**This is for staruml-5.0-with-cm. This version is
sufficient for this unit/module. See the software folder.**

Using StarUML

- StarUML can be downloaded free from `http://staruml.sourceforge.net/en/`

- StarUML's startup screen gives you the choice of starting a new project, opening a
  project or choosing a recent project:

- If you are starting a new project choose 'Default Project' as that is the basic UML
  Diagram project.

- The StarUML work area looks like this:
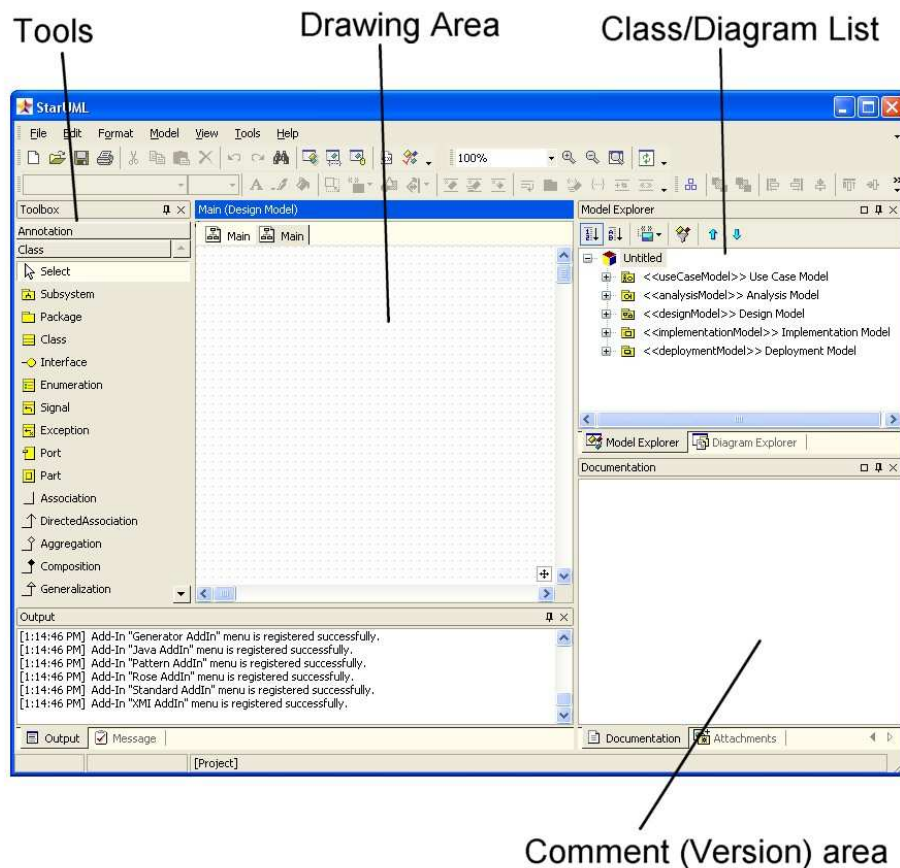
- **Adding a class**

  - Click on the ▣ Class button and then click on the drawing pane.
  - The class will be automatically named with a random name, presumably of one of the authors! Type in the name you want to give the class.

- **Adding the First Attribute to a Class**

  - Double click on the class name and then click on the cyan rectangle to the left of the class.
  - **OR**, right click on the class, then choose [Add] and then [Attribute].

- **Adding more Attributes to a Class**

  - Double click on the class name and then click on the cyan rectangle to the left of the class.
  - **OR**, right click on the class, then choose [Add] and then [Attribute].
  - **OR**, double click on an existing attribute, then click the [+] sign on the left.

- **Adding Methods**

  - For high-level diagrams we do not show details of methods on our class diagrams - too complicated when many classes are shown. Methods shown in detail class diagrams.

- **Moving Classes Around**

  - Classes can be dragged around the drawing pane using the mouse in a normal drag and drop manner.
  - **OR**, you can align classes using the [Format]-[Alignment] menu item.
  - **OR**, you can use [Ctrl] and the arrow buttons to move the selected classes.
  - Connections between classes are automatically kept when the classes are moved.

- **Selected Objects**

  - A single object is selected by clicking on it in a normal manner.
  - Multiple objects are selected by clicking on the first one and then holding down [Shift] while clicking on the others.
  - **OR**, by using the mouse to select a region containing the objects you wish to select.

- **Adding Associations**

  - Choose the association from the list in the toolbar on the left.
  - Move the mouse from the class that has the non-symbol end of the relationship, to the other class.

- **Adding Corner Points to an Association**

  - Select the association.

  - Move the mouse to a place on the association line.

  - Drag the association line to the position for the new corner.

- **Deleting Corner Points of an Association**
  Simply drag the corner point so that it forms a straight line with the points on either side of it.

- **Adding a Comment**

  - Above the "Tools" area you will see the label [Annotations].

  - Select this and then choose the ⬜ Note button.

  - You can return to the general toolbox by selecting [Class] label below the list of available Annotations.

- **Formatting Classes and Notes**

  - Right click on the object.

  - Choose [Format].