

# Classes and Objects



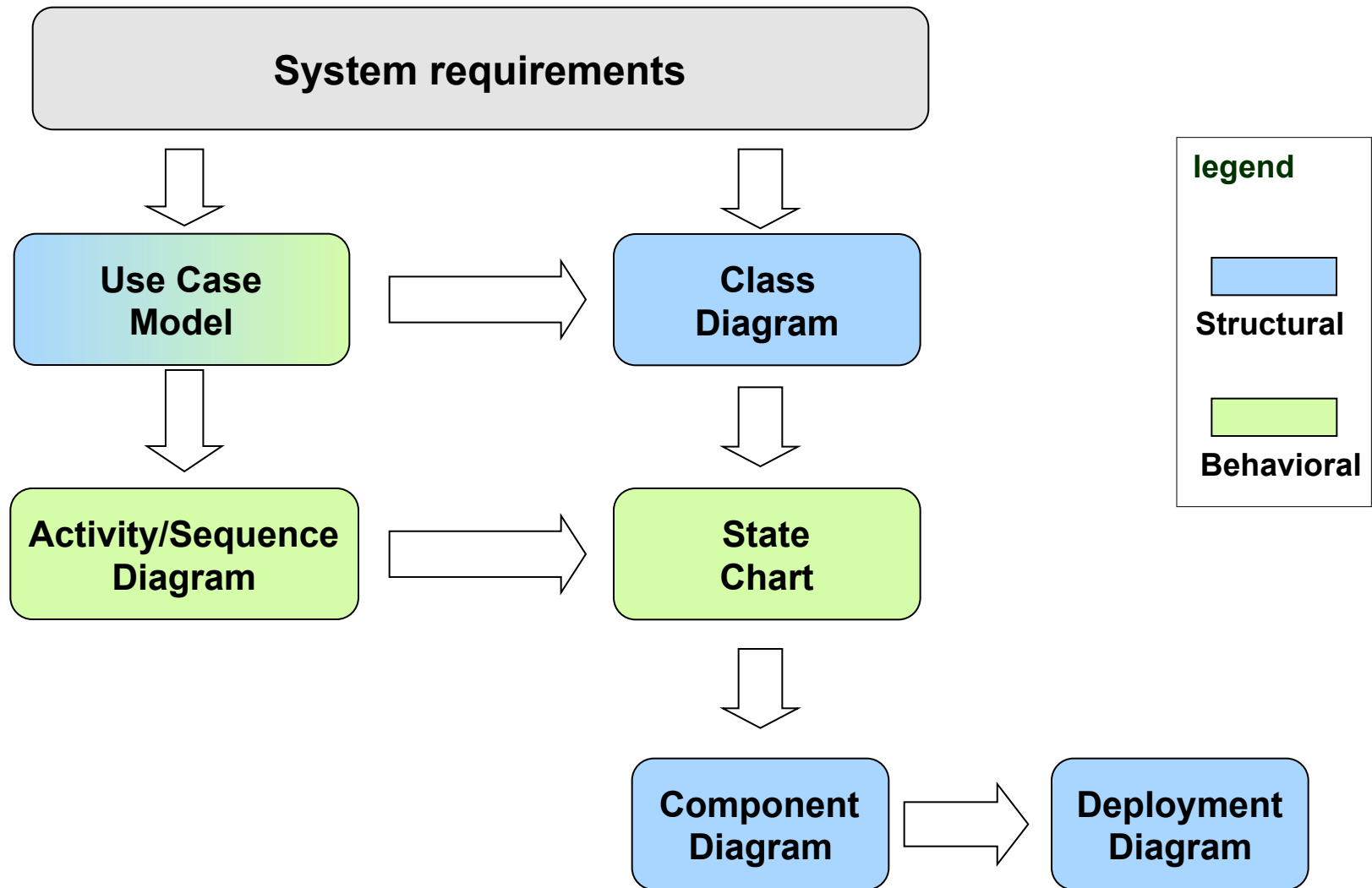
# Outline

---

- Introduction
  - Structural modeling
- Classes
  - Attributes and operations
- Relations
  - Associations
  - Dependencies, compositions
- Generalization
  - Inheritance
  - Interfaces
- Object Diagrams

# Design Process

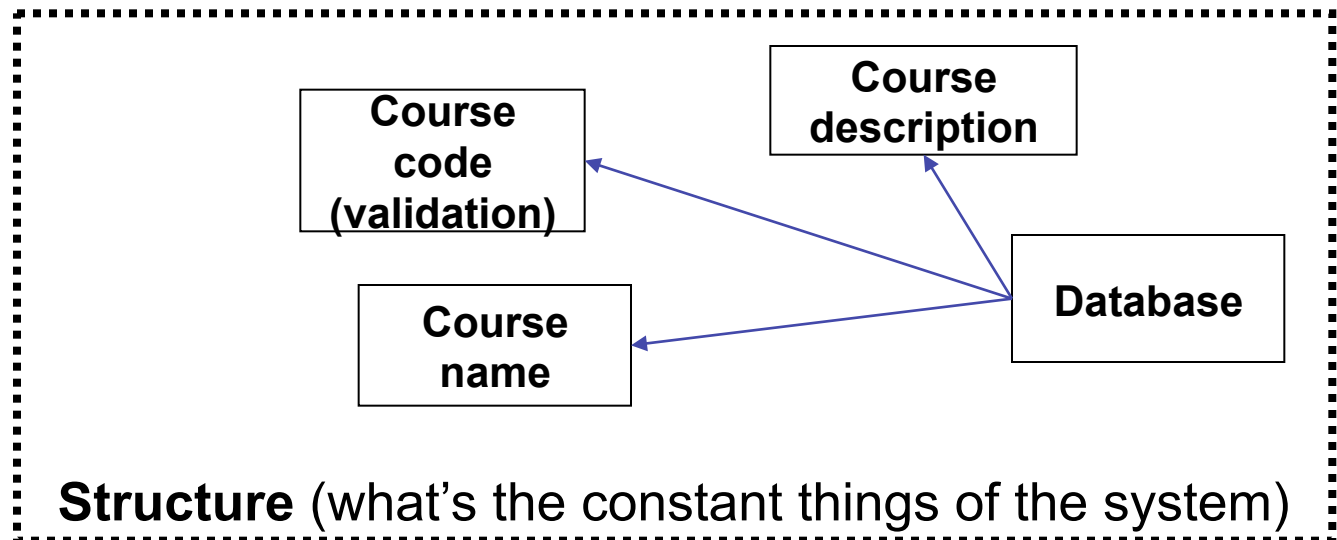
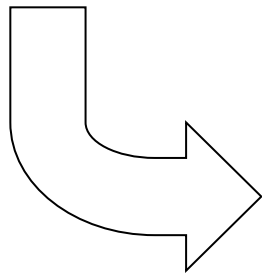
---



# From Requirements to Structure

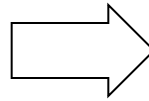
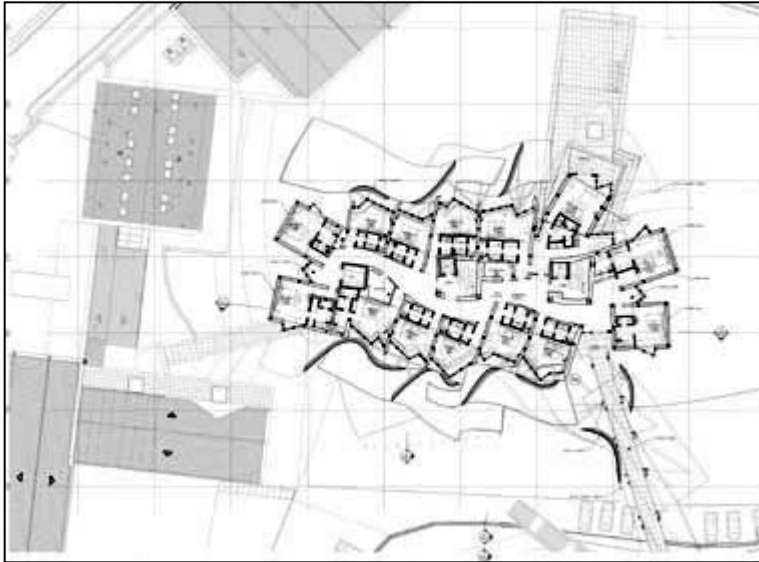
1. Administrator enters course name, code and description
2. System validates course code
3. System adds the course to the data base and shows a confirmation message

## Requirements Document



# What is Structural Modeling?

---



A structural design defines the artifact **unchanging characteristics**, which do not change over time.

# Structural Modeling in Information Systems

---

- Static structure of the model
  - the entities that exist (e.g., **classes**, interfaces, components, nodes)
  - **relationship** between entities / classes
  - **internal structure** of the entities /classes

# Outline

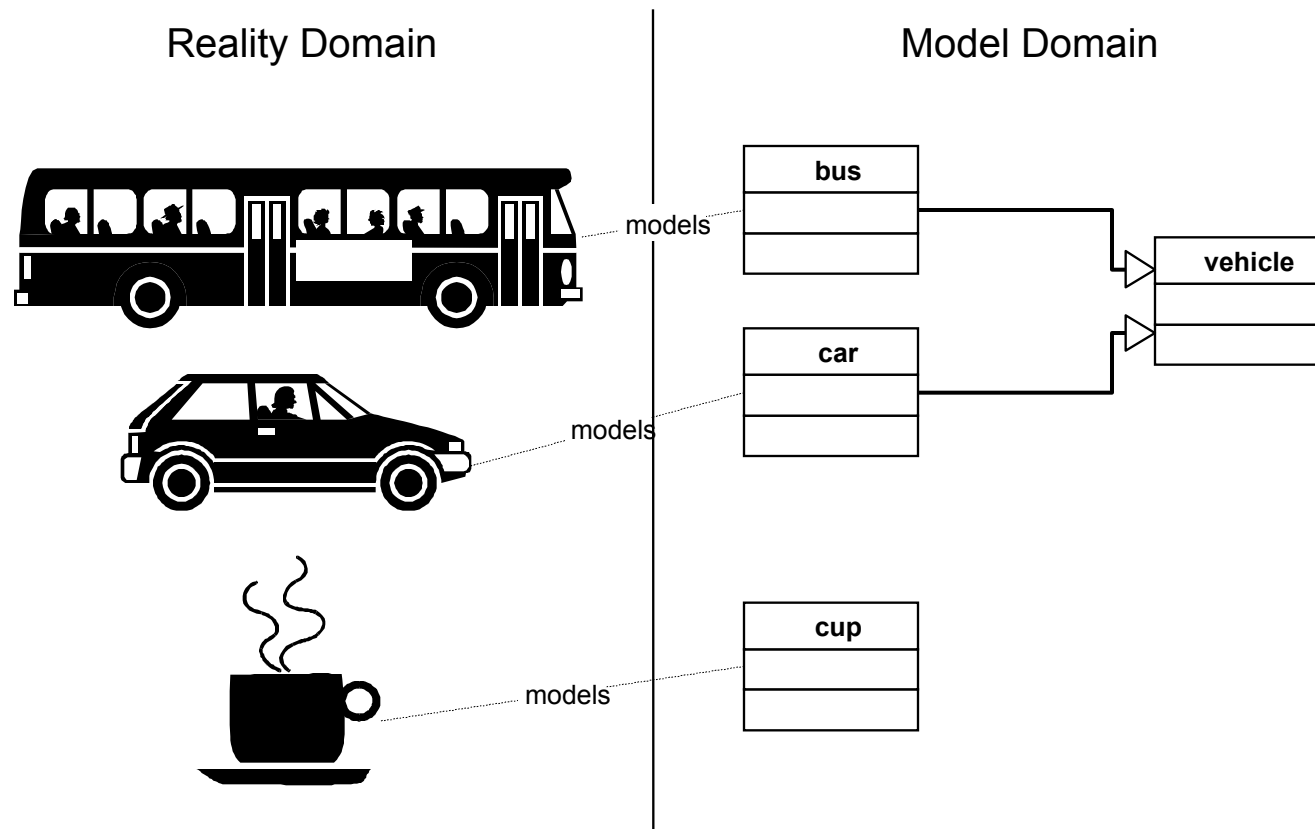
---

- Introduction
  - Structural modeling
- Classes
  - Attributes and operations
- Relations
  - Associations
  - Dependencies, compositions
- Generalization
  - Inheritance



# Object-Oriented Approach

- Objects are **abstractions** of real-world or system entities

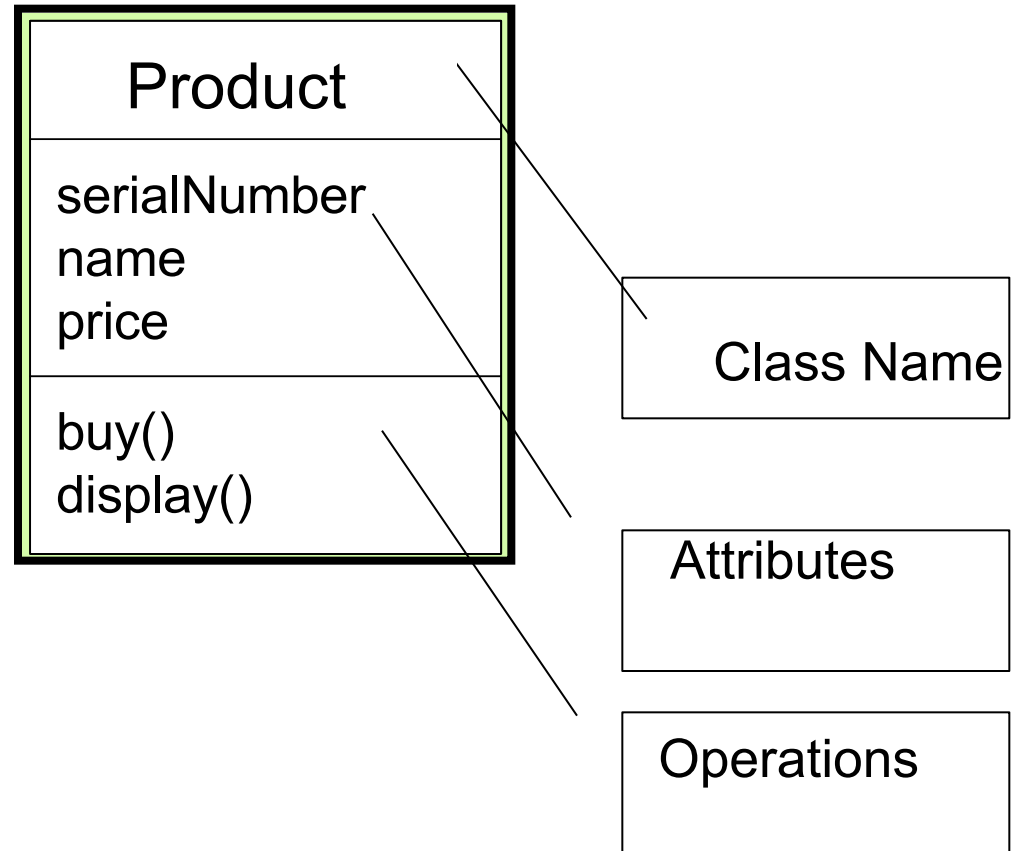
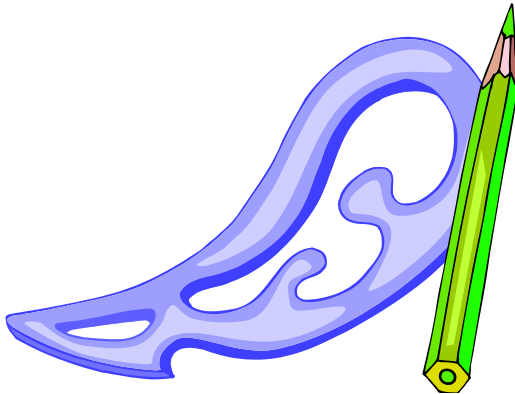




# Classes

---


- A class is a template for actual, in-memory, instances



# Attributes - Signature

---

`[visibility] name [[multiplicity]] [: type]`

- **visibility**: the access rights to the attribute 
- **multiplicity**: how many instances of the attribute are they:
  - `middleName [0..1] : String, phoneNumber [1..*]`
- **Type**: the type of the attribute (integer, String, Person, Course)

```
+ isLightOn : boolean = false
- numOfPeople : int
```

# Operations - Signature

---

[visibility] **name** [(parameter-list)] [: return-type]

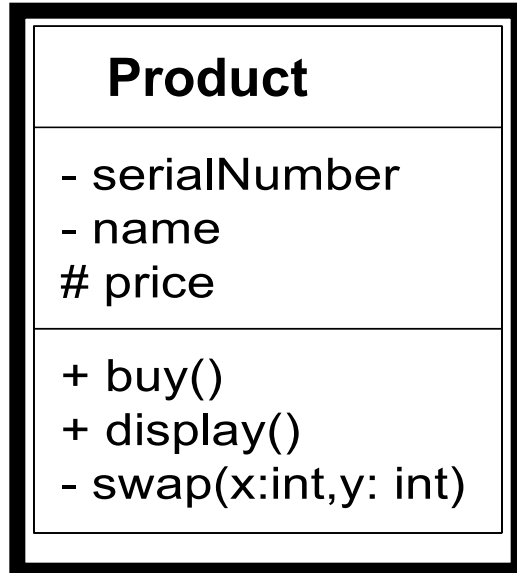
- An operation can have zero or more parameters, each has the syntax:
  - **name** : type [=default-value]

```
+ isLightOn() : boolean
+ addColor(newColor : Color)
+ addColor(newColor : Color) : void
# convertToPoint(x : int, y : int) : Point
- changeItem(key : string) : int
```

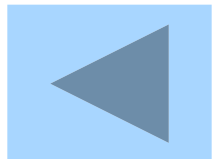
# Visibility

---

- **public (+)** – external objects can access the member
- **private (-)** – only internal methods can access the member
- **protected (#)** – only internal methods, or methods of specialized objects can access the member

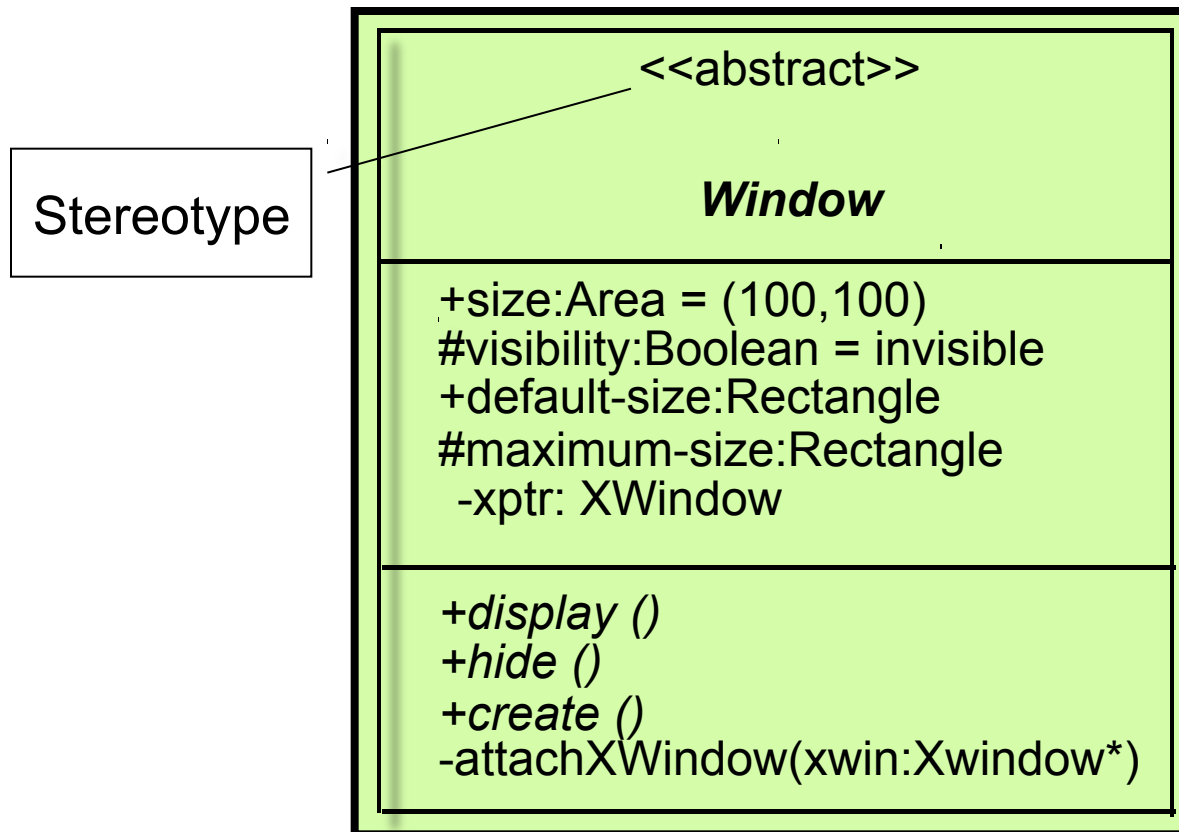


Visibility



# Full Blown Class

---



# Outline

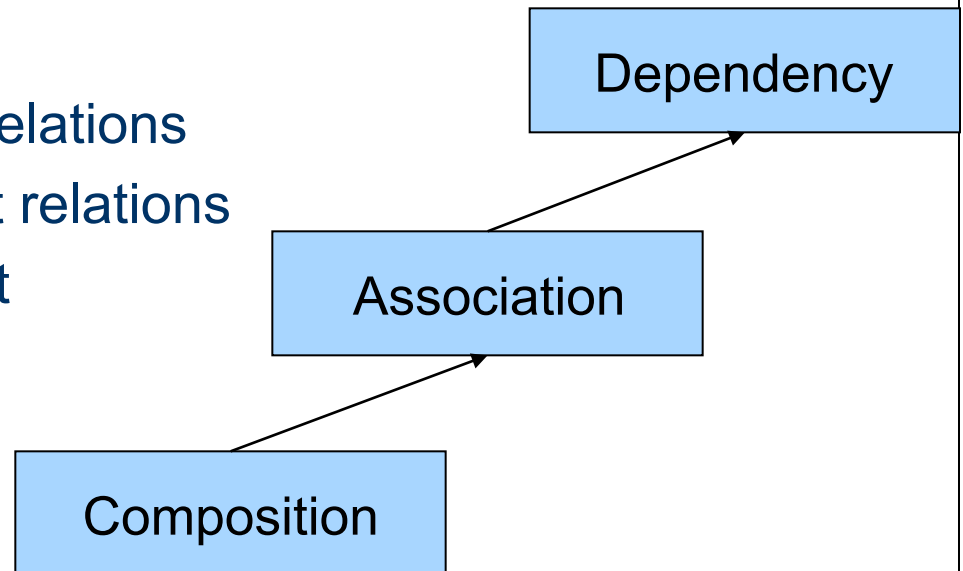
---

- Introduction
  - Structural modeling
- Classes
  - Attributes and operations
- Relations
  - Associations
  - Dependencies, compositions
- Generalization
  - Inheritance
  - Interfaces
- Object Diagrams



# Relations

- A **relation** is a template for a connection between two instances.
- Relations are organized in a Hierarchy:
  - **Dependency**: dynamic relations
  - **Associations**: consistent relations
  - **Composition**: whole-part relations



# How do you find the classes / objects?

---

Look for NOUNs in a sentence.

- A noun is a person, place or thing

*1.A campaign **may be** conducted using one or more advertisements.*

*2.A grade **may be** allocated to one or more staff members.*

*3.There are between 1 and 7 cards in a hand.*

- What are the NOUNs in the sentences above?

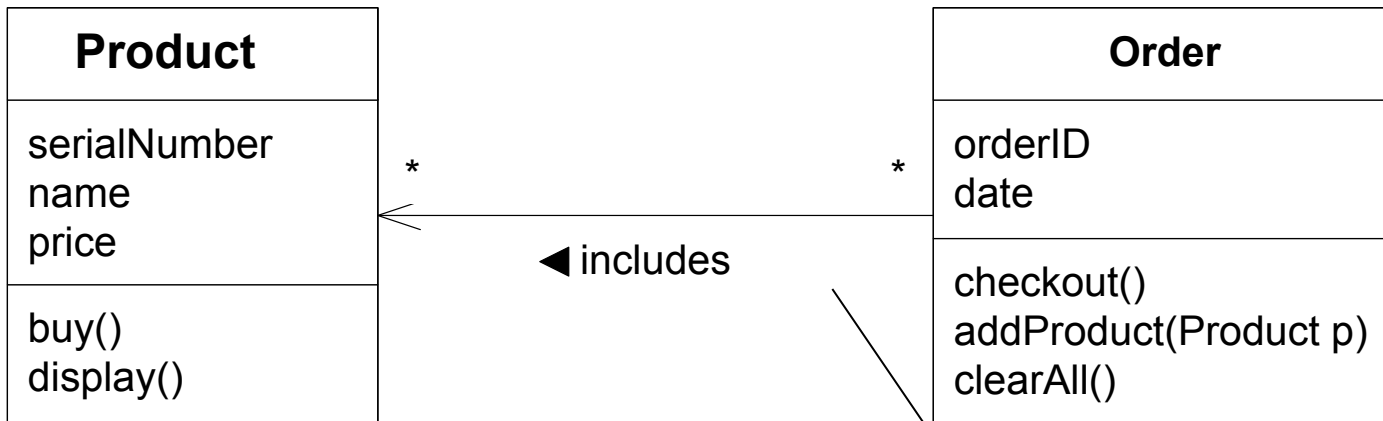


# How do you find an relation/association?

---

- A relation is a connection between objects / classes.
- Look for the verbs or action words in the sentence.
- What are the verbs in the following sentences?
  1. A campaign **may be** conducted using one or more advertisements.
  2. A grade **may be** allocated to one or more staff members.
  3. There are between 1 and 7 cards in a hand.

# Associations



## Multiplicity

Indicates cardinality

- – 1:1 default
- 3 – exactly 3 object
- \* (or n) - unbounded
- 1..\* - 1 to eternity
- 3..9 – 3 to 9

- Objects on both sides of the association can find each other

**An order includes many products.  
(one or more)**  
**A product is included in many orders.  
(one or more)**

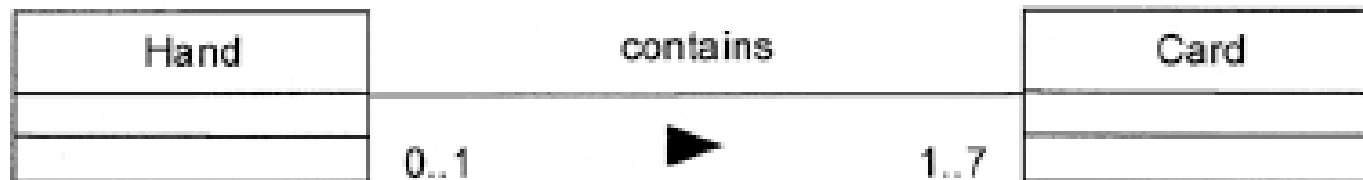
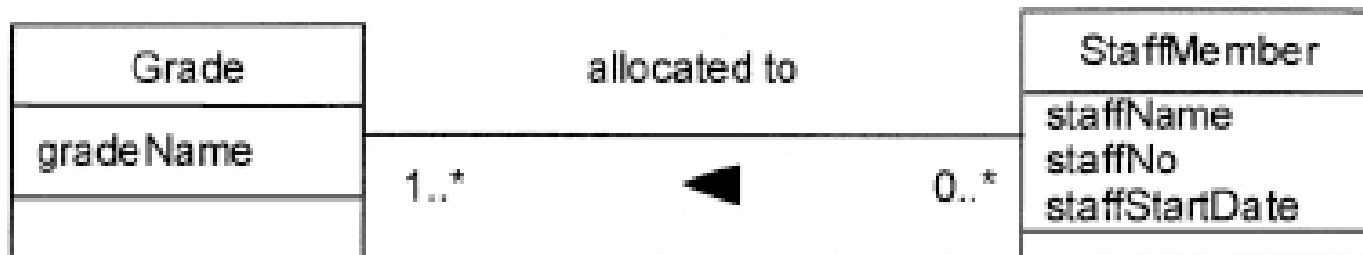
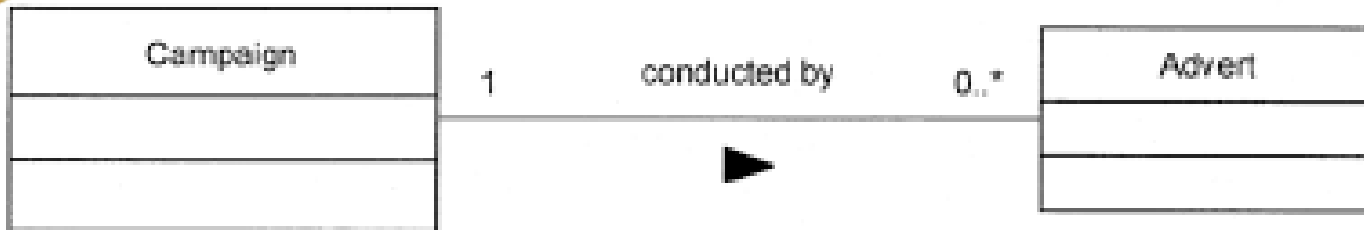
# Multiplicity

---

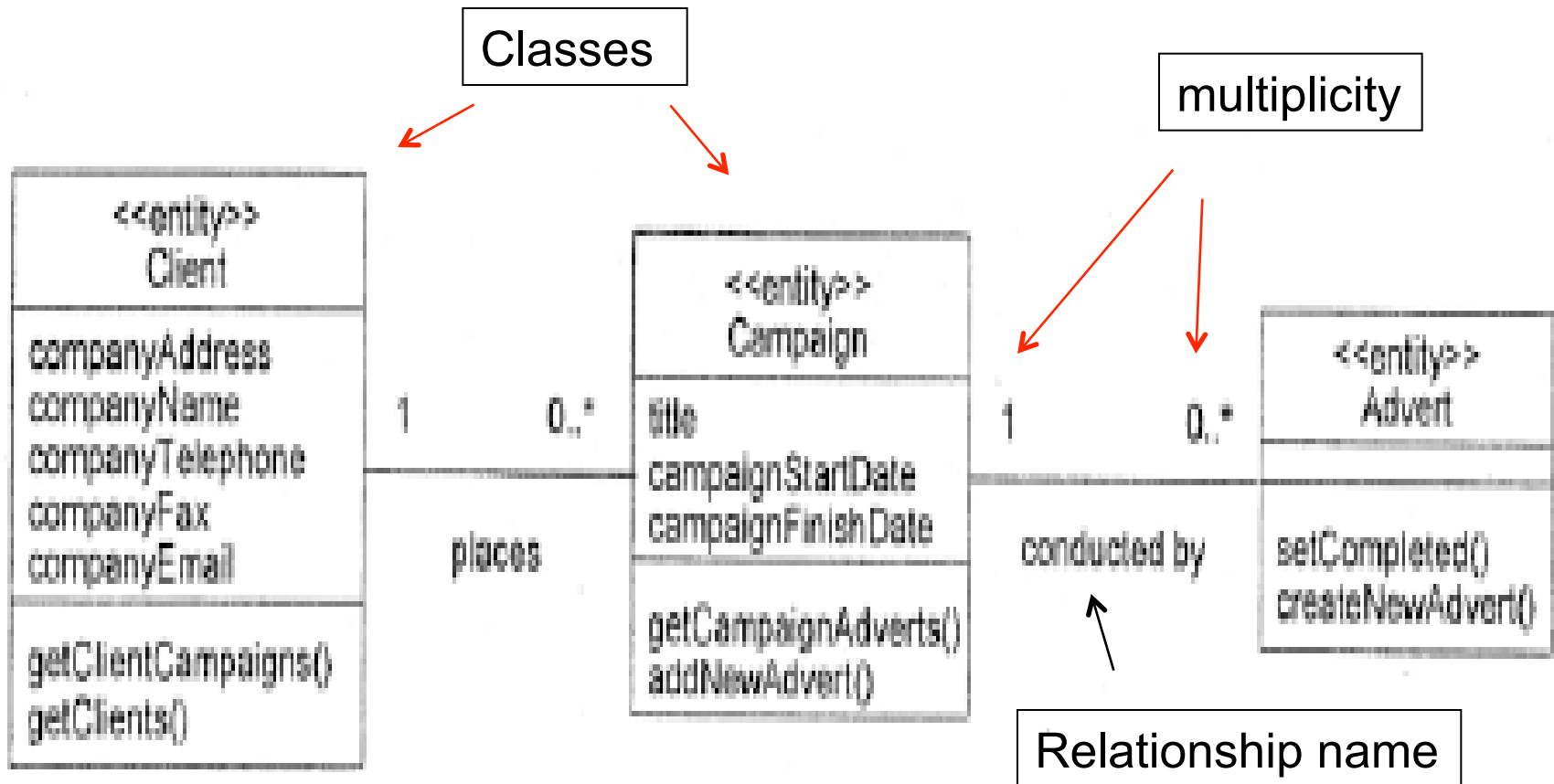
- Some examples of specifying multiplicity:

- 0...1                      Optional (0) or 1
- 1                              Exactly 1
- 0...\*                      Zero or more
- 1...\*                      One or more
- 2...6                      Range of values between 2...6

# Associations – Examples

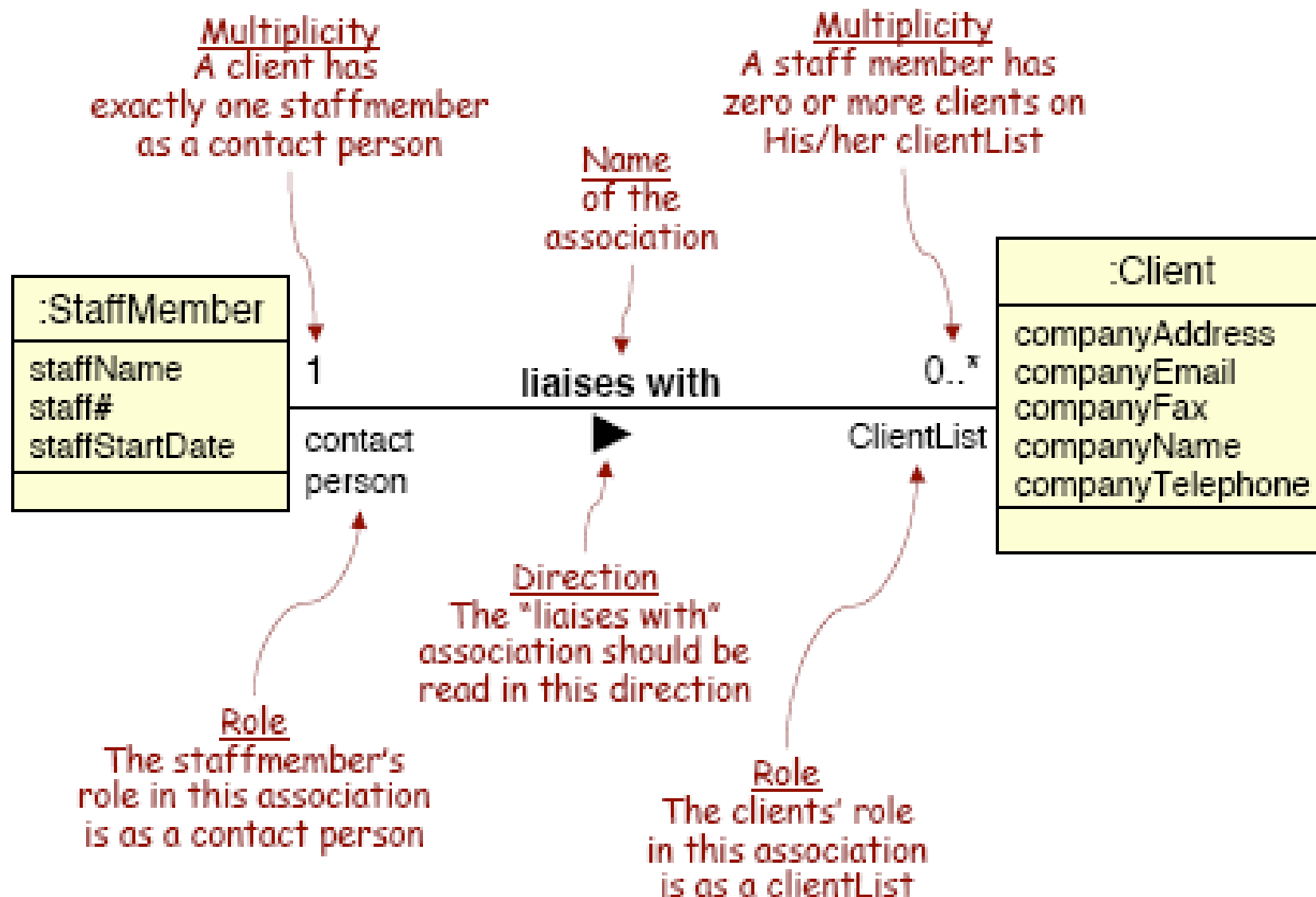


# Associations



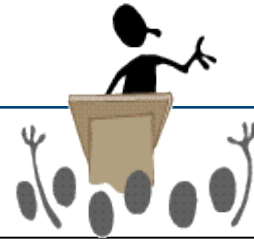
**A client places 0 or more campaigns.  
Each campaign is placed by a client.  
A campaign is conducted using 0 or more advertisements.  
Each advertisement is conducted for a particular campaign.**

# Associations



# Questions

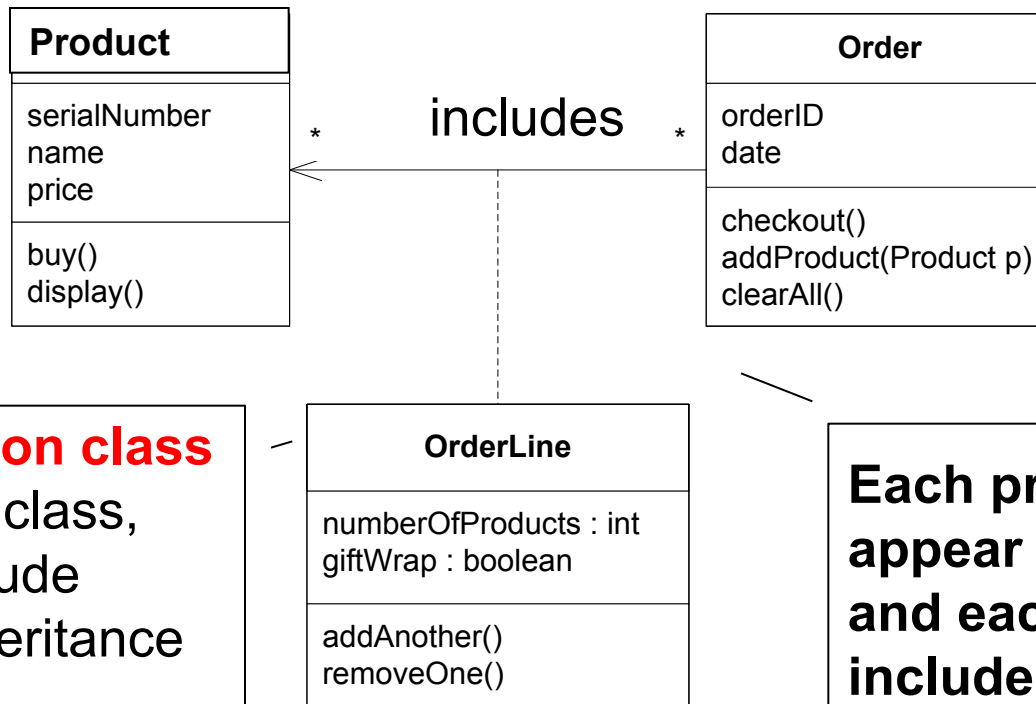
---



- What does multiplicity of 1..5, 7, 9..\* indicate?
- Identify the classes and multiplicity in the relationships
  - A developer has one or more computers that play the role of their build machine.
  - Draw diagrams
    - A teacher teaches an unlimited number of classes and a student takes 4 to 6 classes.
    - A class has 10 to 30 students in it.
    - A course has 6 modules.
    - Student study 1 to 6 modules.

# Association Classes

Denoted as a **class attached to the association**, and **specify properties of the association**



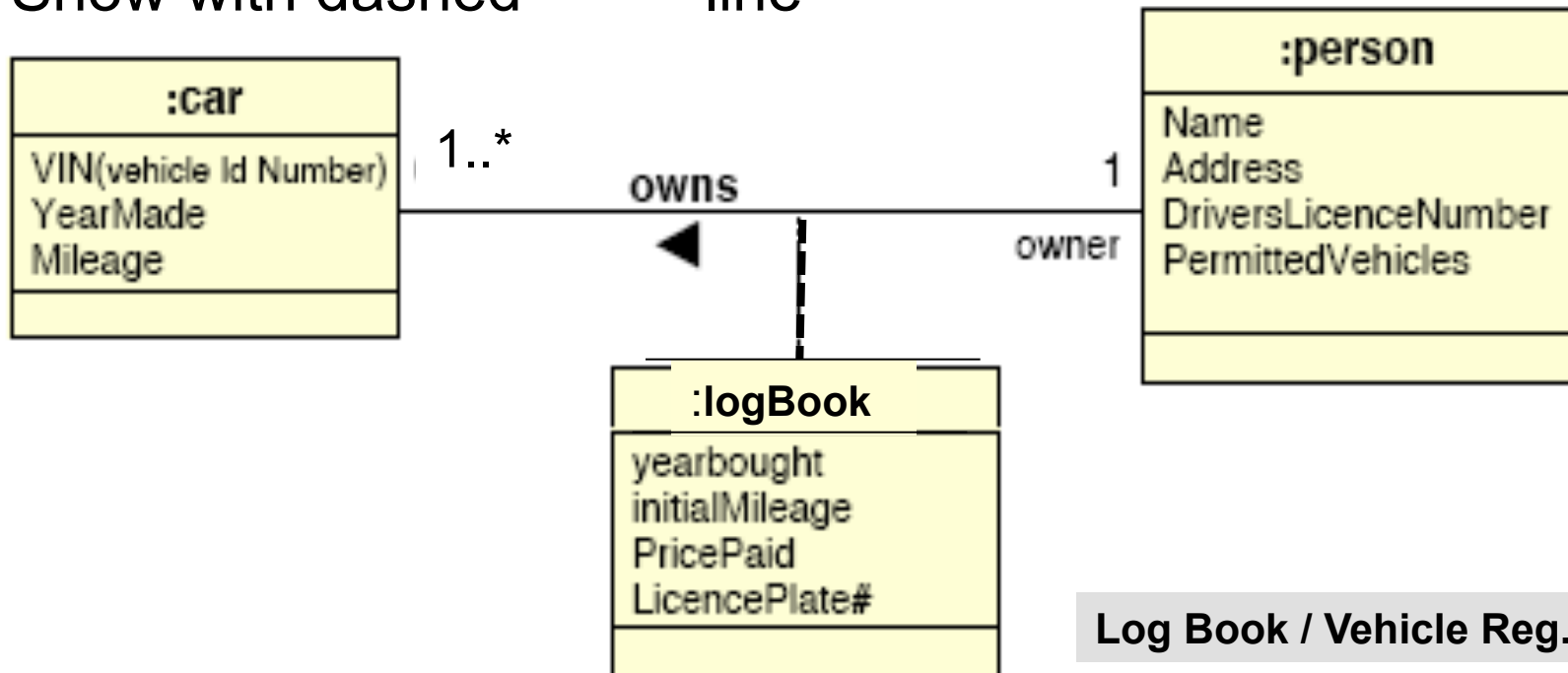
An **association class** is a “normal” class, and may include relations, inheritance etc.

**Each product can appear on many orders and each order may include many products**



# Association Classes

- A person has 1 or more cars. Each car is associated with one person.
- Hidden class / Association class is Log Book / Vehicle Reg Cert.
- Show with dashed ----- line



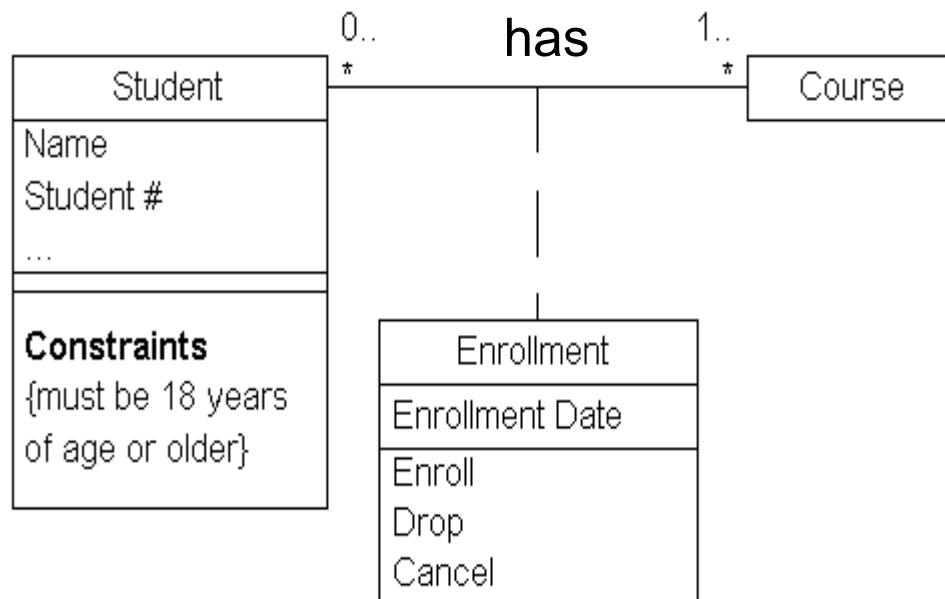
# Association Class

---

A student enrolls on one or more courses.

A course may have many students on it or may have none.

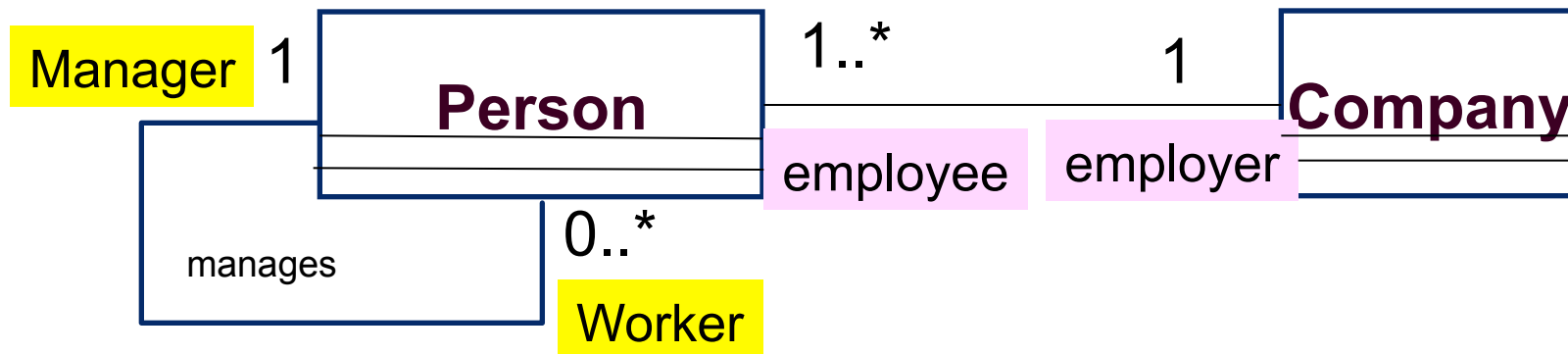
Hidden class: Enrolment



# Role Names

---

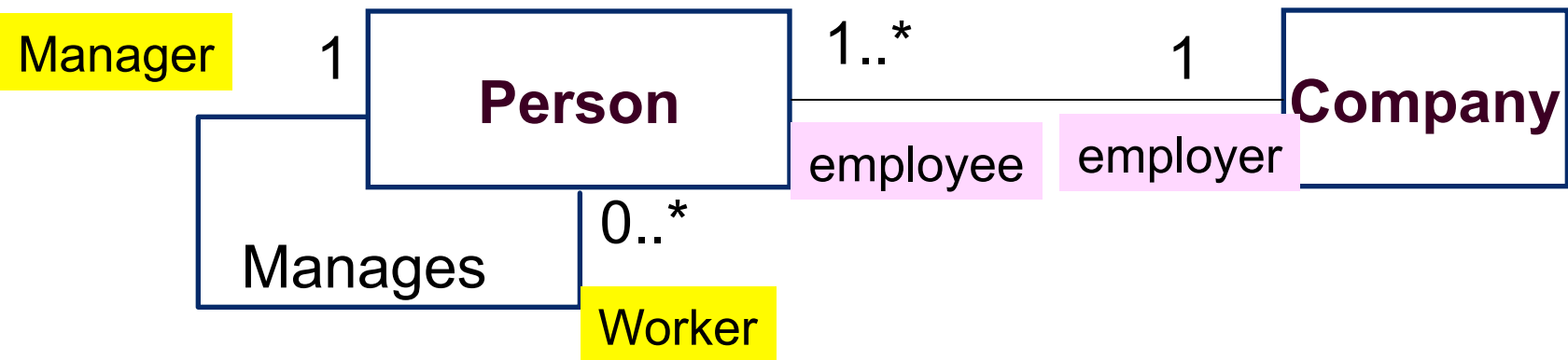
- Names may be added at each end of the association
- Provide better understanding of the association meaning
- Especially helpful in self-associated classes



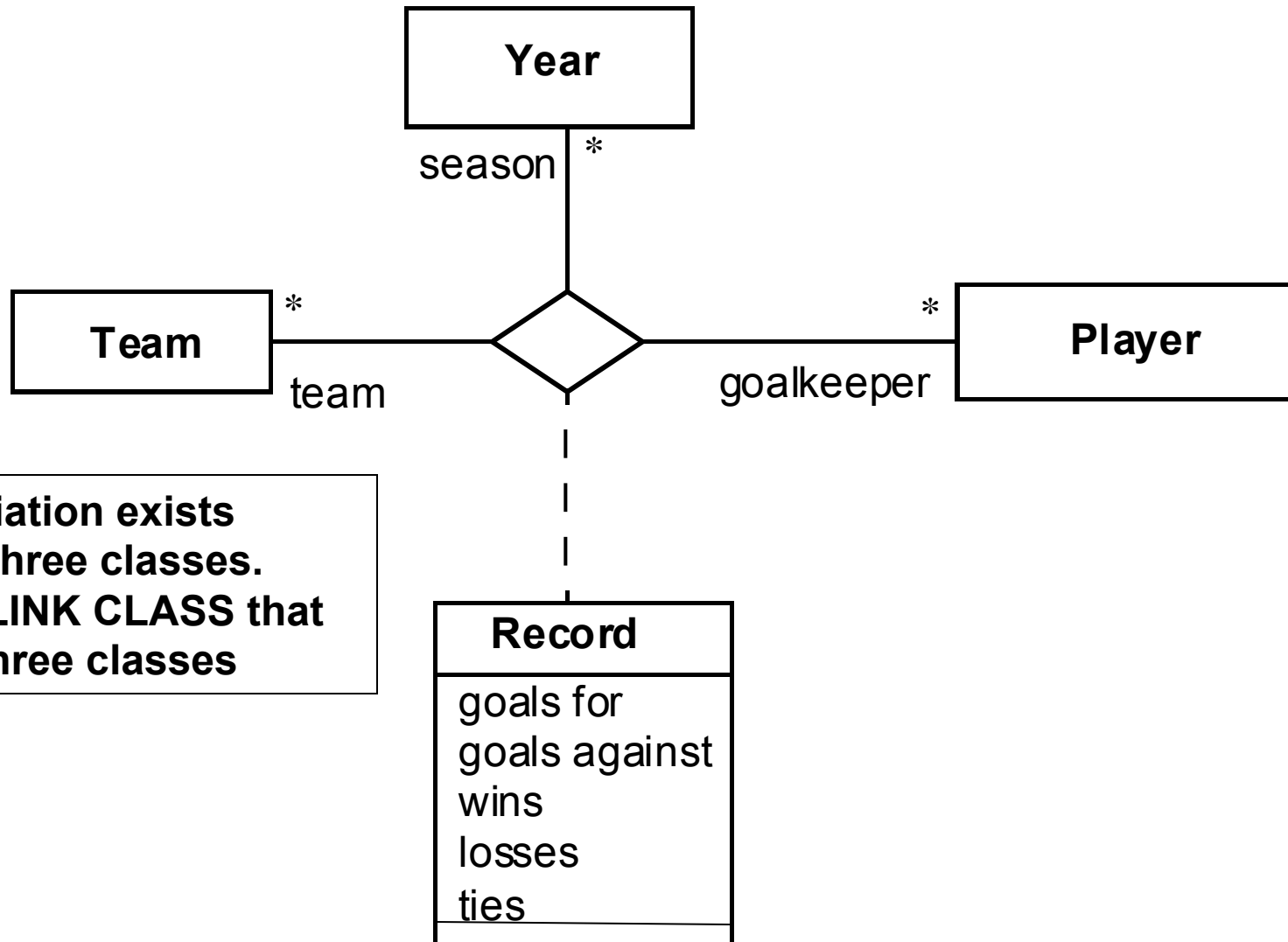
# Role Names

---

- A person manages zero or more people.
- Each person (worker) is managed by one manager.
- A company has one or more employees
- A person is employed by one company.



# Ternary Associations



**An association exists between three classes. Create a LINK CLASS that links all three classes**

# Outline

---

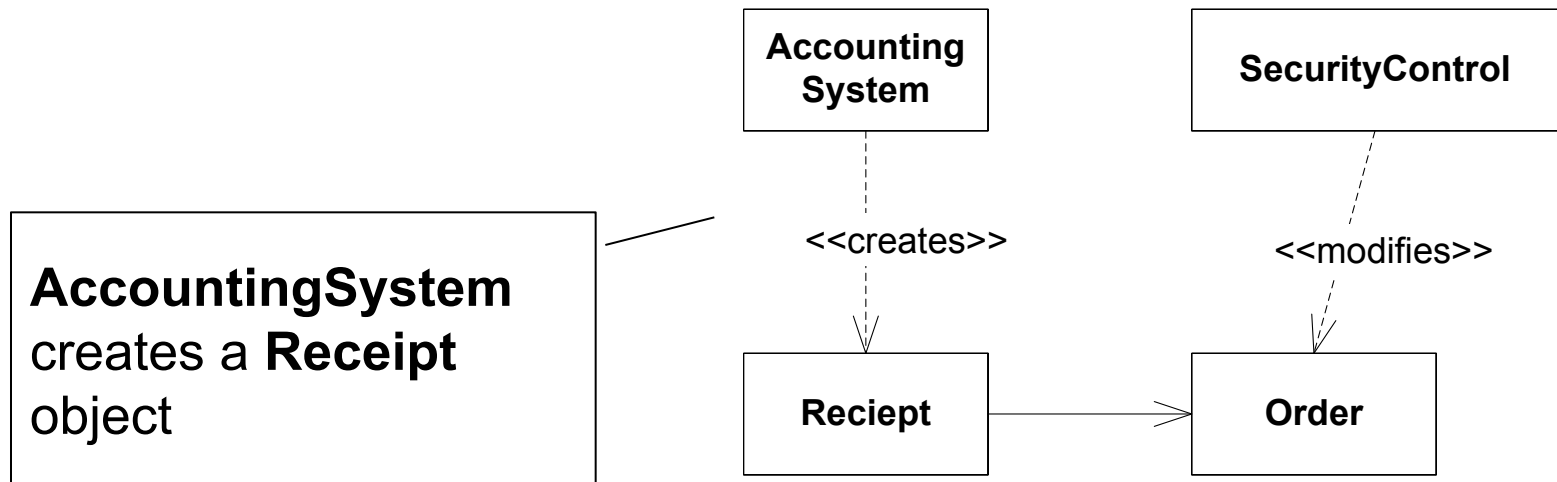
- Introduction
  - Structural modeling
- Classes
  - Attributes and operations
- Relations
  - Associations
  - Dependencies, compositions
- Generalization
  - Inheritance



# Dependency

---

- Notated by a dotted line ----->
- The most general relation between classes
- Indicates that **an object affects another object**



# Dependency – cont'd

---

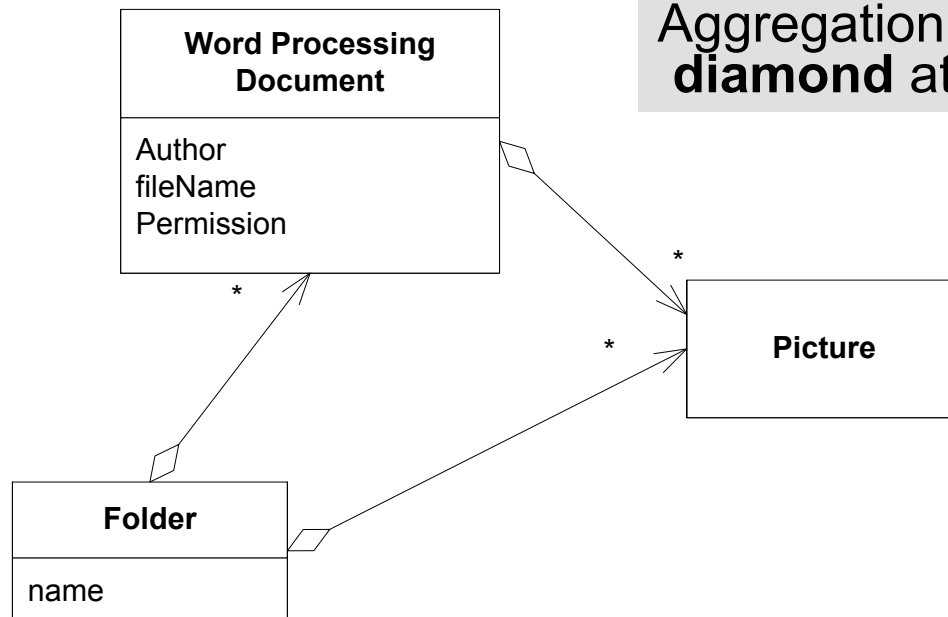
- Dependencies are the **most abstract type of relations**.
- Properties:
  - Dependencies are **always directed** (If a given class depends on another, it does not mean the other way around).
  - Dependencies **do not have cardinality**.
- Types:
  - «call»
  - «create»



# Aggregation

---

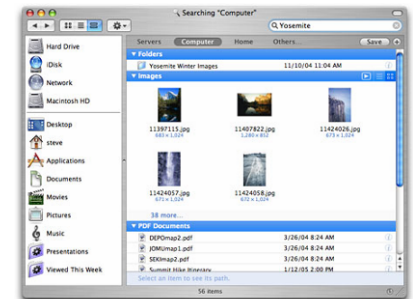
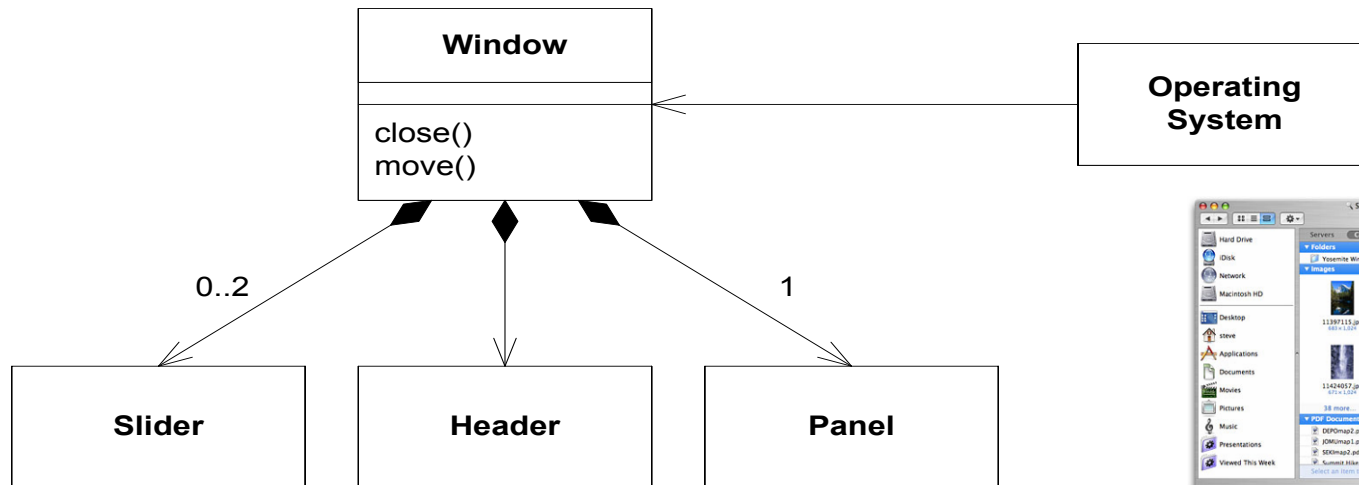
- “**Whole-part**” relationship between classes
- “**Has-a**” relationship between classes
- Assemble a class from other classes
  - Combined with “many” - assemble a class from a couple of instances of that class





Aggregation shown by **hollow diamond** at larger end

# Composition

- Composition is a stronger form of aggregation
- **Larger object itself cannot exist without the smaller object(s)**
- If the whole object is deleted, then the parts deleted with it
- Multiplicity at whole end must be 1.
- Signified by **black diamond** at larger end

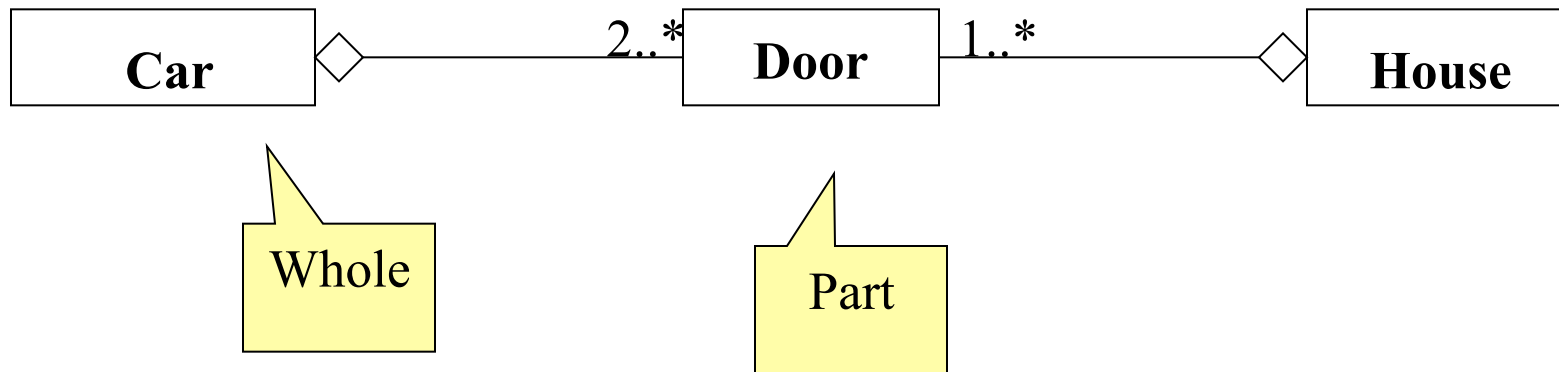


# Composition vs. Aggregation

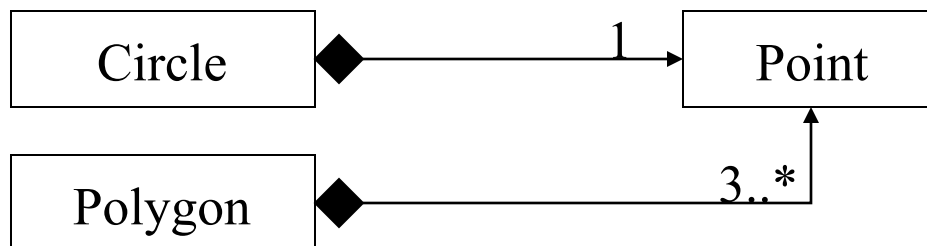
Aggregation	Composition
<p>Part can be shared by several wholes</p>  <pre>graph LR; category -- "0..4" o-- "*" document</pre>	<p>Part is always a part of a single whole</p>  <pre>graph LR; Window -- "*" *-- Frame</pre>
<p>Parts can live independently (i.e., whole cardinality can be 0..*)</p>	<p>Parts exist only as part of the whole. When the whole is destroyed, they are destroyed</p>
<p>Whole is not solely responsible for the object</p>	<p>Whole is responsible and should create/destroy the objects</p>

# Aggregation & Composition

- **Aggregation:** “is-part-of” relationship



- **Composition:** The whole is the sole owner of its part. The part object may belong to only one whole.



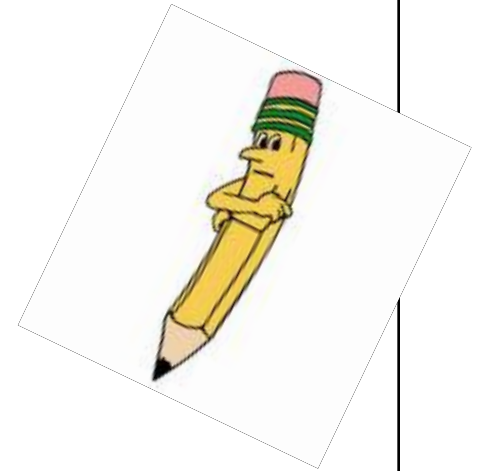
# Exercise – Aggregation/Composition?

- Draw class diagrams to represent

(A) PC which consists of:

- CPU (1 to 4)
- Hard Disk (1 or more)
- Monitor (1)
- Keyboard (1)

(B) A house has 2 or more bedrooms



# Outline

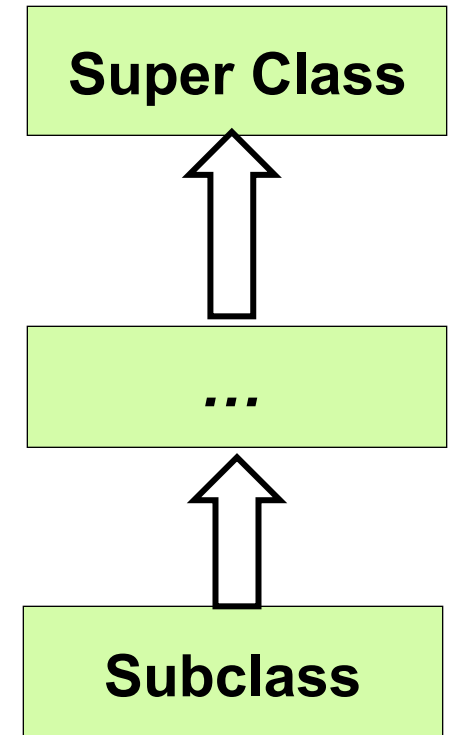
---

- Introduction
  - Structural modeling
- Classes
  - Attributes and operations
- Relations
  - Associations
  - Dependencies, compositions
- Generalization
  - Inheritance

# Generalization – Definitions

---

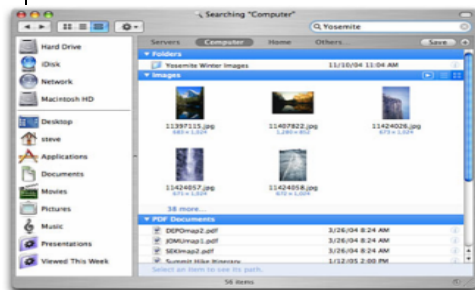
- **Super Class** (Base class)
  - Provides common functionality and data members
- **Subclass** (Derived class)
  - Inherits public and protected members from the super class
  - Can extend or change behavior of super class by overriding methods
- **Overriding**
  - Subclass may override the behavior of its super class



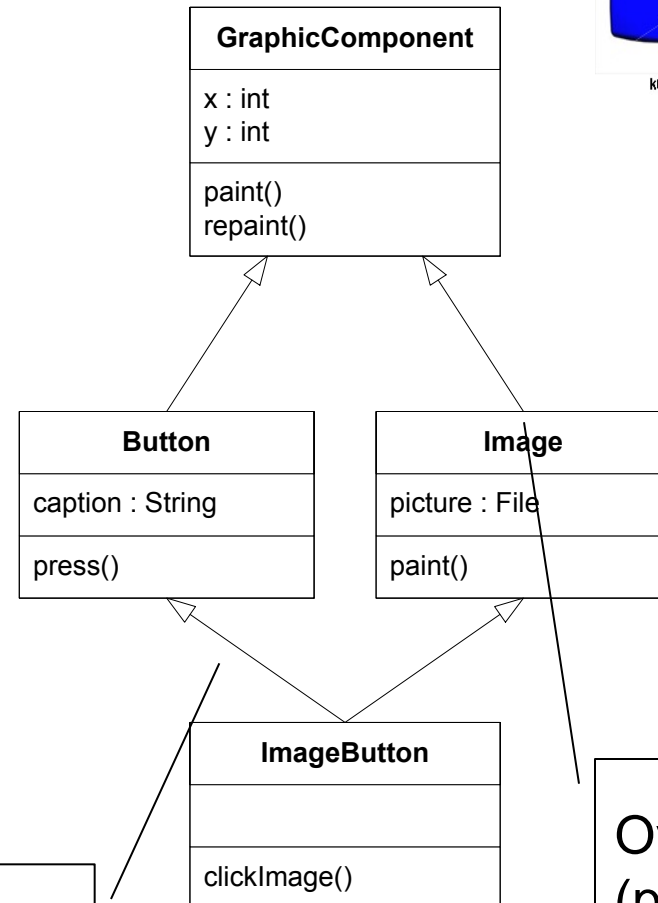
# Generalization – advantages



- **Modularity:**
  - Eliminate the details
  - Find common characteristics among classes
  - Define hierarchies
- **Reuse:**
  - Allow state and behavior to be specialized



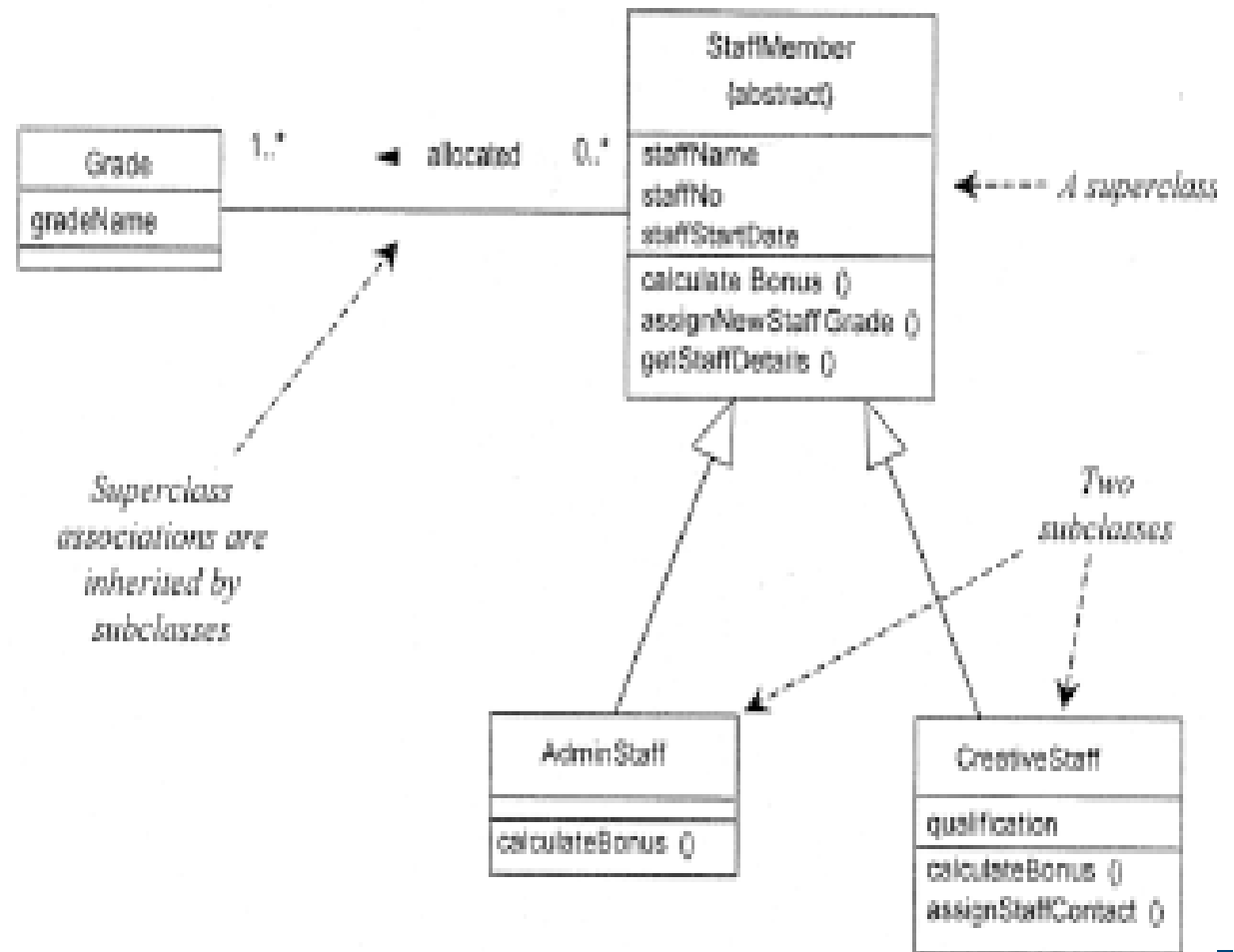
Multiple  
Inheritance



Overriding  
(paint())



# Generalisation



→ Notes:

# Generalisation

---

- Notes on previous slide:
- Subclasses inherit attributes, associations and operations from the superclass
- A subclass may override an inherited aspect
  - AdminStaff & CreativeStaff have different methods for calculating bonuses
- Superclasses may be declared (abstract), meaning they have no instances
  - Implies that the subclasses cover all possibilities
  - E.g. there are no staff other than AdminStaff and CreativeStaff

# Exercise

---

- Name the Superclass.
- What type of class is the Superclass?
- Name the two subclasses.
- What method is overridden in the subclasses?
- Complete the following:

A staff member is allocated \_\_\_\_\_ or more grades.

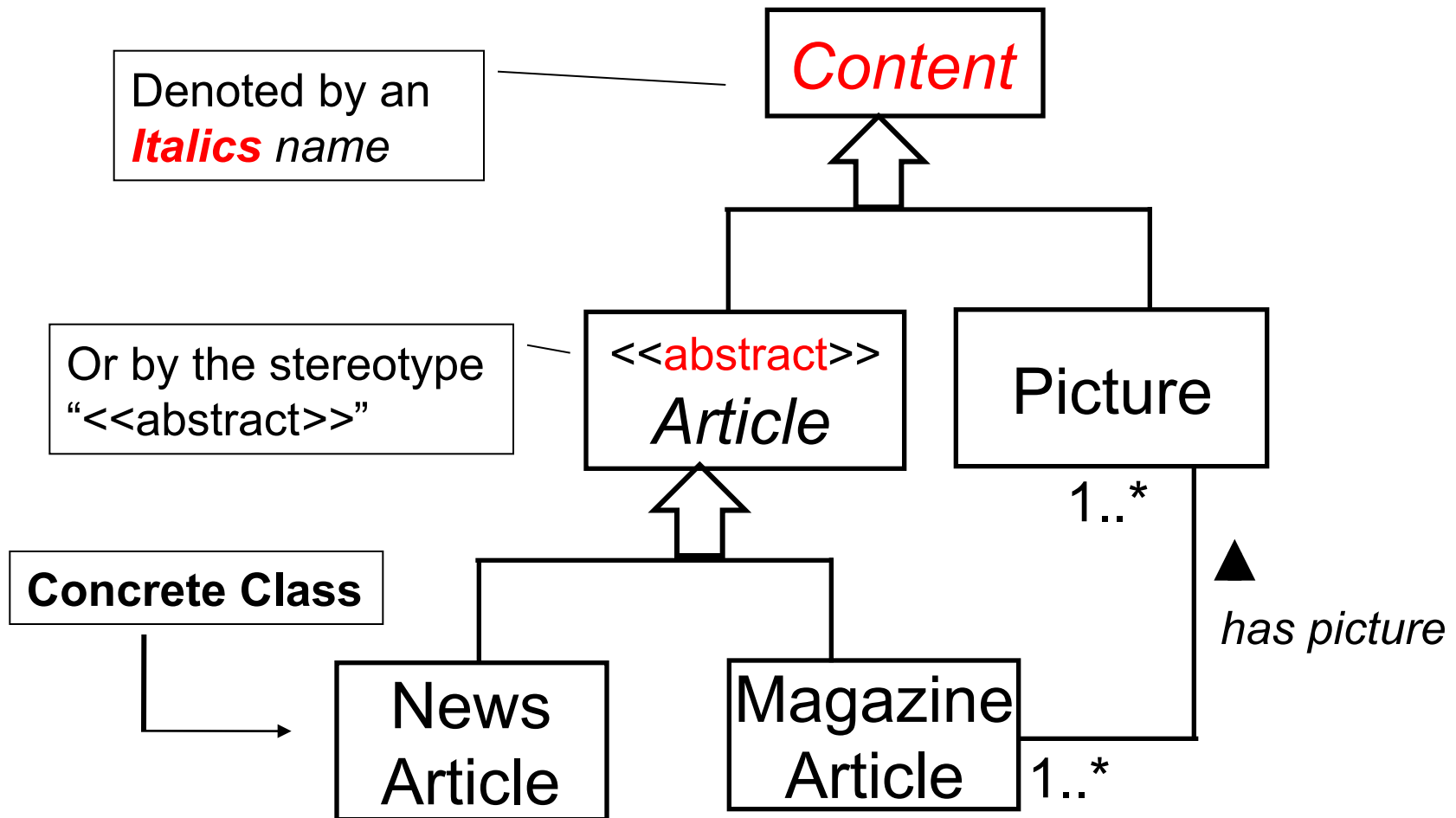
A grade has \_\_\_\_\_ or \_\_\_\_\_ staff allocated to it.

There are two types of staff in the organisation

\_\_\_\_\_ and \_\_\_\_\_

# Abstract Class

- **Abstract Class** -- A class that has no direct instances

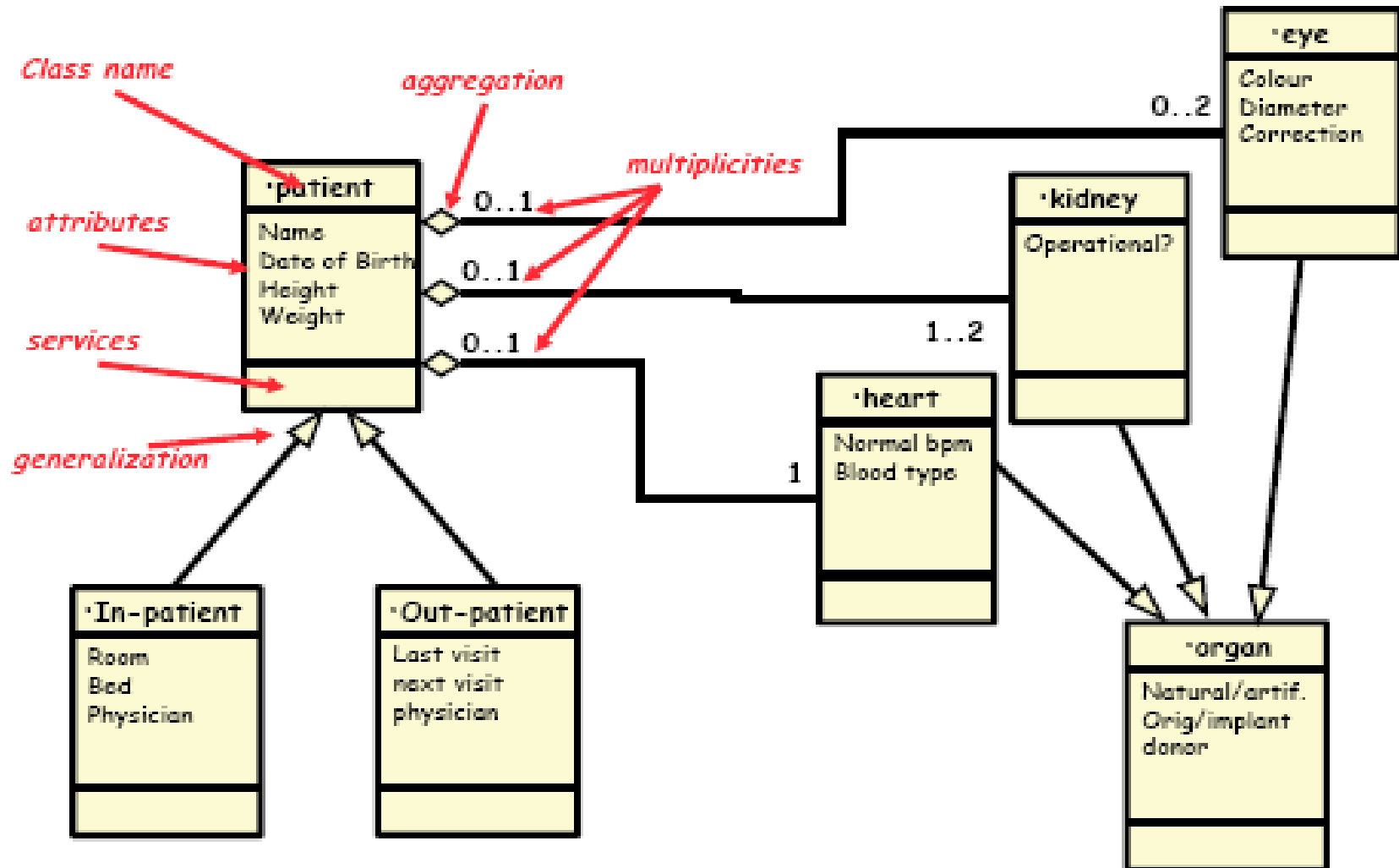


# Class Diagram: Example

---

- Draw a **class diagram** for the following specification for a hospital system. Include classes, associations, multiplicity symbols etc., as appropriate, in your diagram.
- A patient may be an in-patient or out-patient.
- Details are kept on the following organs that a patient has: heart, kidney and eyes as they may **natural or artificial, original or implanted from a donor**
- Add some appropriate attributes to each class

# Class Diagram - Example



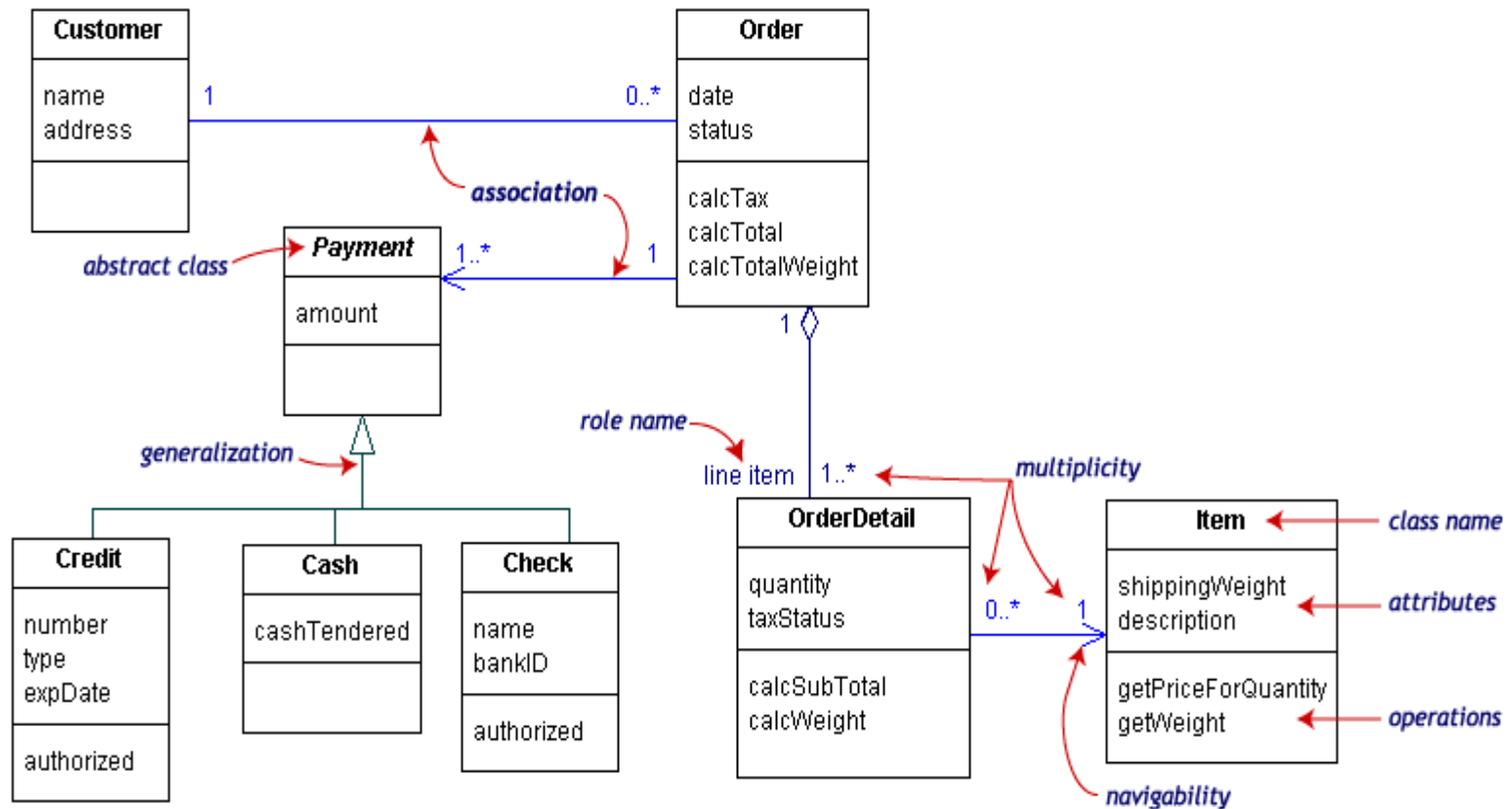
# Class Diagram - Example

---

Draw a **class diagram**, showing the relevant classes, attributes, operations and relationships, for each of the following situations. Include classes, associations, multiplicity symbols etc., as appropriate, in your diagram.

- A customer **may** place orders which consist of one or more orderlines.
- Each orderline is for exactly one item and an item may appear on one or more orderlines.
- Payment for an order is made either by cash, cheque or credit card.
- The system needs to record a customer's name and address, an order's date and status, an item's description and price, and the quantity ordered of each item.
- The system must also record the amount paid; for credit cards – the credit card type, and expiry date; for cash – the amount tendered; and for cheques – the account number and the bank details.

# Class Diagram – Example





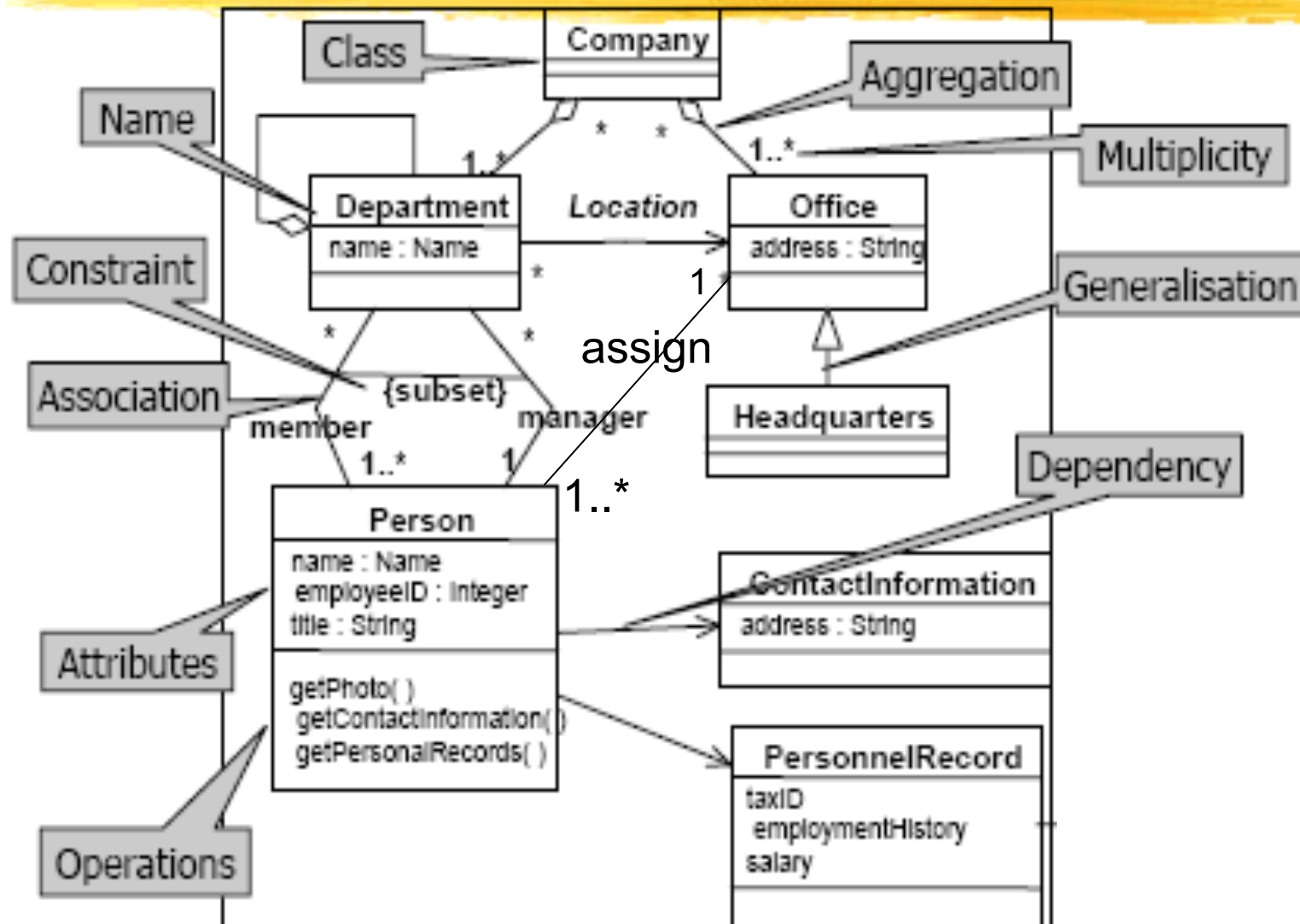
# Class Diagram – Example

---

Draw a **class diagram** for the following specification. Include classes, associations, multiplicity symbols etc., as appropriate, in your diagram.

- A company has many departments. It also has many offices. One office is designated as the headquarters.
- A department has many employees and each is assigned to a particular office. Each department has one manager and each manager manages many departments.
- Each person has a personnel record associated with them and a record of their contact details.
- Add some appropriate attributes to each class.

# Class Diagram - Example



# Summary

---

- ✓ Introduction
  - Structural modeling
- ✓ Classes
  - Attributes and operations
- ✓ Relations
  - Associations
  - Dependencies, compositions
- ✓ Generalization
  - Inheritance

