

Adapted for a textbook by Blaha M. and Rumbaugh J.

## Object Oriented Modeling and Design

Pearson Prentice Hall, 2005

## **UML Notation**

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### **Object:**

objectName:ClassName

objectName:ClassName

attributeName = value

...

### Class:

### **ClassName**

ClassName

attribute
attribute: DataType[attMult]
attribute: DataType[attMult] =
defaultValue

operation
operation (arg1:Name1, ...): ResultType
...

### Link:

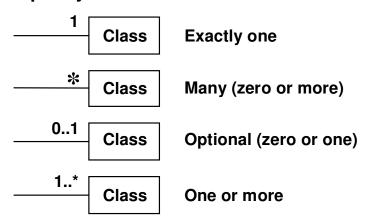
<u>object1:Class1</u>

AssociationName <u>object2:Class2</u>

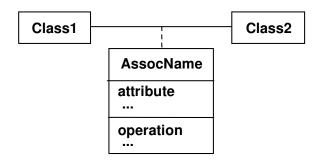
### **Association:**

Class1 AssociationName Class2 assocEndNm1 assocEndNm2

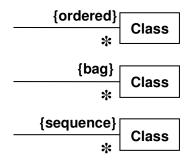
### **Multiplicity of Associations:**



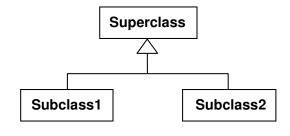
### **Association Class:**



### Ordered, Bag, Sequence:



### **Generalization (Inheritance):**



### **Qualified Association:**



### Package:



### **Comment:**

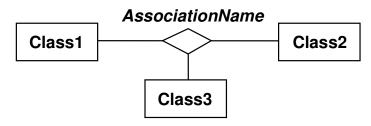
...informal text...

### **Enumeration:**

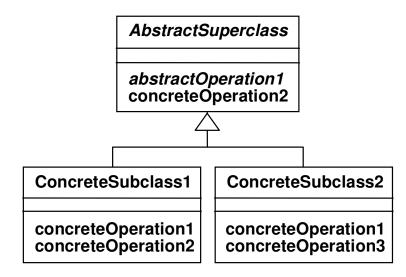
«enumeration» EnumName enumValue1 enumValue2

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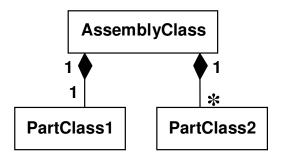
### **Ternary Association:**



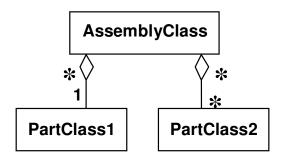
### **Abstract and Concrete Class:**



### **Composition:**

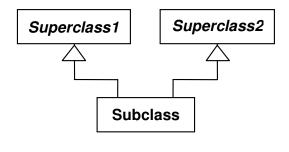


### Aggregation:



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### **Multiple Inheritance, Disjoint:**



# Class

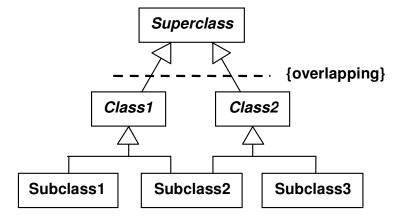
attrib1 attrib2 { attrib1 0 }

### Visibility:

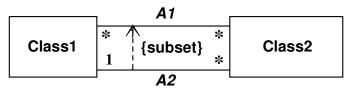
+publicOperation #protectedOperation -privateOperation ~packageOperation

**ClassName** 

### Multiple Inheritance, Overlapping:



### **Constraint on Links:**



**Derived Class:** 

ClassName

**Derived Association:** 

Class1 / AssociationName Class2

**Derived Attribute:** 

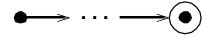
Class
/ attribute

## State Model Notation

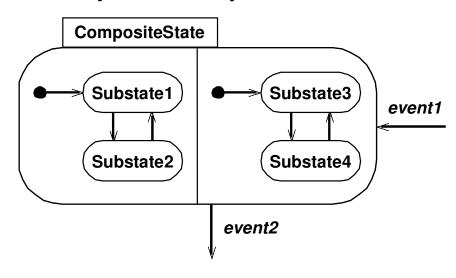
### **Event causes Transition between States:**



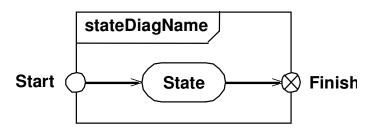
### **Initial and Final States:**



### **Concurrency within an Object:**



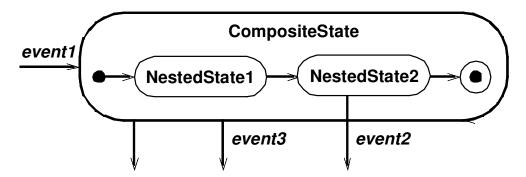
### **Entry and Exit Points:**



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## State Model Notation

### **Nested State:**



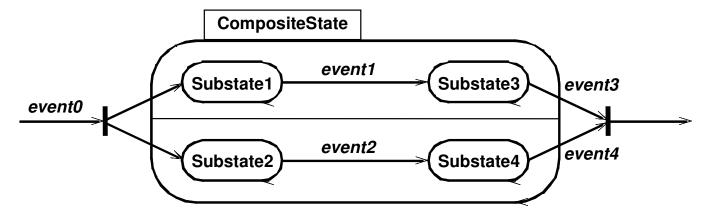
### **Activities while in a State:**

State

entry/ effect1
do/ activity
event1/ effect2
event2/ effect3
...
exit/ effect4

### **Splitting of control:**

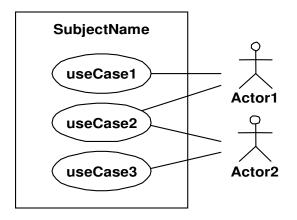
### Synchronization of control:



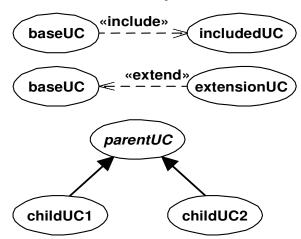
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## Interaction Model Notation

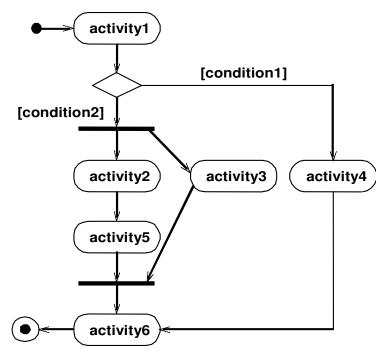
### **Use Case Diagram:**



### **Use Case Relationships:**



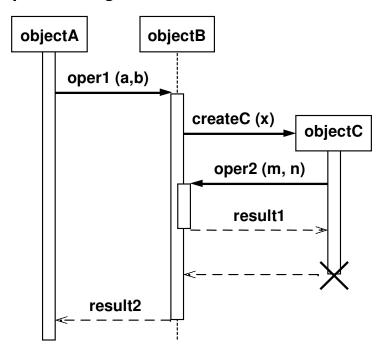
### **Activity Diagram:**



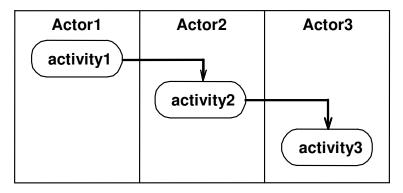
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## Interaction Model Notation

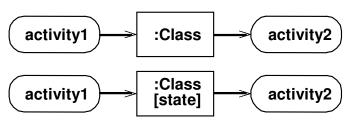
### **Sequence Diagram:**



### **Activity Diagram with Swimlanes:**



### **Activity Diagram with Object Flows:**



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