MAHARISHI INTERNATIONAL UNIVERSITY

Engaging the Managing Intelligence of Nature

Computer Science Department

CS401 Modern Programming Practices (MPP)
Bright Gee Varghese

1

Lecture 4: Interaction Diagrams

*Appreciating Dynamism in Silence*

Wholeness Statement

In an OO program, objects collaborate with other objects to achieve the objectives of the program. *Sequence diagrams* document the sequence of calls among objects for a particular operation. *Object diagrams* show relationships among objects and the associations between them; they clarify the role of multiple instances of the same class. The principle of *delegation* clarifies responsibilities of each class and its instances: Requests that arrive at a particular object but cannot properly be handled by the object are *delegated* to other objects. Finally, *polymorphism* makes it possible to add new functionality without modifying existing code (as per the *Open-Closed Principle*). In these ways, we use UML diagrams to capture the dynamic features of the system; representing dynamism in the form of a static map illustrates the principle that dynamism has its basis in, and arises within, silence.

Interaction Diagrams

Interaction diagrams describe how groups of objects collaborate in some behavior.

- The UML defines several forms of interaction diagram, of which the most common is the sequence diagram.
- Typically, a sequence diagram captures the behavior of a single flow of a use case (like "deposit money", "open account", "calculate total price of an order").
  [Recall: A Use Case will have a "main flow" and possibly other "alternate flows"]
- The sequence diagram displays the objects and messages between them that are involved in completing a given flow for a use case.
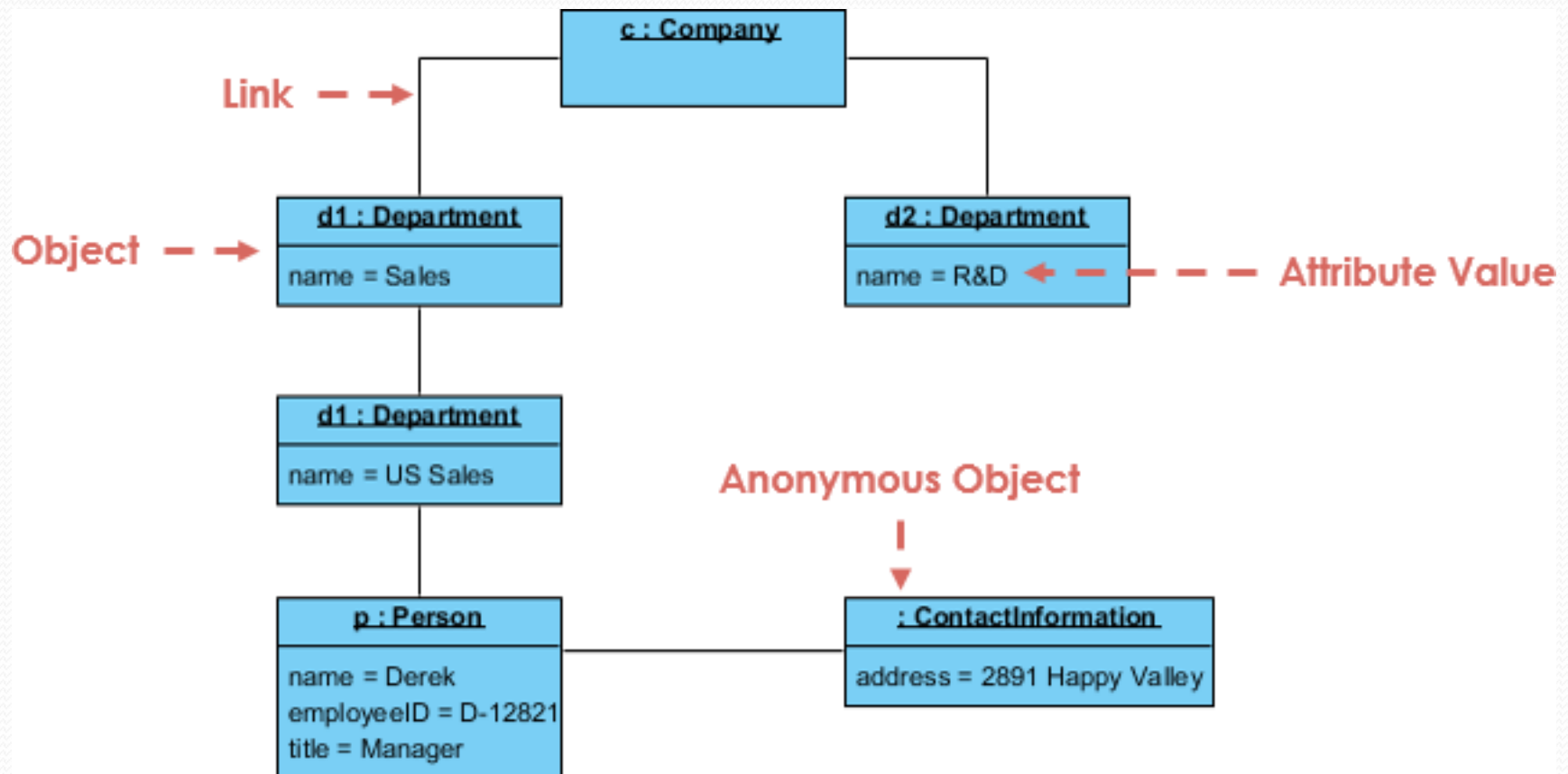
Sequence Diagram
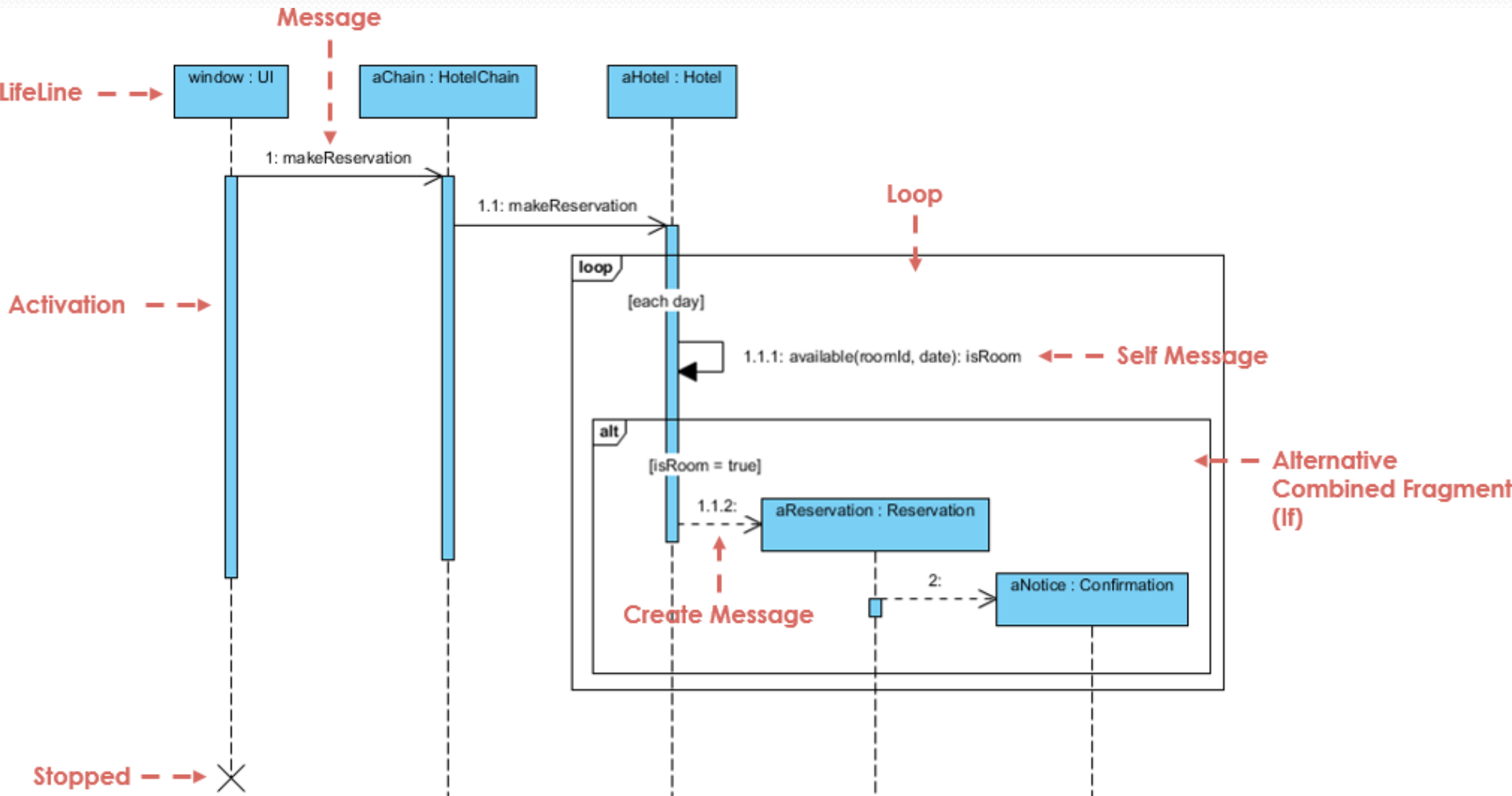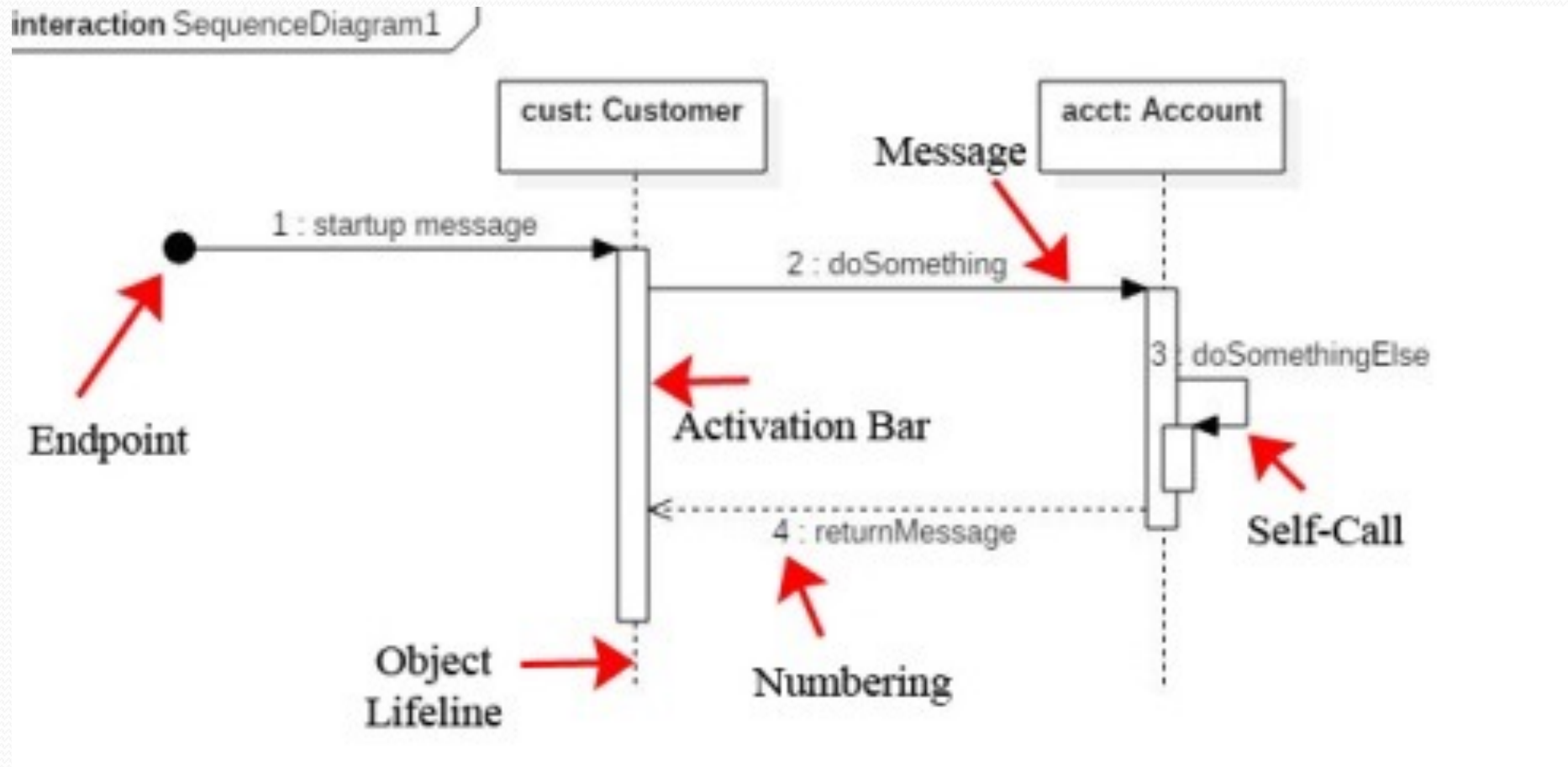
Communication Diagram
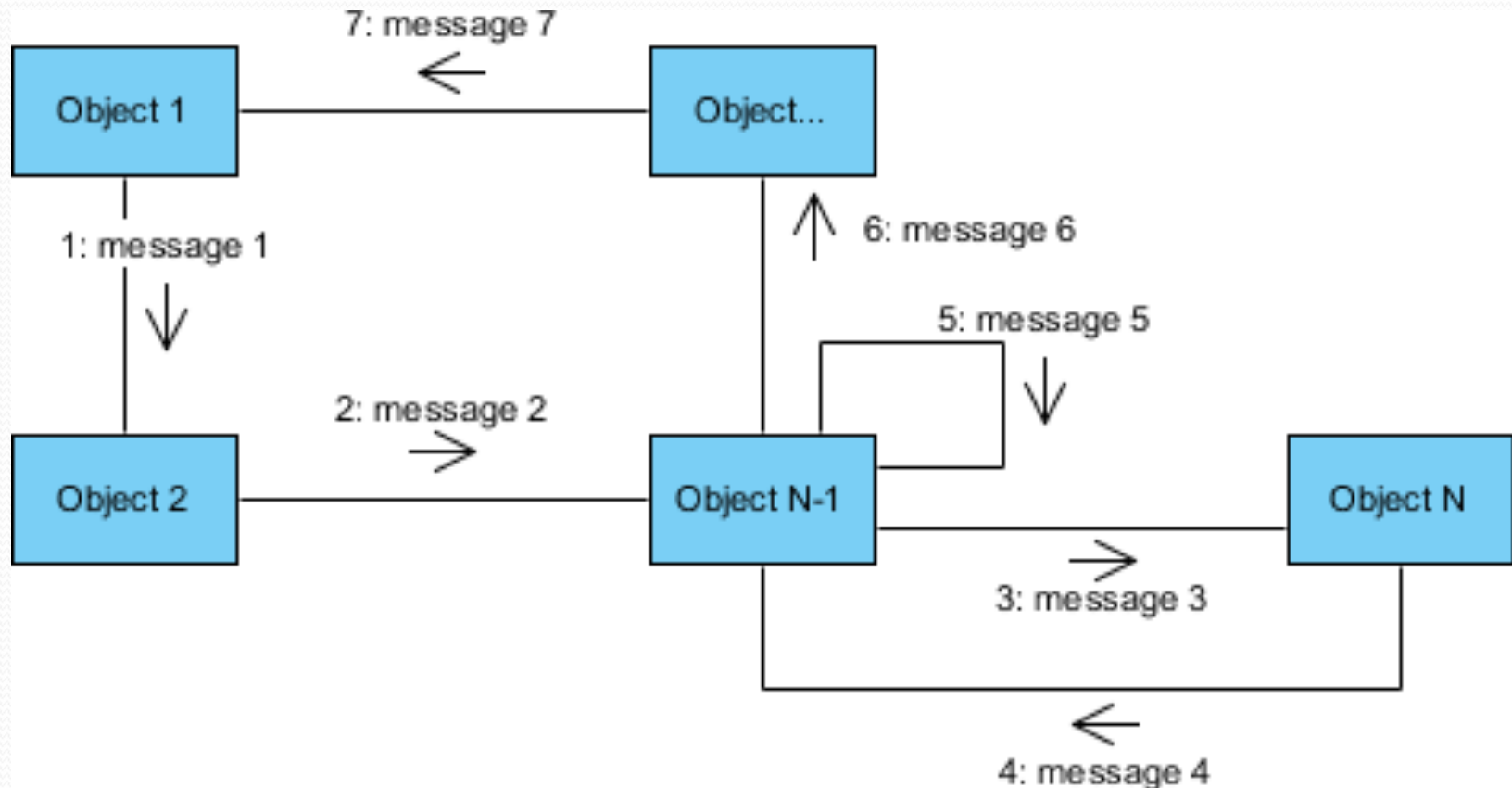
Object Diagram

create a set of object diagrams as test cases to verify the accuracy and completeness of the class diagram.

Lesson 4: Overview

- **Sequence Diagrams**
- Delegation
- Polymorphism

Anatomy of a Sequence Diagram

interaction SequenceDiagram1

cust: Customer

acct: Account

Message

1 : startup message

2 : doSomething

3 : doSomethingElse

Endpoint

Activation Bar

Self-Call

4 : returnMessage

Object Lifeline

Numbering

Sequence Diagrams

A sequence diagram shows interaction between objects

- Horizontal arrows (= messages) indicate calls
- Every message has a number and a name
- Sometimes numbering is *hierarchical* (not used in this course but illustrated in an upcoming slide)
- Activation bars indicate method call duration
- Vertical dotted line shows lifetime of object [for clarity, object's lifetime is *not* reflected in the way this line is used]
- Is a dynamic view of a flow through a Use Case
- Typically, a sequence diagram begins with an action by an Actor, but sometimes an action may be initiated by some other part of the system. In that case the starting point is called an *Endpoint*. Subsequent steps occur as one object after another is accessed to accomplish the actor's request

Example: Sequence Diagram

In a certain company, updates are provided every hour by each department and are placed on the department's Queue to be read by company administrators.

To obtain the hourly reports, a process is launched that invokes an Admin module, passing in references to all the Departments. The process then asks the Admin console to collect messages from each Department Queue and assemble a final report.
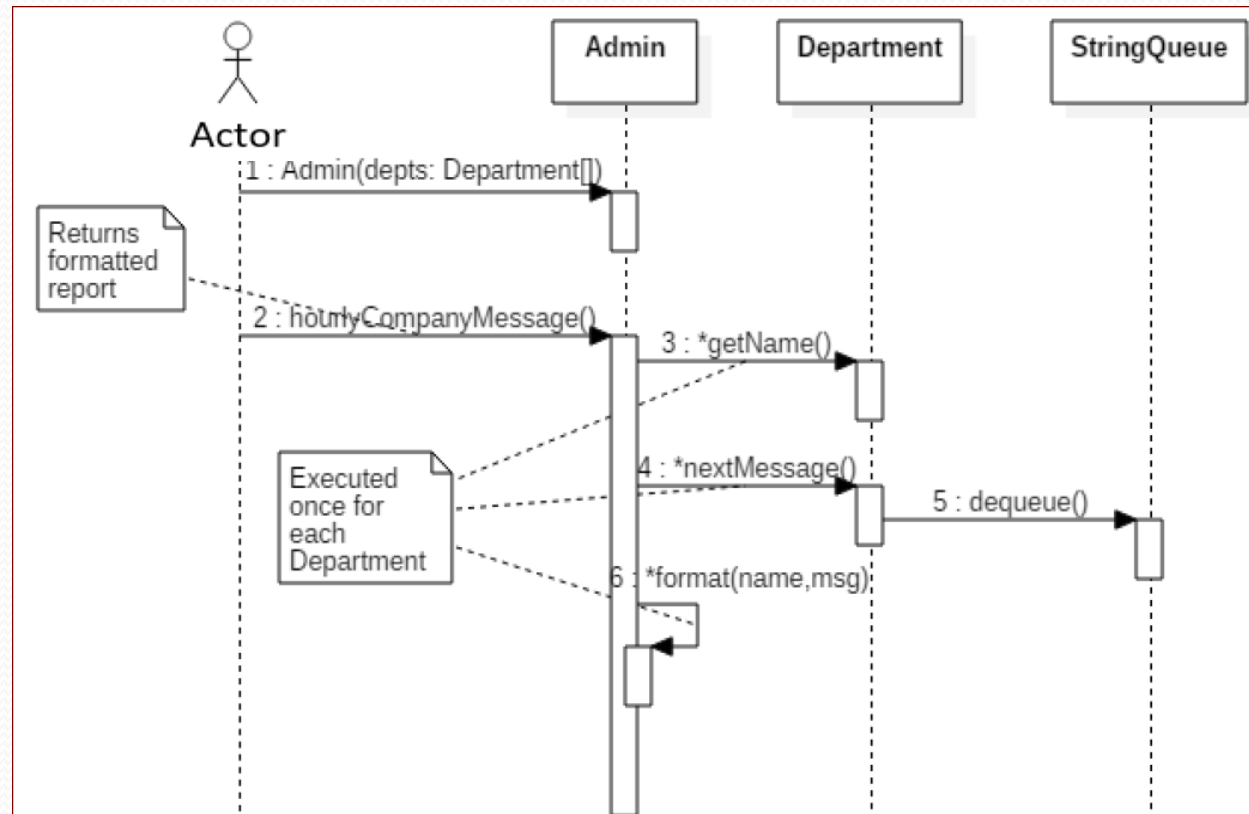
This is done by first getting the name of each Department passed in, accessing the

Department's message, and formatting. Finally all these messages are put together into a final report and returned to the calling process. [Diagram represents the main flow of the Use Case GET_HOURLY_REPORT.]

Exercise 4.1

Create a sequence diagram based on the flow that occurs when an actor invokes the checkinBook method on CheckinForm. You must use   correct   numbering and activation bars (in the correct way!). You must show all parameters.

```
//FROM CLASS CheckinForm
public void checkinBook() {
    theCheckinController.checkBook(m_book, m_member);
    displayCheckoutInfo();
    clearCheckoutFields();
}


//FROM CLASS CheckinController
public void checkBook(Book book, LibraryMember member) {
    CheckoutRecord storedRecord = member.getCheckoutRec(book);
    Date dueDate = storedRecord.getDueDate();
    double fine = computeFine(dueDate);
    member.removeRecord(book);
    libraryDBSubsys.removeRecord(member.getID(), storedRecord);
}
```

Solution
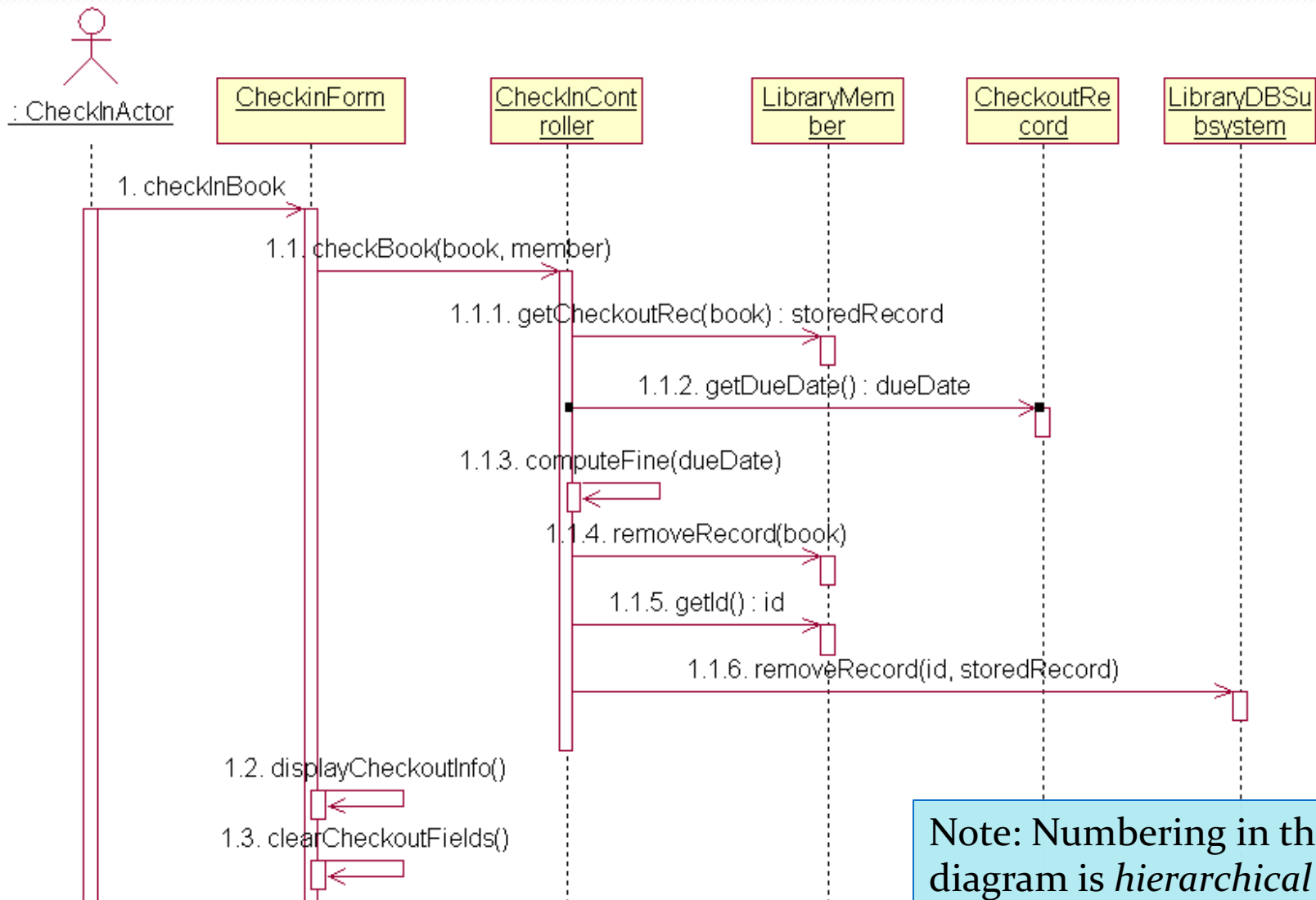
Note: Numbering in this diagram is *hierarchical*

Another Example

- We have an order and we are going to invoke a command on it to calculate its price.

- To do that, the order needs to look at all the line items on the order and determine their prices, which are based on the pricing rules of the order line's products.

- Having done that for all the line items, the order then needs to compute an overall discount, which is based on rules tied to the customer.

Centralized Control Solution
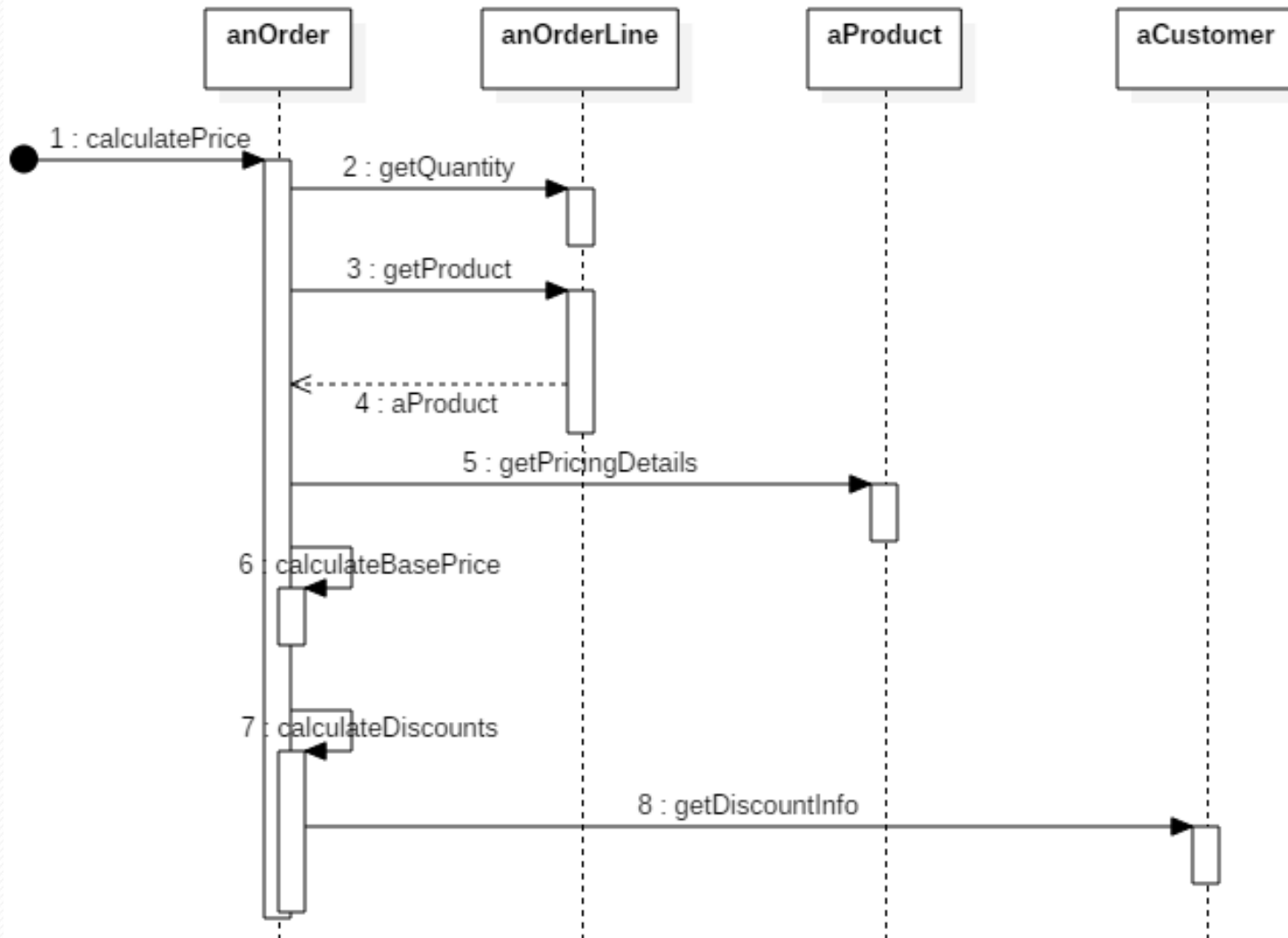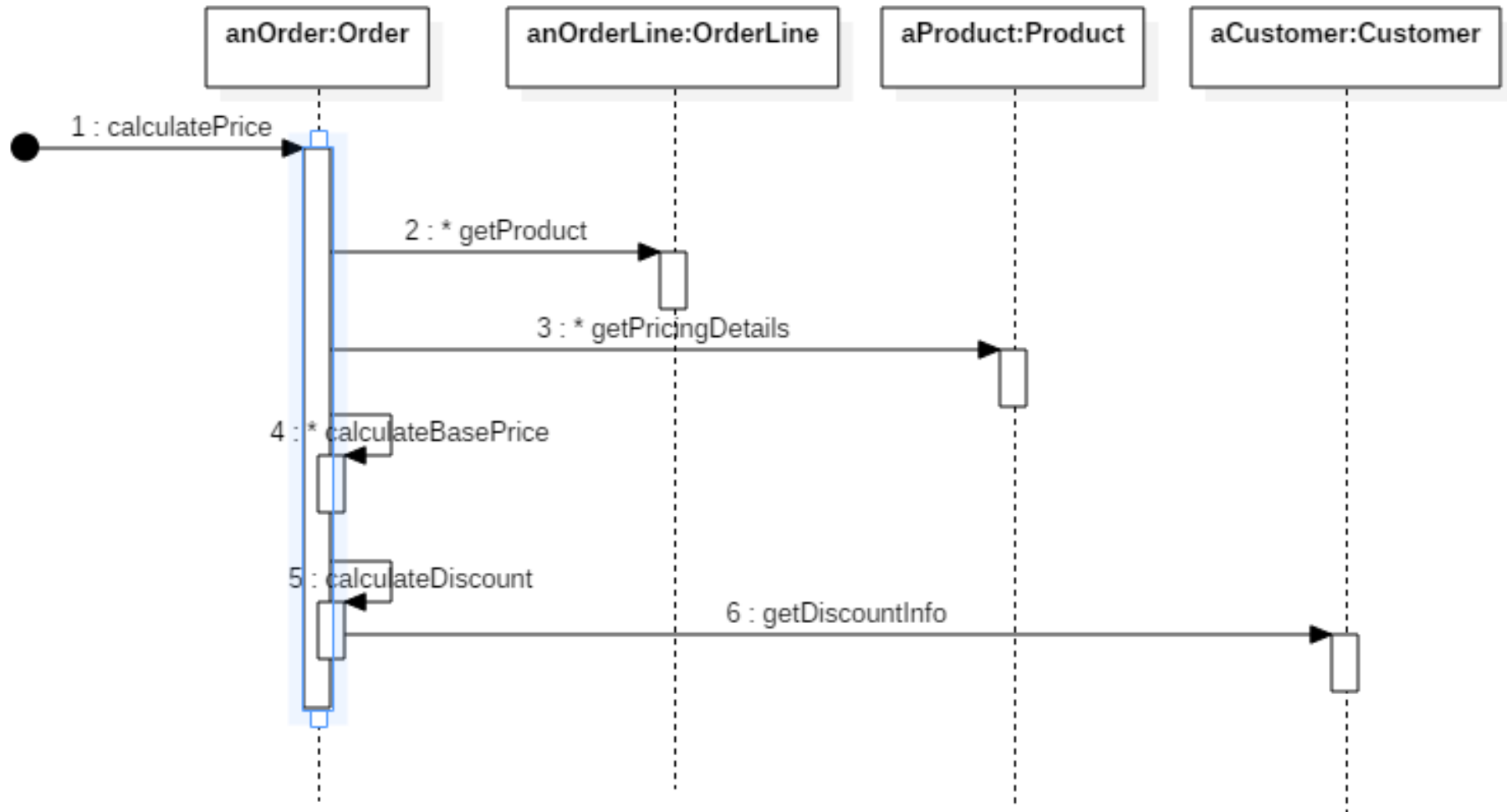
About the Diagram

- <u>Activation bars.</u> These always mark the beginning and end of a "method call"

- <u>Endpoint instead of Actor</u>. In modeling real systems, actions are typically initiated by an Actor, but to display the behavior of a portion of a system, an action may be initiated by an *Endpoint*, as shown here.

- <u>Centralized Control</u>. Solutions in which there is one primary controlling class are often used for understanding a problem domain, but during design, control is typically *distributed* so that different objects handle different parts of the flow according to their responsibilities

- Indicating Loops: The sequence of messages getQuantity, getProduct, getPricingDetails, and calculateBasePrice needs to be done for each order line on the order, while calculateDiscounts is invoked just once. Diagram does not show that these loops are occurring.
- How to show looping is occurring. There are several UML ways to do this:
  - *Use Notes*. To indicate an operation is repeated, a simple note can be used.

  - *Use an Iteration Marker*. Marking an operation with an asterisk (*) indicates that the operation repeats. This is an economical way, but gives no information other than a loop is occurring. [UML2 considers this approach to be deprecated – but it is still used sometimes anyway]

  - *Use an Interaction Frame*. Introduced in UML2.0. An interaction frame marks off a piece of a sequence diagram to indicate that a loop is occurring there. One objection to this approach is that it makes the diagram harder to read – in this course we do not use interaction frames.

Showing Looping with Notes
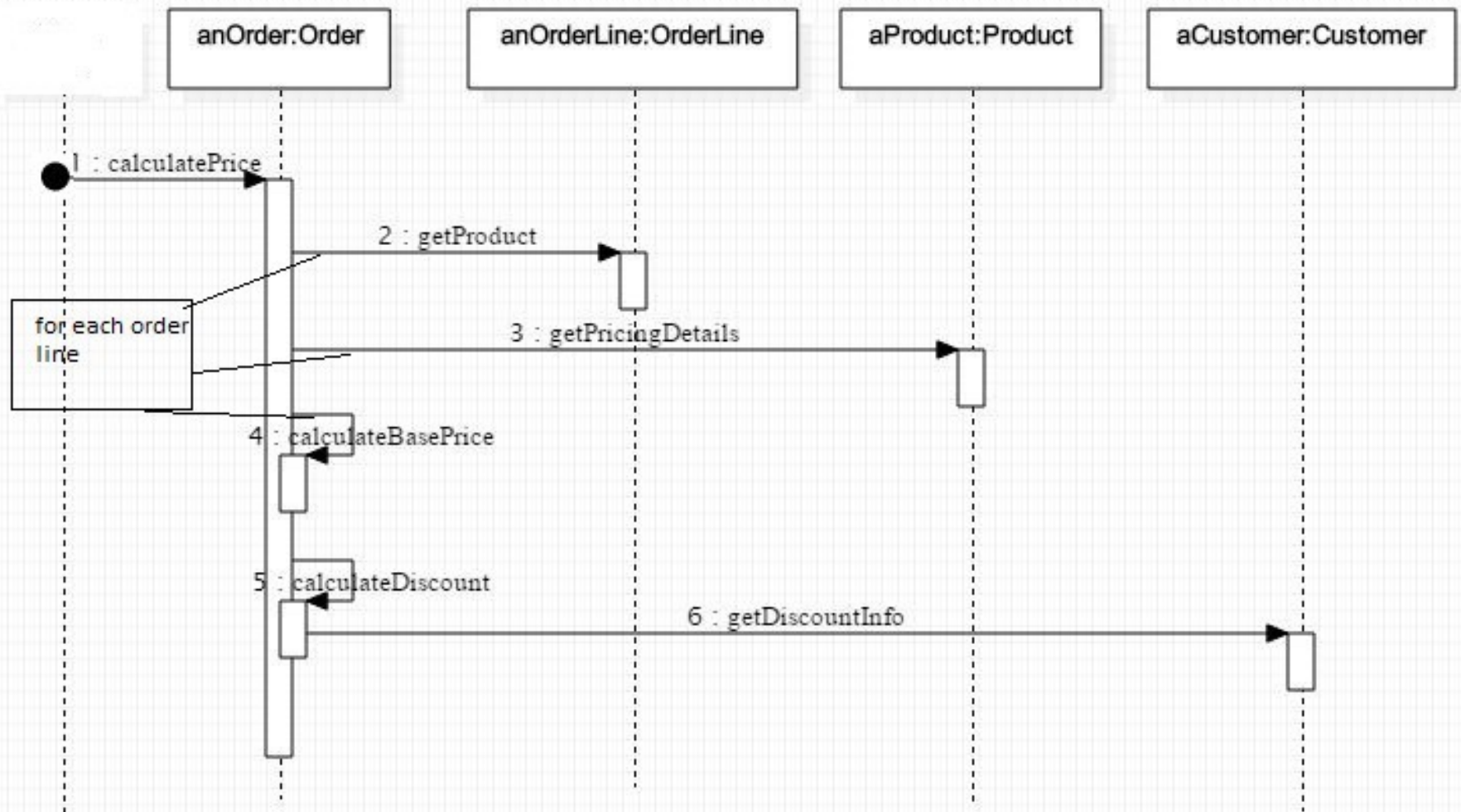
# Showing Looping with Iteration Marker

About These Diagrams

- *Loops.* The previous diagrams show two ways to indicate looping – in this course we will use iteration markers

- *Representing Objects in UML.* Diagrams also show proper UML syntax for indicating objects along the top. The syntax is:

  instanceName : className

  Both can be included, or one or the other can be dropped

Distributed Control Solution
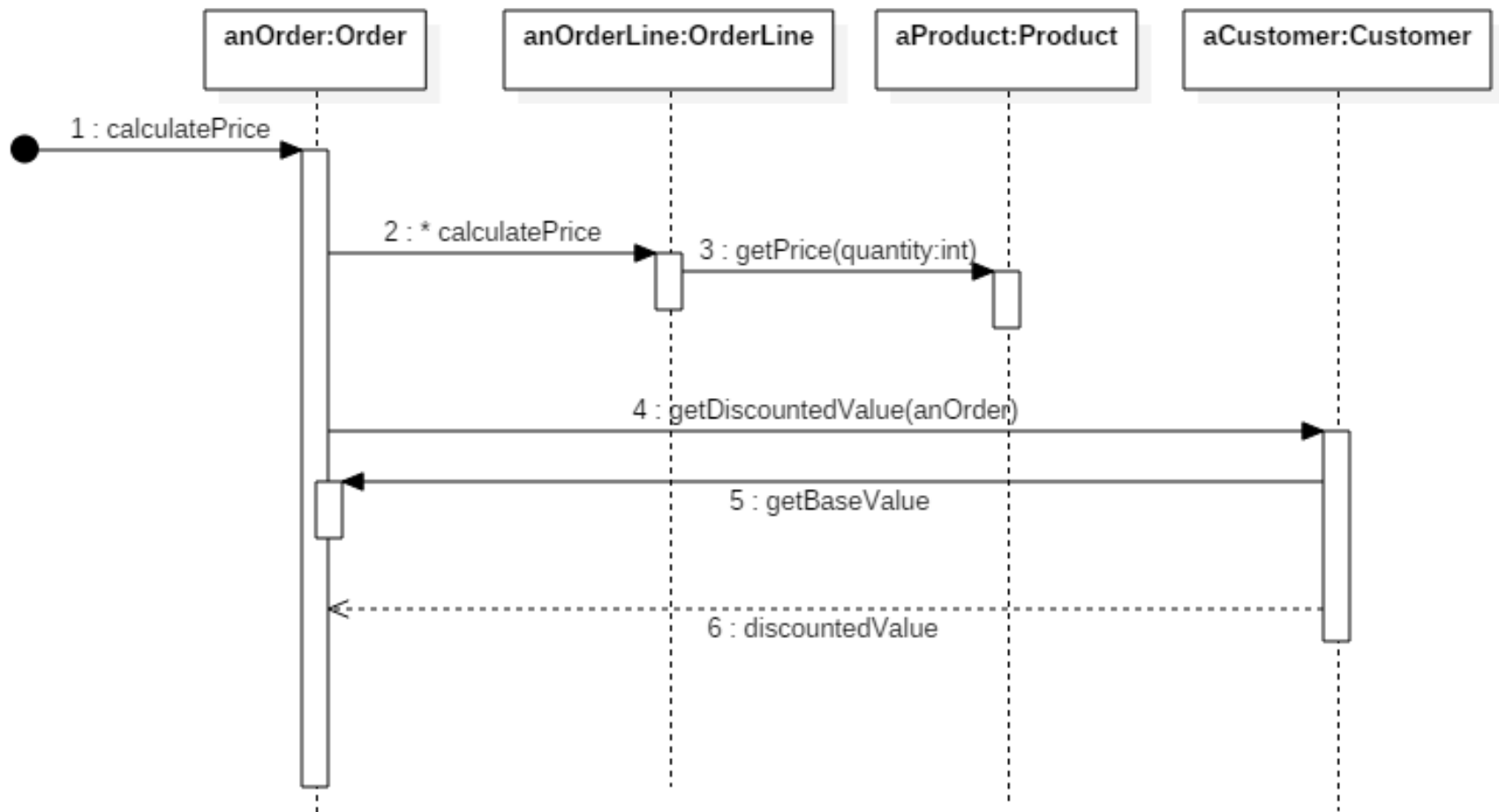
Notes About Distributed Solution

- In the distributed solution, steps to achieve the goal of the use case are carried out by objects that are designed to do those activities

- Since Order is a top level object in this use case, it is not reasonable to expect it to know all the details about adding up prices at a fine-grained level, but it is reasonable to expect it to know where to get that information. So Order delegates the responsibility of calculating price for a line item to OrderLine objects, obtaining the base value.

- After base value has been computed, Order asks the Customer object to factor in its discount to compute total price, which is returned at the end.

Exercise 4.2

A Company has a name and many Departments (zero or more). Each Department has a name, location, and many Positions. Each Position has a title and a description and is filled by a single Employee. An Employee has an employeeId, firstname, middleInitial, lastName, birthDate, SSN, and salary.

First Task: Sketch a class diagram to provide a model of the above description. Main goal is to identify the (four) classes and indicate some obvious attributes and associations. Write the Java code for your classes.

Second Task: Draw a sequence diagram illustrating *distributed control* for the following operation: Compute the sum of all salaries of all Employees in the Company

The Class Diagram
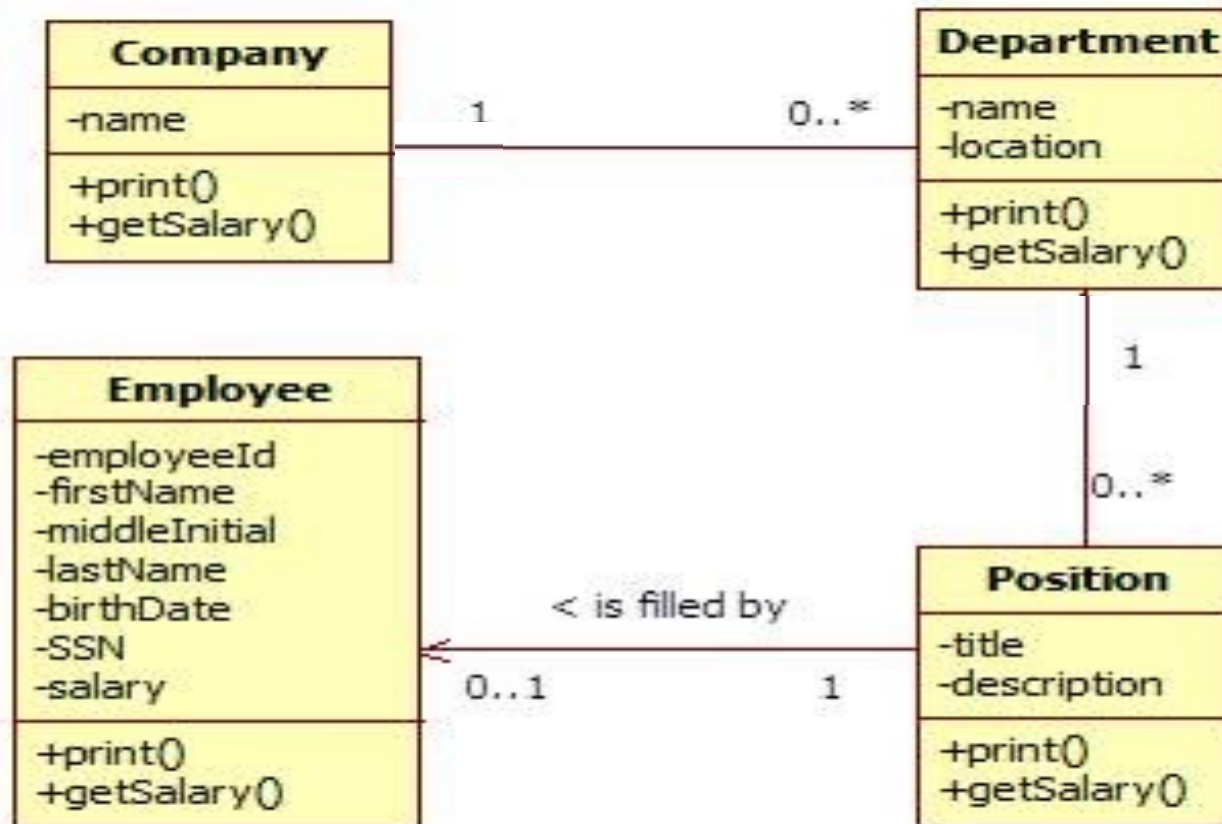
The Code – the Classes with Attributes

```java
public class Company {
  private String name;
  private List<Department> departments;

}
```

```java
public class Department {
  private String name;
  private String location;
  private List<Position> positions;
}
```

```java
public class Employee {
  private String employeeId;
  private String firstName;
  private String middleInitial;
  private String lastName;
  private String SSN;
  private Date birthDate;
  private double salary;

}
```

```java
public class Position {
  private String title;
  private String description;
  private Employee emp;

}
```

A Distributed Control Solution
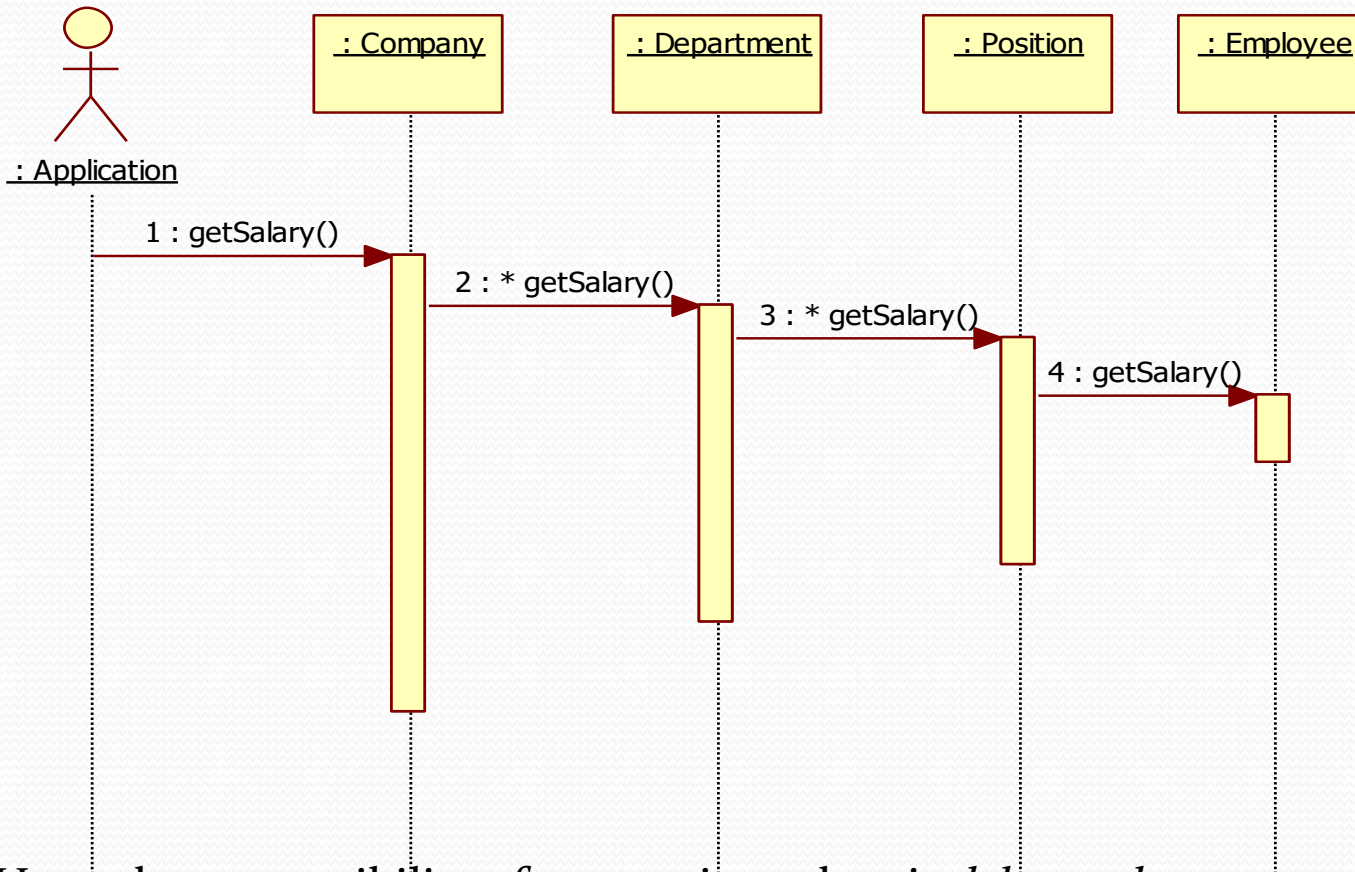
Note: Here, the responsibility of computing salary is *delegated* to more and more fine-grained objects that carry out the task according to their own level of responsibility. Ultimately, the computation depends on each Employee salary. It is obvious and natural for control to be *distributed* in this case.

Turning It into Code

- Now we add the code showing the methods we will use to print out the salaries in our four classes.
- Here is the simple main class.

```java
public class Application {
  public static void main(String[] args) {
    ...
    double totalSalary = company.getSalary();
  }
}
```

(continued)

```java
public class Company {
  private String name;
  private List<Department> departments;

  public double getSalary() {
    double result = 0.0;
    for (Department dep : departments) {
      result += dep.getSalary();
    }
    return result;
  }
}
```
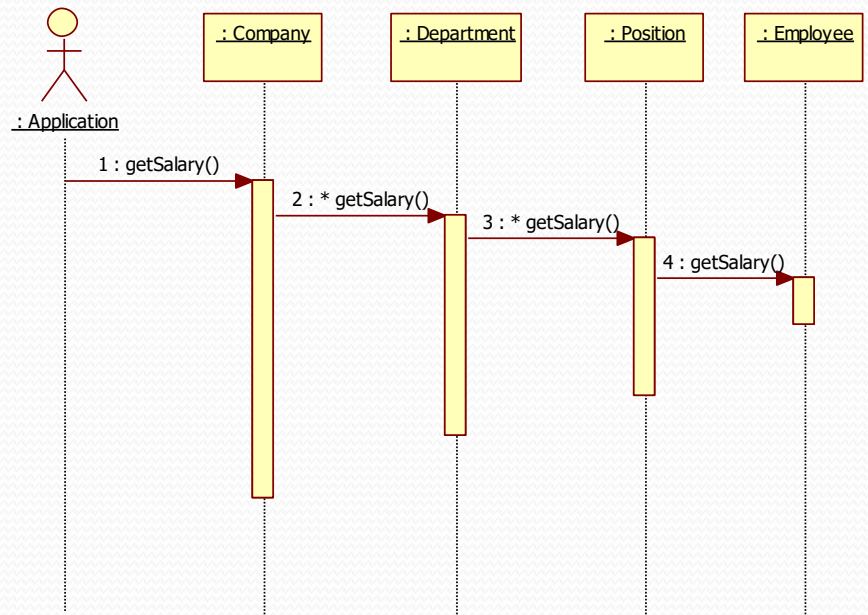
```java
public class Department {
  private String name;
  private String location;
  private List<Position> positions;

  public double getSalary() {
    double result = 0.0;
    for (Position p : positions) {
      result += p.getSalary();
    }
    return result;
  }
}
```
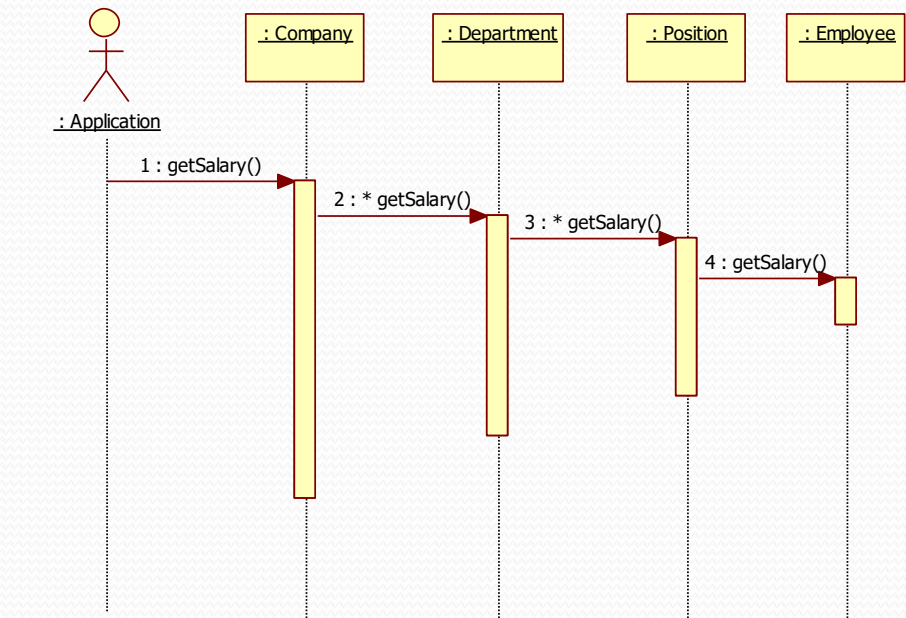
```java
public class Position {
  private String title;
  private String description;
  private Employee emp;

  public double getSalary() {
    return emp.getSalary();
  }
}
```



```java
public class Employee {
  private String firstname;
  private double salary;

  public double getSalary() {
    return salary;
  }
}
```

Return Arrows

- Return arrows may be shown, optionally. Instead, sometimes a Note is used to indicate a return value.

- When a return value makes the diagram more understandable, it is good to show it

- Showing <u>all</u> return arrows is bad practice because it clutters the diagram

The example here shows what a waste of space return arrows can be – and they do not add anything valuable

Bad use of returns

30
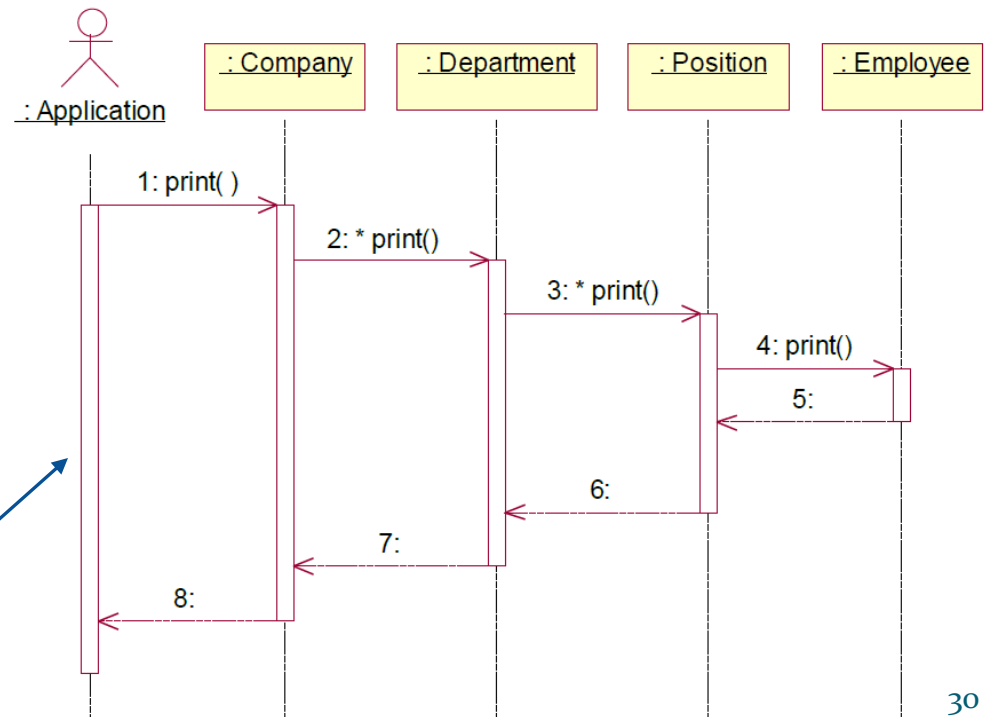
A Centralized Control Solution

- It is possible to produce a sequence diagram for this problem based on centralized control, but it is very unnatural. This is an outline of the steps:

  1. We could ask Company to be the controlling object and ask it to compute the sum of all Employee salaries

  2. It would behave as follows:

     - From each Department in its list, it would obtain the Department's list of Positions, and extract and sum all the salaries of Employees in those positions.

     - Then the company would sum all these Department total salaries to provide final output.

- The distributed control solution preferable; it asks each class to do what it knows how to do to contribute to the final solution.

Main Point 1

Sequence Diagrams document the sequence of calls different objects (should) make to accomplish a specific task.

Likewise, harmony exists in diversity: Even though each object is specialized to only perform tasks related to itself, objects harmoniously collaborate to create functionality far beyond each object's individual scope.

Lesson 4: Overview

- Sequence Diagrams
- **Delegation**
- Polymorphism

Delegation

- A class can express functionality in its interface, but it may delegate some or all of the responsibility to an associated class to carry out the action
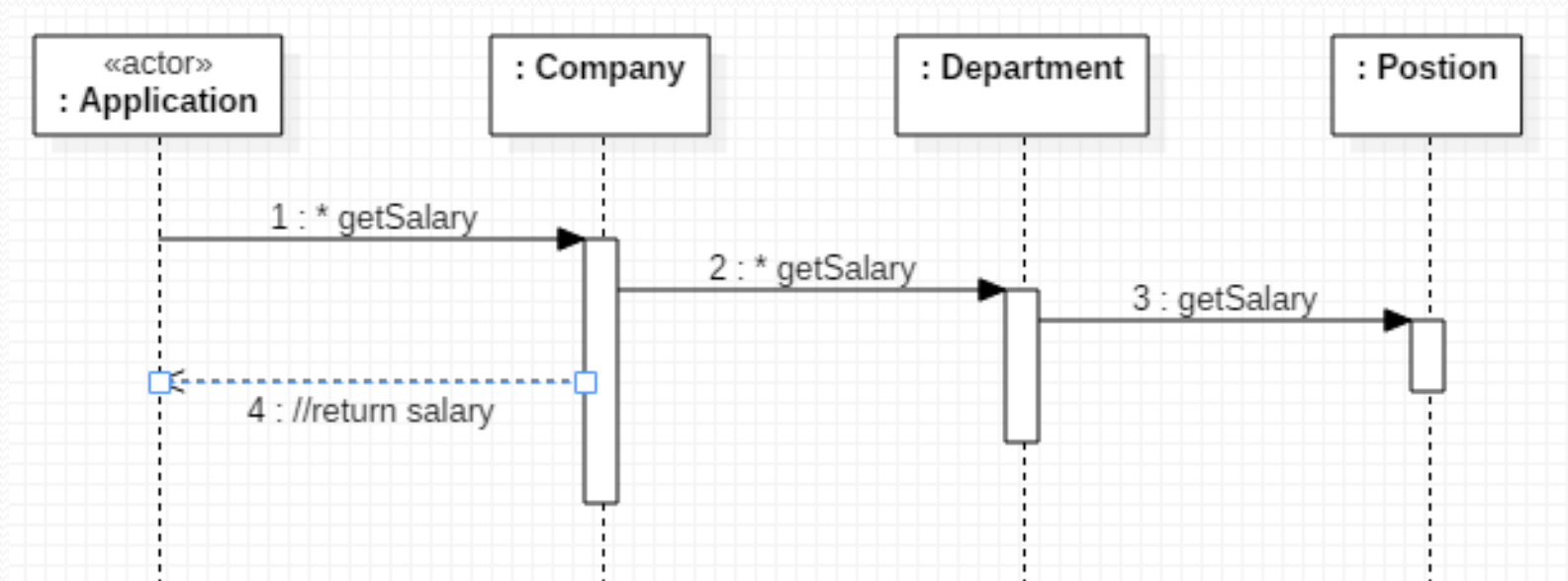
Main Point 2

OO Systems use delegation. An individual object only works with its own properties – acts only on what it knows – and then asks related objects to do what they know.

When individual actions are on the basis of self-referral dynamics, individual actions are automatically in harmony with each other because all arise from the dynamics of the a single unified field.

Lesson 4: Overview

- Sequence Diagrams
- Delegation and Propagation
- **Polymorphism**

Polymorphism

- Polymorphism = many forms
  - Objects of a particular type can take different forms
  - Achieved through dynamic binding (late binding)

```
Account[] accts =
   {new CheckingAccount(),
    new SavingsAccount()};
double total = 0.0;
for(Account a: accts) {
  total += a.getBalance();
}
```

The runtime first checks the runtime type of the object to find a `getBalance()` method; if not found, it checks successive superclasses, rising finally to Object

```
Account[] accts =
   {new CheckingAccount(),
    new SavingsAccount(),
    new Retirement Account()};
double total = 0.0;
for(Account a: accts) {
  total += a.getBalance();
}
```

A **major benefit** is that it allows us to **extend** our program with new features without changing existing (already tested) code.

Open-Closed Principle

- Software should be designed so that it is **open for extension**, but **closed for modification**.

- All systems change during their life cycle, but when a single change results in a cascade of changes, the program becomes fragile and unpredictable. When requirements change, you implement these changes by adding new code, not by changing old code that already works. Account example illustrates this principle

- Demo: lesson4.lecture.openclosed.closedcurve

- **<u>Example</u>**. If you work with a framework (like Spring), the *only way* to extend functionality is by adding new classes since you do not have the option to modify the framework code directly. This means that Spring's framework code adheres 100% to the Open-Closed Principle.

Main Point 5

Polymorphism supports use of the *Open-Closed Principle*: The part of our code that is established and tested is closed to modification (change), but at the same time the system remains open to changes, in the form of *extensions*.

In a similar way, progress in life is vitally important, and progress requires continual change and adaptation. But change stops being progressive if it undermines the integrity of life. Adaptability must be on the ground of stability.

Late Binding

- Binding is the connection of a method call to a method implementation.

- Late binding, or dynamic binding, occurs at run-time.
  - the JVM runtime finds the correct method body to associate with the method, and invokes it at run-time.
    - by traversing the inheritance chain, starting at the runtime type of the object
  - late binding is the implementation mechanism that makes polymorphism work (in Java)

Early Binding

Methods that are either static, private, or final are bound to the correct method body at compile time – this is called *early binding.*

Static methods. When a call is made to a static method, the method body may not be in the current class – it may be in a super class or some more distant ancestor. The compiler will climb the inheritance chain till it finds the first occurrence of an implemented version of the method and creates the binding – see demo lesson4.lecture.staticinherit.fifth and .second.

Private methods. When a private method is called on an object of type A, there is no possibility it was overridden in a subclass, and because of the visibility rules for overriding, it could not have been inherited from a superclass. The binding is uniquely determined in this case

Final methods. When a final method is called, it could not have been overridden in a subclass. The compiler climbs the inheritance chain till it finds the first place where this method has an implementation and performs the binding to that one. See demo lesson4.lecture.finalinherit

The Logic of Early Binding

In the accounts example, we consider what happens if getBalance() is static, private, or final

```
Account[] accts =
    {new CheckingAccount(),
     new SavingsAccount()};
double total = 0.0;
for(Account a: accts) {
  total += a.getBalance();
}
```

- <u>getBalance is static</u>. In that case, the only version of getBalance that could be used is one that already exists in Account; subclasses are not considered since polymorphism does not apply. (Another possibility is that there is a superclass of Account that has a static method getBalance and there is not one in Account.)

- <u>getBalance is private.</u> In that case, getBalance must belong to Account; no subclass can override a private method and private methods are not inherited

- <u>getBalance is final.</u> In that case, getBalance must belong to Account and could not have been overridden by any of its subclasses. (It is possible that getBalance has been implemented in a superclass of Account rather than in Account itself.)
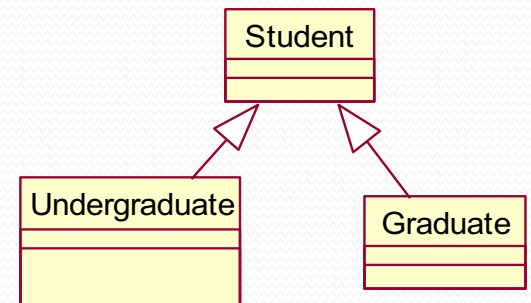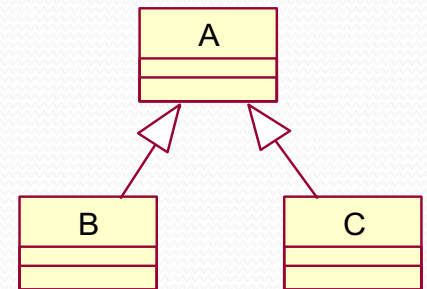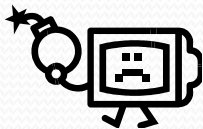
Static Typing

Objects of type B or C can be cast as type A

```
public class Student { ... }
public class Undergraduate extends Student { ... }
public class Graduate extends Student { ... }

Student st1, st2, st3;
Graduate st4;
st1 = new Student();
st2 = new Undergraduate();
st3 = new Graduate();
st4 = new Student();
```

Where is the Compiler Error?

(continued)

Objects of type B or C can be cast as type A

```
public class Student { ... }
public class Undergraduate extends Student { ... }
public class Graduate extends Student { ... }

Student st1, st2, st3;
Graduate st4;
st1 = new Student();
st2 = new Undergraduate();
st3 = new Graduate();
st4 = new Student(); //error
```

NOTE: In the first three cases, the Student class
is the *static type* of the object created. The *runtime types*
are, respectively, Student, Undergraduate, and
Graduate.
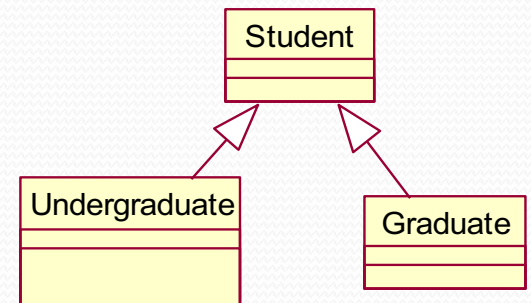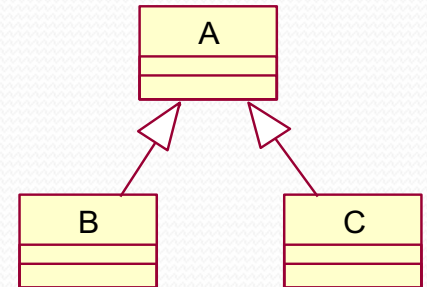
Polymorphism and the Template Method Pattern

The Template Method design pattern is a behavioral design pattern that defines the <mark>skeleton of an algorithm</mark> in a <mark>superclass</mark>, while allowing subclasses to override specific steps of the algorithm without changing its structure.

```java
public abstract class AbstractClass {
    public void templateMethod() {
        operation1();
        operation2();
        operation3();
    }

    public abstract void operation1();

    public abstract void operation2();

    public abstract void operation3();
}
```

```java
public class ConcreteClass extends AbstractClass {
    public void operation1() {
        // Implementation for operation1
    }

    public void operation2() {
        // Implementation for operation2
    }

    public void operation3() {
        // Implementation for operation3
    }
}

public class Main {
    public static void main(String[] args) {
        AbstractClass ac = new ConcreteClass();
        ac.templateMethod();
    }
}
```

Ref: https://chat.openai.com/chat

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Polymorphism and the Template Method Pattern

Sometimes a class at the top of an inheritance hierarchy needs to carry out a sequence of tasks, some of which need to be implemented by subclasses. This situation is an example of the *Template Method Design Pattern* – see lesson4.lecture.template
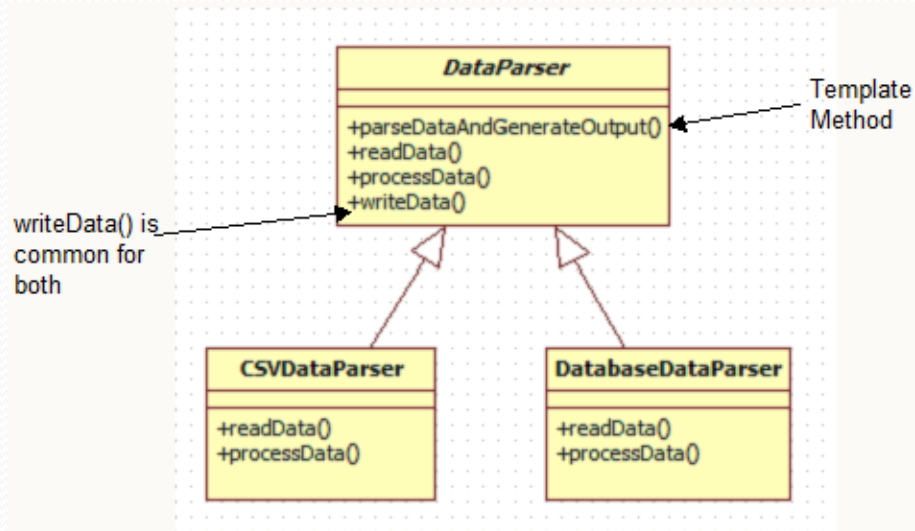


```
public void parseDataAndGenerateOutput() {
    readData();
    processData();
    writeData();
}
```

Sequence Diagrams When Inheritance is Present

Basic Principle: Sequence diagrams are concerned with runtime objects, so, generally speaking, superclasses do not need to appear in the sequence diagram (though there can be exceptions).

Example from Previous Slide: Consider scenario when we wish to parse CSV data.
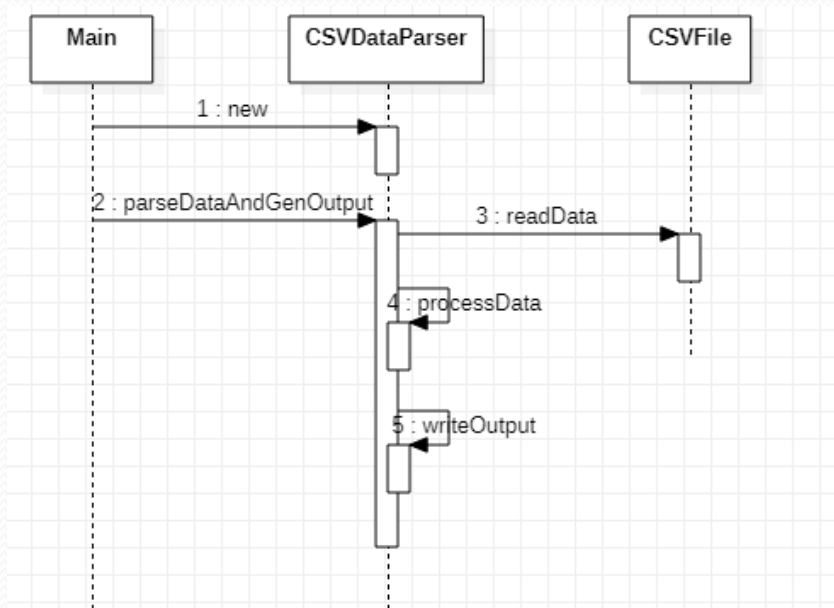
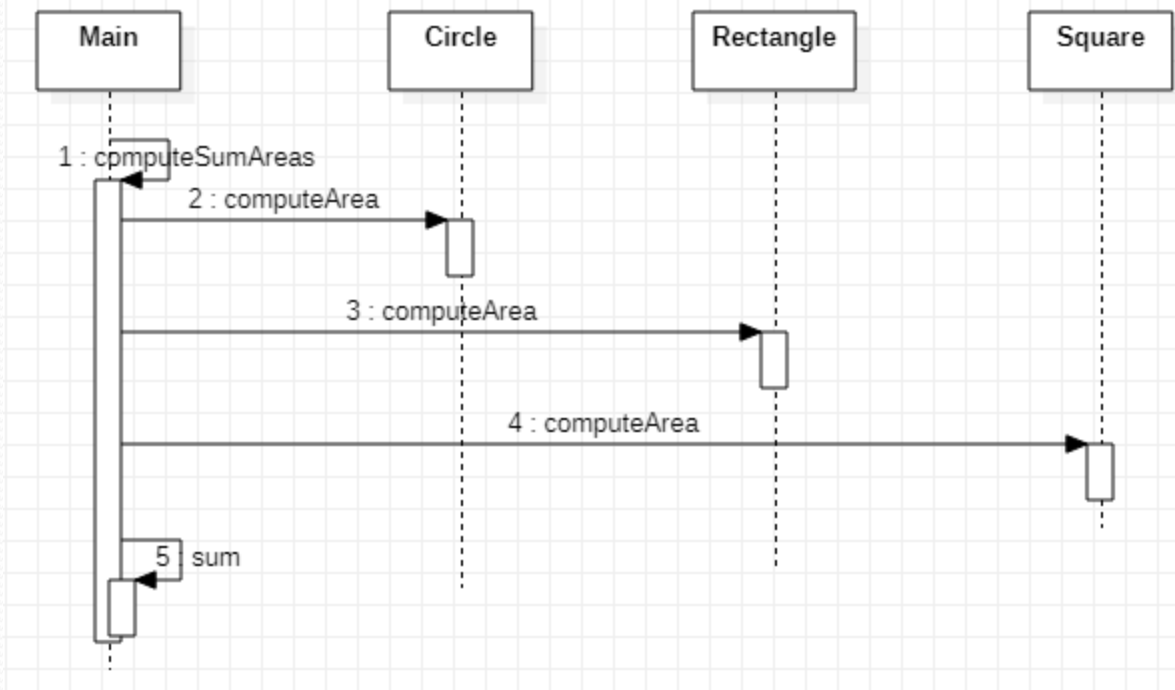*No need to mention the DataParser superclass in this diagram*

Don't Model Polymorphism in a Sequence Diagram

- Often polymorphism is used to accumulate information from subclasses. The Basic Principle applies here too: Instances of subclasses are the runtime objects; the superclass should not (usually) be shown in the diagram.

- <u>Example</u>: Sum the areas of the geometric figures in a given array

```
[Circle, Rectangle, Square]
```
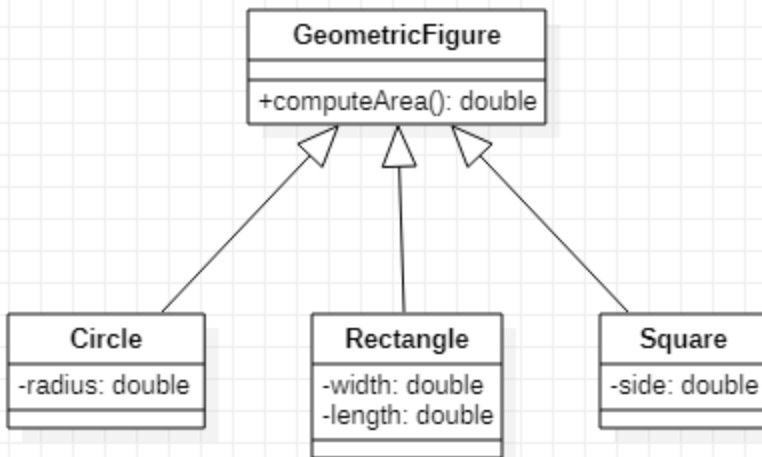
```
class Main {
    public double
      computeSumAreas(GeometricFigure[] figs) {
        double accum = 0.0;
        for(GeometricFigure fig : figs) {
            accum += fig.computeArea();
        }
        return accum;
    }
}
```

GeometricFigure

+computeArea(): double

Circle

-radius: double

Rectangle

-width: double
-length: double

Square

-side: double

(continued)

Note: The superclass `GeometricFigure` is not shown in the diagram.

Connecting the Parts of Knowledge With the Wholeness of Knowledge

1. Sequence Diagrams and Object Diagrams both show how objects relate to each other.

2. To preserve encapsulation, objects should only act on their own properties, and to accomplish tasks that are the responsibility of other objects, they should send messages (delegation)

3. **<u>Transcendental Consciousness</u>** by its very nature, has the fundamental association of self-referral – the Self being aware of the Self. This is its only responsibility

4. **<u>Wholeness moving within itself</u>**: In Unity Consciousness one experiences directly that the simple self-knowing of pure consciousness – maintenance of that one "responsibility" – automatically leads to accomplishment of all other responsibilities