

Unified Modeling Languages (UML)

CD



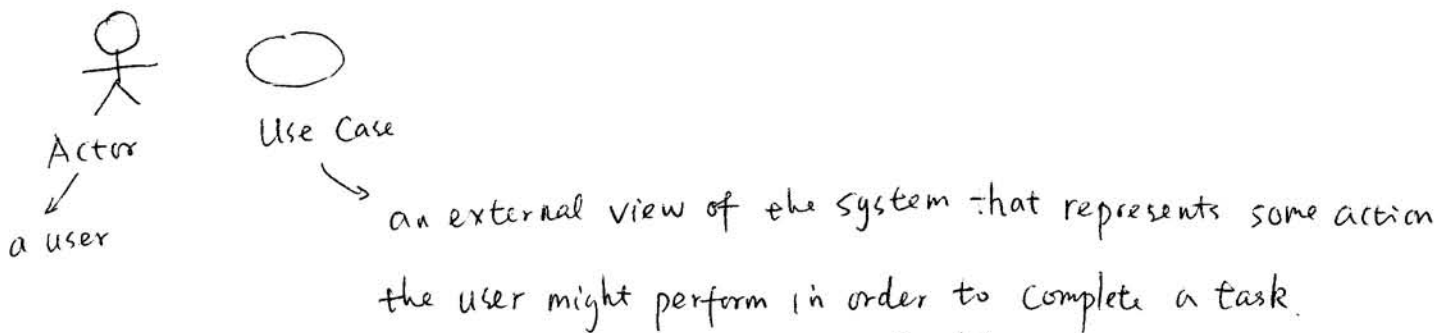
- UML is a non-proprietary specification language for object modeling
- It is a general-purpose modeling language that includes a standardized graphical notation used to create an abstract model of a system.

Types of UML Diagrams

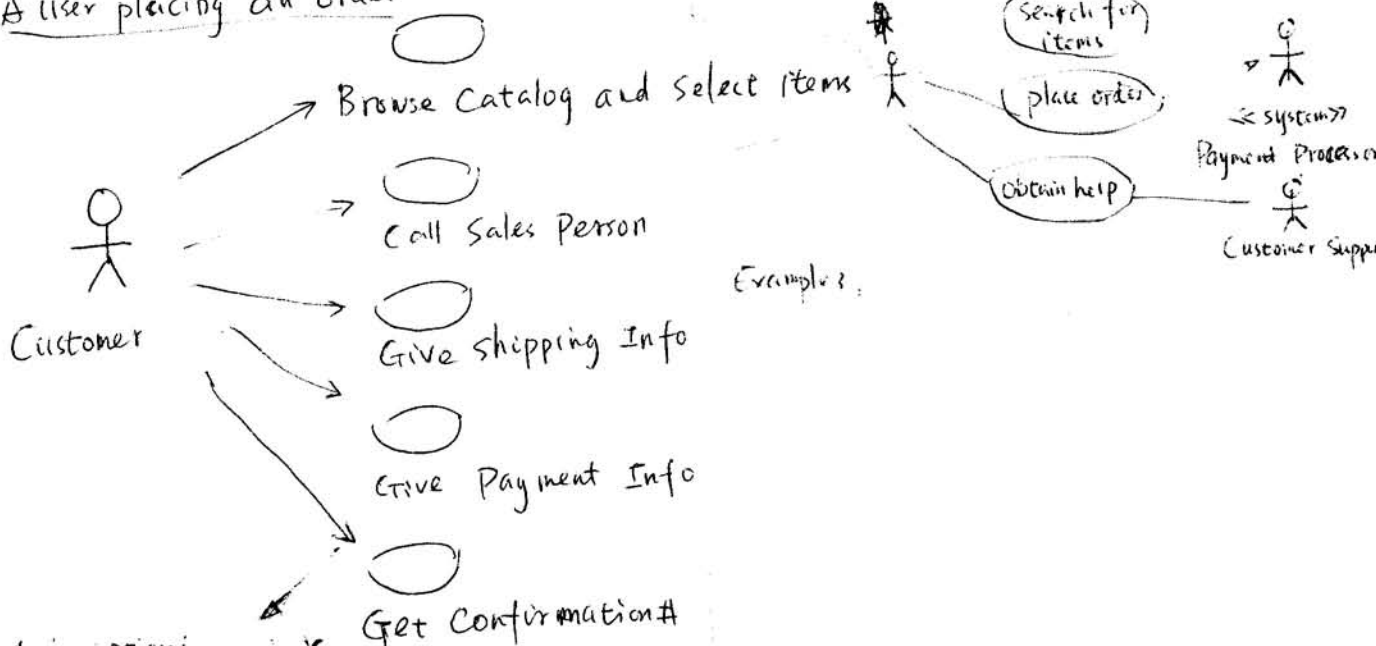
1. Use Case Diagram: displays the relationship among actors and Use Cases.

↳ a set of scenarios that describe an interaction between a user and a system.

Two main components of a use case diagram:



Eg. A user placing an order

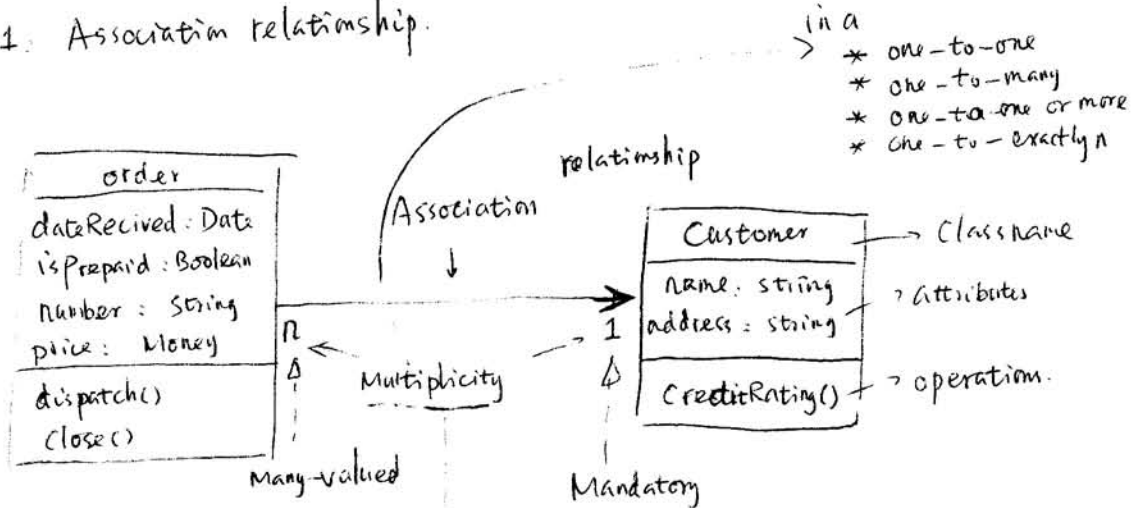


Arrow head is optional, and is often used to indicating the direction of the initial invocation of the relationship. The arrowheads can be sometimes confused with data flow in a complex system.

2. Class Diagrams: models class structure and contents using design elements such as classes, packages and objects. It also displays relationships such as containment, inheritance, associations and others.

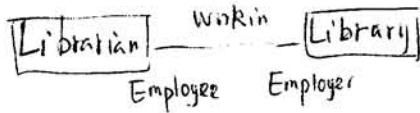
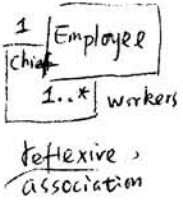
One class can be related to another

Example 1: Association relationship.

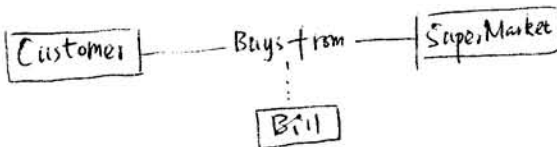


in a

- * one-to-one
- * one-to-many
- * one-to-one or more
- * one-to-exactly n

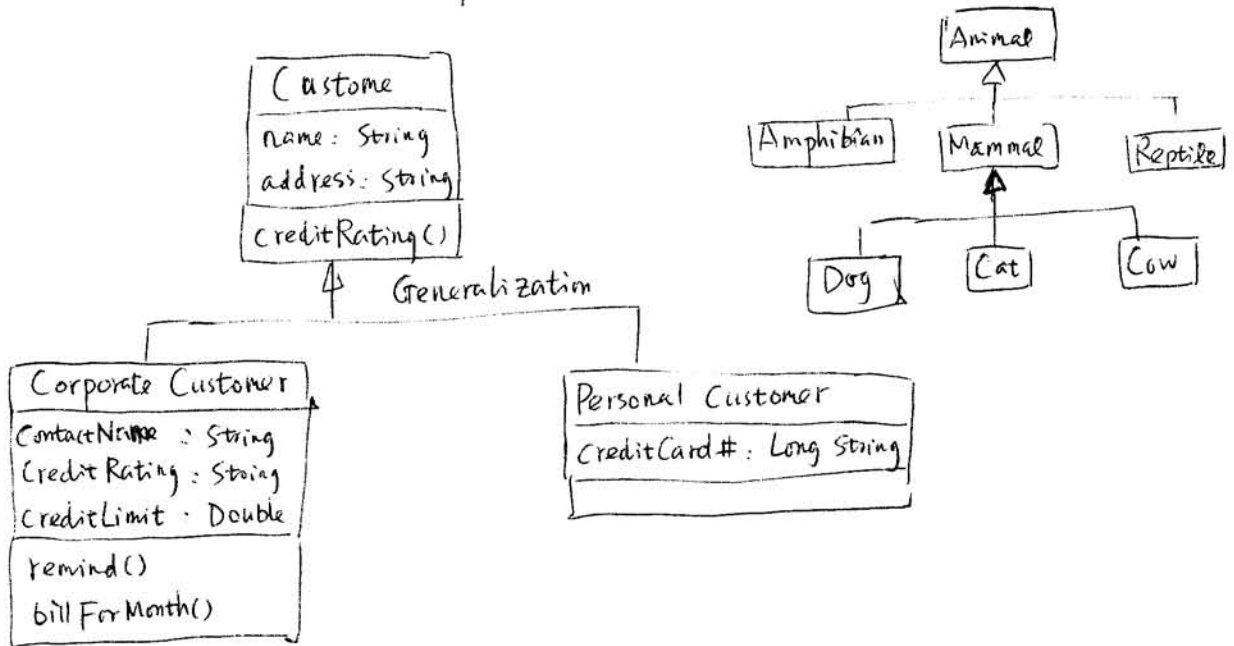


The multiplicity of the association denotes the number of objects that can participate in the relationship.

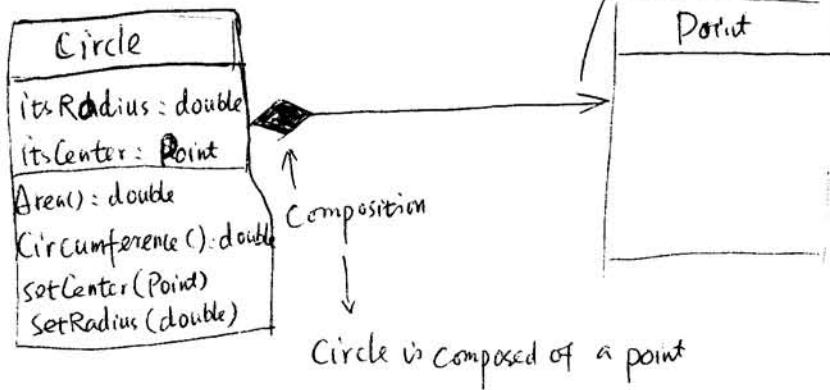


For example, an order object can be associated to only one Customer but a Customer can be associated to many orders.

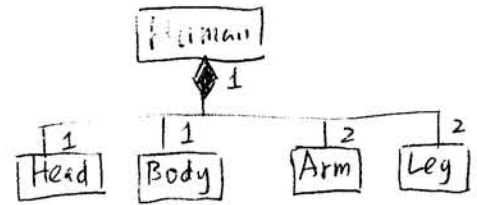
Example 2: Generalization relationship. (or inheritance relationship)



Example 3: Composition Relationship

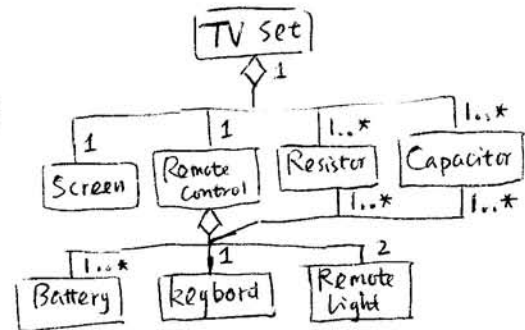
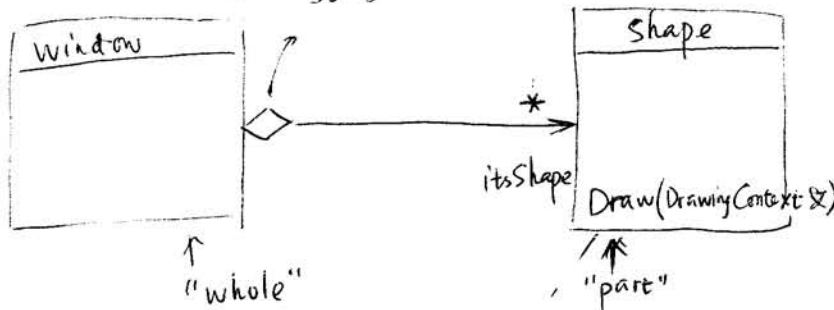


the relationship is navigable in only one direction.
That is, point does not know about Circle.

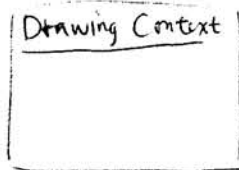


Composition relationships are a strong form of containment or aggregation, because composition also indicates that the lifetime of Point is dependent upon Circle. If Circle is destroyed, Point will be destroyed with it.

Example 4: Aggregation Relationships



Example 5: Dependency



Dependency

The Draw() of Shape takes an argument of type DrawingContext

Example 6: Overall

