

SWEN 223

Software Engineering Analysis

UML Class Diagrams

Thomas Kühne
Victoria University of Wellington
Thomas.Kuehne@ecs.vuw.ac.nz, Ext. 5443, Room Cotton 233





Class Specification

Visibility

- + public
- # protected
- ~ package
- private

(exact meaning is a semantic variation point)

Derived

redundant but handy information

Class Name

describes what **instances** are

Dictionary

- array : Array

+ get (key : String) : Object

+ put (key : String, obj : Object)

+ count() : Integer

/ isEmpty() : Boolean

Attribute

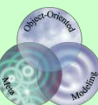
less important than operations, in particular in the analysis phase

Result Type

(notation is up to the user)

Argument Type

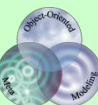
(notation is up to the user)





What Information Should be Captured by Attributes?

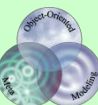
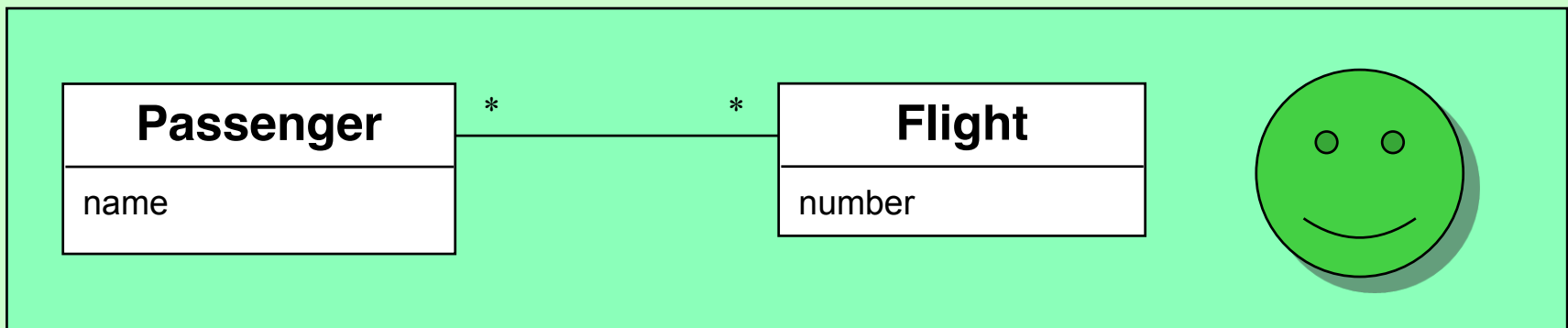
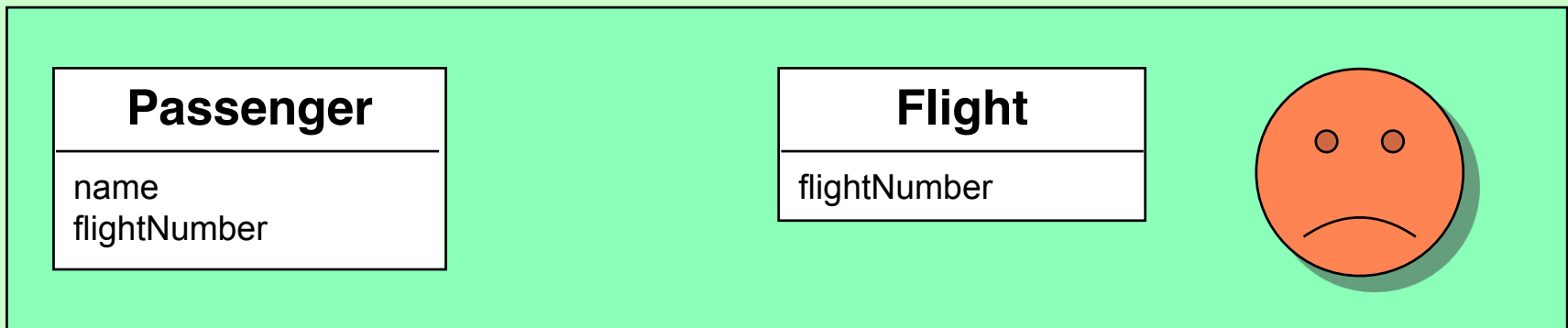
- Attribute types will typically be Datatypes
 - » values for which unique **identity** is **not** useful
 - » e.g. not usually meaningful to distinguish between
 - instances of the number 5, or the string “cat”
(all **primitive types** are datatypes)
 - instances of PhoneNumber that contain the same number
 - etc.





Attributes

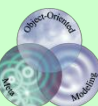
Do Not Use Attributes as Foreign Keys





Analysis Phase

- Two (or more) concepts in the problem domain are in a relationship
 - » denotes some connection of some sort
 - » usually with unspecified navigability
- Relational style is the norm
 - » association ends are owned by the association
 - » concepts are agnostic of the relationships they participate in





Association Examples

Category	Example
A is a member of B	Pilot—Airline
A uses or manages B	CEO—Airline
A communicates with B	ReservationAgent—Passenger
A is related to B	Reservation—Cancellation
A is next to B	City—City
A is owned by B	Plane—Airline
A is an organizational subunit of B	MaintenanceDepartment—Airline





Association Examples

Category	Example
A is logged / recorded in B	Reservation—FlightManifest
A is a physical part of B	Wing—Airplane
A is a logical part of B	FlightLeg—FlightRoute
A is physically contained in/on B	Passenger—Airplane
A is logically contained in B	Flight—FlightSchedule
A is a description for B	FlightDescription—Flight





Associations

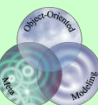
Design Phase

- Respective objects maintain **links** with each other
 - » required for access to objects, in particular for message sending
- Reference style is the norm
 - » association ends are owned by classes
 - » historically motivated implementation view which may be challenged in the future

May result from

structural
instance variables

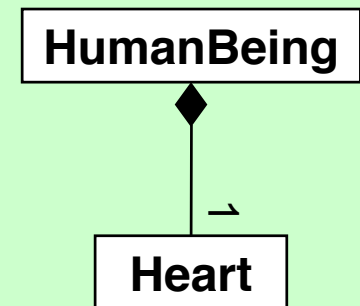
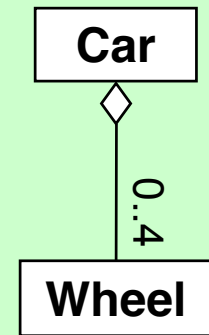
temporal
message arguments
message results





Aggregation vs Composition

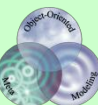
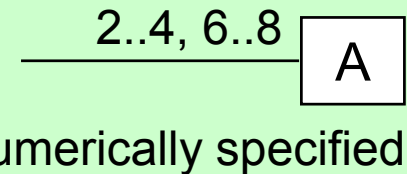
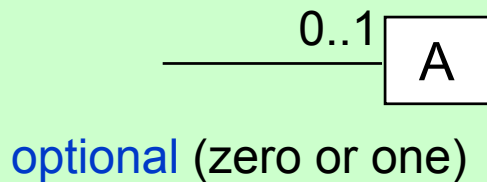
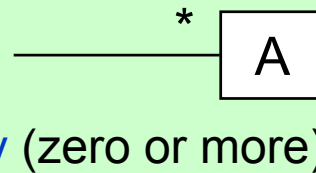
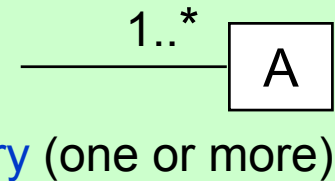
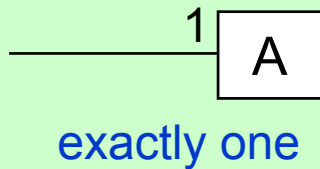
- **Aggregation (white diamond)**
 - » regular association with whole-part connotation (anti-symmetric, transitive)
 - » no additional semantics attached
 - » if in doubt, use a regular association
- **Composition (black diamond)**
 - » parts cannot exist without the whole
 - » synchronises lifetimes (transitively)





Multiplicities

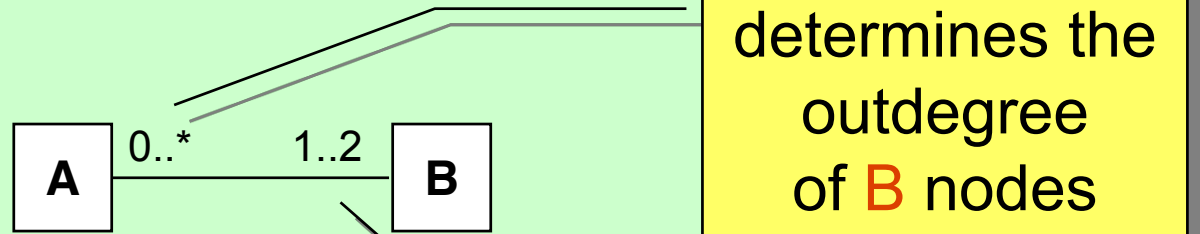
Some Standard Cases



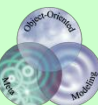
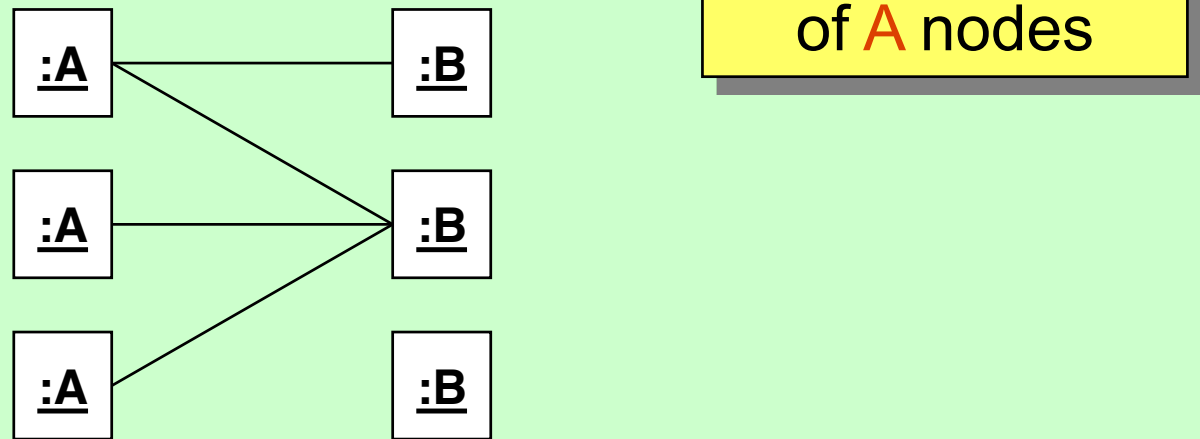


Multiplicities

Class Level



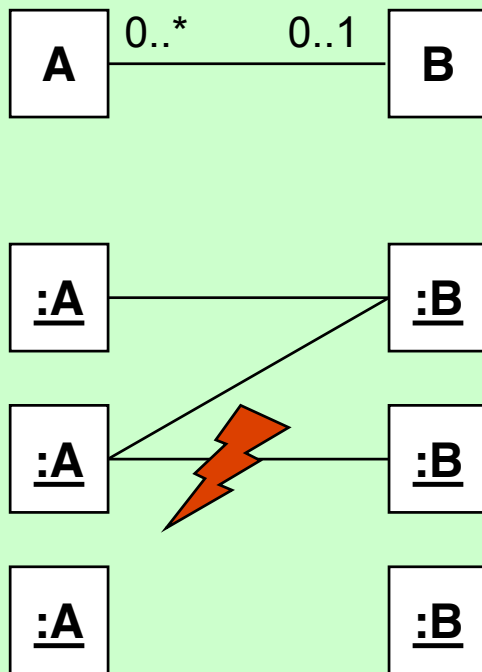
Object Level





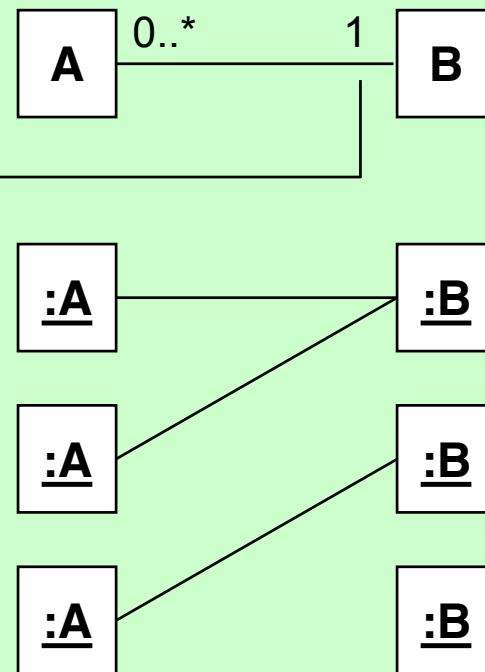
Multiplicities

Functional



Functional & Total

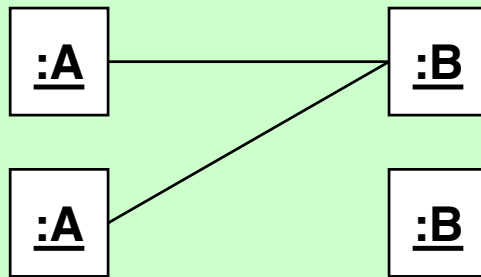
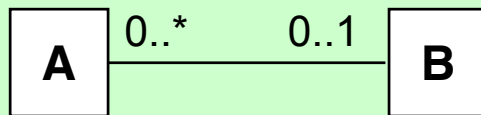
there cannot be an **A** without a **B**





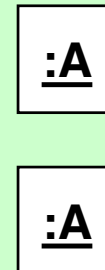
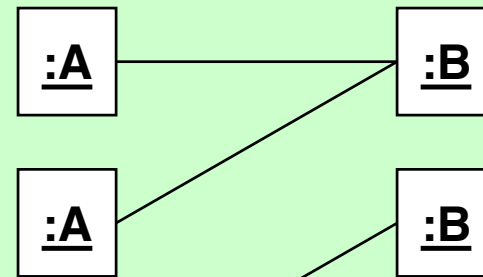
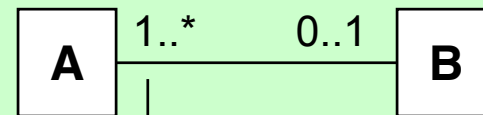
Multiplicities

Functional



there cannot be a
B without an A

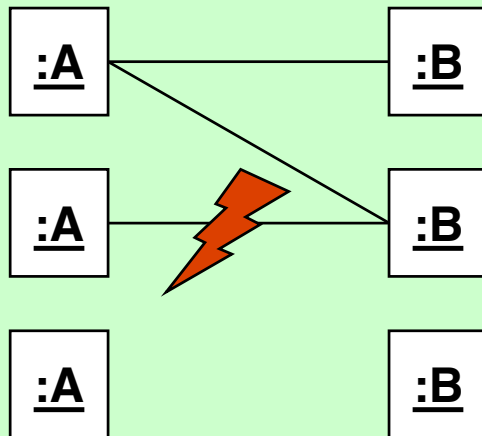
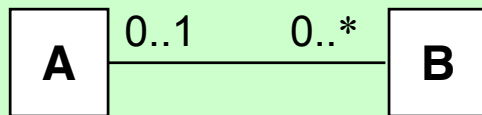
Functional & Surjective



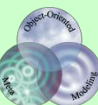
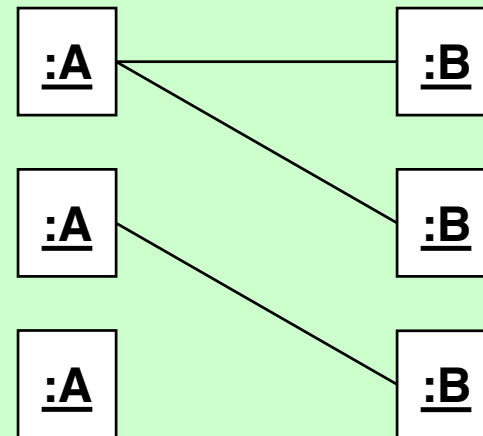


Multiplicities

Injective



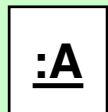
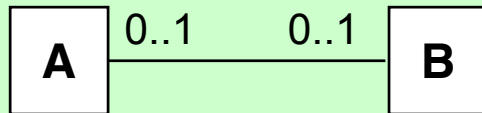
Injective & Surjective



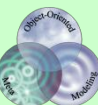
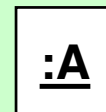
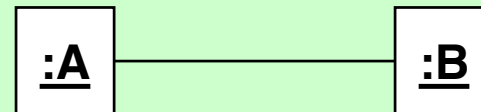
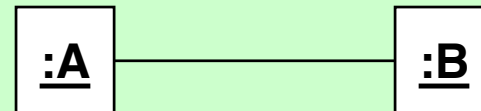
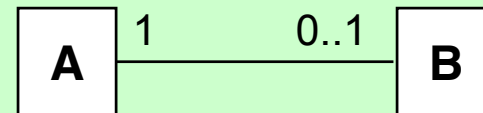


Multiplicities

Functional & Injective



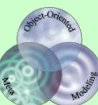
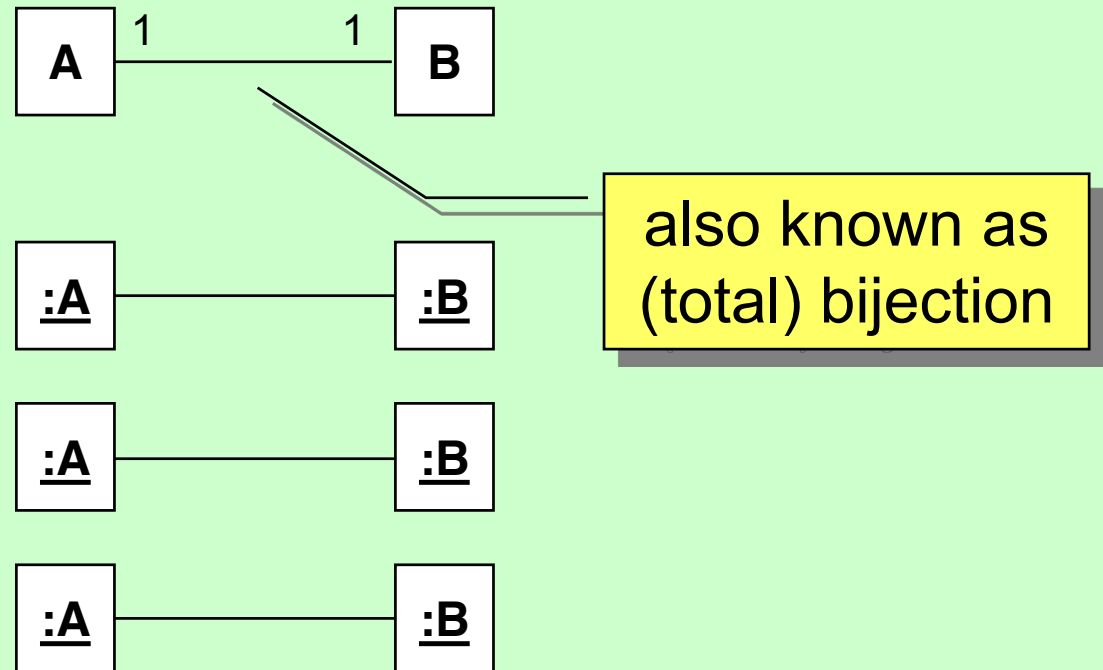
Functional & Injective & Surjective





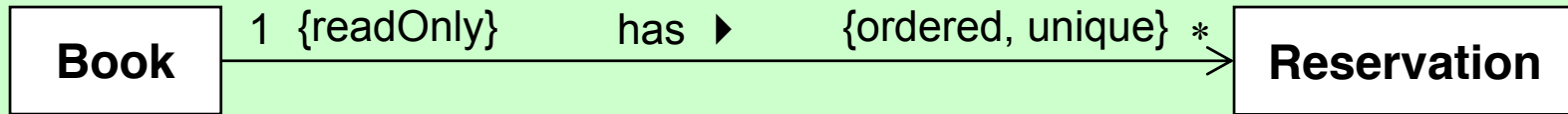
Multiplicities

Functional & Injective & Surjective & Total

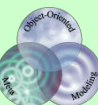




Collection Types



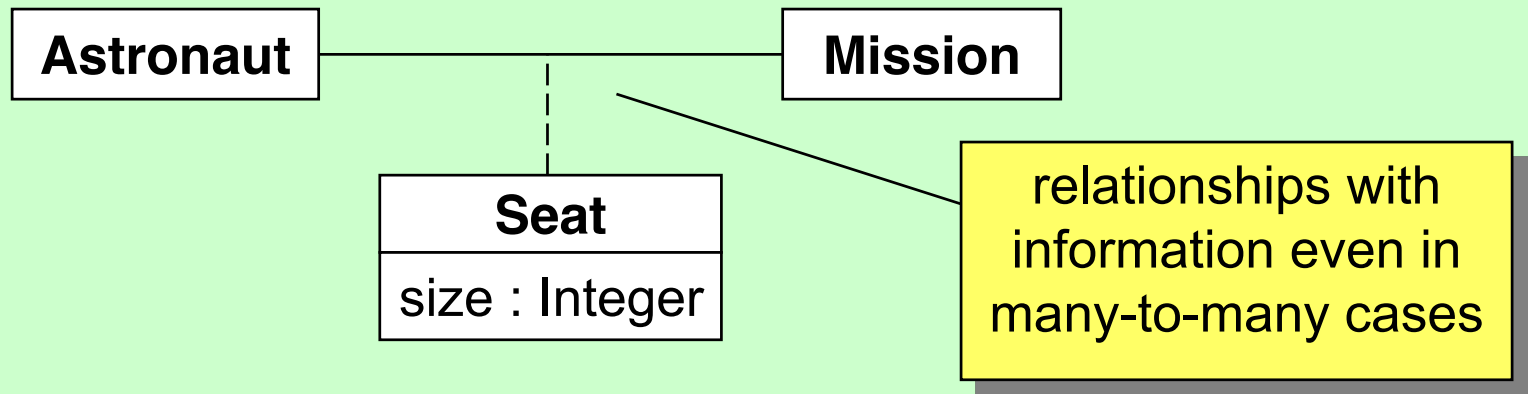
Ordering	Uniqueness	Collection Type
	unique	S et
ordered	unique	O rderset
		B ag (aka MultiSet)
ordered		S equence (aka List)





Association Classes

Avoiding Premature Assignment



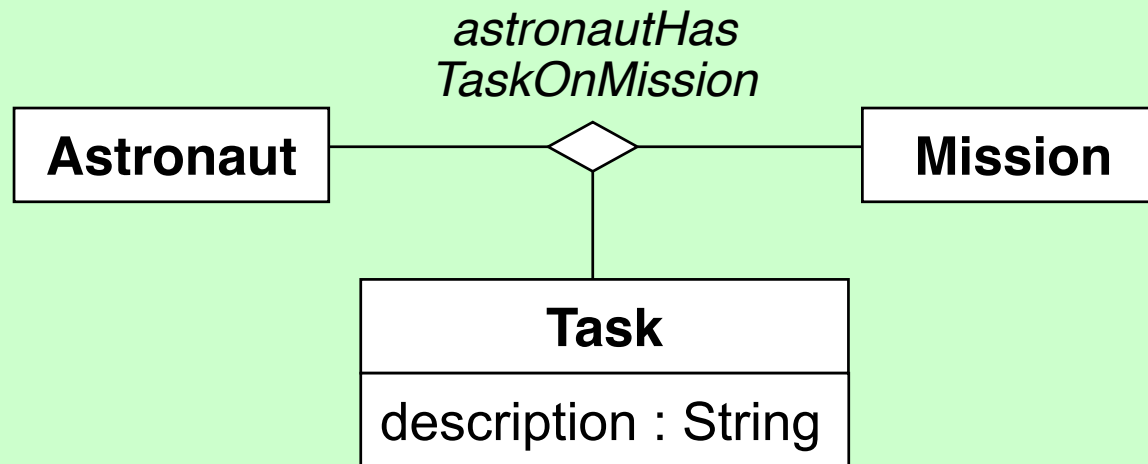
- Capture information associated with relationships
 - » does not enhance the relationship with identity
 - » no multiple relationships between two objects





Beyond Binary Associations

Higher Arity Associations

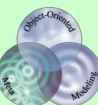
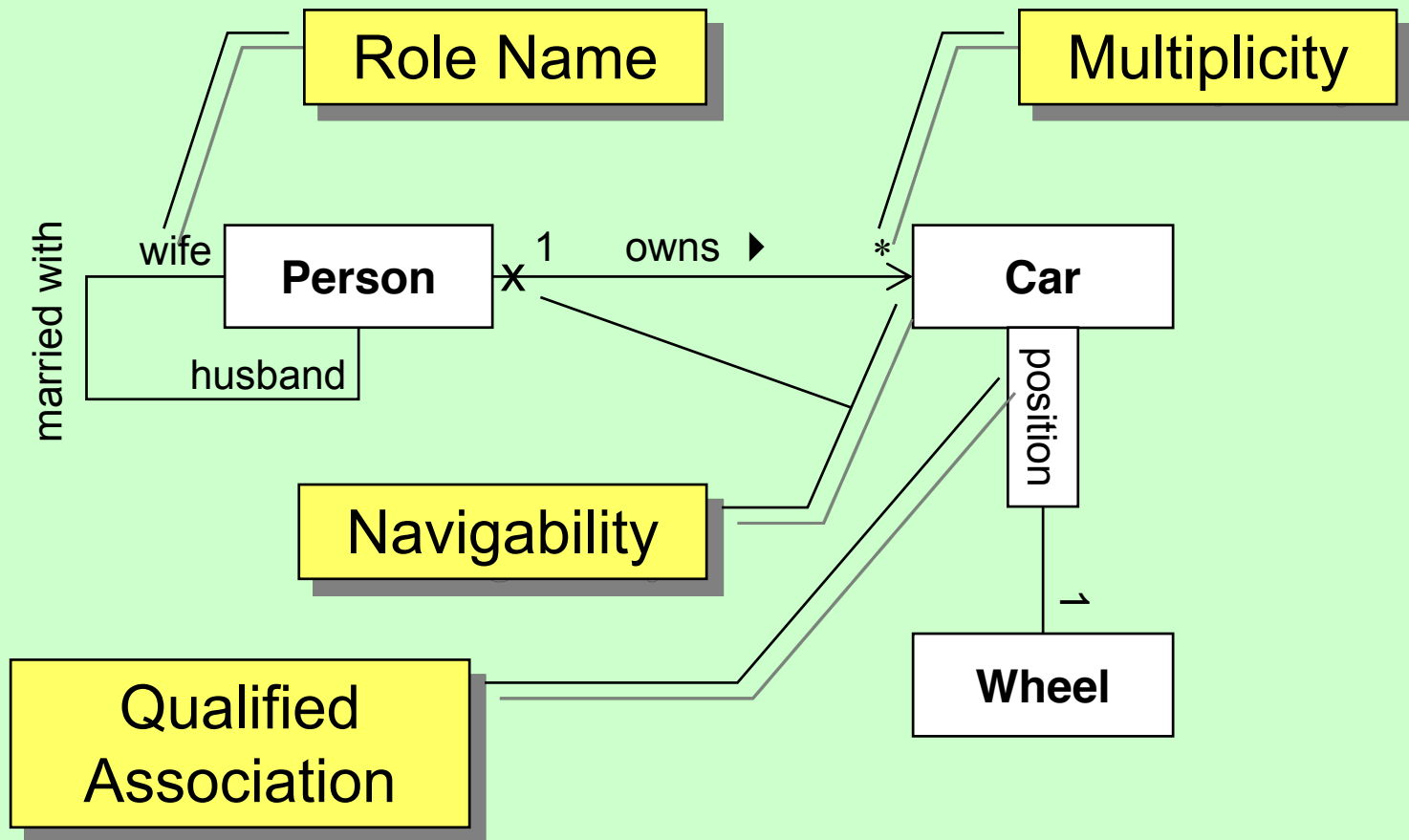


- Symmetric contribution to relationship
 - » useful, but rare
 - » often replaced by classes, storing additional information



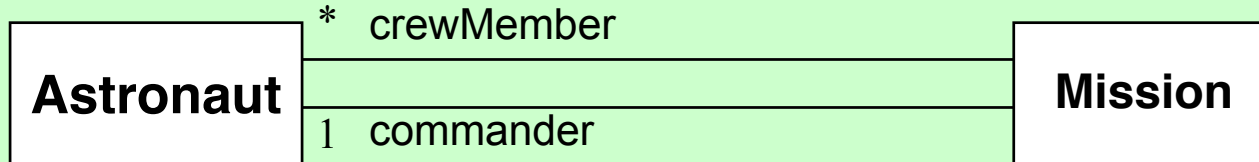


Advanced Relationships

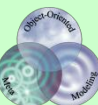




Named Association Ends



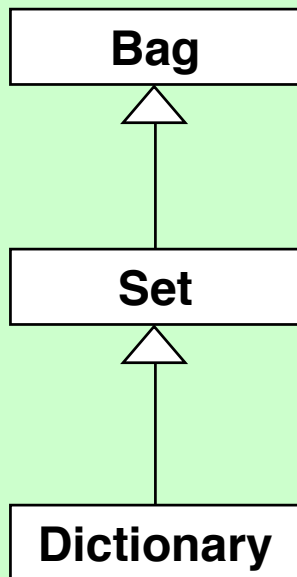
- Explain the role of a concept in a relationship
 - » one concept may have several roles in different contexts
- Disambiguate multiple relationships
 - » one object can have multiple roles



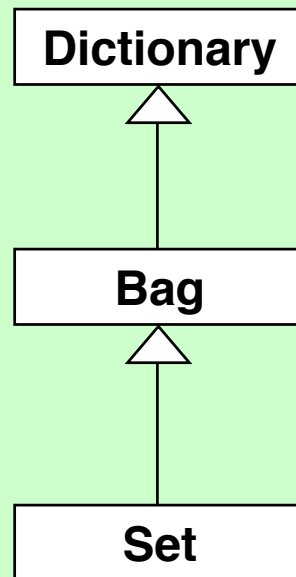


Competing Views

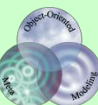
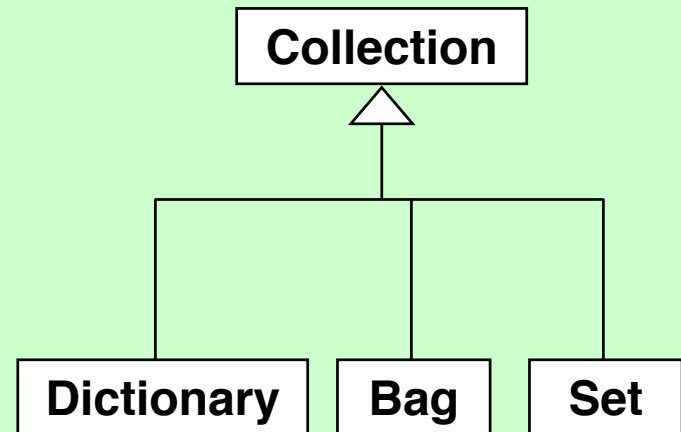
Is-a



Reuse



Subtyping

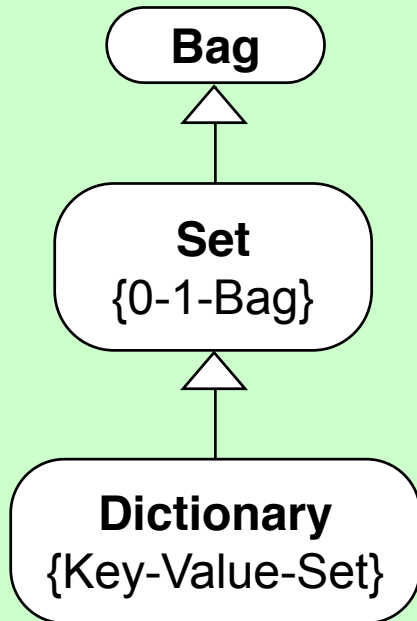




Competing Views

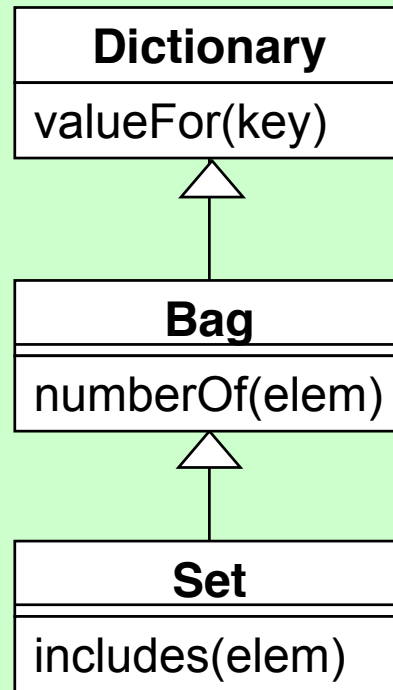
Is-A

w.r.t. concepts



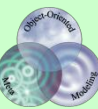
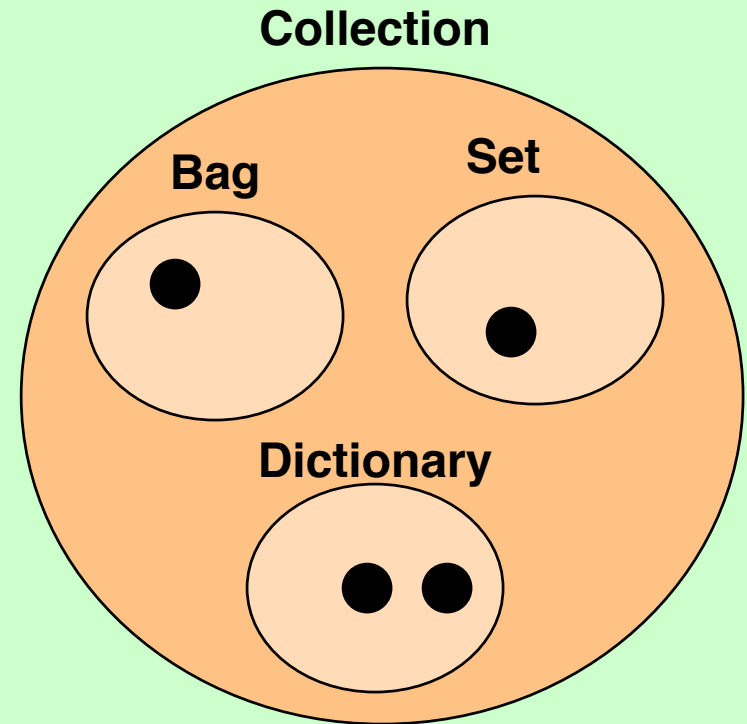
Reuse

w.r.t. definitions



Subtyping

w.r.t. objects

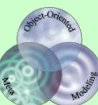




Generalisation

Used for

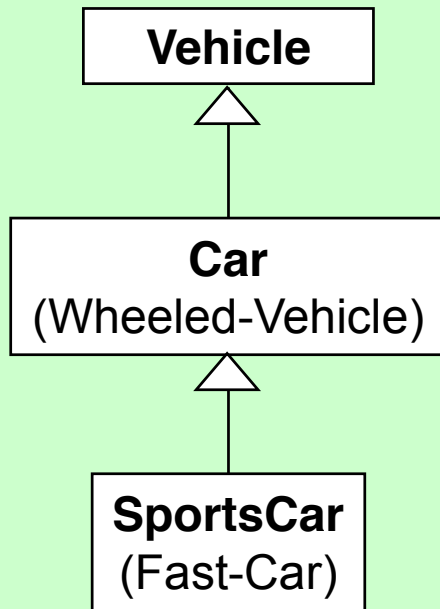
- Classification (*is-a*)
 - » System understanding
- Code Reuse (*subclassing*)
 - » division between common and specialized code
 - » easy library **creation**
- Substitution principle (*subtyping*)
 - » behavioural equality with extensions
 - » easy library **usage**



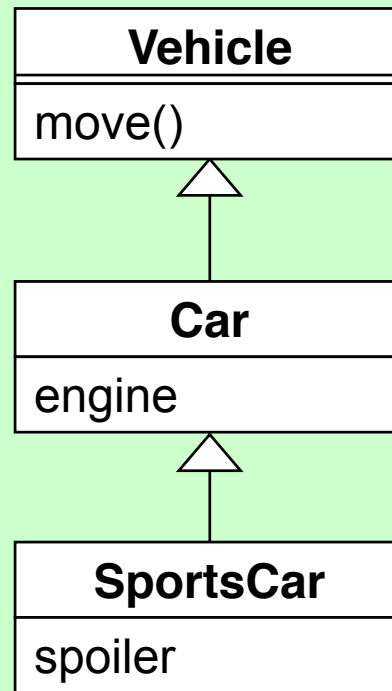


No Competition

Is-A



Reuse



Subtyping

