

Unified Modeling Language

BASICS



Model:

- Definition: It is an abstraction of something for the purpose of understanding it before building it.
- Engineers, artists, craftsman, architects have built models thousands of years to try out designs before executing them.
- E.g. Hardware and software development.
- Complex systems representation in small models
- Other examples include: aircraft models, pencil sketches, blueprints for machine parts, storyboards for advertisements, outlines of books
- Usefulness: 1. Testing a physical entity before building it, communication with customers, visualization, and reduction of complexity

Abstraction:

- Focus on the aspects which are very important, and suppress those aspects that are unimportant.
- A good model captures the crucial aspects of any system/problem and omits the other aspects.
- Modeling allows all individuals involved in a project to maintain a common understanding of the product being developed.
- Modeling is at the heart of analysis and design allowing us to “describe the structure and behavior both of real-world phenomena and of the abstractions to be built in a software product”
- E.g. CAR- XC60, Ford Ecosports are in the list of unreliable models due to their modeling.
- Extraneous details may divert from the real issues.

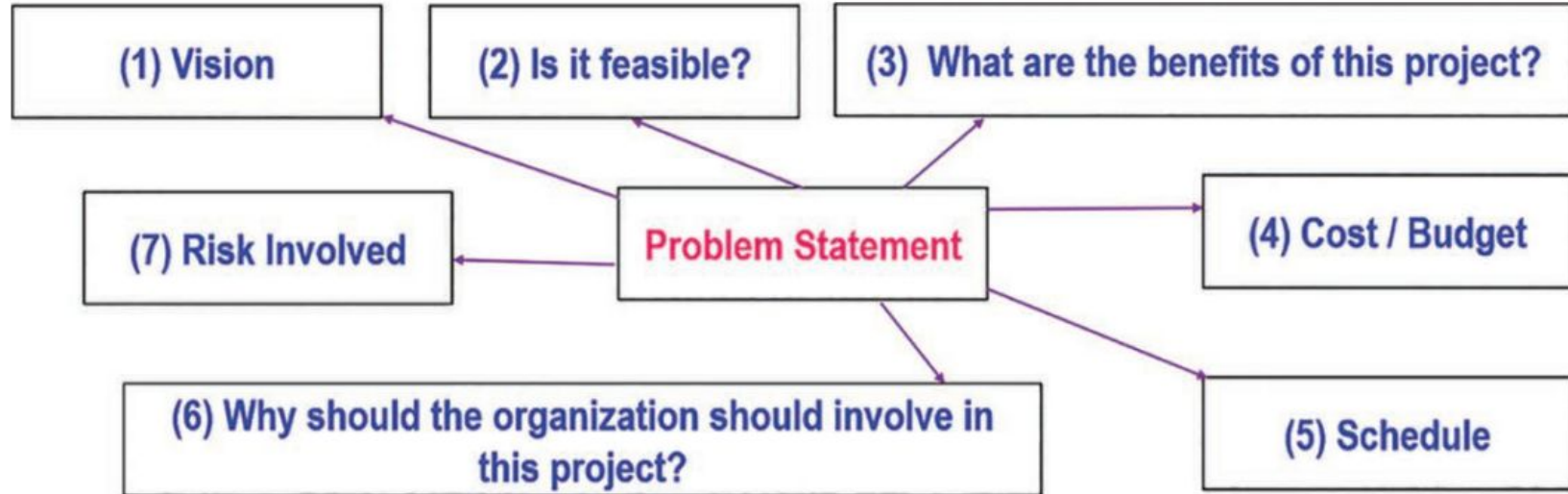
The Unified process:

- According to Craig Larman,

“The unified process combines the commonly accepted practices into a well documented and cohesive process or description.”

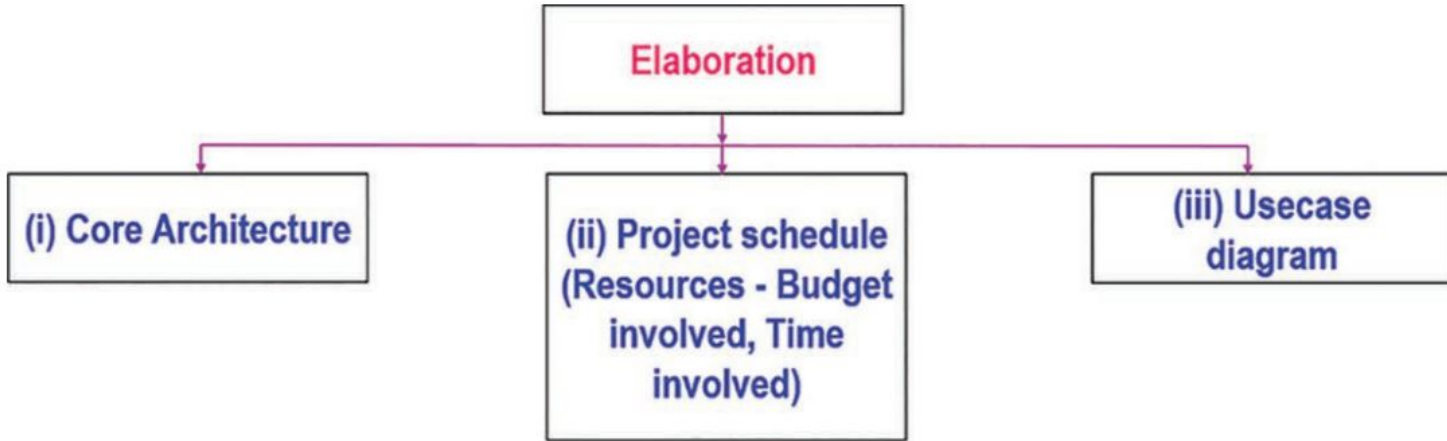
- Four phases of unified process:
 - Inception: Feasibility study
 - Elaboration: Core architectural modeling
 - Construction: Coding, testing and feedback
 - Transition: Beta testing

Inception Phase:



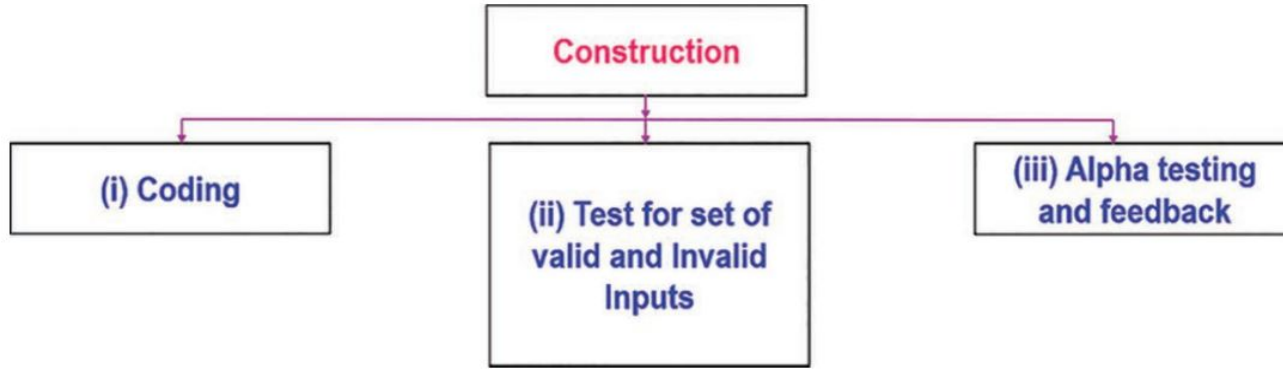
- Asking questions to trace the answers for feasibility study.

Elaboration phase:



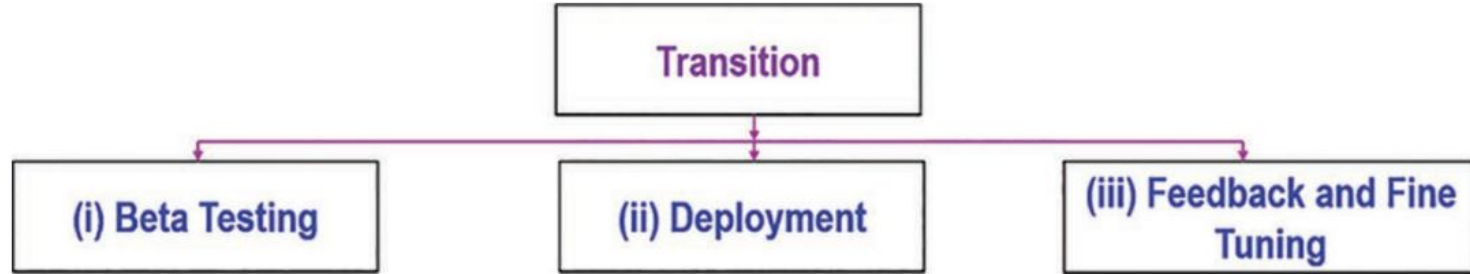
- It takes feasibility report from Inception phase as input and do:
 - Develop core architecture.
 - Develop project schedule
 - Sketch UML use case diagram.

Construction phase:



- It involves three main tasks:
 - Coding
 - Testing: Alpha testing i.e., testing a software at developer's side.
 - Feedback

Transition phase:



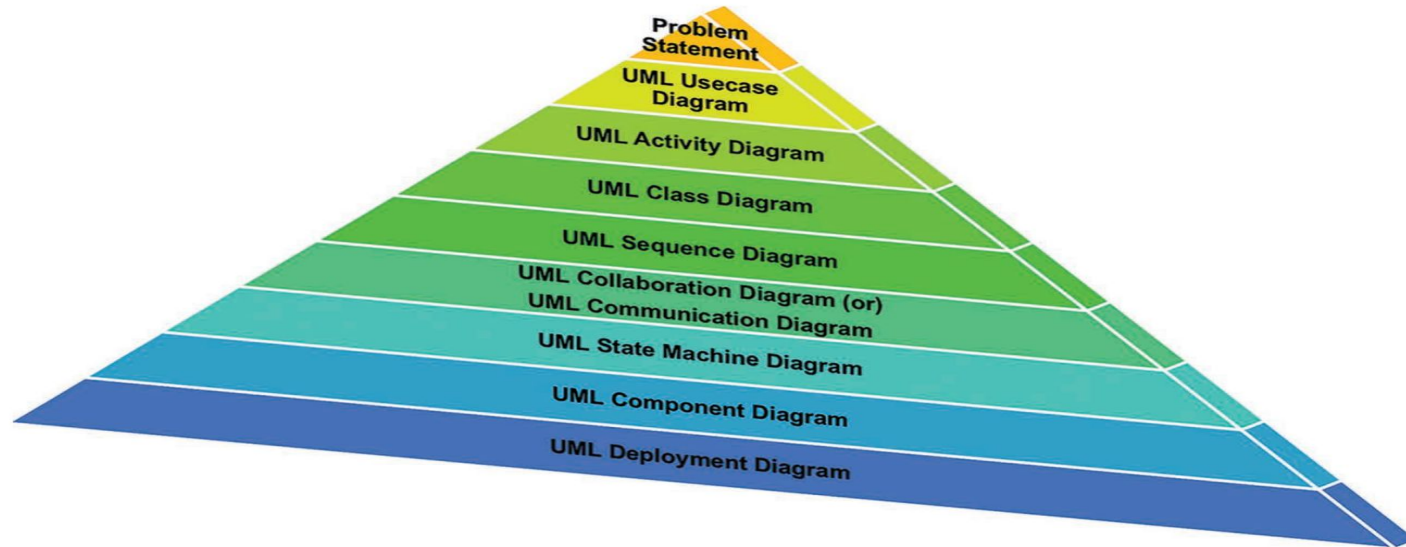
- It involves three main tasks:
 - Beta testing: testing a software at client side without the support of developer.
 - Deployment.
 - Fine tuning after feedback from client.

Modeling with UML (Unified Modeling Language):

- Booch and Rumbaugh laid the foundations of UML in the mid-1990s.
- UML is at the forefront of popular modeling systems.
- UML provides a way for anyone involved in the software project, including programmers, business analysts, and clients to share a common understanding and vocabulary when discussing the details of the software project.
- A System has
 - The class model: static, structural, data aspects of the system
 - The state model: temporal, behavioral, control aspect of the system
 - The interaction model: collaboration of different object, interaction of objects.

UML (continued)

- It is a graphical language for specifying, visualizing, constructing and documenting the artefacts of software systems.
- It helps in better understanding of the software or system or product to be developed.



UML (continued)

- The current version of UML is 2.5.1.
- It includes different types of diagrams divided into two groups:

Structure Diagrams:

- a. Class
- b. Object
- c. Package
- d. Composite structure
- e. Component
- f. Deployment and
- g. Profile

Behavior Diagrams:

- a. Use case
- b. Activity
- c. State Machine and
- d. Interaction