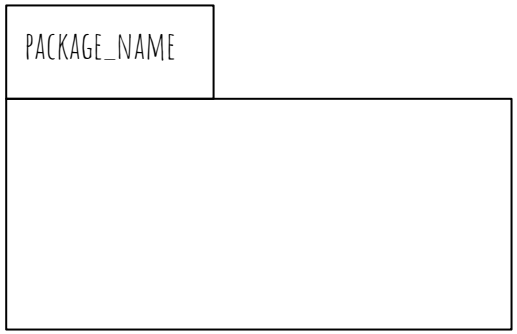
Package Diagram

- Package Diagrams are used to organise a set of classes or other UML components into logical units.
- The package diagram symbol is given in the illustration below. It consists of a rectangle with a tab, making it look like a folder containing files.

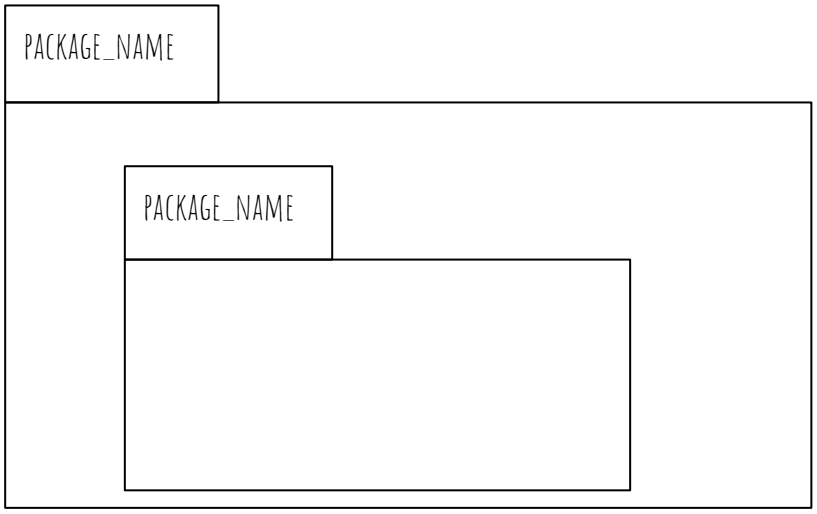


Package diagram

- Package diagram also include symbols for dependency and generalisation
- A package diagram classes or objects may also be made public and private depending on whether they can be accessed outside the package or not.
- Note that packages can be nested within other packages and the static member of (::) operator can be used to show nested packages of classes

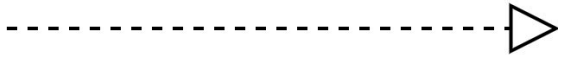
Package diagram

- In C++ packages are implemented as namespaces



Package Nesting

Dependence



Generalisation

Event Response Modelling

Event response modelling refers to how applications respond to events within the software system.

A common event-response model is handling user input.

Two common strategies for event-response modelling includes

1. Event loop (procedural model)
2. Observer (object-oriented model)

We will consider a simple procedural model with and without a loop structure.

Exercise

Write a simple event-response model for the different forms (login, register and refresh password) of the authentication manager system.

Any Questions?