

# OOAD & UML

9-Nov-19 8:52 AM

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# Analysis & Design

## Analysis

- What should the system do?
- Build the right product.
- Work effectively

## Design

- How should the system do the job?
- Build the product right.
- Work efficiently

UML used in both Analysis and Design

# Introduction

"The problem with communication ... is the illusion that it has been accomplished."

—George Bernard Shaw

## Observation

- Most nontrivial systems are too complex for any one person to understand entirely.
- Expect to do a bit of design during analysis and a bit of analysis during design.
- The formality and format of Analysis varies with the size and the complexity of the software to be built.

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Question till you understand.

Analysis is a good thing, but we have to know when to stop.

Not all customers can give you correct data. Get feedback as soon as possible.

We need to have a high-level understanding of most of the parts in order to understand what pieces of the system interact with each other, in addition to a deeper understanding of the particular parts on which we're working now.

## Death to Documentation

- The primary goal of software team is to build software, not create models.
- Voluminous documentation is part of the problem, not part of the solution.

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Software without documentation is a disaster.

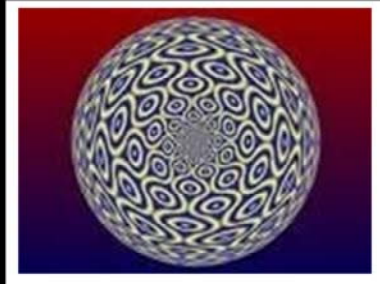
Code is not the ideal medium for communicating the overall rationale and structure of a system.

Travel light – Have the minimum documentation.

Rule: Produce no document unless its need is immediate and significant.

## Design Patterns

- A pattern is primarily a way to chunk up advice about a topic.



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The best designers in any field have an uncanny ability to see patterns that characterize a problem and corresponding patterns that can be combined to create a solution

## Observations

- The beginning of wisdom for a software engineer is to recognize the difference between getting the program to work and getting it right.
- Quality isn't something you lay on top of classes and objects like tinsel on a Christmas tree.
- Analysis and design are both iterative actions

Don't  
reinvent





# UML

## Use Case Diagram

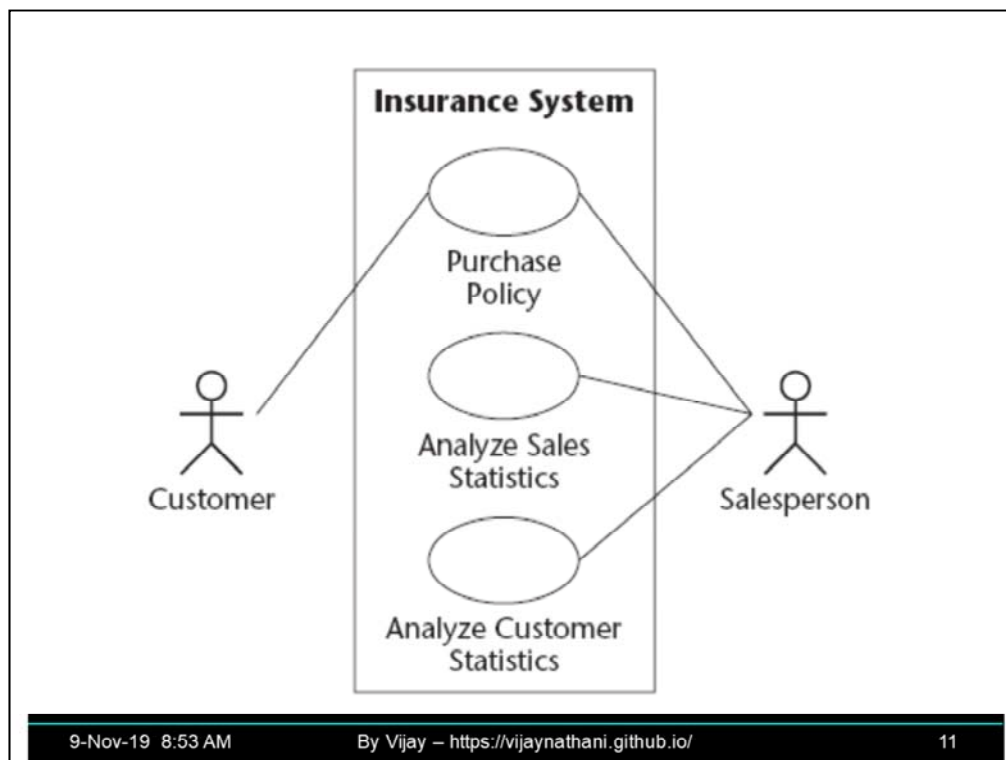
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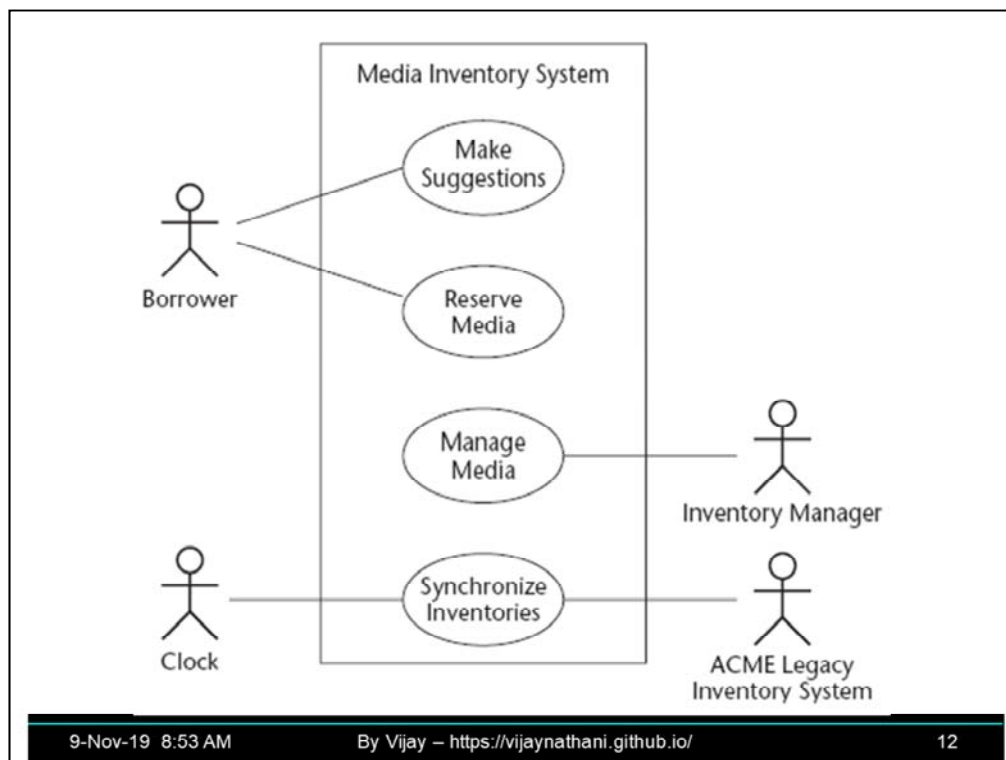
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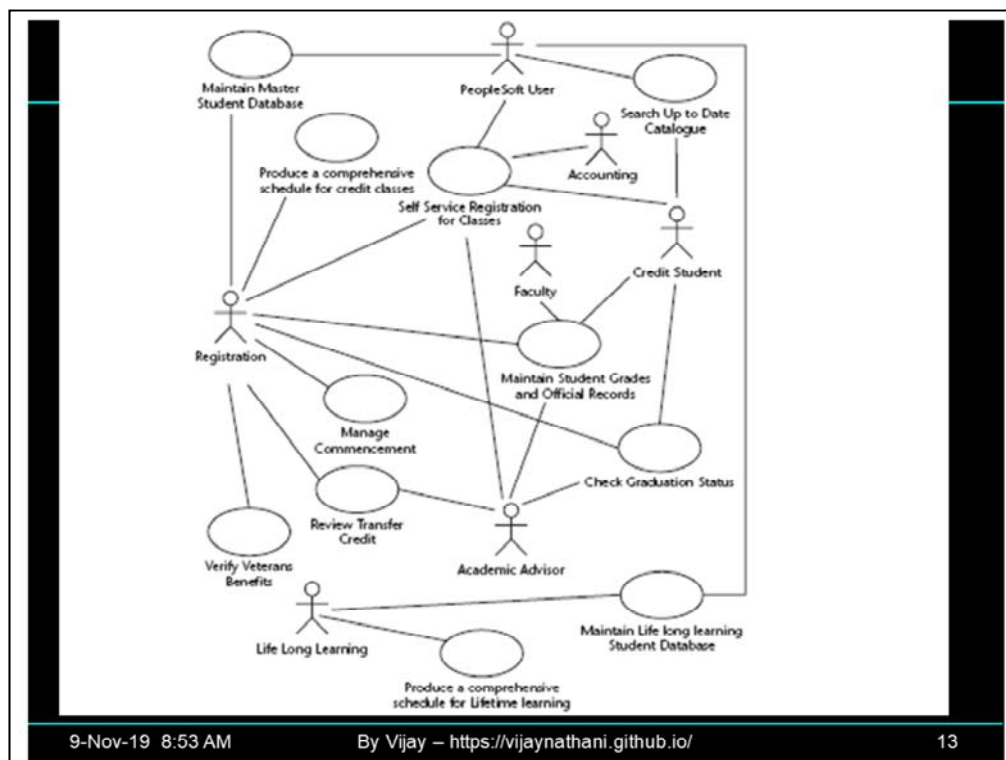
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## Use case

- *Buy something*
  - The Requestor initiates a request and sends it to her or his Approver, who completes the request for submission and sends it to the Buyer. The Buyer finds the best vendor, initiates PO with Vendor.
  - At any time prior to receiving goods, Requestor can change or cancel the request. Canceling it removes it from any active processing.







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## Recognize a Good Use Case

- Independent
  - Each use case can be scheduled in a different iteration, irrespective of other use cases.
- Negotiable
  - Details are negotiated during design
- Valuable to users or customers
- Estimatable
- Small
- Testable

## Good Use Cases

### Are

- Text
- No GUI
- No data formats
- Few lines
- Easy to read
- At user's goal level
- Record of decisions made

### Aren't

- UML use case diagrams
- describing the GUI
- describing data formats
- multiple-page
- complicated to read
- at program-feature level
- tutorial on the domain

Use cases can be written just-in-time & in increments

## Notes

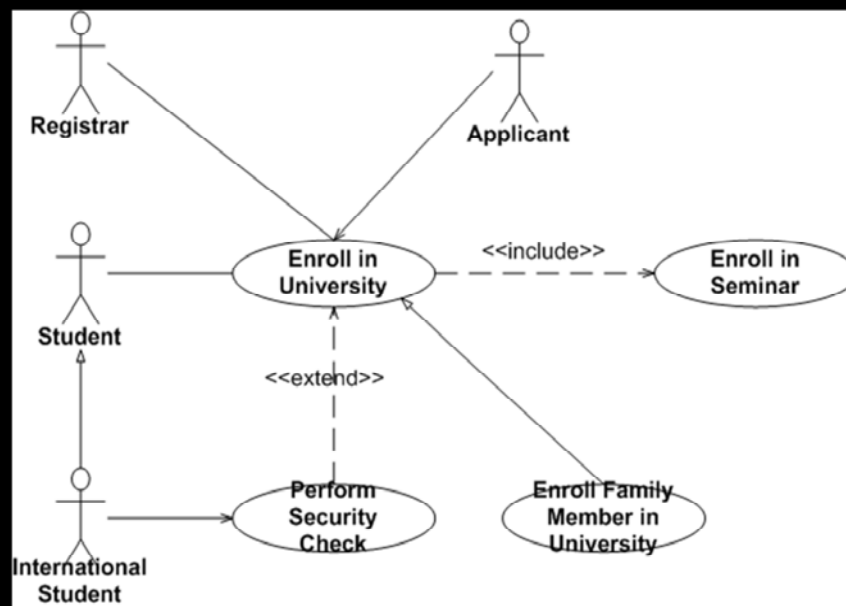
- Use cases are not read by a compiler but by a human...--> so,
  - Don't be rule-bound, but adapt the form to your needs.
- The hard part of use cases is not typing or drawing, but thinking and agreeing
- Don't try to teach a tutorial on the subject domain within the use cases!
  - To teach a domain, you need a textbook, not use cases.
- Get feedback from users/sponsors as use cases are being written



## Smells

- Small use cases
- Interdependent use cases
- Gold plating
- Too much details
- Including a UI
- Thinking too far ahead
- No Use case descriptions
- Customer will not write/prioritize the Use cases

# Features



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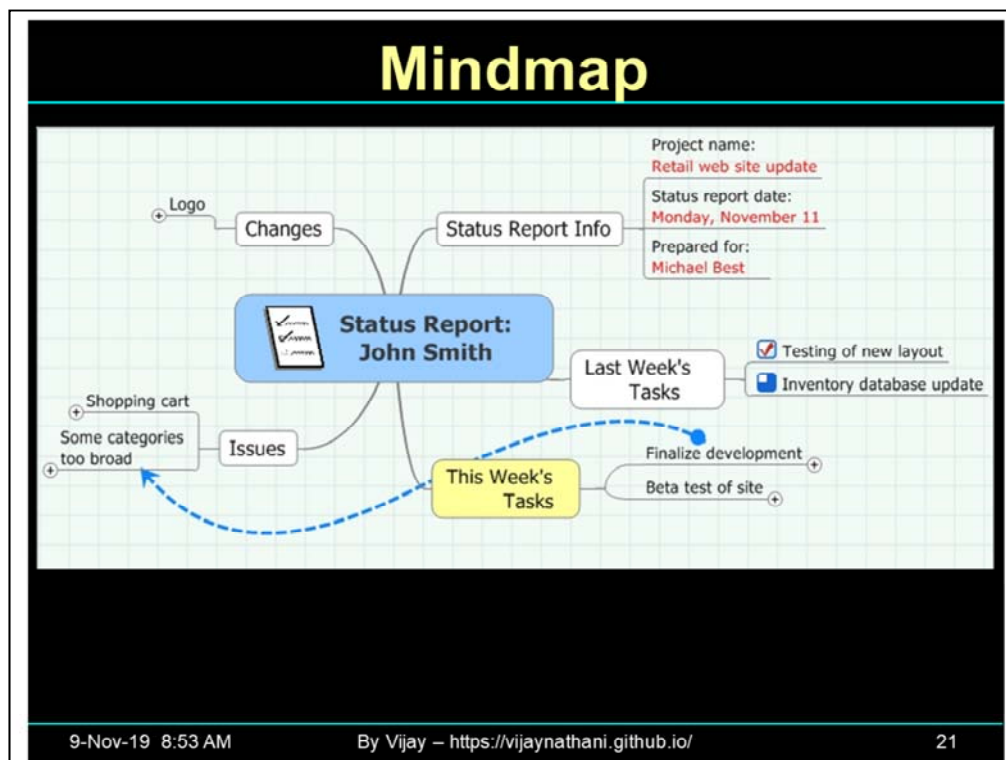
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# Use Case Narrative

Element	Description
Actor	Refers to a human or another system interacting with the system being modeled. Primary or active actors are those that the system uses to achieve its goals. Secondary or passive actors are those that provide some service to the system in order to help the system realize the goals of the primary actors.
Trigger	Refers to an event that causes the use case to start.
Preconditions	Refer to assumptions that can be made for a use case before it begins.
Basic Scenarios	Refers to the sequence of steps describing the normal case scenario.

# Use Case Narratives

Element	Description
Alternate Scenarios	Refer to alternate sequence of steps to achieve the sub-goal or goal.
Exception Scenarios	Refer to the sequence of steps executed when something unexpected to exceptional happens in any basic or alternate scenario.
Post condition	Refer to the state of the system when the use case has been executed.
Includes	Refers to the names of use cases that are called or included in the current use case.



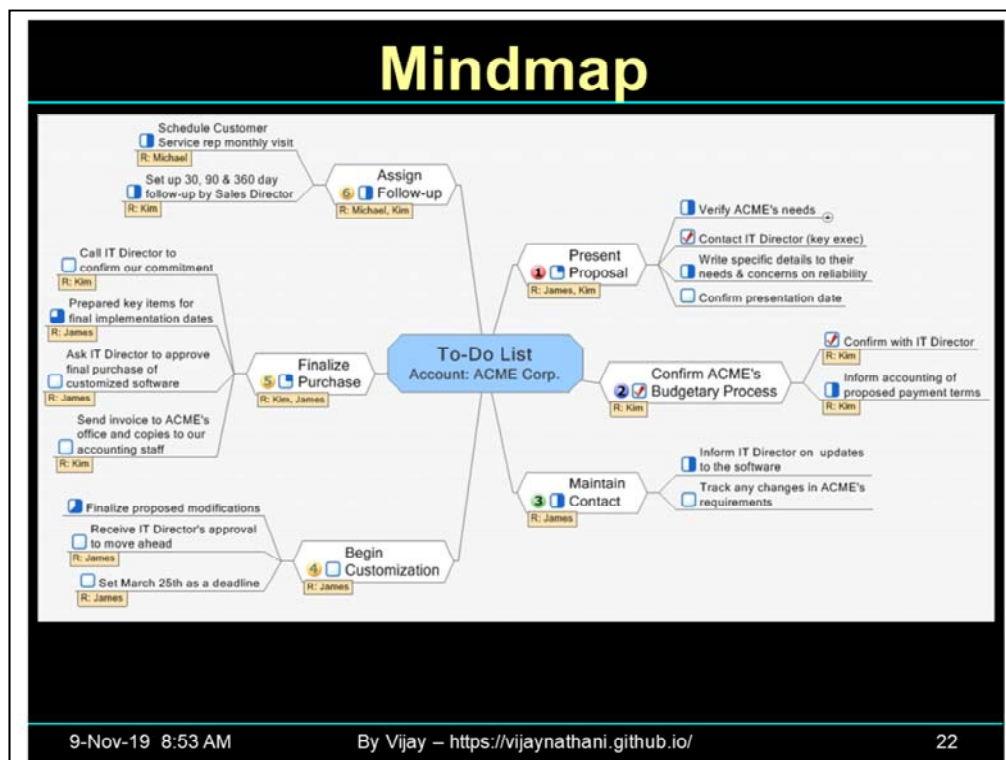
A **mind map** is a diagram used to represent words, ideas, tasks, or other items linked to and arranged radially around a central key word or idea. It is used to generate, visualize, structure, and classify ideas, and as an aid in study, organization, problem solving, decision making, and writing.

A mind map is also a map that has one big word or text in the middle, and you can place things around the text in the middle.

Rough mindmap notes taken during a course session

Mind maps have many applications in personal, family, educational, and business situations, including notetaking, brainstorming (wherein ideas are inserted into the map radially around the center node, without the implicit prioritization that comes from hierarchy or sequential arrangements, and wherein grouping and organizing is reserved for later stages), summarizing, revising, and general clarifying of thoughts. One could listen to a lecture, for example, and take down notes using mind maps for the most important points or keywords. One can also use mind maps as a mnemonic technique or to sort out a complicated idea. Mind maps are also promoted as a way to collaborate in color pen creativity sessions.

Software and technique research have concluded that managers and students find the techniques of mind mapping to be useful, being better able to retain information and ideas than by using traditional 'linear' note taking methods.<sup>[</sup>



Tony Buzan suggests using the following foundation structures for Mind Mapping:

Start in the center with an image of the topic, using at least 3 colors.

*Use images, symbols, codes, and dimensions throughout your Mind Map.*

Select key words and print using upper or lower case letters.

Each word/image must be alone and sitting on its own line.

*The lines must be connected, starting from the central image.* The central lines are thicker, organic and flowing, becoming thinner as they radiate out from the center.

Make the lines the same length as the word/image.

*Use colors* – your own code – throughout the Mind Map.

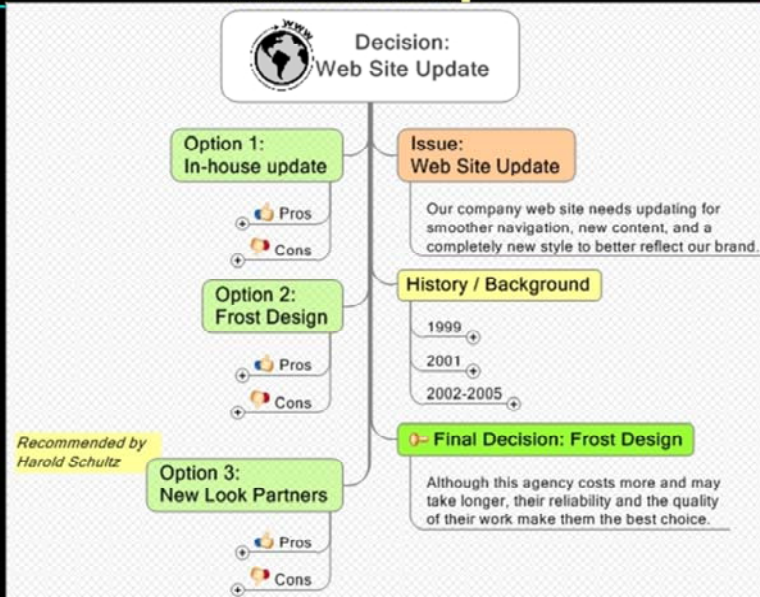
Develop your own personal style of Mind Mapping.

*Use emphasis and show associations in your Mind Map.*

Keep the Mind Map clear by using radial hierarchy, numerical order or outlines to embrace your branches.<sup>[1]</sup>

An idea map is similar to a mind map but does not adhere to the above guidelines. Rules are constantly broken based on the purpose and application of the Map.

# Mindmap

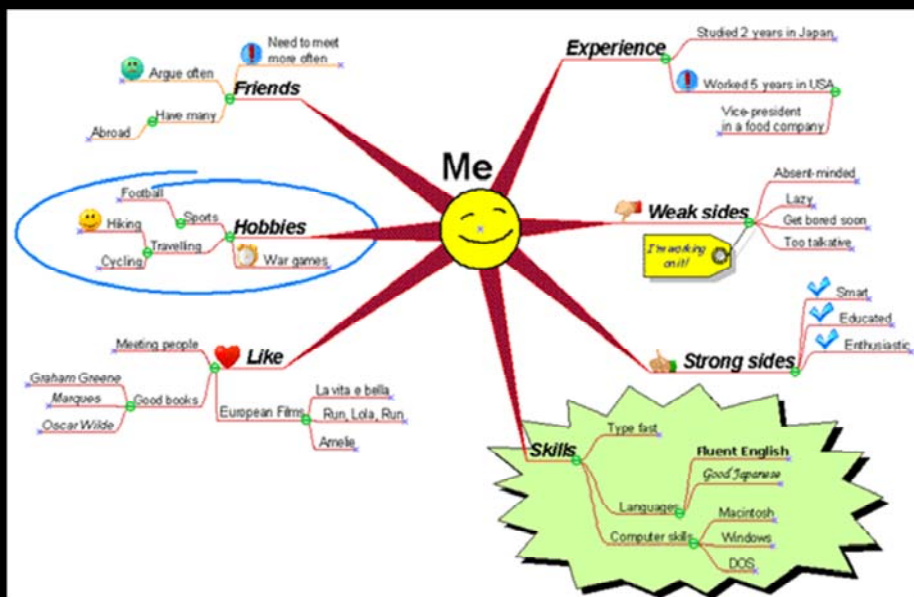


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# Mindmap



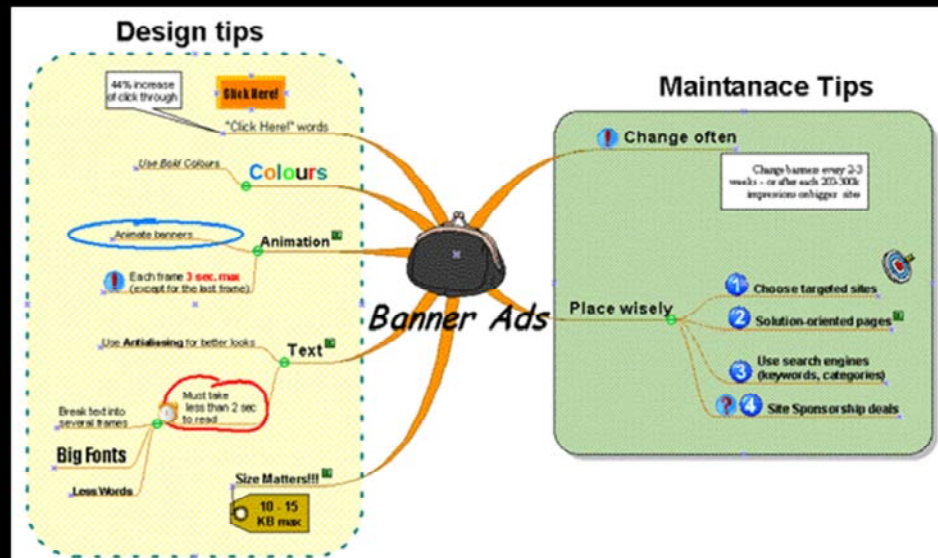
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# Mindmap



# UML

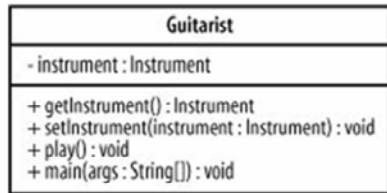
## Class Diagram

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# Class in UML



Name  
(Notation)

Public  
(+)

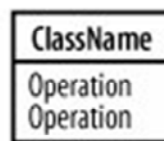
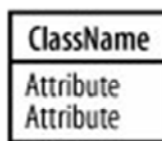
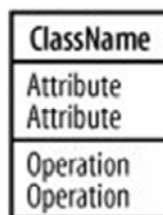
Protected  
(#)

Package  
(~)

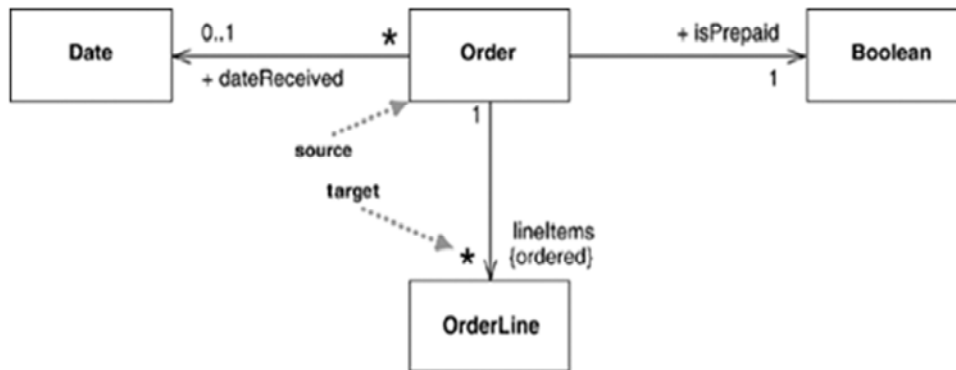
Private  
(-)

More accessible to other  
parts of the system

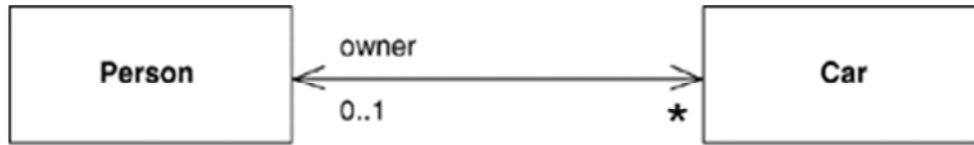
Less accessible to other  
parts of the system



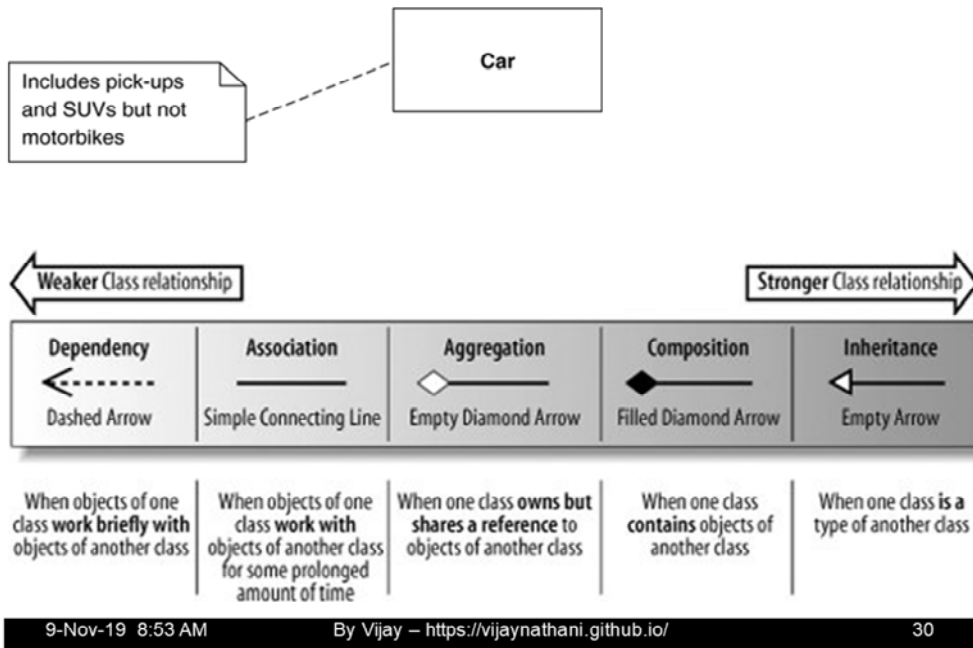
# Class Diagram



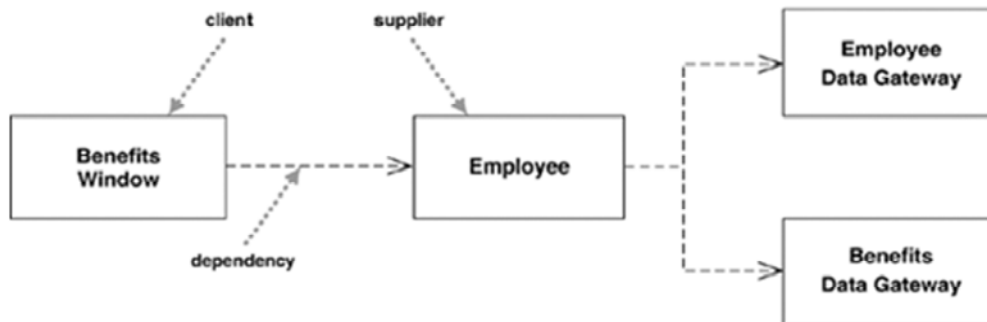
# Class Diagram



# Comments and Relationships



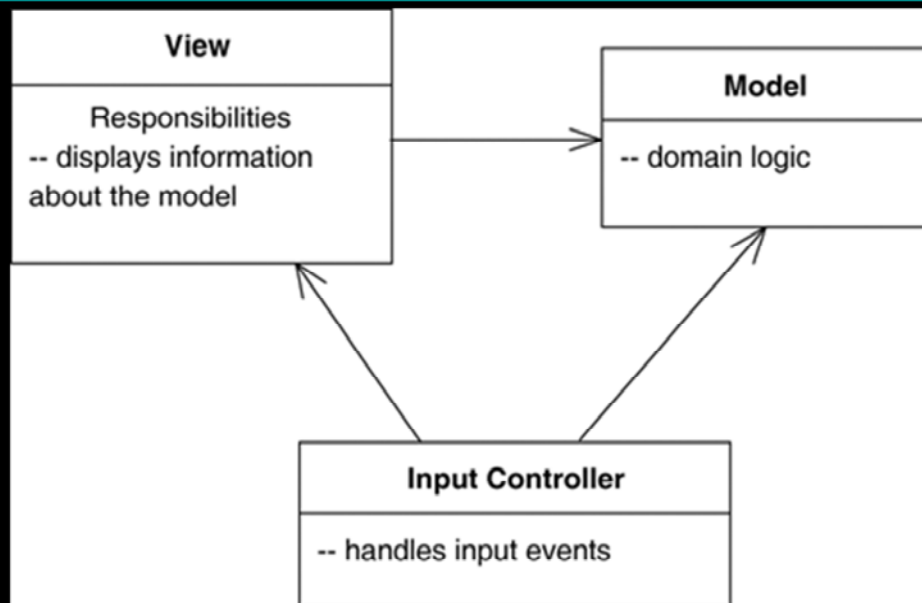
# Dependency







## Showing Responsibilities

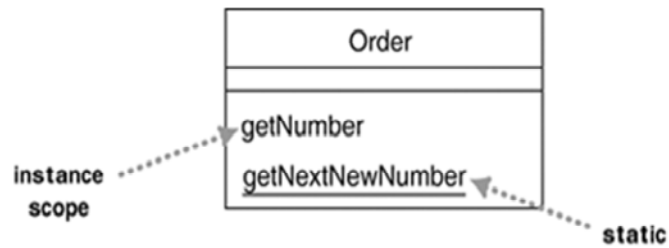


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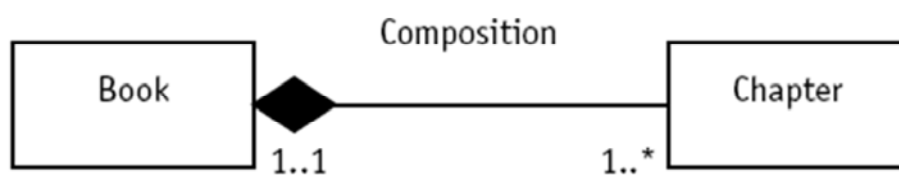
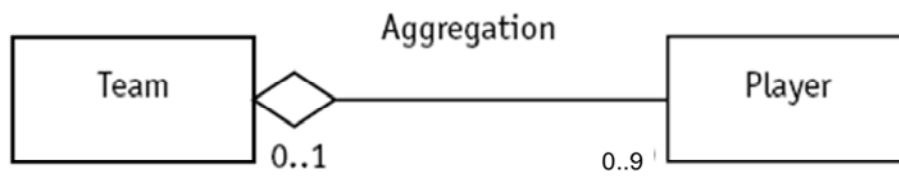
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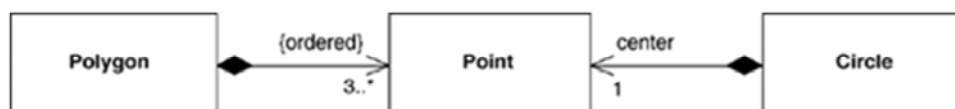
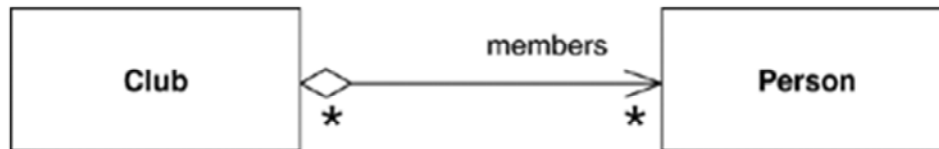
# Notation



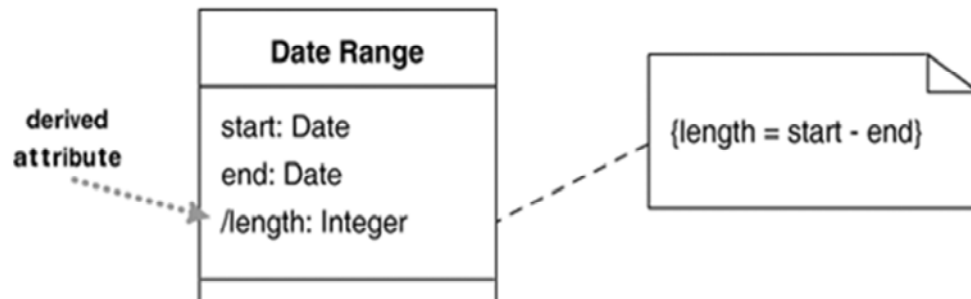
## Aggregation & Composition



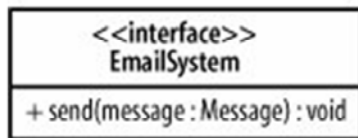
## Aggregation & Composition



# Derived



# Interface notation



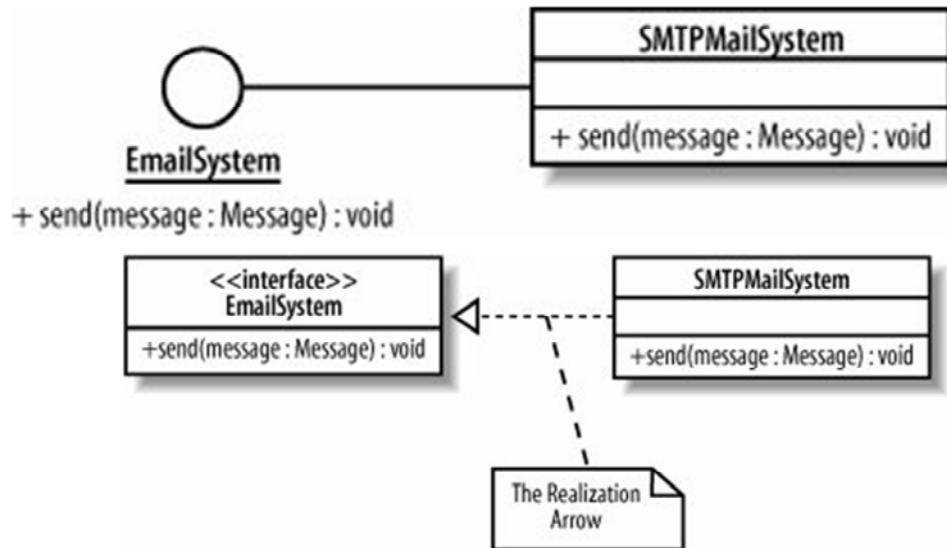
Stereotype Notation

Or

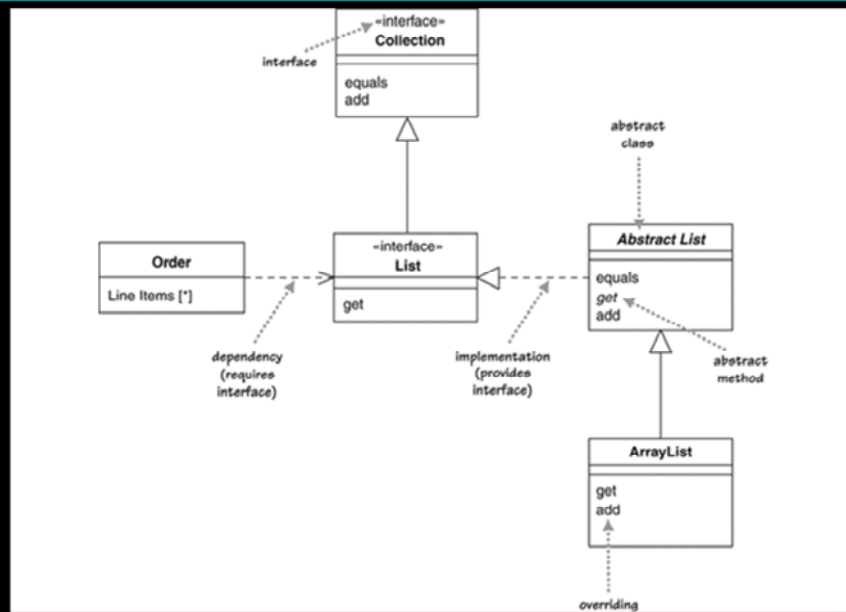


"Ball" Notation

# Class implementing Interface



# Interface & Abstract classes



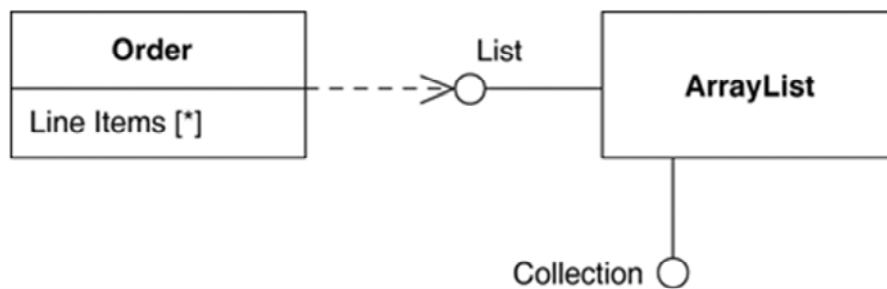
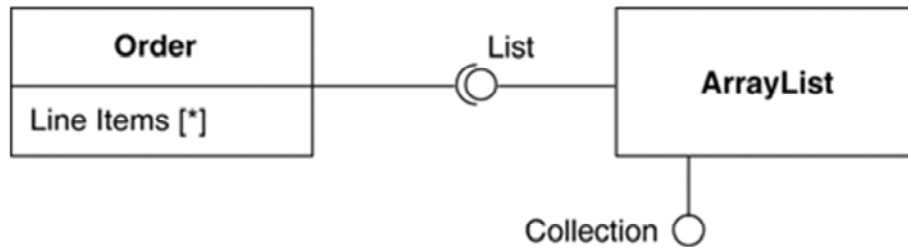
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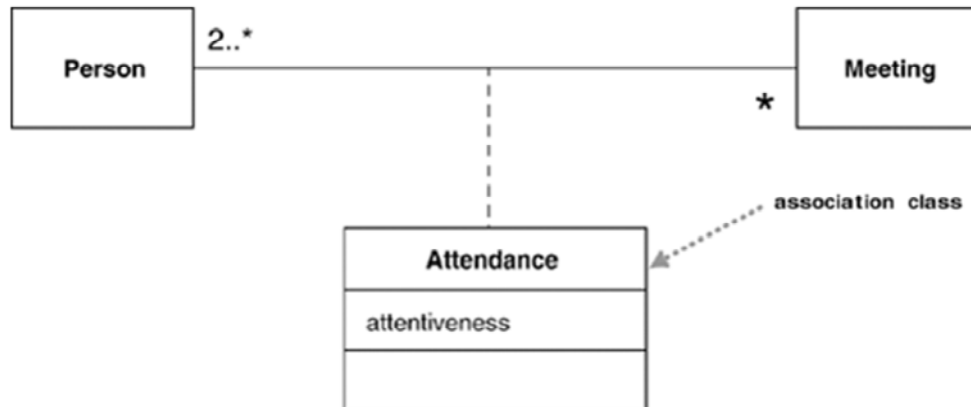
# Interface



## Qualified Association



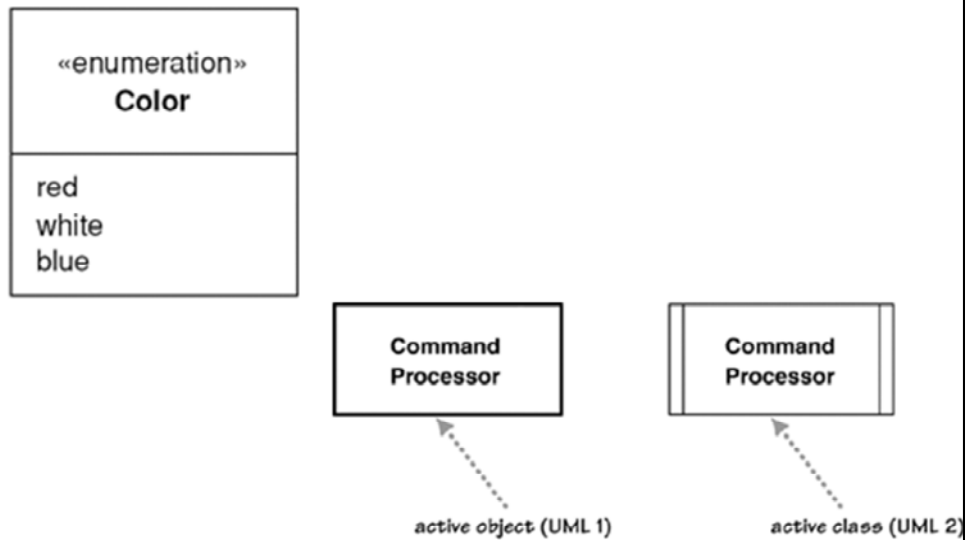
## Association class



# Temporal Relationship



# Enumerations & Active Objects

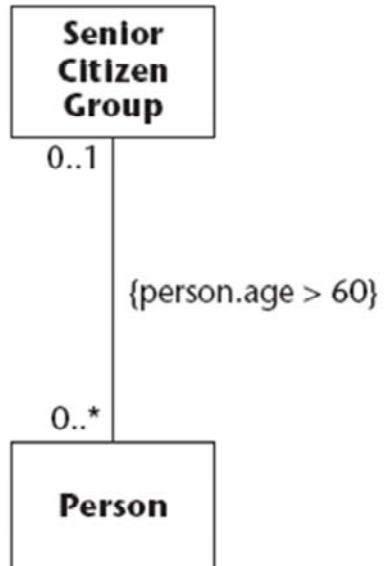


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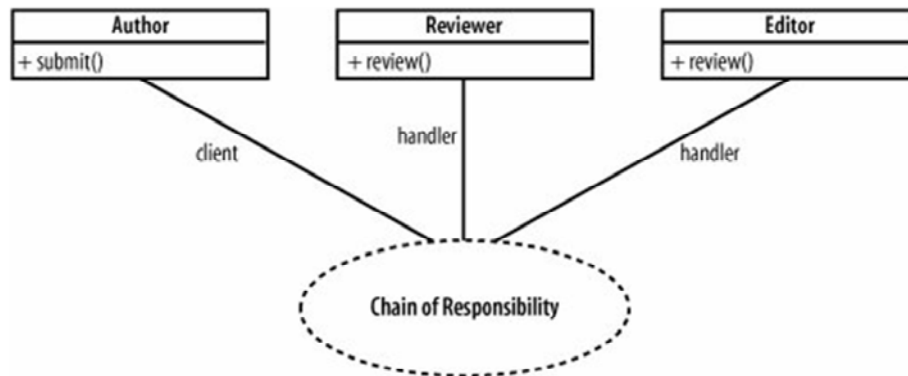
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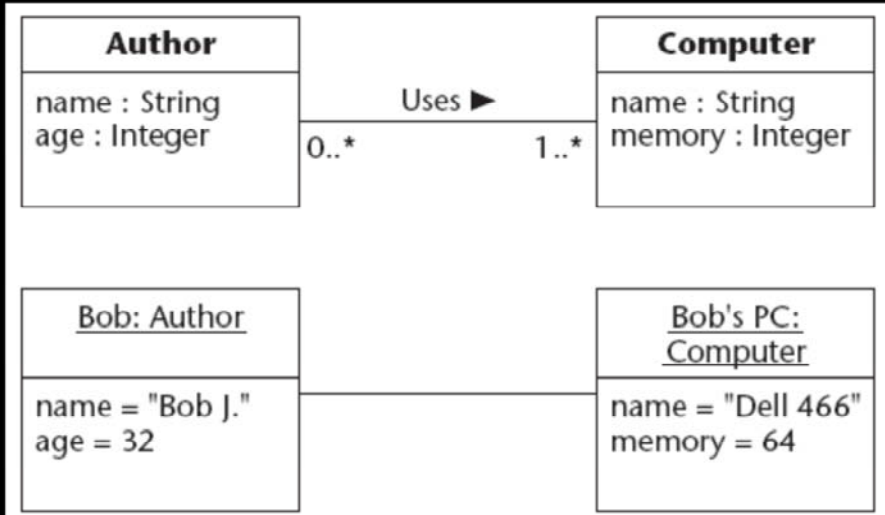
## Constraints



# Design Patterns

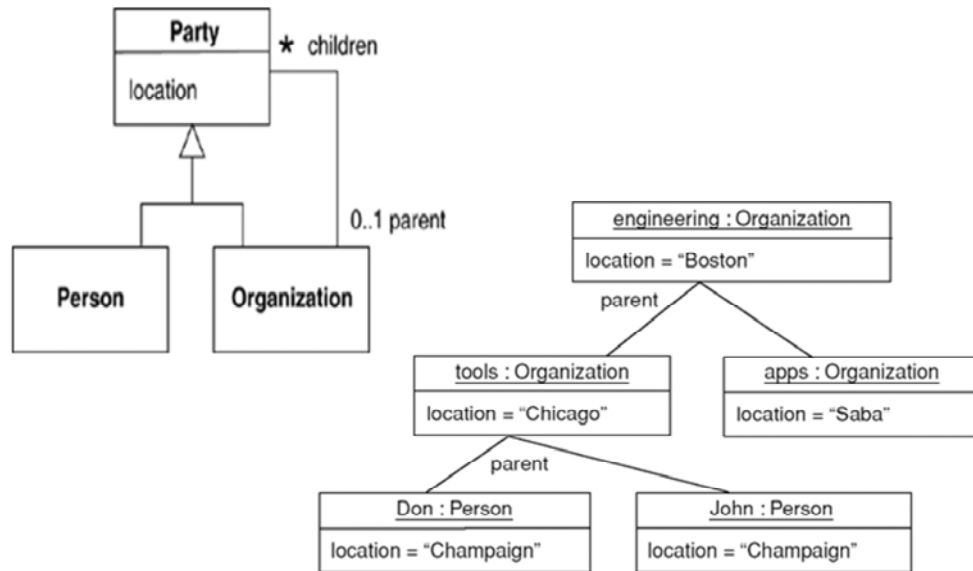


# Object Diagram





# Object Diagram



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