## App Development & Modeling

**BSc** in Applied Computing



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# UML & JPA Modeling

#### Agenda

- Introduce UML Class Diagram modeling using Visual Paradigm
- Define a simple model and implement it in Play
- Write comprehensive unit tests to exercise the model

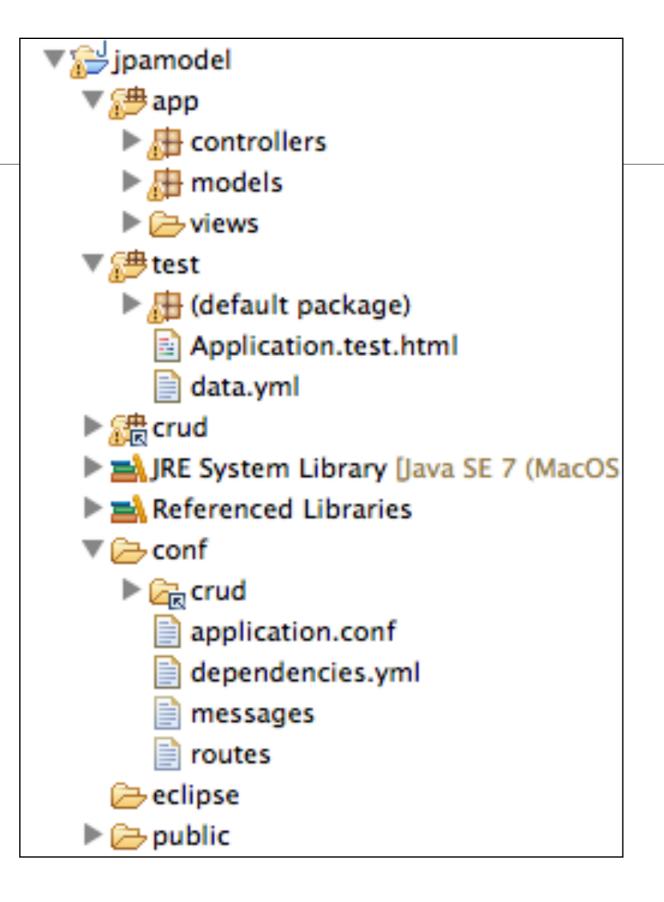
#### JPA Model Project

Start by creating a brand new Play project. Do this by determining the parent folder (most likely your workspace) and running a command prompt. Then type:

```
play new jpamodel
```

Once this has completed, change into the folder just created (jpamodel) and run the eclipsify command:

```
cd jpamodel
play eclipsify
```



## Visual Pardigm

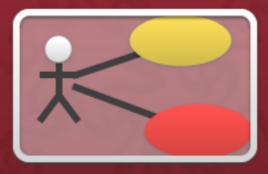


#### **Model-Code-Deploy Platform**

- An intuitive interface helps hit the ground running with deliverables
- Able to scale to best fit your needs
- Effortless translation between design and code

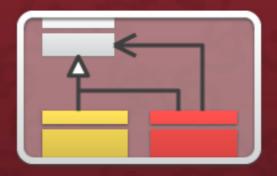
What VP-UML Provides

**Tutorials** 



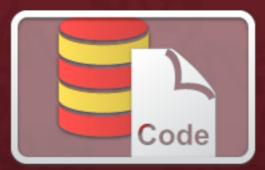
#### □ Requirements Capturing

Capture system requirements with use case diagram, SysML requirement diagrams and textual analysis.



#### Software Design ■ Software Design Software Design ■ Software Design Software Design

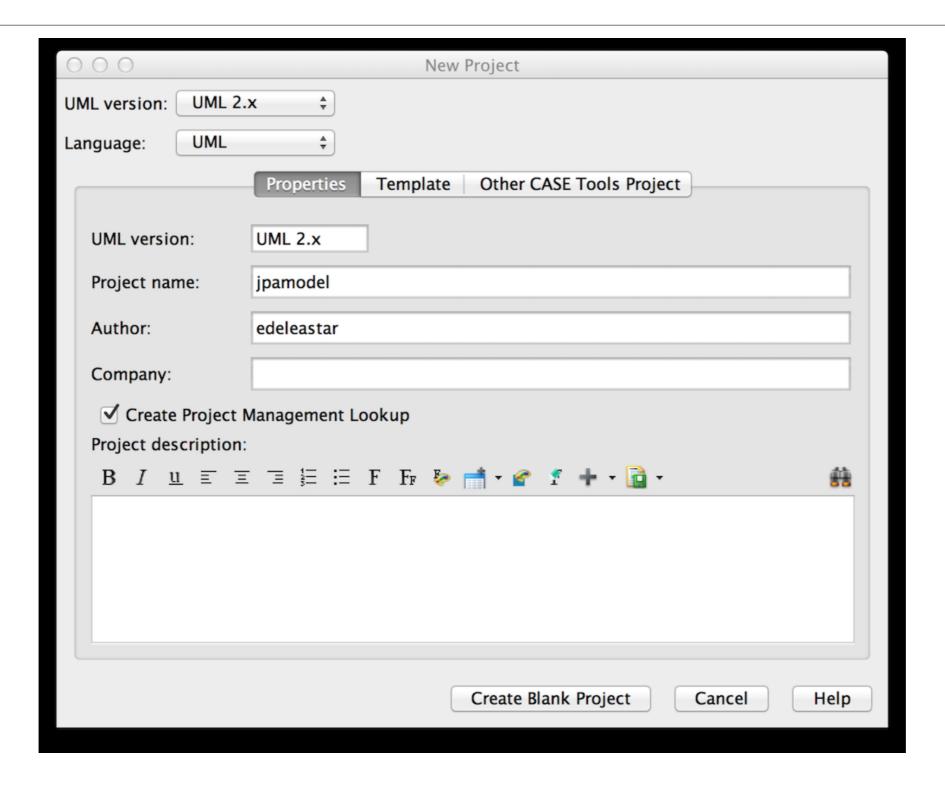
Design system structure with Class Diagram, composite structure diagram. Model interactions with Sequence Diagram.

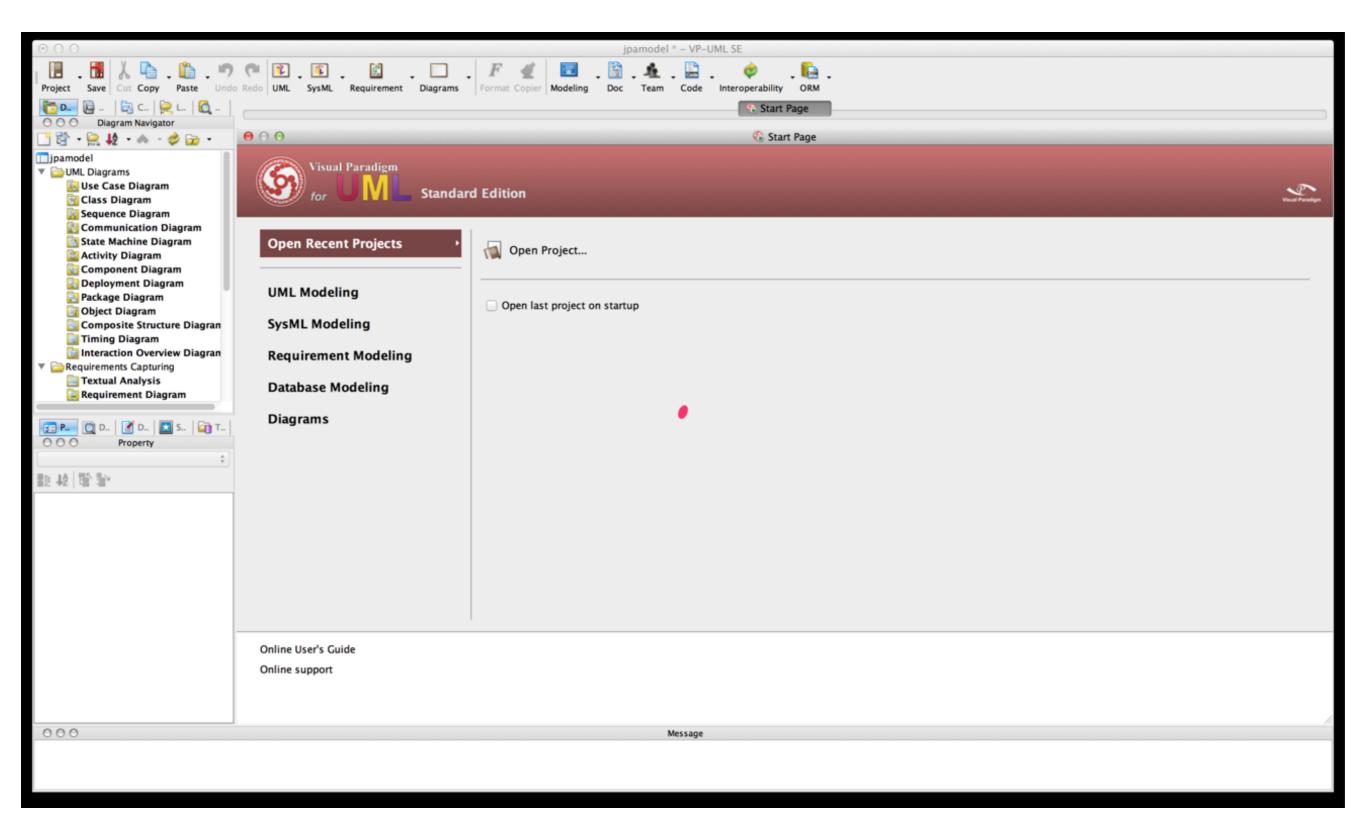


## □ Database and Code □ Generation

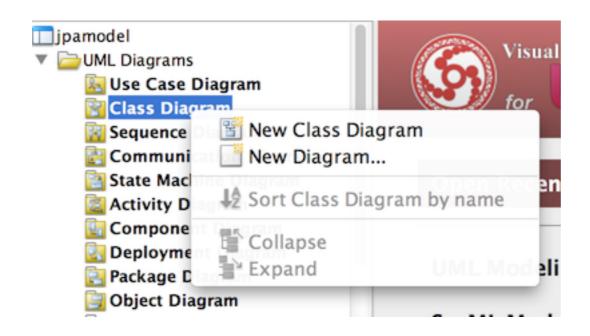
Design database with entity relationship diagram. Generate UML class diagram.

#### Create new Model

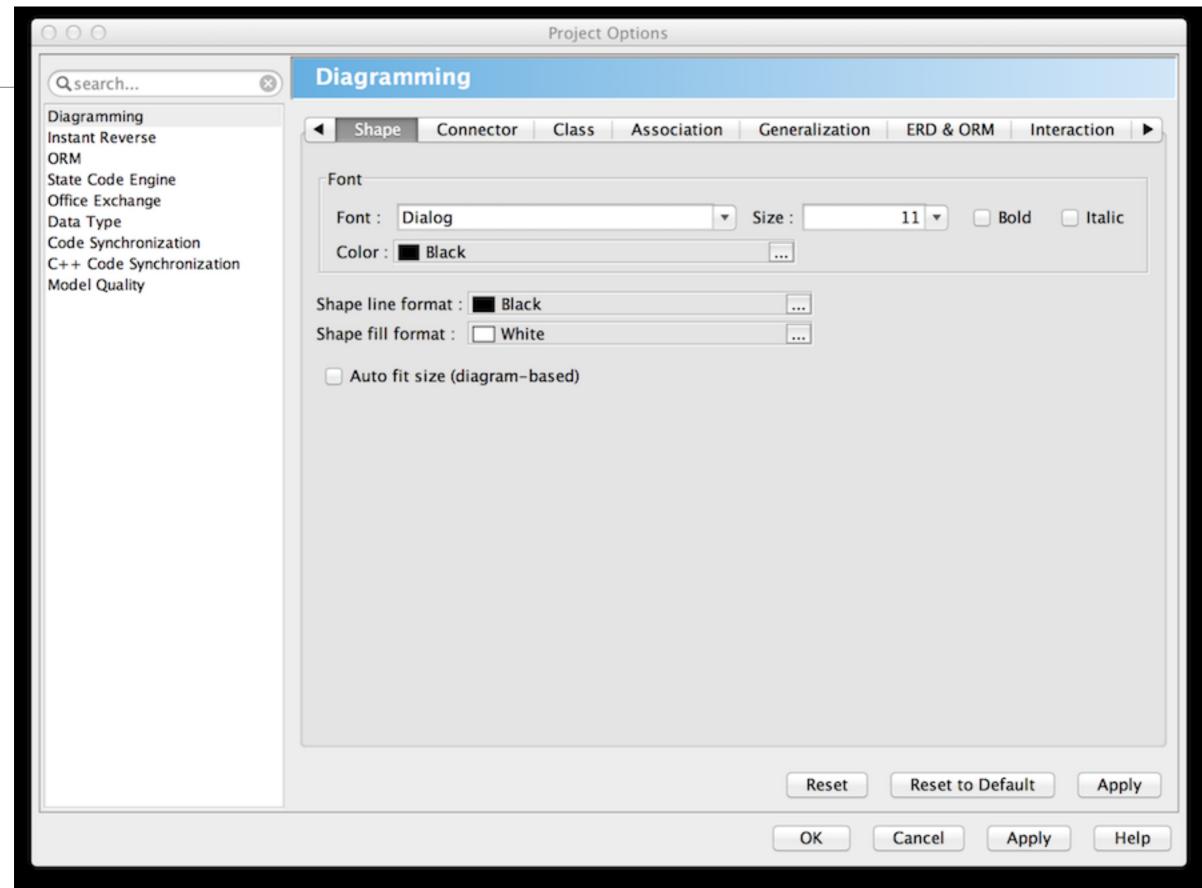




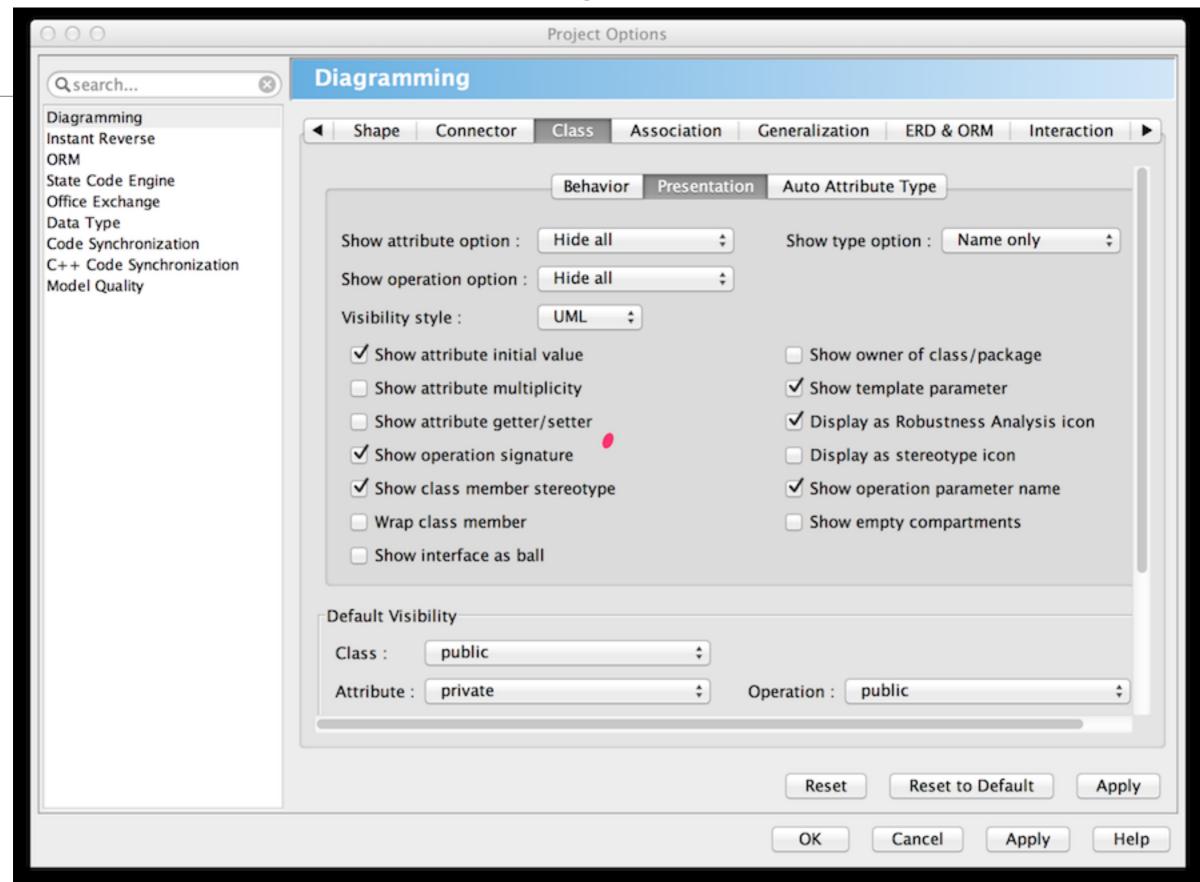
## Create New Class Diagram



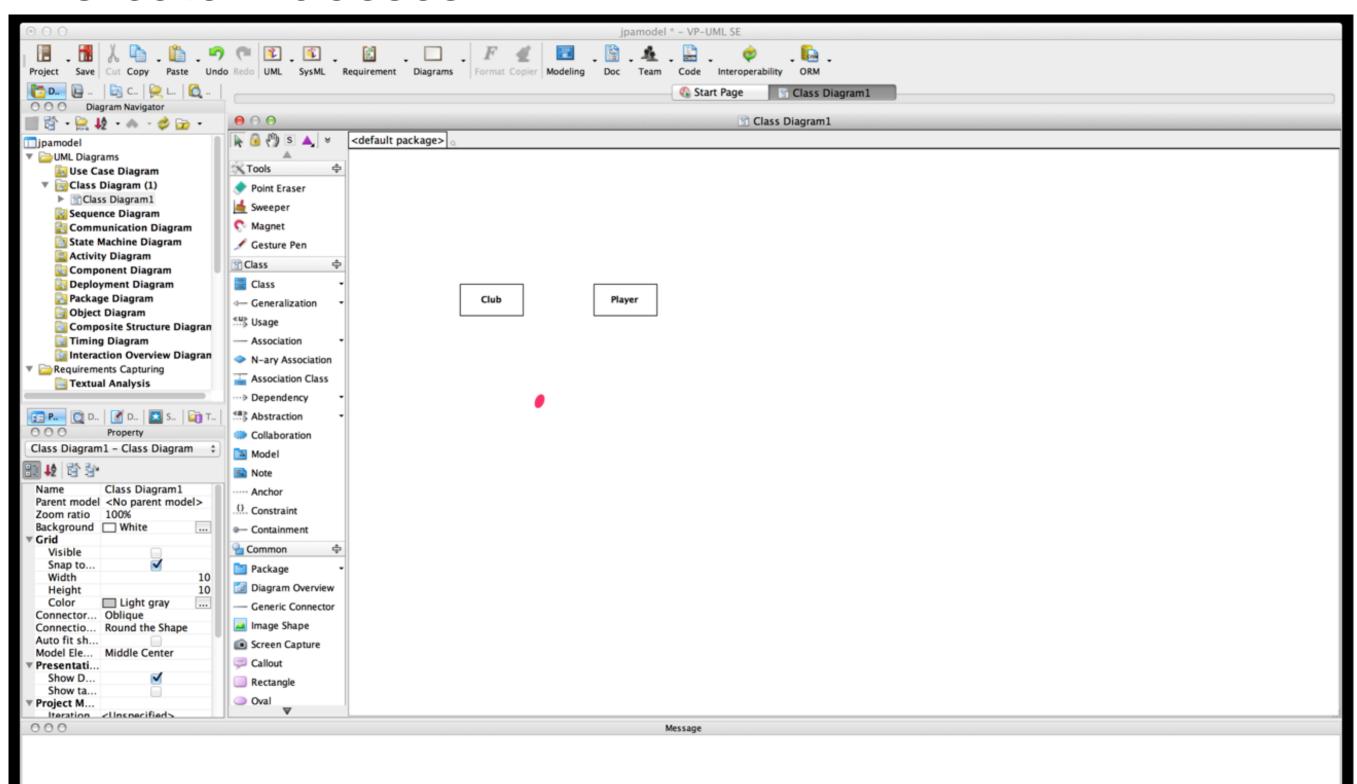
## Customize Visual Paradigm - Shape Fill Format



## Customize Visual Paradigm - 'Show' options...



#### Create 2 classes



#### Club Class

```
package models;
import javax.persistence.Entity;
import play.db.jpa.Model;
@Entity
public class Club extends Model
{
  public String name;
  public Club(String name)
   this.name = name;
```

## Player Class

```
package models;
import javax.persistence.Entity;
import play.db.jpa.Model;
@Entity
public class Player extends Model
{
  public String name;
  public Player(String name)
   this.name = name;
```

#### ClubTest

```
import org.junit.*;
import java.util.*;
import play.test.*;
import models.*;
public class ClubTest extends UnitTest
  @Before
  public void setup()
  @After
  public void teardown()
  @Test
  public void testCreate()
```

## PlayerTest

```
import org.junit.*;
import java.util.*;
import play.test.*;
import models.*;
public class PlayerTest extends UnitTest
  @Before
  public void setup()
  @After
  public void teardown()
  @Test
  public void testCreate()
```

Run the app now in 'test' mode:

play test

...and navigate to the test runner page:

• <a href="http://localhost:9000/@tests">http://localhost:9000/@tests</a>

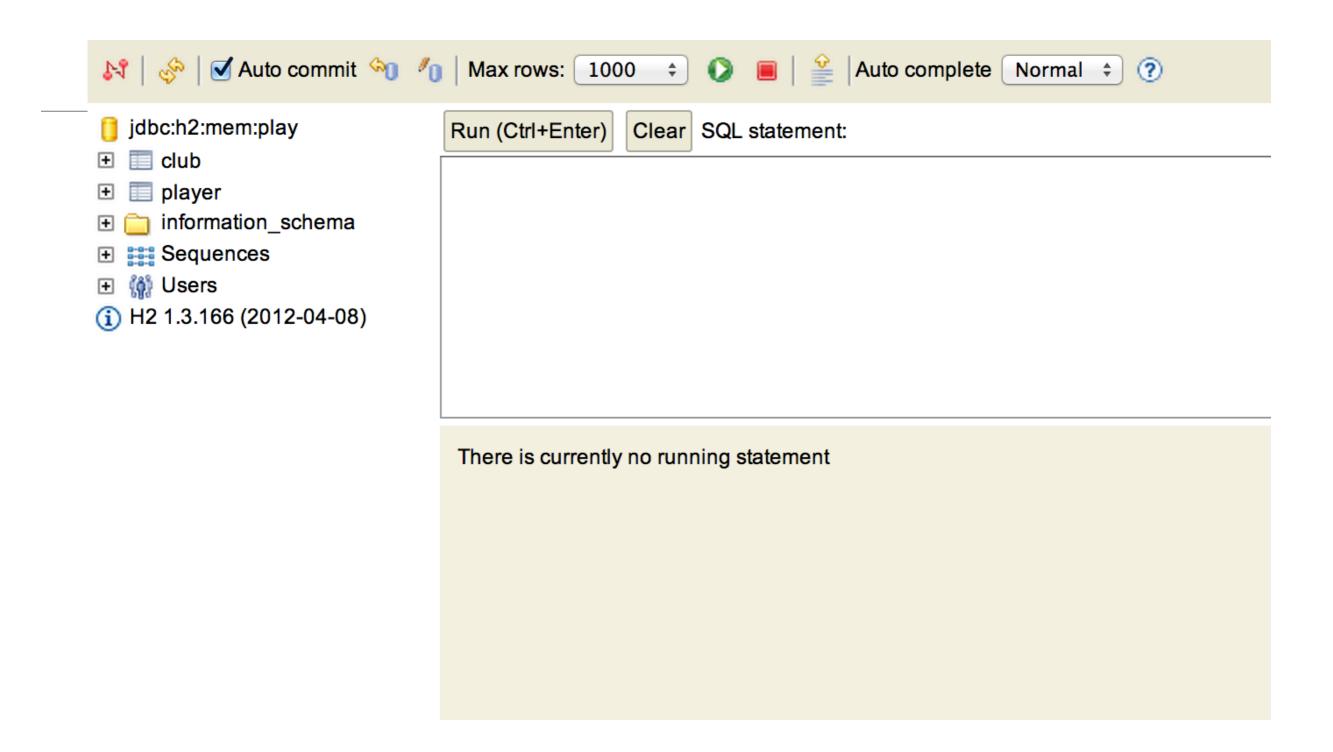
Select the Club and Player tests - and they should be green.

Also try the database interface:

• http://localhost:9000/@db

## PlayerTest

```
public class PlayerTest extends UnitTest
  private Player p1, p2, p3;
  @Before
  public void setup()
    p1 = new Player("mike");
    p2 = new Player("jim");
    p3 = new Player("frank");
    p1.save();
    p2.save();
    p3.save();
  @After
  public void teardown()
    p1.delete();
    p2.delete();
    p3.delete();
  @Test
  public void testCreate()
```



# toString + //@After

```
public class Player extends Model
{
   public String name;

@ManyToOne
   public Club club;

public Player(String name)
   {
     this.name = name;
   }

public String toString()
   {
     return name;
   }
}
```

- We can use db interface while project is in 'test' mode
- Enables us to understand model as we evolve classes and their relationships

```
public class PlayerTest extends UnitTest
  private Player p1, p2, p3;
  @Before
  public void setup()
    p1 = new Player("mike");
   p2 = new Player("jim");
    p3 = new Player("frank");
    p1.save();
    p2.save();
    p3.save();
  //@After
  public void teardown()
    p1.delete();
    p2.delete();
    p3.delete();
  @Test
  public void testCreate()
    Player a = Player.findByName("mike");
    assertNotNull(a);
    assertEquals("mike", a.name);
    Player b = Player.findByName("jim");
    assertNotNull(b);
    assertEquals("jim", b.name);
    Player c = Player.findByName("frank");
    assertNotNull(c);
    assertEquals("frank", c.name);
```



#### SELECT \* FROM PLAYER;

ID NAME OLUB ID

	ID	NAME	CLUB_ID
	1	mike	null
	2	jim	null
	3	frank	null
	4	mike	null
	5	jim	null
	6	frank	null
(0 0)			

(6 rows, 2 ms)

Edit

(i) H2 1.3.166 (2012-04-08)

```
private Player p1, p2, p3;

public void setup()
{
   p1 = new Player("mike");
   p2 = new Player("jim");
   p3 = new Player("frank");
   p1.save();
   p2.save();
   p3.save();
}
```

## Some Player Tests

```
@Test
public void testCreate()
  Player a = Player.findByName("mike");
  assertNotNull(a);
  assertEquals("mike", a.name);
  Player b = Player.findByName("jim");
  assertNotNull(b);
  assertEquals("jim", b.name);
  Player c = Player.findByName("frank");
  assertNotNull(c);
  assertEquals("frank", c.name);
@Test
public void testNotThere()
  Player a = Player.findByName("george");
  assertNull(a);
```

#### ClubTest

```
public class ClubTest extends UnitTest
  private Club c1, c2, c3;
  @Before
  public void setup()
    c1 = new Club("tramore");
    c2 = new Club("dunmore");
    c3 = new Club("fenor");
    c1.save();
    c2.save();
    c3.save();
  @After
  public void teardown()
    c1.delete();
    c2.delete();
    c3.delete();
```

```
@Test
public void testCreate()
  Club a = Club.findByName("tramore");
  assertNotNull(a);
  assertEquals("tramore", a.name);
  Club b = Club.findByName("dunmore");
  assertNotNull(b);
  assertEquals("dunmore", b.name);
  Club c = Club.findByName("fenor");
  assertNotNull(c);
  assertEquals("fenor", c.name);
@Test
public void testNotThere()
  Club a = Club.findByName("bunmahon");
  assertNull(a);
```



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