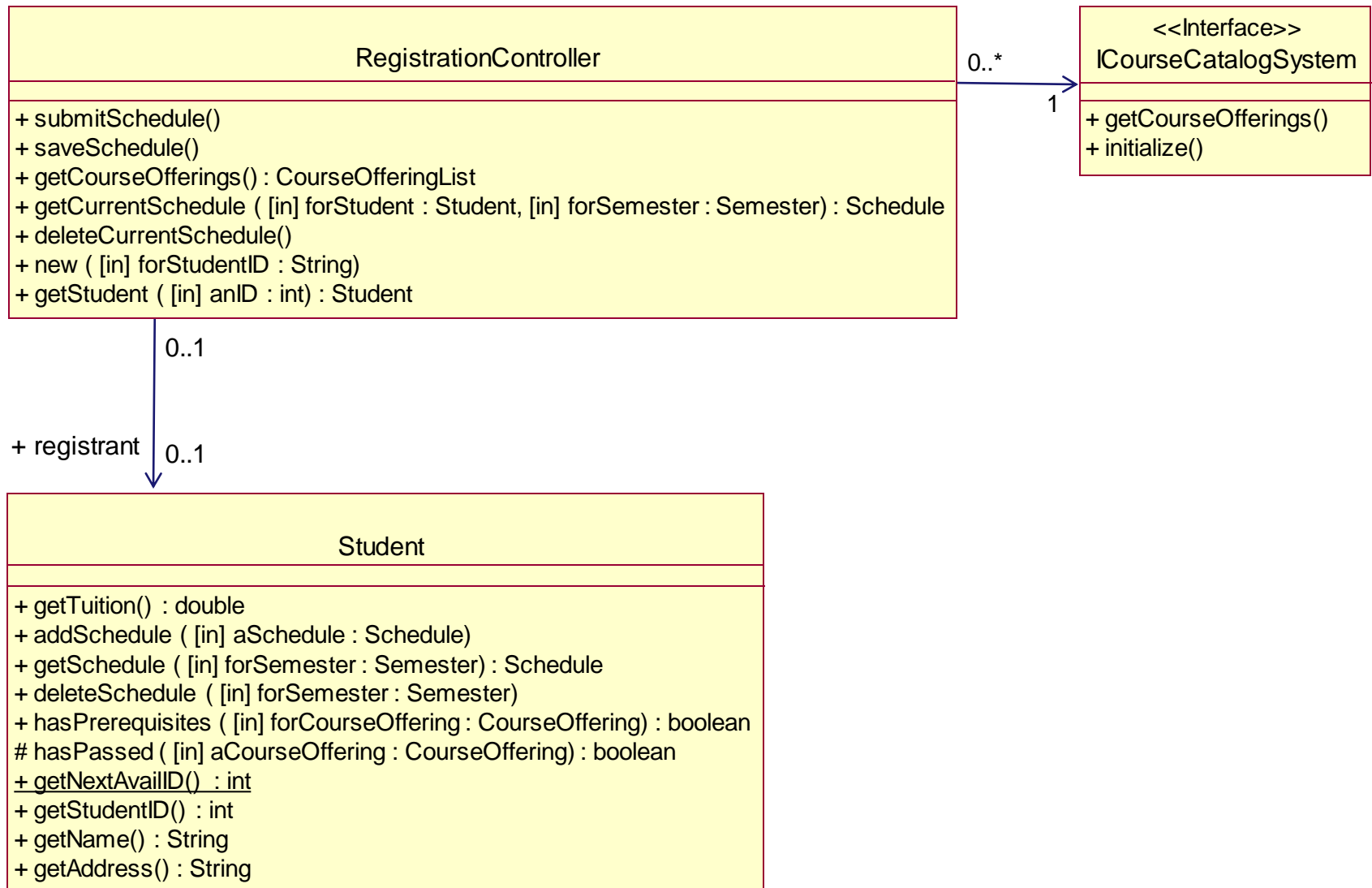
Example: Scope

Student

- name
- address
- studentID
- nextAvailID : int

- + addSchedule ([in] theSchedule : Schedule, [in] forSemester : Semester)
- + getSchedule ([in] forSemester : Semester) : Schedule
- + hasPrerequisites ([in] forCourseOffering : CourseOffering) : boolean
- # passed ([in] theCourseOffering : CourseOffering) : boolean
- + getNextAvailID () : int

Example: Define Operations



More Notations...

Name
Attribute(s)
Operation(s)

Regular: a regular class
Italic: an abstract class/an interface
Underlined: an object (not a class)

Regular: a regular attribute
Italic: N/A
Underlined: a static attribute

Regular: a regular operation
Italic: a virtual/override operation
Underlined: a static operation

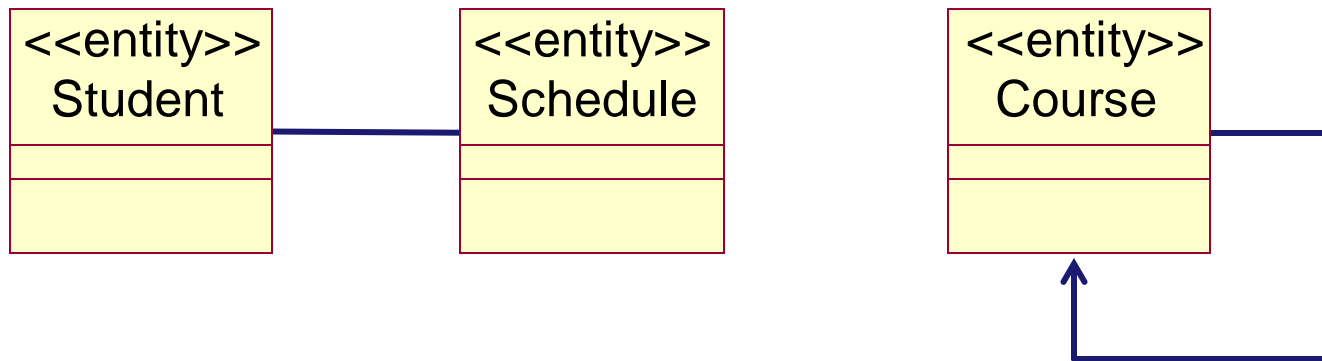
Define Associations

- ❖ Purpose
 - Refine remaining associations
- ❖ Things to look for :
 - Association vs. Aggregation
 - Aggregation vs. Composition
 - Attribute vs. Association
 - Navigability
 - Association class design
 - Multiplicity design



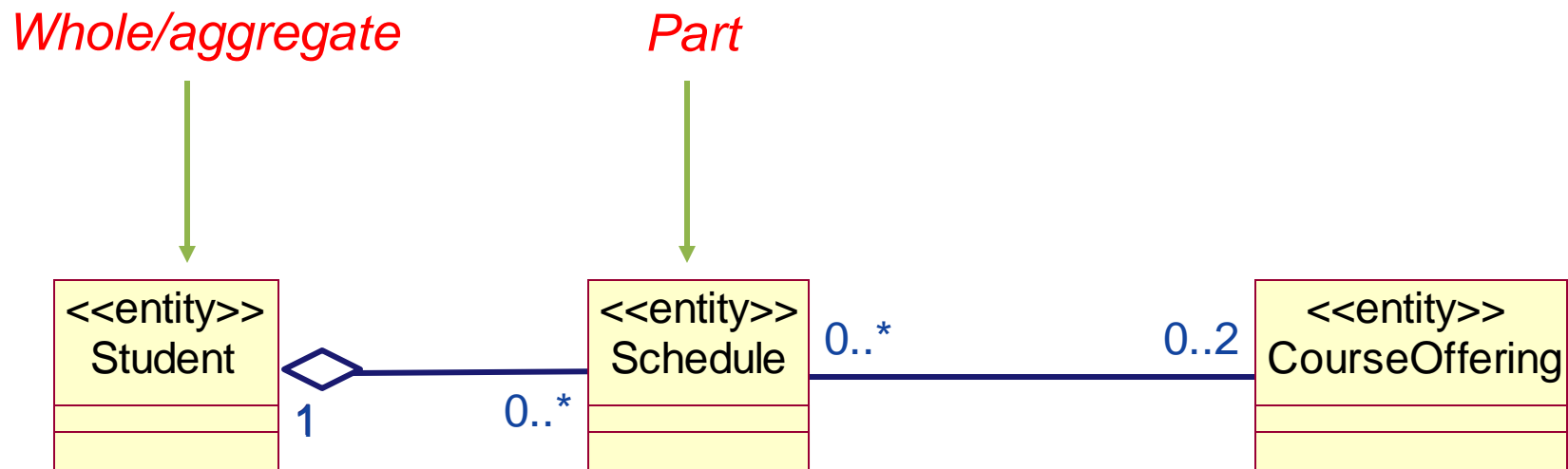
What Is an Association?

- ♦ The semantic relationship between two or more classifiers that specifies connections among their instances
- A structural relationship, specifying that objects of one thing are connected to objects of another



What Is Aggregation?

- ❖ A special form of association that models a whole-part relationship between an aggregate (the whole) and its parts



Association or Aggregation?

- ❖ If two objects are tightly bound by a whole-part relationship
 - The relationship is an aggregation.



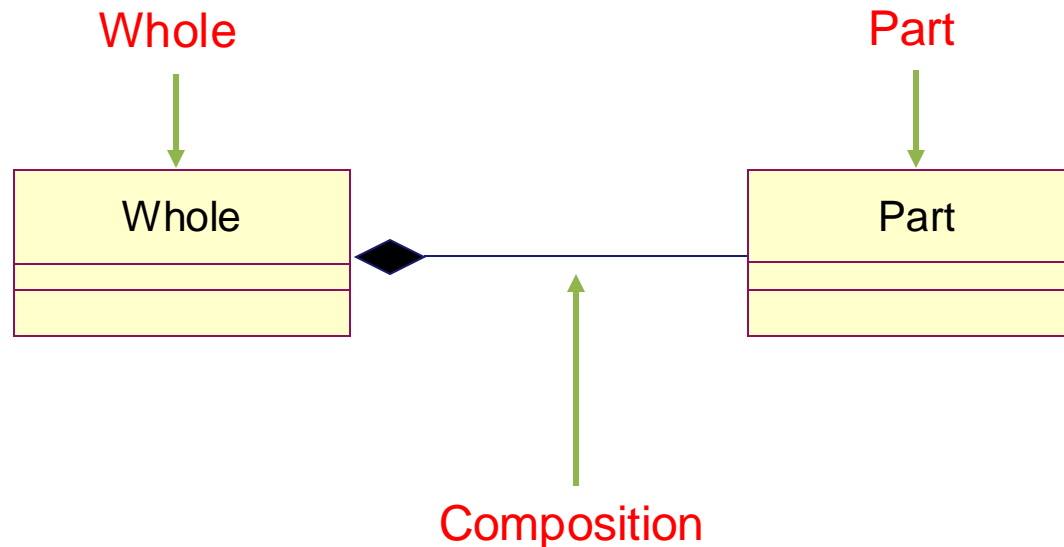
- ❖ If two objects are usually considered as independent, although they are often linked
 - The relationship is an association.



When in doubt, use association.

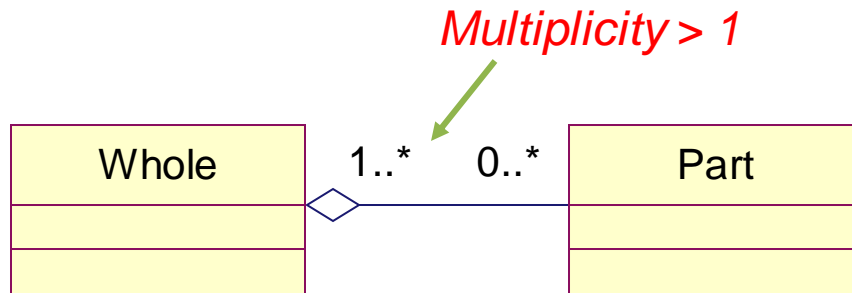
What Is Composition?

- ❖ A form of aggregation with strong ownership and coincident lifetimes
 - The parts cannot survive the whole/aggregate

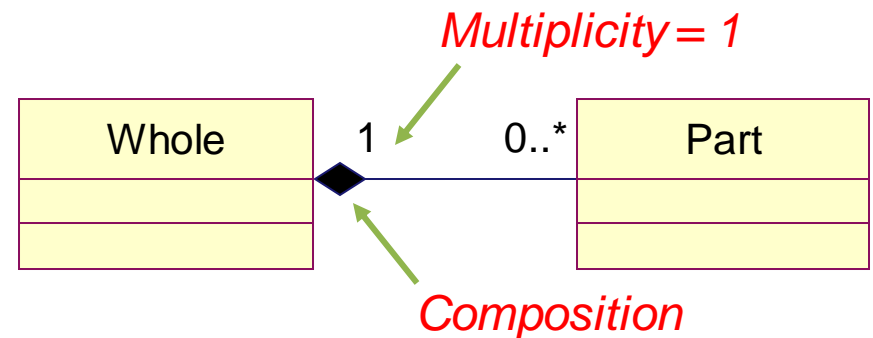
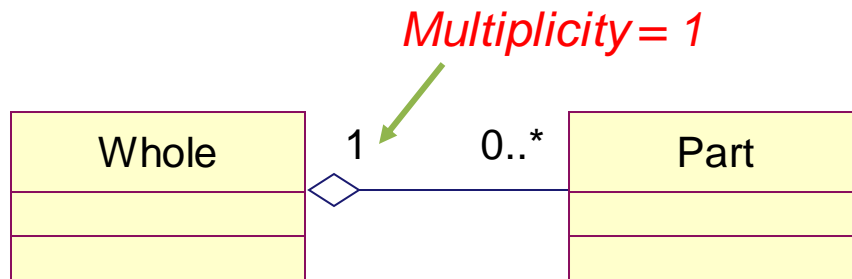


Aggregation: Shared vs. Non-shared

❖ Shared Aggregation



❖ Non-shared Aggregation



By definition, composition is non-shared aggregation.

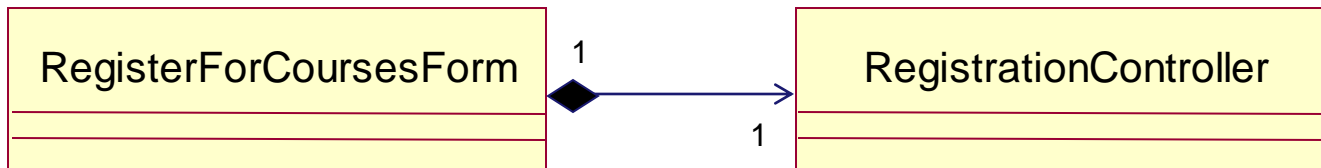
Aggregation or Composition?

❖ Consideration

- Lifetimes of Class1 and Class2



Example: Composition

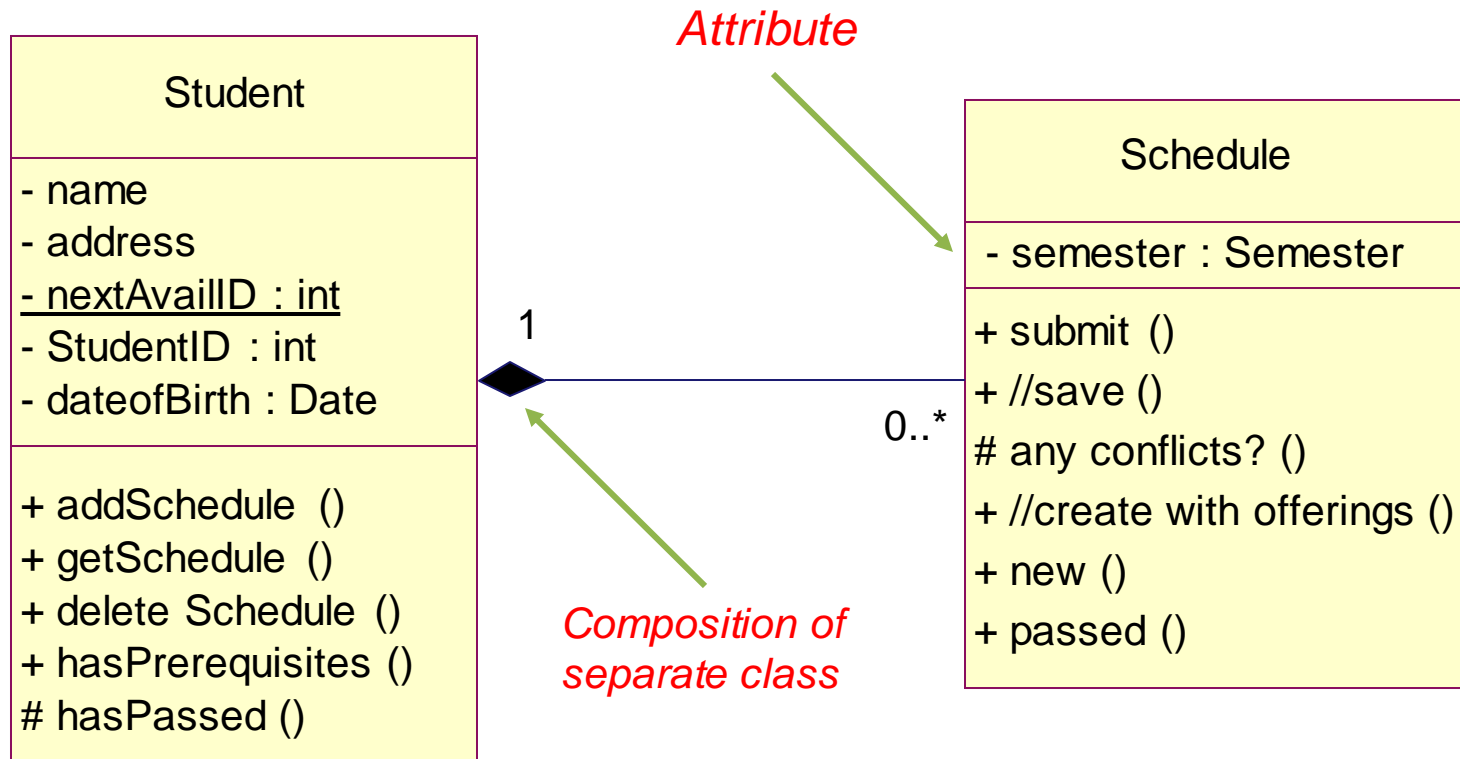




Attributes vs. Composition

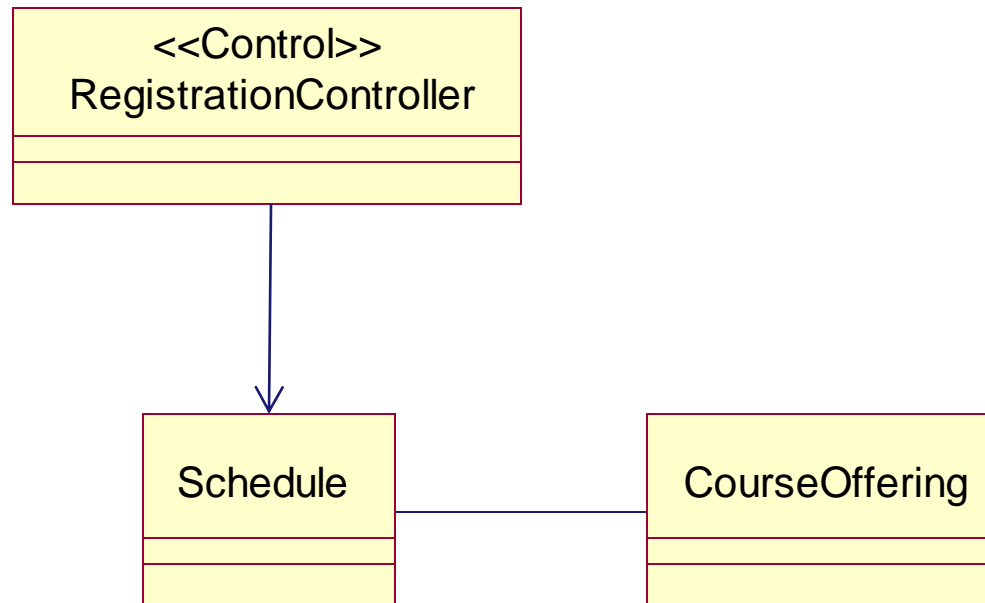
- ❖ Use composition when
 - Properties need independent identities
 - Multiple classes have the same properties
 - Properties have a complex structure and properties of their own
 - Properties have complex behavior of their own
 - Properties have relationships of their own
- ❖ Otherwise use attributes

Example: Attributes vs. Composition



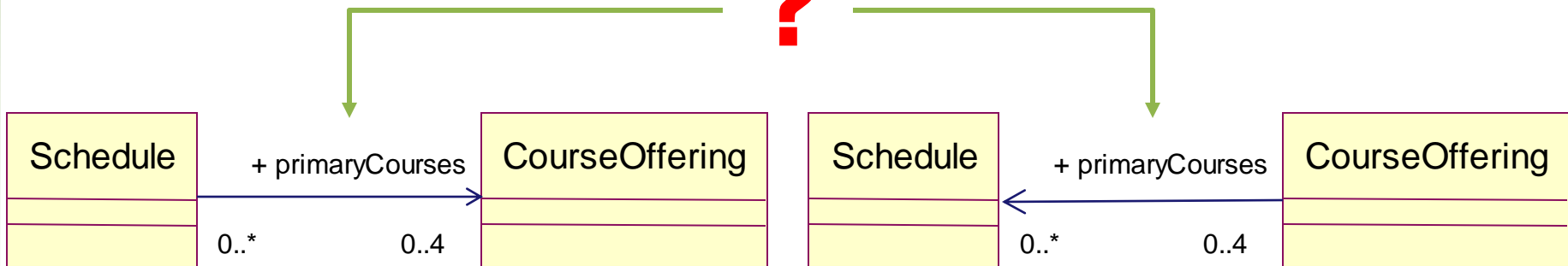
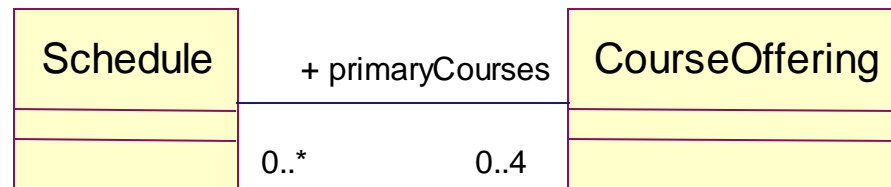
Review: What Is Navigability?

- ❖ Indicates that it is possible to navigate from an associating class to the target class using the association



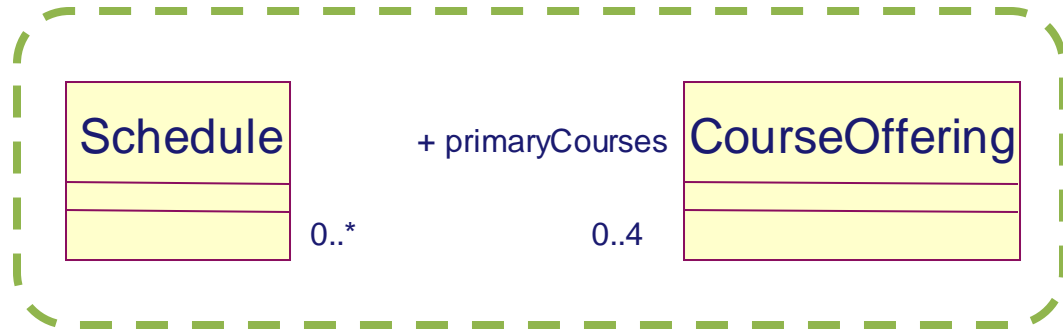
Navigability: Which Directions Are Needed?

- ❖ Explore interaction diagrams
- ❖ Even when both directions seem required, one may work
 - Navigability in one direction is infrequent
 - Number of instances of one class is small

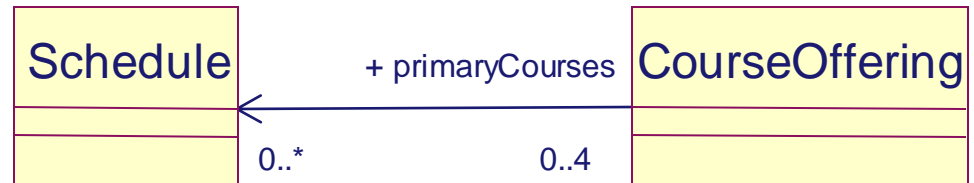


Example: Navigability Refinement

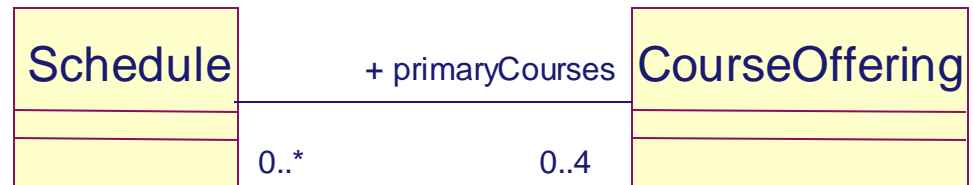
- ❖ Total number of Schedules is small, or
- ❖ Never need a list of the Schedules on which the CourseOffering appears



- ❖ Total number of CourseOfferings is small, or
- ❖ Never need a list of CourseOfferings on a Schedule

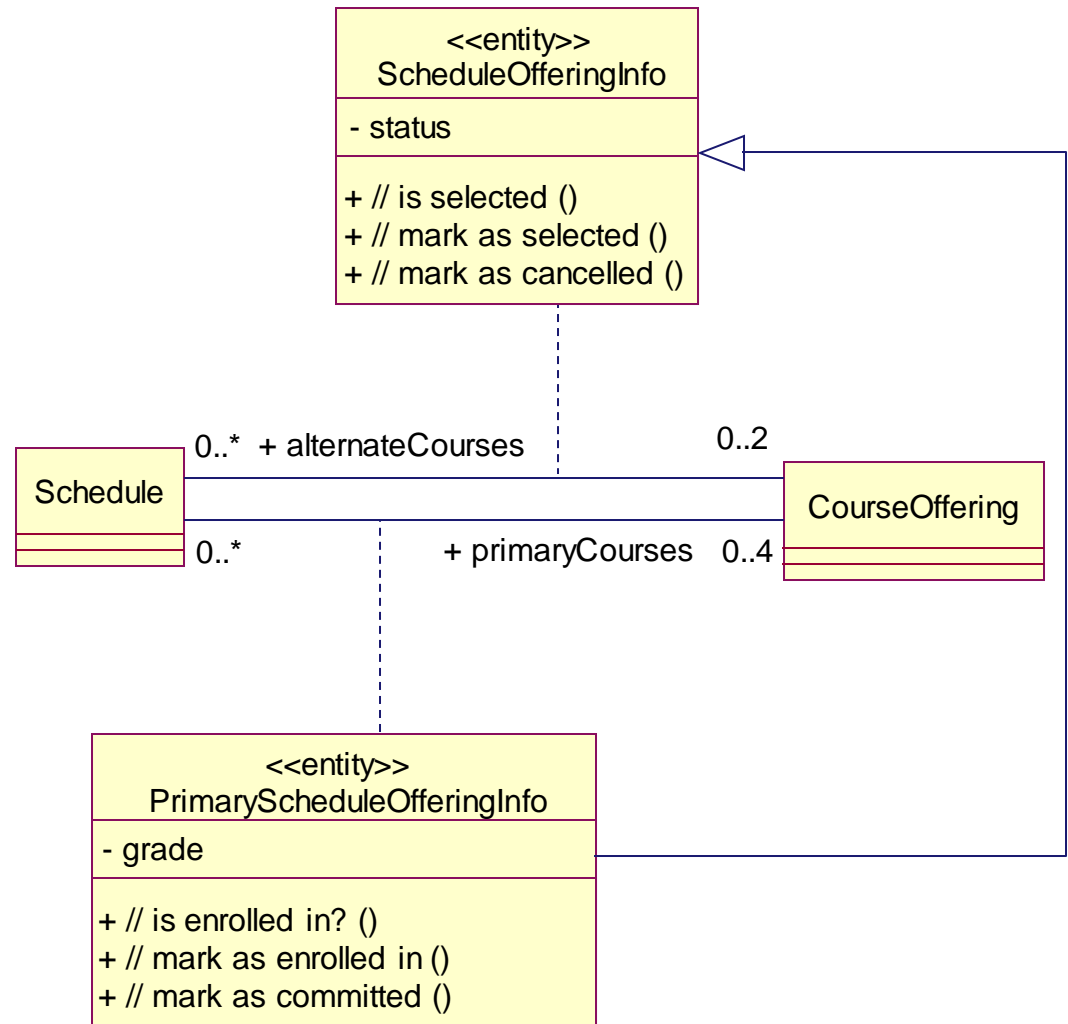


- ❖ Total number of CourseOfferings and Schedules are not small
- ❖ Must be able to navigate in both directions



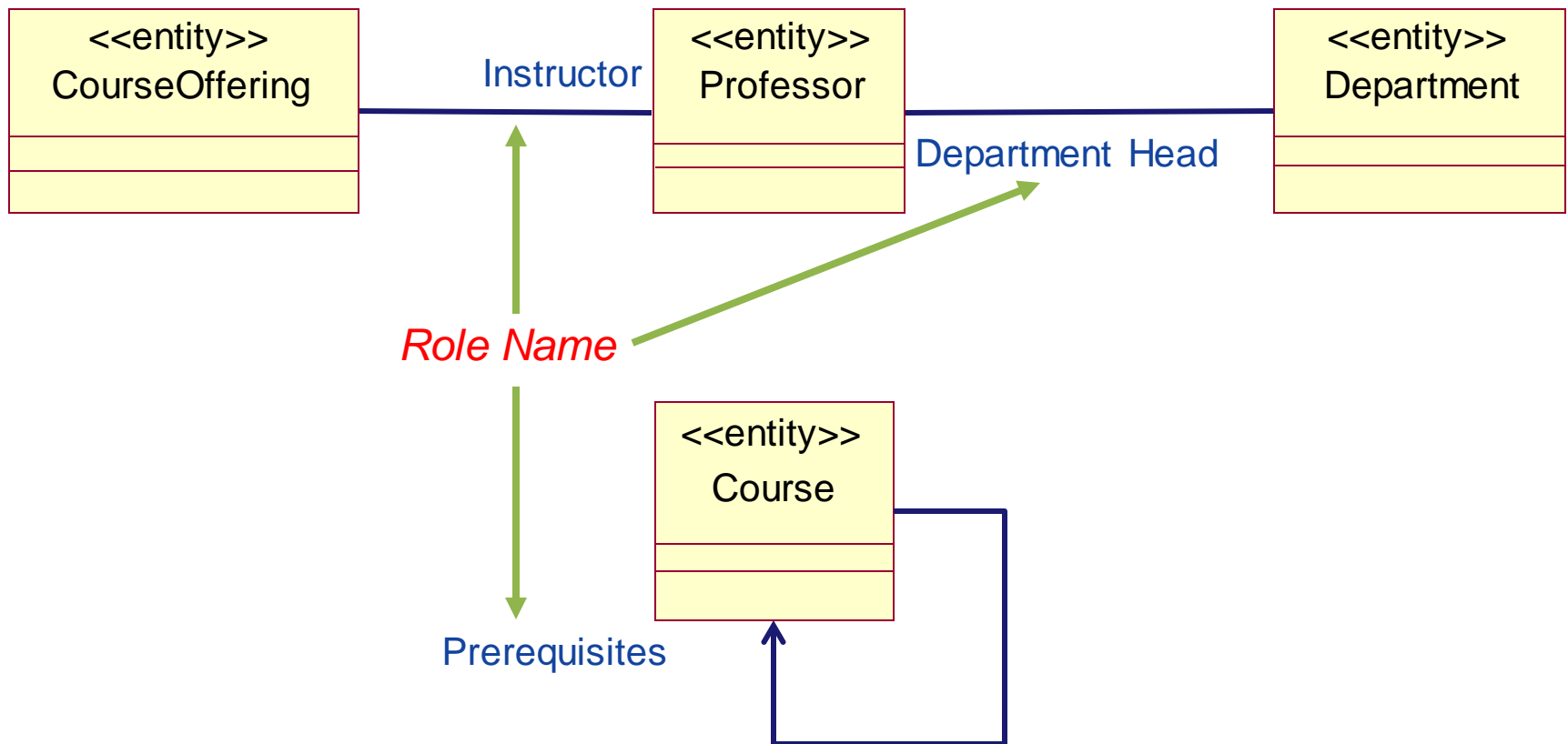
Association Class

- ❖ A class is “attached” to an association
- ❖ Contains properties of a relationship
- ❖ Has one instance per link

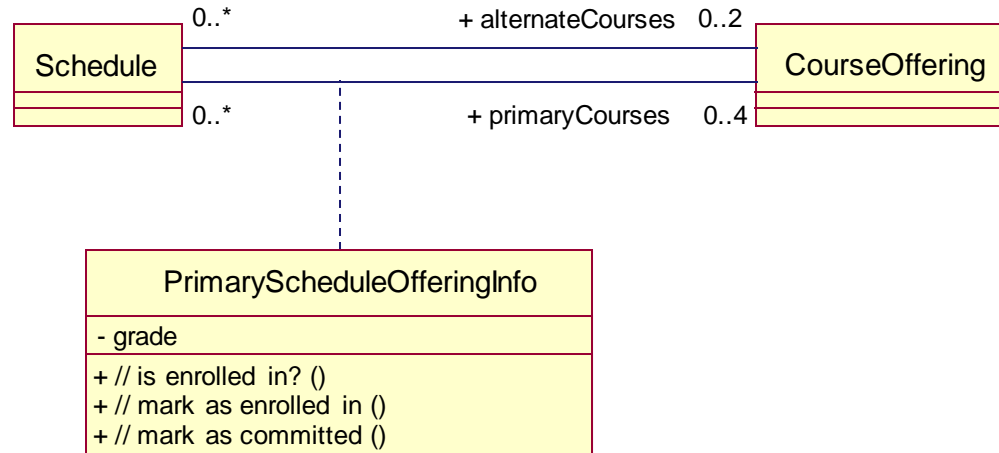


What Are Roles?

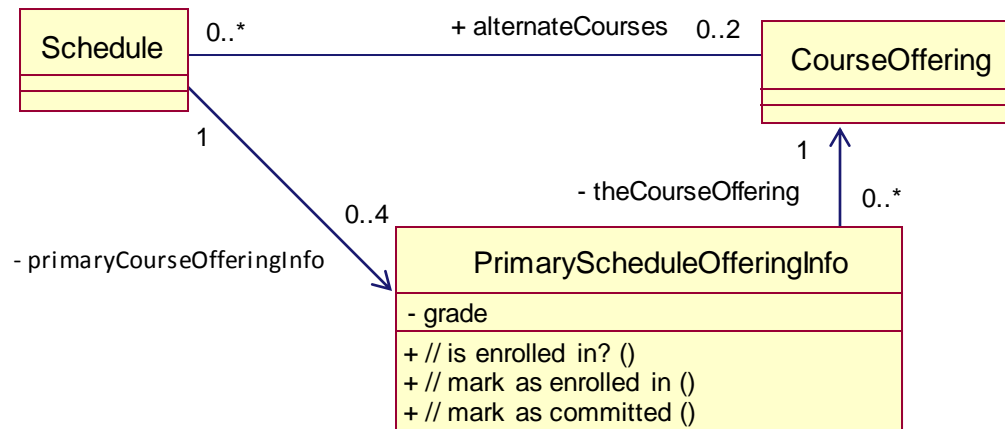
- ❖ The “face” that a class plays in the association



Example: Association Class Design

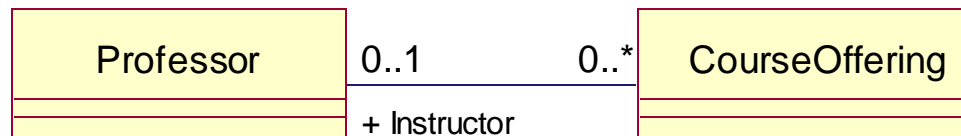


Design Decisions



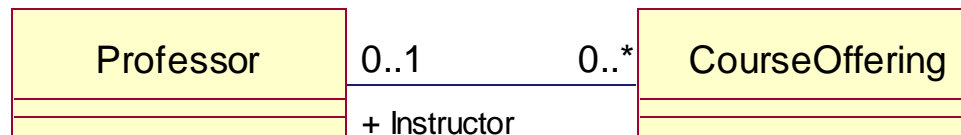
Multiplicity Design

- ❖ Multiplicity = 1, or Multiplicity = 0..1
 - May be implemented directly as a simple value or pointer
 - No further “design” is required

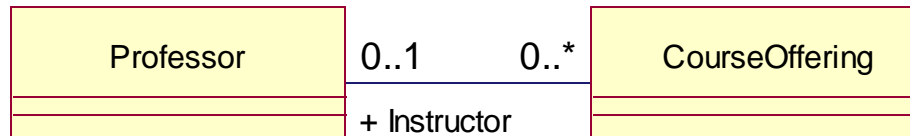


- ❖ Multiplicity > 1
 - Cannot use a simple value or pointer
 - Further “design” may be required

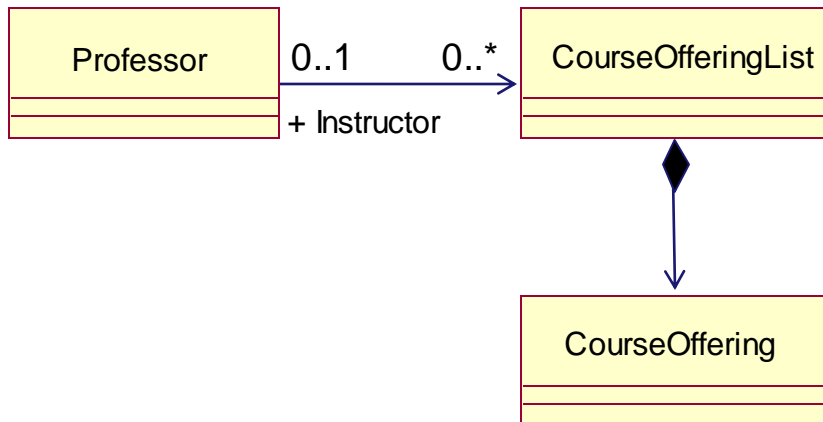
*Needs a
container for
CourseOfferings*



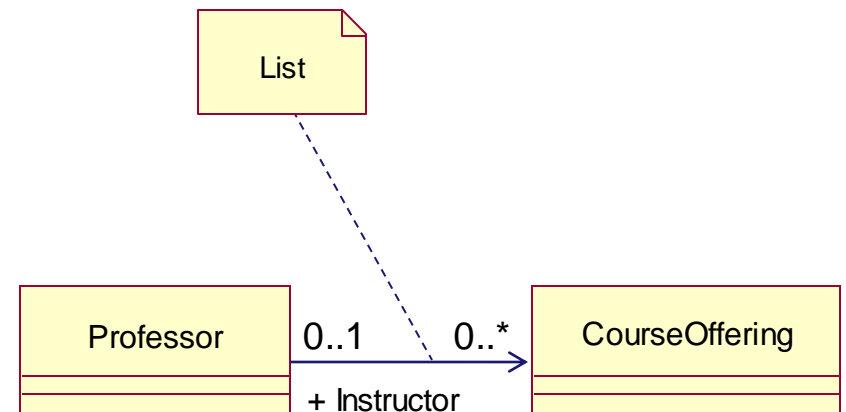
Multiplicity Design Options



Explicit Modeling of a Container Class

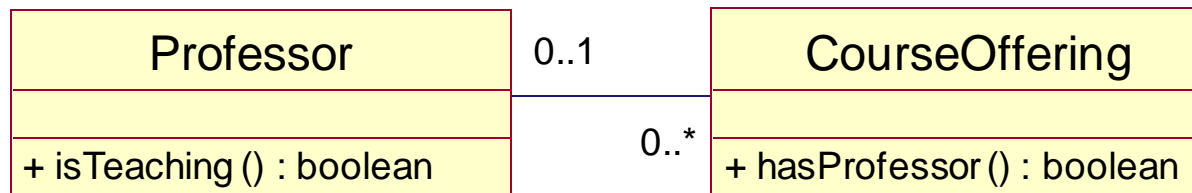


Detail Container via Note



Multiplicity Design: Optionality

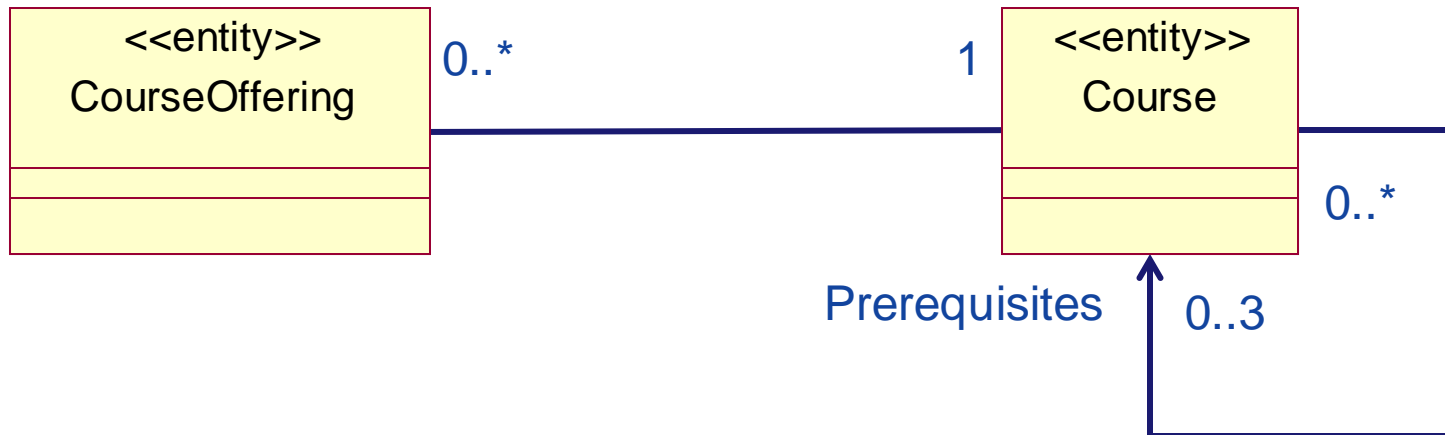
- ❖ If a link is optional, make sure to include an operation to test for the existence of the link



What Does Multiplicity Mean?

❖ Multiplicity answers two questions:

- Is the association mandatory or optional?
- What is the minimum and maximum number of instances that can be linked to one instance?



Define Dependency

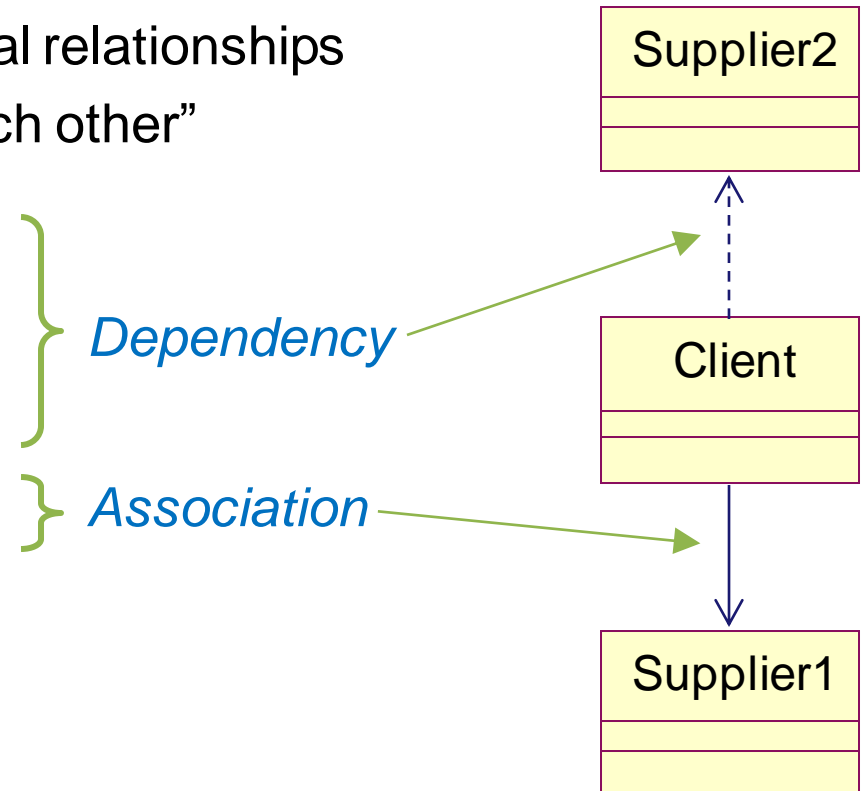
- ❖ What Is a Dependency?
 - A relationship between two objects



- ❖ Purpose
 - Determine where structural relationships are NOT required
- ❖ Things to look for :
 - What causes the supplier to be visible to the client

Dependencies vs. Associations

- ❖ Associations are structural relationships
- ❖ Dependencies are non-structural relationships
- ❖ In order for objects to “know each other” they must be visible
 - Local variable reference
 - Parameter reference
 - Global reference
 - Field reference





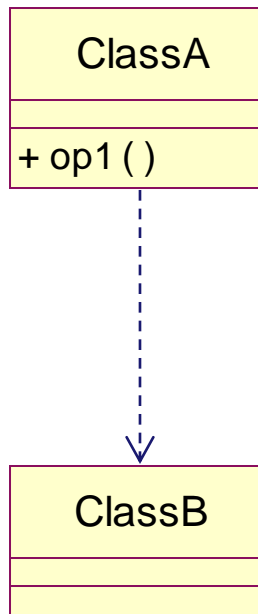
Associations vs. Dependencies in Collaborations

- ❖ An instance of an association is a link
 - All links become associations unless they have global, local, or parameter visibility
 - Relationships are context-dependent
- ❖ Dependencies are transient links with:
 - A limited duration
 - A context-independent relationship
 - A summary relationship

A dependency is a secondary type of relationship in that it doesn't tell you much about the relationship. For details you need to consult the collaborations.

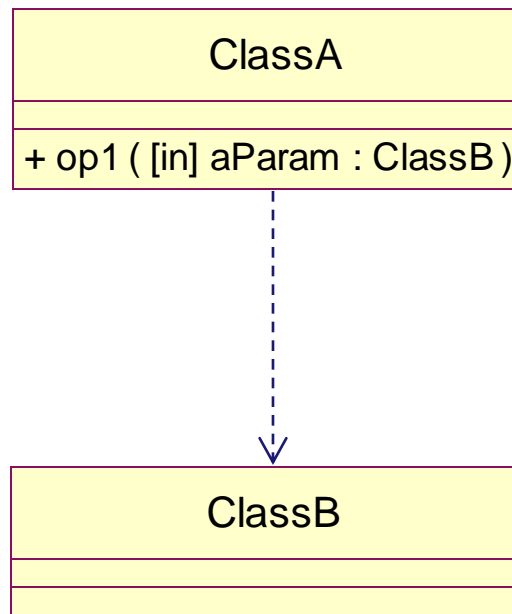
Local Variable Visibility

- ❖ The op1() operation contains a local variable of type ClassB



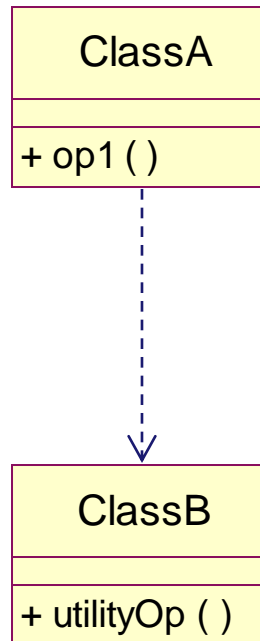
Parameter Visibility

- ❖ The ClassB instance is passed to the ClassA instance



Global Visibility

- ❖ The ClassUtility instance is visible because it is global

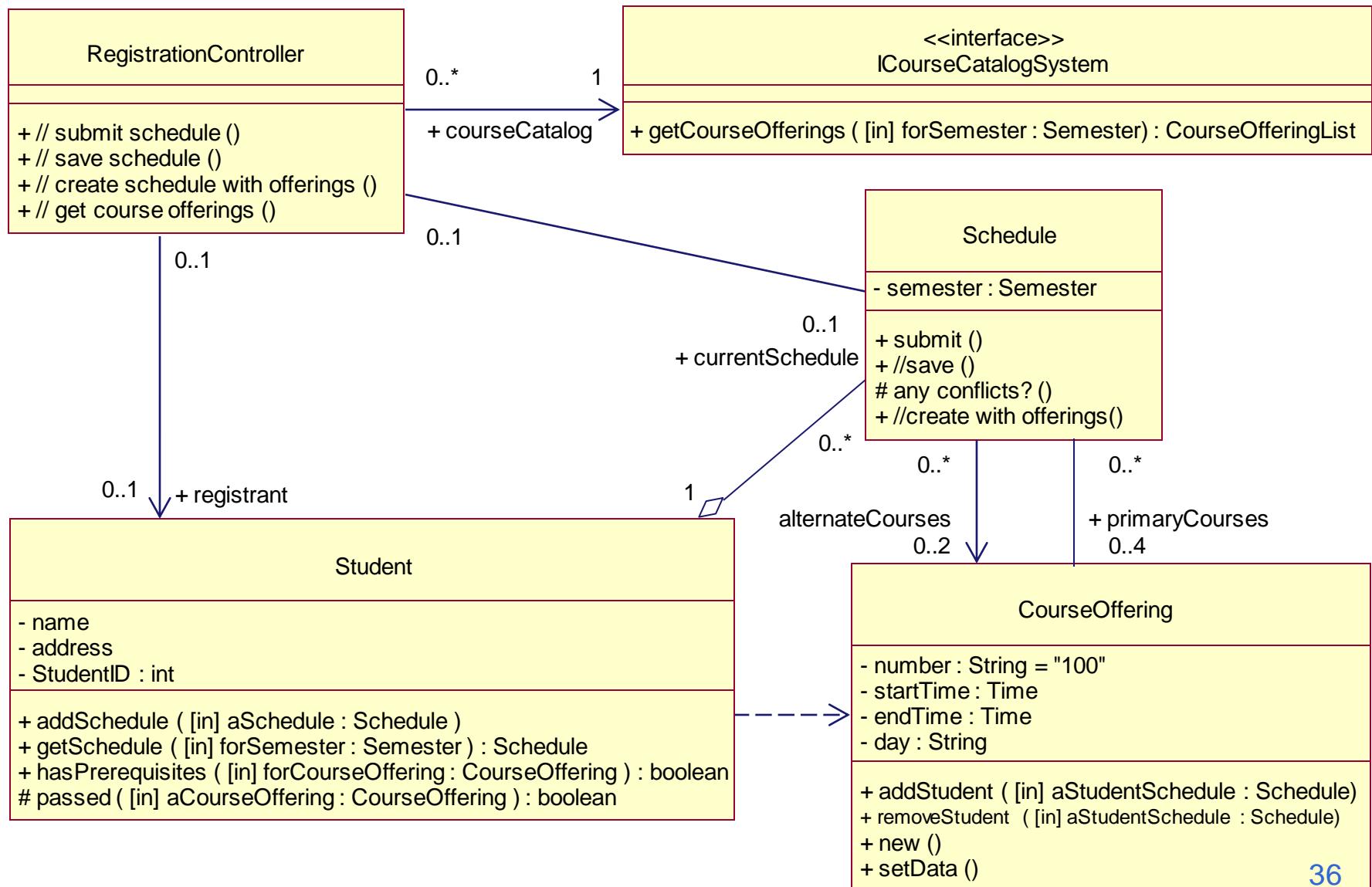




Identifying Dependencies: Considerations

- ❖ Permanent relationships — Association (field visibility)
- ❖ Transient relationships — Dependency
 - Multiple objects share the same instance
 - Pass instance as a parameter (parameter visibility)
 - Make instance a managed global (global visibility)
 - Multiple objects don't share the same instance (local visibility)
- ❖ How long does it take to create/destroy?
 - Expensive? Use field, parameter, or global visibility
 - Strive for the lightest relationships possible

Example: Define Dependencies (before)



Example: Define Dependencies (after)

