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~~remind to~~
~~bars~~
~~left top~~
~~ITTO~~

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UML = Unified Modeling Language

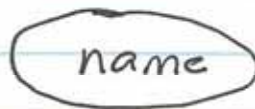
standard graphical (visual) notation
used in SW industry to depict

use cases

design - structural & behavioral
some aspects of implementation
& deployment

Simplest UML is for use cases

oval



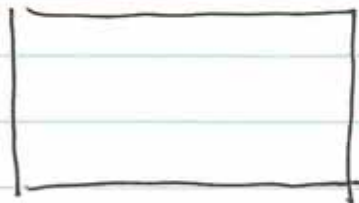
active voice
present tense verb

stick figure

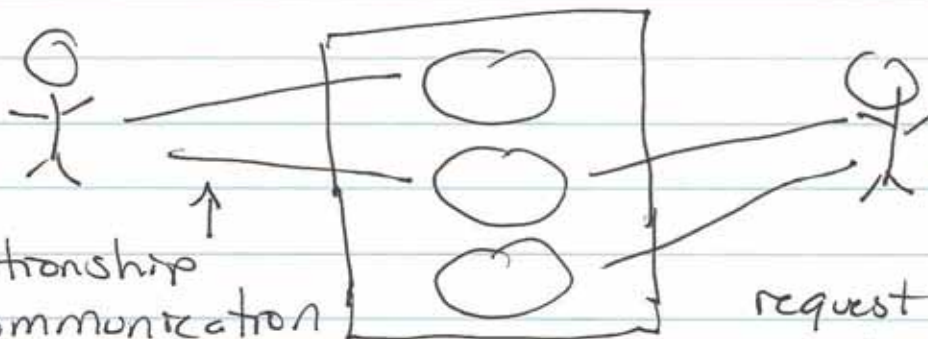


actor role -
human or system

rectangle



inside us.
outside system
boundary



basic relationship
is communication

request info or
invoke

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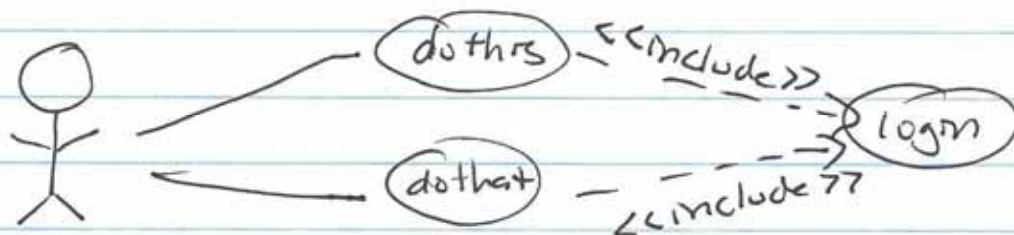
CRUD for
assign

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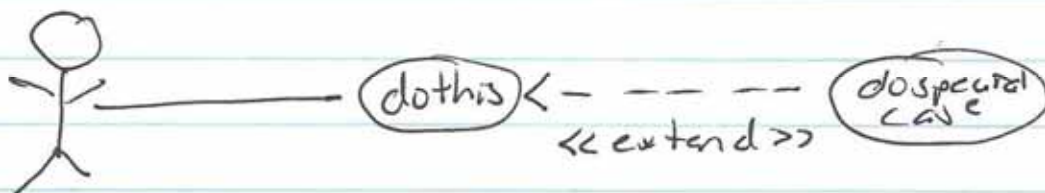
<<include>> relationship - flow of events "calls" the included use case

always done

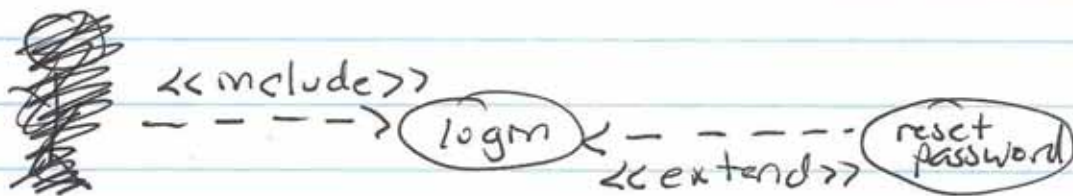


<<extend>> relationship - exceptional variation or alternative flow

sometimes done

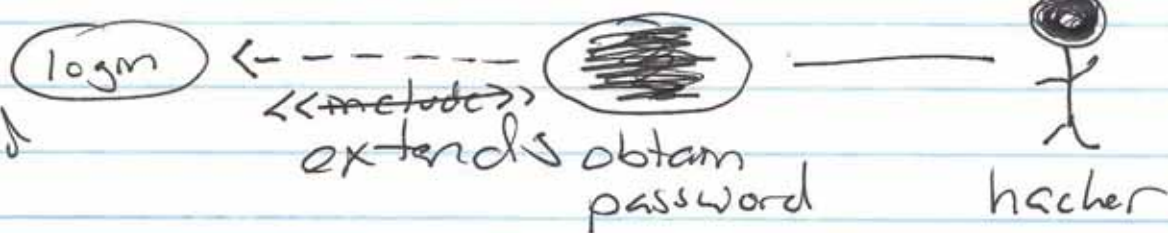


note arrow goes other direction



misuse case - use case from point of view of hostile attacker

Chopchilly
never done,
prevented or
mitigated



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tip: avoid CRUD
create, read, update, delete

focus on what actor really wants
to do, not underlying DB

ex. university registration system
creates, deletes, modifies
student schedules -
but student just wants to
register for classes

tip: do not reference UI elements
like pages or buttons

tip: avoid architectural details

ex. student schedule stored in MySQL

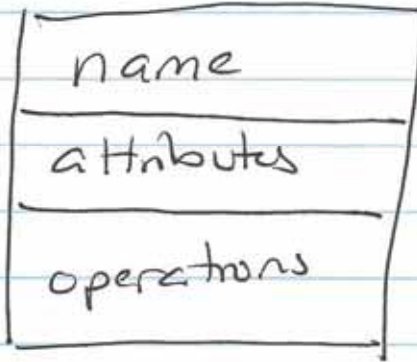
Head First appendix C.1 - C.2
does not address use case diagrams
only, class diagrams &
sequence diagrams

UML has many others, e.g., activity,
state, but we'll focus on those 2

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UML class diagrams



everything except
class name
is optional

attributes - both static fields
& instance variables

name: type \equiv initial value

operations - public (+) & private (-)
methods

name (params): return type

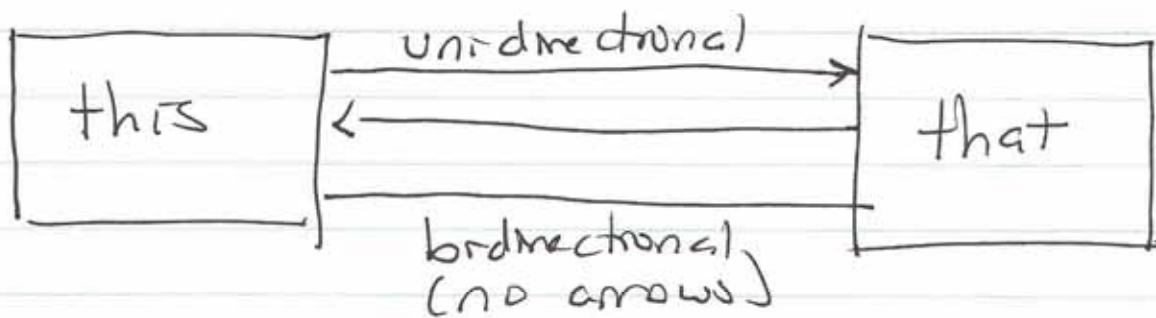
only need design level information
omit details like getters & setters,
helper methods

show static structure of
individual classes

plus relationships among classes

association - most general relationship

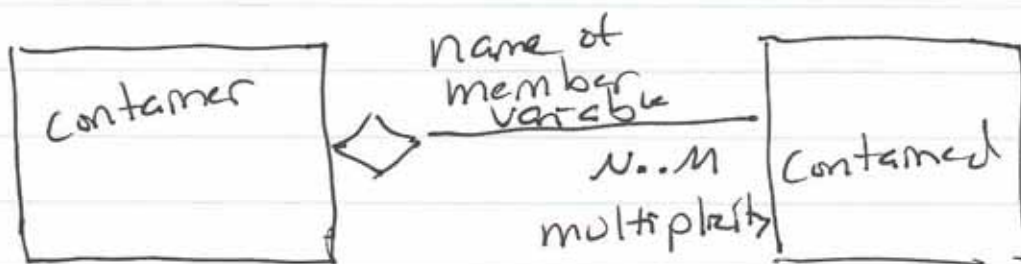
instances of one class "know about" or "communication with" instances of another class (or the same class)



many special cases of association

open aggregation

HAS-A



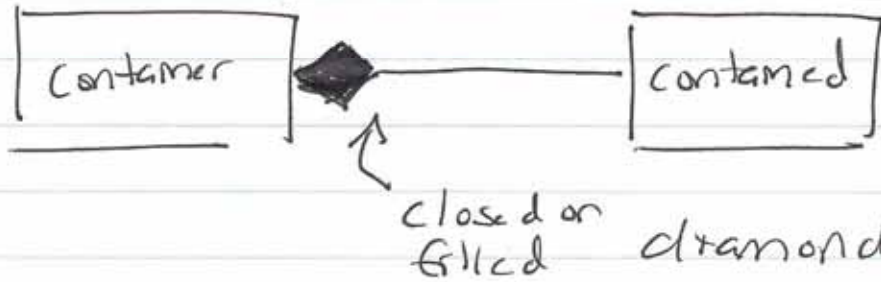
$N..M \rightarrow 0..*, 1..5, \text{etc.}$

Open means contained objects exist independently

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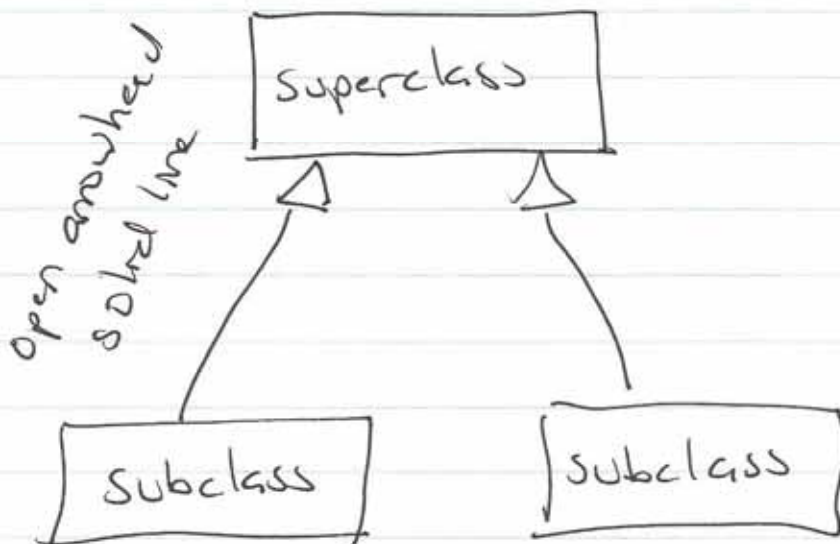
closed aggregation - strong
lifecycle relationship



means deleting parent also deletes
all children, or perhaps
all children must be deleted
first before parent can be deleted

other special cases, e.g., for hashmaps

inheritance



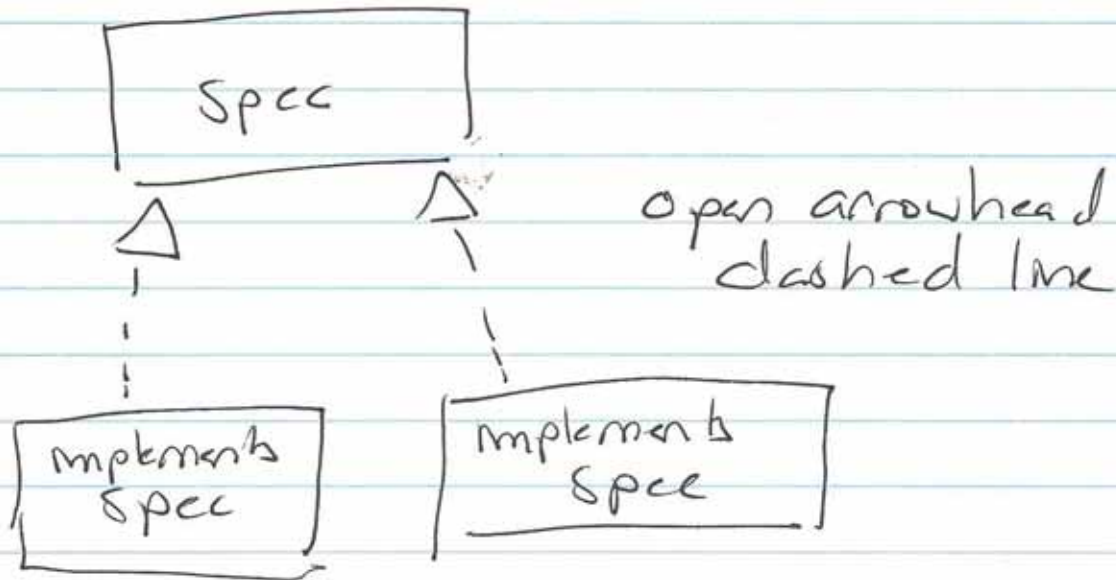
abstraction
generalization
base class

specialization
derived class

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implements interface - realization



various editors for UML diagrams

Violet

Argo

vanilla drawing program

others

some only support subset of UML
but all I know of support at
least class diagrams

Continue
here

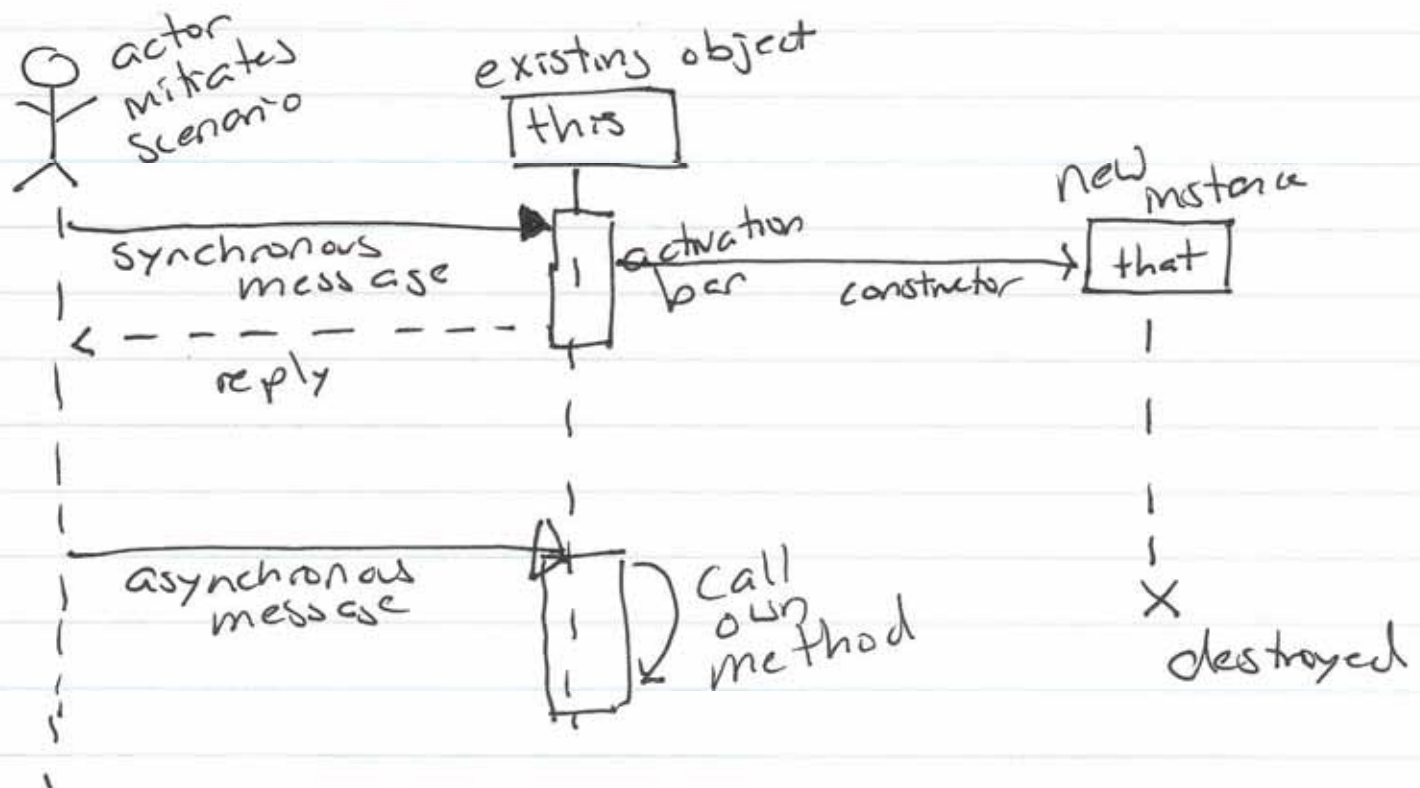
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besides class diagrams showing
static structure, various kinds of
dynamic behavioral diagrams

example: sequence diagrams (^{there are many others})

Show how classes work together
visual order of events (e.g.,
method invocation, message)



lifeline (time progress)

message of form `name(params): return type`
or just name

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can show other details such as
conditionals & iteration

Where do classes & messages
come from?

design - discuss next week

classes - nouns in user stories
or use cases

messages - verbs

subject/object of verbs should be
actors or classes