


|   |   |  |
|---|---|--|
|  | <p>Bansilal Ramnath Agarwal Charitable Trust's<br/>Vishwakarma Institute of Information<br/>Technology</p> <p><b>Department of<br/>Artificial Intelligence and Data<br/>Science</b></p> |  |
| <p><b>Name:</b> Siddhesh Dilip Khairnar</p>                                       |   |  |
| <p><b>Class:</b> SY</p>   | <p><b>Division:</b> B</p>   | <p><b>Roll No:</b> 272028</p>                |
| <p><b>Semester:</b> IV</p>  |   | <p><b>Academic Year:</b> 2022-2023</p>       |
| <p><b>Subject Name &amp; Code:</b> Software Engineering: ADUA22204</p>            |   |  |
| <p><b>Title of Assignment:</b> Class Diagram.</p>                                 |   |  |
| <p><b>Date of Performance:</b> 01-04-2023</p>                                     |   | <p><b>Date of Submission:</b> 17-04-2023</p> |

**Aim:** - To make class diagram.

## SE Assignment no: 5

|          |  |
|----------|--|
| Page No. |  |
| Date     |  |

Name: Siddhesh Dilip Khairnar

Rollno: 272028

PRNno: 22110398

Batch: B2

### 1. Introduction to class Diagram

→ A class diagram is a type of UML diagram used in software engineering to model the structure of a system in terms of its classes, their attributes, methods, and the relationships among them.

2) In a class diagram, each class is represented as a rectangle with three sections. The top section contains the class name, the middle section contains the class attributes, and the bottom section contains the class method.

3) The attributes of a class represent the data that is stored in an object of that class, and the method represents the operation that can be performed on that data.

4) The relationship between classes can also be depicted in a class diagram.

5) The most common relationships are inheritance, where one class extends another, and composition, where a class is composed of one or more other classes.

### 2. Component of class diagram.

Ans The main components of a class diagram are: →

1. class: A class is a blueprint for creating objects. It defines the properties (attributes) and behaviour of an object.

2. Interface: An interface defines a set of methods that implementing the interface must have.

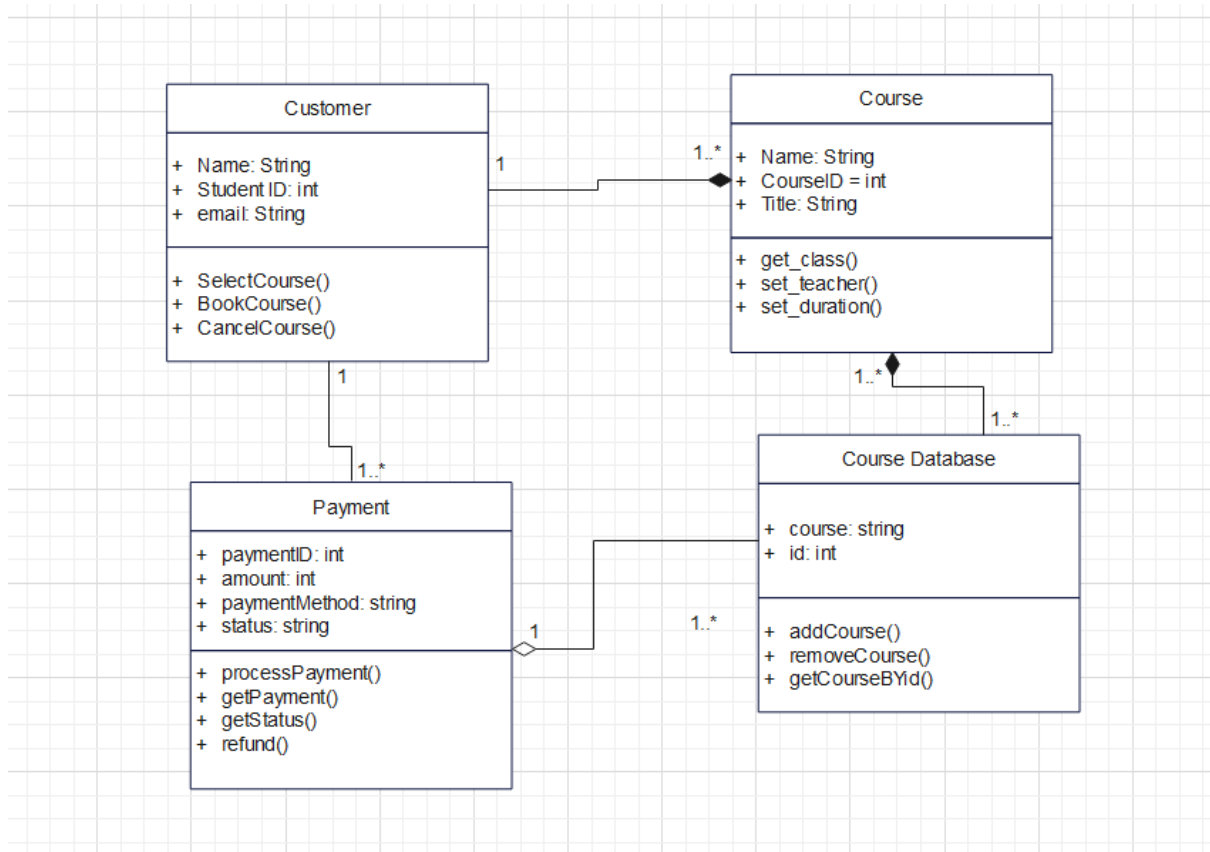
3. Association: An association represent a relationship between the two classes. It can be one-to-one, one-to-many, or many-to-many.
4. Inheritance: Inheritance is a mechanism by which one can inherit the properties and behaviour another class.
5. Aggregation: Aggregation is a special form of association. One class represent a whole that is compose other classes, which are its part.
6. Composition: Composition is a stronger form of aggregation. The lifetime of the part is tied to the lifetime of the whole. If the whole is destroyed, then all its parts are also destroyed.

These component help to model the structure of software system and its relationship, and can be used as a blueprint for implementation.

Pranjali

## Software Requirement: Star UML.

### User story:



**Conclusion:** Hence we have successfully implemented the class diagram and learned how to make class diagram for any CPS.