



# SOFTWARE METHODOLOGY

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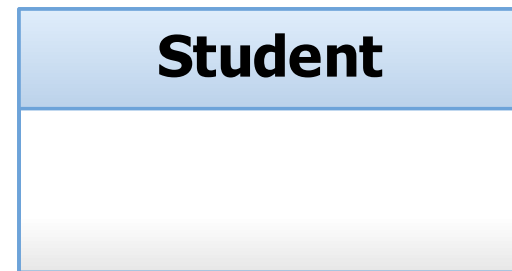
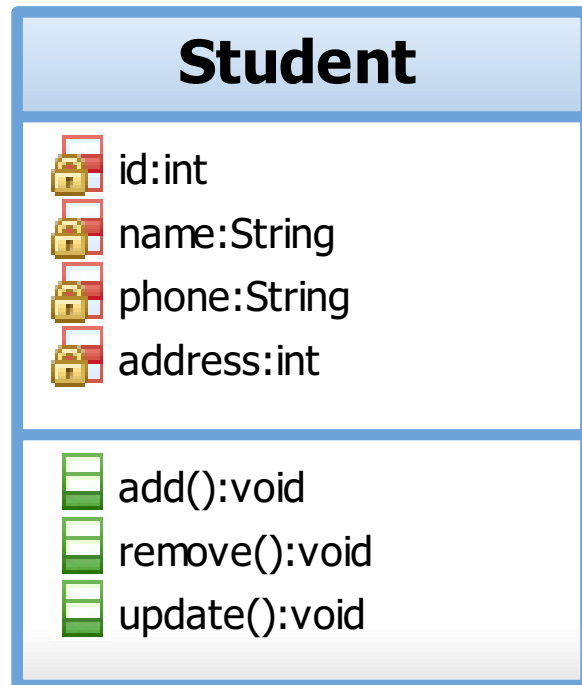


# CLASS DIAGRAM

# UML CLASSES

- A class is the definition of the attributes, the operations, and the semantics of a set of objects
- Classes are represented by **rectangles** which either bear only the name of the class (in bold), or show attributes and operations as well.
- Class names **begin with an uppercase letter** and are **singular nouns**
- Attributes and operations are listed at least with their names

# NOTATION – UML CLASSES

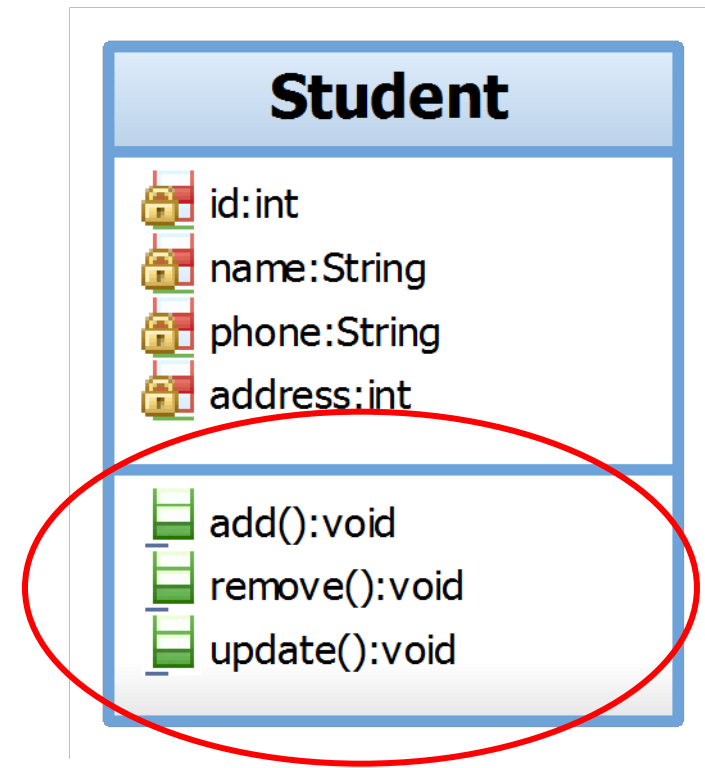


# ATTRIBUTES

- An attribute is a data element which is contained in each object of a class
- Each attribute is at least described by its name; a data type or a class, plus an initial value and constraints may be defined.
- Attributes names begin with lowercase characters
- Visibility modifiers
  - + public, # protected, - private

# OPERATIONS OR METHODS

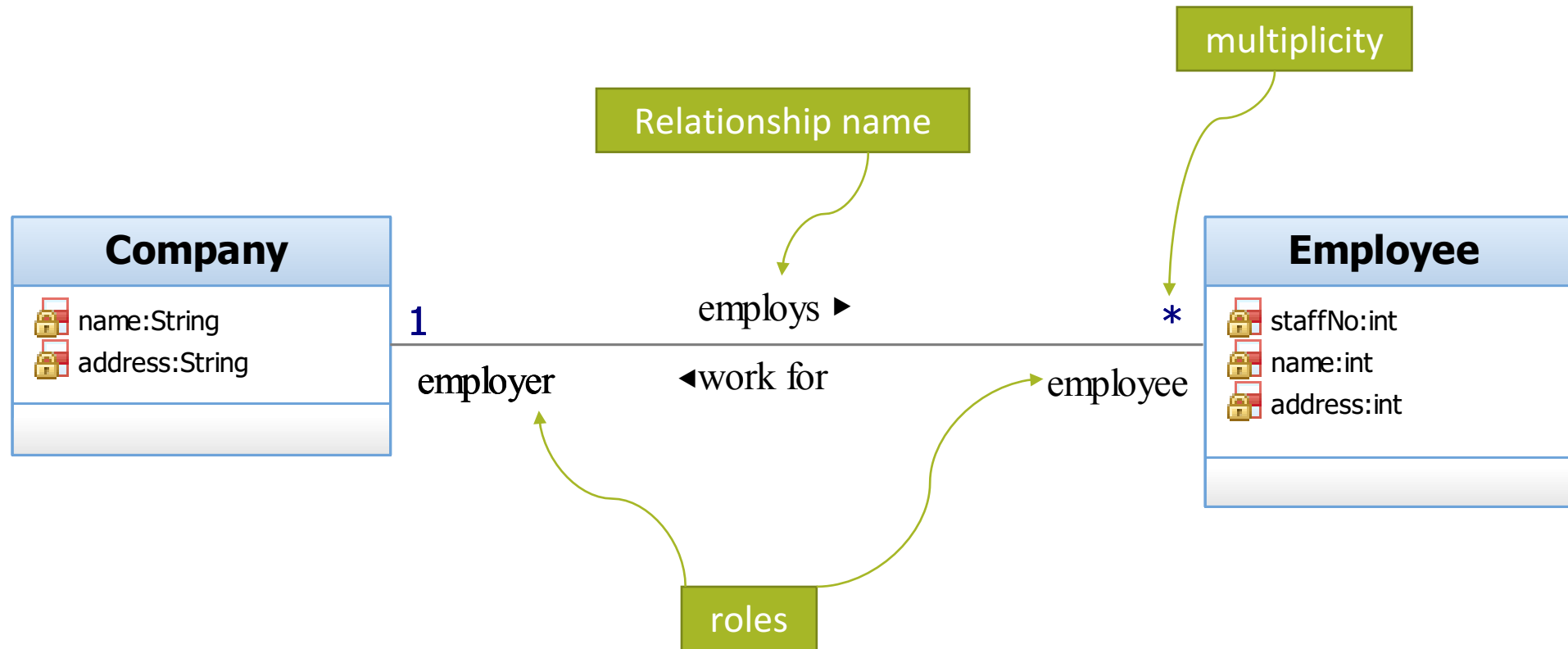
- Operations are **services** which may be required from an object, and are described by their signatures (operation name, parameters and return type)
- A method implements an operation
- A message passes an object the information on the activity it is expected to carry out
- A message consists of a name and a list of arguments



# ASSOCIATIONS

- Dependencies and Generalizations represent difference level of importance or difference level of abstraction
- Association is a **structural relationship** that specifies that objects of one thing are connected to objects of another (**objects are peers**)
- You can navigate from an object of one class to an object of the other class, and vice versa. That is, objects rely on each other for services and data.
- Associations may be **annotated with information that describes the association.**
- These relationships identify public methods that are used to promote the relationship.

# ASSOCIATION EXAMPLE



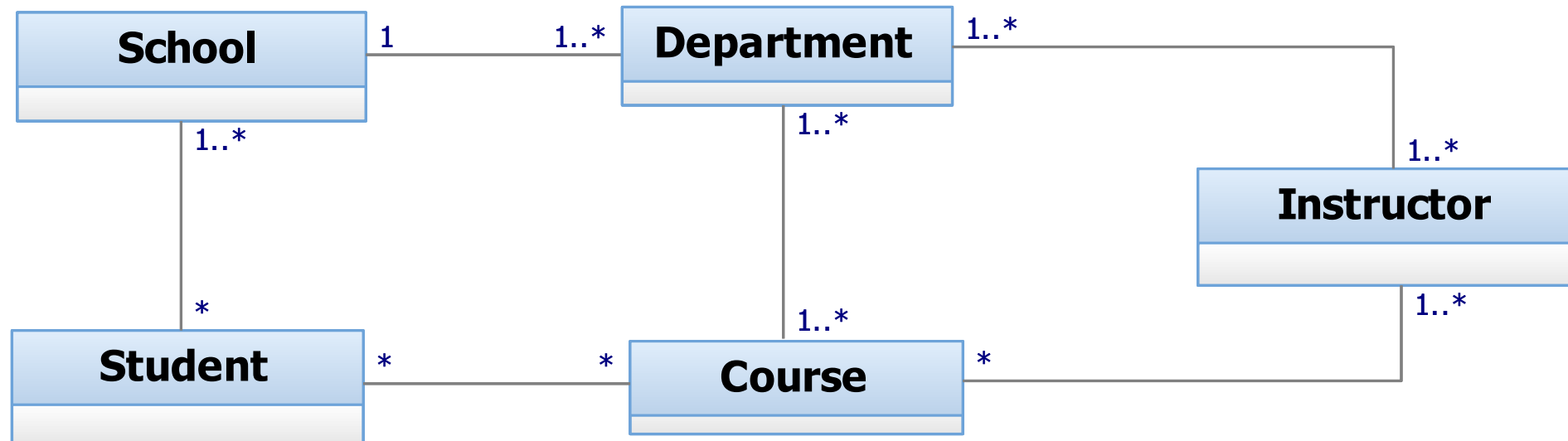


# MULTIPLICITY

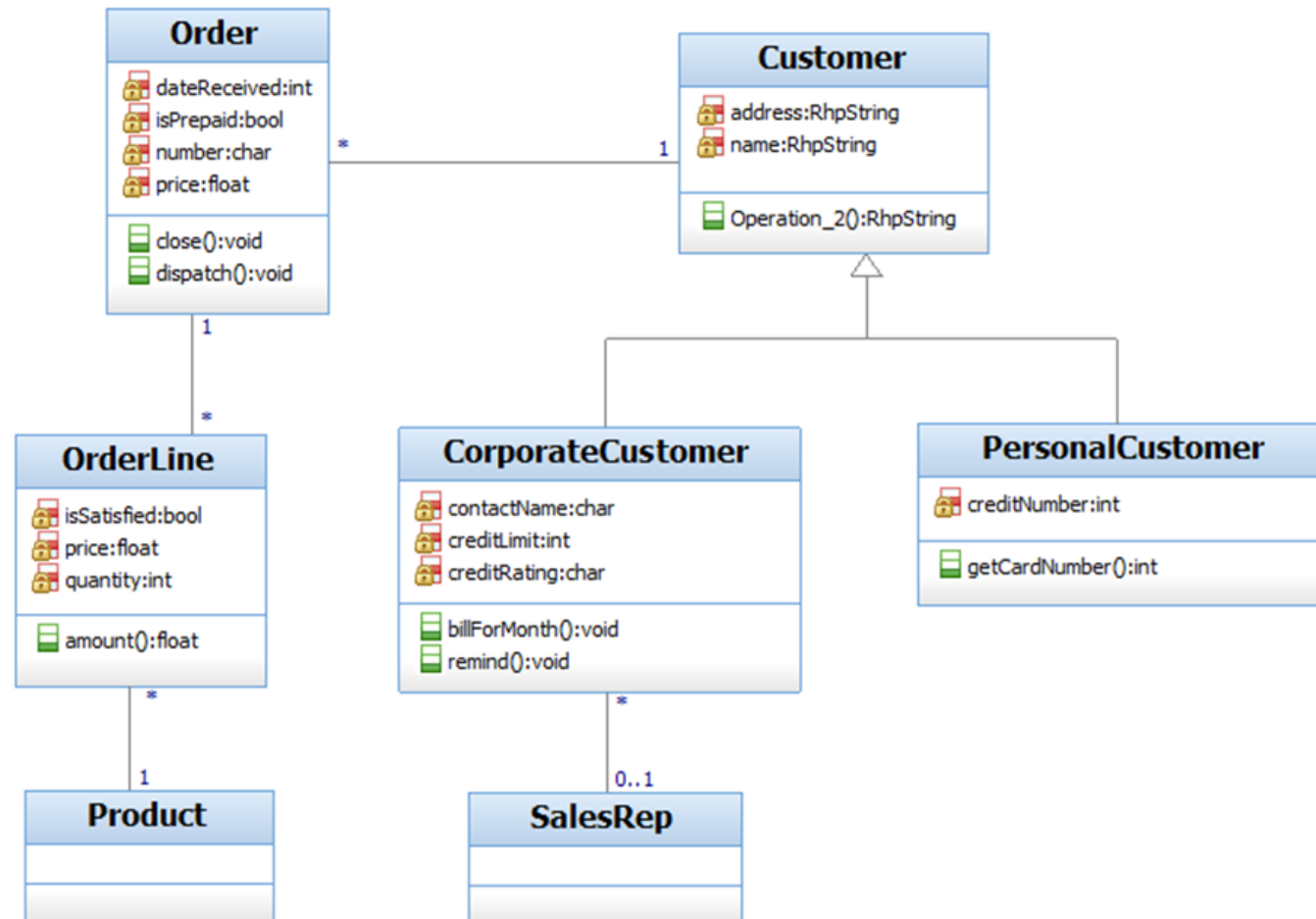
- Specify the number of objects of the opposite class to which an object can be associated
  - **Cardinality**—number of elements
  - **Multiplicity**—range of allowed cardinalities

1	Exactly one
0, 1	zero or one
0..4	Between zero and four
3, 7	Either three or seven
*	ditto
1..*	Greater than or equal to one
0..3, 7, 9..*	Between zero and three, or exactly seven, or greater than or equal to nine

# MULTIPLICITY EXAMPLE

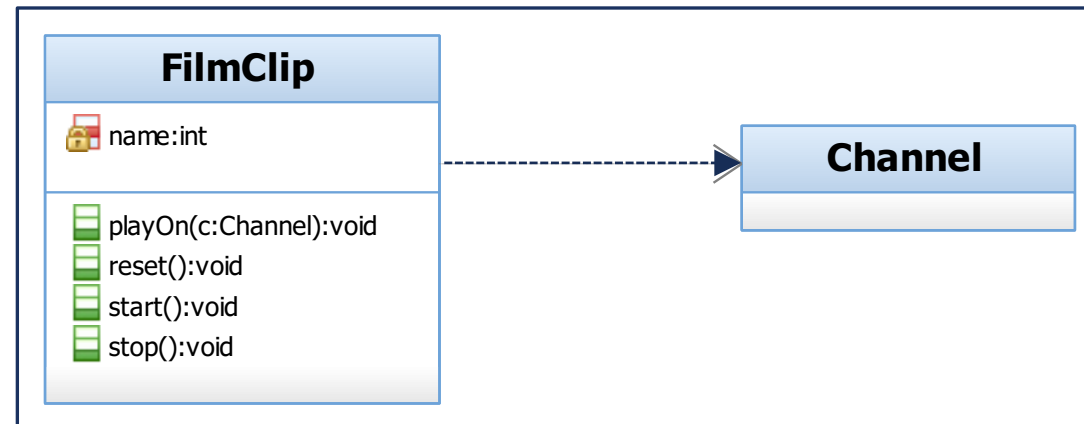


# CLASS DIAGRAM EXAMPLE



# DEPENDENCIES

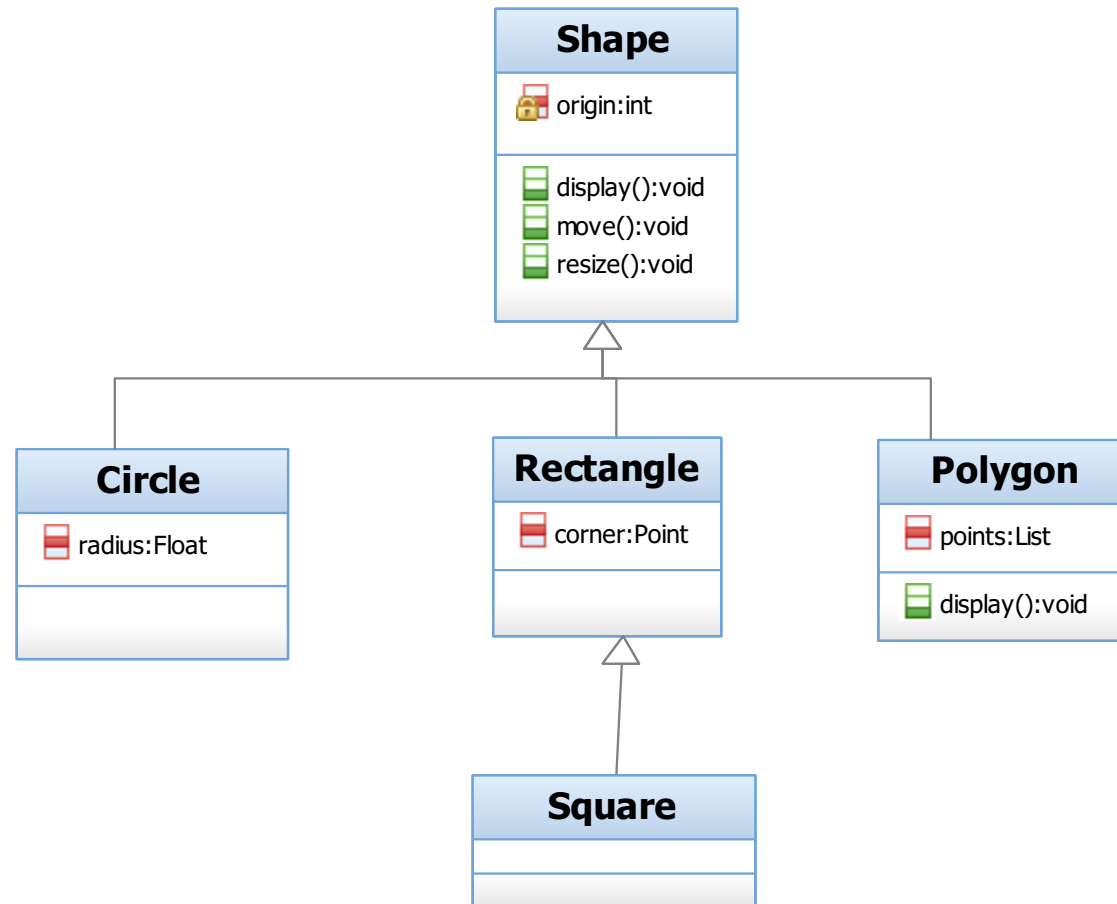
- Dependency is a “using” relationship
- A change in specification of one thing may affect another thing that uses it
- For example, one class uses another class as an argument in the signature of an operation



# GENERALIZATIONS

- A relationship between a general thing (superclass) and a more specific kind of that thing (subclass)
- “**is-a-kind-of**” relationship, for example, “rectangle” is a kind of “shape”
- A subclass inherits the attributes and operations from its superclass and may add new methods or attributes of its own.
- **Generalization** in the UML is implemented as **inheritance** in OO programming languages.

# GENERALIZATION EXAMPLE



# REFINING THE ASSOCIATIONS

- Navigation
- Aggregation
- Composition

# NAVIGATION

- Directed associations

- For example,

Given a User, you'll be able to find the corresponding Password objects, but given a Password you don't want to be able to identify the corresponding User.



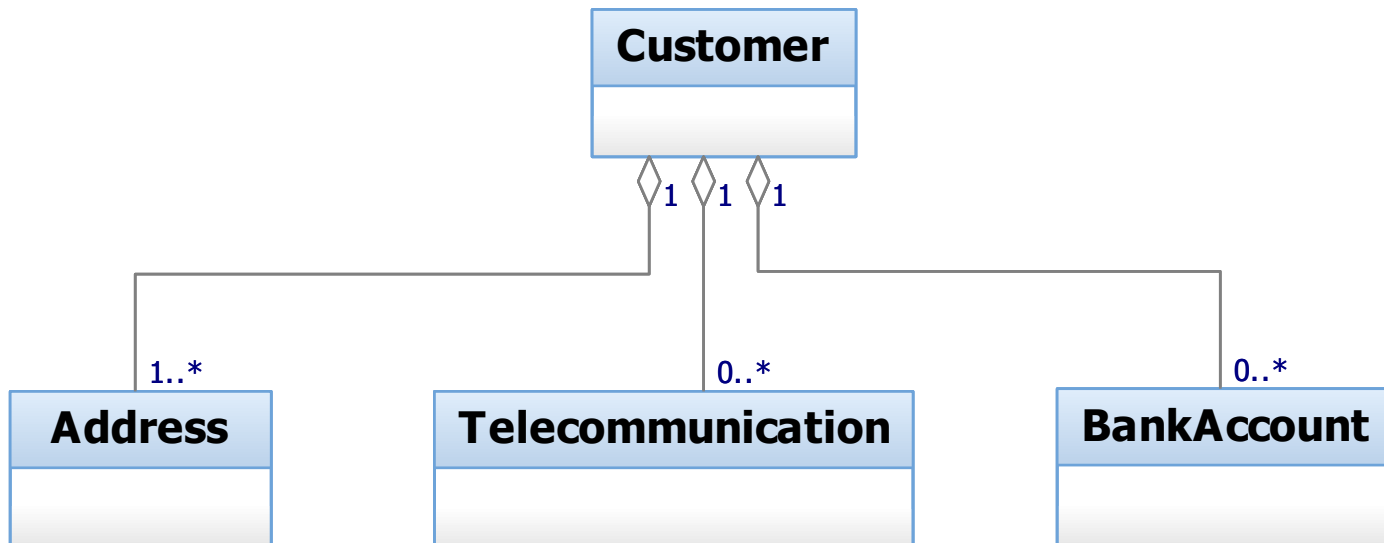


# AGGREGATION

- Aggregations are **special associations** that represent “part-whole” relationships
- A “**has-a**” relationship, meaning that an object of the whole has objects of the part.
- Exactly one end of the relation must be the aggregate (whole), and the other stand for the individual parts.
- An aggregation is represented by a line drawn between two classes, and it is marked with a small empty diamond on the side of the aggregate

# AGGREGATION EXAMPLE

- Customer class **has the attributes** of Address, Telecommunication and BankAccount
- Address, Telecommunication and BankAccount could be a part of other classes

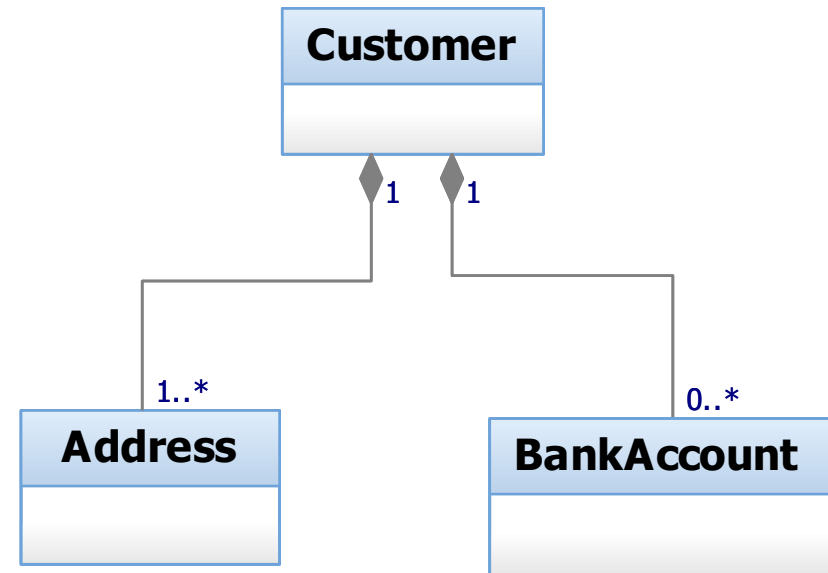


# COMPOSITION

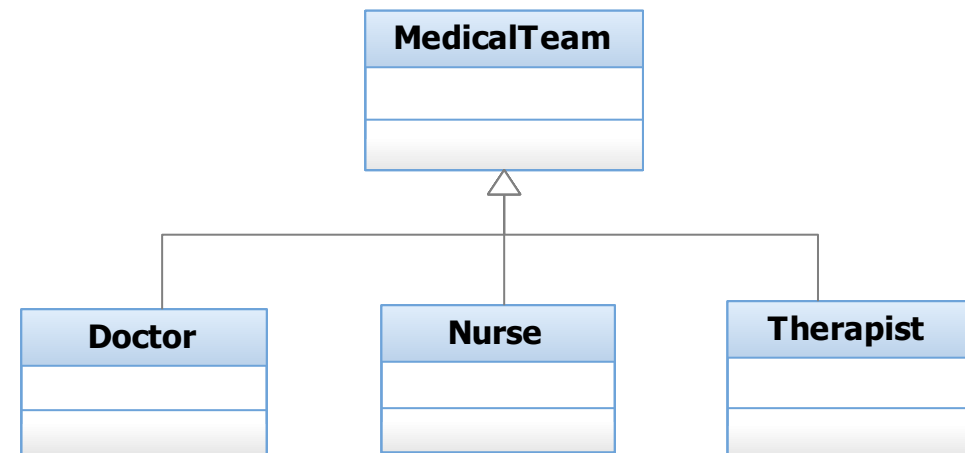
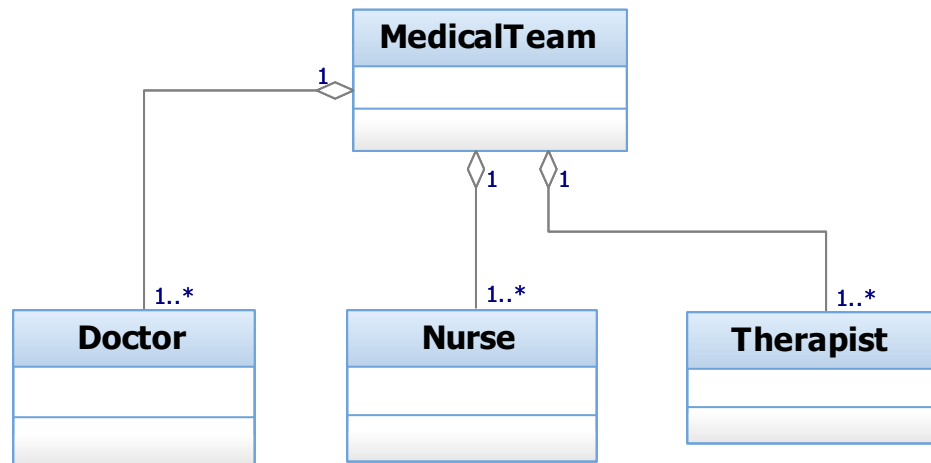
- A composition is **a strict form of aggregation**, in which the parts are existence dependent on the entirety
- If a part is deleted, the aggregate survives.
- If the aggregate is deleted, all parts are deleted with it
- **An object may be a part of only one composite at a time**
- The composite must manage the creation and destruction of its parts

# COMPOSITION EXAMPLE

- Customer class has the attributes of Address and BankAccount
- Address and BankAccount CANNOT be a part of other classes
  - Address and BankAccount live and die with the Customer



# HOW WOULD YOU INTERPRET THE DIAGRAMS?



# RULES FOR CLASS DIAGRAM

- Class names: **singular nouns** (occasionally, **noun phrases**) , begin with an uppercase letter
- Attributes: **nouns**; usually begin with a lowercase letter
- Operations: **verbs/verb phrases**, or nouns if it is a value-returning operation
- Use legal identifiers in target language, no reserved words, no illegal characters



THANK YOU