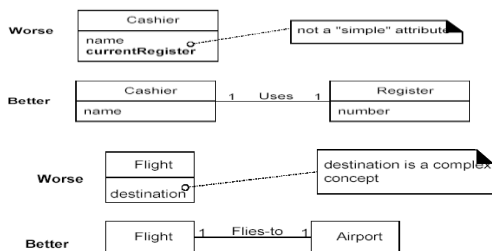


OOA



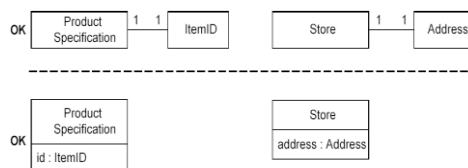
属性和关联

- 属性最好是简单的属性和数据类型



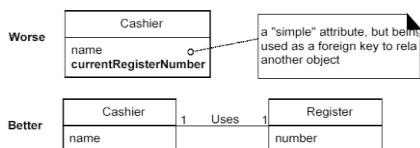
非基本数据类型类

- 如果属性类是一种数据类型，则该属性类可直接置于属性框。



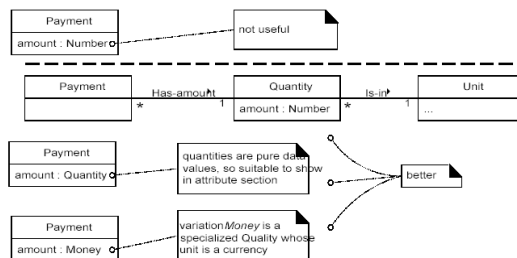
属性不作为外键

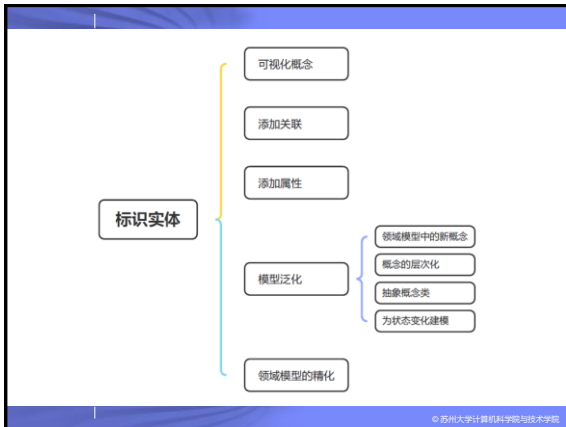
- 在领域模型中，属性不应用于关联概念类



属性的数量和单位

- 绝大多数数值型的量不应单纯地视为数值





类型概念列表

Category	Examples
physical or tangible objects	CreditCard, Check
Transactions	CashPayment, CreditPayment, CheckPayment
other computer or electro-mechanical systems external to our system	CreditAuthorizationService, CheckAuthorizationService
abstract noun concepts	
organizations	CreditAuthorizationService, CheckAuthorizationService
records of finance, work, contracts, legal matters	AccountsReceivable

用例中的名词标示

Use Case UC1: Process Sale

7b. Paying by credit:

1. Customer enters *their credit account information*.
2. System sends *payment authorization request* to an external *Payment Authorization Service System*, and requests *payment approval*.
 - 2a. System detects failure to collaborate with external system:
 1. System signals error to Cashier.
 2. Cashier asks Customer for alternate payment.
3. System receives *payment approval* and signals approval to Cashier.
 - 3a. System receives *payment denial*:
 1. System signals denial to Cashier.
 2. Cashier asks Customer for alternate payment.
4. System records the *credit payment*, which includes the payment approval.
5. System presents credit payment signature input mechanism.
6. Cashier asks Customer for a credit payment signature. Customer enters signature.

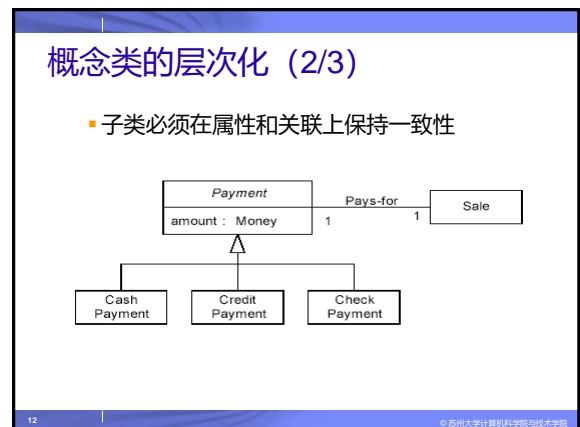
Use Case UC1: Process Sale

7c. Paying by check:

1. The Customer writes a *check*, and gives it and their *driver's license* to the Cashier.
2. Cashier writes the driver's license number on the check, enters it, and requests *check payment authorization*.
3. Generates a *check payment request* and sends it to an external *Check Authorization Service*.
4. Receives a check payment approval and signals approval to Cashier.
5. System records the *check payment*, which includes the payment approval.

概念类的层次化(1/3)

- 抽象与具体
- 整体与部分

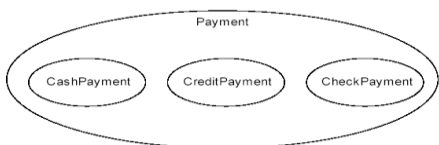


概念类的层次化 (3/3)

- CreditPayment 应该是Payments集合的成员。
- CheckPayment是一种 Payment类型。

Is-a Rule

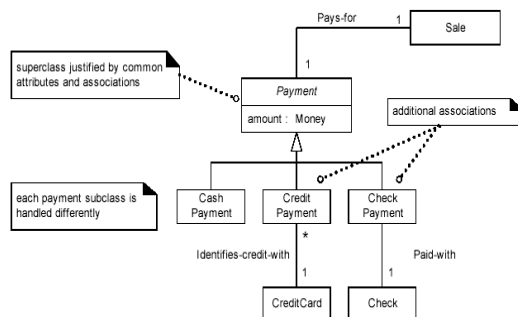
- ◆ 所有子类集合的成员必须是父类集合的成员。



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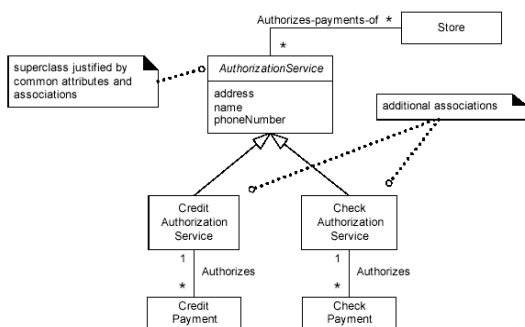
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实例-- NextGen POS



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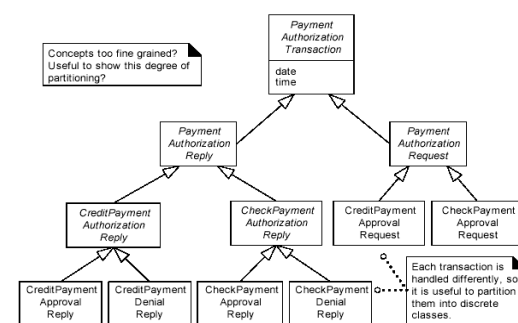
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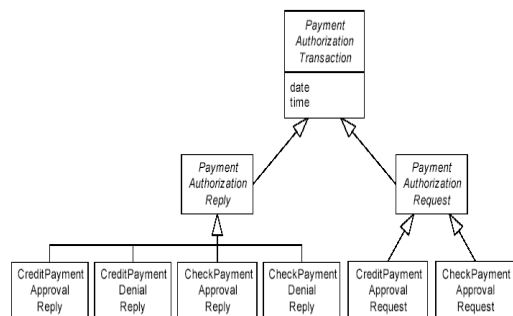
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问题：概念被分得太细吗？



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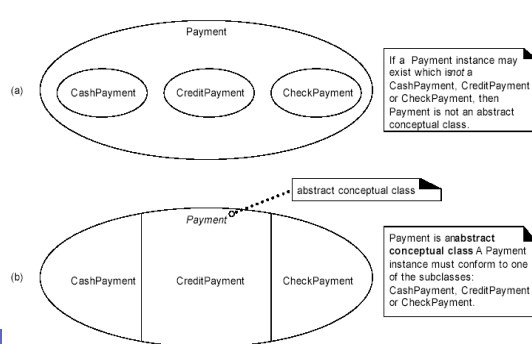
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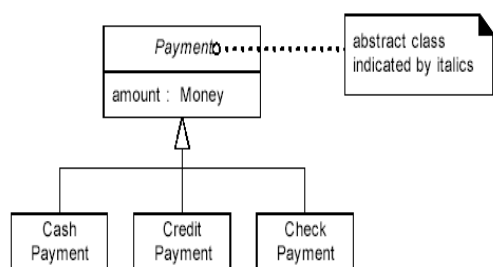
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抽象概念类



UML中的抽象类

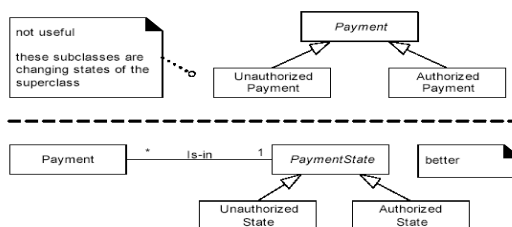


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变化状态建模 (modeling changing state)

- 不要以子类的形式为变化的状态建模



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