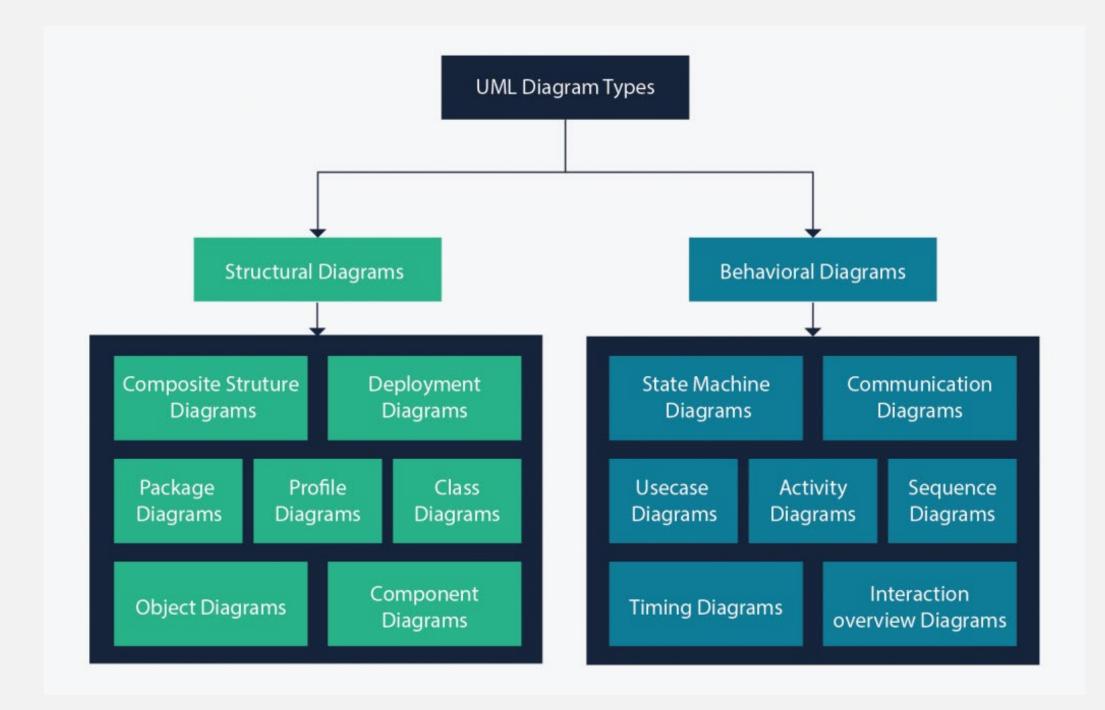
# STRUCTURAL MODELING

Majid Askari

SENG 300 Tutorial

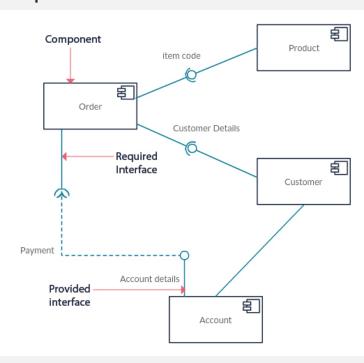


#### **CLASS DIAGRAM**

- Mainstay of object-oriented analysis and design
- Defines type of classes and their static relationships including:
  - Association
  - Inheritance
  - Aggregation

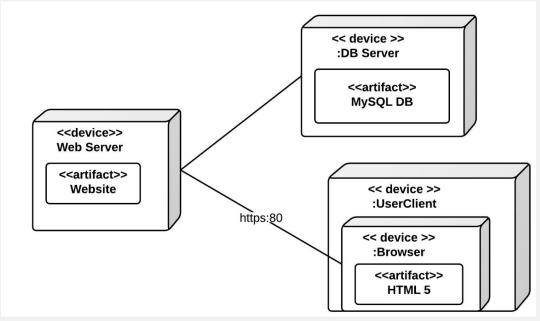
#### COMPONENT DIAGRAM

- How components are put together to form larger systems
- It shows architecture of components and dependencies between them
- Includes:
  - Run-time Components
  - Executable Components
  - Source Code Components



#### DEPLOYMENT DIAGRAM

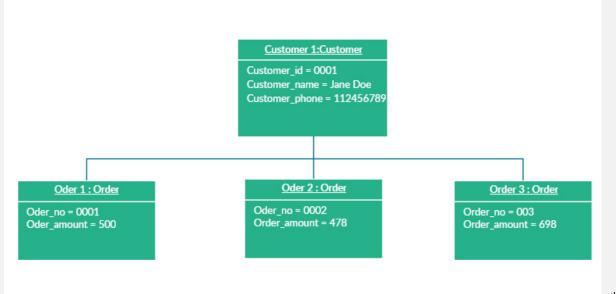
- They show the structure of the run-time system
- Model physical hardware that will be used to implement the system and communication between them



# **OBJECT DIAGRAM**

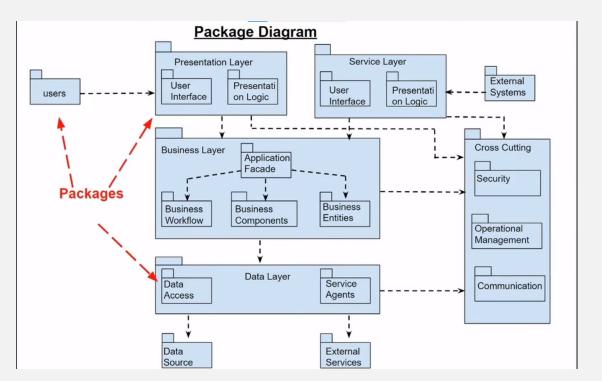
- Instance of a class diagram
- Shows the objects in the system at a particular time
- Shows the relationship between objects
- Syntax is <name>:<type>
- If there is no underlining: role

<u>obj: FooClass</u> someAttr = aValue



#### PACKAGE DIAGRAM

• Shows packages and dependencies between them



#### ESSENTIAL ELEMENTS OF A CLASS DIAGRAM

- Class Name
- Attributes
- Operations

## **Animal**

-name: string

-id: int

-age: int

-setName()

-eat()

#### DETAILS OF CLASS IN CLASS DIAGRAM

- Name of attributes, methods and their parameters
- Type of attributes, params and return type
- Access modifiers

#### + FooClass

someAttr: SomeType

# someOp (param: OtherType): int

# Dog

-Color: String

-Height: int

-Length: int

-Weight: double

-Age: int

+getColor(): String

+setColor(): void

+getLength(): int

+setLength(): void

+getAge(): int

+setAge(): void

### DETAILS OF CLASS IN CLASS DIAGRAM

Static methods and attributes can be shown by underlining

someAttr: Type1 someOp(param: Type2): Type3

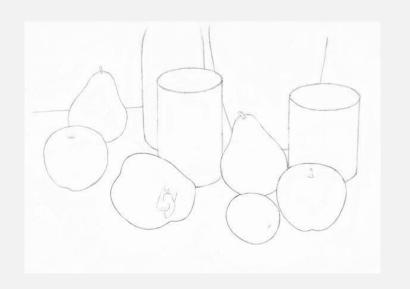
FooClass

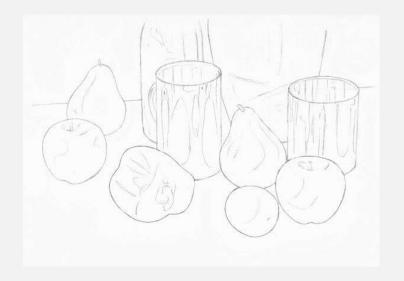
- Interfaces have the same syntax of a class but with <<interface>> keyword
- Abstract class names are written in Italic
- Access modifiers

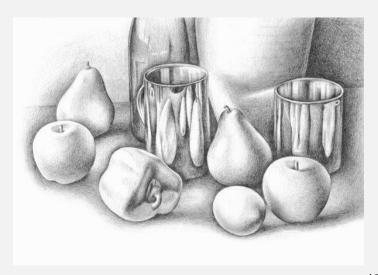
# someOp (param: OtherType): int

## LEVELS OF SPECIFICATION

- I. Conceptual Perspective
- 2. Specification Perspective
- 3. Implementation Perspective





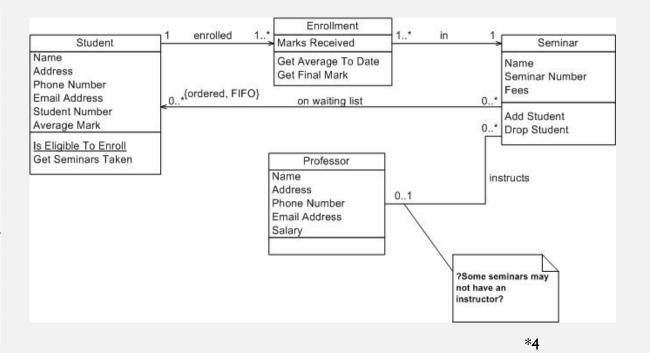


#### CONCEPTUAL PERSPECTIVE



- Concepts of domain
- Language Independent

# Name BirthDay Email Address Enroll Update Information



#### SPECIFICATION PERSPECTIVE



- More Detail
- Describing abstraction of software
- No reference to implementation

#### **Student**

-name: String

-birthday: date

-emailAddress: String

enroll(C: Course): boolean

setName(n: String): boolean





Description of software implementation in a particular technology (e.g Java or C++)

#### Student

-name: String = null

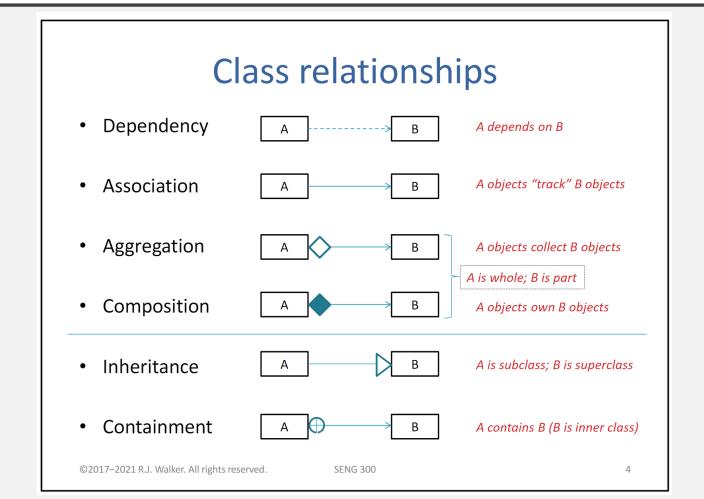
-birthday: Date = null

-emailAddress: String = null

enroll(C: Course): boolean

setName(n: String): boolean

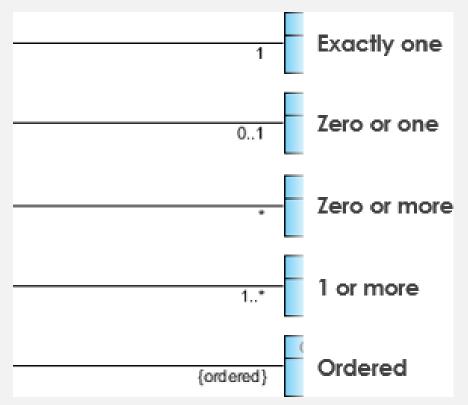
#### RELATIONS IN CLASS DIAGRAM



## **CARDINALITY - MULTIPLICITY**

• Number of objects that can take part in the relationship

E.g a class can have multiple students



#### REFERENCES

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