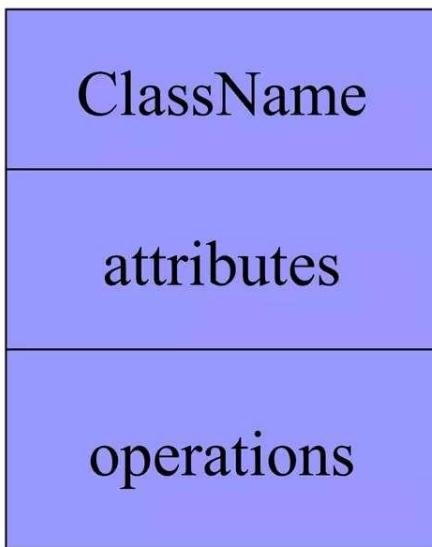


# Class Diagram

Prof. Maitreyee Ganguly

# Classes



A *class* is a description of a set of objects that share the same attributes, operations, relationships, and semantics.

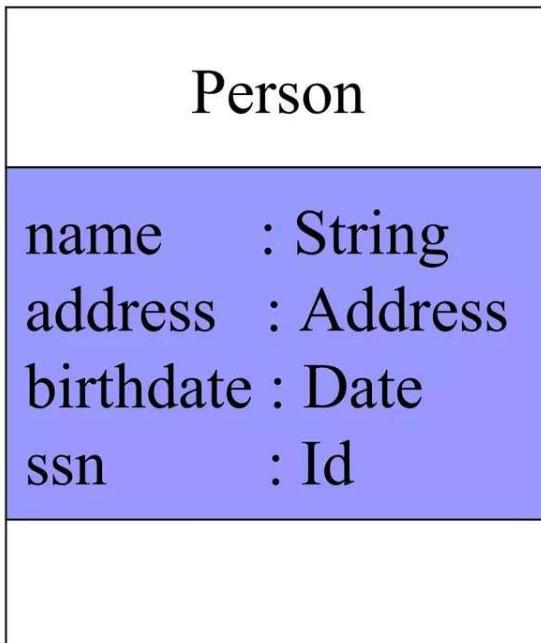
Graphically, a class is rendered as a rectangle, usually including its name, attributes, and operations in separate, designated compartments.

# Class Names



The name of the class is the only required tag in the graphical representation of a class. It always appears in the top-most compartment.

# Class Attributes



An *attribute* is a named property of a class that describes the object being modeled. In the class diagram, attributes appear in the second compartment just below the name-compartment.

# Class Attributes (Cont'd)

Person	
name	: String
address	: Address
birthdate	: Date
/ age	: Date
ssn	: Id

Attributes are usually listed in the form:

attributeName : Type

A *derived* attribute is one that can be computed from other attributes, but doesn't actually exist. For example, a Person's age can be computed from his birth date. A derived attribute is designated by a preceding '/' as in:

/ age : Date

# Class Attributes (Cont'd)

Person

```
+ name    : String  
# address : Address  
# birthdate : Date  
/ age      : Date  
- ssn     : Id
```

Attributes can be:

- + public
- # protected
- private
- / derived

# Class Operations

Person	
name	: String
address	: Address
birthdate	: Date
ssn	: Id
<i>Operations</i>	
eat	
sleep	
work	
play	

*Operations* describe the class behavior and appear in the third compartment.

# Depicting Classes

When drawing a class, you needn't show attributes and operation in every diagram.

Person

Person

name  
address  
birthdate

Person

Person

eat  
play

Person

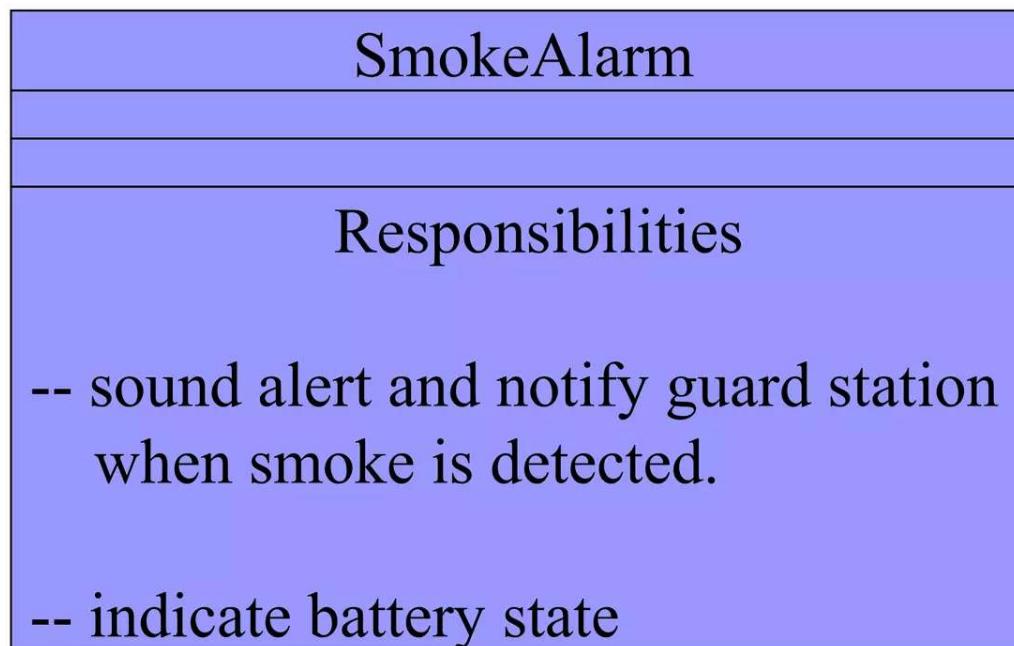
name : String  
birthdate : Date  
ssn : Id

eat()  
sleep()  
work()  
play()

# Class Responsibilities

A class may also include its responsibilities in a class diagram.

A responsibility is a contract or obligation of a class to perform a particular service.



# Relationships

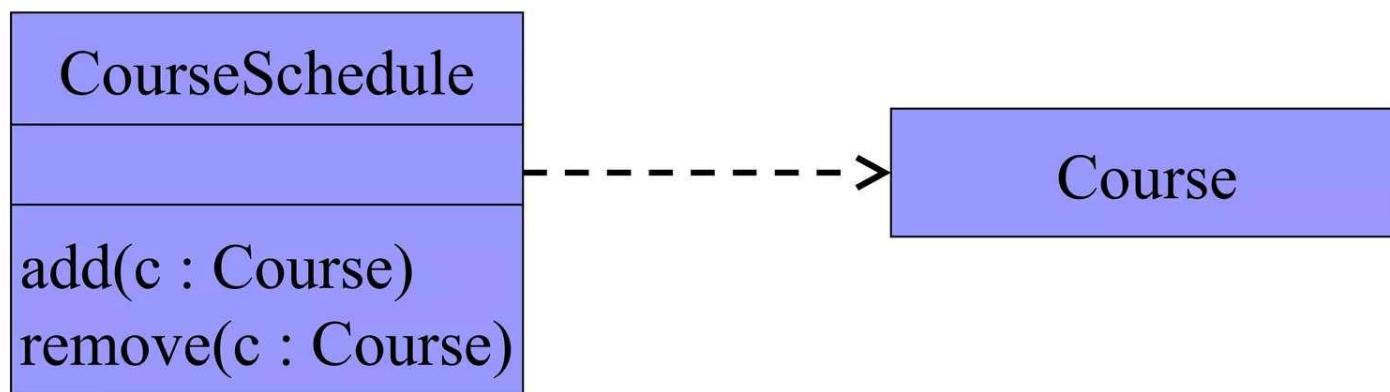
In UML, object interconnections (logical or physical), are modeled as relationships.

There are three kinds of relationships in UML:

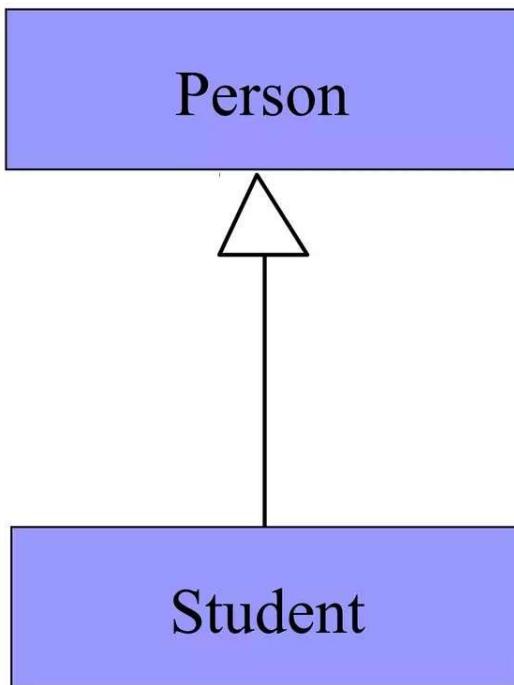
- dependencies
- generalizations
- associations

# Dependency Relationships

A *dependency* indicates a semantic relationship between two or more elements. The dependency from *CourseSchedule* to *Course* exists because *Course* is used in both the **add** and **remove** operations of *CourseSchedule*.



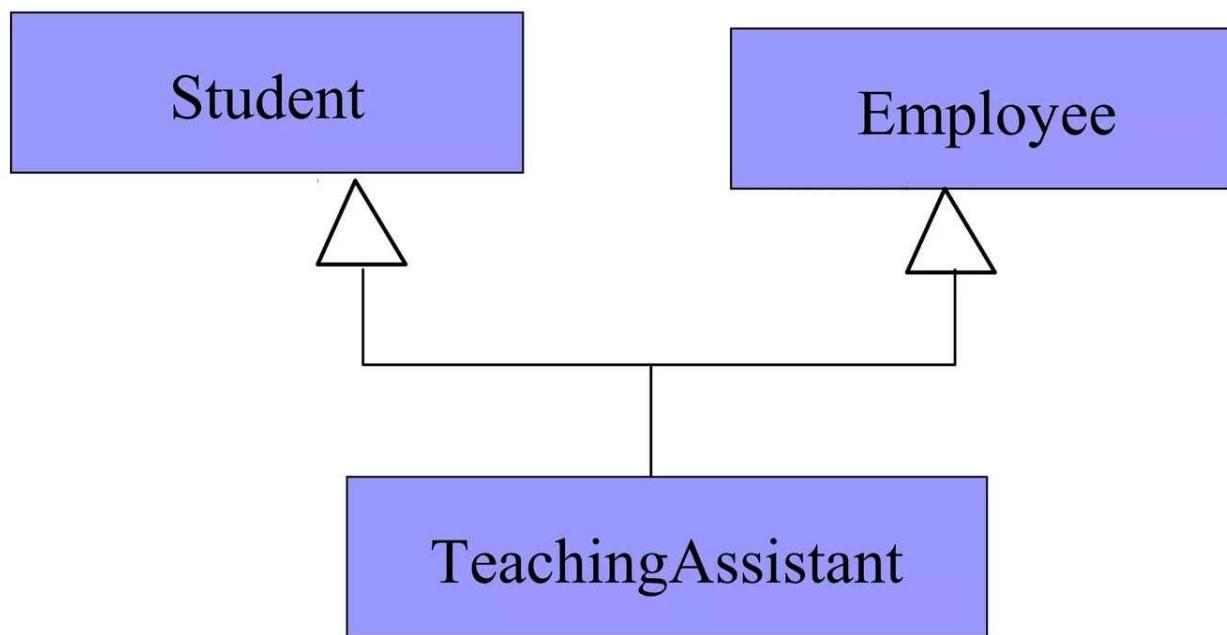
# Generalization Relationships



A *generalization* connects a subclass to its superclass. It denotes an inheritance of attributes and behavior from the superclass to the subclass and indicates a specialization in the subclass of the more general superclass.

# Generalization Relationships (Cont'd)

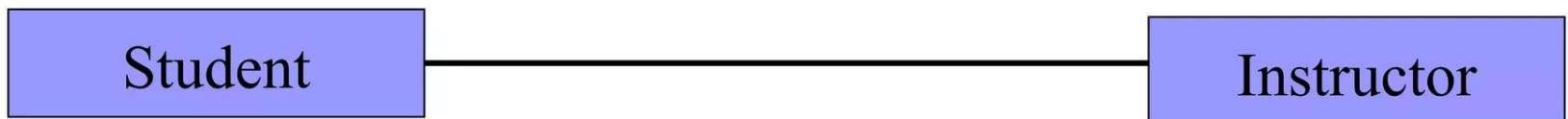
UML permits a class to inherit from multiple super classes, although some programming languages (*e.g.*, Java) do not permit multiple inheritance.



# Association Relationships

If two classes in a model need to communicate with each other, there must be link between them.

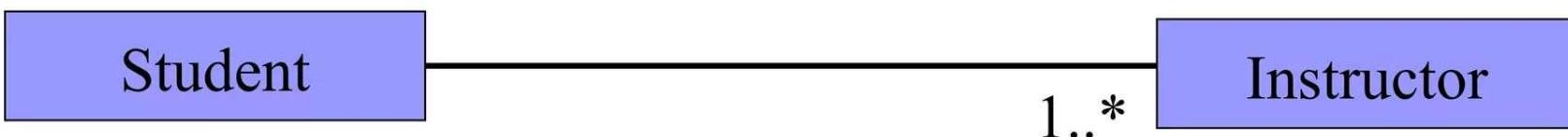
An *association* denotes that link.



# Association Relationships (Cont'd)

We can indicate the *multiplicity* of an association by adding *multiplicity adornments* to the line denoting the association.

The example indicates that a *Student* has one or more *Instructors*:



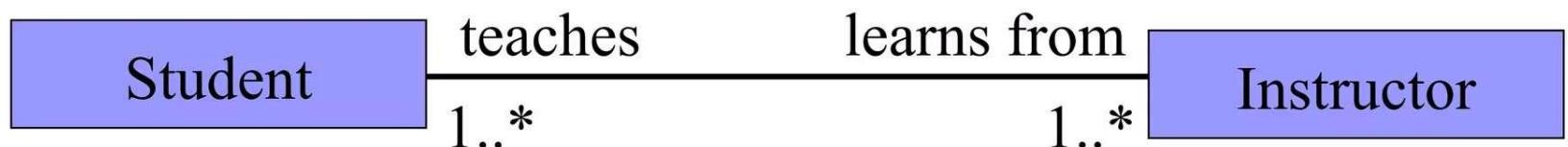
# Association Relationships (Cont'd)

The example indicates that every *Instructor* has one or more *Students*:



# Association Relationships (Cont'd)

We can also indicate the behavior of an object in an association (*i.e.*, the *role* of an object) using *role names*.



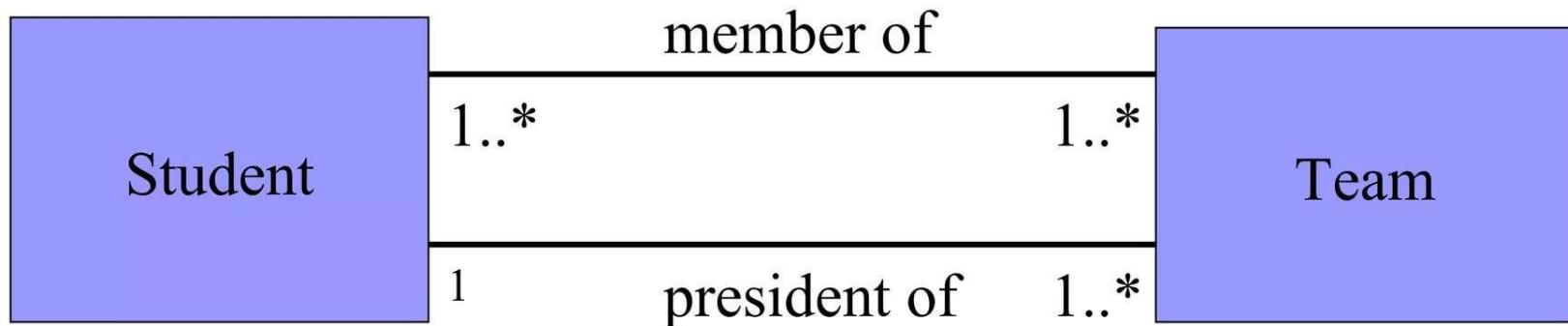
# Association Relationships (Cont'd)

We can also name the association.



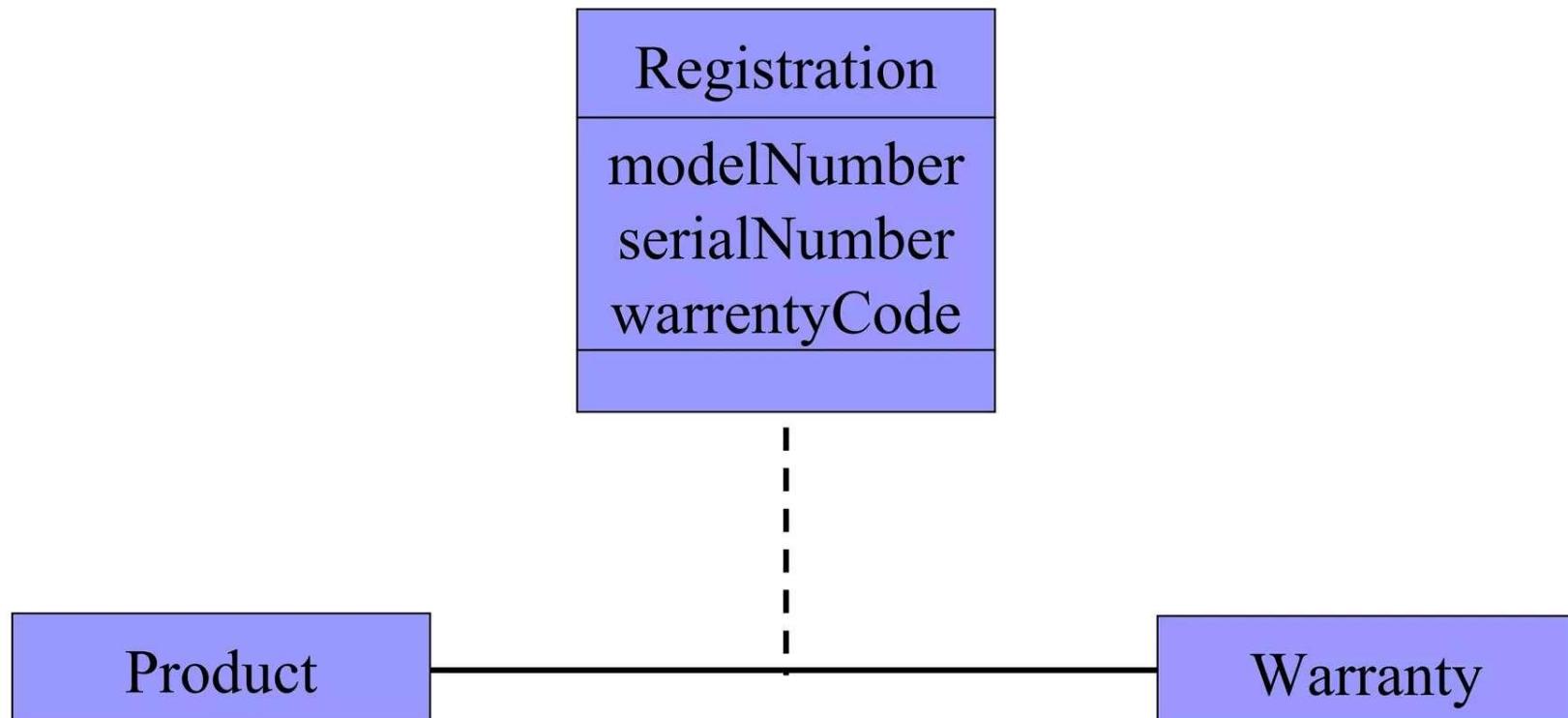
# Association Relationships (Cont'd)

We can specify dual associations.



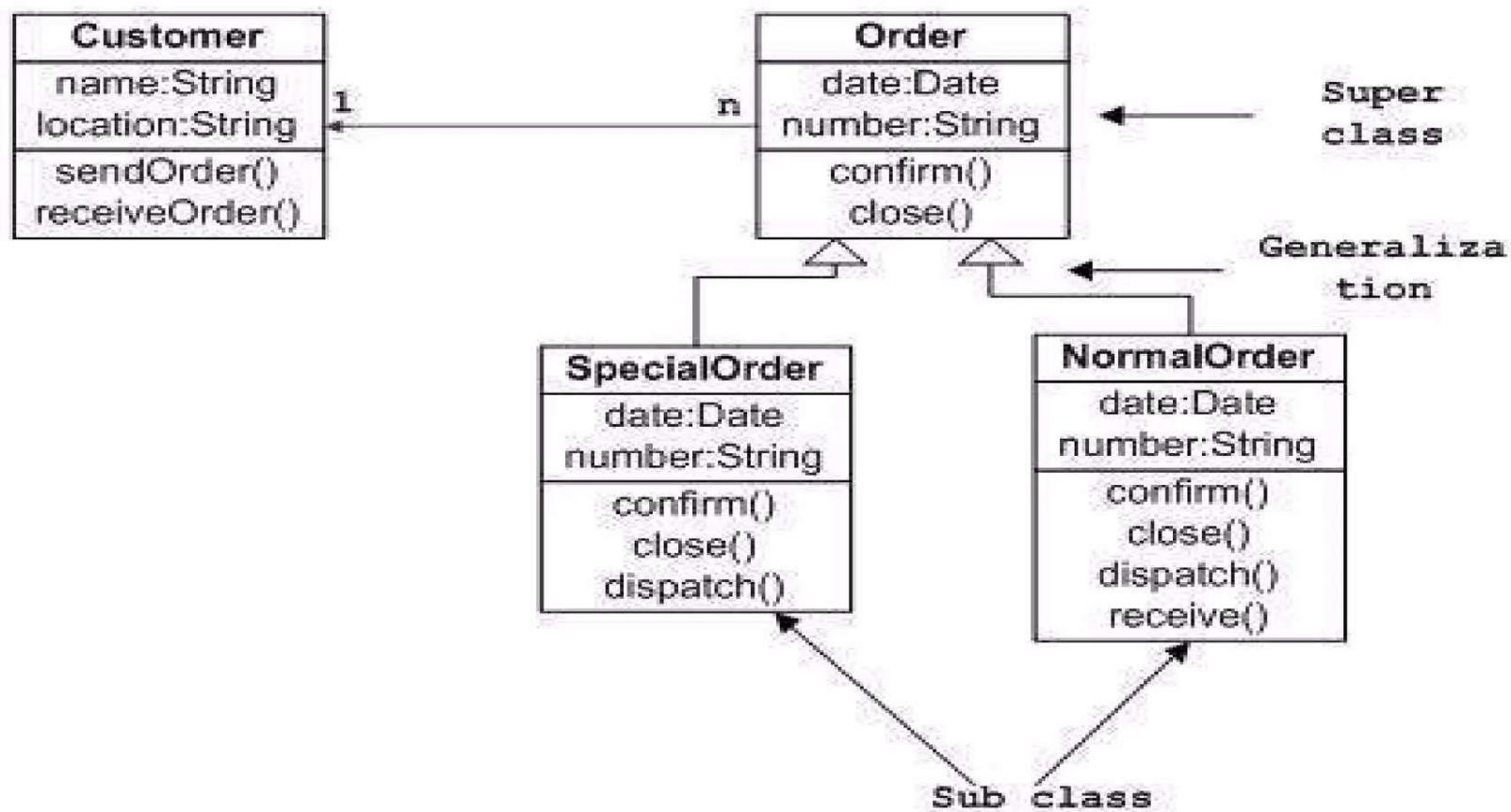
# Association Relationships (Cont'd)

Associations can also be objects themselves, called *link classes* or an *association classes*.



# Example

Sample Class Diagram



# Example

