

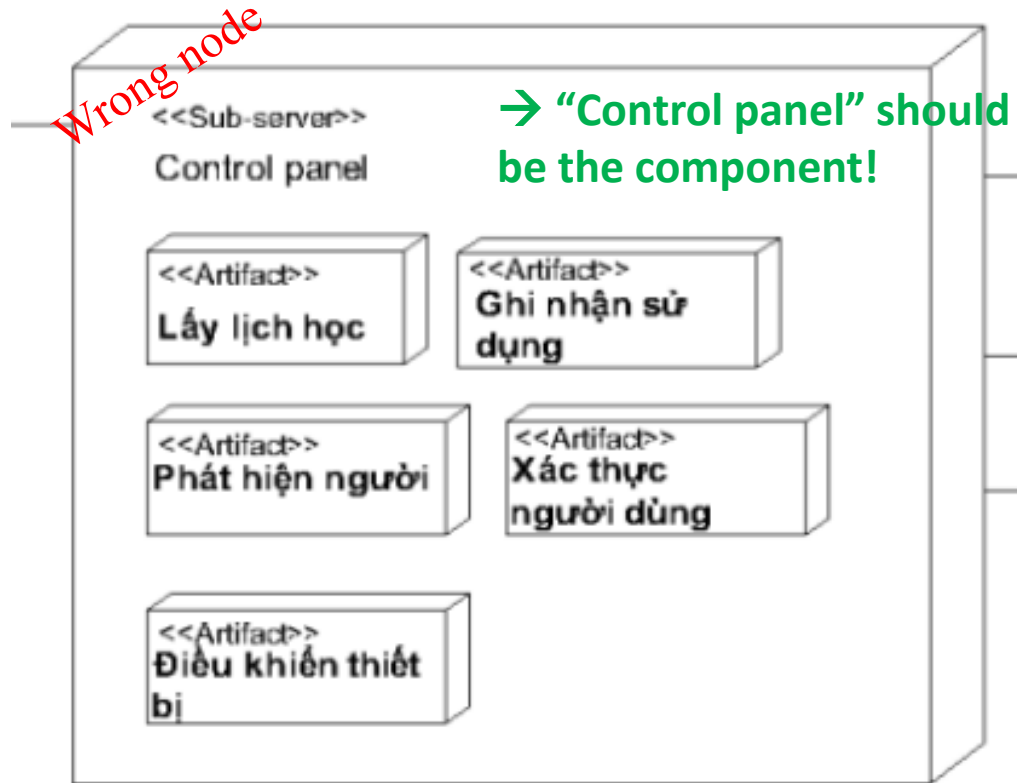
# Review Project #3

11/2019

# Tips

- Deployment view
  - Cần rõ các <<subsystem>>/component và vị trí vật lý (cài đặt)
  - Hoặc chỉ rõ thành phần nào sẽ deploy lên server, client, ...
- Component diagram / Package diagram
  - Nên dùng các architectural design pattern
    - Layered, Repository, Client-Server, ...
  - Các thành phần bên trong component/package
    - Các component/package
    - Không là function/method

# Use wrong symbol



Student's diagram



Wrong component symbol

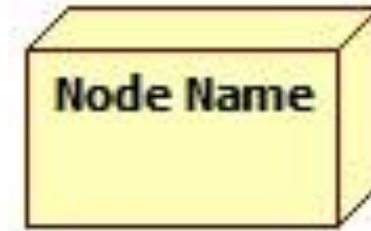
- Wrong architecture
- Wrong artifact symbol and meaning

See next  
3 slides

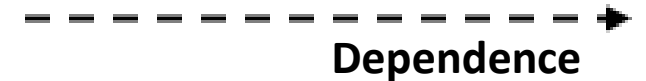


# Deployment view

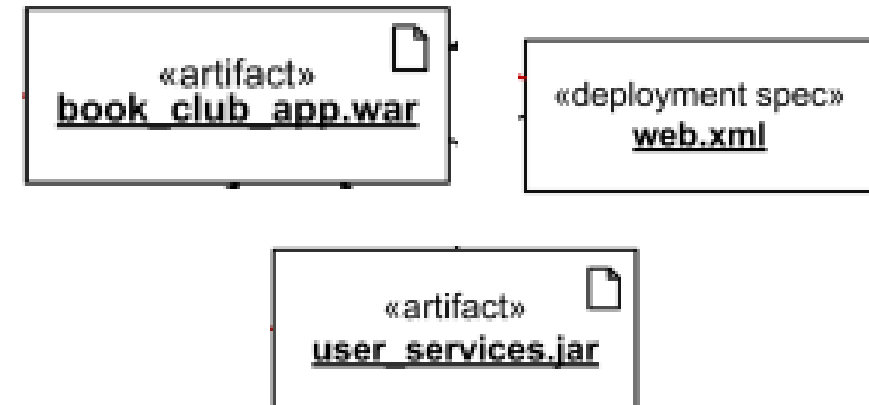
- **Artifacts** represent concrete elements in the physical world that are the result of a development process.
  - Examples of artifacts are **executable files, libraries, archives, database schemas, configuration files, etc.**
- **Deployment target** is usually represented by a **node** which is either **hardware device** or **some software execution environment**.
  - Nodes could be connected through **communication paths** to create networked systems of arbitrary complexity.



Association



Dependence



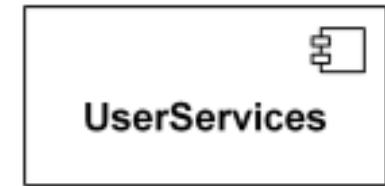
# Deployment view

- A **component** is a **class** representing a modular part of a system with encapsulated content and whose **manifestation** is replaceable within its environment.
- A component has its behavior defined in terms of **provided interfaces** and **required interfaces** (potentially exposed via **ports**).

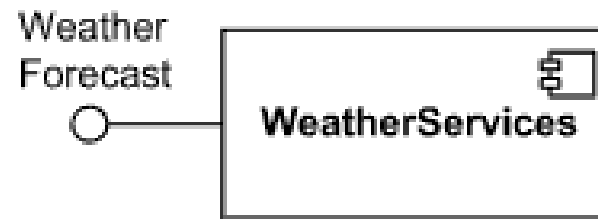
in UML 1.4



*WeatherServices  
component*



*UserServices  
component*



**provided interface**

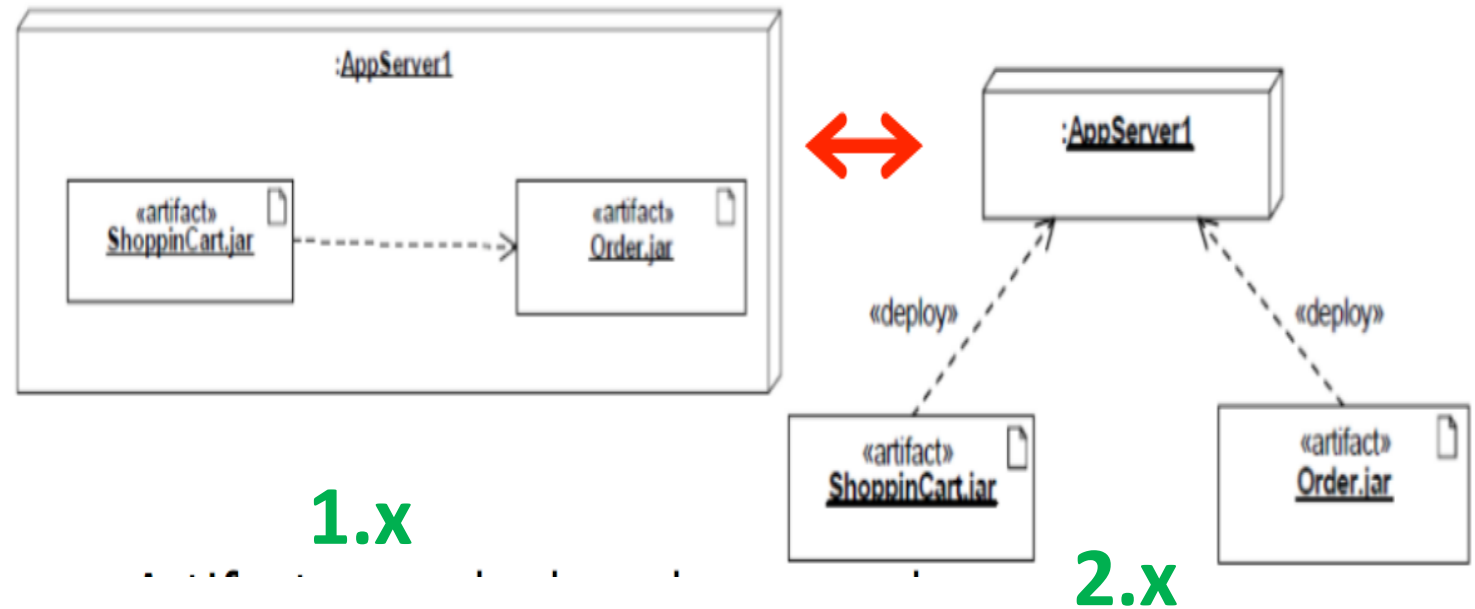
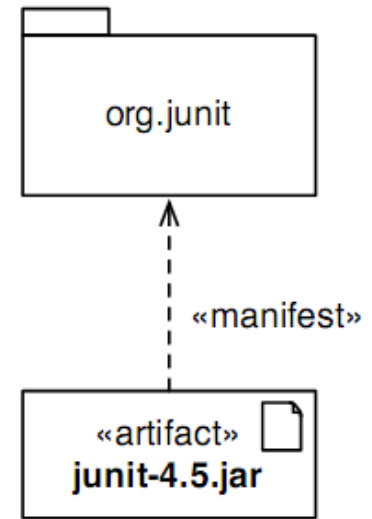
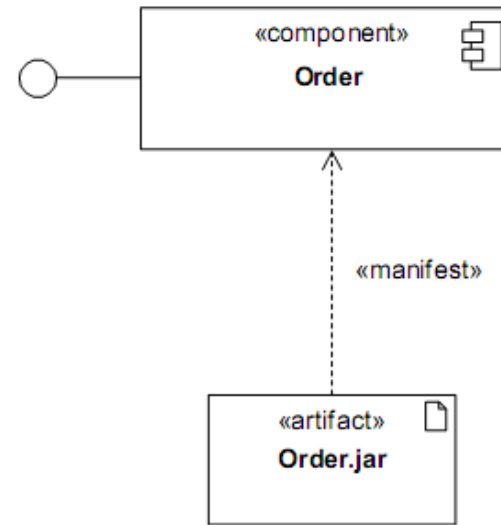


**required interface**

Note, that components were directly deployed to nodes.

+ In UML 1.x deployment diagrams.

+ In UML 2.x artifacts are deployed to nodes, and artifacts could manifest (implement) components. Components are deployed to nodes indirectly through artifacts.





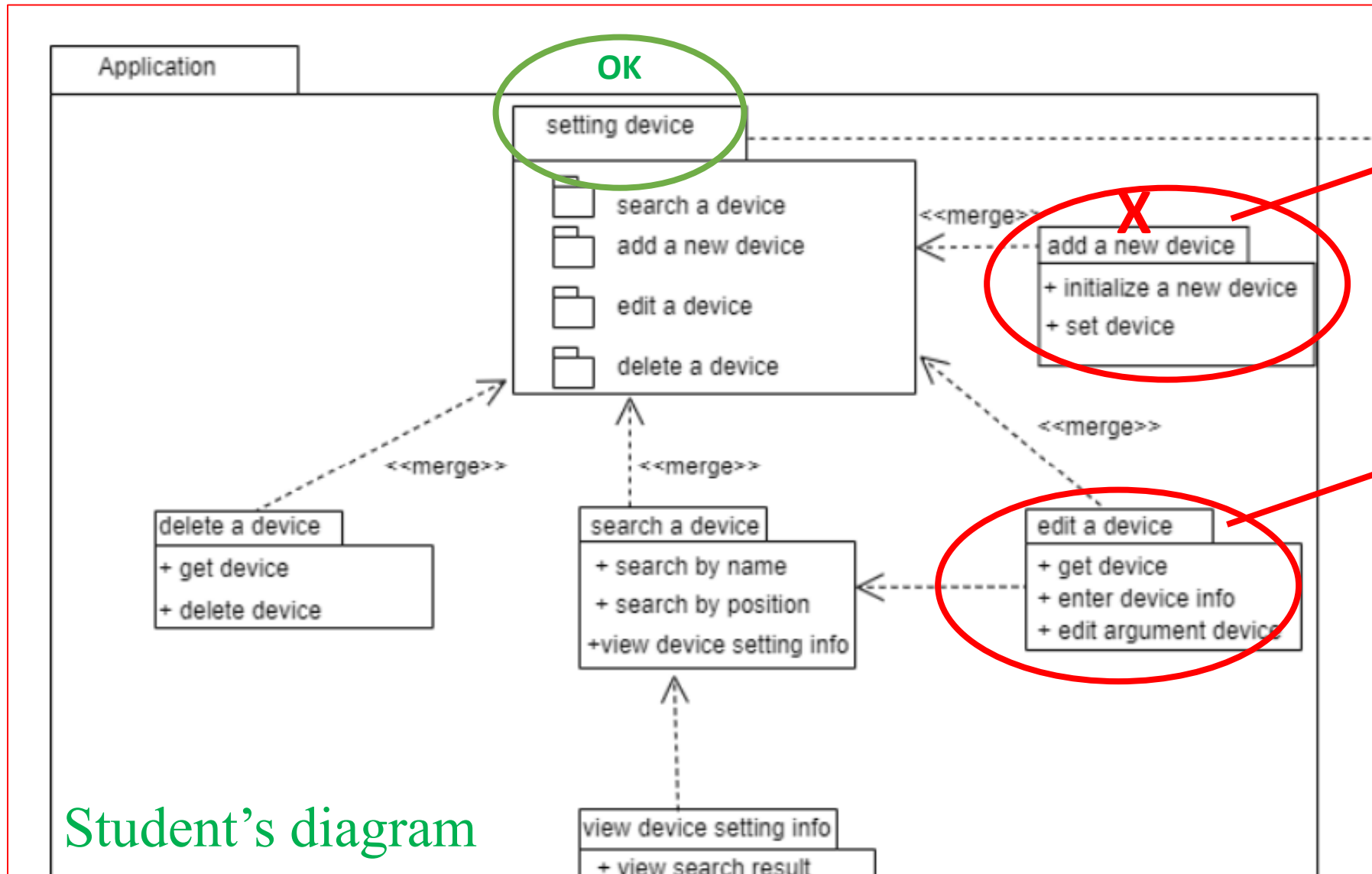
in one "App server" (physical server)  
...need to install so many apps: "app  
Direction", "app Camera",... (software)  
??

access the Room via the Gateway?  
+ gateway is a node?  
+ room is a database schemas?

Why need too many gateways, ports and rooms?

Student's diagram

# Package diagram



Not a package  
→ Interface or Abstract class,..  
+ have protocol specifications

→ Interface detailed desc at  
project submission #4

Tips:  
Các thành phần bên trong  
component/package  
+ Các component/package  
+ Không là function/method

Student's diagram

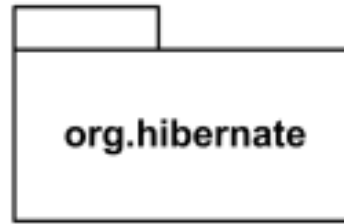
See next  
1 slide



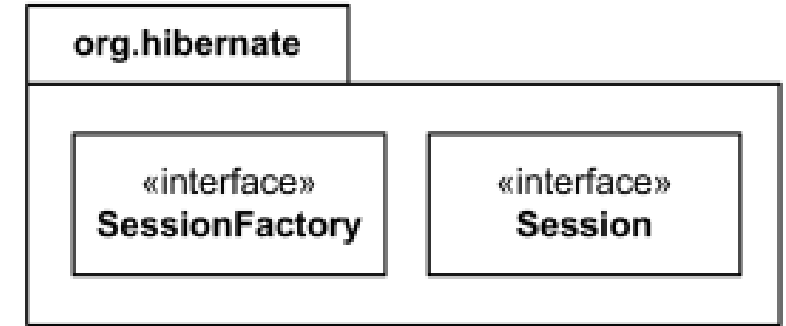


# Package

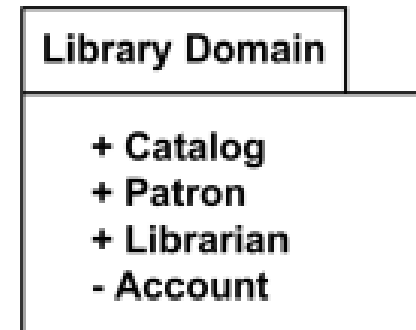
- **Package** is a namespace used to group together elements that are semantically related and might change together.
- It is a general purpose mechanism to organize elements into groups to provide better structure for system model.



*Package org.hibernate*

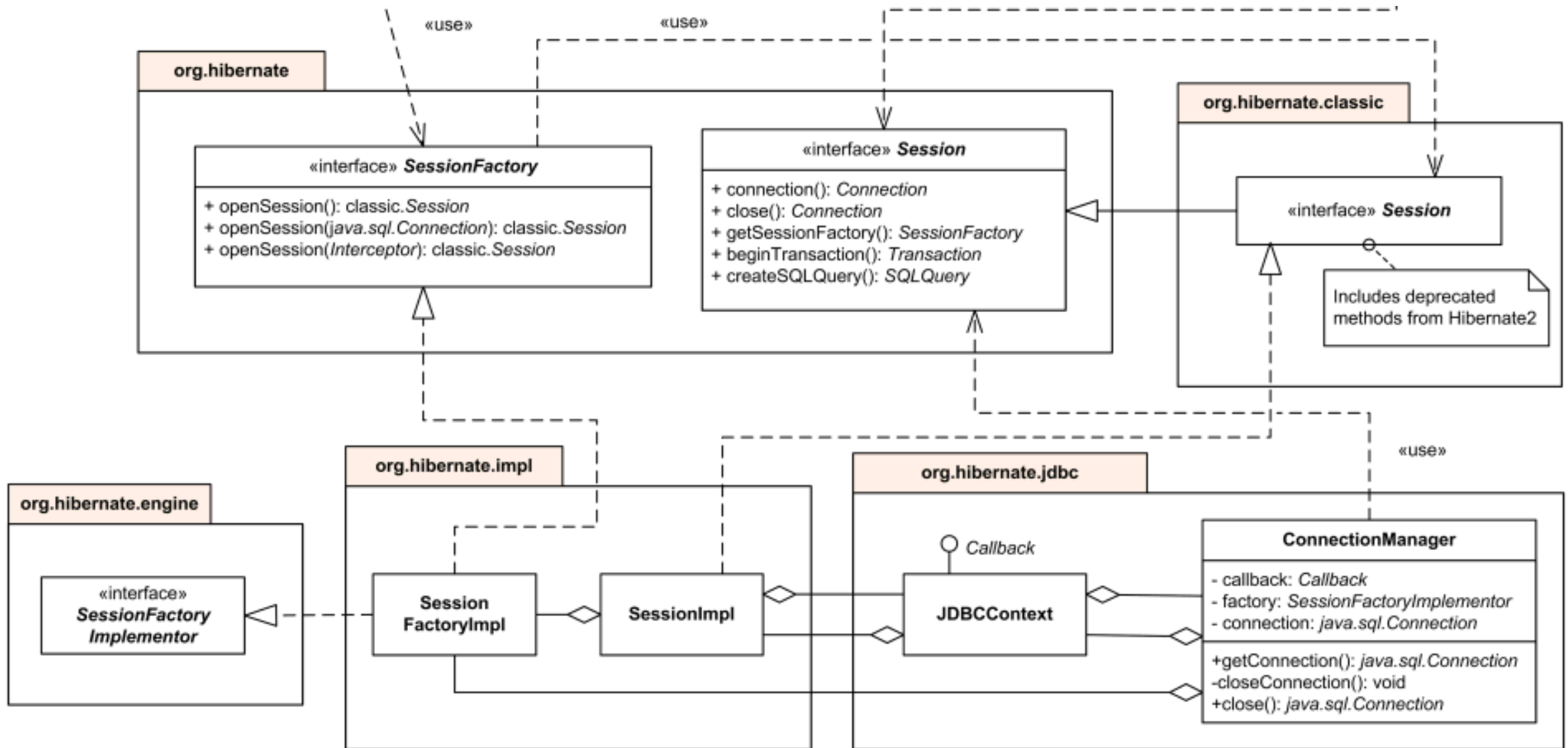


*Package org.hibernate contains SessionFactory and Session*



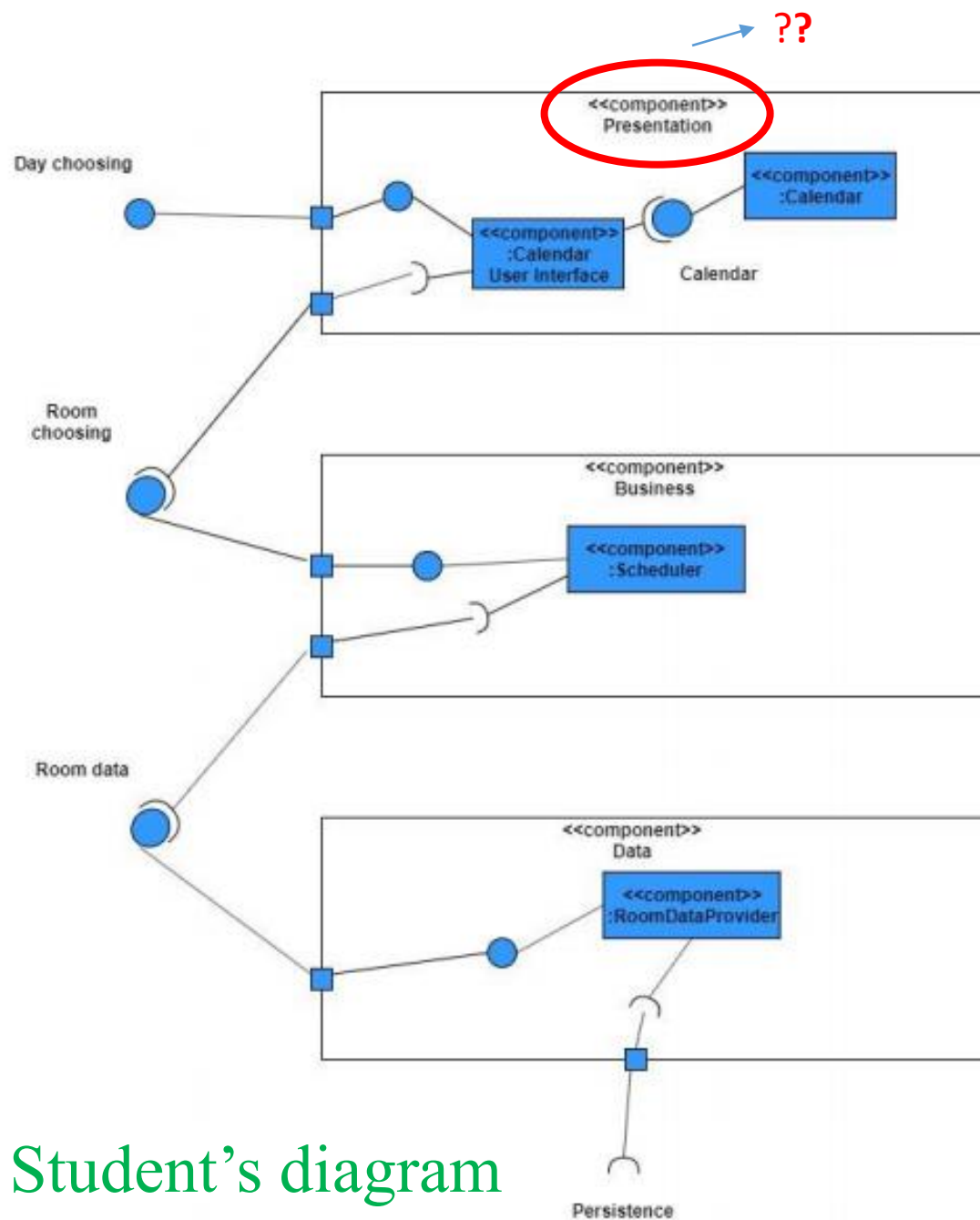
*All elements of Library Domain package are public except for Account*

<https://www.uml-diagrams.org/package-diagrams.html#package>



An example of UML package diagram for Spring and Hibernate data access classes.

<https://www.uml-diagrams.org/spring-hibernate-uml-package-diagram-example.html>



Three-Tier Pattern Applied to the Component Diagram ??

→ OK

Student's diagram