

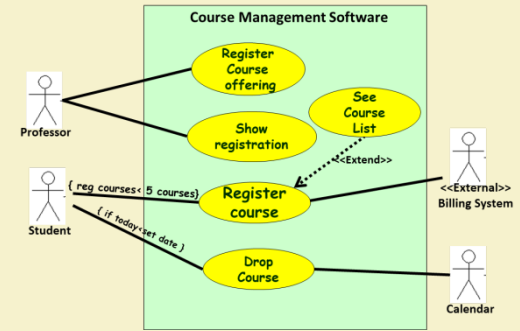
Use Case Modelling

- So far, we have looked into the basic syntax...
- Factoring use cases ...
- Text description ...
- Design of Use Case model from a given text description ...

- Use case name should begin with a verb.
- While use cases do not explicitly imply timing:
 - Order use cases from top to bottom to imply timing -- it improves readability.

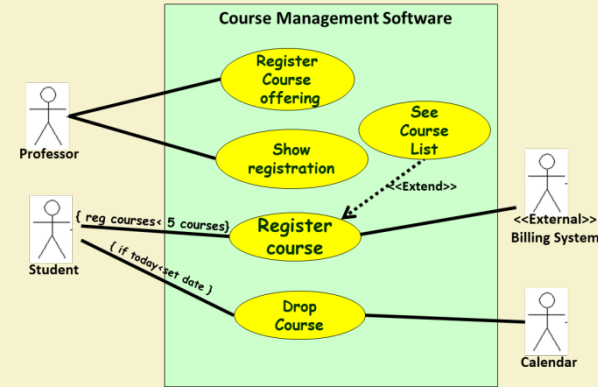
- **The primary actors should appear in the left.**
- Actors are associated with one or more use cases.
- Do not use arrows on the actor-use case relationship.
- **To initiate scheduled events include an actor called “calendar”**
- **Do not show actors interacting with each other.**
- <<include>> and <<extend>> should rarely nest more than 2 levels deep.

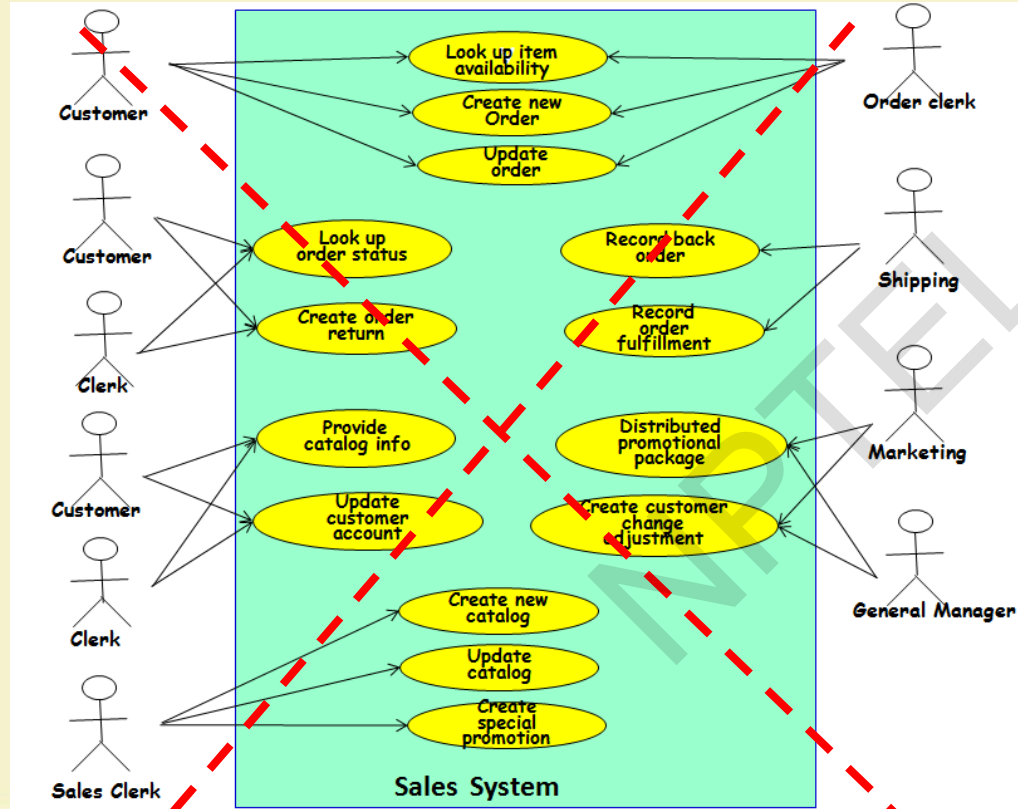
Style Notes (Ambler, 2005)



- Use cases should be named and organized from the perspective of the users.
- Use cases should start off simple and at as much higher view as possible.
 - Can be refined and detailed further.
- Use case diagrams represent functionality:
 - Should focus on the "what" and not the "how".

Effective Use Case Modelling





Is it OK?

Too many use cases at any level should be avoided!

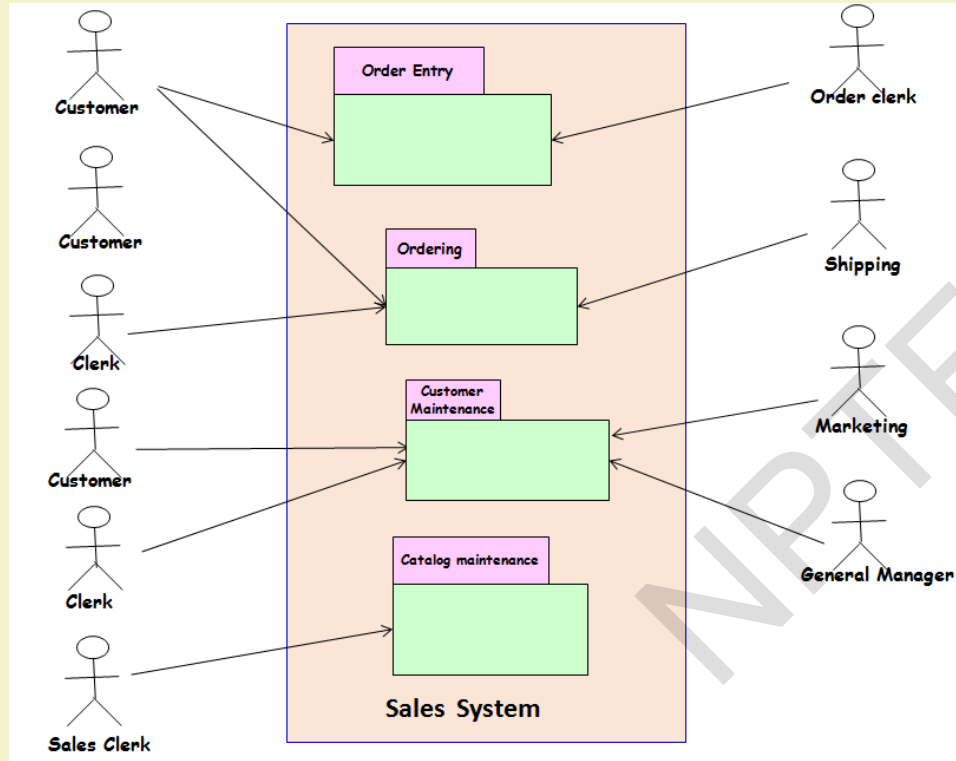
Use Case Packaging

Accounts

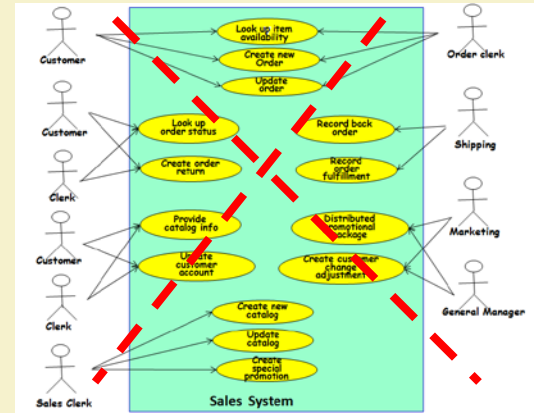
Receive
grant

Print
Balance sheet

Make
payments



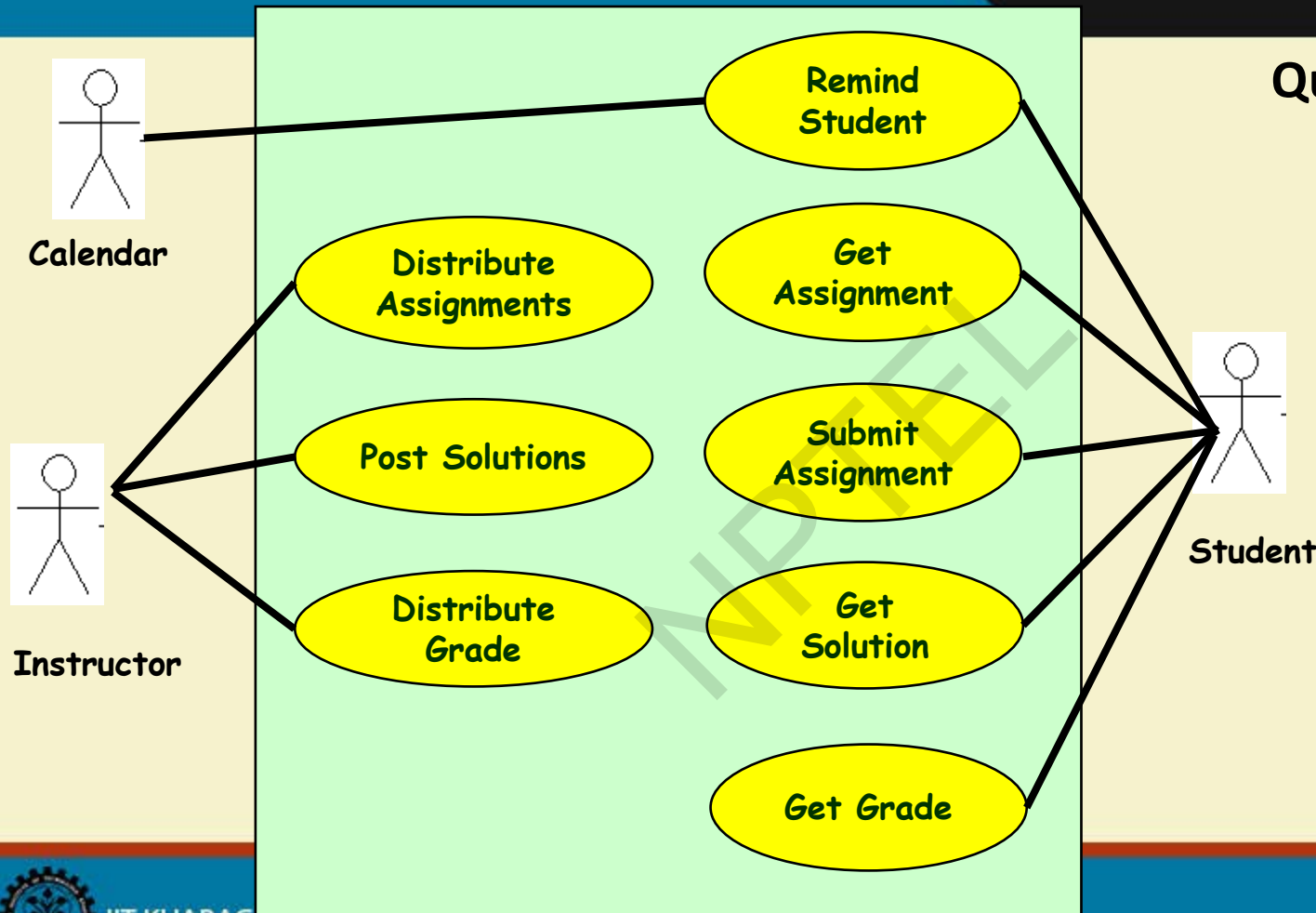
Which is more acceptable?



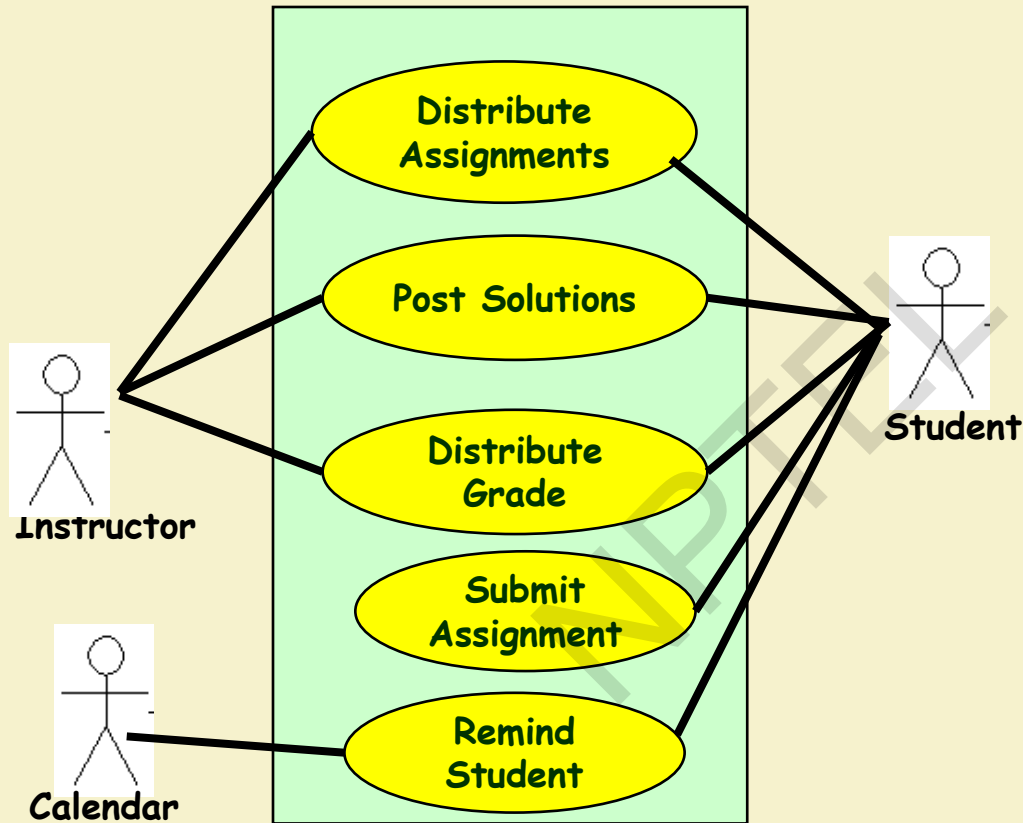
Quiz: Home Assignment System - Use Case Model

- HAS will be used by an instructor to:
 - Distribute homework assignments,
 - Review students' solutions,
 - Distribute suggested solution,
 - Assign a grade to each assignment.
- Students can:
 - Download assignments
 - Submit assignment solutions
- System:
 - Automatically reminds the students a day before an assignment is due.

Quiz: Solution 1 (Inferior)



Quiz: Alternate (Better) Solution



Class Diagram

- Template for object creation:

- Instantiated into objects



**Class: A
Fundamental
Object-Oriented
Concept**

- Examples: Employees, Books, etc.

- Sometimes not intended to produce instances:

- **Abstract classes**

- Entities with common features are made into a class.

Class Diagram

- Represented as solid outline rectangle with compartments.

- Compartments for **name, attributes, and operations.**

Window

- Attribute and operation compartments are optional ... used depending on the purpose of a diagram.

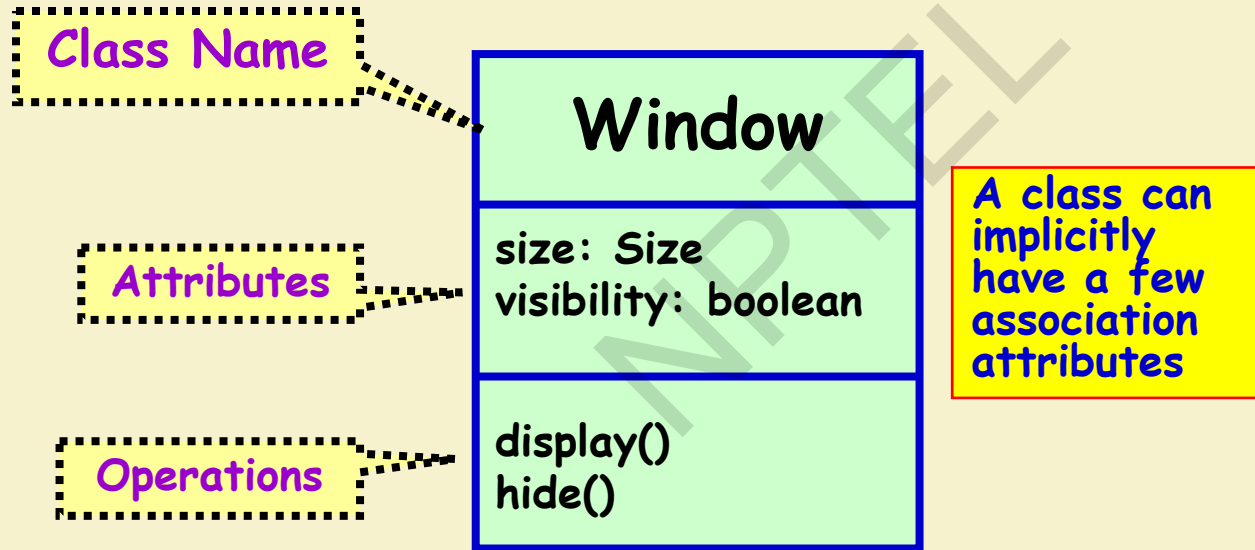
Window

size: Size
visibility: boolean

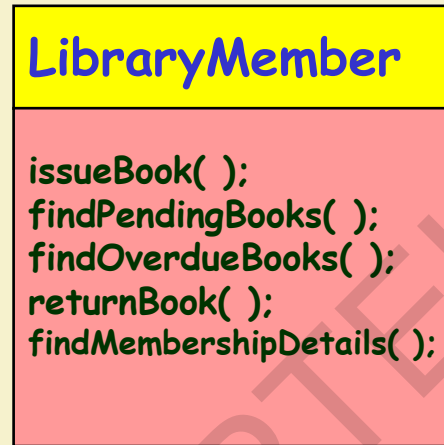
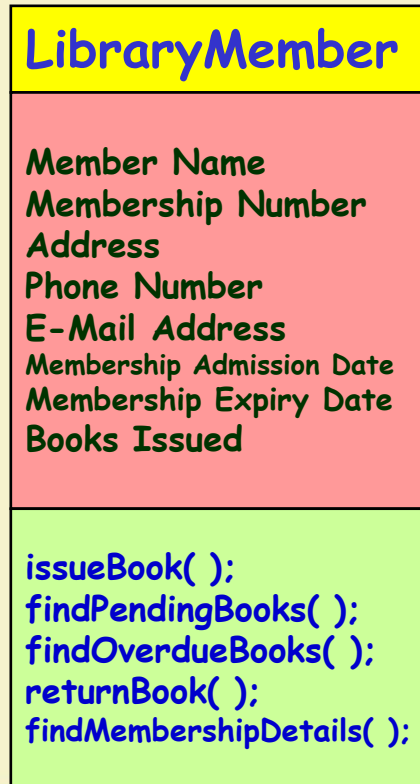
display()
hide()

UML Class Representation

- A class represents a set of objects having similar attributes, operations, relationships and behavior.



Different representations of the LibraryMember class



**Example UML
Classes**

Class Attribute Examples

Java Syntax	UML Syntax
Date birthday	Birthday:Date
Public int duration = 100	+duration:int = 100
Private Student students[0..MAX_Size]	-Students[0..MAX_Size]:Student

Visibilty	Java Syntax	UML Syntax
public	public	+
protected	protected	#
package		~
private	private	-

**Visibility
Syntax in
UML**

Methods vs. Messages

- Methods are the operations supported by an object:
 - Means for manipulating the data of an object.
 - Invoked by sending a message (method call).
 - **Examples:** calculate_salary(), issue-book(), getMemberDetails(), etc.

Method Examples

Java Syntax	UML Syntax
<code>void move(int dx, int dy)</code>	<code>~move(int dx,int dy)</code>
<code>public int getSize()</code>	<code>+int getSize()</code>

Are Methods and Messages Synonyms?

- No
- Message was the original concept in object-orientation...
- Methods are the later simplifications...
- Sometimes used as synonyms

Are Methods and Operations Synonyms?

- No
- An operation can be implemented by multiple methods.
 - Known as polymorphism
 - In the absence of polymorphism--the two terms are used as synonyms.

What are the Different Types of Relationships Among Classes?

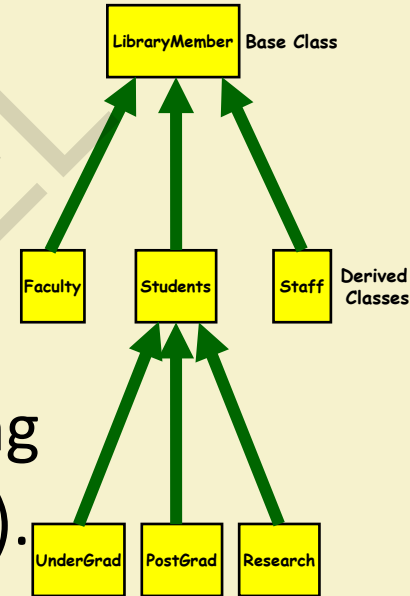
- Four types:
 - Inheritance
 - Association
 - Aggregation/Composition
 - Dependency

Inheritance

- Allows to define a new class (derived class) by extending an existing class (base class).

–Represents generalization-specialization relation.

–Allows redefinition of the existing methods (method overriding).

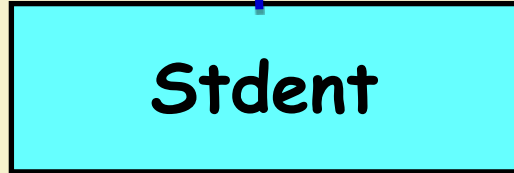


Inheritance One More Example



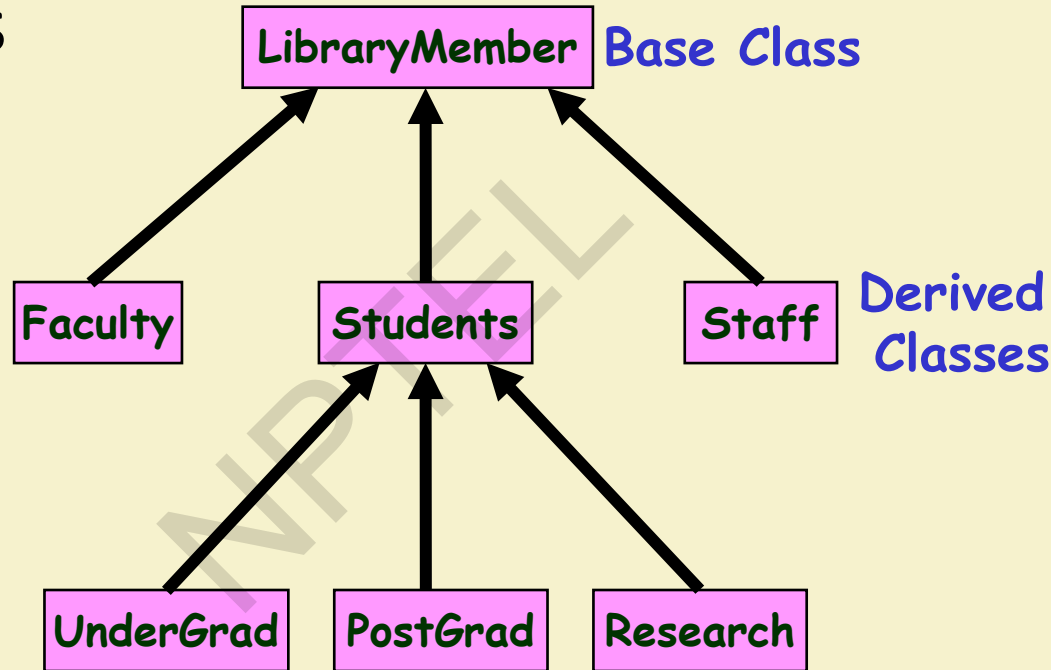
"A Student ISA Library Member"

"A Faculty ISA Library Member"

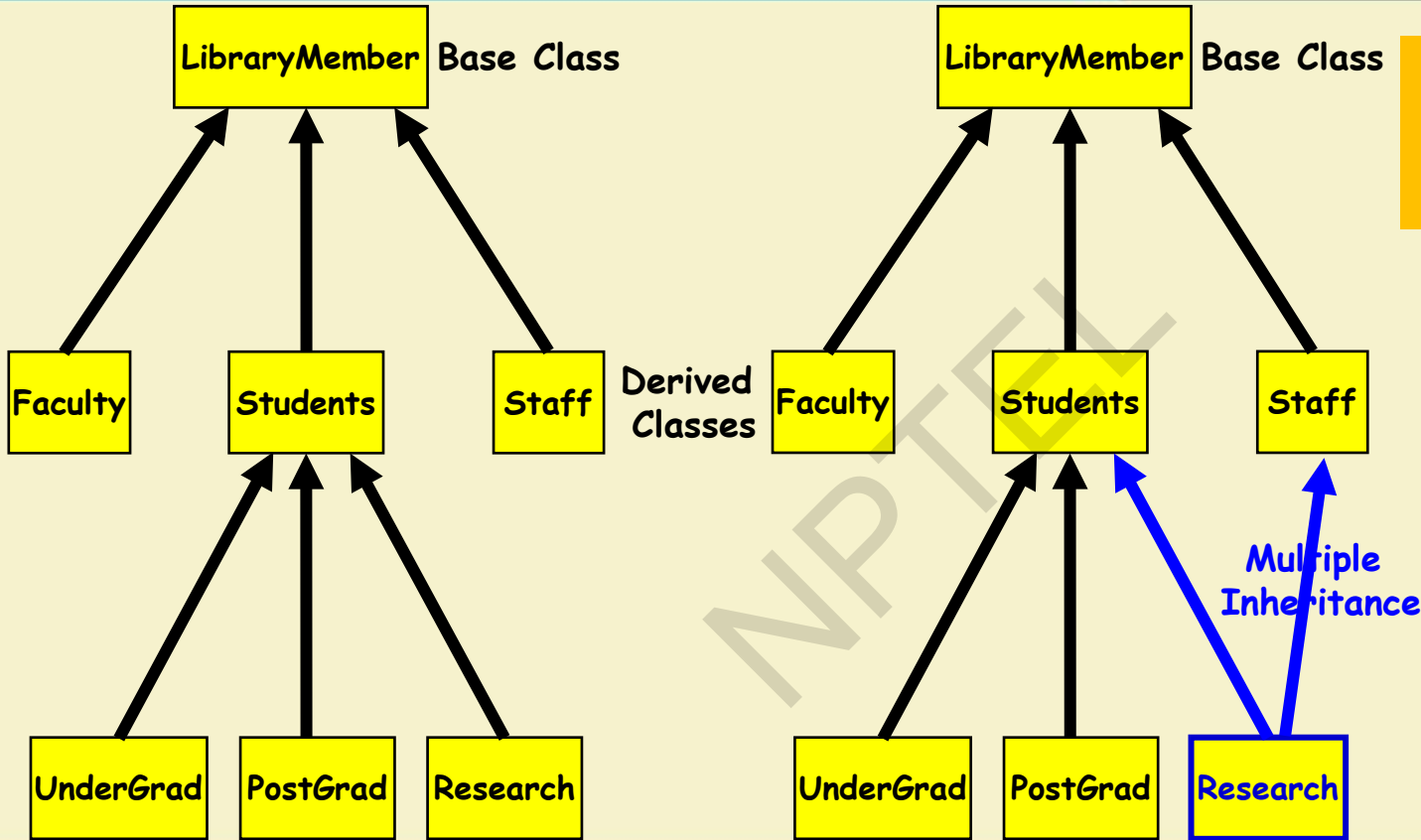


Inheritance: Semantics

- Lets a subclass inherit attributes and methods from a base class.



Multiple Inheritance



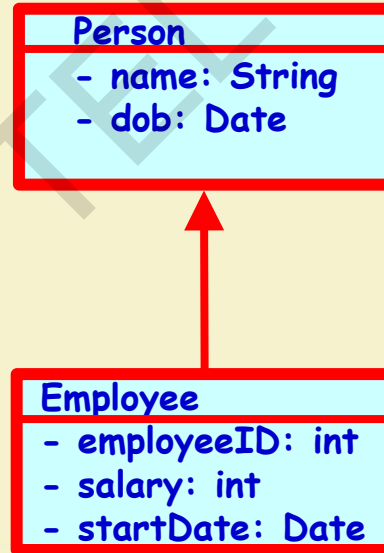
Inheritance Implementation in Java

- Inheritance is declared using the "extends" keyword
 - Even when no inheritance defined, the class implicitly extends a class called Object.

```
class Person{  
    private String name;  
    private Date dob;  
    ...  
}
```

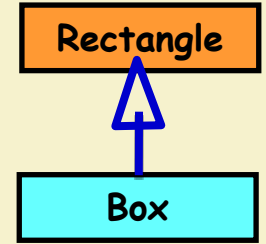
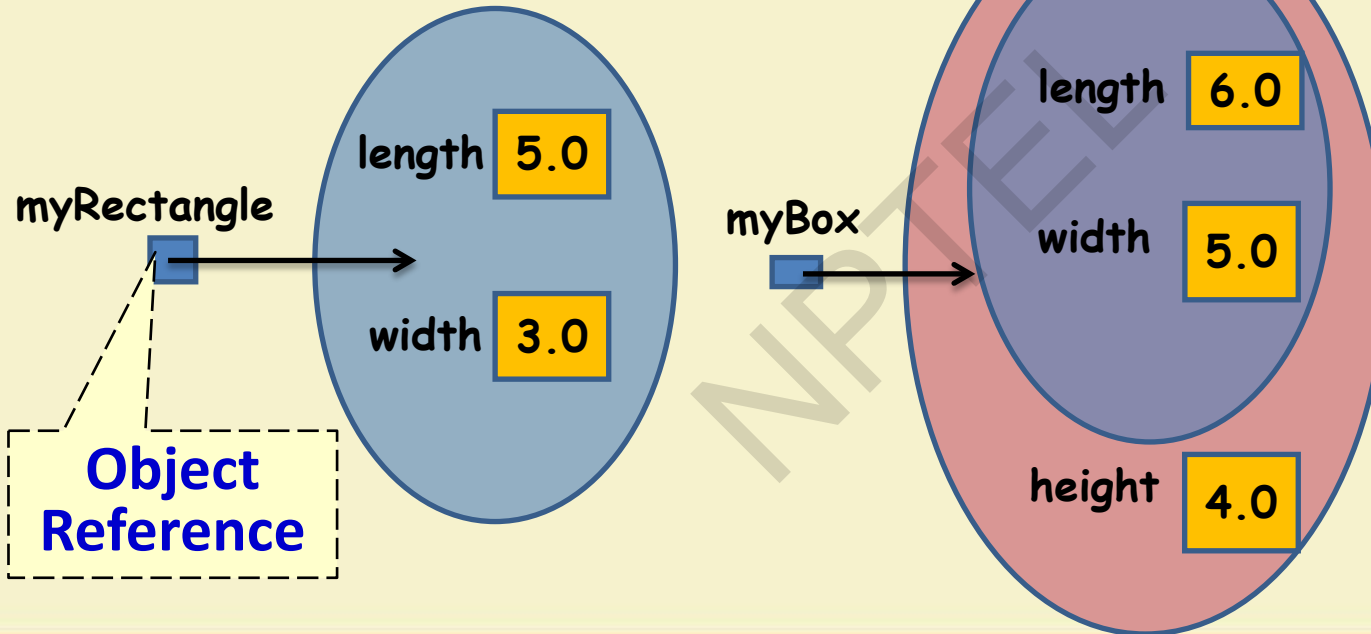
```
class Employee extends Person{  
    private int employeeID;  
    private int salary;  
    private Date startDate;  
    ...  
}
```

```
Employee anEmployee = new Employee();
```

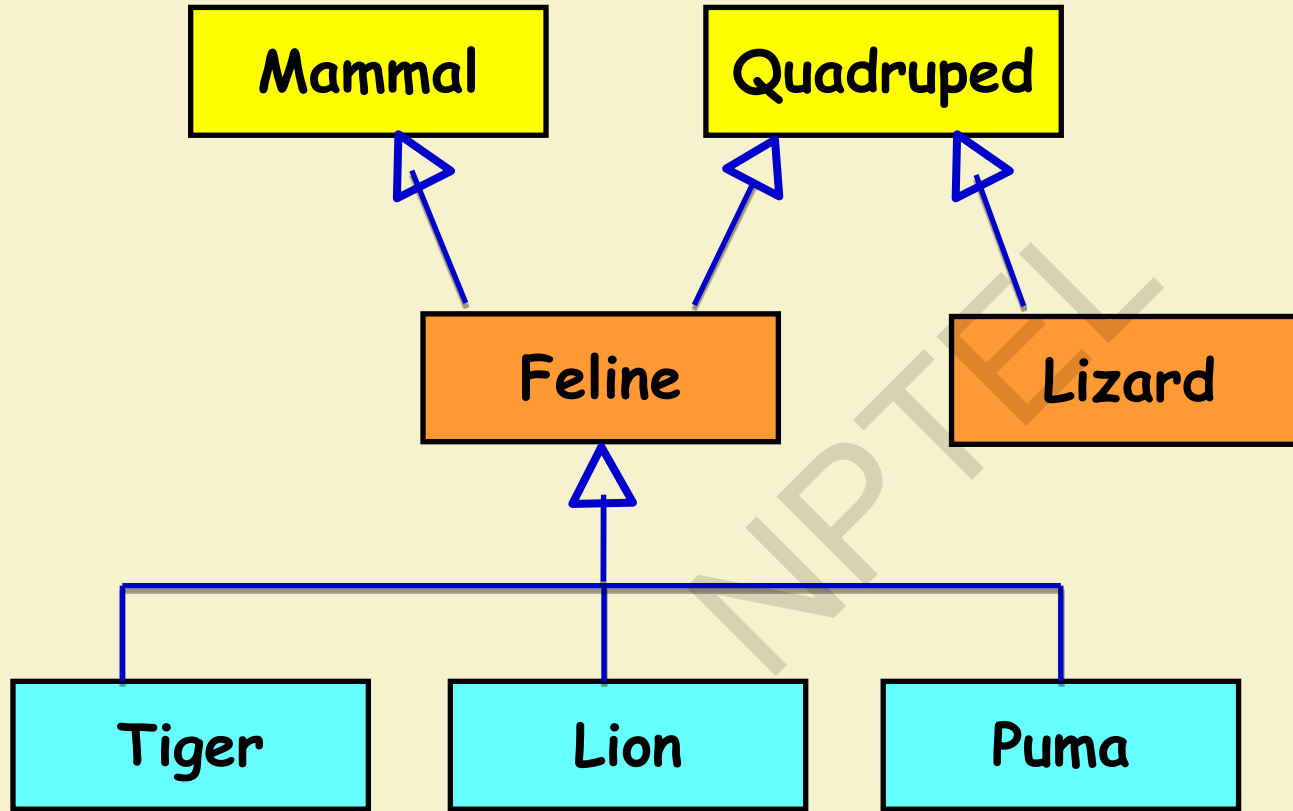


```
Rectangle myRectangle = new Rectangle(5, 3);  
Box myBox = new Box(6, 5, 4);
```

Objects myRectangle and myBox

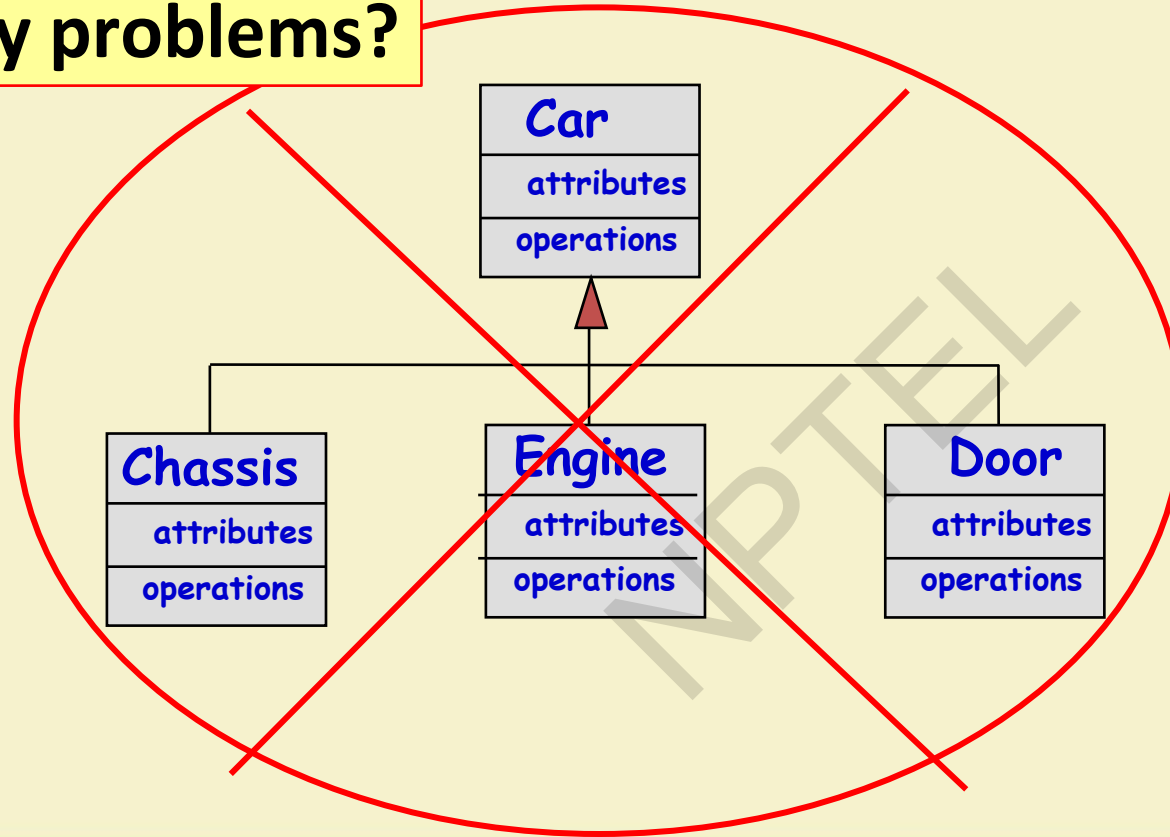


More Generalization Examples...

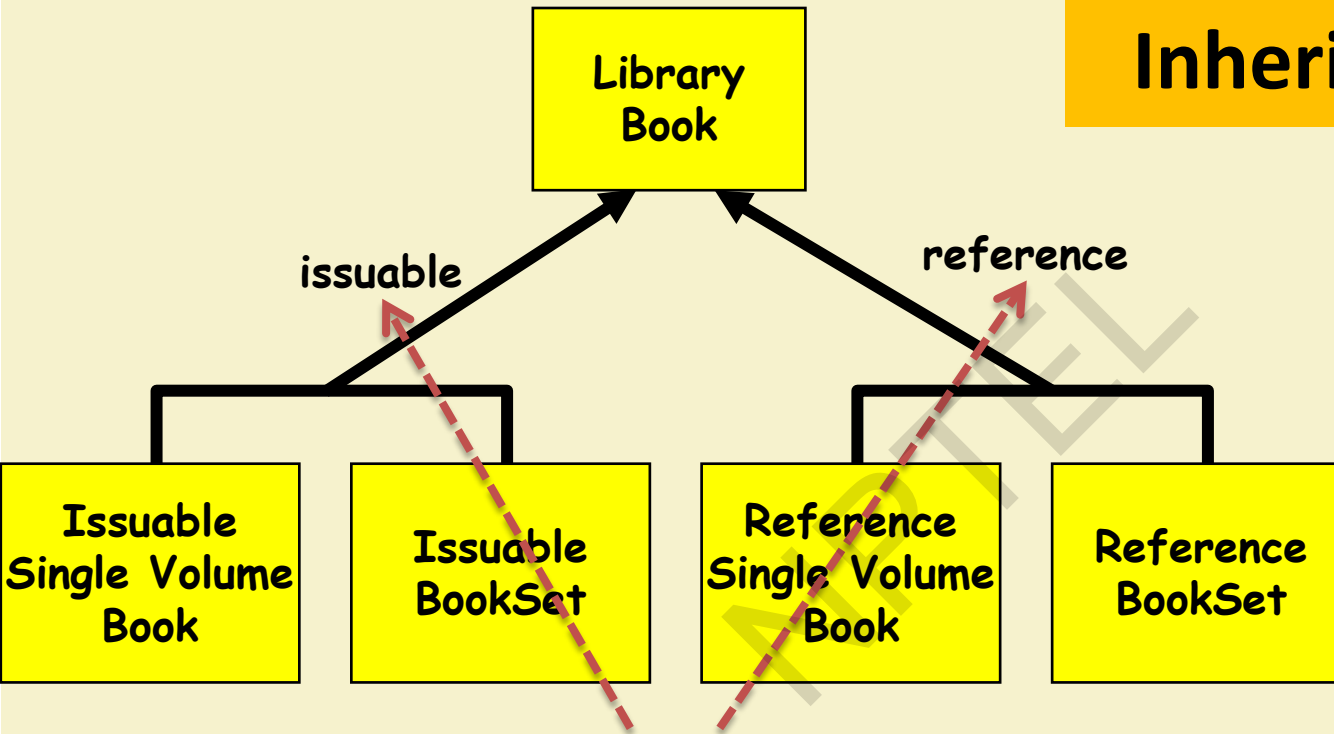


Any problems?

Wrong
Generalization -
--
violates "is a" or
"is a kind of"
heuristic



Inheritance Example



Discriminator: allows one to group subclasses into clusters that correspond to a semantic category.

Inheritance Pitfalls

- Inheritance certainly promotes reuse.
- **Indiscriminate use can result in poor quality programs.**
- Base class attributes and methods visible in derived class...
 - Leads to tight coupling

Association Relationship

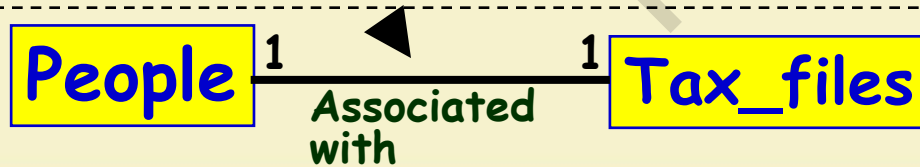
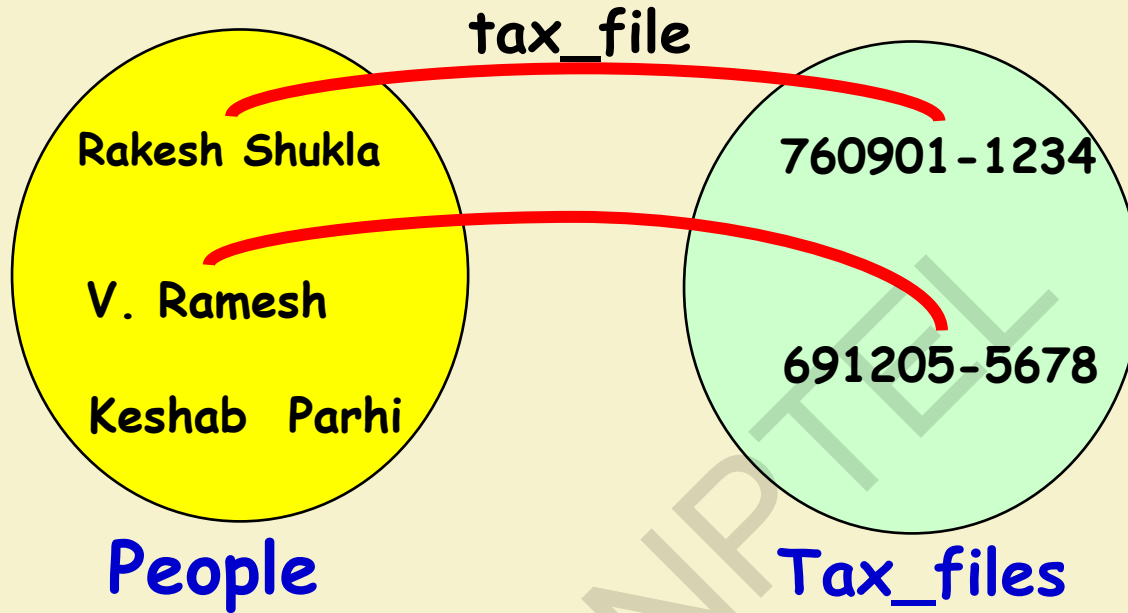
- How implemented in program?
- Enables objects to communicate with each other:
 - One object must “know” the ID of the corresponding object in the association.
- Usually binary:
 - But in general can be n-ary.

Association – An Example

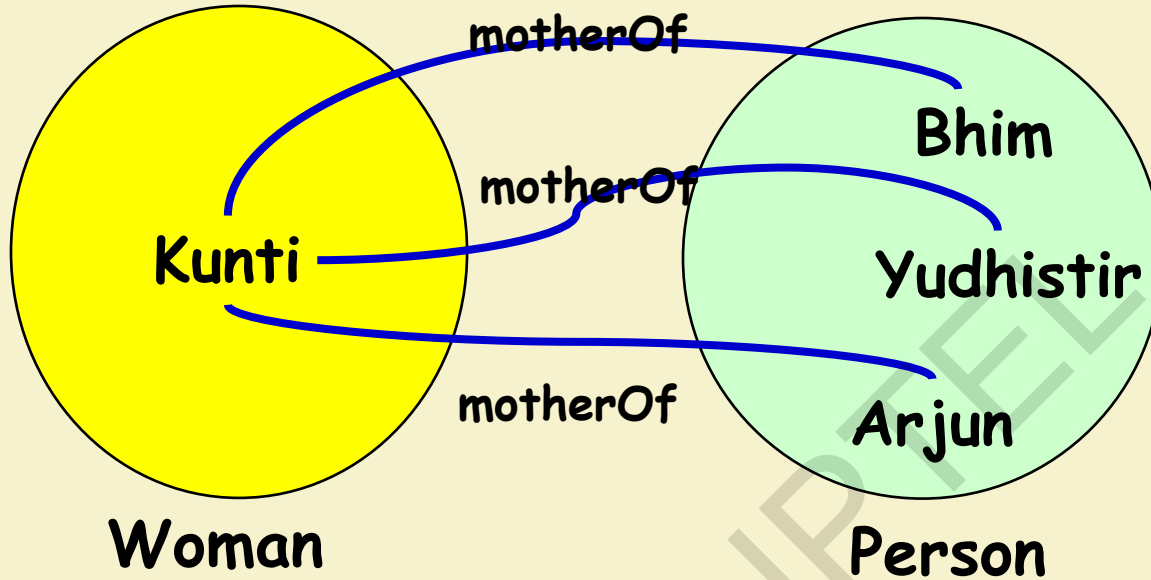
- In a home theatre system,
 - A TV object is associated with a VCR object
 - It may receive a signal from the VCR
 - VCR may be associated with remote
 - It may receive a command to record



1-1 Association - example

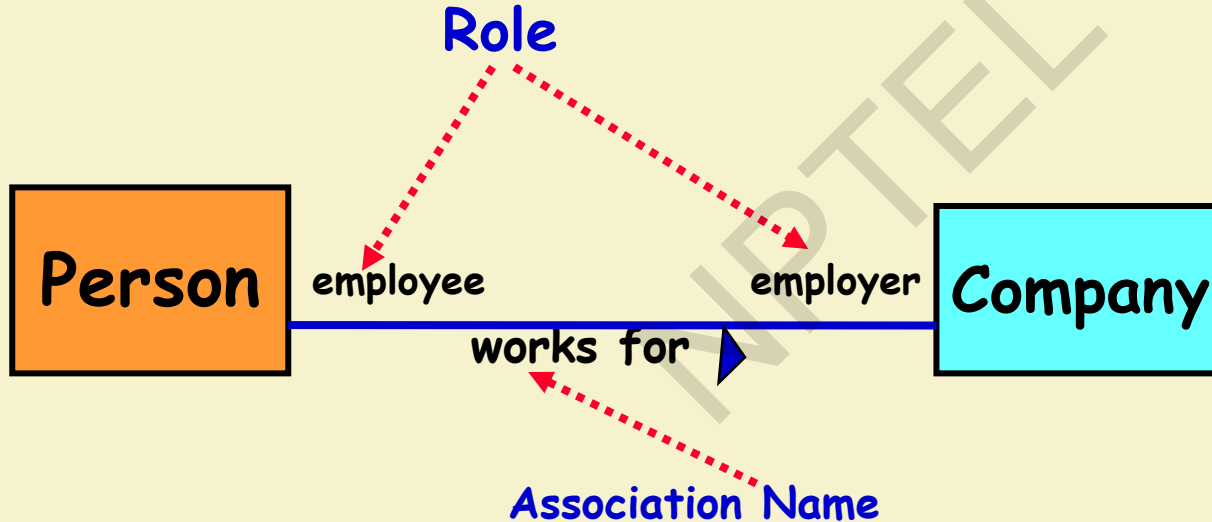


Multiple Association - example



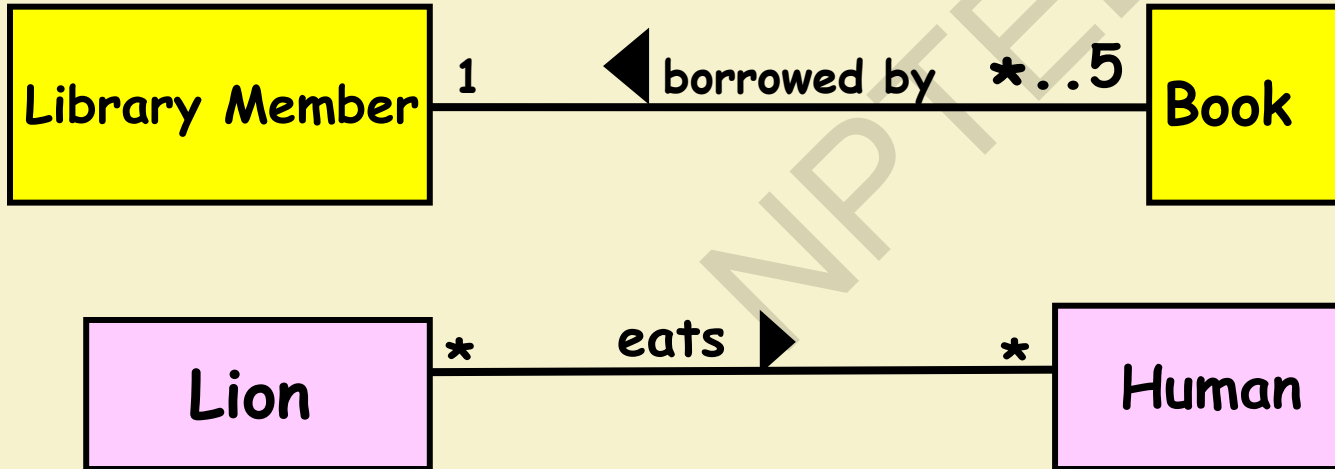
Association UML Syntax

- A Person works for a Company.

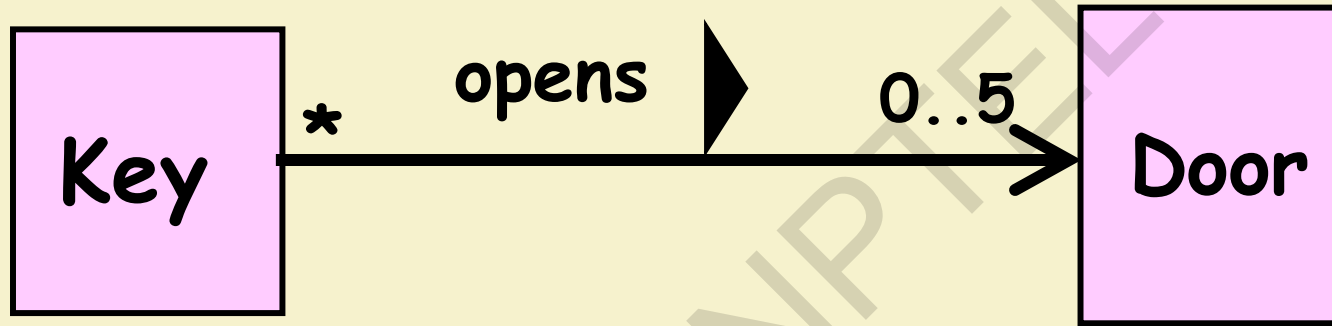


Multiplicity: The number of objects from one class that relate with a single object in an associated class.

Association - More Examples

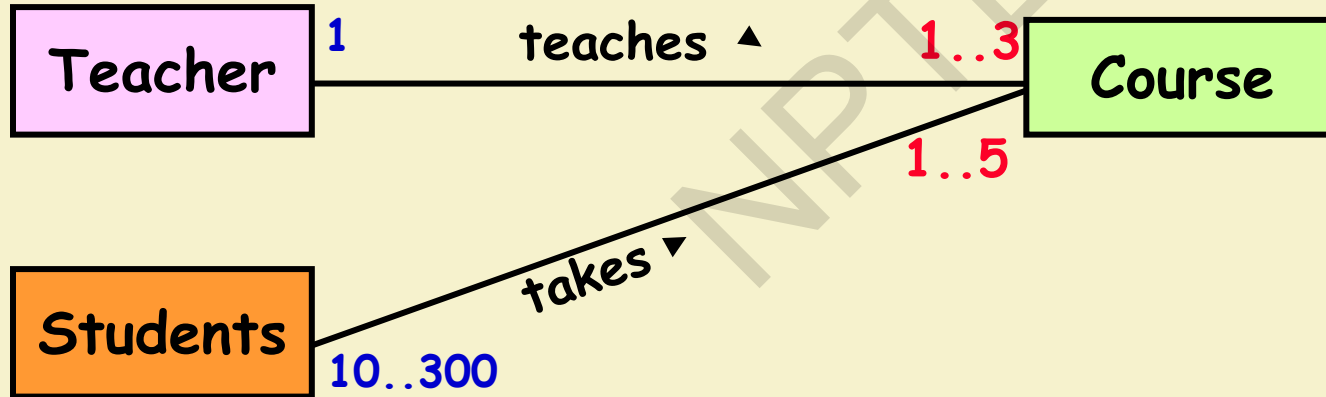


Navigability



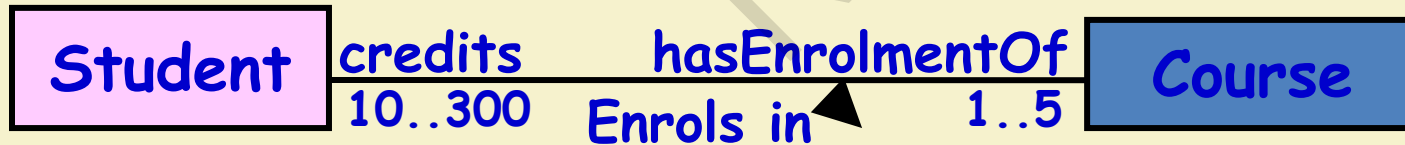
Association - Quiz 1

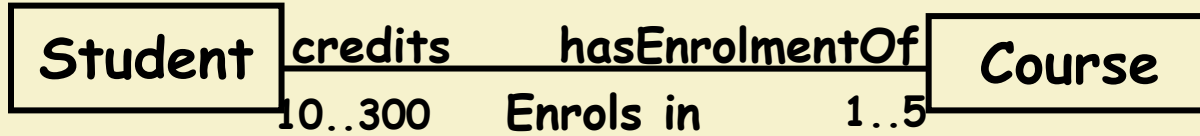
- A teacher teaches 1 to 3 courses (subjects)
- Each course is taught by only one teacher.
- A student can take between 1 to 5 courses.
- A course can have 10 to 300 students. Draw the class diagram.



Quiz 2: Draw Class Diagram

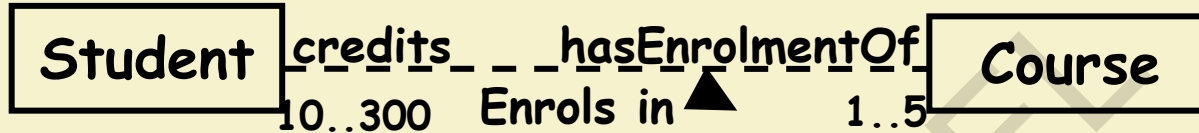
- A Student can take up to five Courses.
- A student needs to enroll in at least one course.
- Up to 300 students can enroll in a course.
- An offered subject in a semester should have at least 10 registered students.



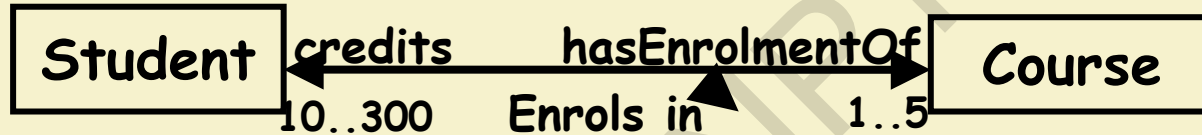


A

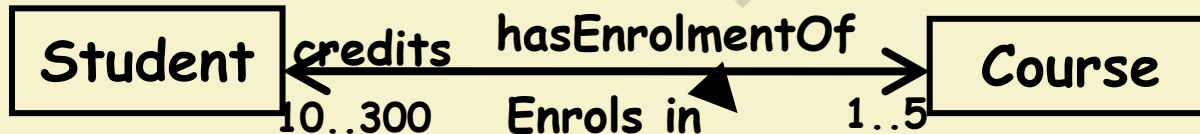
Identify as
Correct or
Wrong



B

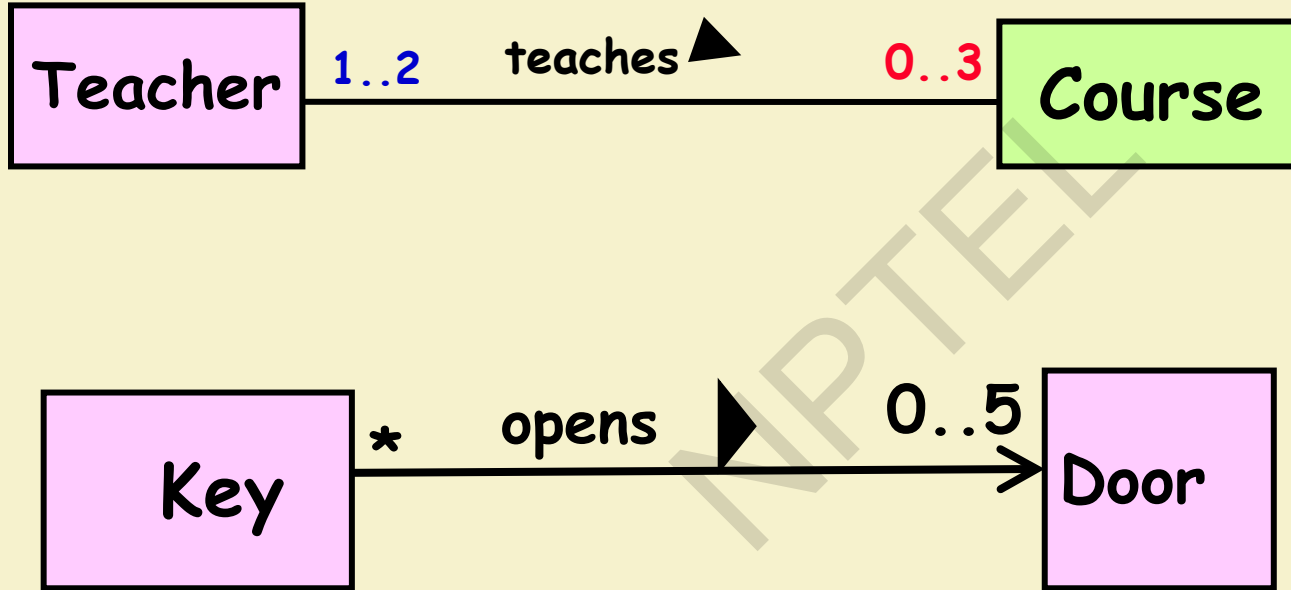


C



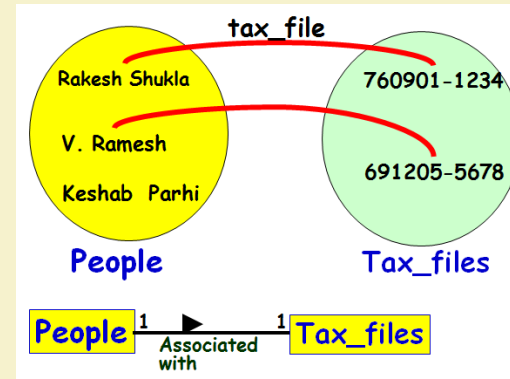
D

Quiz: Read the Diagram



- **A link:**
 - An instance of an association
 - Exists between two or more objects
 - **Dynamically created and destroyed as the run of a system proceeds**
- For example:
 - An employee joins an organization.
 - Leaves that organization and joins a new organization.

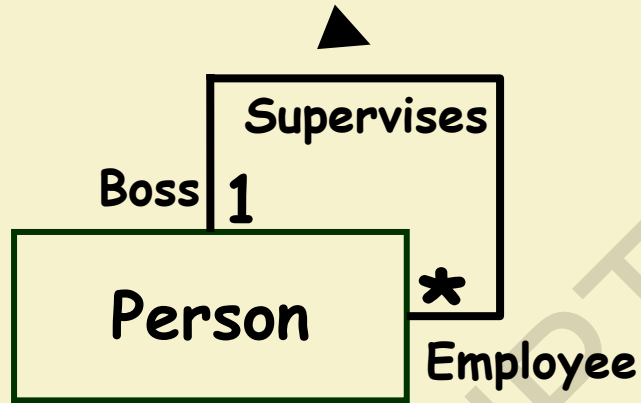
Association and Link



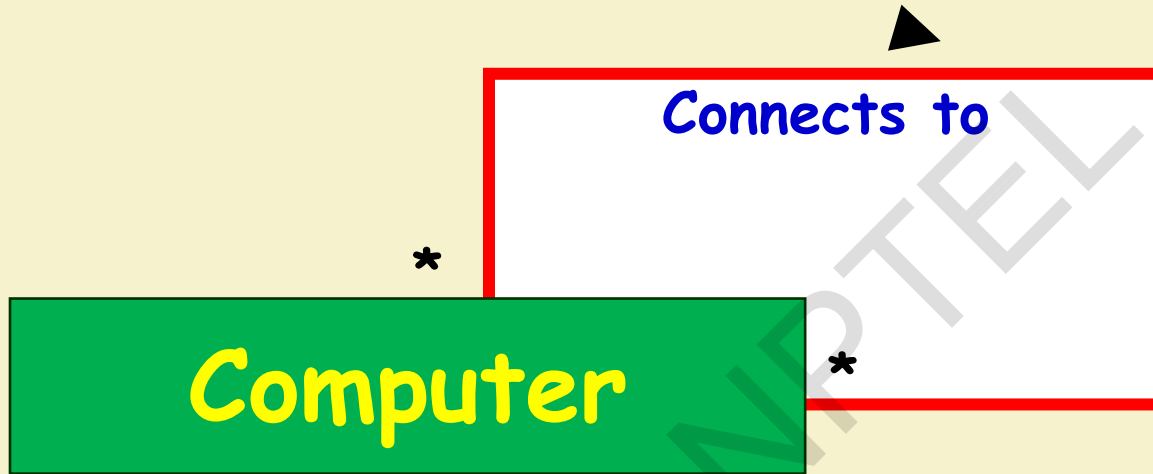
Unary Association

- A class can be associated with itself (**unary** association).
 - **Give an example?**
- An arrowhead used along with name:
 - Indicates direction of association.
- Multiplicity (association cardinality) indicates # of instances taking part in the association.

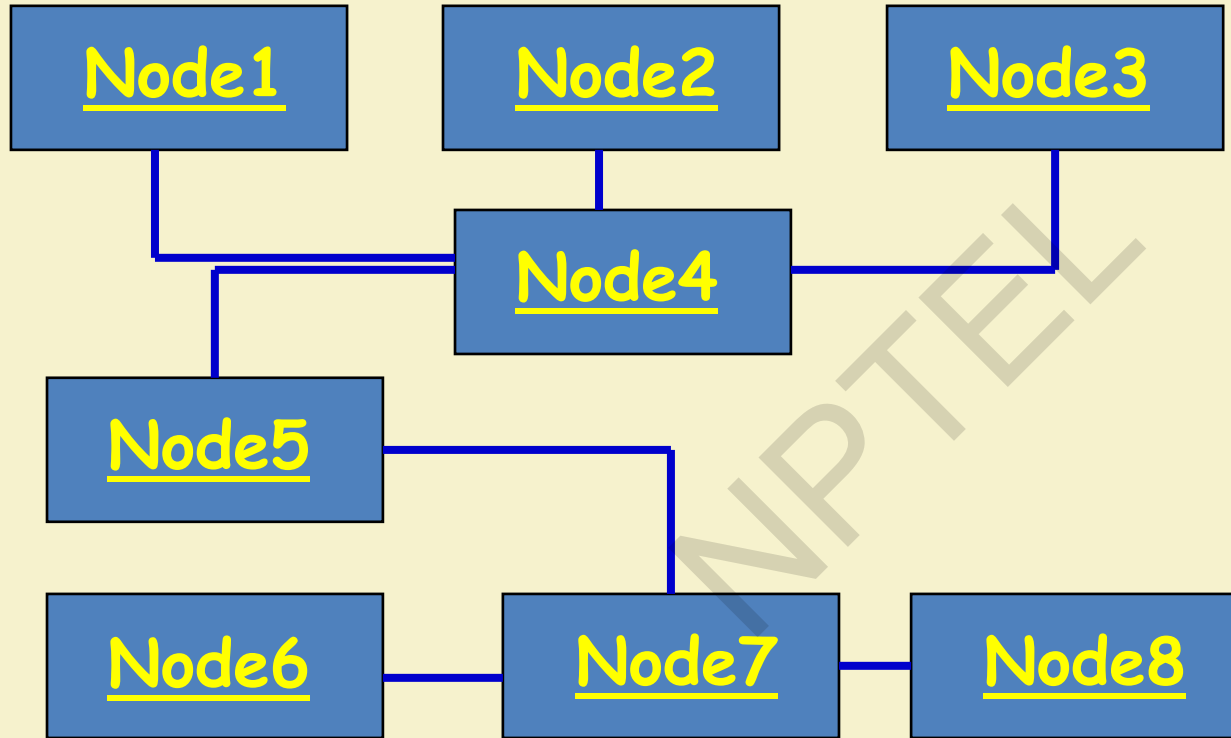
Unary Association: Example 1



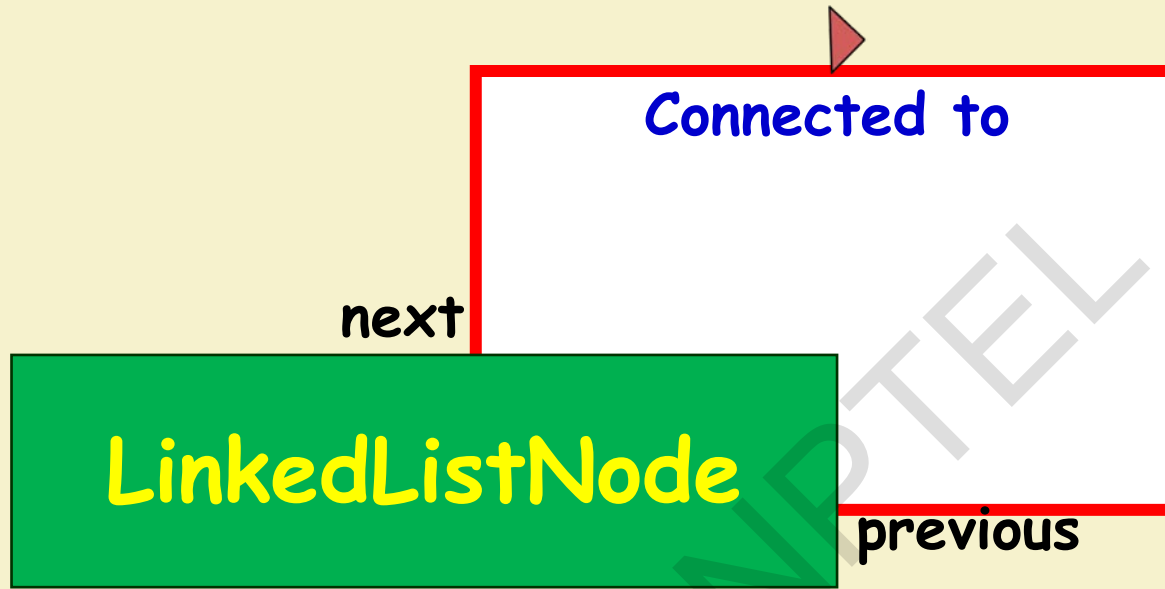
Self Association: Example 2 Computer Network



Computer Network: Object Diagram



Self Association: Example 3



Reflexive Association: Example 4

