

# Class Modeling

COMP 3700  
Software Modeling and Design

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# Discussed so far ...

A brief overview of

- Software Modeling and Design
  - Software
  - Design
  - Model
    - Object Oriented Approach
    - UML Representation

# Object Oriented Methodology

- Process for OO development.
- Stages:
  - System conception
  - Analysis
  - System design
  - Class design
  - Implementation

# OO Models

- Class Model
  - Class diagram
- State Model
  - State diagram
- Interaction Model
  - Use case diagram
  - Sequence diagram
  - Activity diagram

# Class Model

- Captures the static structure of a system
  - Objects
  - Relationships
  - Attributes
  - Operations
- Close to Real world
- Resilient to change
- Graphical representation of system

# Class Model: Concepts

- Object
- Class
- Link
- Association
- Association class
- Generalization
- Inheritance
- And more...

# Class Model: Object

- An object is a concept, abstraction, or thing
  - Has identity
  - Is distinguishable
  - has meaning for an application
- How to identify
  - Proper nouns or specific references
  - Choice of objects depends on nature of problem

# Class Model: Class

- Group of objects with similar
  - Properties
  - Behavior
  - Relationships
  - Semantics
- How to identify?
  - Common nouns or noun phrases
  - Choice of classes depends on nature and scope of problem

# What is the need for Classes?

- By grouping objects into class,
  - Abstract a problem
  - Attribute names are stored once per class
  - Define operations per class
    - Code reuse

# Class Model: Representations

- Class Diagram
  - Models classes and their relationships
  - Describes possible objects
  - Represent structure of applications
  - Useful for
    - Abstract modeling
    - Designing actual programs
- Object Diagram
  - Individual objects and their relationships
  - Useful for
    - Documenting test cases
    - Discussing examples
- Class diagram corresponds to infinite set of object diagrams

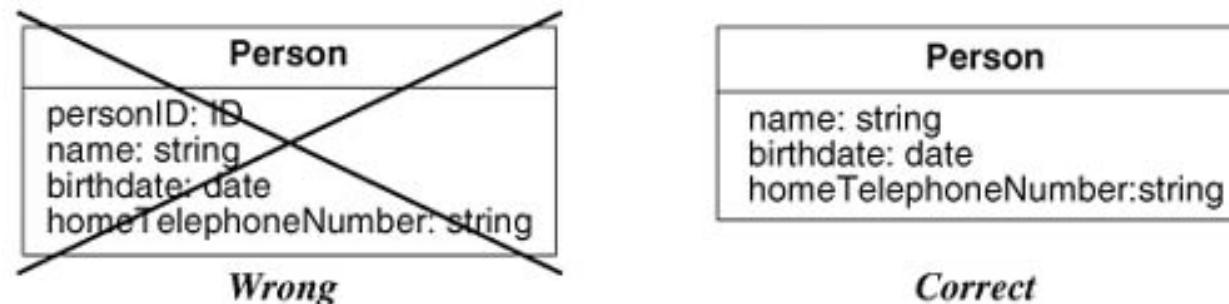
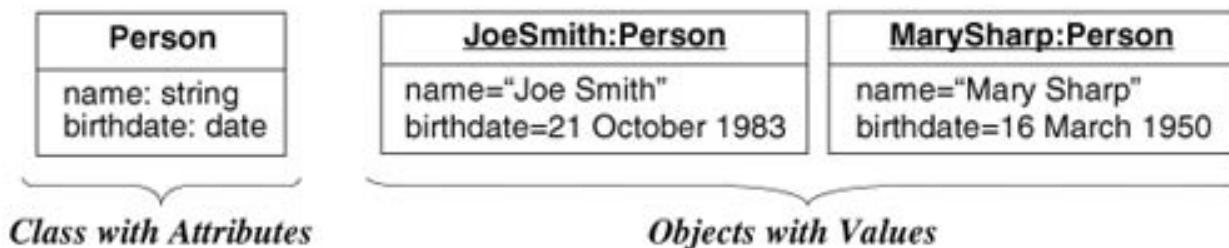
# UML Notation: Class, Object



# Class Model: Value, Attribute

- Value
  - Piece of data
  - How to identify?
    - Examples
- Attribute
  - Named property of a class
  - How to identify?
    - Adjectives, or by abstracting typical values
  - Unique attribute name within class
- Values lack identity

# UML Notation: Value, Attribute



# Class Model: Operation, Method

- Operation
  - Behavior of objects in a class
  - Objects share operations
- Method
  - Implementation of operation
- Polymorphic operation
  - Same operation takes different forms in different classes
  - Ensure same signature

# UML Notation: Operations

Person
name birthdate
changeJob changeAddress

File
fileName sizeInBytes lastUpdate
print

GeometricObject
color position
move (delta : Vector) select (p : Point): Boolean rotate (in angle : float = 0.0)

# UML Notation: Class diagram

ClassName
attributeName1 : dataType1 = defaultValue1
attributeName2 : dataType2 = defaultValue2
• • •
operationName1 (argumentList1) : resultType1
operationName2 (argumentList2) : resultType2
• • •

direction argumentName : type = defaultValue

# Enumeration

- Data type with finite set of values

*Figure.penType*



*TwoDimensional.fillStyle*



# UML Notation: Enumeration

- UML Notation: << enumeration >>



# Multiplicity: Attribute

- Number of possible values
  - [1] – Mandatory single value
  - [0..1] – Optional single value
  - [\*] – any number of values
  - ...
- Default: [1]

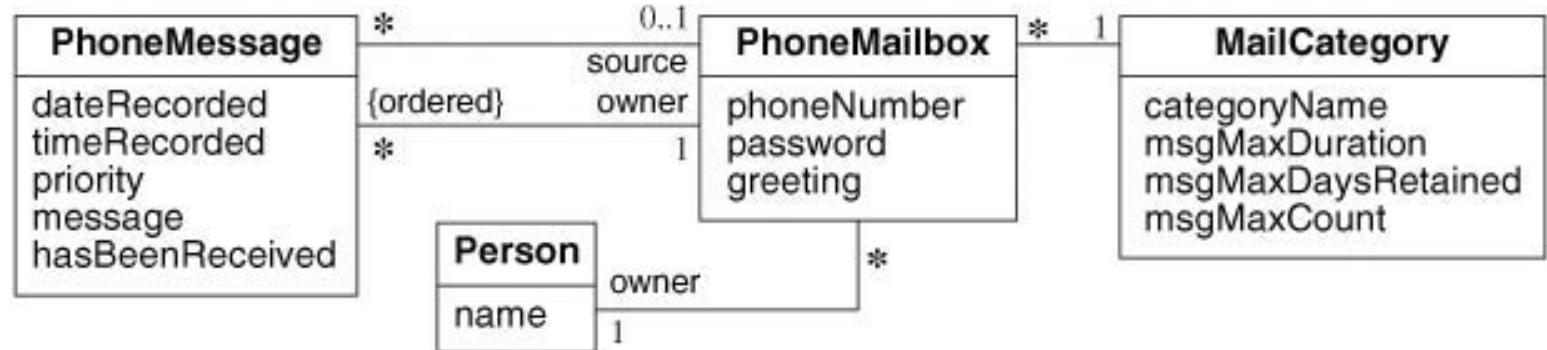
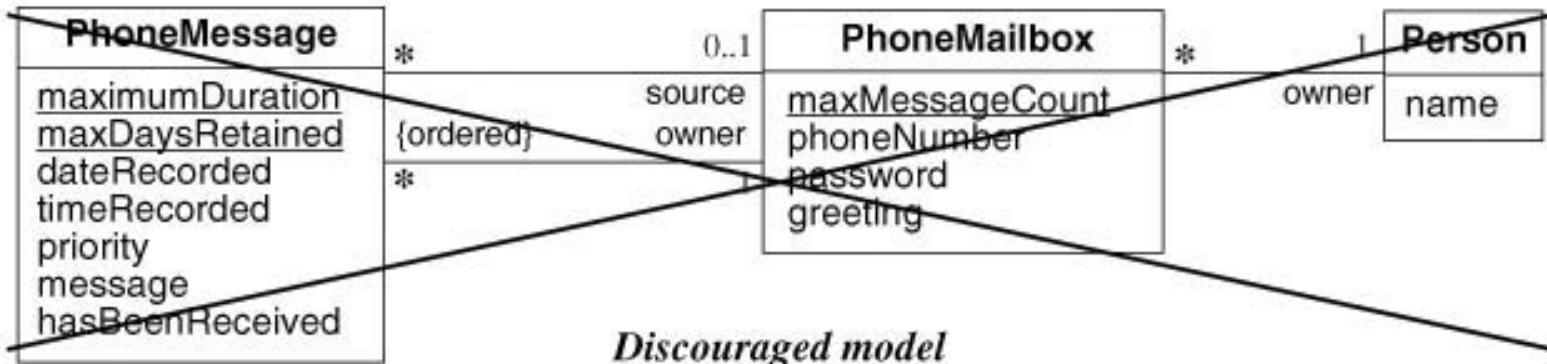
## UML Notation

Person
name : string [1]
address : string [1..*]
phoneNumber : string [*]
birthDate : date [1]

# Scope

- Applicability of feature
  - Object scope
  - Class scope (Static feature)
    - UML Notation: Underline & Top of box
    - Attributes
    - Operations

# Scope (Contd.)



# Visibility

- Ability of a method to reference a feature from another class
  - Public (+)
    - Any method can access
  - Private (-)
    - Methods of containing class
  - Protected (#)
    - Methods of containing class and its descendants via inheritance
  - Package (~)
    - Methods of classes defined in same package as target class
- UML Notation (shown in brackets)

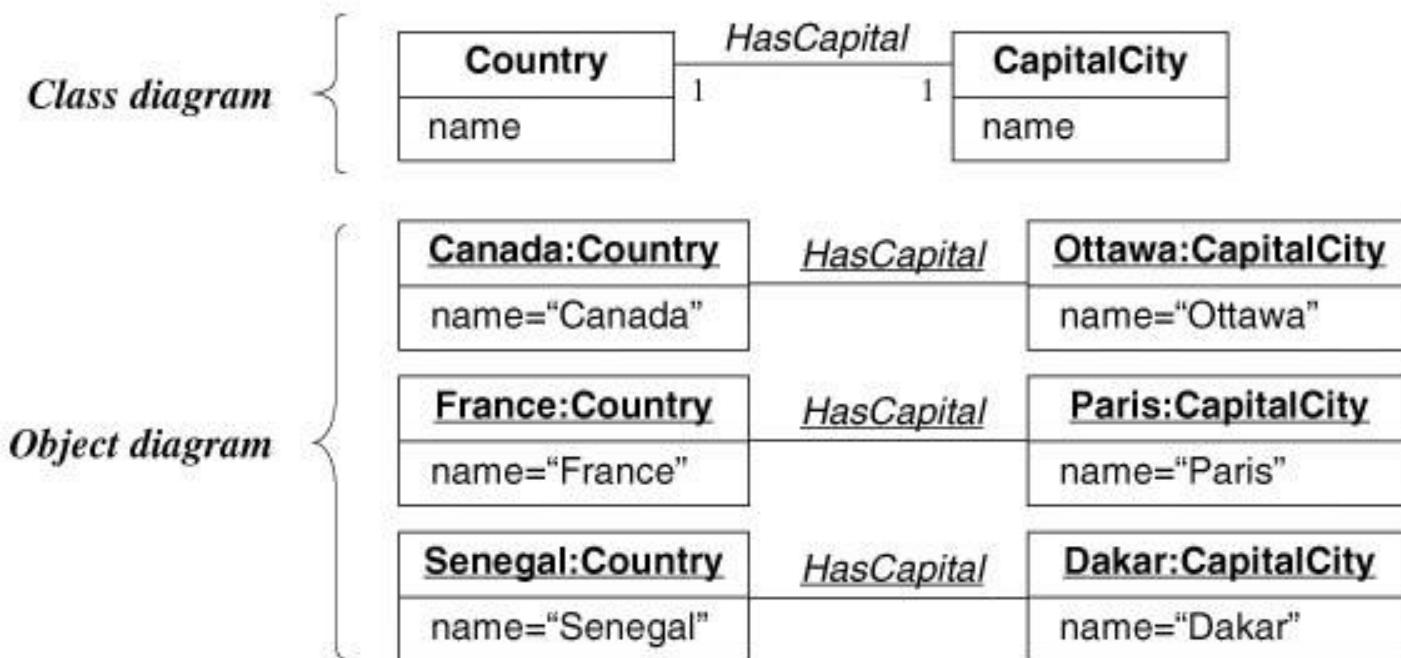
# Class Model: Link, Association

- Link
  - Physical or conceptual connection among objects
  - An instance of an association
- Association
  - Description of a group of links with common structure and semantics
- How to identify?
  - Verbs

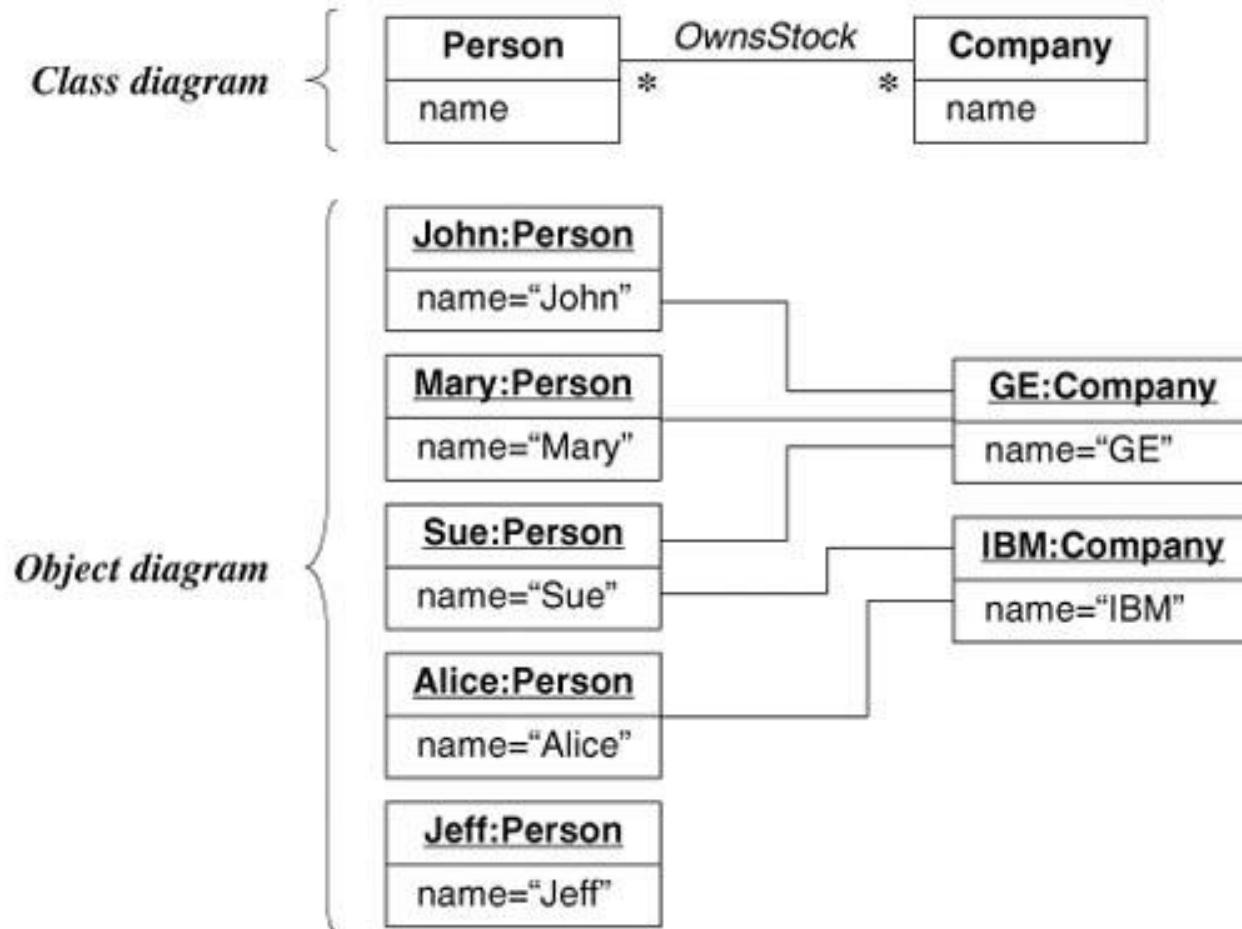
# Association: Types

- Many-to-many Association
- One-to-many Association
- One-to-one Association

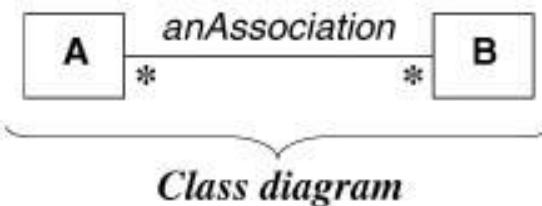
# One-to-one Association



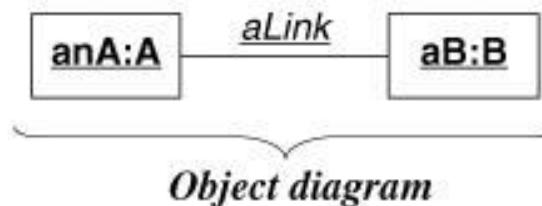
# Many-to-many Association



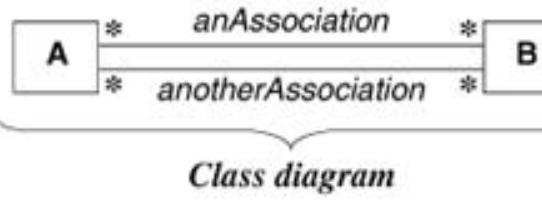
# UML Notation: Association



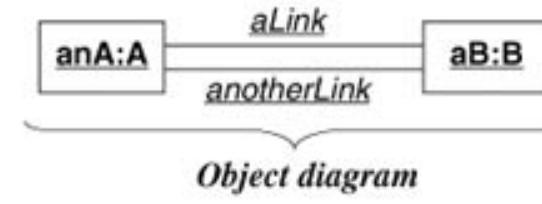
*Class diagram*



*Object diagram*



*Class diagram*



*Object diagram*

# Link Vs. Reference

- Link cannot be modeled as a reference
- Link is not part of either object by itself, but depends on both of them together
- Associations cannot be private to a class

# Multiplicity

- Number of instances of one class that may relate to a single instance of an associated class
  - Shown at the ends of association lines; E.g.: 1, \*, 2..\*, 3..5
- Depends on assumptions and problem boundaries
- Exposes hidden assumptions built into the model
- Underestimation risk
- Overestimation risk

# Association End Name

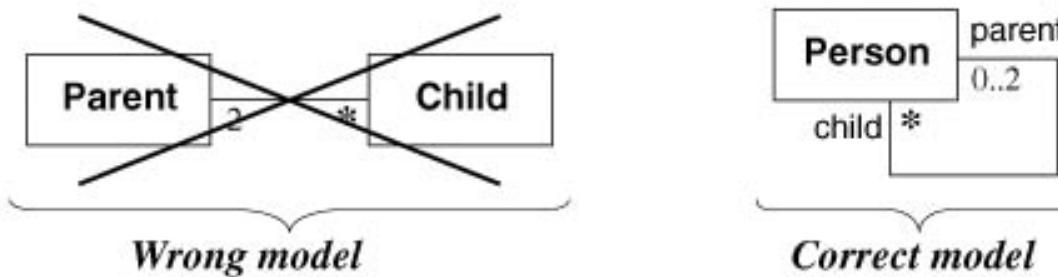
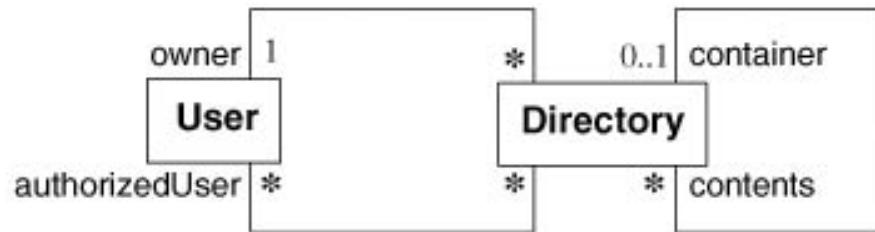
- Association End
  - Name, Multiplicity
  - Refer to an object or set of objects
- How to identify?
  - Appear as 'Nouns'
- Helpful in traversing
- Distinguish multiple associations between same pair of classes
- End name must be unique within the set of attributes of destination class

# UML Notation: Association End Name



employee	employer
Joe Doe	Simplex
Mary Brown	Simplex
Jean Smith	United Widgets

# Association End Name (Contd.)



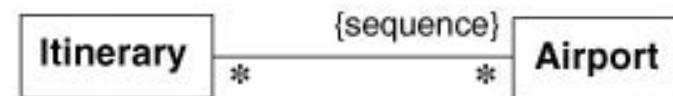
# Association: Ordering

- Default
  - No specific order among objects at 'Many' end
  - Regarded as 'Set' of objects
- Format: {ordered}



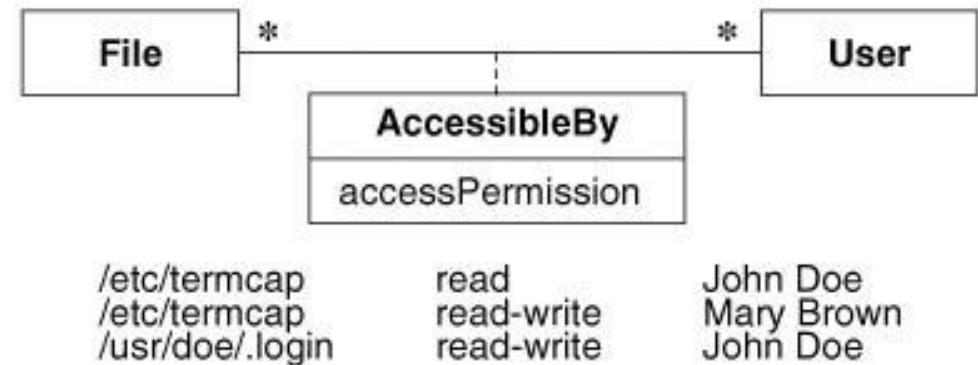
# Association: Bag, Sequence

- Multiple links for a pair of objects in an association
- Bag
  - Collection of elements with duplicates allowed
  - Format: {bag}
- Sequence
  - Ordered collection of elements with duplicates allowed
  - Format: {sequence}

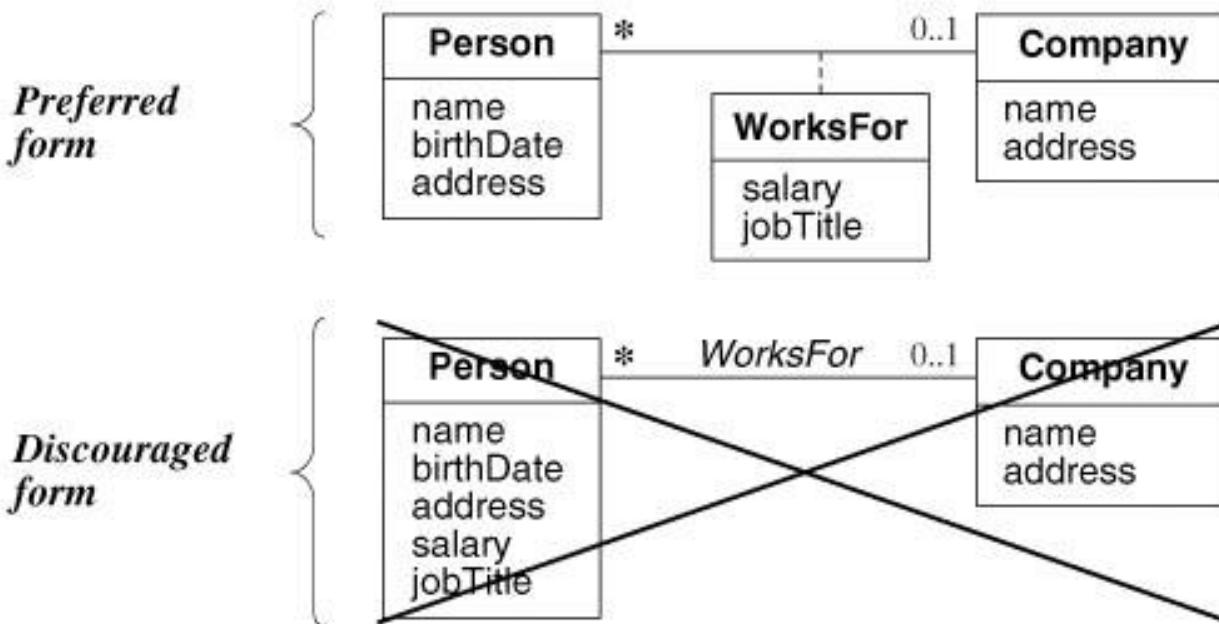


# Association class

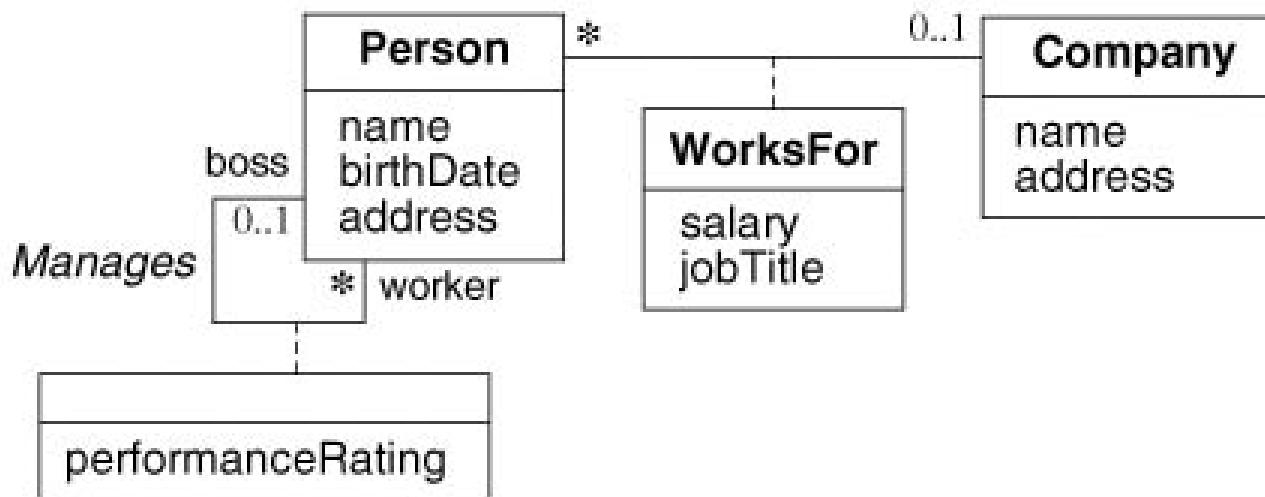
- Association that is also a class
  - Attributes, Operations, Associations
- Instances derive identity from constituent class instances
- How to identify?
  - Adverbs, or by abstracting typical values
- Help modeling many-to-many associations



# Association Class (Contd.)

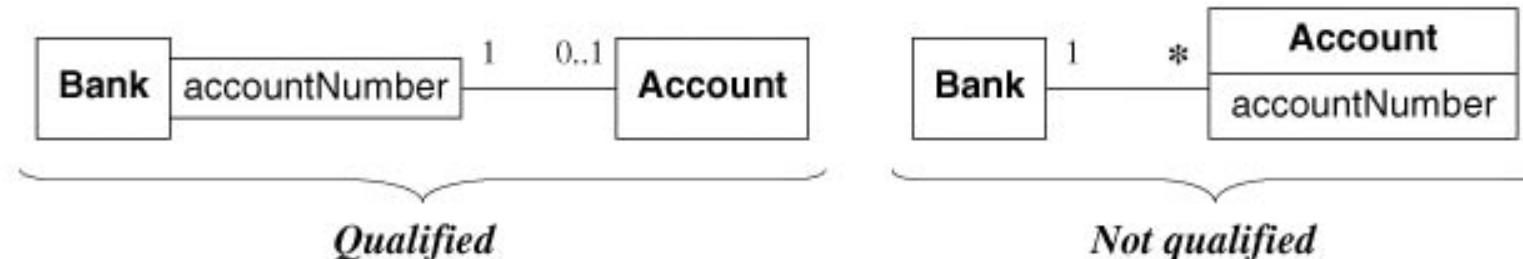


# Association Class (Contd.)



# Qualified Association

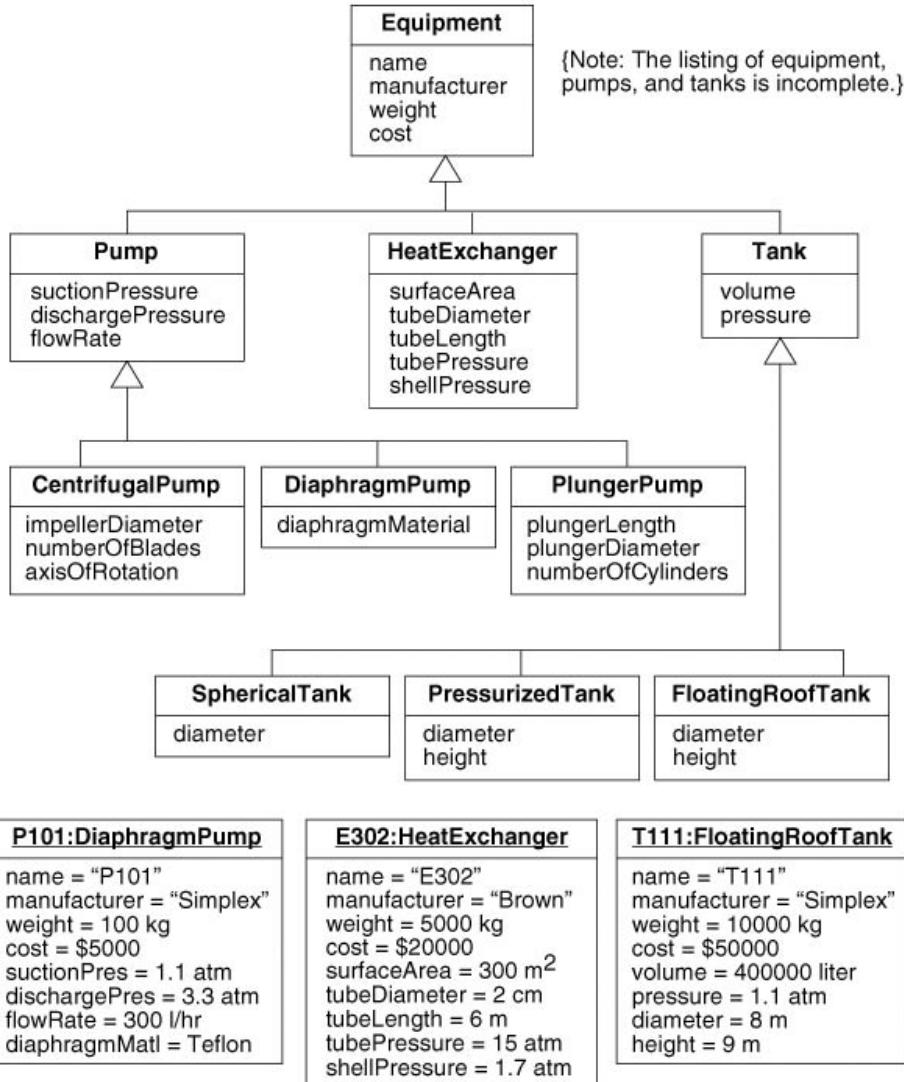
- 'Qualifier' attribute disambiguates the objects for a 'many' association end
- Qualifier
  - Selects among target objects
  - Specifies precise path for finding target object from source object
  - Adds multiplicity constraint
  - Reduces effective multiplicity from 'many' to 'one'
- Applicability:
  - One-to-many
  - Many-to-many
- UML Notation
  - Small box attached to source class near end of association line



# Generalization

- Relationship between a class (superclass) and one or more variations of the class (subclasses)
- Organizes classes by similarities and differences
- Subclass inherits features of superclass
  - Superclass: common features
  - Subclass: specific features
  - Attributes, operations, associations
- IS-A relationship
  - Subclass instance IS-A Superclass instance
- UML Notation: Large hollow arrowhead

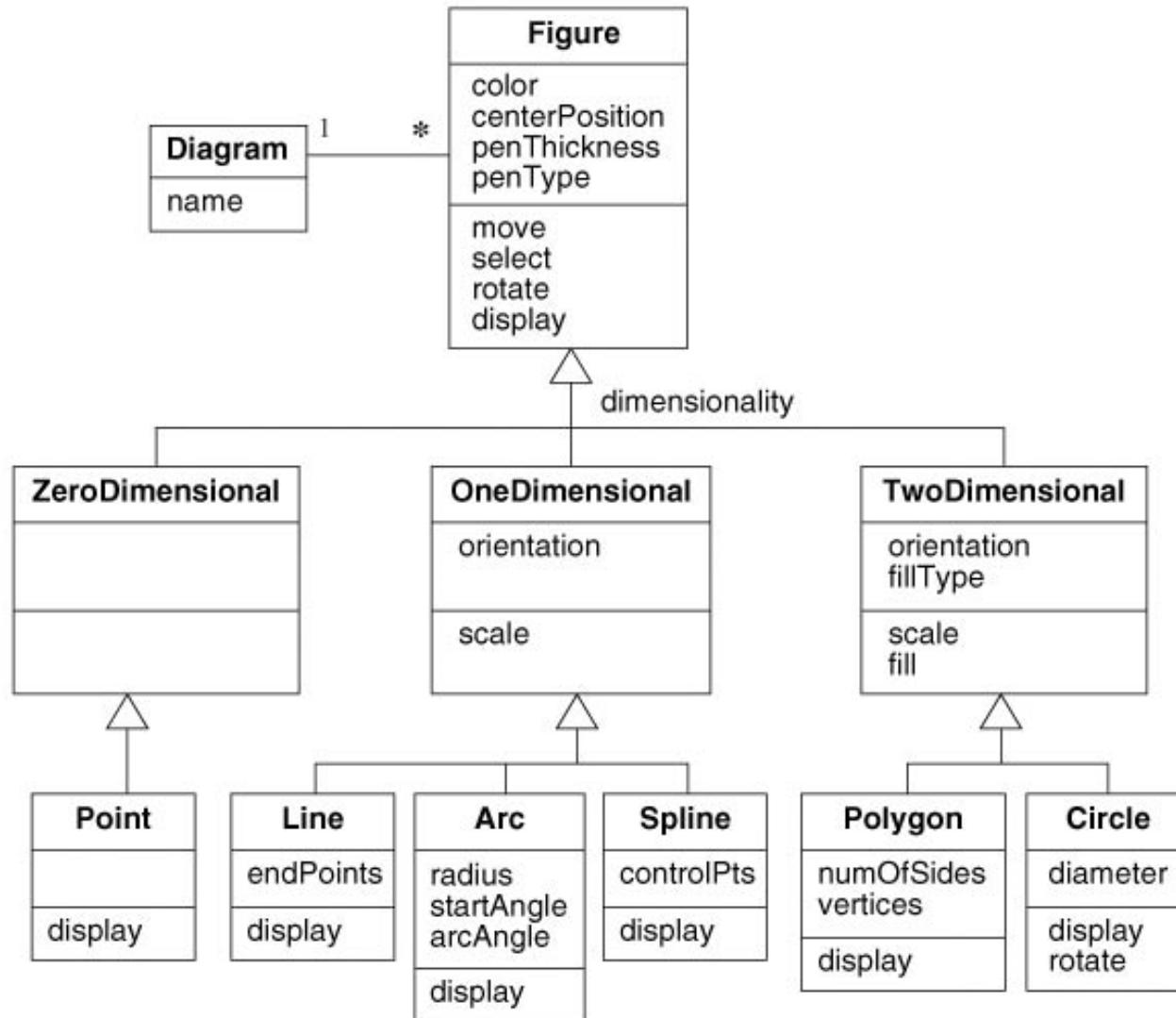
# E.g. Multilevel inheritance hierarchy



# Generalization set name

- Enumerated attribute that indicates which aspect of an object is being abstracted
  - Generalize only one aspect at a time
  - Set values have 1-to-1 correspondence with subclasses
  - Optional
- Terms
  - Generalization
  - Specialization
  - Inheritance

# E.g. Generalization set name

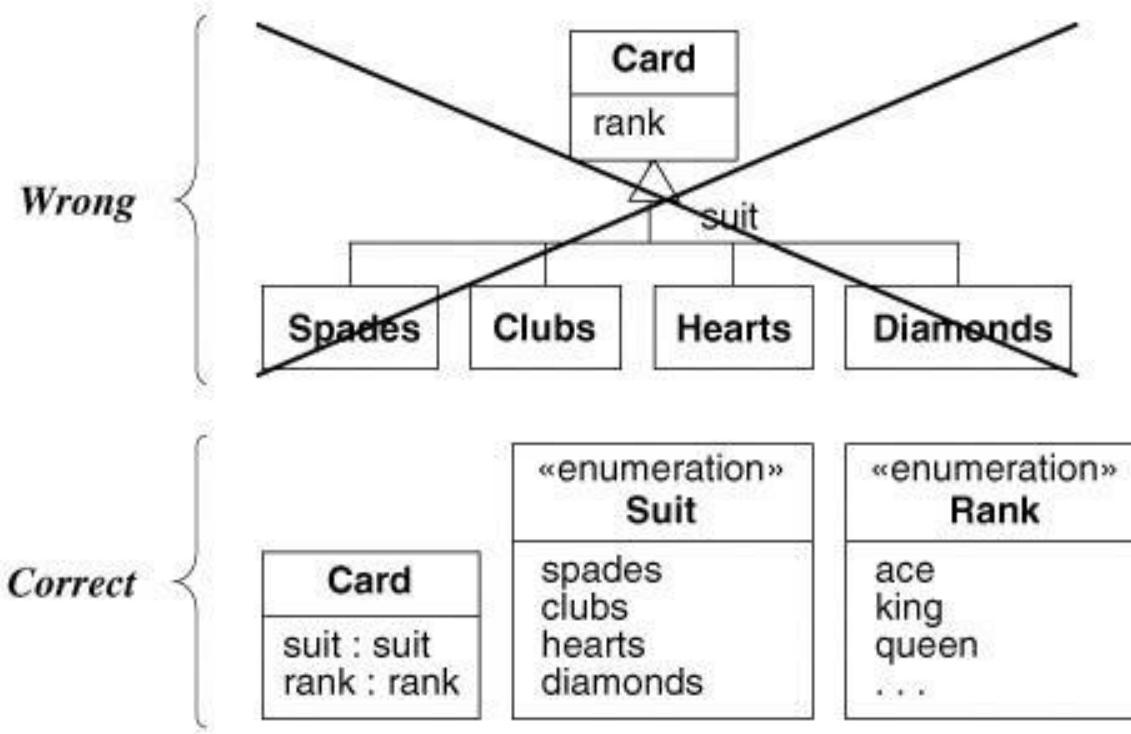


# Purpose

- Generalization
  - Support for polymorphism
    - To increase software flexibility
  - To structure the description of objects
  - To enable reuse of code
- Specialization
  - *Overriding*: Refine and replace feature with same signature
  - To specify behavior that depends on subclass
  - To tighten the specification of a feature
  - To improve performance

# Enumeration: Not a Generalization

- Enumeration
  - List of values
- Generalization
  - Subclass has significant features that do not apply to superclass



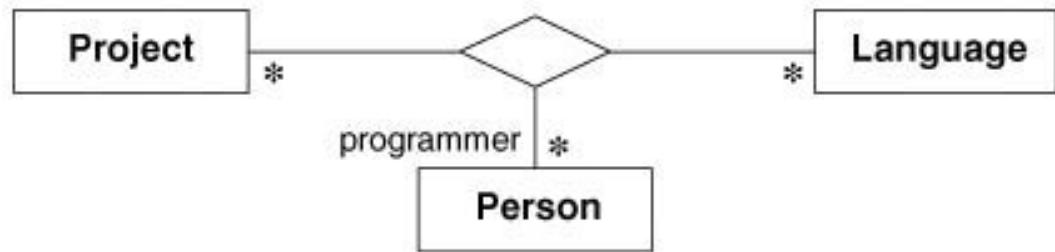
# N-ary Association

- Binary associations

- Among 2 classes

- N-ary associations

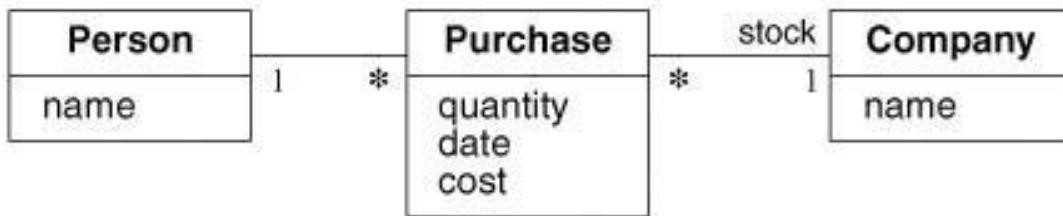
- among  $>=3$  classes
  - Try to decompose with qualifiers / attributes
  - UML Notation
    - Diamond with lines connecting relating classes
    - Optional name



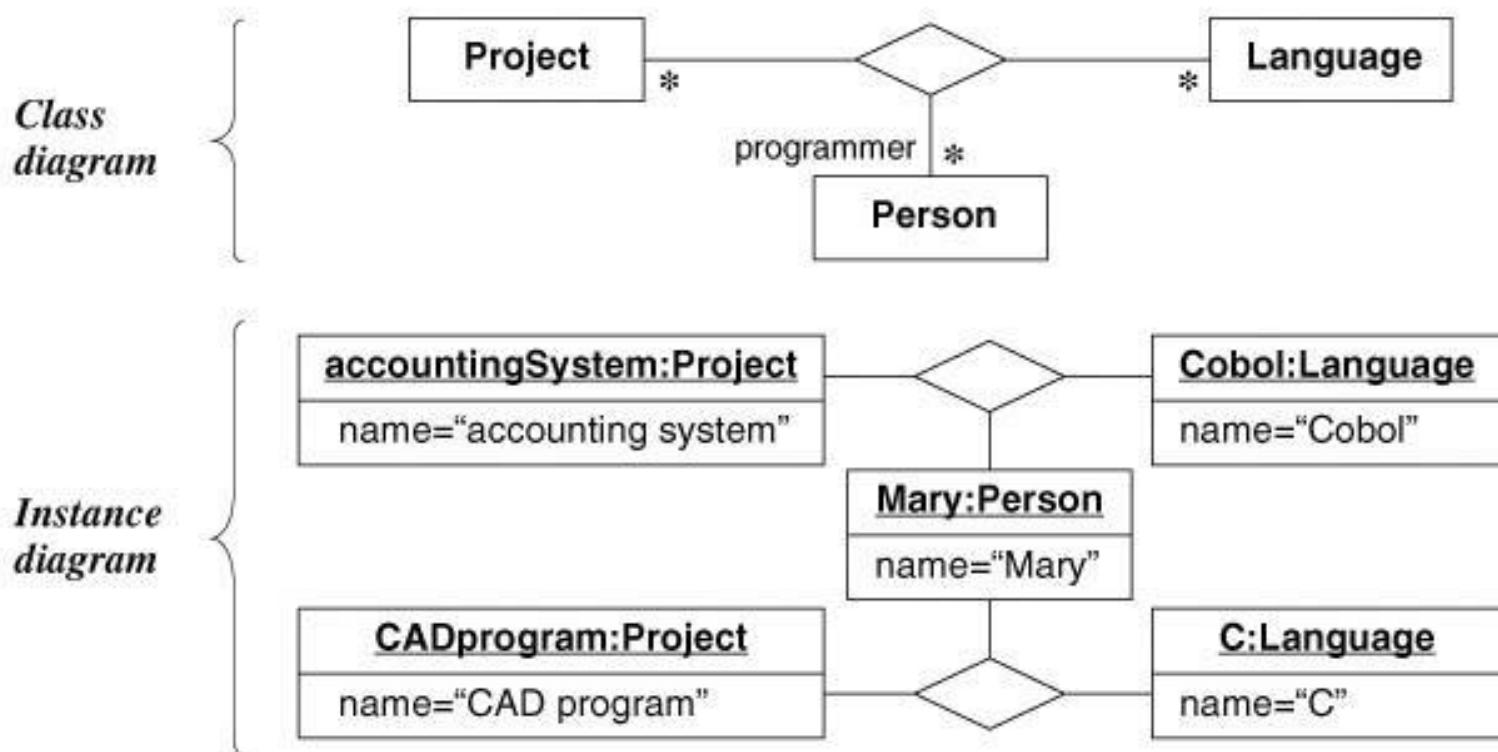
# Non-Atomic N-ary Association

*A nonatomic n-ary association—a person makes the purchase of stock in a company...*

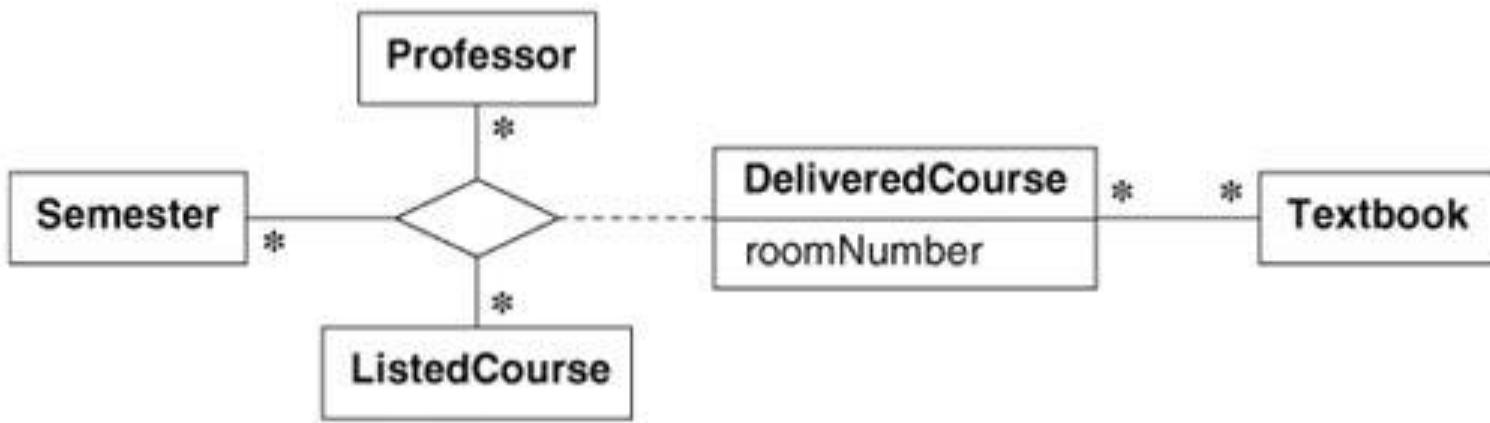
*Can be restated as...*



# Genuine N-ary Association

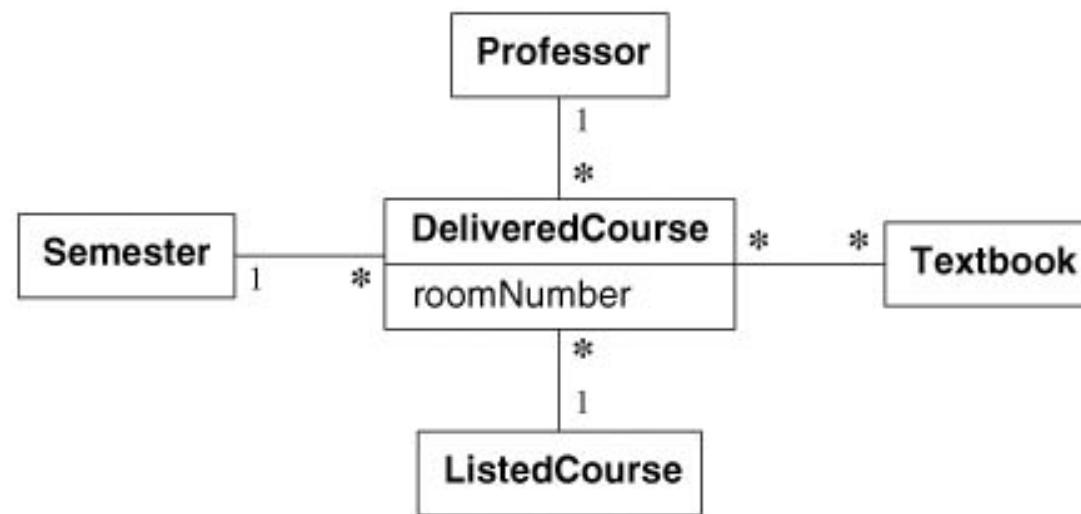


# Genuine N-ary Association (2)



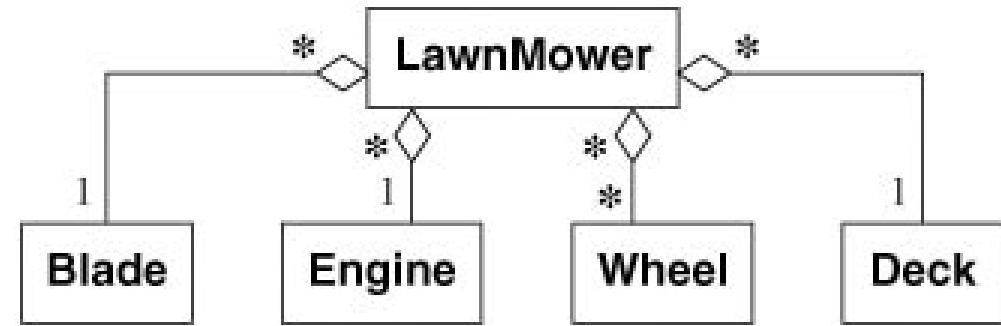
# Promoting N-ary Association to classes

- No support by programming languages



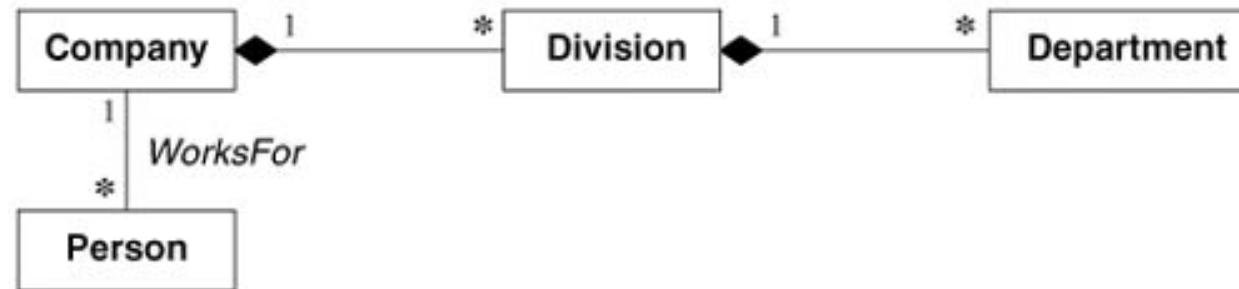
# Aggregation

- Relating an assembly class to one constituent part class
  - Whole/Part relationship
  - Each individual class pairing is an aggregation
  - Multiplicity specified individually
  - Special form of binary association
- Properties
  - Transitivity
  - Antisymmetric
- UML Notation
  - Small hollow diamond at assembly end of association



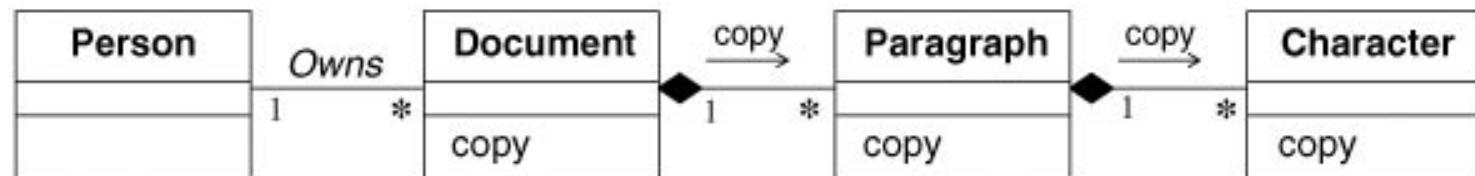
# Composition

- Restrictive Whole/part relationship
- Aggregation with two constraints:
  - Constituent part can belong to only one assembly
  - Constituent part has coincident lifetime with assembly
- UML Notation
  - Small solid diamond at assembly end of association



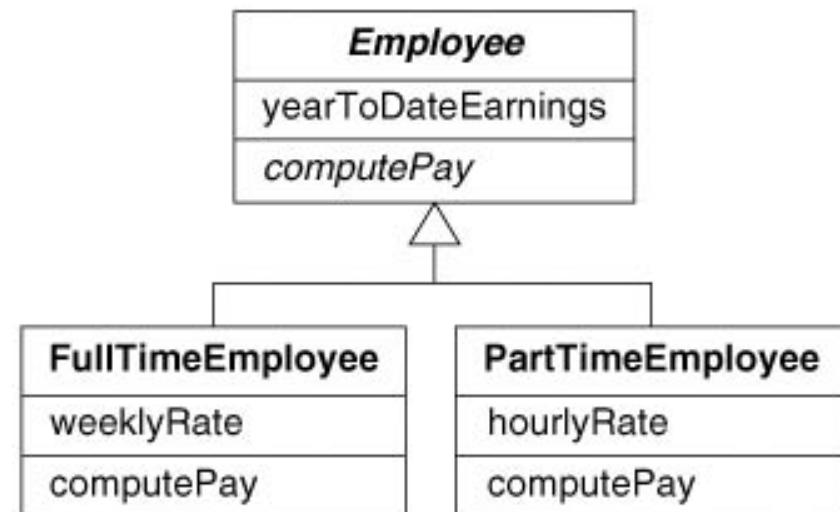
# Propagation (Triggering) of operations

- Automatic application of an operation to a network of objects when the operation is applied to some starting object
  - Good indicator of aggregation
  - Propagates only in specified direction
- UML Notation
  - Small arrow indicating direction and operation next to affected association



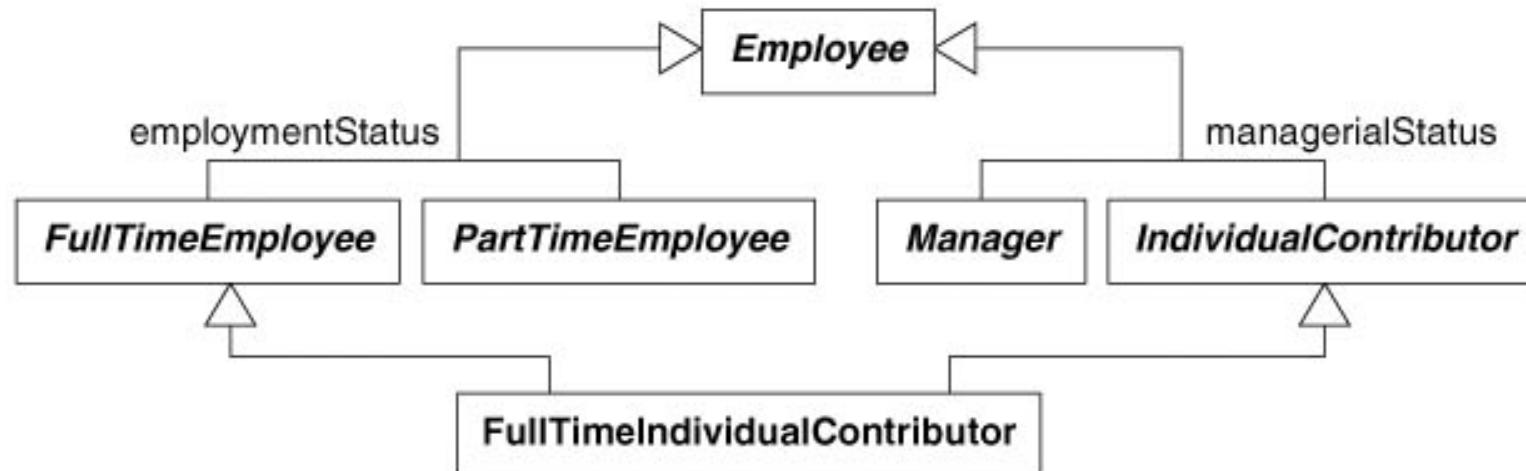
# Abstract class

- Class with no direct instances
  - Descendant classes may be concrete classes, i.e. instantiable
- Abstract operation
  - Abstract class defines signature
  - Concrete class provides method
- UML Notation: Italics



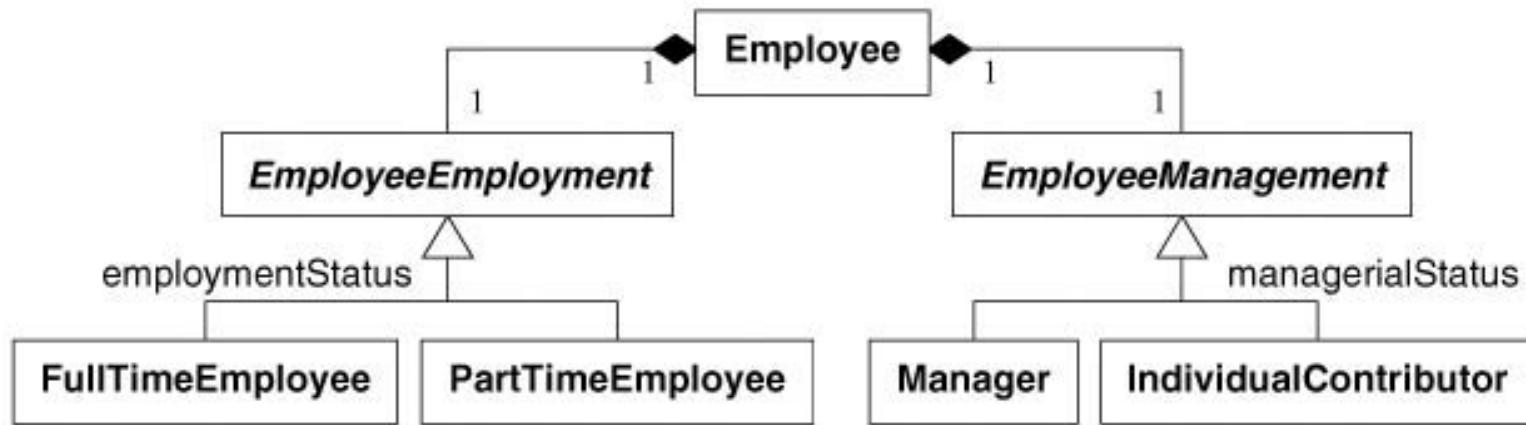
# Multiple Inheritance

- Subclass has > one superclass (Inherits features from all parents)
  - Advantage
    - Greater power in specifying classes
    - Increased opportunity for reuse
  - Disadvantage
    - Loss of conceptual and implementation simplicity



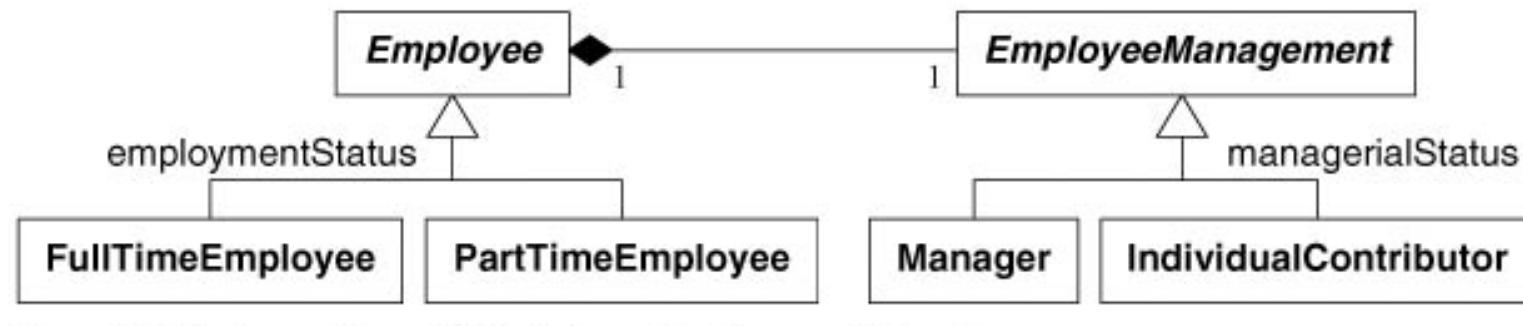
# Multiple Inheritance: Workaround-1

- Delegation using composition of parts



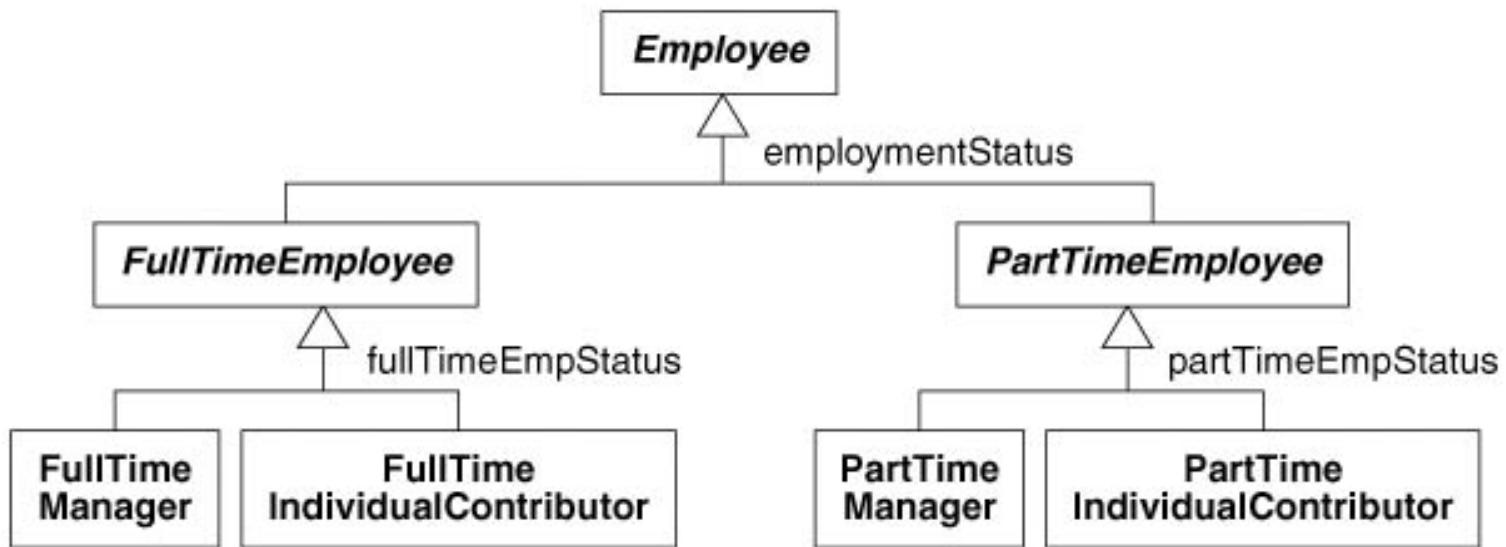
# Multiple Inheritance: Workaround-2

- Inherit the most important class and delegate the rest



# Multiple Inheritance: Workaround-3

- Nested generalization



# Multiple Inheritance: Workarounds Summary

- All workarounds compromise logical structure and maintainability
- Super classes of equal importance
  - Use delegation
- Dominant superclass
  - Preserve inheritance through this path
- Few subclasses
  - If small number of combinations, use nested generalization
- Large quantities of code
  - Avoid nested generalization
- Maintaining identity
  - Use nested generalization
  - Factor on most important criteria first

# Constraints

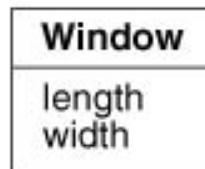
- Restricts values of model elements
  - Objects
  - Classes
  - Links
  - Attributes
  - Associations
  - Generalization sets

# Constraints on Objects

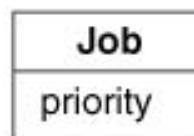
- Between two objects at the same time
- Between attributes of a single object
- On same object over time



{ $\text{salary} \leq \text{boss.salary}$ }



{ $0.8 \leq \text{length}/\text{width} \leq 1.5$ }



{priority never increases}

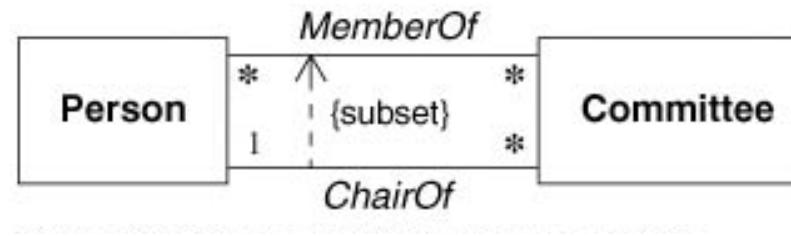
# Constraints on Generalization Sets

## ■ UML Keywords

- Disjoint
- Overlapping
- Complete
- Incomplete

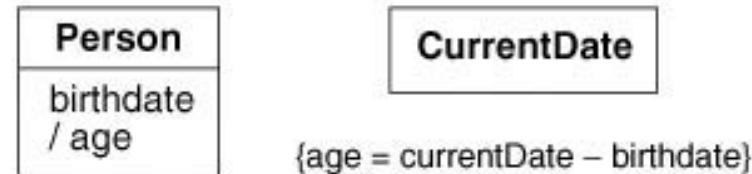
# Constraints on Links

- Multiplicity restricts number of related objects
- Qualifier attribute
- Ordered constraint



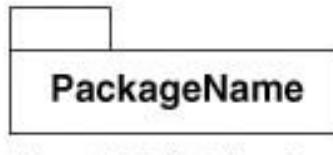
# Derived data

- Function of  $\geq 1$  elements
  - Redundant information
  - Classes, attributes, associations
- UML Notation: /



# Packages

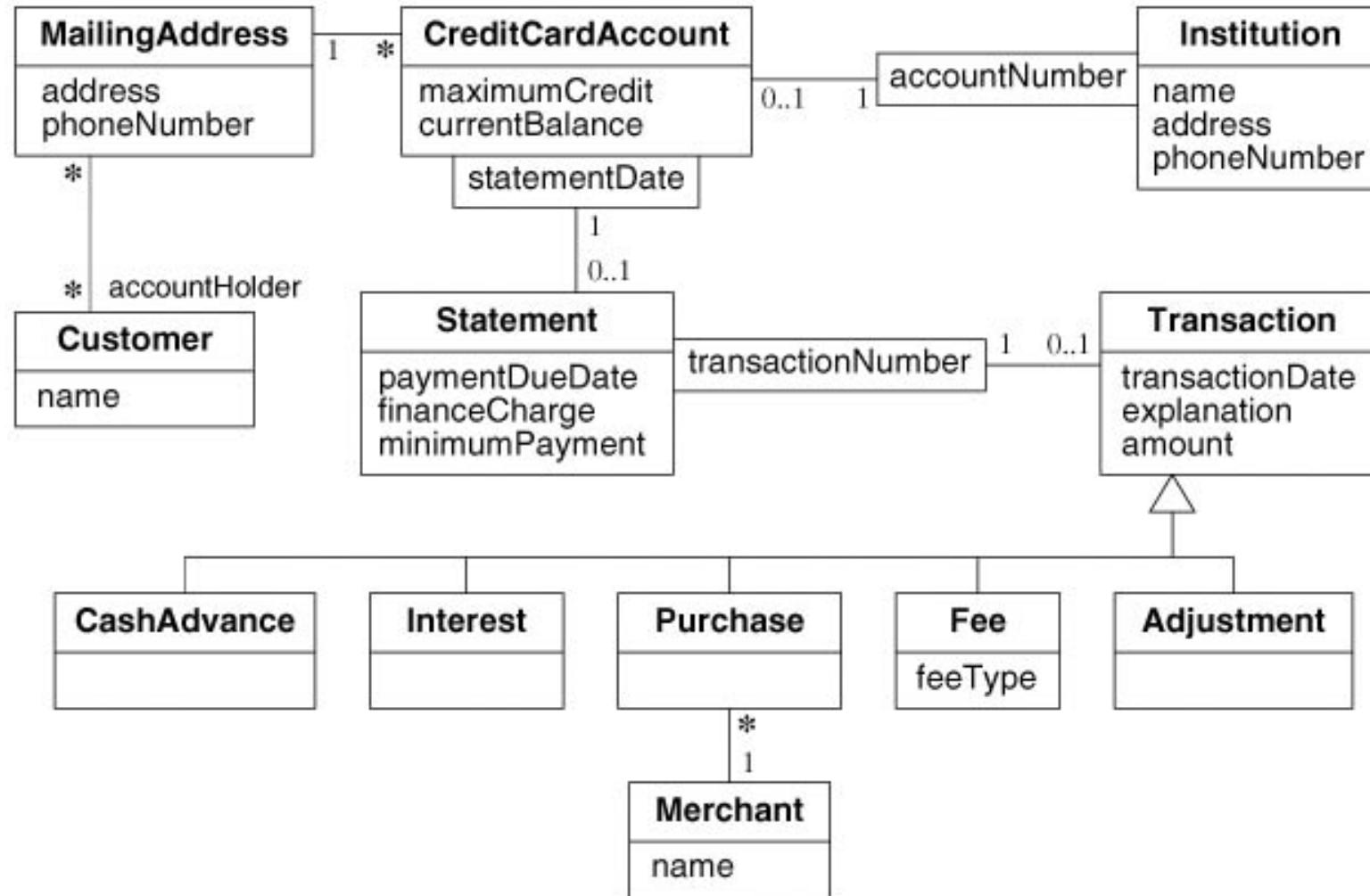
- Group of elements
  - Classes, associations, generalizations, and lesser packages
  - Multiple tiers
    - Top-level: Application
- UML Notation: Box with Tab



# Navigation of class models

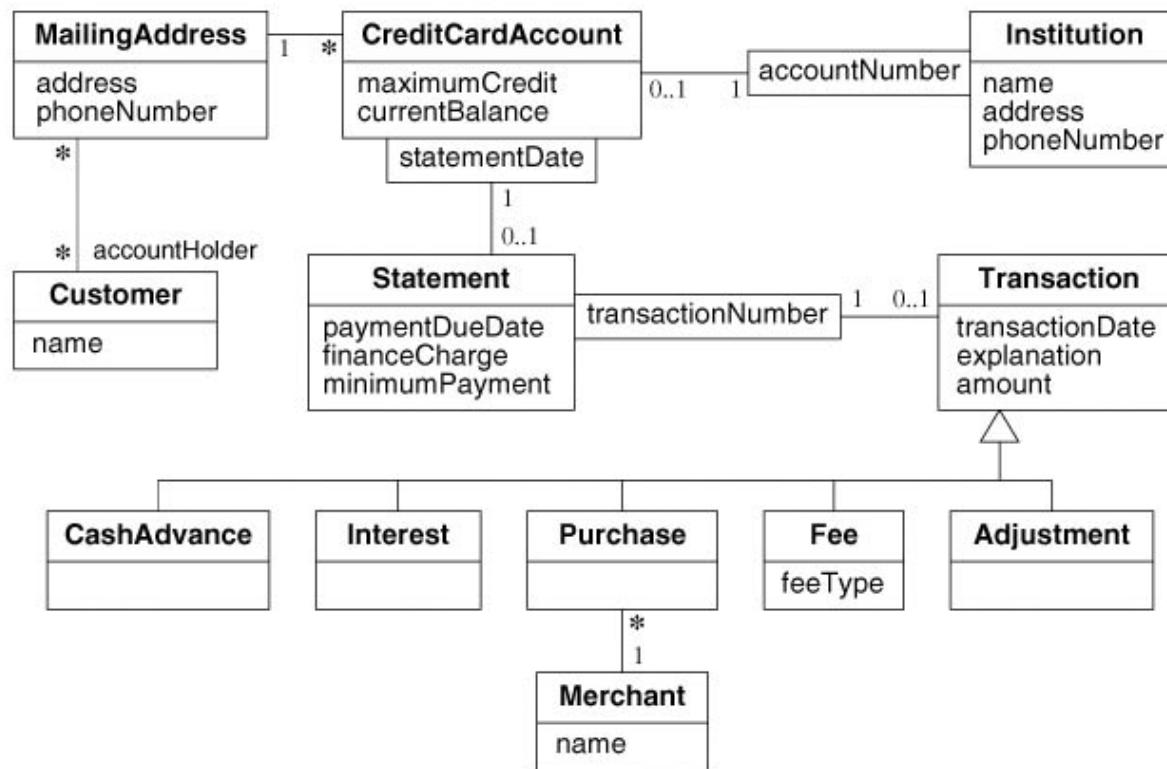
- Uncovers hidden flaws and omissions
- Navigation
  - Manually
  - Using navigation expressions
    - Object Constraint Language (OCL)

# E.g. Class model for managing credit card accounts



# OCL Constructs

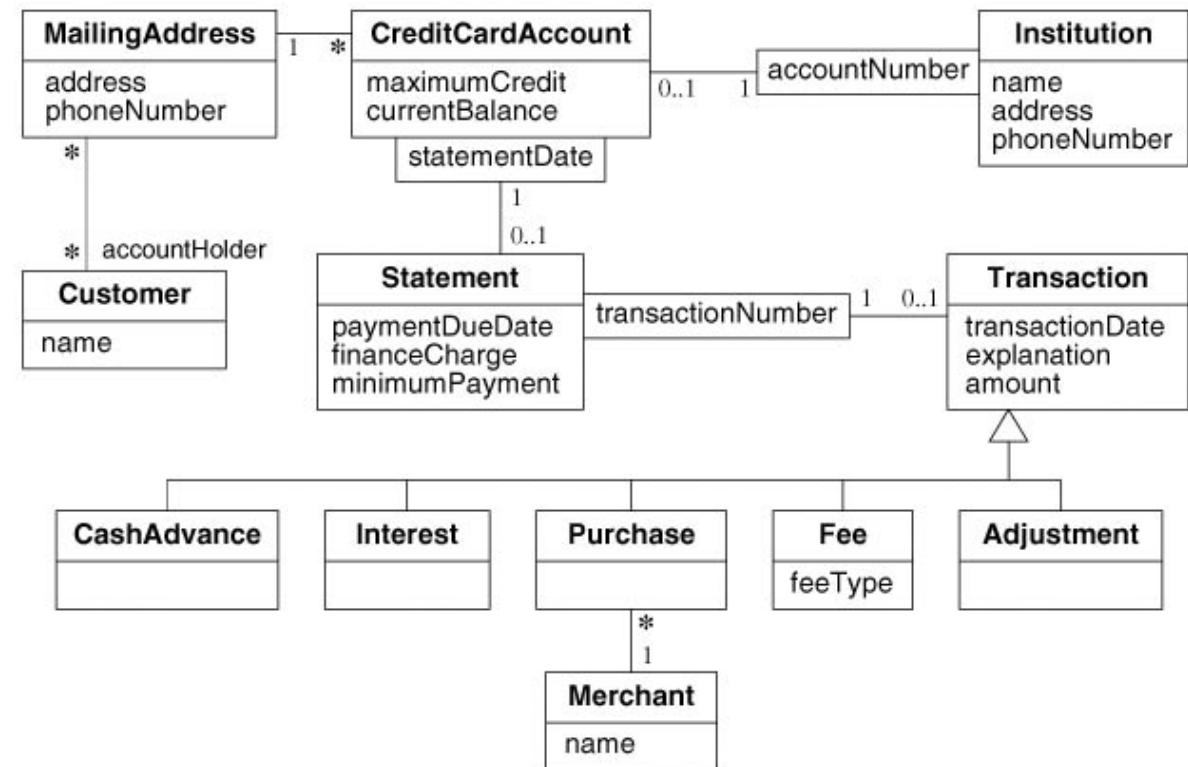
- Attribute
  - `aCreditCardAccount.maximumCredit`
- Operation
  - `aCreditCardAccount.availableCredit()`
  - Collection: use `->` operator instead of dot
- Simple association
  - `aCustomer.MailingAddress`
- Qualified association
  - `aCreditCardAccount.Statement[2020.09.08]`
- Association class
- Generalization
  - Implicit traversal of hierarchy
- Filter
  - Filter objects in a set
  - `aStatement.Transaction -> select(amount > $100)`



# OCL Constructs (Example: 1)

- What transactions occurred for a credit card account within a time interval?

```
aCreditCardAccount.Statement.Transaction  
-> select (aStartDate <= transactionDate  
           and  
           transactionDate <= anEndDate)
```



# OCL Constructs (Example: 2)

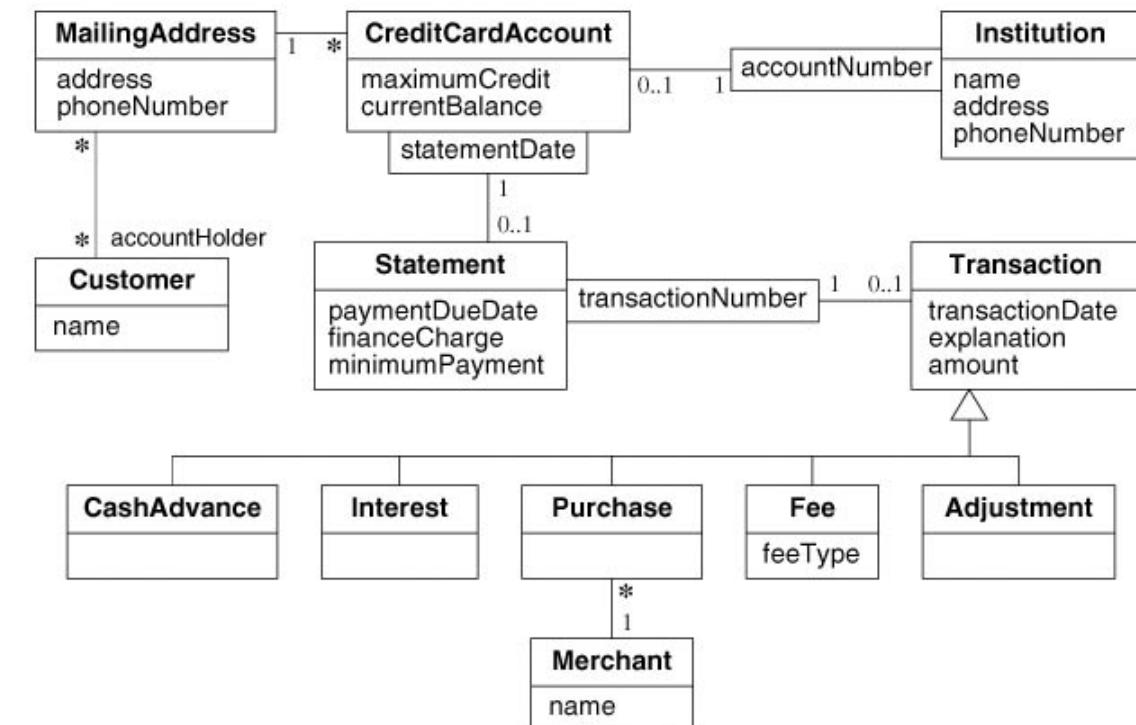
- What volume of transactions were handled by an institution in last year?

```
anInstitution.CreditCardAccount.Statement.Transaction  
-> select (aStartDate <= transactionDate
```

and

transactionDate <= anEndDate

).amount -> sum()



# OCL Constructs (Example: 3)

- What customers patronized a merchant in the last year by any kind of credit card?

aMerchant. Purchase

-> select (aStartDate <= transactionDate

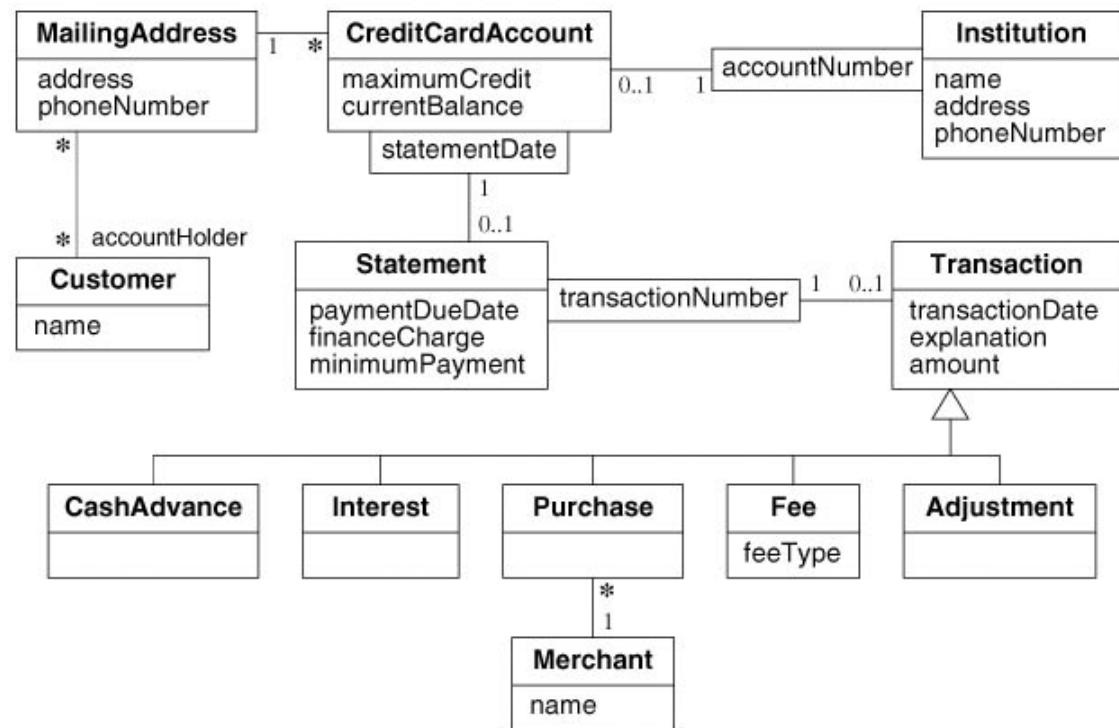
and

transactionDate <= anEndDate)

.Statement.CreditCardAccount

.MailingAddress.Customer

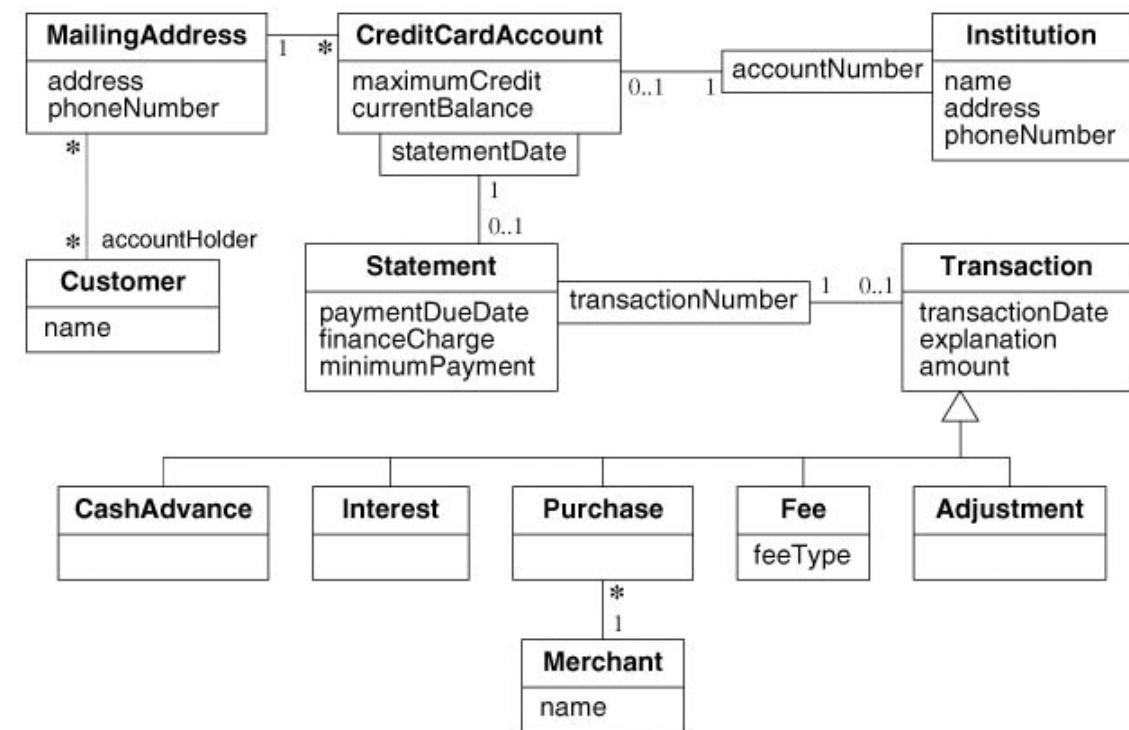
-> asSet()



# OCL Constructs (Example: 4)

- How many credit card accounts does a customer currently have?

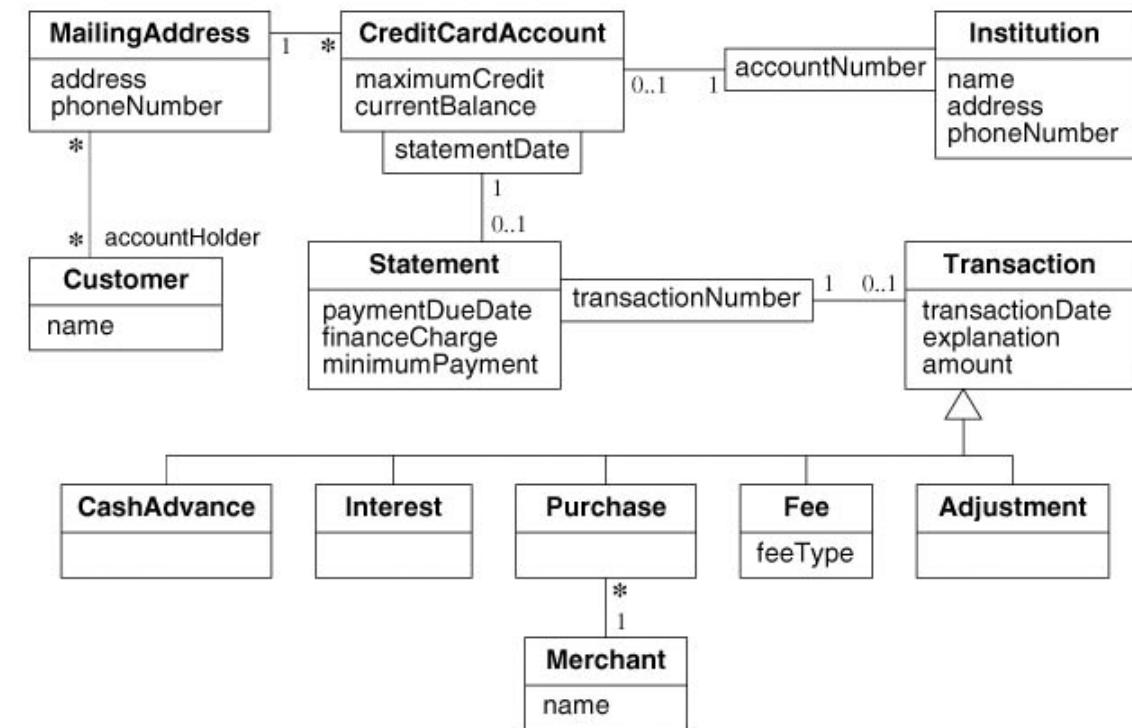
aCustomer  
.MailingAddress  
.CreditCardAccount  
-> size()



# OCL Constructs (Example: 5)

- What is the total maximum credit for a customer, for all accounts?

```
aCustomer  
.MailingAddress  
.CreditCardAccount  
.maximumCredit  
-> sum()
```



# Next sessions...

- State Modeling
- Interaction Modeling