

LLD - 2

UML diagrams

- Use Case Diagram
- class diagram

/ product

/ project manager

clients

Team Leads

↳ growth + day to day job

Architects

↳ design Approval

Business Stakeholders

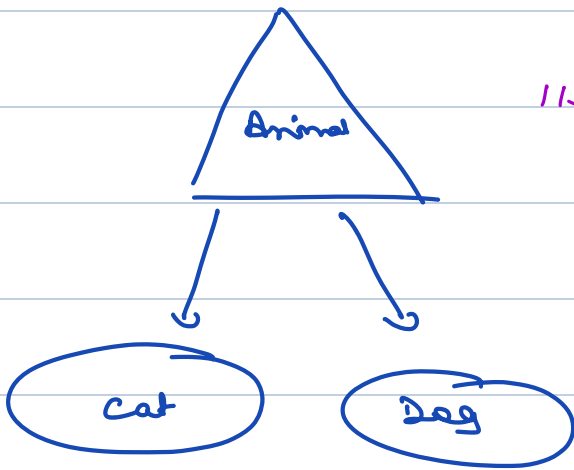
↳ req, demos

} understand team
demos

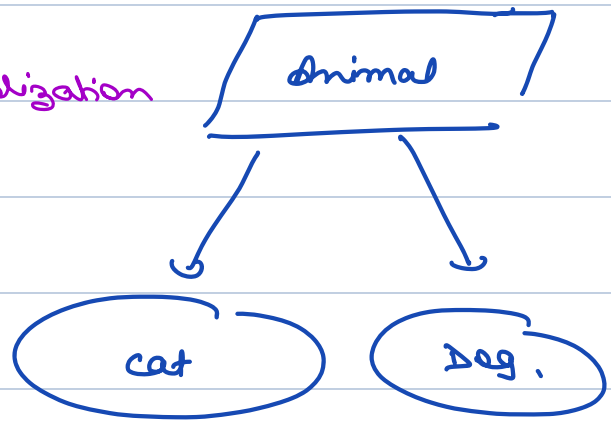
ways

- ① words
- emails
 - meeting
- 1) misunderstanding
2) ambiguity.

flowcharts / diagrams / images.



//standardization



→ standard to represent diff. & w concepts in a diagram.

UML (Unified modelling lang)

Structural
Deals with structure
of your code base.

Behavioural
working of system &
its features.

→ class diagram

→ Package diagram

→ Component diag,

→ use-case

→ Activity

→ sequence

→ state,

use Case - Diagram

it tells what are features and functionalities → diff features / functionalities
→ who are the users.

5 keywords

keyword ① System Boundary.

→ represents scope
of your system

→ It doesn't include
outside feature

what all features comes under it.. will be inside this boundary

keyword ②

use - Case

- features / Actions

- must always be a verb

- Represented with an oval.

oval

Book Ticket

login

order popcorn

check films / shows

raise an hr

Request
Recording

keyword

(iii)

Actors

→ People who use a particular use
- case.

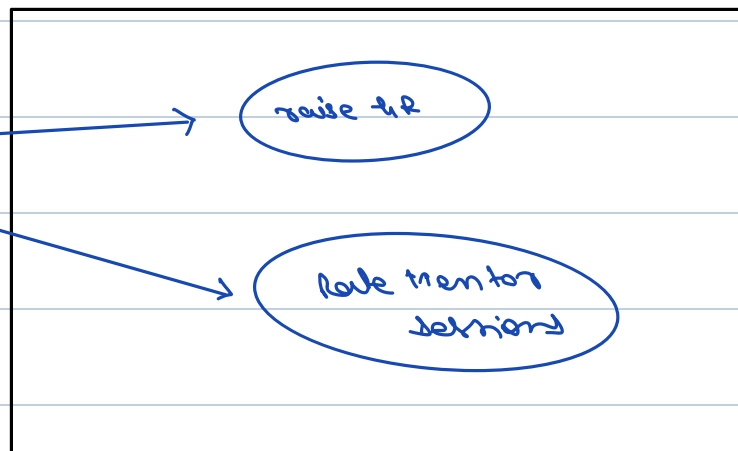
→ must be noun

→ stick diagram

Student



mentor

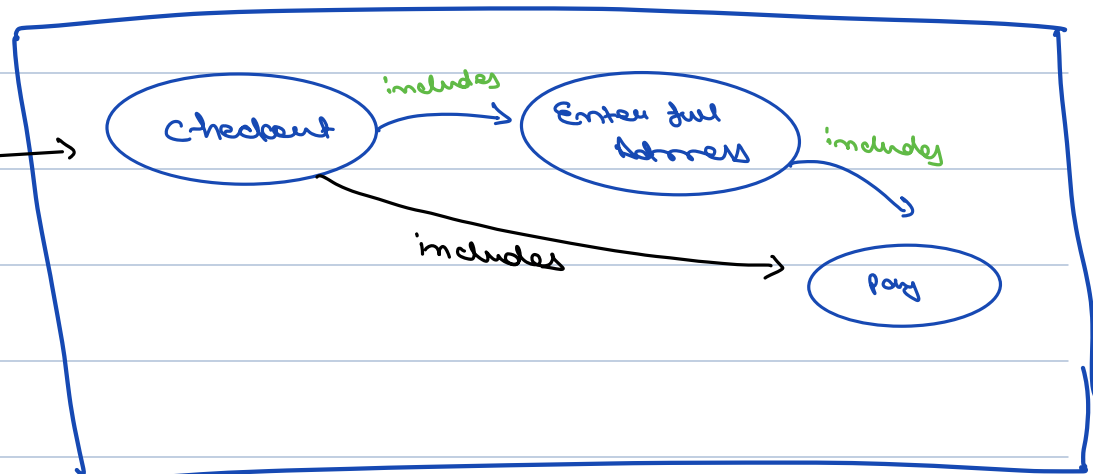


keyword

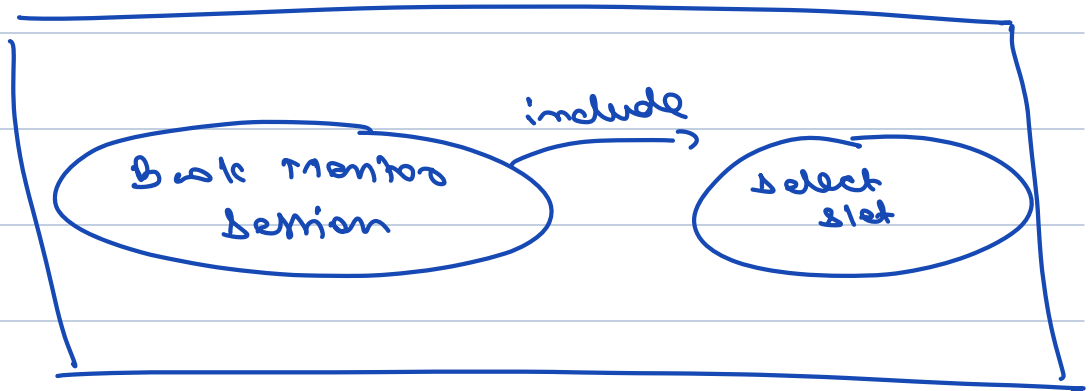
(iv)

Includes

customer



Student



keyword

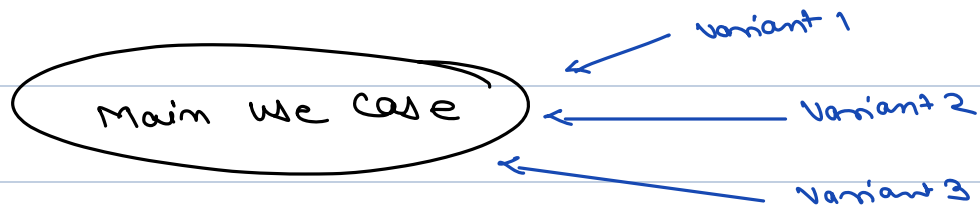
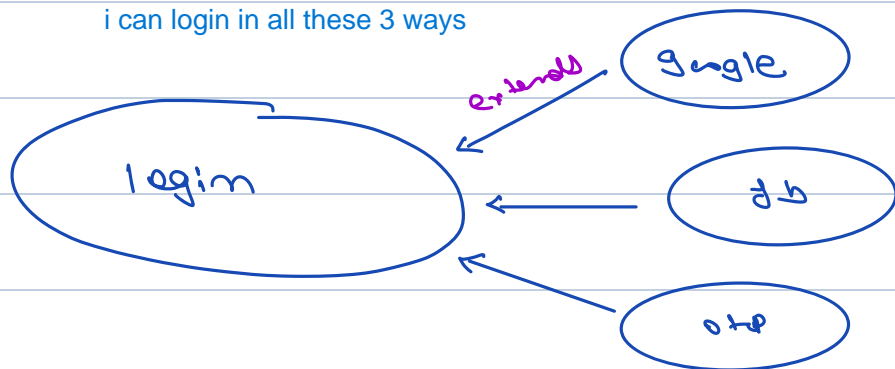
(v) Extends

→ if one feature has multiple variants,

User



i can login in all these 3 ways



Draw a use-case Diagram

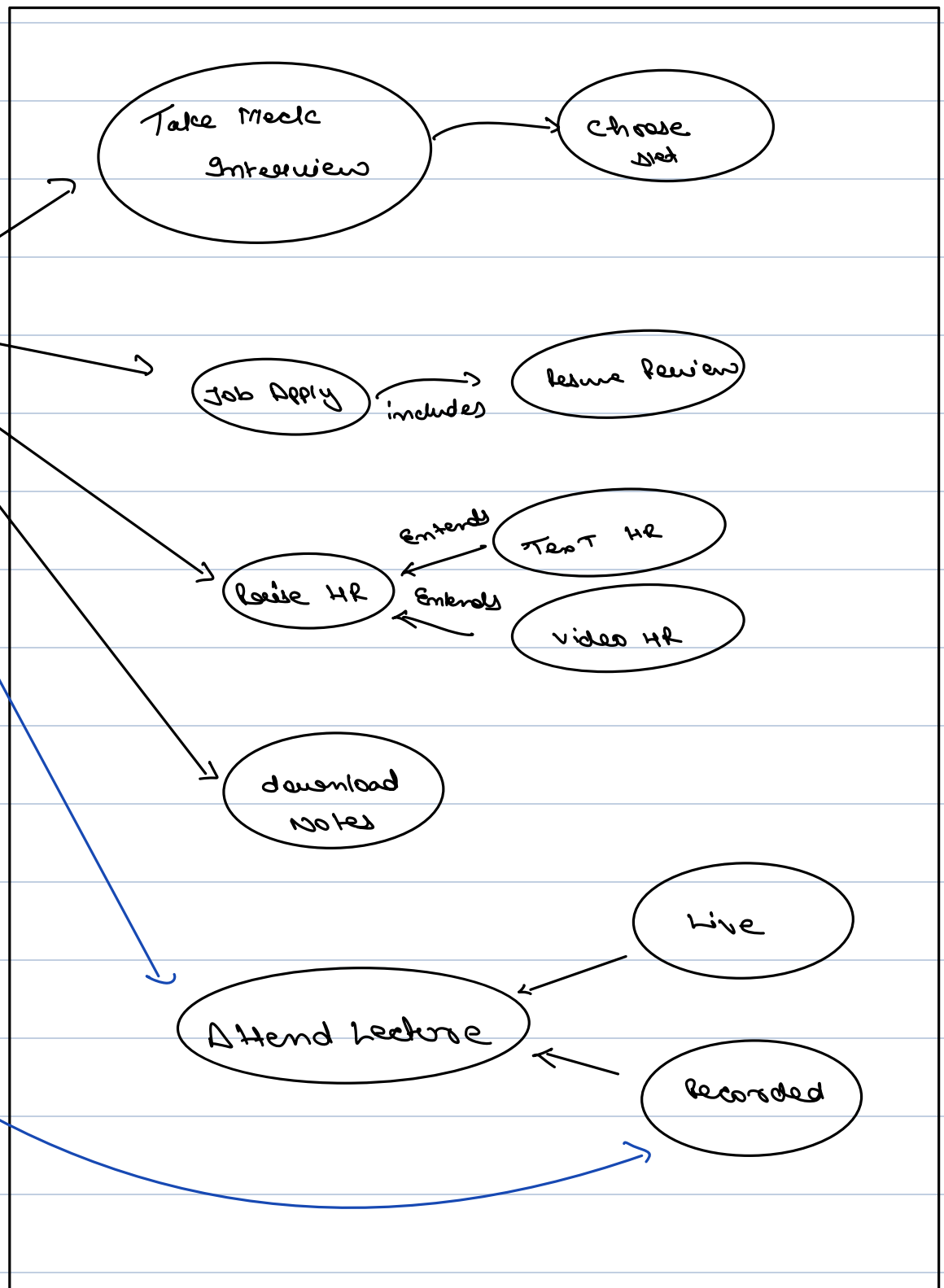
- 1) 5 use-cases
- 2) 2 Actors
- 3) 1 use case: includes
- 4) 1 use case: extends

9:41pm - 9:47pm

Student



Program



Class Diagram

→ represent diff entities.

→ class

→ Interface

→ Abstract class

→ Enum.

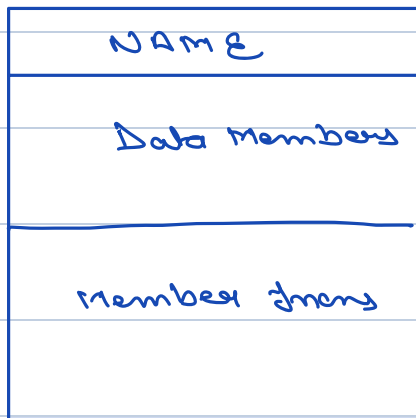
→ represent reln b/w the entities.

→ implements interface

→ extends

→ having another class as an attribute.

class

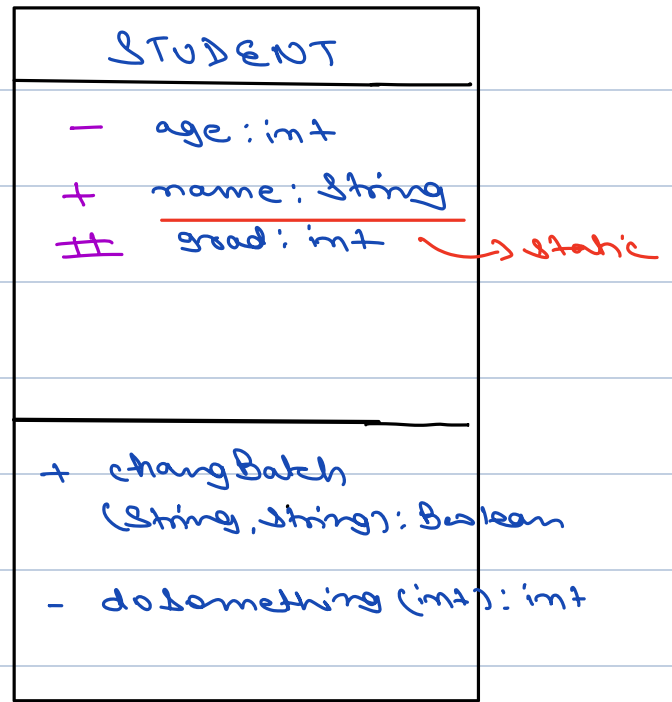


access modifier name: datatype

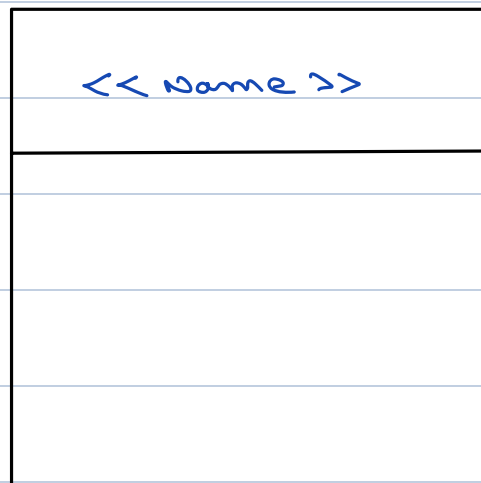
public → +

Protected → #

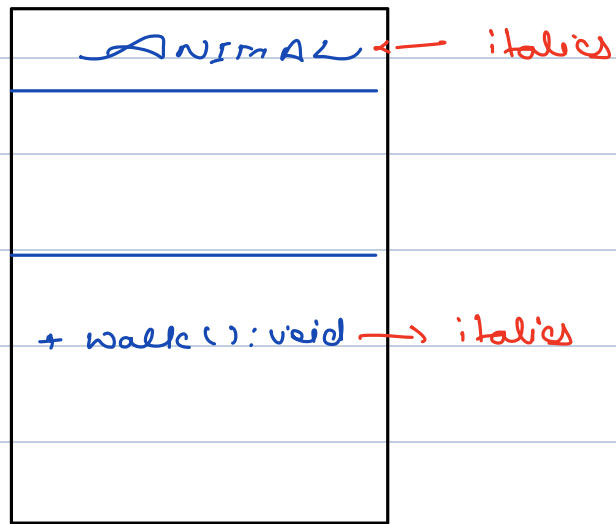
private → -



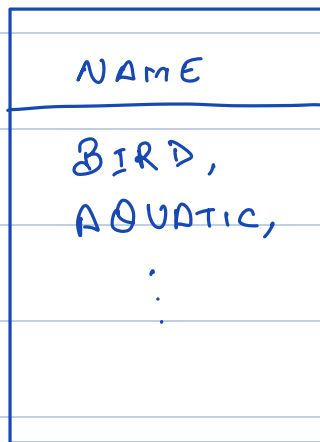
Interfaces



Any thing Abstract italics



Enums

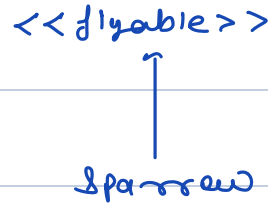
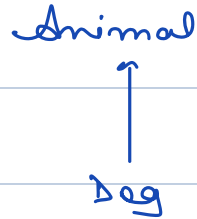


Relationship

1)

is a

(Extends or implements)



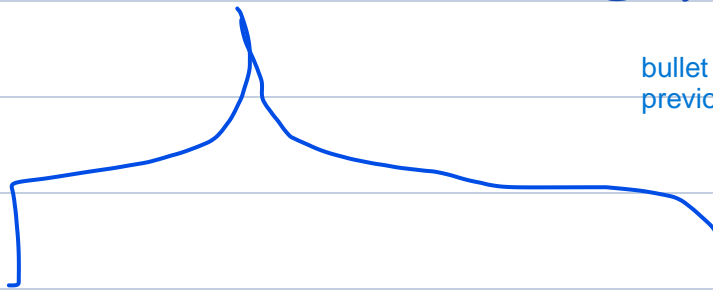
2)

Association : having another

(has a)

class as an attribute,

bullet class and flying bullet class ka e.g. just in previous session



Aggregation

Composition

if outer thing loses then inner part will lost its existence

-Strong association

-weak association
-Contained entity can exist indendently

e.g.

post{

comments c; its this class object

}

e.g.

car{

driver d;

if this is another class
data member

}

if car class is deleted then driver can still exist

now here if post losses then comment will lost its existence

comments can not survive independently

e.g. if in any theatre any show cancelled.. it doesn't mean movie doesn't exist

but here if show got cancelled then ticket also doesn't have any existence

its not like a class can be only aggregation or composition.. mostly its both

- Aggregation: Objects have a "has-a" relationship, but the contained object can exist independently.

- Composition: Objects have a "part-of" relationship, where the contained object cannot exist independently.

