

UML Class Diagrams

CSCI-3081: Program Design and Development

References for this lecture / examples adapted from:

1. Fowler Text
2. <http://www.ibm.com/developerworks/rational/library/content/RationalEdge/sep04/bell/>
3. http://atlas.kennesaw.edu/~dbraun/csis4650/A&D/UML_tutorial/class.htm

Touching Base on Your Weekly Writing Assignment.

Today

- UML Class Diagrams
 - How to read them
 - How to create them

UML Basics

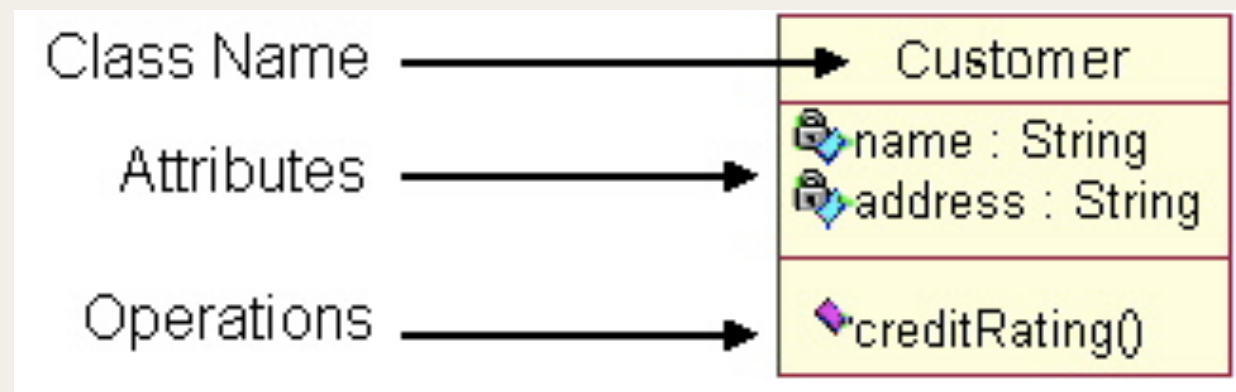
- Unified Modeling Language
- A graphical notation for capturing design information
- Used for designing and for conveying designs to others
- How closely do UML diagrams correspond to a program's implementation?

Different Notations within the UML

- Notations for:
 - Describing classes and their relationships
 - Describing interactions between classes
- Examples:
 - Class Diagrams
 - Sequence Diagrams
 - State Machine Diagrams
 - Activity Diagrams
- Class Diagrams are the place to start.

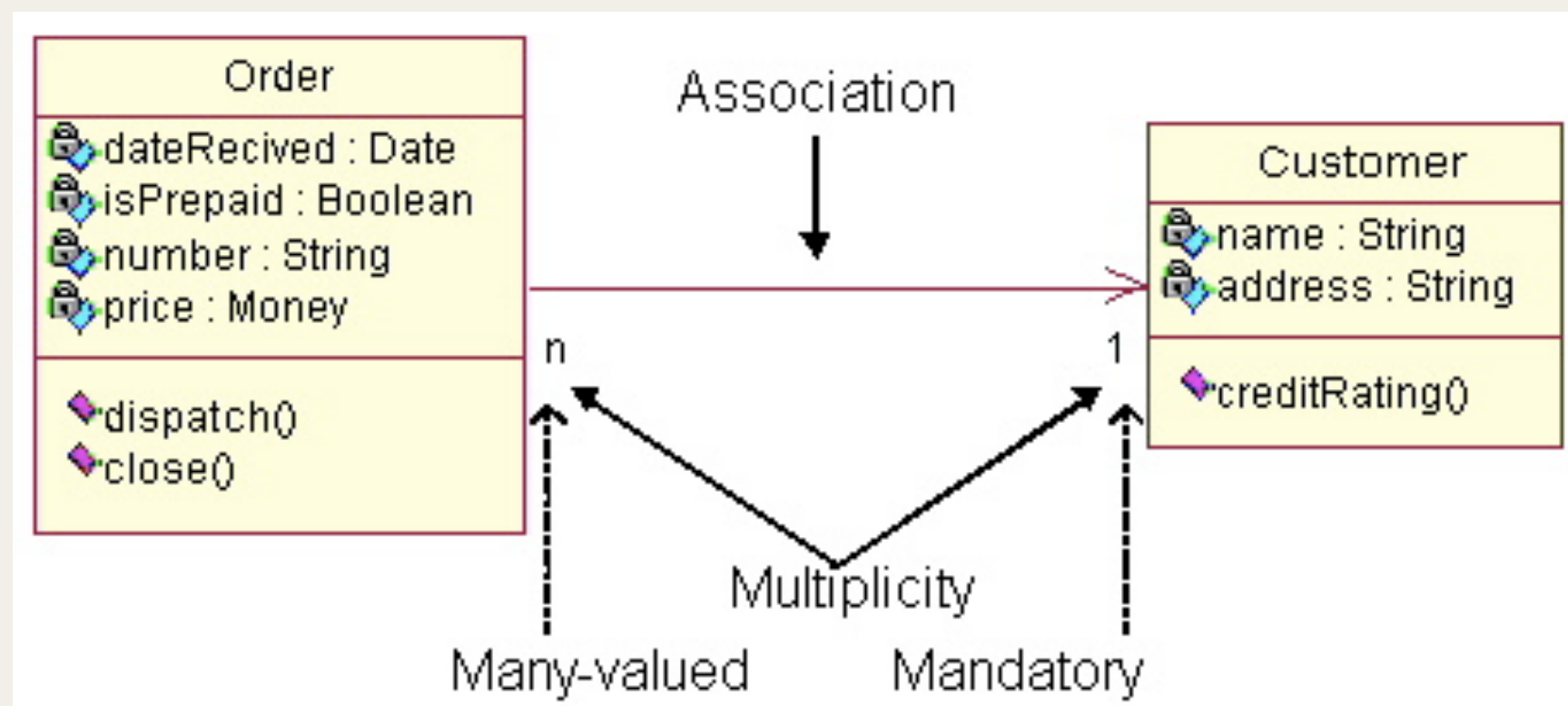
Class Diagrams

- Describe types of objects and static relationships between them.
- Boxes represent classes.
- Classes are composed of three things:
 - a name
 - attributes
 - operations



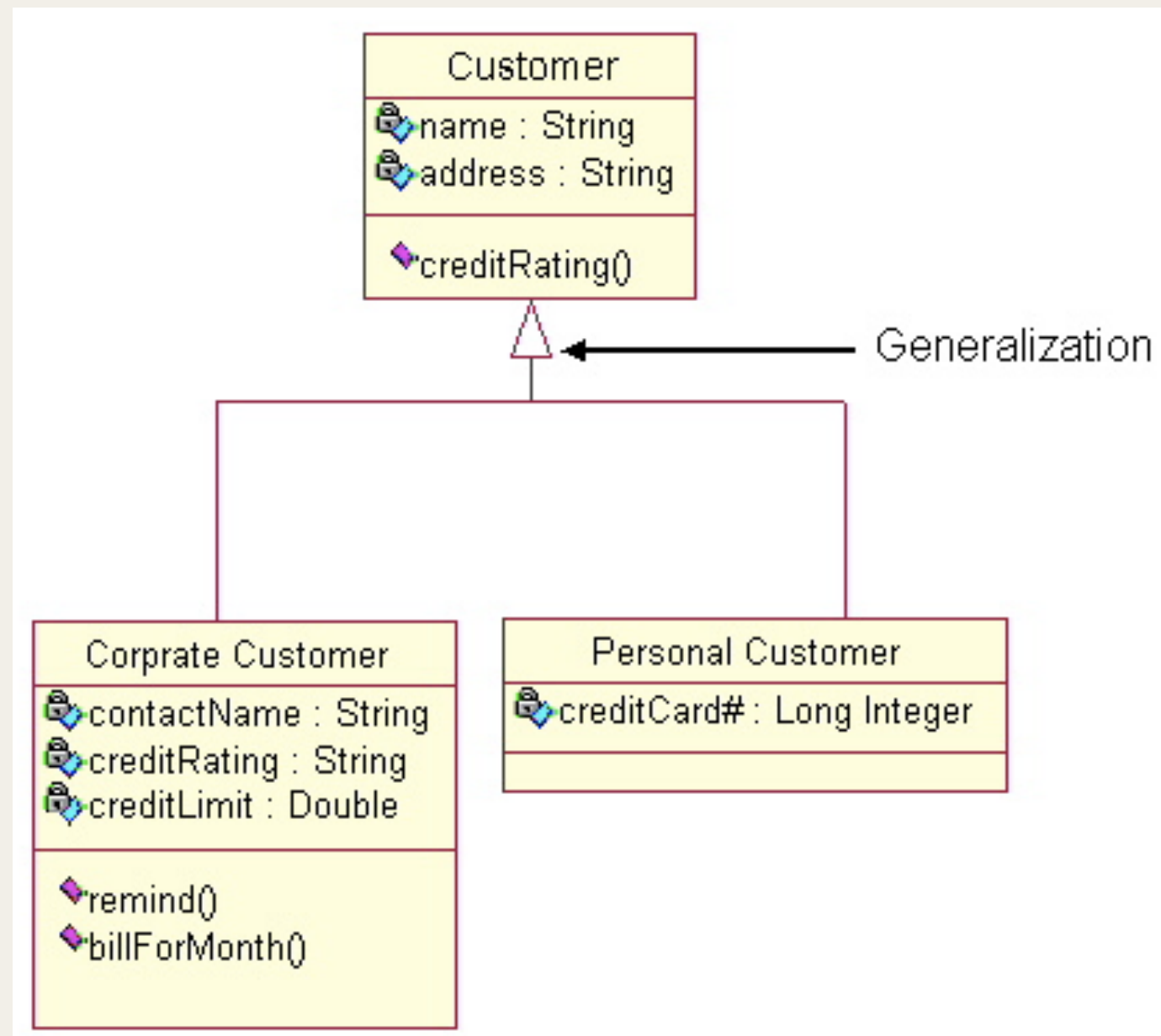
Class Diagrams (2)

- Class Diagrams can also show relationships, such as containment, inheritance, associations, etc.
- Example of association:



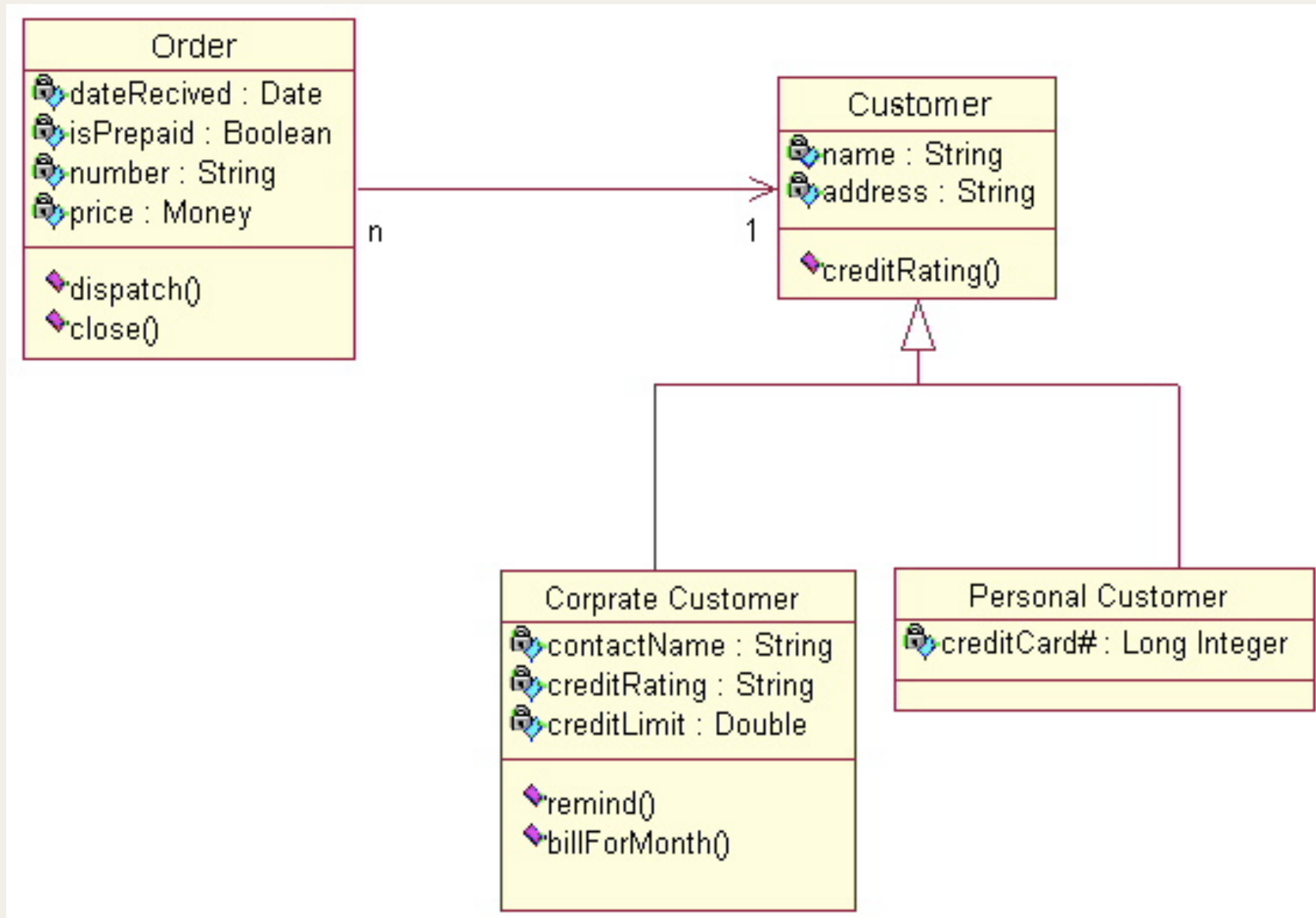
Class Diagrams (3)

- Another important class relationship is generalization, or inheritance.
- Example:



Class Diagrams (4)

- All together:



Specific Formatting of UML Class Diagrams

Order
+ dateRecieved: Date [0..1]
+ isPrepaid: Boolean [1]
+ lineItems: OrderLine [*] {ordered}

- Top section: class name
- Second section: attributes on separate lines
- Third section: left blank in this example -- that's allowed.
- Formatting for the attributes section:
 - visibility name : type multiplicity = default {property-string}
 - **visibility**: + for public, - for private
 - **name** and **type** as you would write in implementing the class
 - **multiplicity** indicates the number of instances of objects
 - **= default** specifies a default value
 - **{property-string}** can be filled with a number of properties, e.g. readOnly.

Multiplicity Indicators

Indicator	Multiplicity
0..1	zero or one
1	one only (default)
0..*	zero or more
1..*	one or more
n	only n (where $n > 1$)
0..n	zero to n (where $n > 1$)
1..n	one to n (where $n > 1$)
*	zero or more

Multiplicity: How would you write these?

- Optional single-valued
- Optional multi-valued
- Mandatory single-valued
- Mandatory multi-valued

Class Operations List

Flight
flightNumber : Integer departureTime : Date flightDuration : Minutes
delayFlight (numberOfMinutes : int) : Date getArrivalTime () : Date

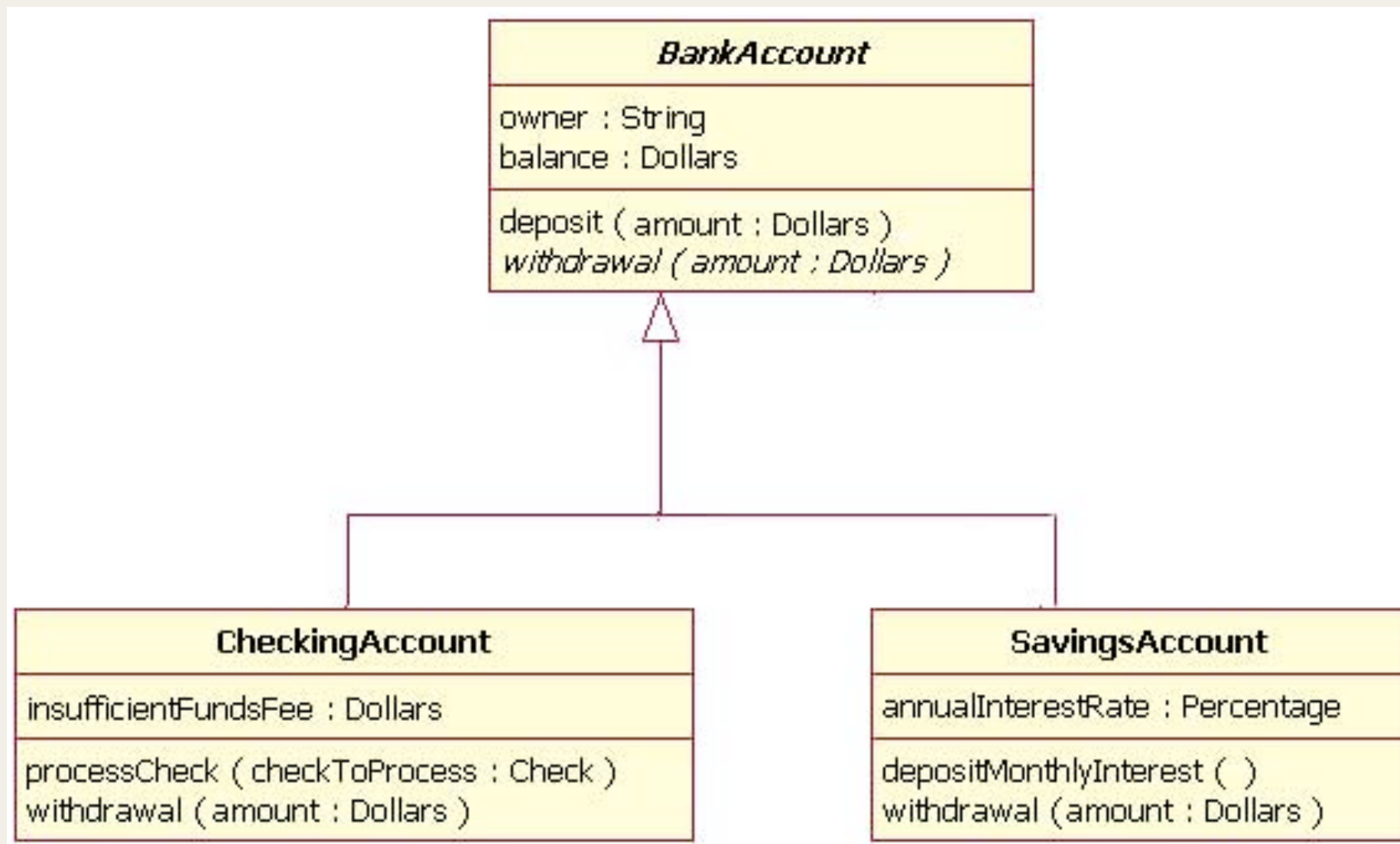
BankAccount
owner : String balance : Dollars = 0
deposit (amount : Dollars) withdrawl (amount : Dollars)

- Third section is for class operations (methods).
- Notation:

name(parameter list) : type of value returned

Inheritance

- A bank account example, different withdrawal methods for checking and savings:



Associations in More Detail



- Associations are linkages between two classes.
- (For smaller, less significant classes, you could skip drawing an association and instead just list this as an attribute in the 2nd box.)
- By default, associations are bi-directional, meaning both classes know about the association.
- Indicated by a solid line between the two classes. Put a role and a multiplicity at each end of the line.

Unidirectional Association



- Indicated by a solid line with an open arrowhead pointing to the known class.
- Here the **BankAccount** class has no idea that it is associated with an **OverdrawnAccountsReport**, but the report knows about some number (0 to *) of bank accounts.

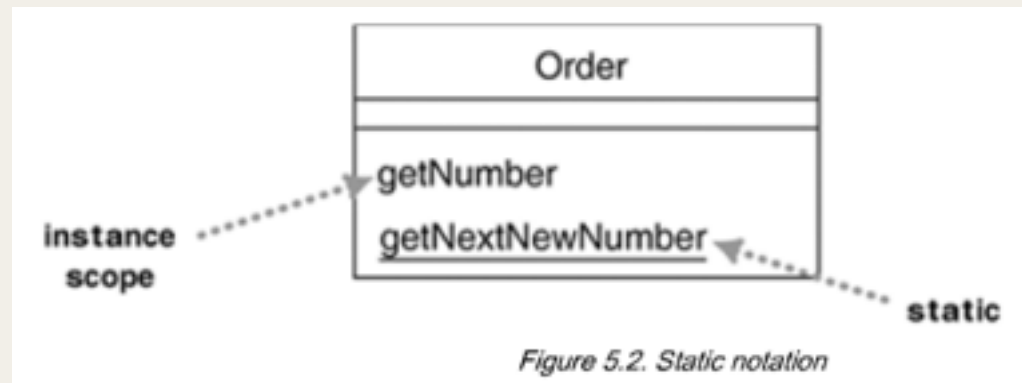
Discussion

- Just how Unified is the Unified Markup Language?

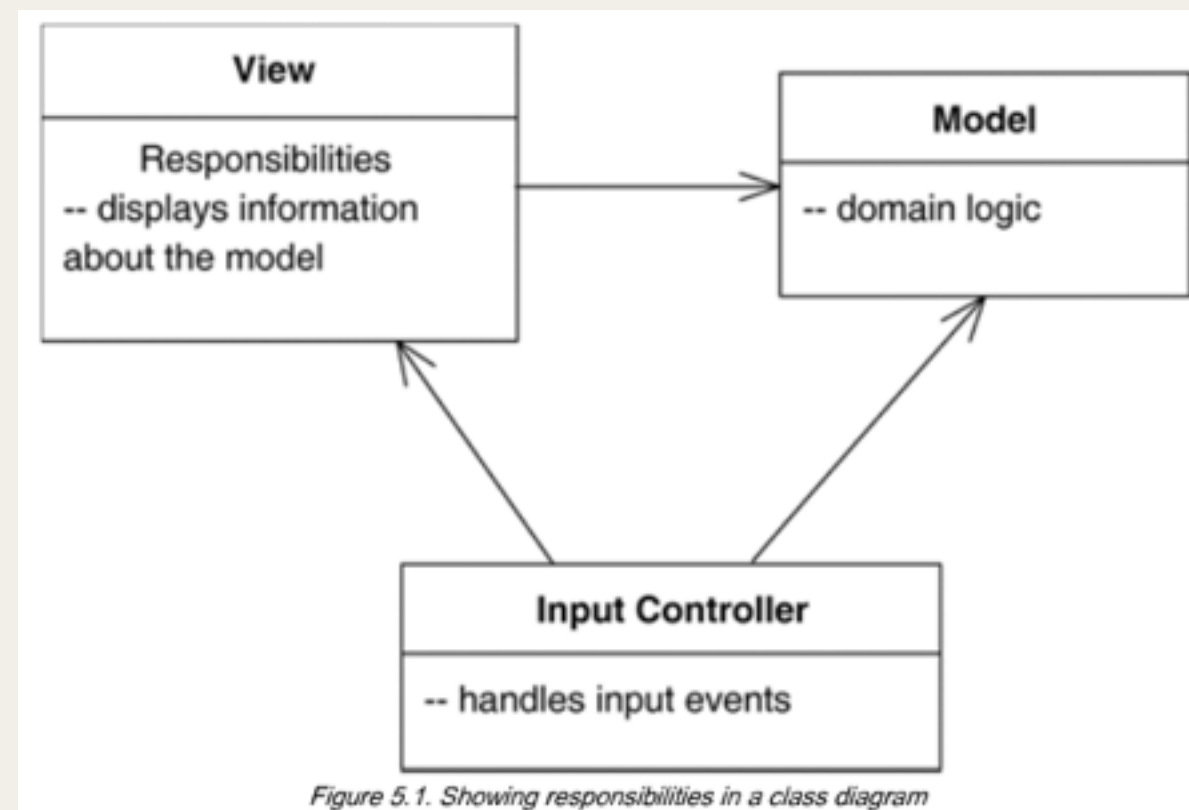
A Current, Real Example from My Work

Other Important Class Diagram Ideas

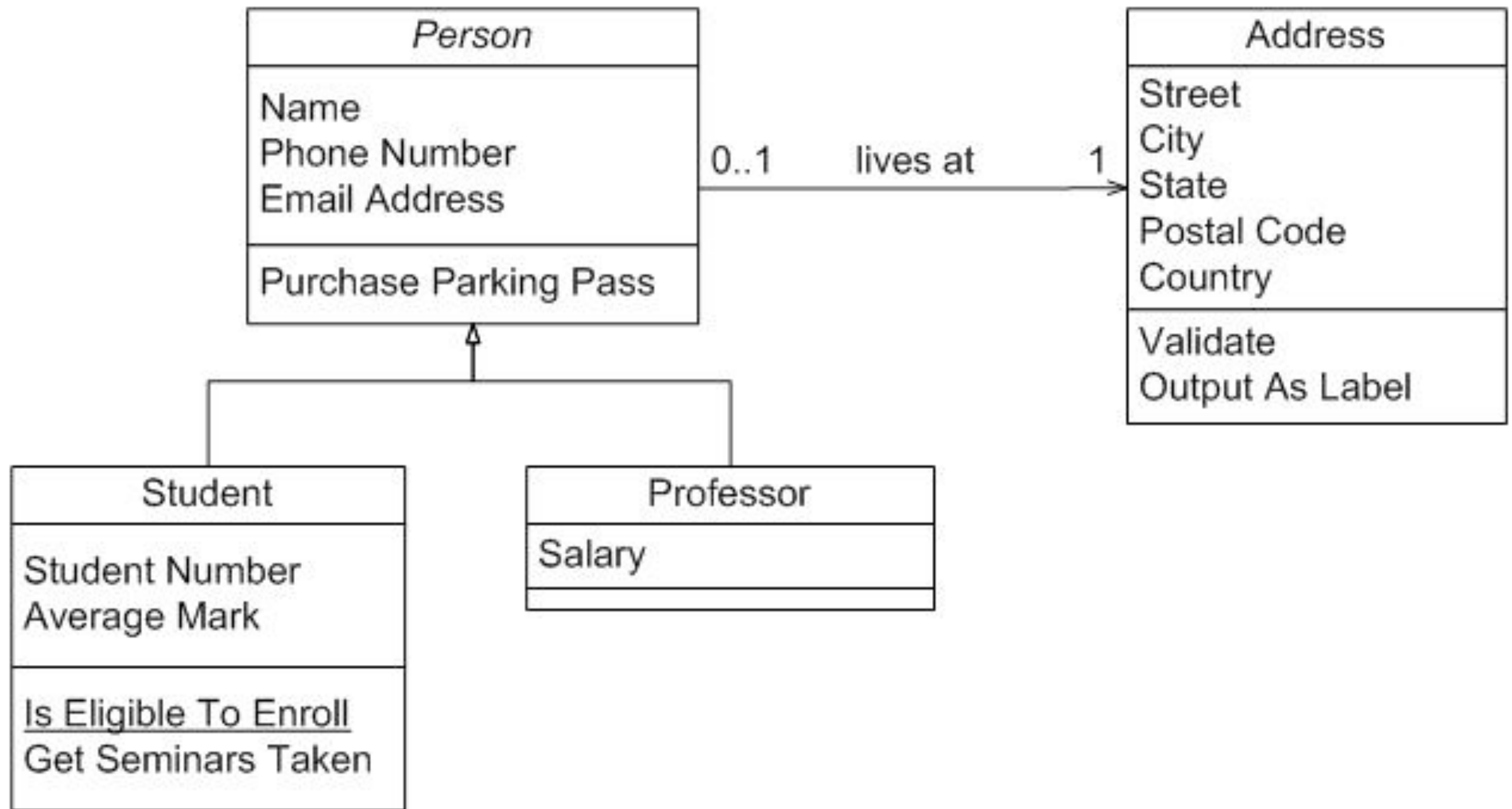
- Abstract methods and class names should be italicized. (See *BankAccount* example on previous slides.)
- Static features should be underlined:

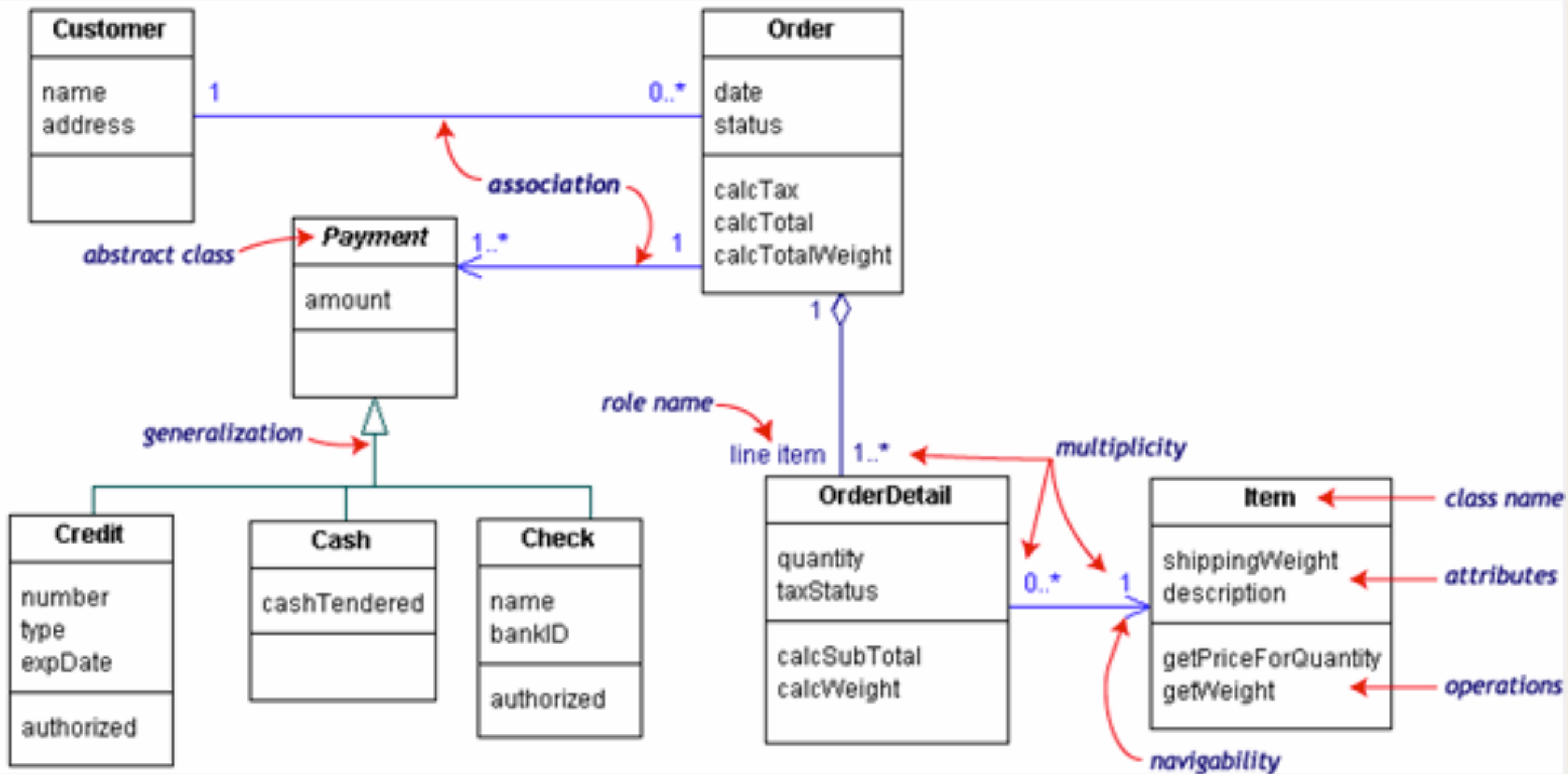


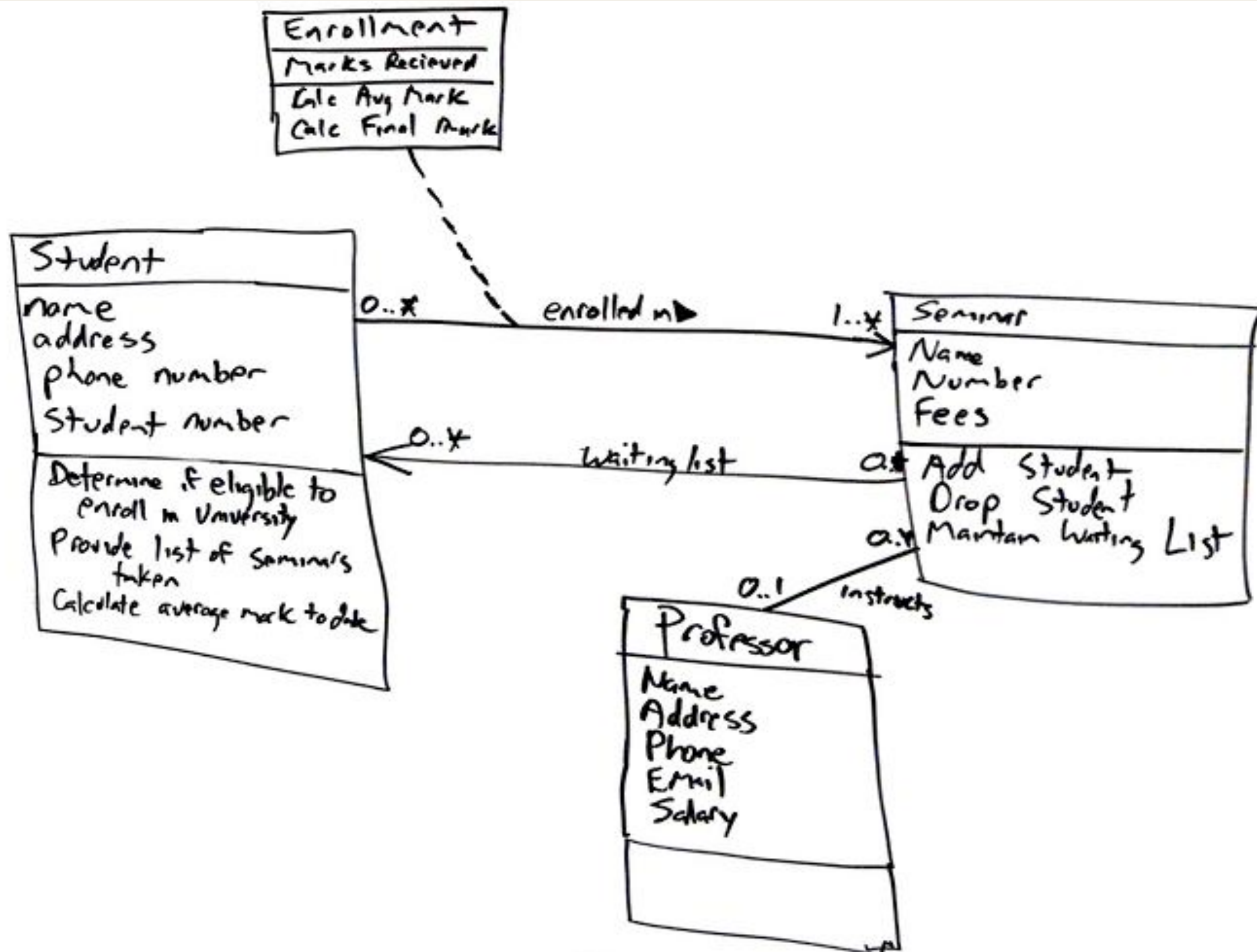
- You can include comments, for example to indicate the Responsibility of each class:

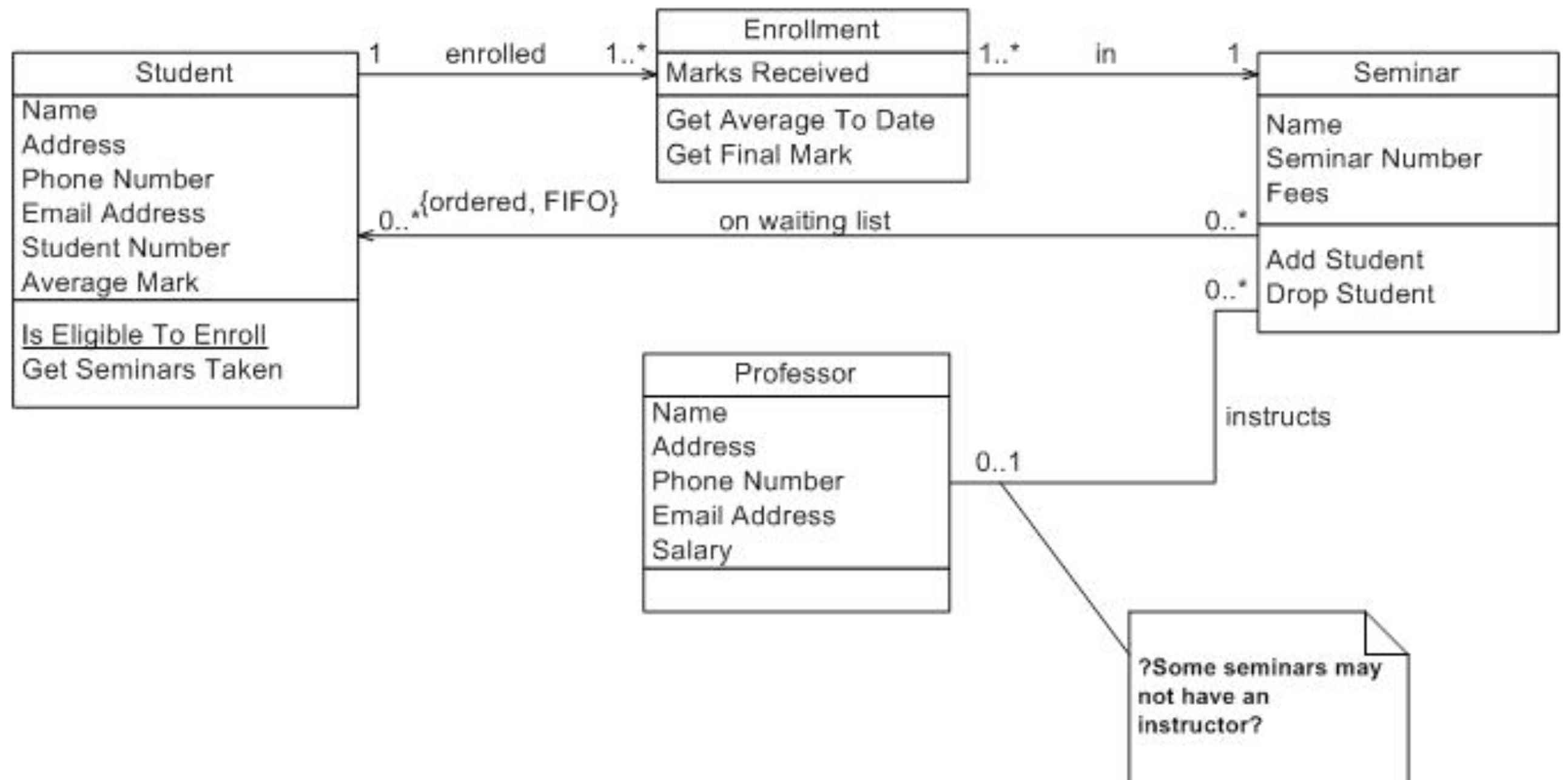


Examples









Tools

- <http://martinfowler.com/bliki/UmlSketchingTools.html>
- <http://www.gliffy.com/uses/uml-software/>
- <http://alexdp.free.fr/violetumleditor/page.php>
- http://www.umlet.com/umlet_13_1/umlet_13.1.zip
- ... (many more on the web)

Please check Moodle frequently to stay on track:

- Read Fowler Chp 3 (if not already).
- First lab tomorrow.
- Weekly Writing Assignment due Mon at midnight.
- Office hour times announced on Moodle.