



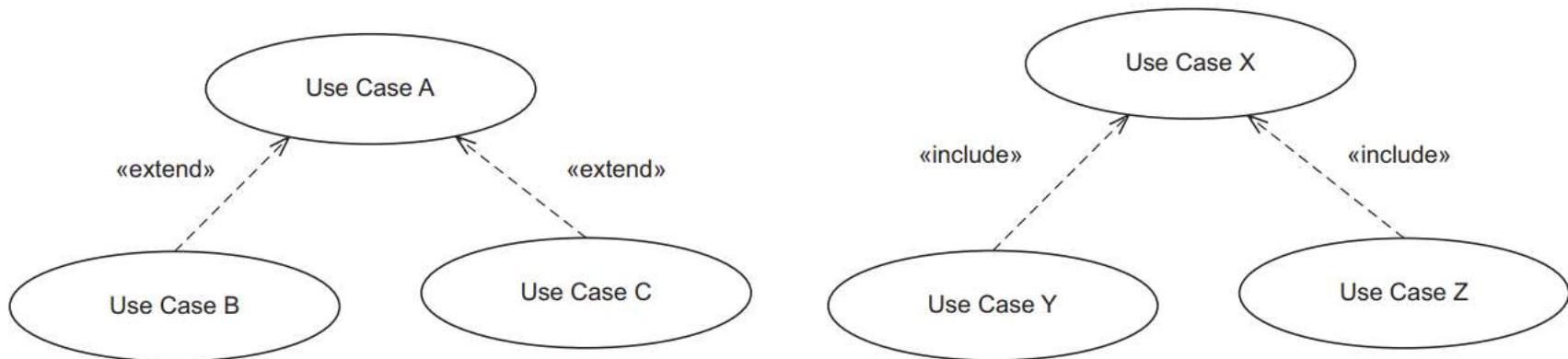
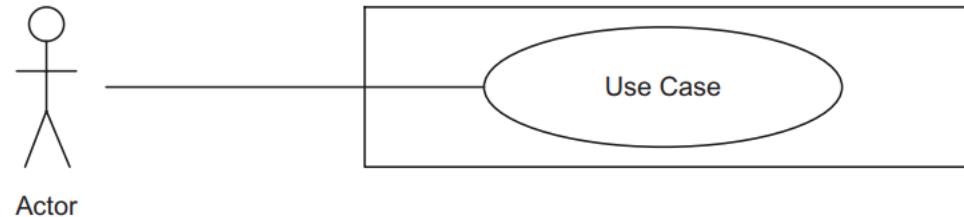
**FPT UNIVERSITY**

# **SOFTWARE DESIGN (SWD392)**

***CH02 – OVERVIEW OF THE UML NOTATION***

- **Use case diagram**, briefly described in Section 2.2.
- **Class diagram**, briefly described in Section 2.4.
- **Object diagram** (an instance version of the class diagram), which is not used by COMET.
- **Communication diagram**, which in UML 1.x was called the *collaboration diagram*, briefly described in Section 2.5.1.
- **Sequence diagram**, briefly described in Section 2.5.2.
- **State Machine diagram**, briefly described in Section 2.6.
- **Activity diagram**, which is not used extensively by COMET, is described briefly in [Chapter 6](#).
- **Composite structure diagram**, a new diagram introduced in UML 2 that is actually better suited for modeling distributed components in a UML platform-independent model. The composite structure diagram is described in [Chapter 17](#).
- **Deployment diagram**, briefly described in Section 2.9.

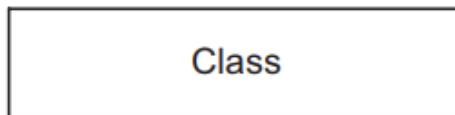
# Use Case Diagrams



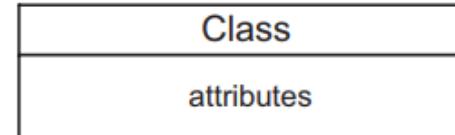
An **actor** initiates a use case.

A **use case** defines a sequence of interactions between the actor and the system.

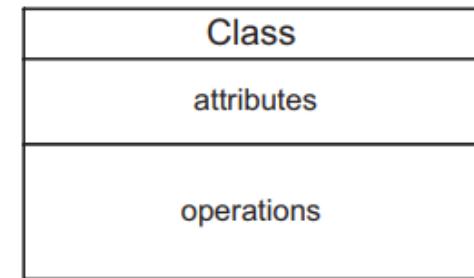
# Classes & Objects



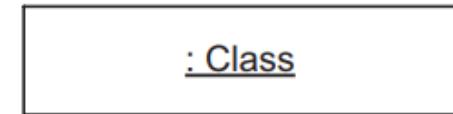
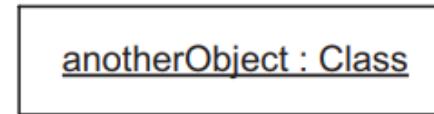
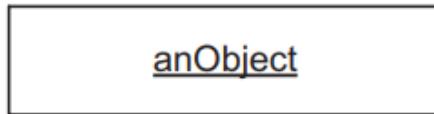
Class



Class with attributes

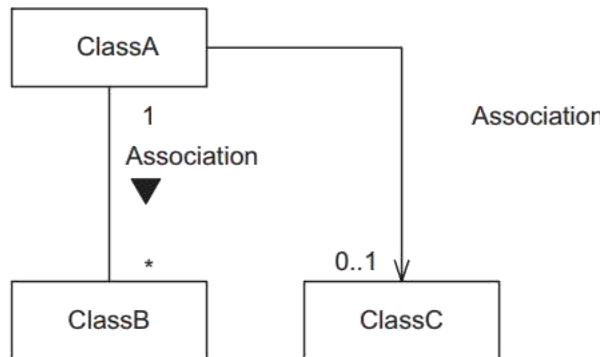


Class with attributes and operations



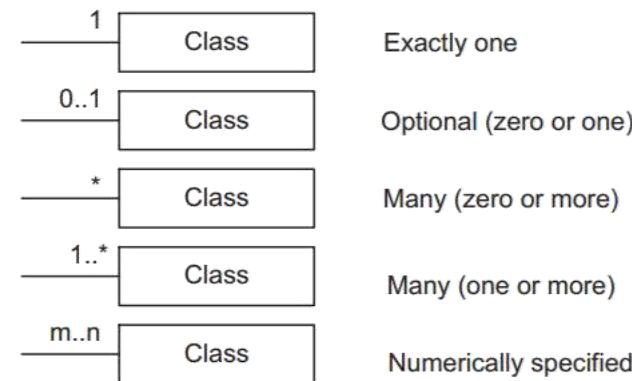
To distinguish between a class (the type) and an object (an instance of the type), an object name is shown underlined.  
An object can be depicted in full with the object name separated by a colon from the class name

a) Associations

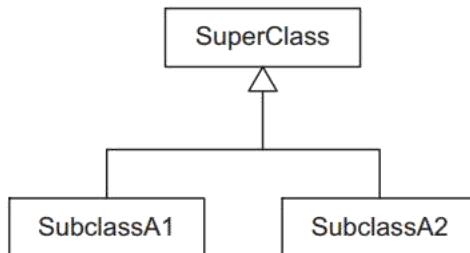


Association (with direction in which association name is read)

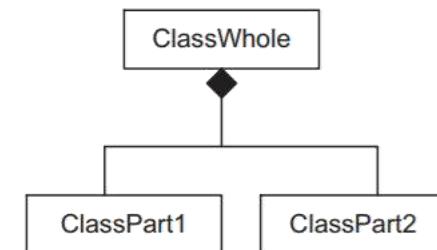
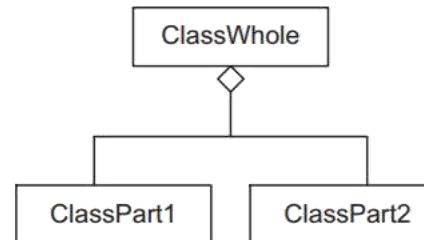
Association (with direction of navigability)



c) Generalization/specializationHierarchy



b) Aggregation and Composition Hierarchies



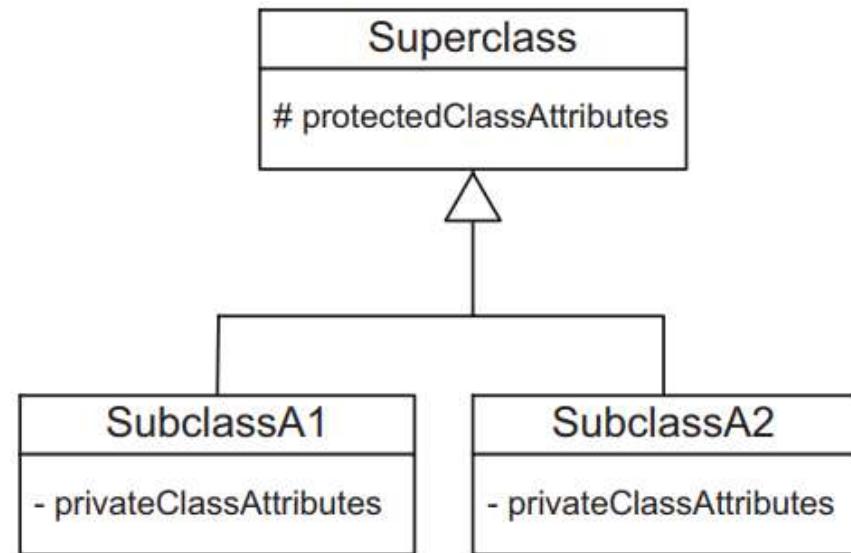
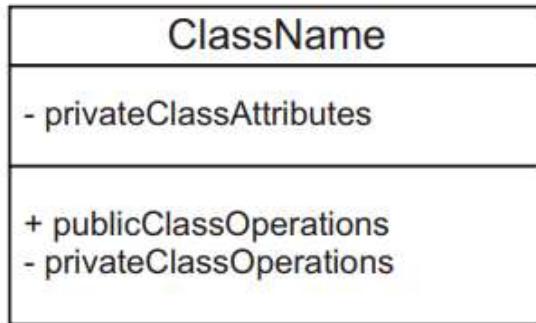
An **association** is a static, structural relationship between two or more classes.

The **multiplicity** of an association specifies how many instances of one class may relate to a single instance of another class

A generalization/specialization hierarchy is an **inheritance** relationship  
Aggregation and composition hierarchies are **whole/part** relationships

# Class Diagrams

## Visibility



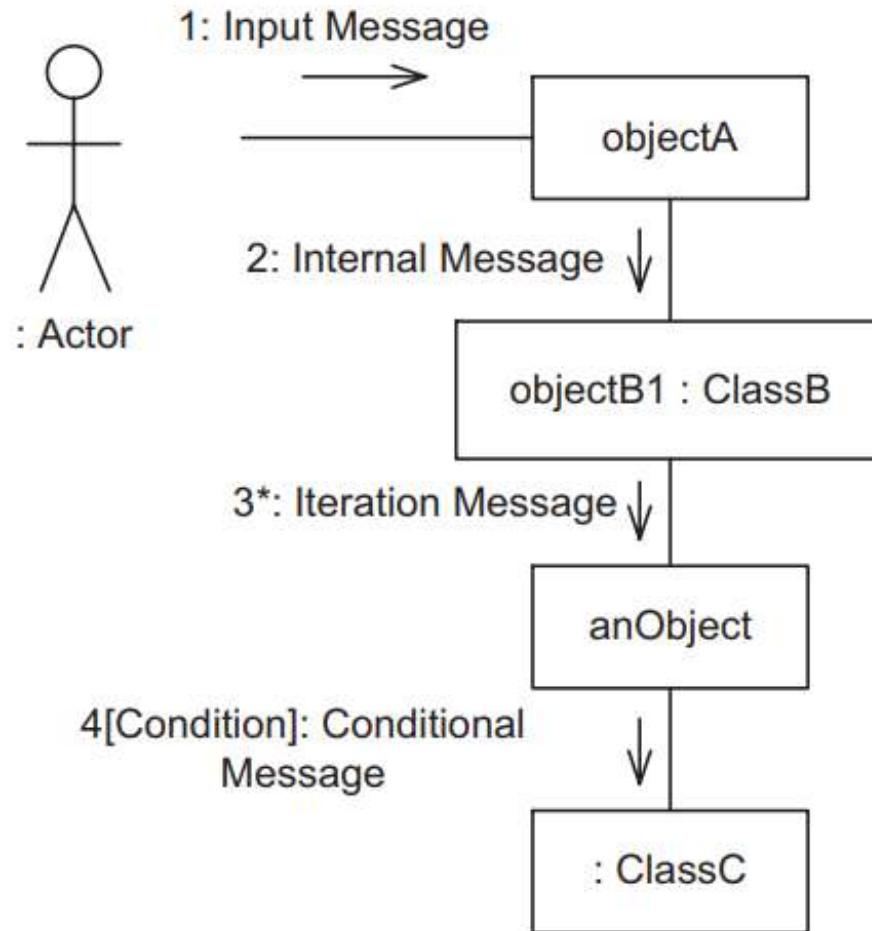
- **Public visibility**, denoted with a + symbol, means that the element is visible from outside the class.
- **Private visibility**, denoted with a – symbol, means that the element is visible only from within the class that defines it and is thus hidden from other classes.
- **Protected visibility**, denoted with a # symbol, means that the element is visible from within the class that defines it and within all subclasses of the class.

# Interaction Diagrams

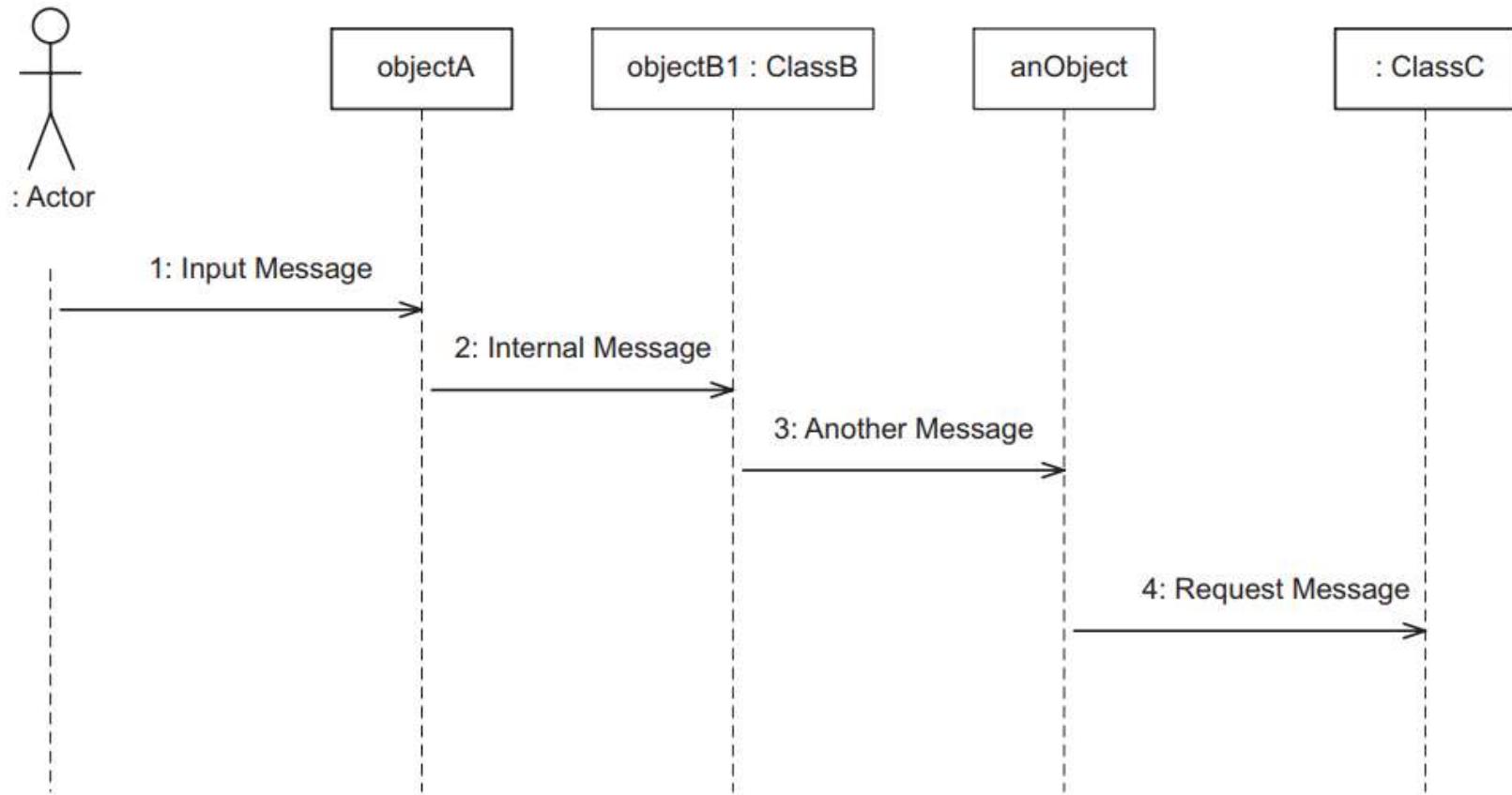
## Communication Diagram

UML has two main kinds of interaction diagrams, which depict how objects interact: the communication diagram and the sequence diagram

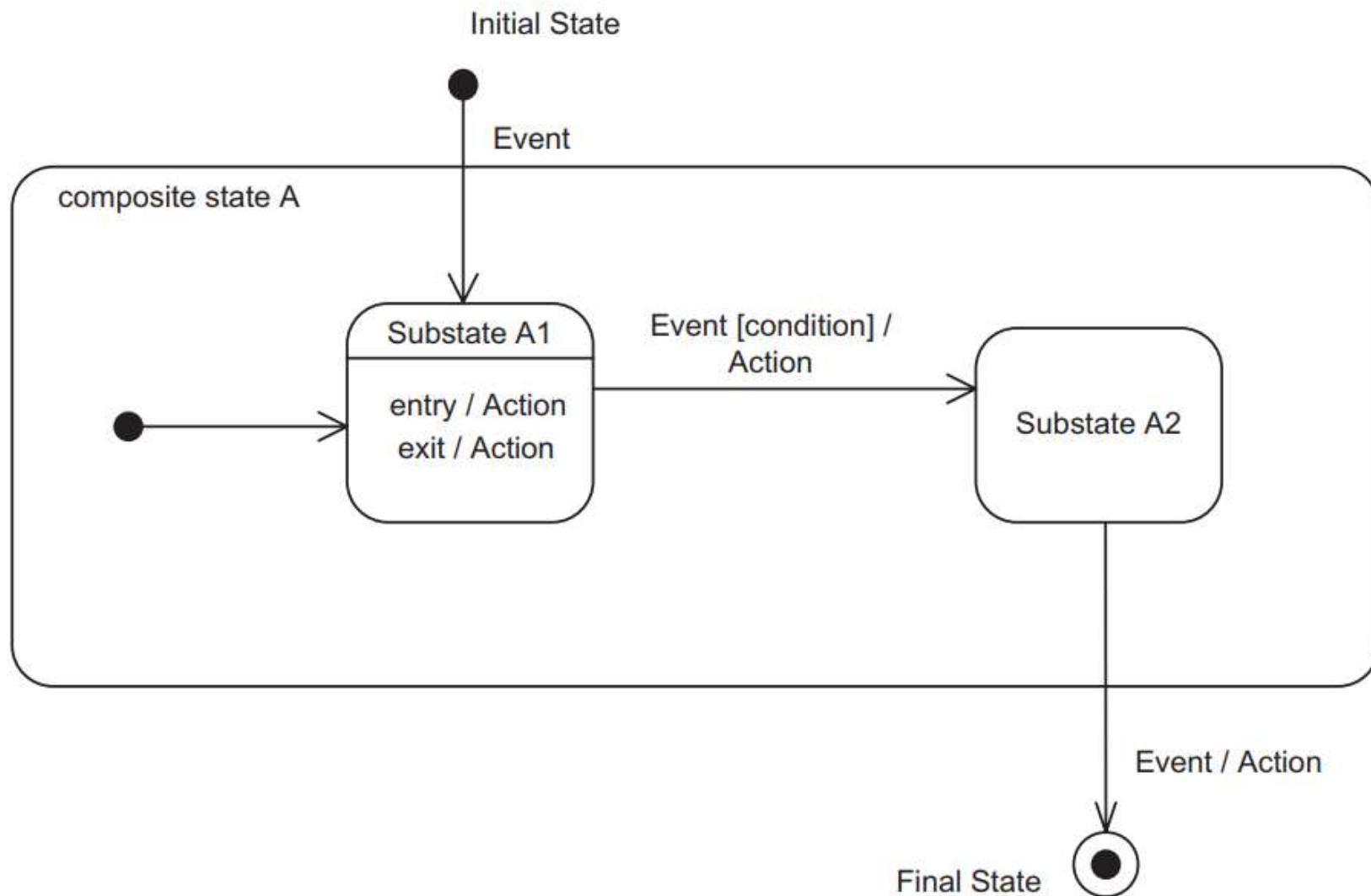
### Communication Diagram



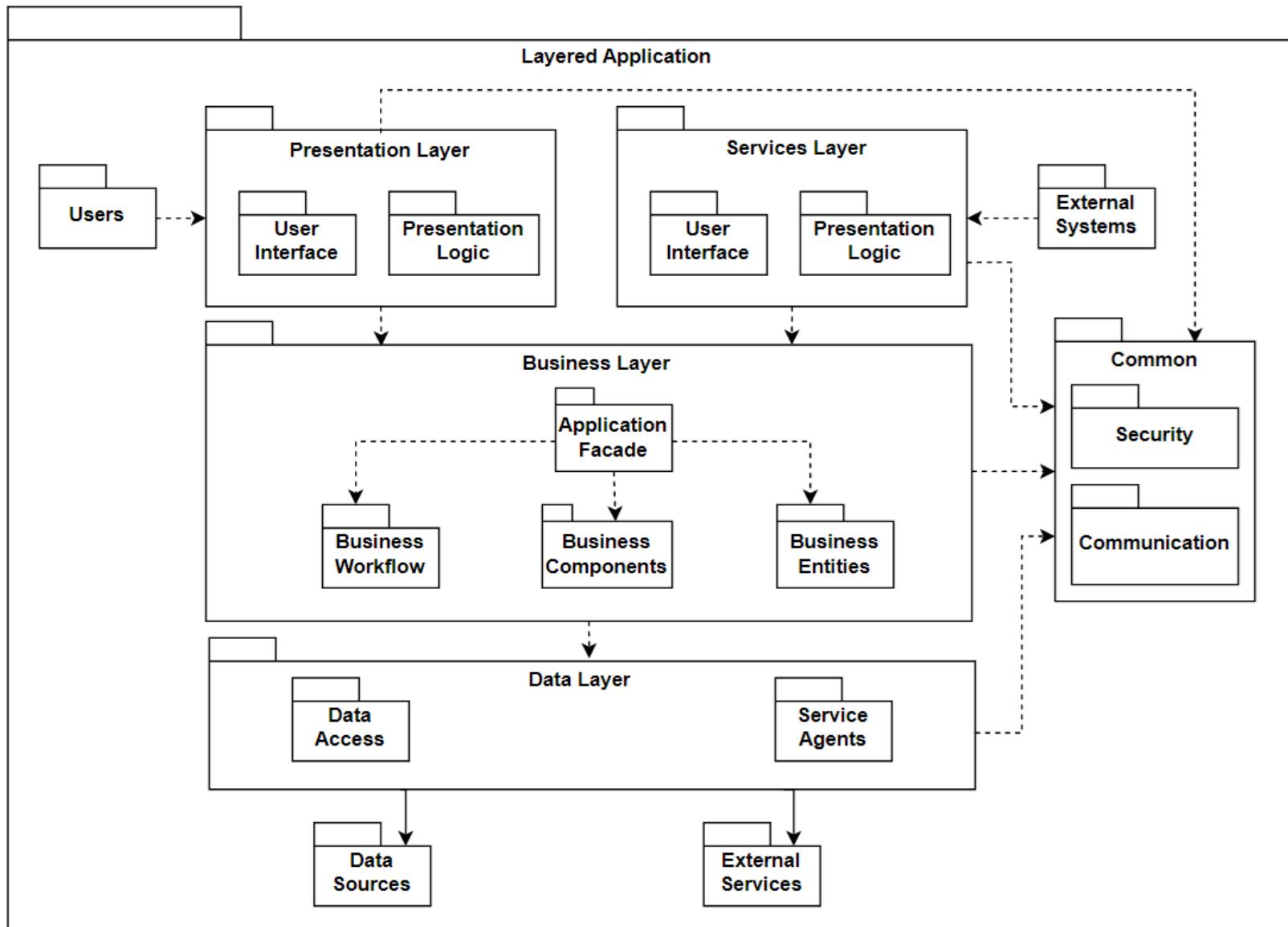
### Sequence Diagram



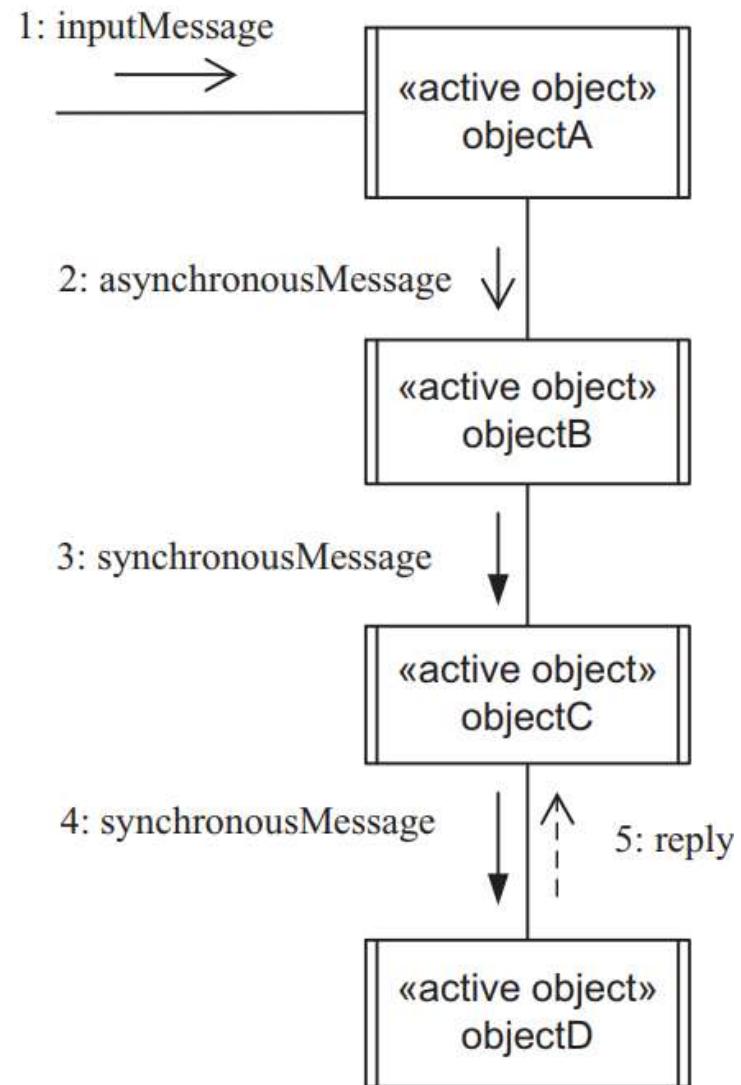
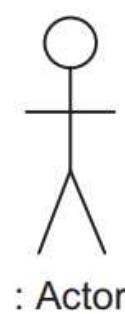
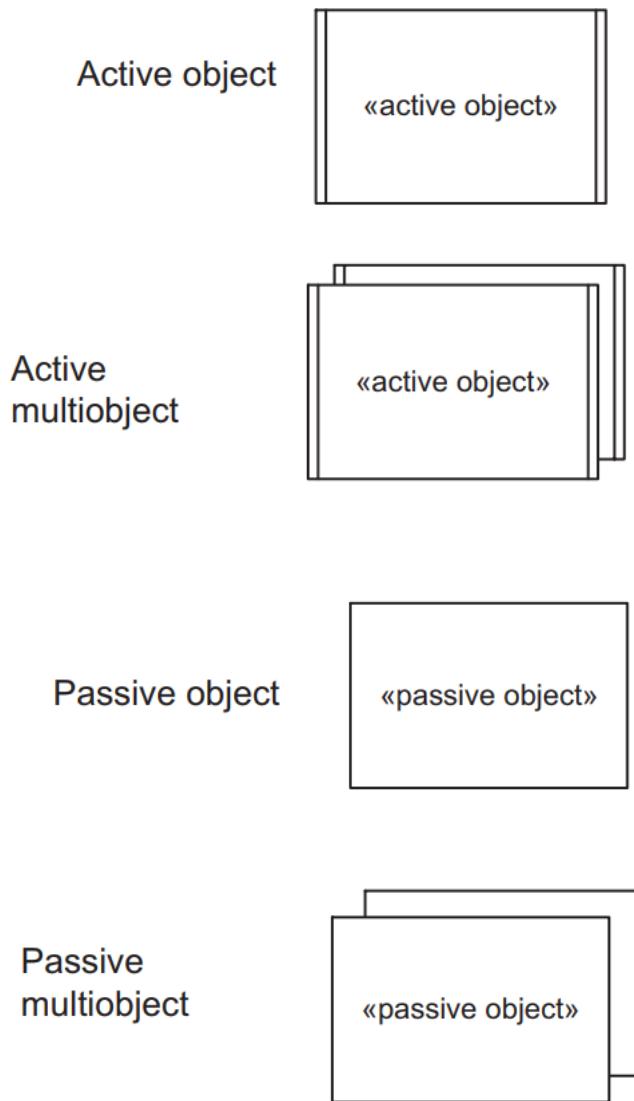
# State Machine Diagrams



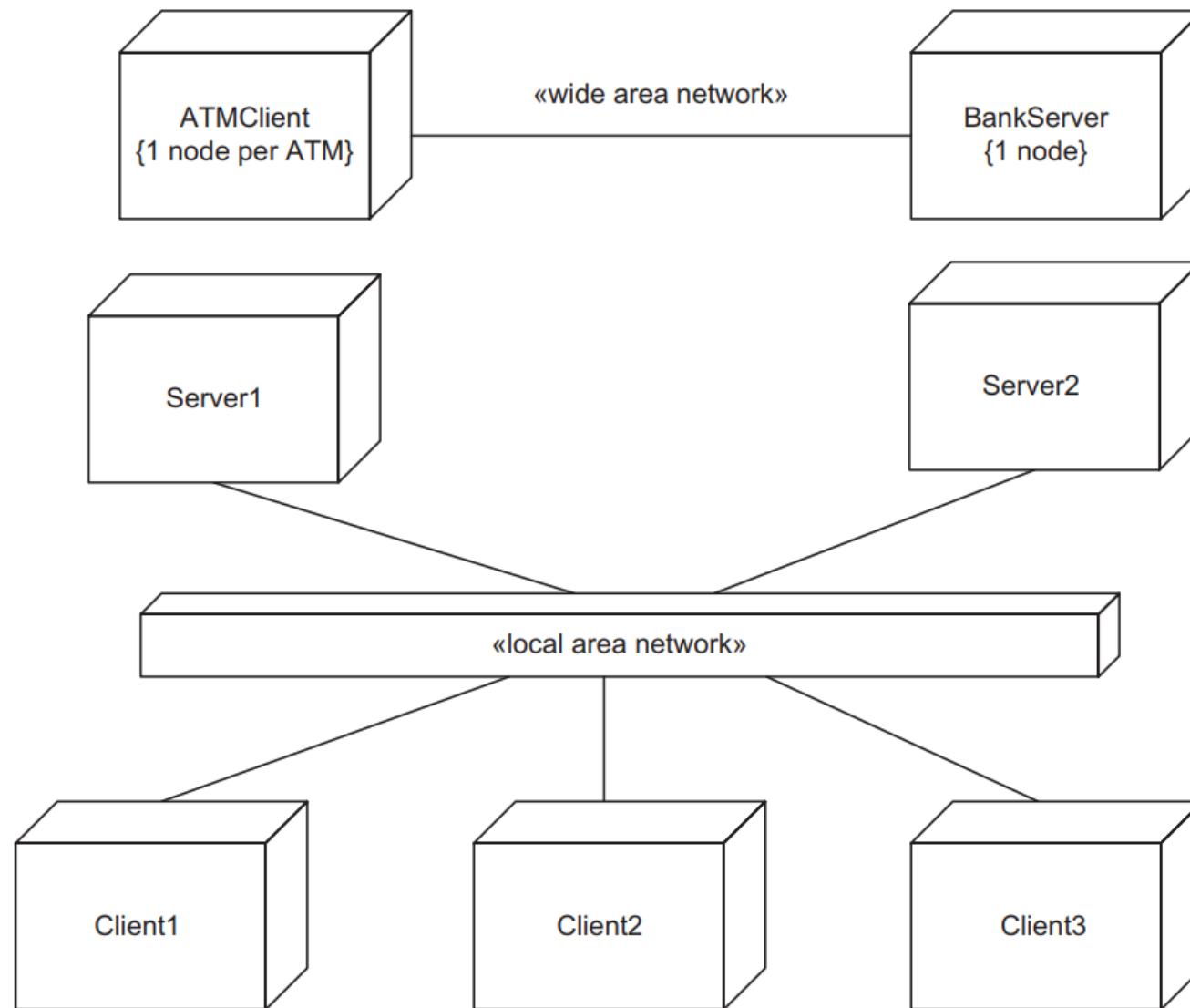
# Package Diagrams



# Concurrent Communication Diagrams



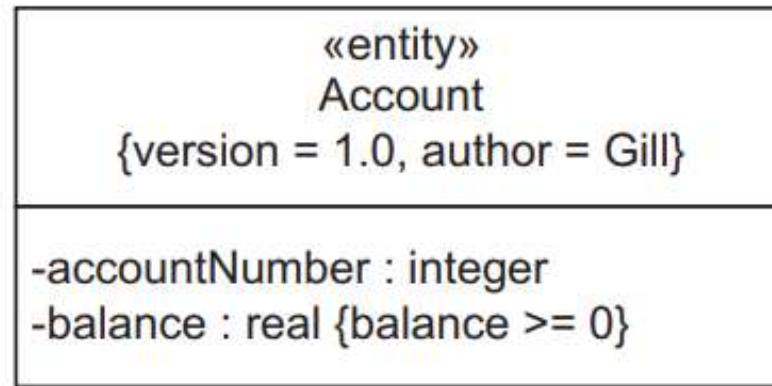
# Deployment Diagrams



# UML Extension Mechanisms 1/2

UML provides three mechanisms to allow the language to be extended (Booch, Rumbaugh, and Jacobson 2005; Rumbaugh, Booch, and Jacobson 2005)

- A **tagged value** extends the properties of a UML building block, thereby adding new information. A tagged value is enclosed in braces in the form {tag = value}. Commas separate additional tagged values
- A **constraint** specifies a condition that must be true. In UML, a constraint is an extension of the semantics of a UML element to allow the addition of new rules or modifications to existing rules



UML notation for tagged values and constraints

- A **stereotype** defines a new building block that is derived from an existing UML modeling element but tailored to the modeler's problem. Stereotypes are indicated by guillemets (« »)

