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UML Class Diagrams for High Level Design

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(i) Arrows Matter!

Precise class diagrams help improve the accuracy of our design reviews! For example, if a reviewer sees an aggregation arrow, they know to ask where you intend the reference to the aggregated object to come from (e.g. reference passed to Initialize() by X module)

Great Compositon vs. Aggregation Example from Wikipedia

For example, a university owns various departments (e.g., chemistry), and each department has a number of professors. If the university closes, the departments will no longer exist, but the professors in those departments will continue to exist. Therefore, a University can be seen as a composition of departments, whereas departments have an aggregation of professors. In addition, a Professor could work in more than one department, but a department could not be part of more than one university.

OOD Class Relationships.vsdx

Object-Oriented Class Relationships

Inheritance "is a"

Dependency "uses a"

Generalization ——⊳

Isn't this just inheritance?

You create a more specific derived class from a general base class, ususally to add functionality.

```
Class Base
{
  void Foo() {};
}

Class Derived : Base
{
  // Foo() gets inherited
  int Bar() {};
}
```

Realization

Witchcraft?

You create a concrete derived class which implements an interface.

```
Class DuckInterface
{
  virtual void Quack() = 0;
}
Class Mallard :
DuckInterface
{
  void Quack() override;
}
```

Dependency

I think I get it...

You require another module to do something, which is generally passed as a parameter to a method or constructed locally as a temporary. The object is NOT part of your state.

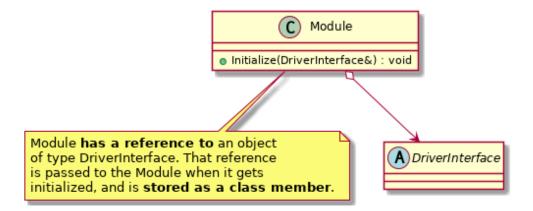
```
Class Exam
{
  void SetGrade(String);
}

Class Professor
{
  void GradeExam(Exam* e)
  {
    e.SetGrade("F-");
    // just a local
    // nothing to see here
  }
  // look, I already forgot
  // about that stupid exam
}
```

Containment Relationships

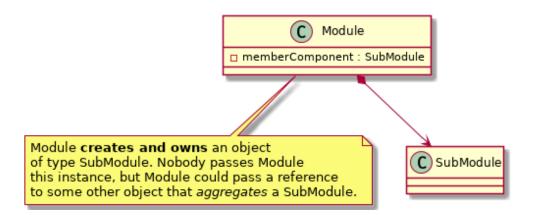
Aggregation

In PlantUML, this is written as "o->" (lowercase O for hollow diamond)



Composition

In PlantUML, this is written as "*->" (asterisk for filled in diamond)



Inheritance Relationships

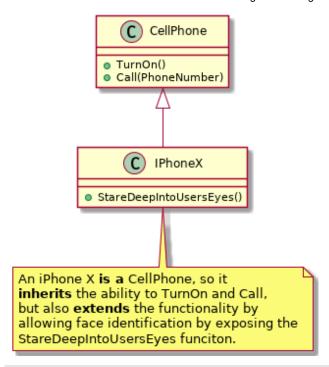
Generalization/Extension



Favor Realization or better yet Containment

Whenever possible, we should not be inheriting from non-abstract base classes. This can lead to messy nested inheritance trees if we're not careful, and ain't nobody got time for that.

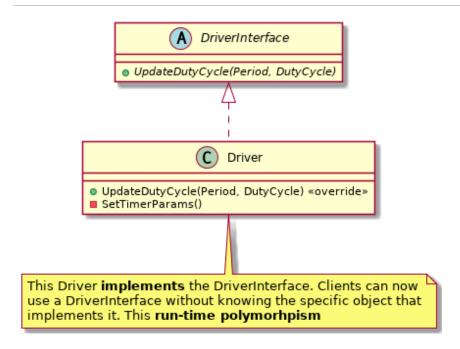
In PlantUML, this is written as "-|>" (hyphen pipe arrow)



Realization/Implementation

The most common use of realization is for run-time polymorphism, which is when a client interacts with a concrete object through a set of functions defined in one of the abstract interfaces it implements.

In PlantUML, this is written as ".|>" (dot pipe arrow)



class diagram uml design architecture best_practices software

3 Comments



Dominic Harkness

@ Derek Thrasher , is this something that would be useful to copy into the Systems Engineering space so Prometheus/Perseus people can use it as a reference?



Derek Thrasher

I'd rather a move to Software Development All Access. We should avoid copying if the information is going to end up staying the same



Dominic Harkness

Perhaps here? Software Design