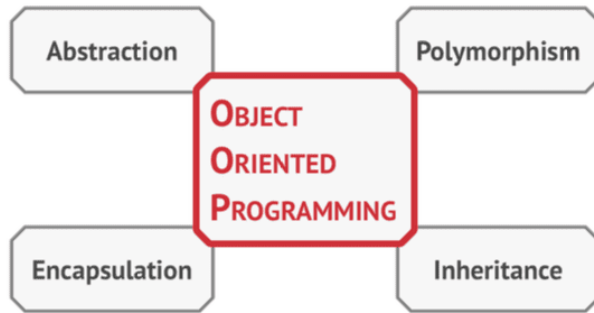


UML Diagrams

Structural Diagrams



- APIE forms the foundation of the OOP paradigm.
- Any OOP language can implement the four core OOP concepts.

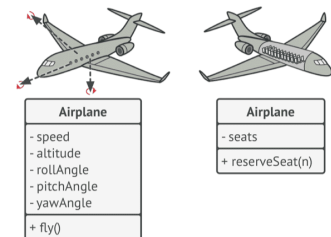
UML Diagrams

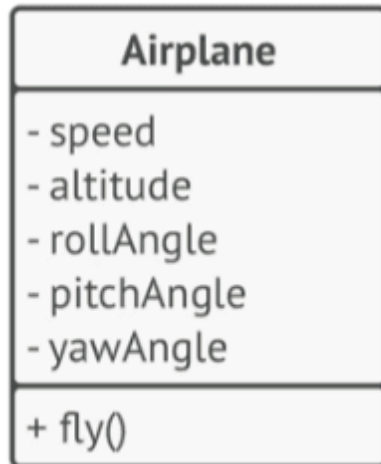


- UML, created for OOP modeling, is the standard language for software design.

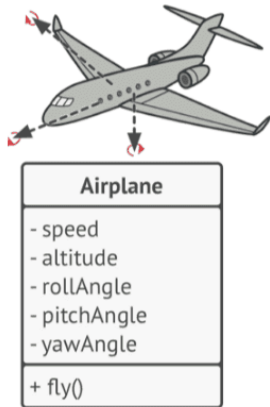
Class Diagram

- An airplane can be modeled as an object for flying or for making flight reservations.





- A class UML diagram has three sections.
 - Class name.
 - Fields (states)
 - Methods (behaviors)



- In UML, - means private, + means public, and in typed languages you can specify types (e.g., -speed:int).



Airplane
- speed - altitude - rollAngle - pitchAngle - yawAngle
+ fly()

```
1 class Airplane(object):  
2     def __init__(self):  
3         self.speed = 0  
4         self.altitude = 0  
5         self.rollAngle = 0  
6         self.pitchAngle = 0  
7         self.yawAngle = 0  
8     def fly(self):  
9         print("I'm flying")
```

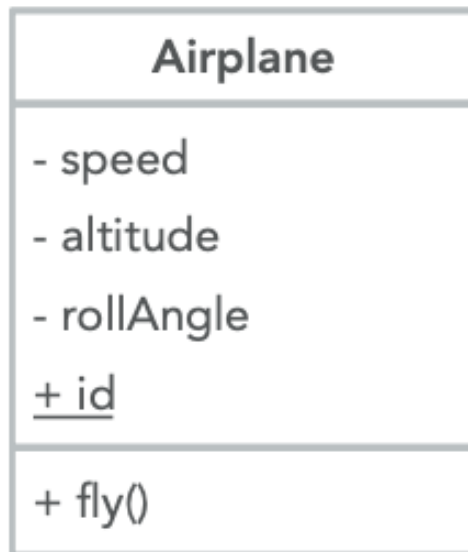
Static Fields

Variables declared in a class (but not a part of methods) are class (static) variables.

- They are shared by all objects.

```
class Airplane(object):  
    id = 0  
    ...
```


- They are underlined in UML.



```
1 class Airplane(object):
2     id = 0 # class variable
3     def __init__(self):
4         self.speed = 0
5         ...
6
7     a = Airplane()
8     b = Airplane()
9     b.id = 10
10    print(a.id) # 10
```

Object Diagram

- Classes are blueprints; instantiating them creates objects.

```
class Airplane(object): # class
    ...
a = Airplane() # object instantiation
```

UML object diagrams have two sections:

1. Object name and class name (underlined)
2. Fields with assigned values

Python code

a: Airplane

speed = 10
altitude = 20
rollAngle = 30

B: Airplane

speed = 100
altitude = 200
rollAngle = 300

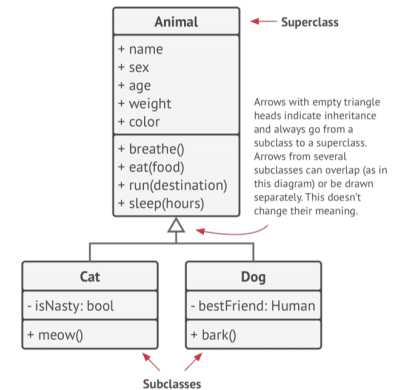
```
1 a = Airplane(10, 20, 30)
2 b = Airplane(100, 200, 300)
```

Relationship among classes

- UML describes a single class or object using class and object diagrams.
- UML can describe the relationship among classes.

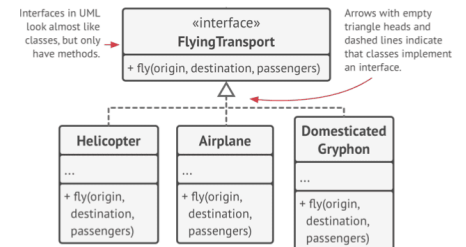
Inheritance

- In Python, extend a class by listing the superclass in parentheses
- In UML, show it with an arrow from subclass to superclass.



Interface

- In UML, we use a dotted line to indicate the implementation of an interface.



Association

It's a structural relationship linking objects of different classes.

- Composition
- Aggregation
- Dependencies

Composition

- Object A is composed of other objects (B and C): in other words $A = B + C$.
 - We call this relationship composition.
 - We use a solid diamond to express composition in UML.

```
class University(object):
    def __init__(self):
        self.departments = []

class Department(object):
    def __init__(self, name):
        self.name = name

d1 = Department("cs")
d2 = Department("ase")
u = University()
u.departments.append(d1)
u.departments.append(d2)
```



- We cannot think of a university without departments.

Aggregation

- Aggregation implies ownership.
 - A department can hire (own) or fire (disown) a professor.
 - We use an empty diamond to express composition in UML.

```
class University(object):  
    def __init__(self):  
        self.professors = []  
  
class Professor(object):  
    def __init__(self, name):  
        self.name = name  
  
p = Professor("Dr. Cho")  
u = University("NKU")  
u.professors.append(p)
```



- It is possible that a university does not have a certain professor.
- There is no difference in Python coding.

Dependencies

- Dependency implies knowledge of other objects.
 - An object uses another object as an argument.
 - To show a weaker relationship, a dotted line is used.

```
class Salary(object):  
    def __init__(self, amount):  
        self.amount = amount  
  
s = Salary(1000)  
p = Professor('Dr. Cho')  
p.getSalary(s)
```



- The Professor object gets the Salary object as an argument.
- This is (much) weaker relationship compared to composition and aggregation.