

# CS 247: Software Engineering Principles

## UML Modelling

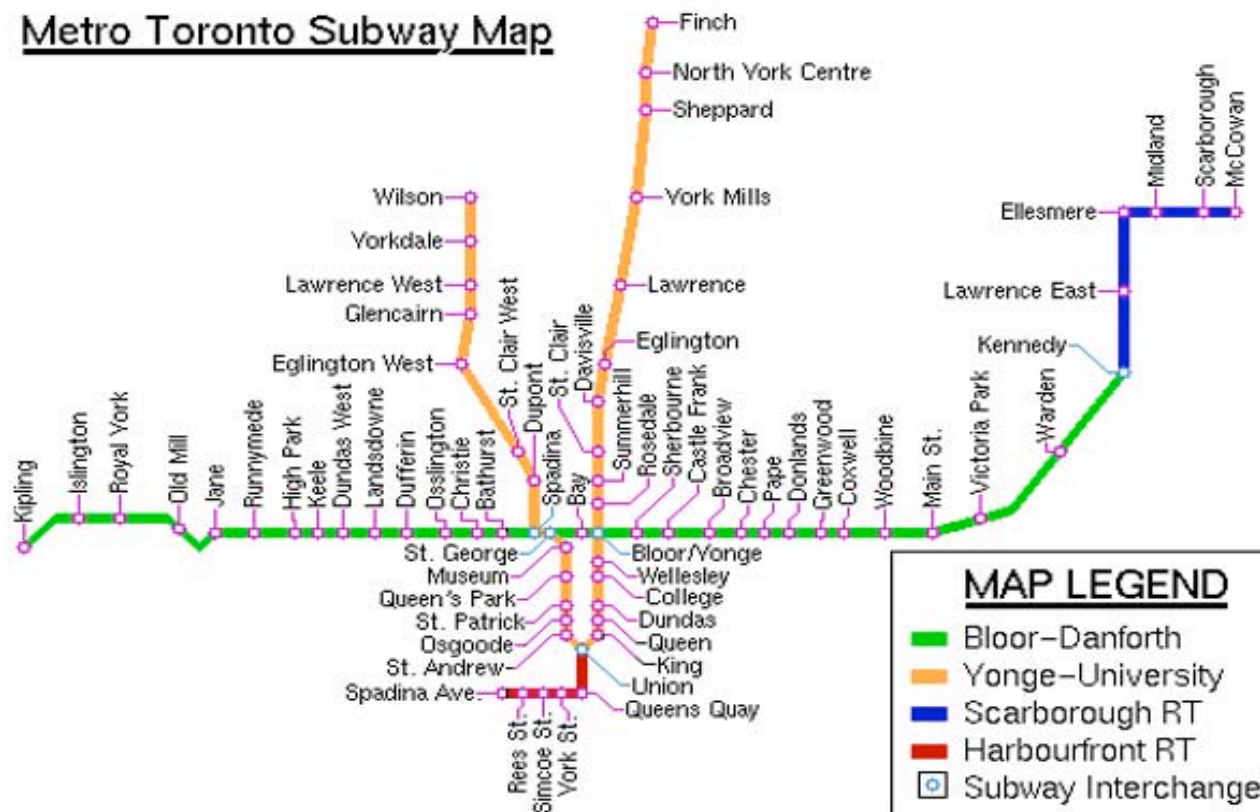
**Agenda:** UML class diagrams  
UML object diagrams  
UML sequence diagrams

**Reading:** Martin Fowler, *UML Distilled, 3ed*, Addison-Wesley Professional, 2003.  
(Electronic text available from UW Library Web site)

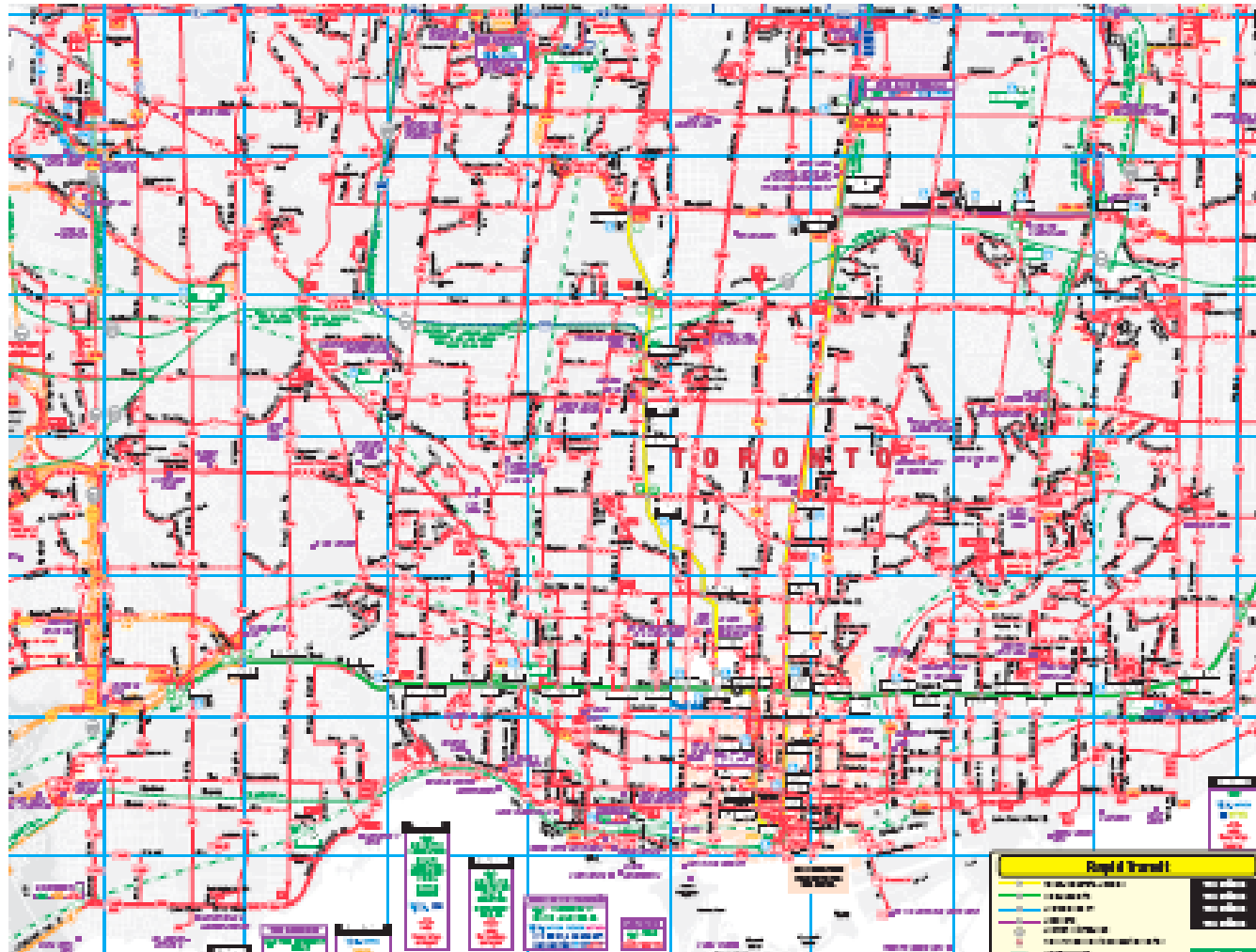
# Models

A **model** is an **abstraction** of something for the purpose of

- understanding it before building it
- communicating it to others
- answering questions about it



# Another Model



<http://www.toronto.ca/ttc/pdf/rideguide.pdf>

# Unified Modeling Language (UML)

**UML** - A collection of notations for representing different views of a software design.

## Structural Diagrams

- Class diagram
- Component diagram
- Composite structure diagram
- Deployment diagram
- Object diagram
- Package diagram
- Profile diagram

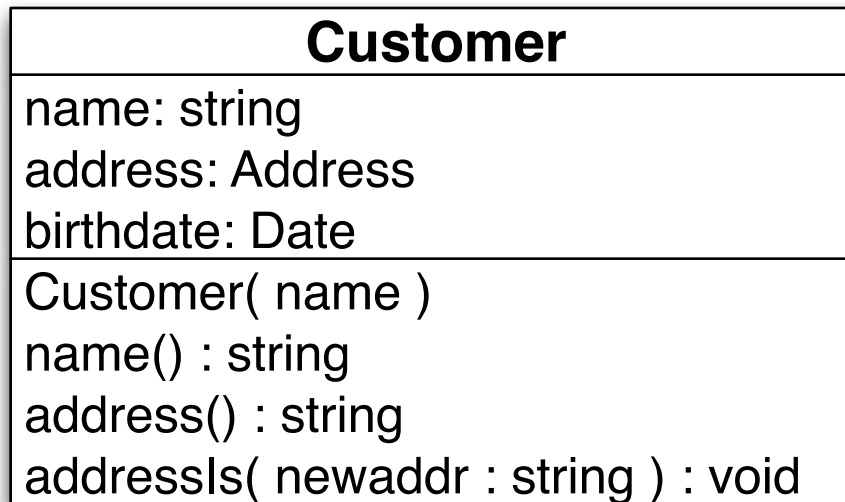
## Behaviour Diagrams

- Activity diagram
- Communication diagram
- Interaction overview diagram
- Sequence diagram
- State diagram
- Timing diagram
- Use case diagram

# UML Class Diagram Notation

A box represents a class and defines

- class name
- set of **attributes** (data fields, types), initial values
- set of **operations** (routines, signatures)



# Abstraction in Classes

Classes can be expressed at different levels of abstraction.

<b>Customer</b>
-----------------

<b>Customer</b>
name address birthdate

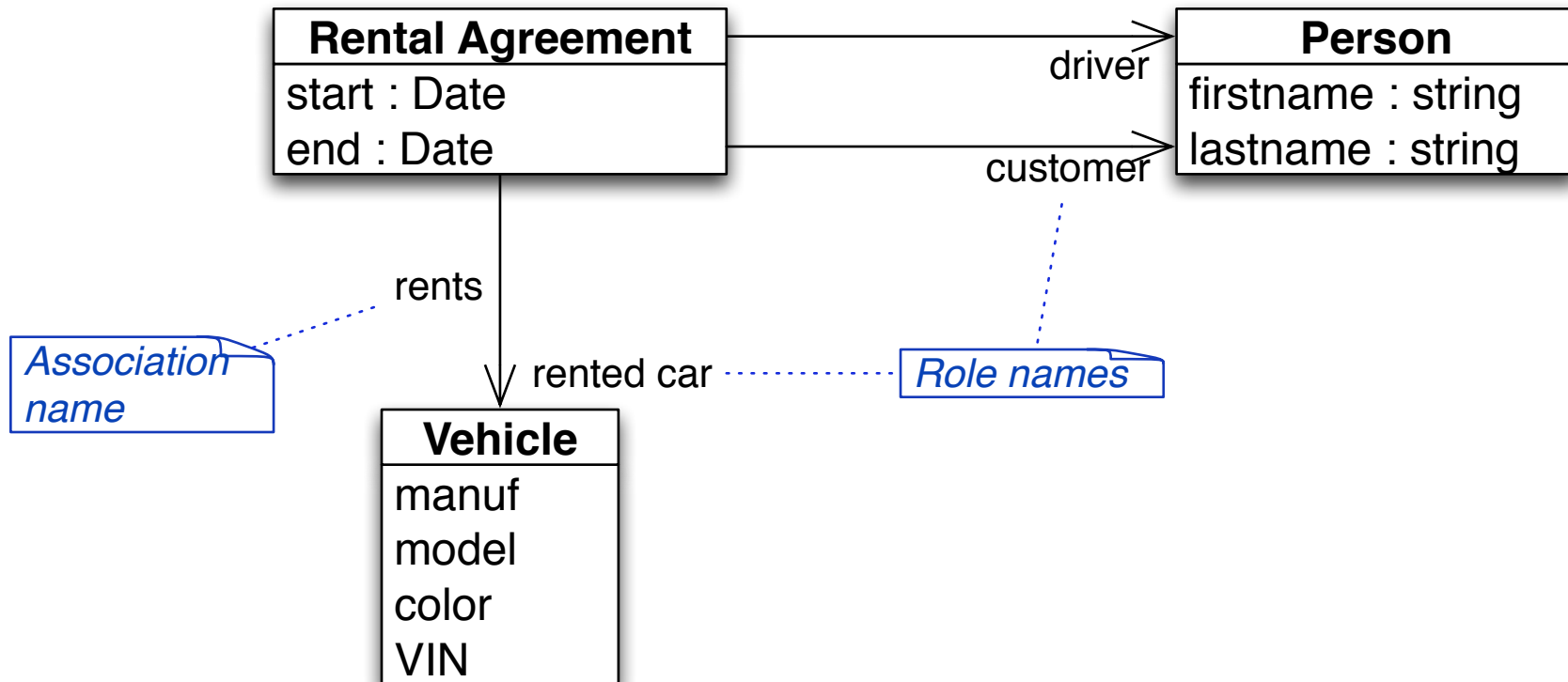
<b>Customer</b>
– name: string [1] {readOnly} – address: Address – birthdate: Date
+ Customer( name:string ); + name() : string {query} + address() : string {query} + addressIs( newaddr : string ) : void

KEY:

+ public  
– private  
# protected  
static  
*pure virtual*

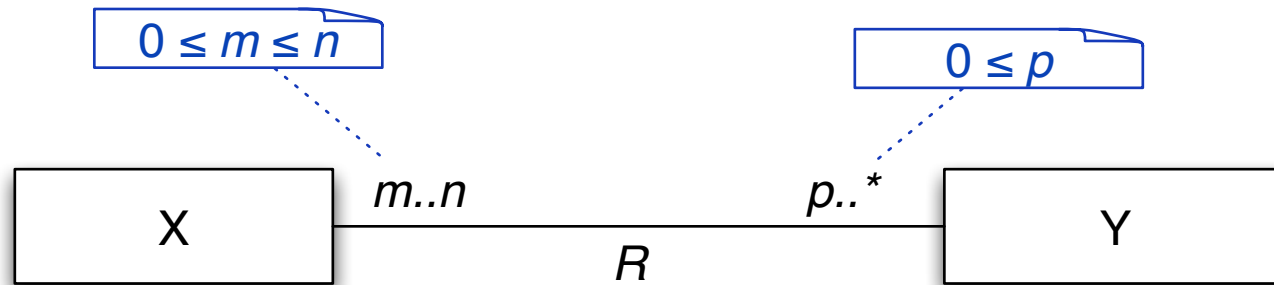
# Associations

An **association** between two classes indicates that there exists a physical or conceptual **link** between objects of those classes.



# Multiplicities

**Multiplicity** annotations **constrain** the number of allowable links in an association.

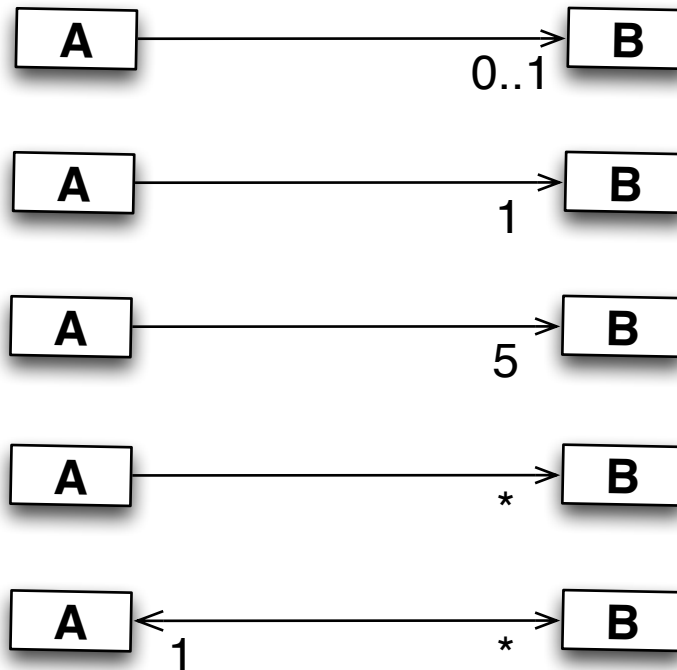


- For each object  $x$  of class  $X$ , there must be at least  $p$  links of association  $R$  linking  $x$  to object of class  $Y$ ; and
- For each object  $y$  of class  $Y$ , there must be between  $m$  and  $n$  links of association  $R$  linking  $y$  to object of class  $X$ .

No annotation means that the multiplicity is **unspecified**.



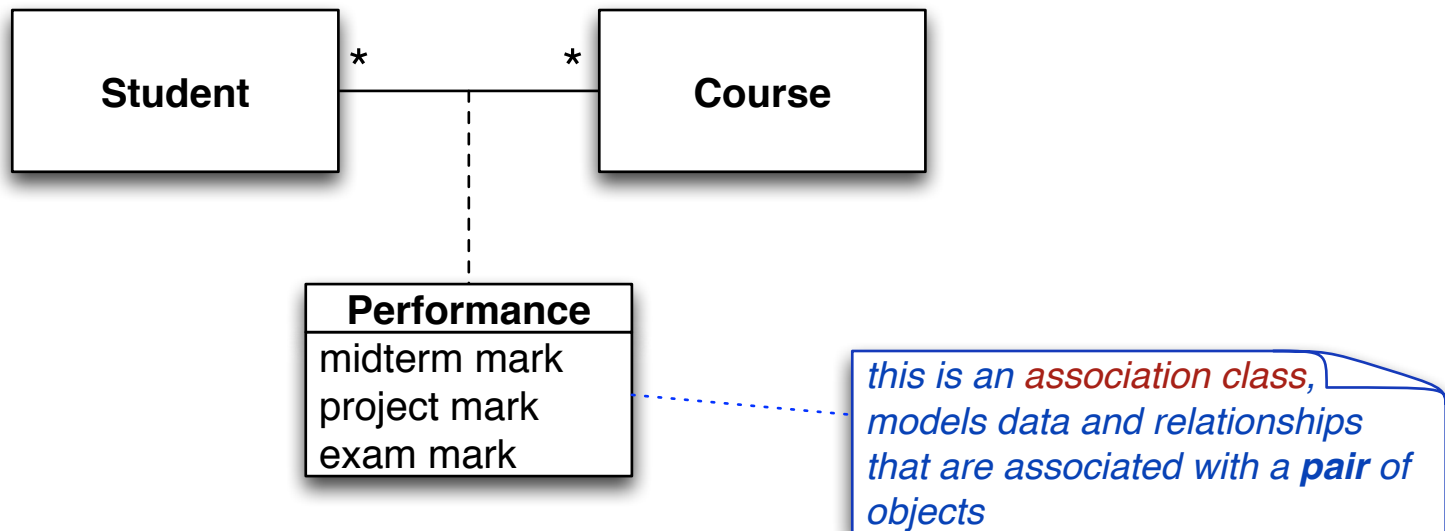
# Implementing Associations



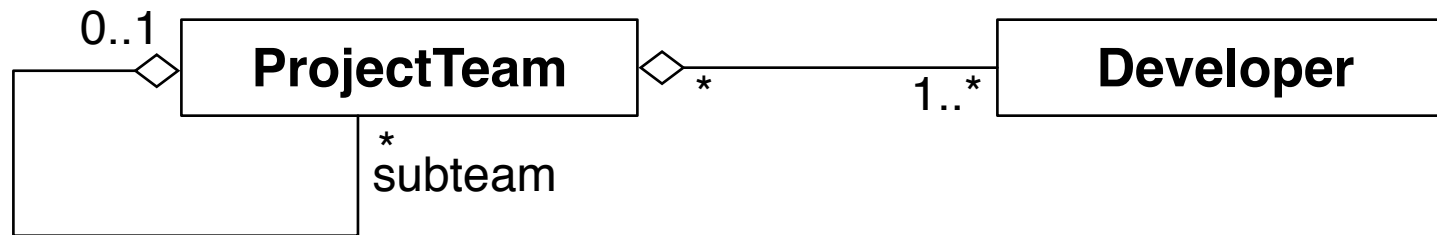
# Association Class

A **class association** represents link attributes

- properties of the link, because they cannot be attributed to either of the end objects



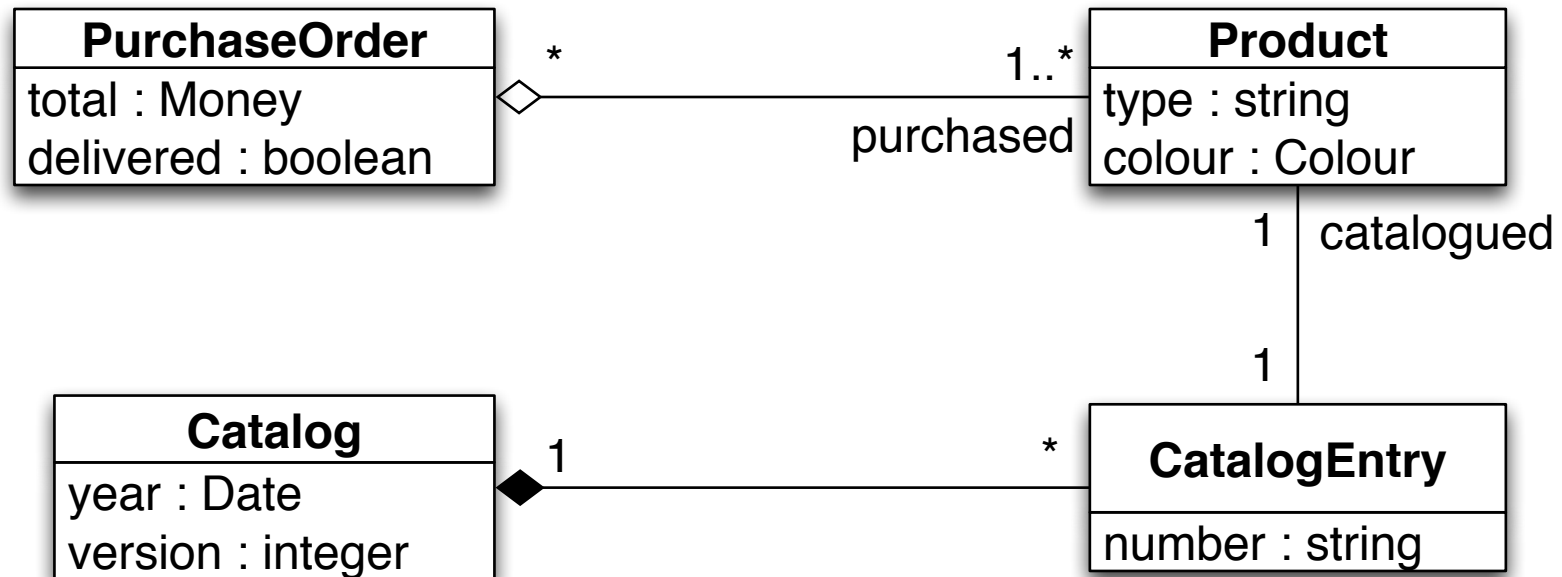
# Aggregation



**Aggregation** is a “part-of” relation between an aggregate (collection) and its members.

- part can be a member of more than one aggregate  
e.g., students can be members of more than one class roster
- part has an identity outside of the aggregate

# Composition



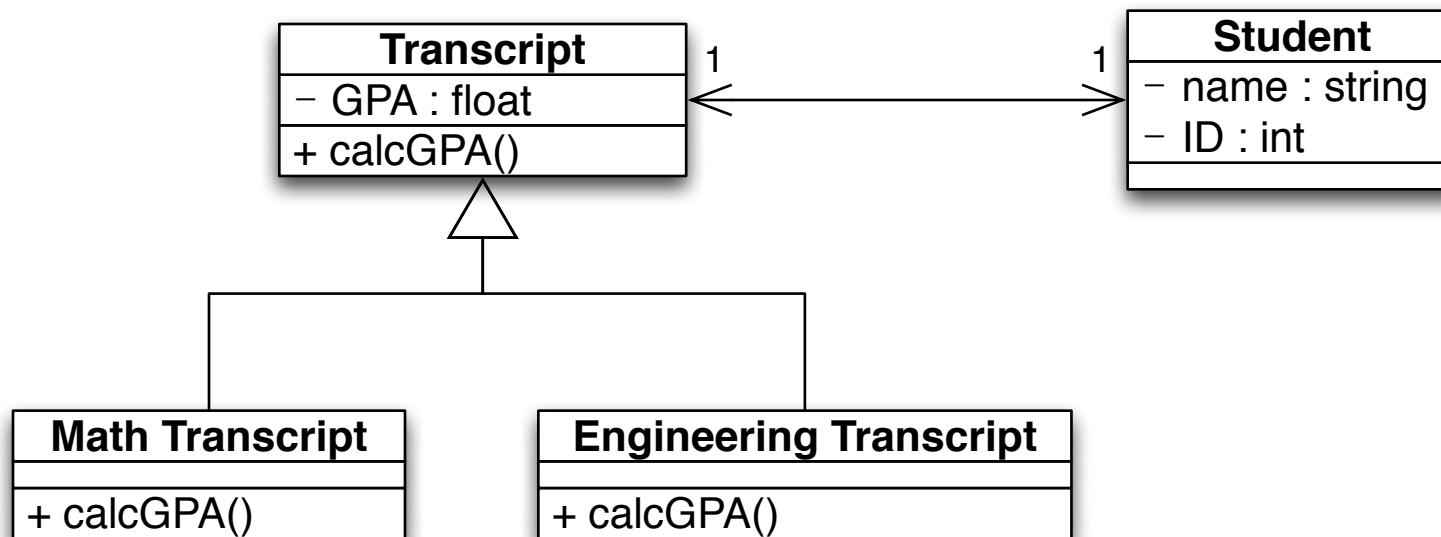
**Composition** is a stronger “part of” relation between a **composite** object and its **components**:

- a part does not exist without its composite
- a part belongs to at most one composite
- the composite is responsible for creating, destroying members

# Generalization

The UML uses the term **generalization** for the **subtype relationship** between a base class and its derived classes.

- Every member of a derived class is a member of its base class
- Attributes and associations of the base class are attributes and associations of the derived class



# From Assignment 1

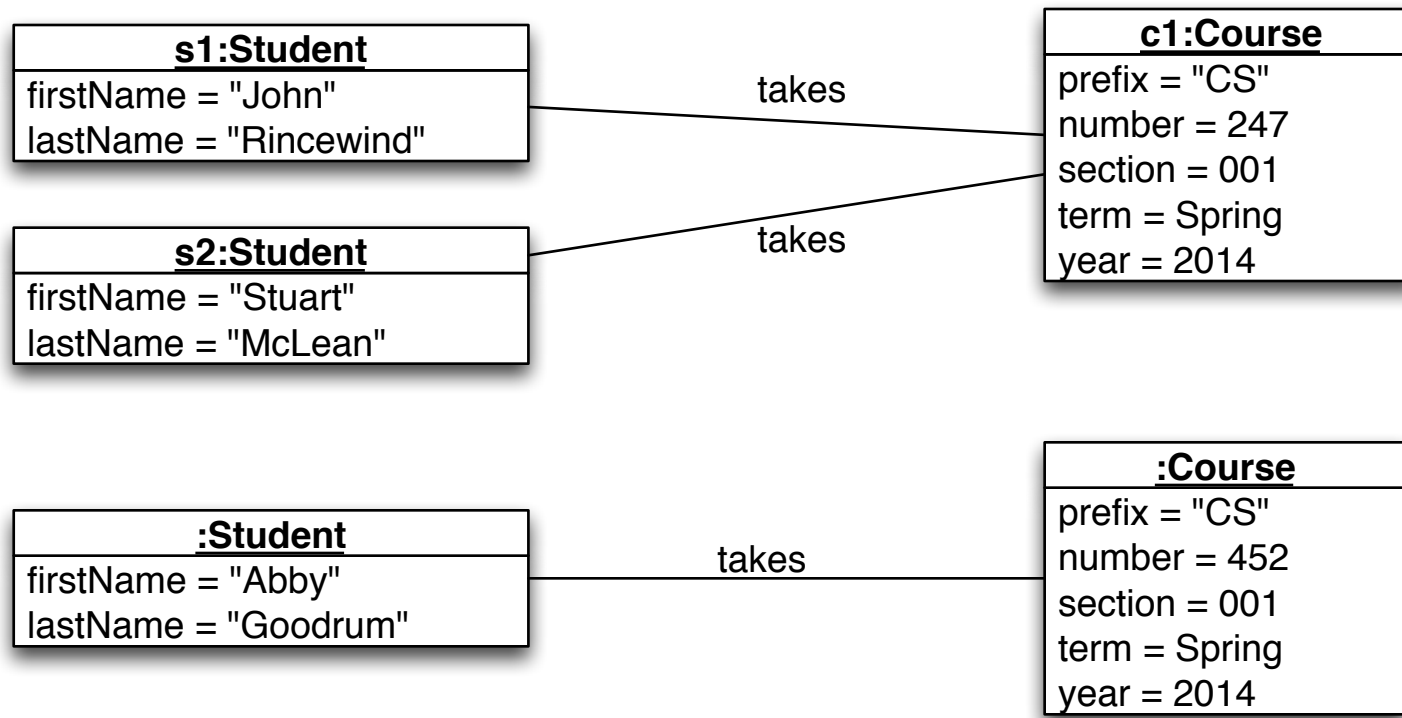
A cellphone account keeps track of information needed to bill a customer for their cellphone usage. There are two types of cellphone plans that a customer might subscribe to, and the plan type affects what information the account needs to keep track of:

- Cheap Plan: has a monthly service fee of \$30 and gives the customer 200 free minutes of calls each month. If the customer makes more than 200 minutes of calls in a month, the customer is charged \$1 for each minute over and above the 200 free minutes.
- Expensive Plan: has a monthly service fee of \$100 and gives the customer unlimited free minutes of call time.

# UML Object Models

An **object model** is a run-time instance of a class model

- Every object is an instantiation of a specific class
- Every link between two objects is an instantiation of a specific association



# Snapshot of Execution

Object models visualize snapshots of a program's execution.

```
// C++ code.  Warning: contains disasters.
```

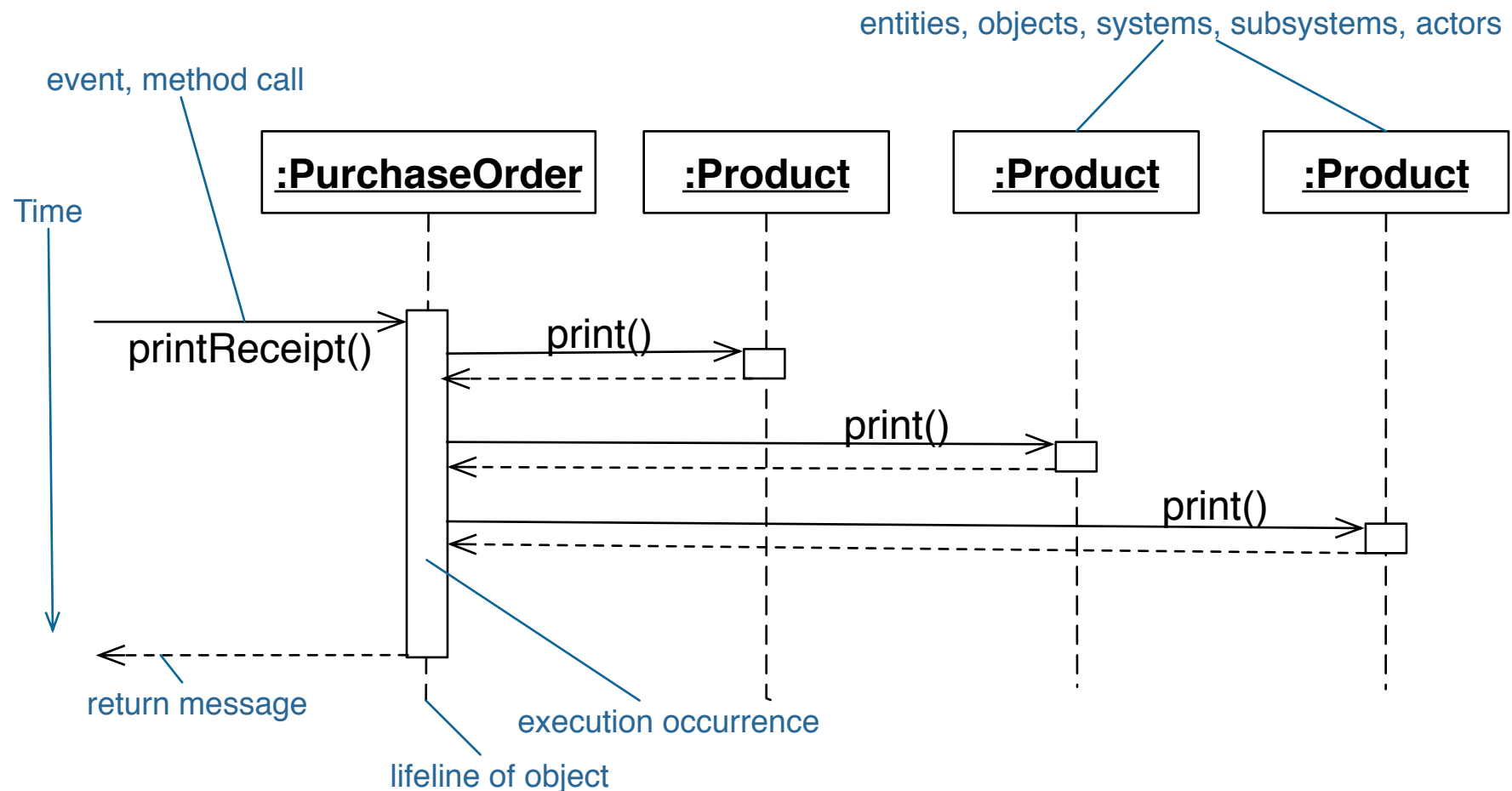
```
Circle *c1;  
c1 = new Circle("Green");
```

```
if (pigsCanFly) {  
    Circle *c2, *c3, *c4;  
    c2 = new Circle("Red");  
    c3 = new Circle("Blue");  
    c1 = c2; // object model at this point in program  
    ...  
}
```



# UML Sequence Diagram Notation

A **UML Sequence Diagram** is a graphical model of communication events between objects, as exhibited in one execution trace.



# Some UML Drawing Tools

Can use any UML modelling or drawing tool that you would like  
- **must be able to output PDF files.**

- Visio
- OmniGraffle (Mac only)
- UMLet (open source, Windows / OS X / Linux)  
<http://www.umlet.com/>