UML

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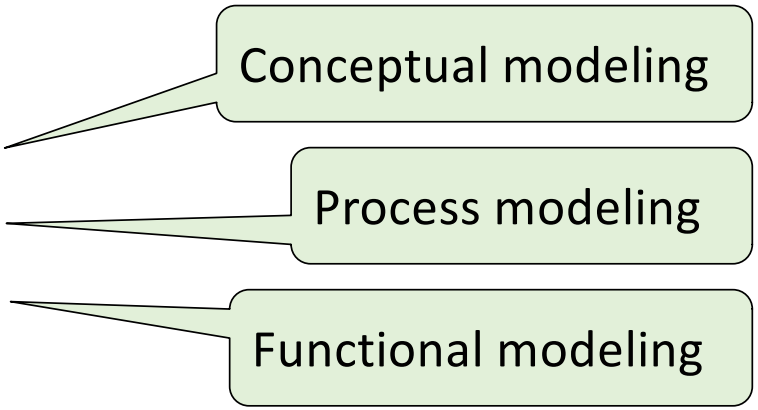
UML

- Unified Modeling Language
- Standardized by OMG
- Several diagrams
  - Class diagrams
  - Activity diagrams
  - Use Case diagrams
  - (Sequence diagrams)
  - (Statecharts)



Class diagram

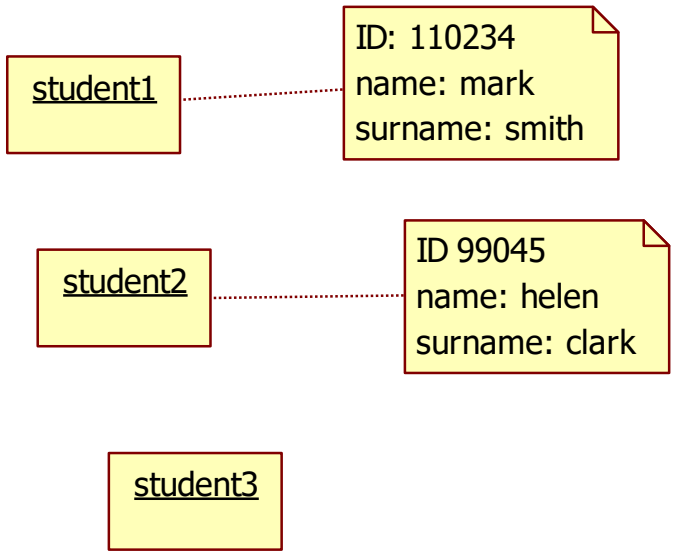
Language composed of

- Class
- Instance / object
- Attribute
- Operation
- Association

Object

- Model of item (physical or within the software system)
  - ex.: a student, an exam, a window
- Characterized by
  - identity
  - attributes (or properties)
  - operations it can perform (behavior)
  - messages it can receive

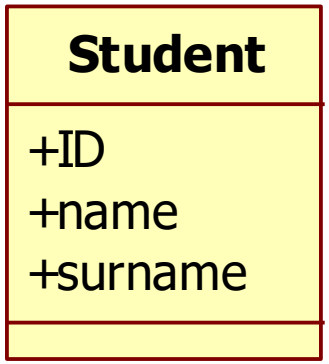
Example



Class

- They describe set of objects
  - Common properties (attributes, behaviours)
  - Autonomous existence
  - E.g. facts, things, people
- An instance of a class is an object of the type that the class represents.

Class - Examples



Attribute

- Elementary property of classes
  - Name
  - Type
- An attribute associates to each object a value of the corresponding type
  - Name: String
  - ID: Numeric
  - Salary: Currency

Usage of class diagram

- Model of concepts (glossary)
- Model of system (hw + sw) == system design
- Model of software classes (software design)

- Class in conceptual model (UML class diagram)
  - Ex Employee class
- Corresponding entities in software application
  - Data layer: Employee table in RDB
  - Business logic layer: Employee class in Java / C++, C#
  - Presentation layer: form to enter employee data, form to show employee data, and more

- Before doing a class diagram,

  DECIDE WHAT YOU WANT TO MODEL

Classes in conceptual diagram

- Where to look for
  - Physical entities: Person, Car,
  - Roles: Employee, Director, Doctor,
  - Social / legal / organizational entities: University, Company
  - Events: Sale, Order, Request, Claim, Call
  - Time intervals: Car rental, Booking, Course, Meeting
  - Geographical entities: City, Road, Nation
  - Reports, summaries: weather report, bank account statement

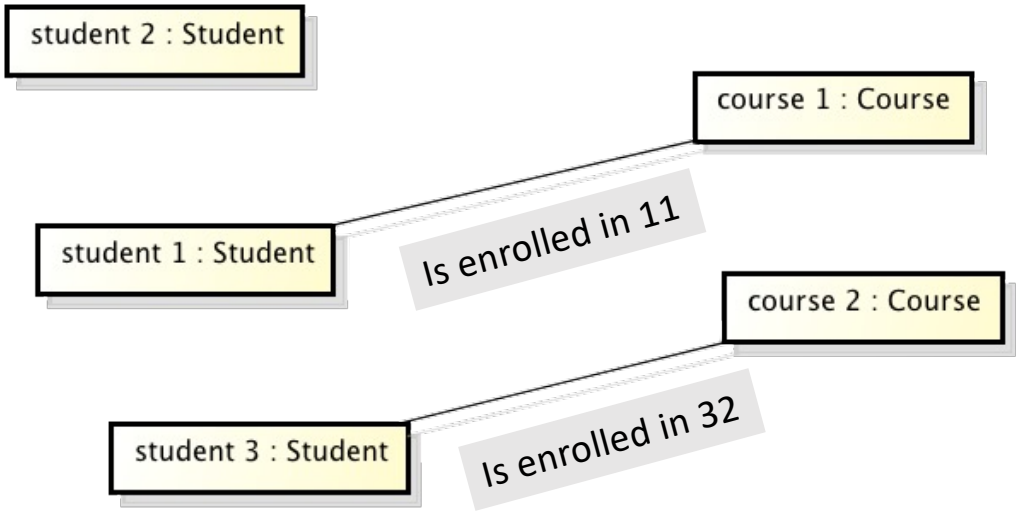
Classes in software design

- Same as above,

  + software specific classes:
    - Collections
    - String, Integer, Float, ..
    - GUI classes (see AWT, Swing ..)
    - Beans
    - ...

Link

- Model of property between objects
  - A property that cannot be represented on one object only



Association

- Represent set of links between objects of different classes.

  {Is enrolled in 11,

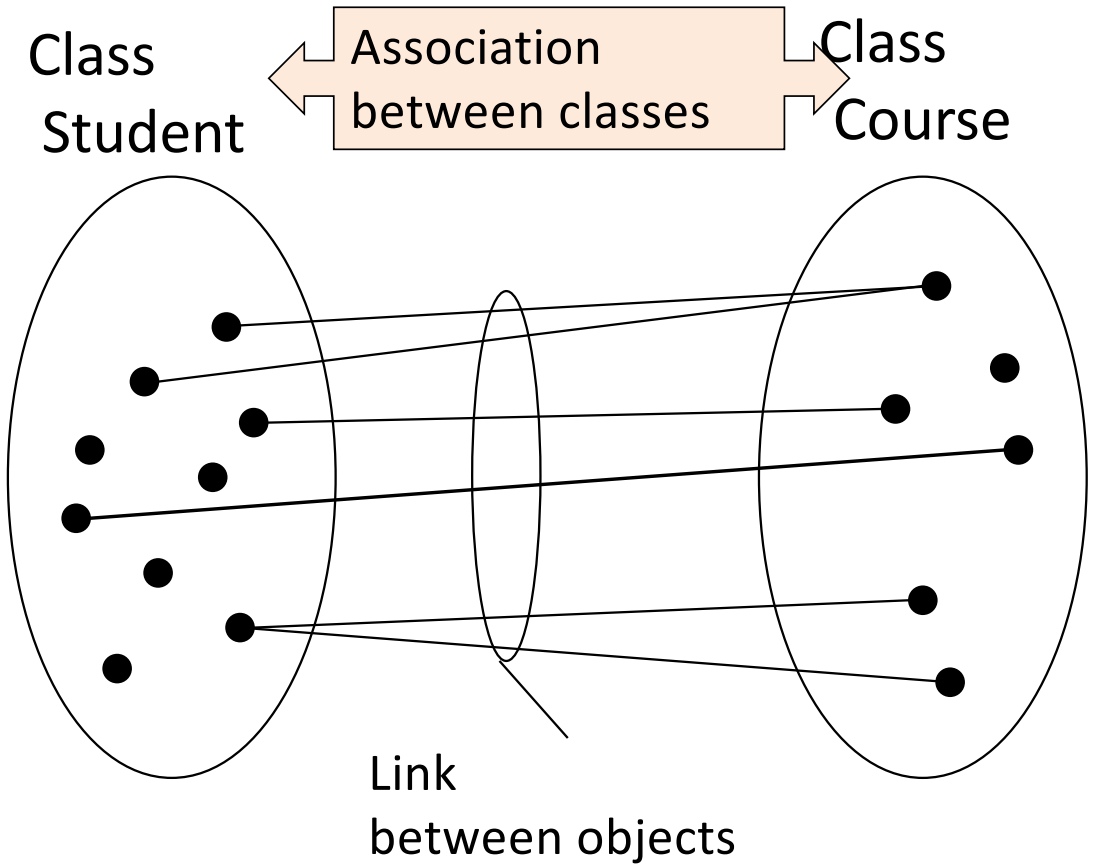
  Is enrolled in 32}

- Or pairs of objects (one per class):

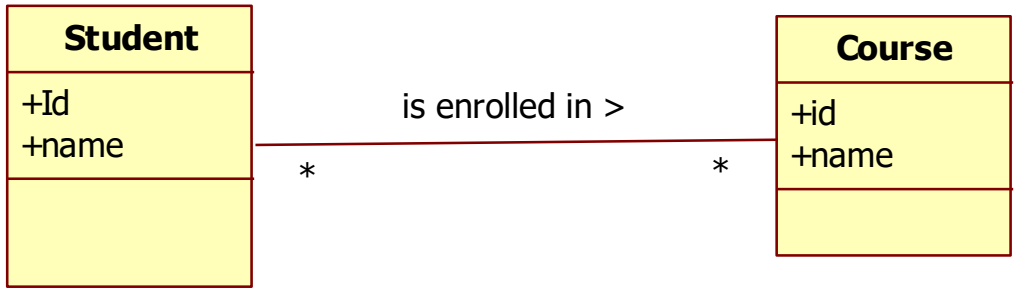
  {student1 – course1,

  student3 – course2 }

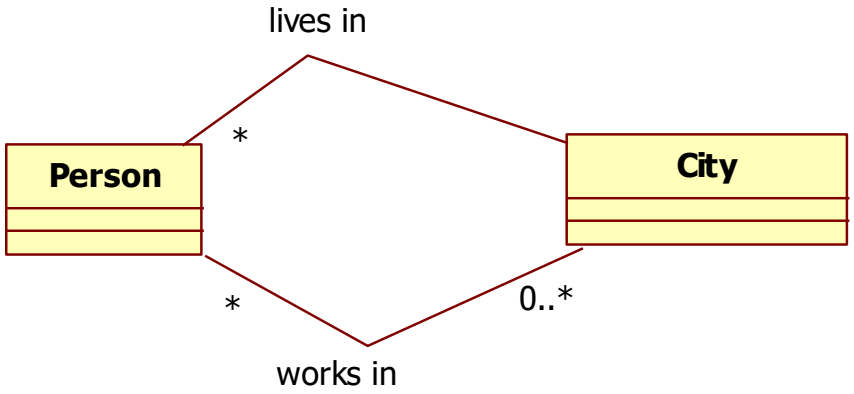
Associations



Association - Examples

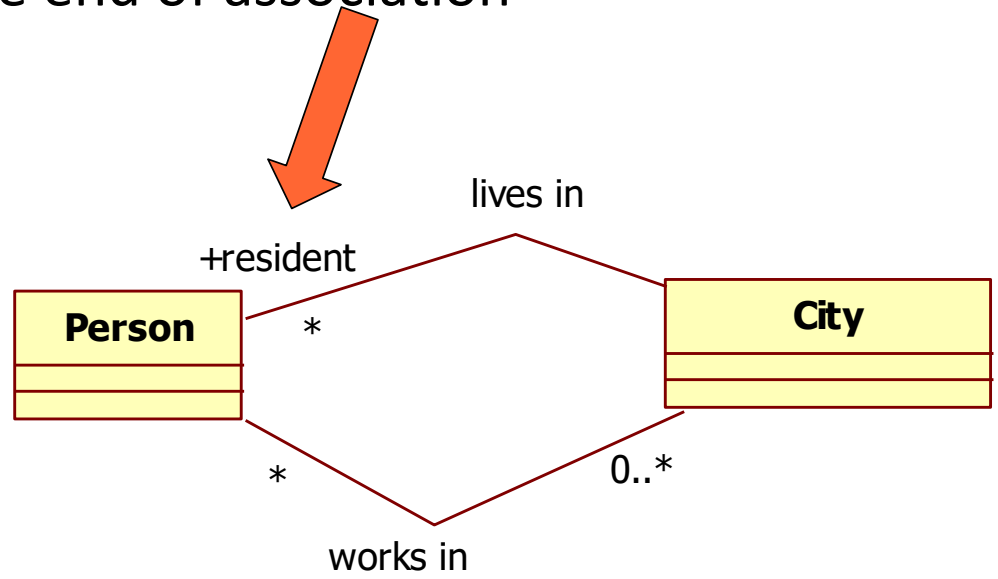


Association

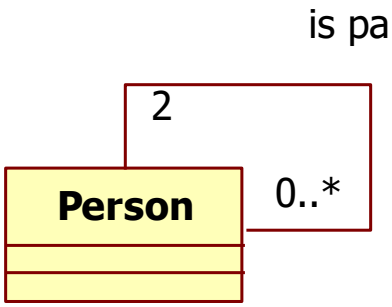


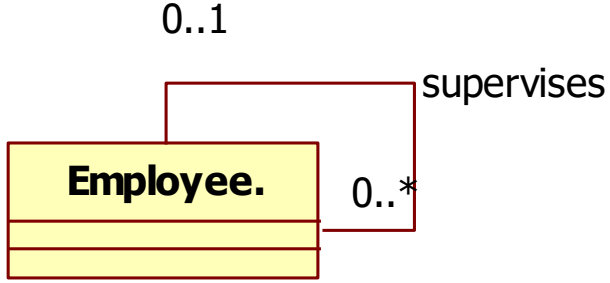
Role in association

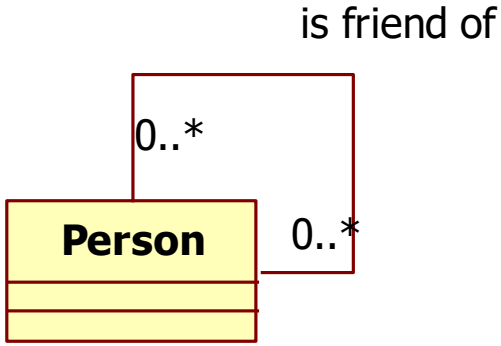
- Name of one end of association



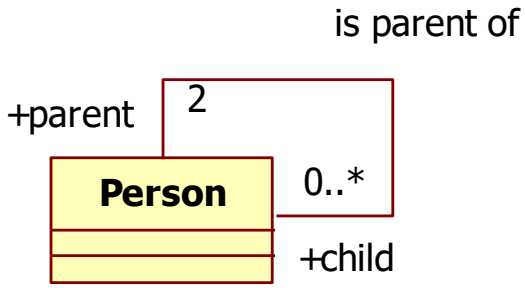
Recursive associations

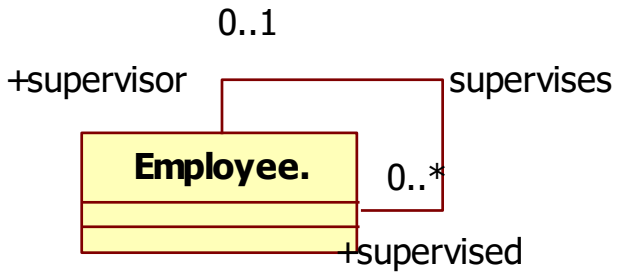






Recursive associations + roles





Style suggestions

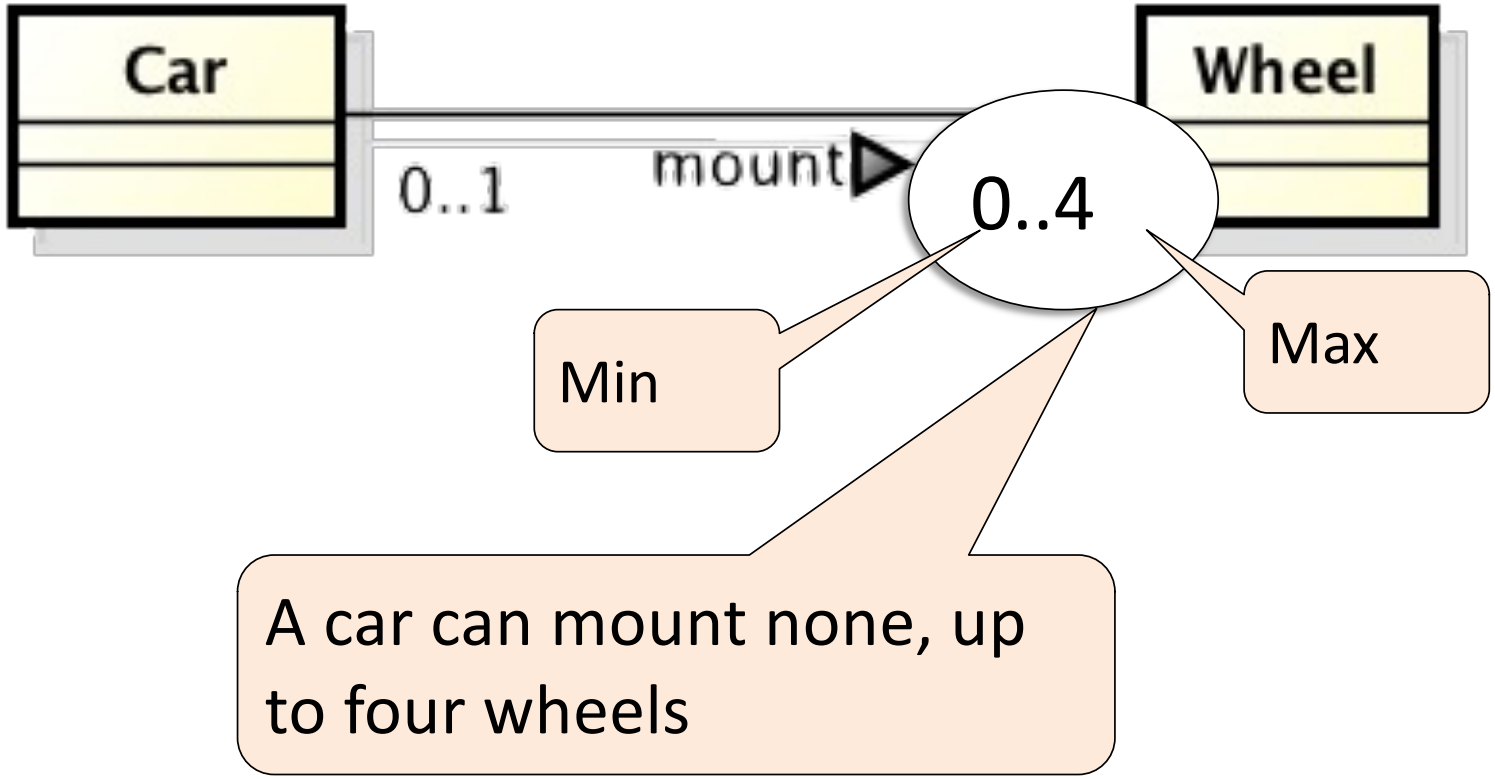
- Class names
  - Singular noun
- Association name
  - Verb
- Attributes
  - Type of attribute not needed in conceptual model

Multiplicity

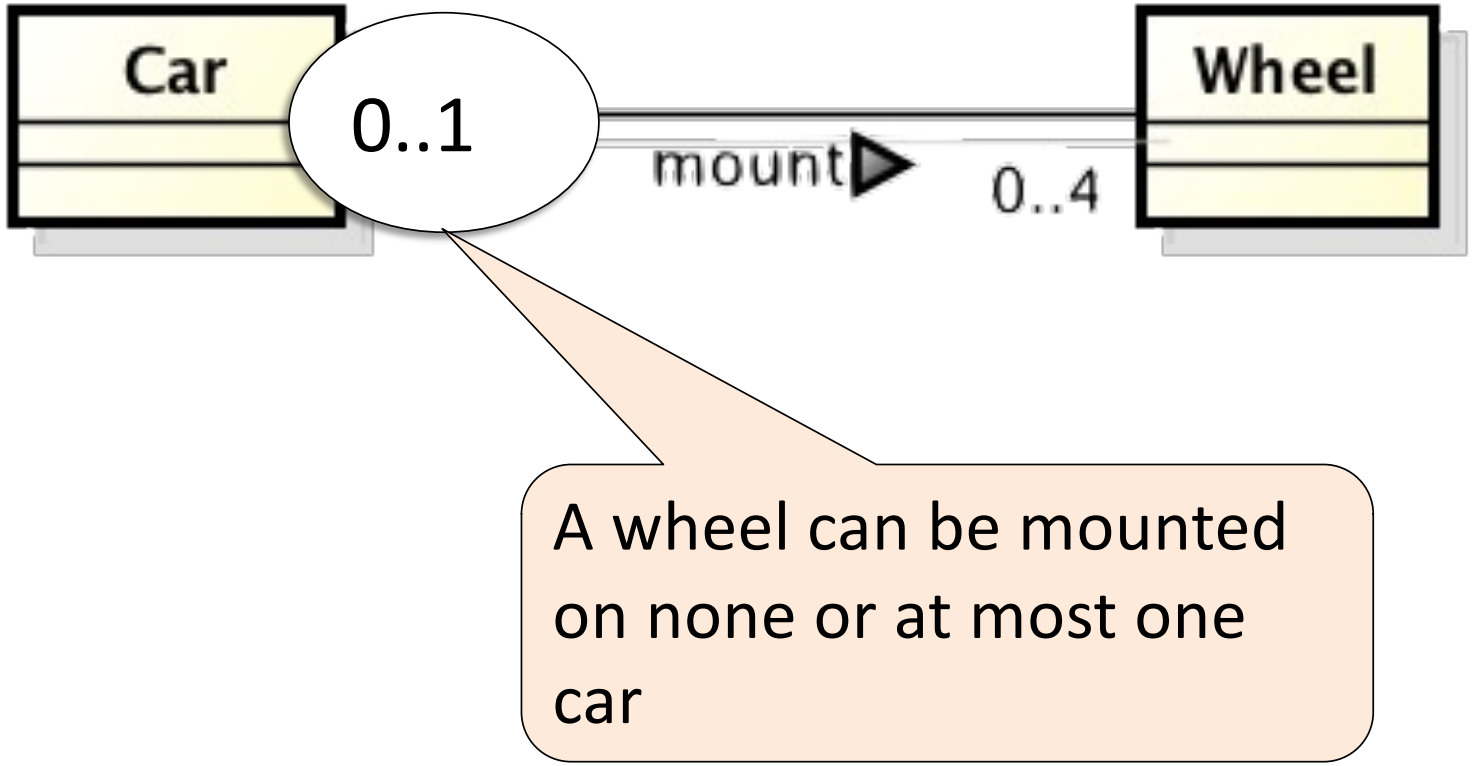
- Describe the maximum and minimum number of links in which an object of a class can participate

- Should be specified for each class participating in an association

Multiplicity - Example



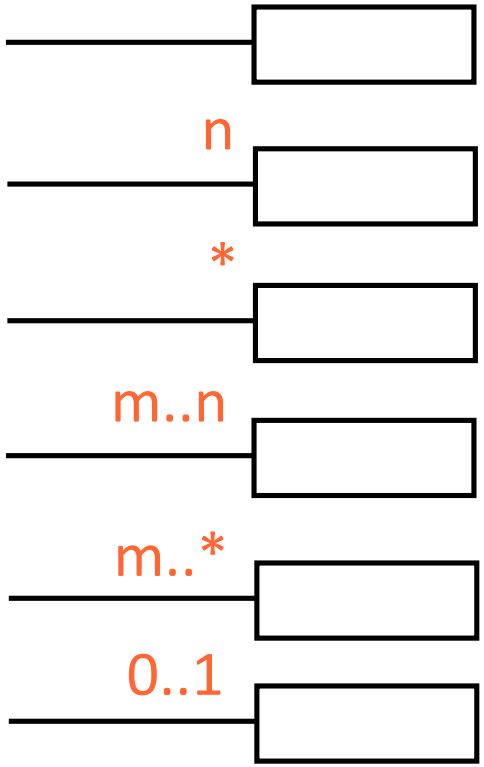
Multiplicity - Example



Multiplicity

- Typically, only three values are used: 0, 1 and the symbol * (many)
- Minimum: 0 or 1
  - 0 means the participation is optional,
  - 1 means the participation is mandatory;
- Maximum: 1 or *
  - 1: each object is involved in at most one link
  - *: each object is involved in many links

Multiplicity



Exactly 1

Exactly n

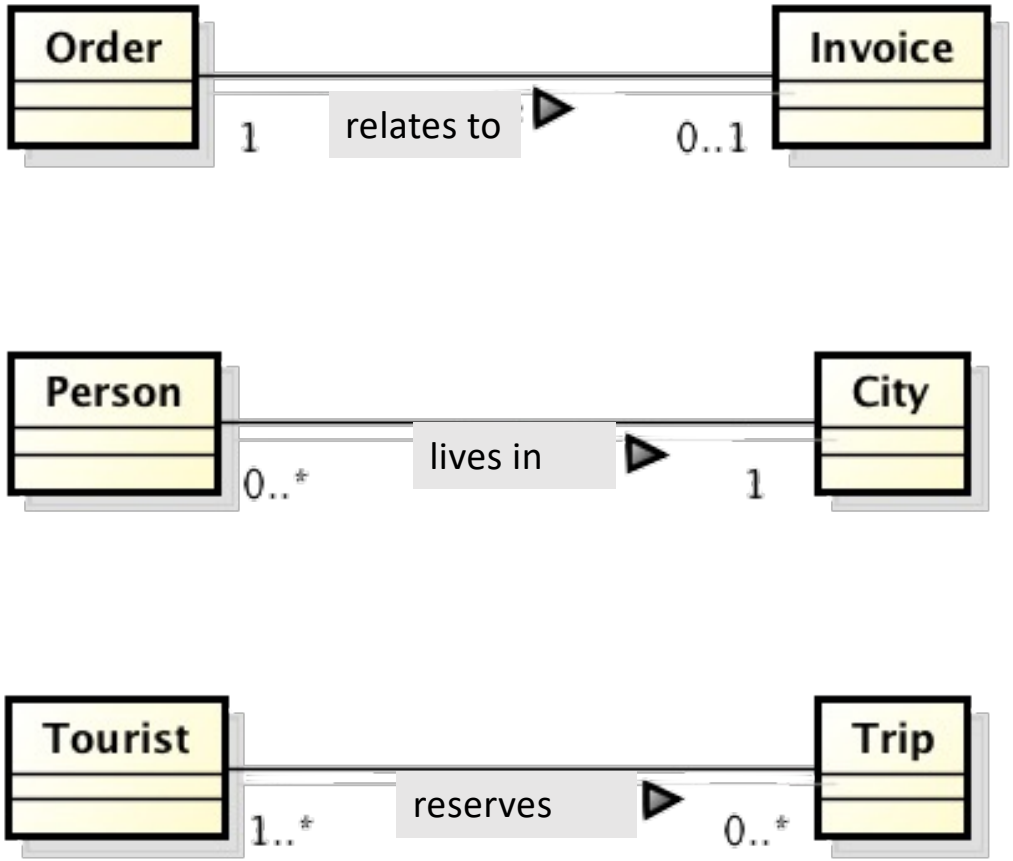
Zero or more

Between m and n (m,n included)

From m up

Zero or one (optional)

Multiplicity

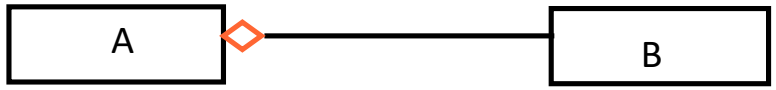


Associations

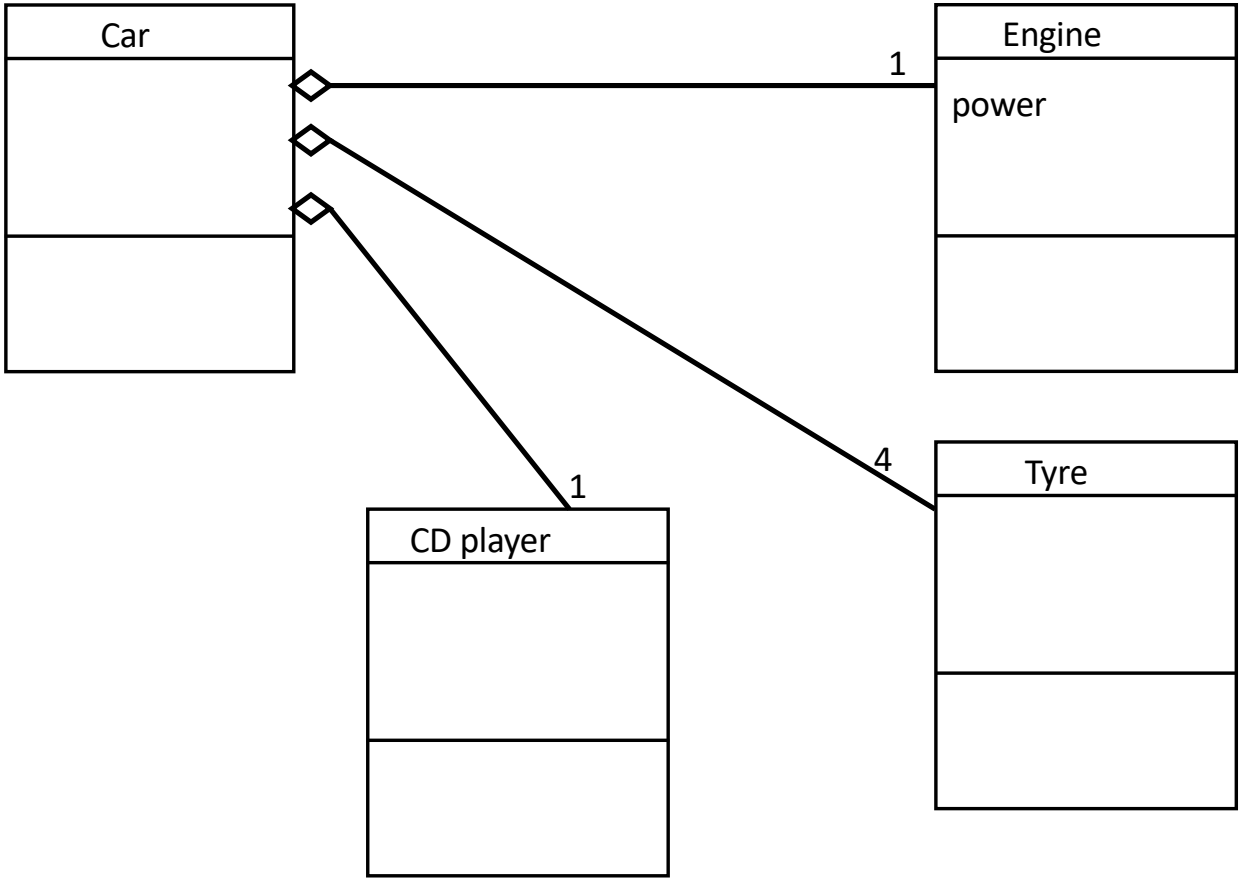
- There are three special cases of associations
  - Aggregation
  - Composition
  - Specialization

Aggregation

- B *is-part-of* A or
- A *has* B

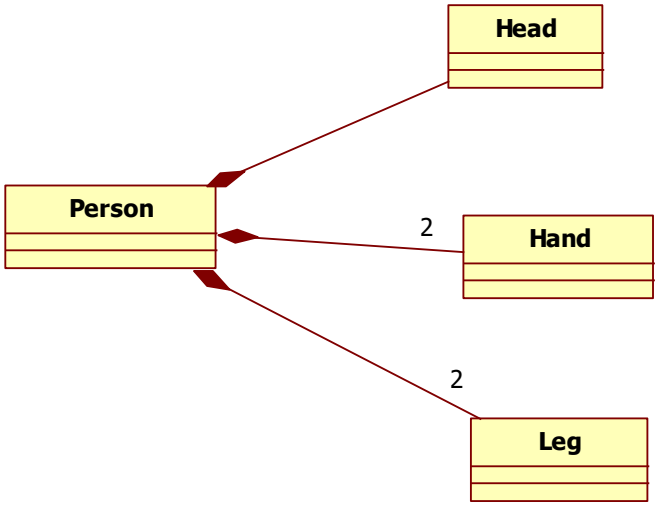


Example



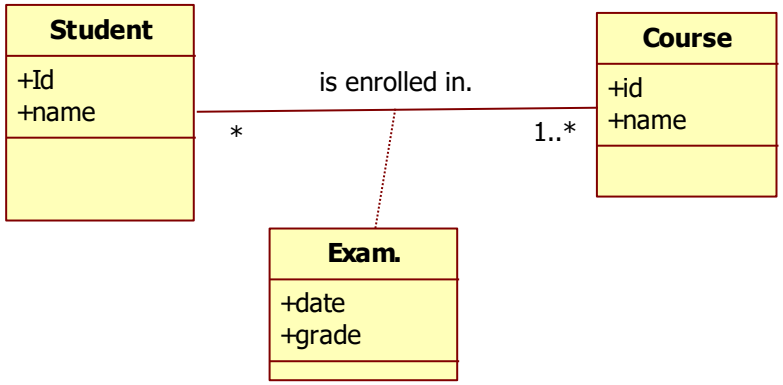
Composition

- An aggregation where the link part / whole is more strict: lifecycle of both classes is the same
  - if object Person disappears, so the corresponding 2 objects Leg, Hand

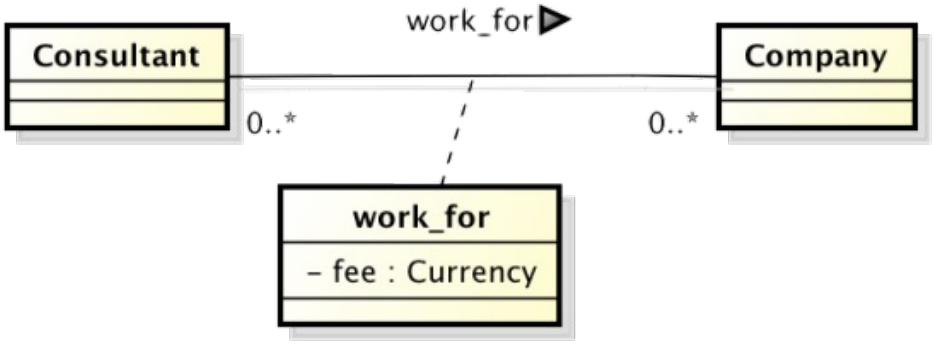


Association Class

- The association class allows to attach attributes to the association
- A link between two object includes
  - The two linked objects
  - The attributes of the link



Association Class - Example



Consultant Company fee

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consultant1 – company2 – 300

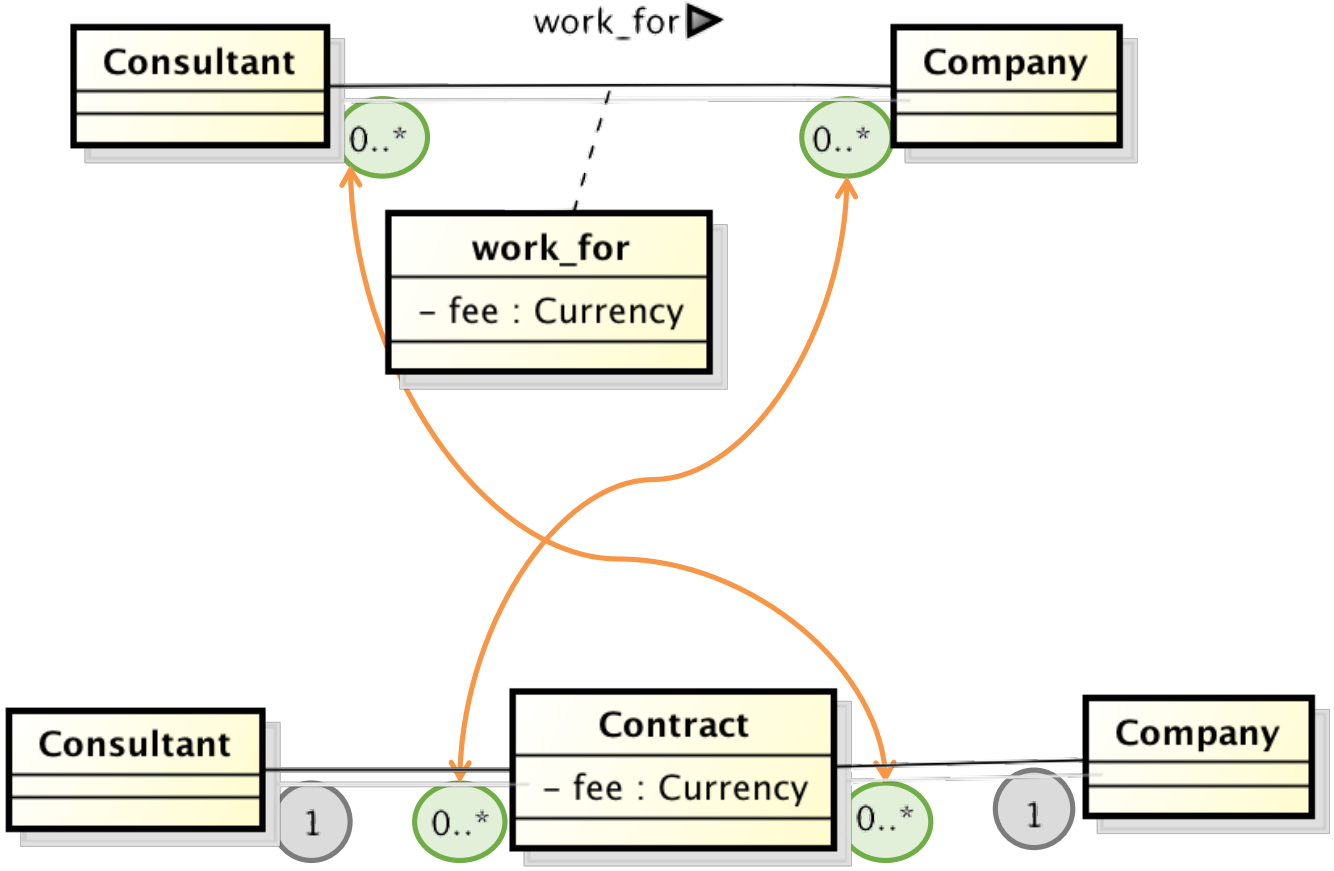
consultant1 – company3 – 200

~~consultant1 – company3 – 250~~

consultant2 – company2 – 100

consultant3 – company2 – 300

Instead of Association class



Consultant Company Contract

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consultant1 – company2 – 300

consultant1 – company3 – 200

consultant1 – company3 – 250

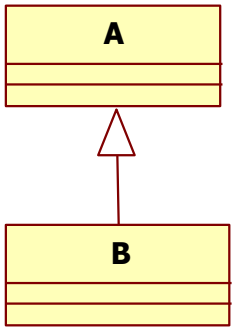
consultant2 – company2 – 100

consultant3 – company2 – 300

- The two options are equivalent, except

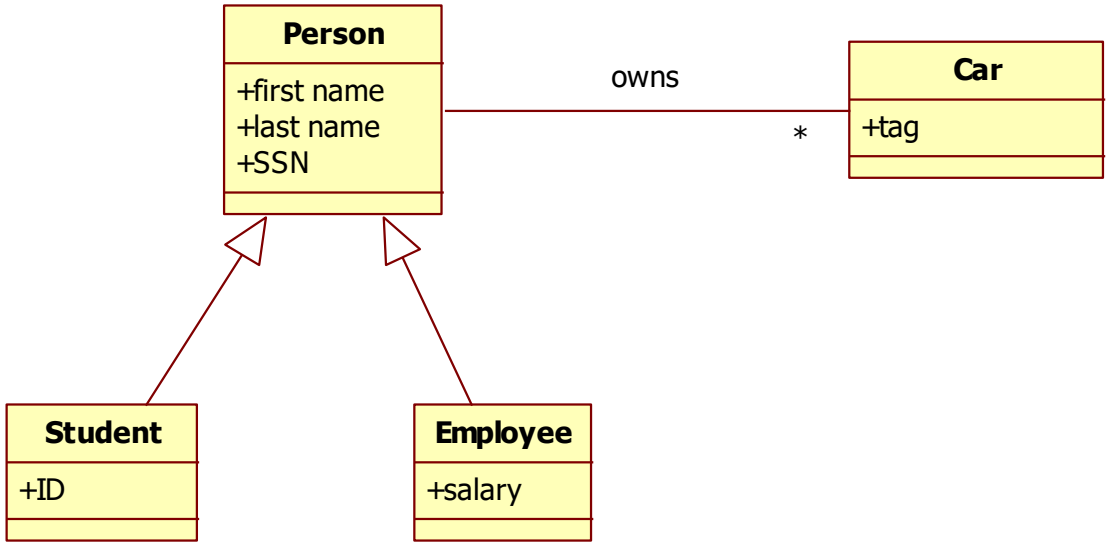
- Intermediate class:
  - More than one value for a link
- Association class:
  - Only one value for a link

Specialization / Generalization



- B specializes A means that objects described by B have the same properties of objects described by A
- Objects described by B may have additional properties
- B is a special case of A
- A is a generalization of B (and possibly of other classes)

Generalization



- Specialization can be used only if it is possible to state
  - B is-a A
- Employee is-a Person - yes
- Student is-a Person - yes
- Head is-a Person – no
- Person has-a Head - yes

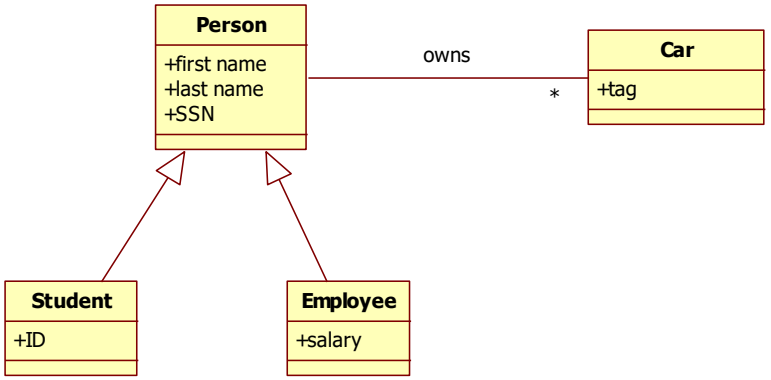
Inheritance terminology

- Class one above
  - Parent class
- Class one below
  - Child class
- Class one or more above
  - Superclass, Ancestor class, Base class
- Class one or more below
  - Subclass, Descendent class, Derived class

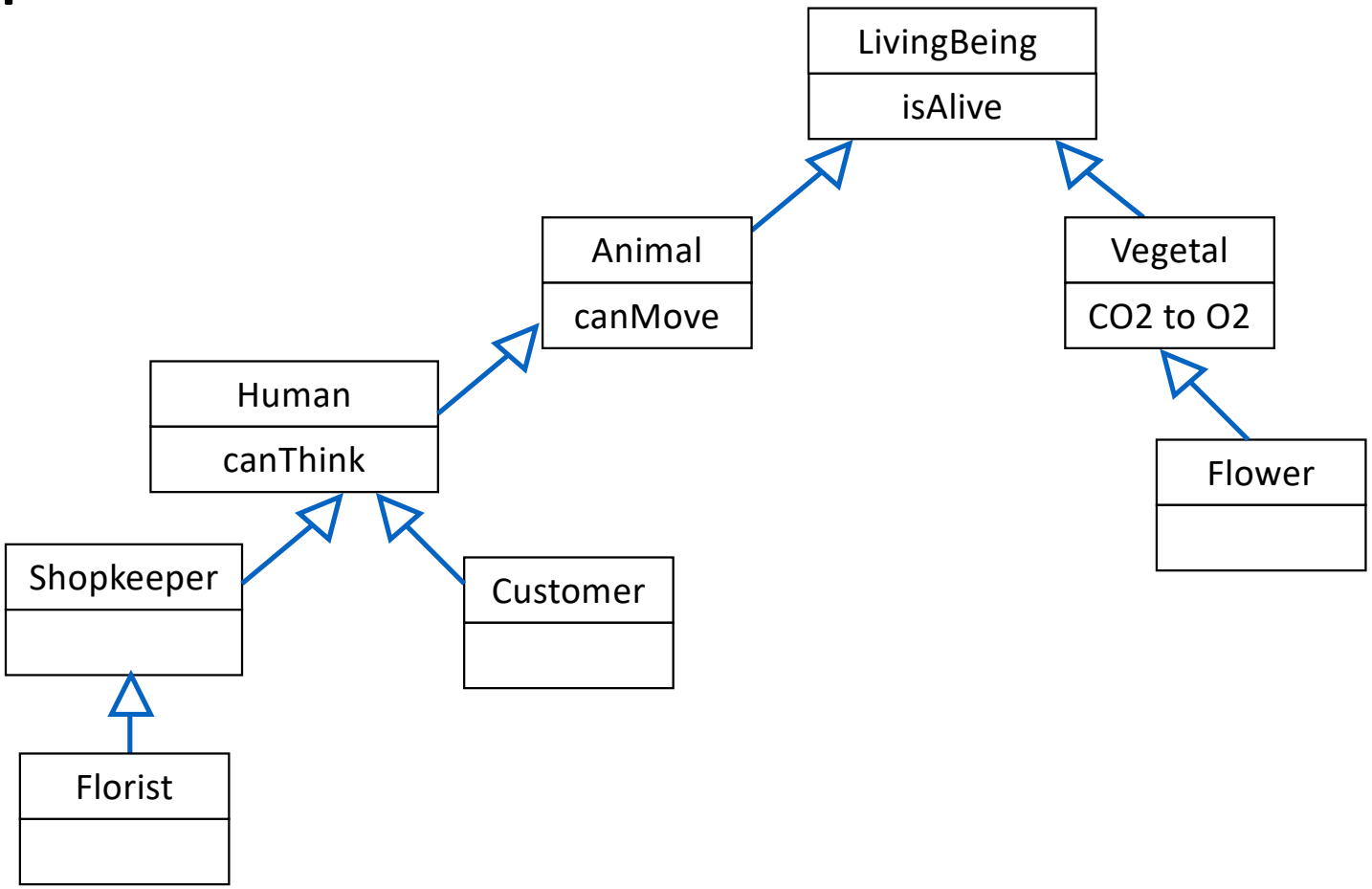
Effects of inheritance

- The subclass inherits
  - All attributes
  - All associations
- Of all ancestors

- Employee has properties
  - First name (inherited)
  - Last name (inherited)
  - SSN (inherited)
  - Salary
- Employee
  - Owns Car (inherited)



Example of inheritance tree



DOs in Class Diagram

- Decide the goal of the model
  - Conceptual model?
  - Design model?

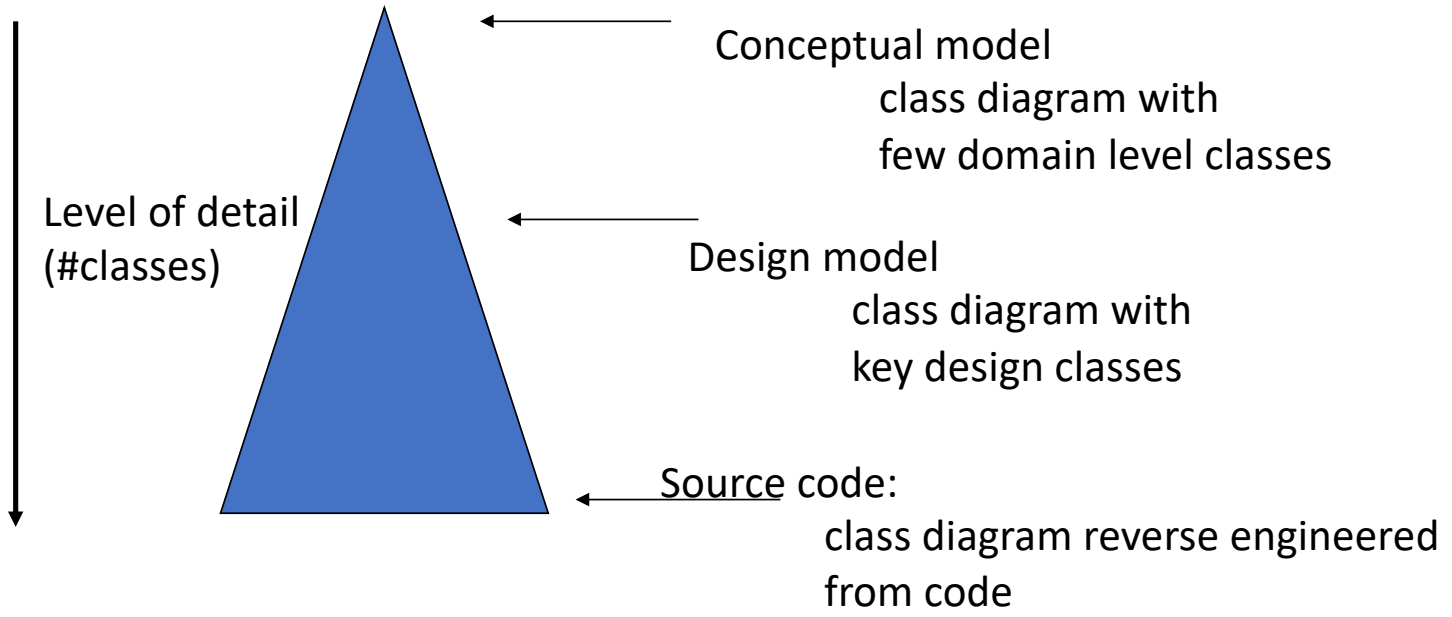
Dos – consider:

- Physical entities: Person, Car,
- Roles: Employee, Director, Doctor,
- Social / legal / organizational entities: University, Company, Department
- Events: Sale, Order, Request, Claim, Call
- Time intervals: Car rental, Booking, Course, Meeting
- Geographical entities: City, Road, Nation
- Reports, summaries, paper documents: weather report, bank account statement, travel request

DO NOT in class diagrams

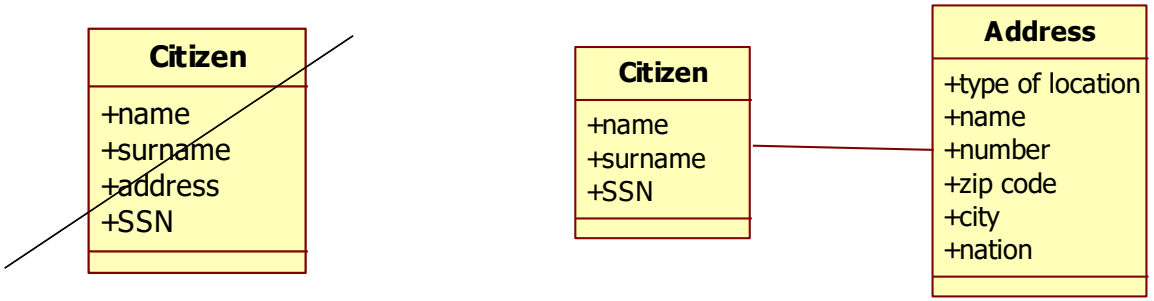
- Use plurals for classes
  - Person yes, PersonS no
- Forget multiplicities
- Forget roles / association classes, when needed

Use of class diagrams



DO NOT in class diagrams

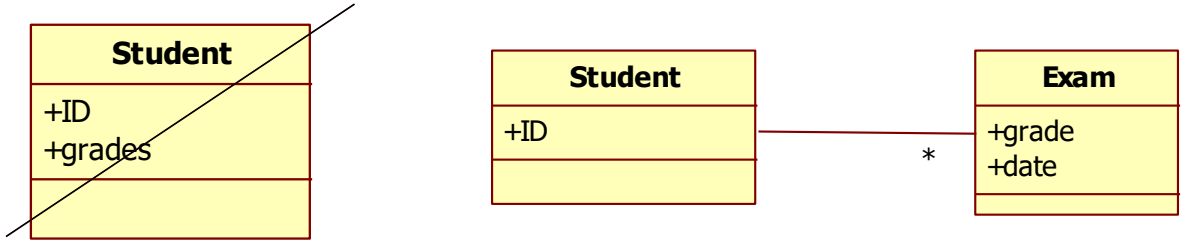
- Use class as an attribute



If the address has many attributes, it should be modelled as a class, not as an attribute

DO NOT in class diagrams

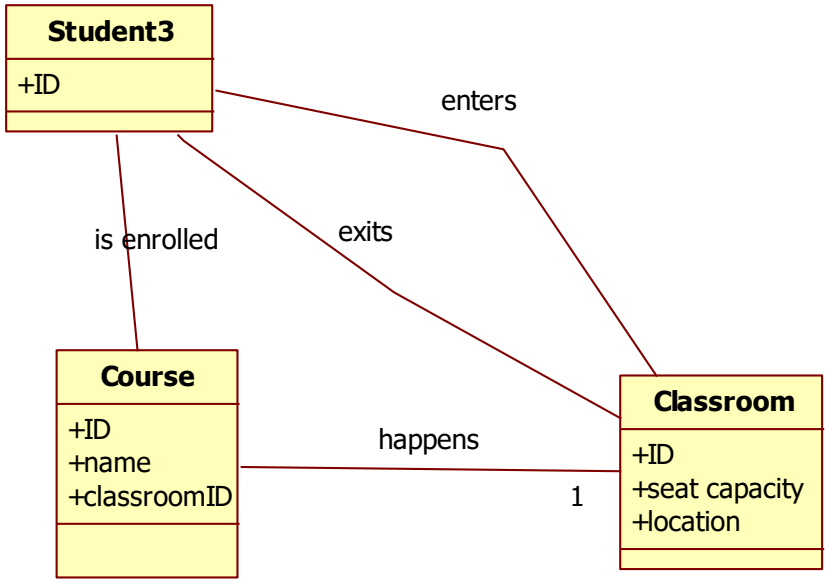
- Use an attribute that represents many objects



'grades' is not an attribute but an association with multiplicity *

DO NOT in class diagrams

- Use transient (dynamic) relationships that represent events

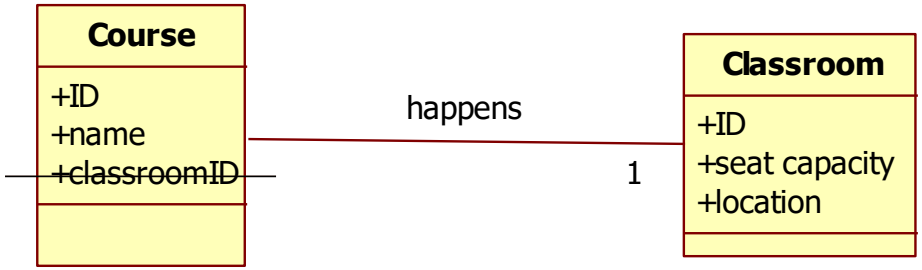


‘Enters’, ‘exits’

- Correspond to events (student enters a classroom)
- Avoid them
  - They clutter the diagrams
  - They are better represented in scenarios, or activity diagrams, or BPMN (all dynamic models)
  - even if the information is needed (ex application to trace Covid19 contacts), the association may not be enough
    - Only one link possible student-x classroom-y
    - Then use class ‘Entrance log’

DO NOT in class diagrams

- Repeat as an attribute of a class a relationship starting from the class

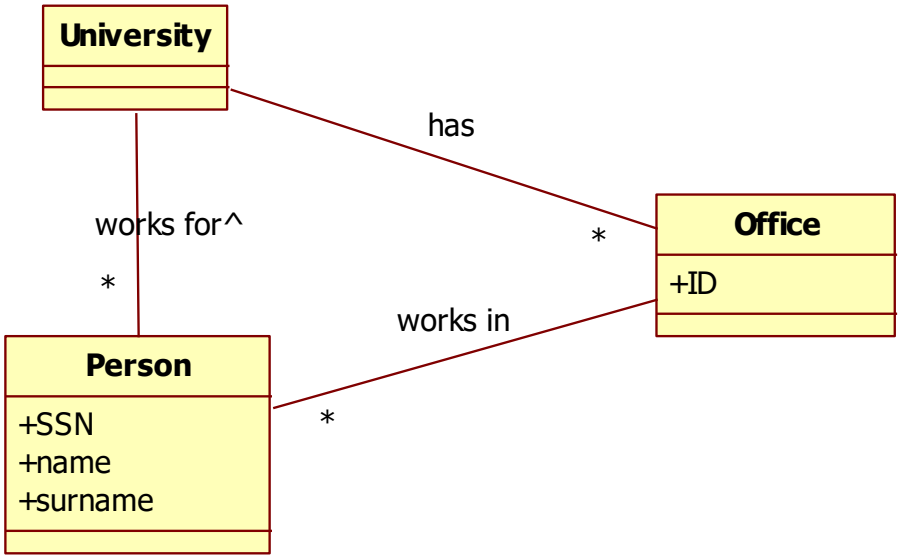


classroomID in Course is redundant (and part of sw design), the association ‘happens’ already conveys the information

DO NOT in class diagrams

- Use loops in relationships (normally avoid them unless the information they represent is different over different paths)

Loops



Loop university – office – person

Ok, because ‘works in’ identifies the specific office where a person is, while ‘has’ identifies a larger set of offices

DO NOT in class diagrams

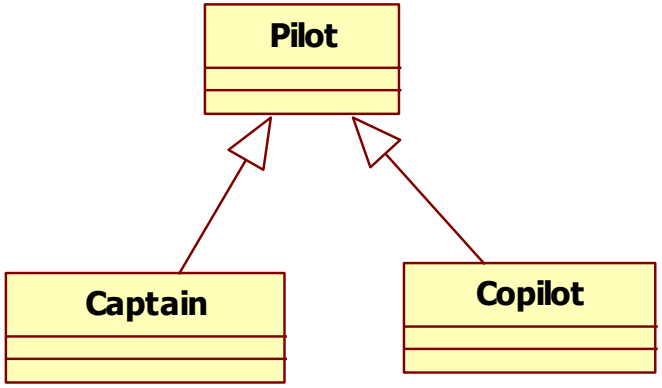
- Confound system design, software design, glossary /conceptual model
  - DO decide the goal of the diagram

DO NOT in conceptual model

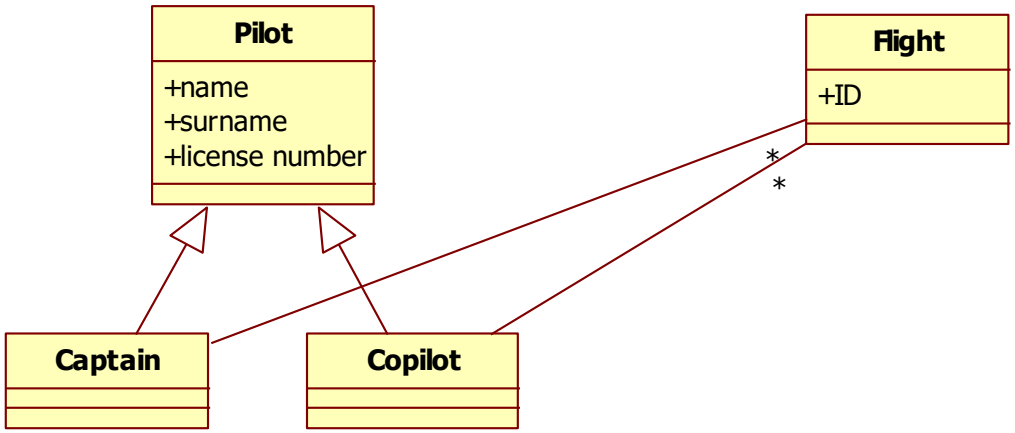
- Do not model classes that belong to software design
- Collections
  - LinkedList
  - Array
- GUI classes
  - Window
  - Button

Be careful

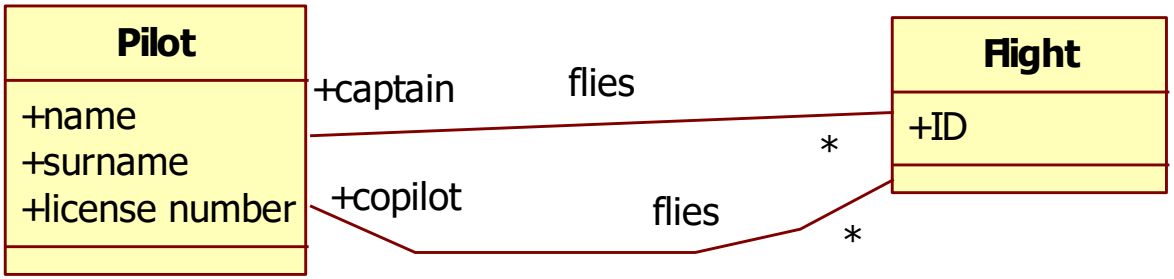
- Instance of a subclass cannot become instance of another subclass
  - Ex: captain cannot be copilot and copilot cannot be captain



- Flights must have a captain, and a copilot



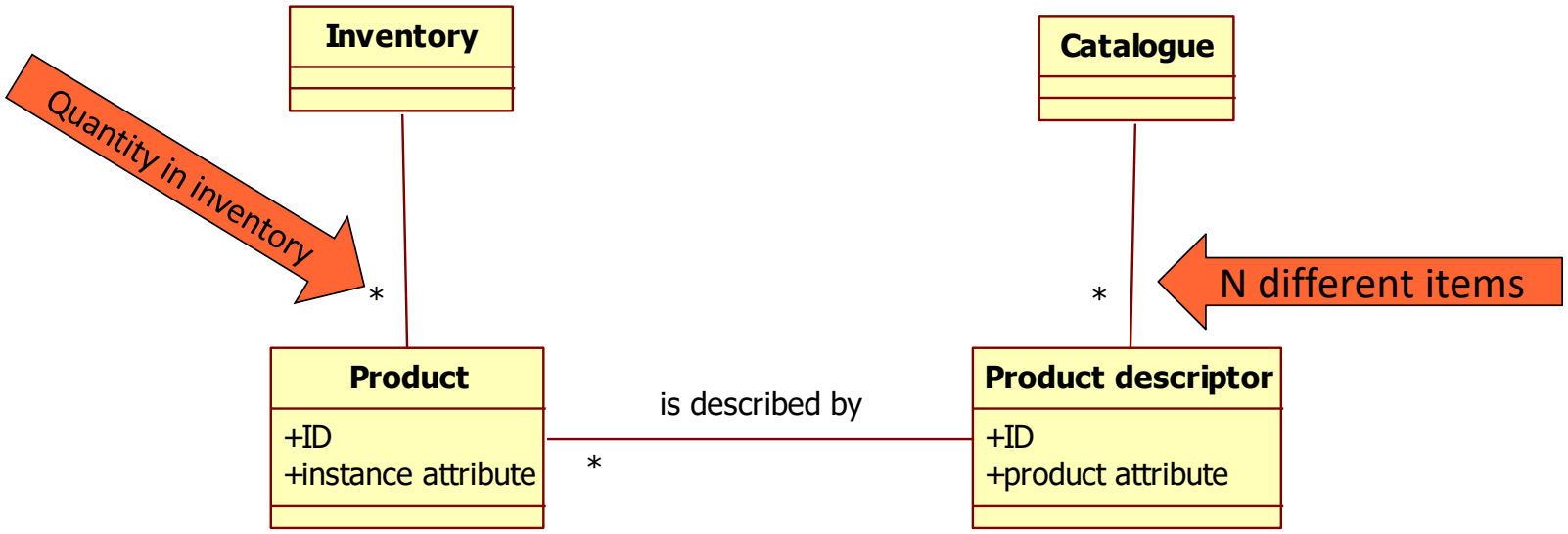
- Captain John Smith is always captain, cannot be copilot (copilot X Y is always copilot)



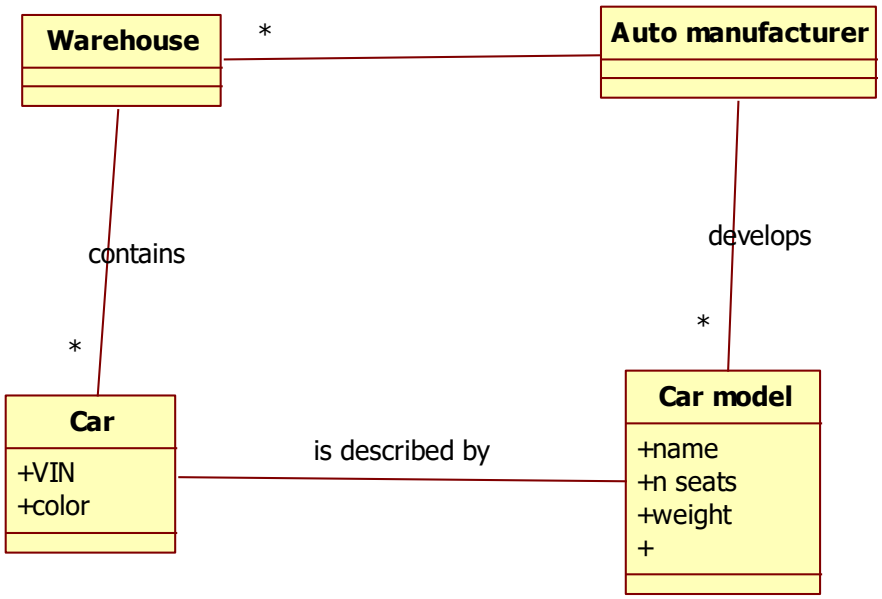
- Captain and copilot as roles. Pilot john smith can be captain on one flight and copilot on another

Patterns in IS - descriptor

- Catalogue vs inventory



Ex automotive



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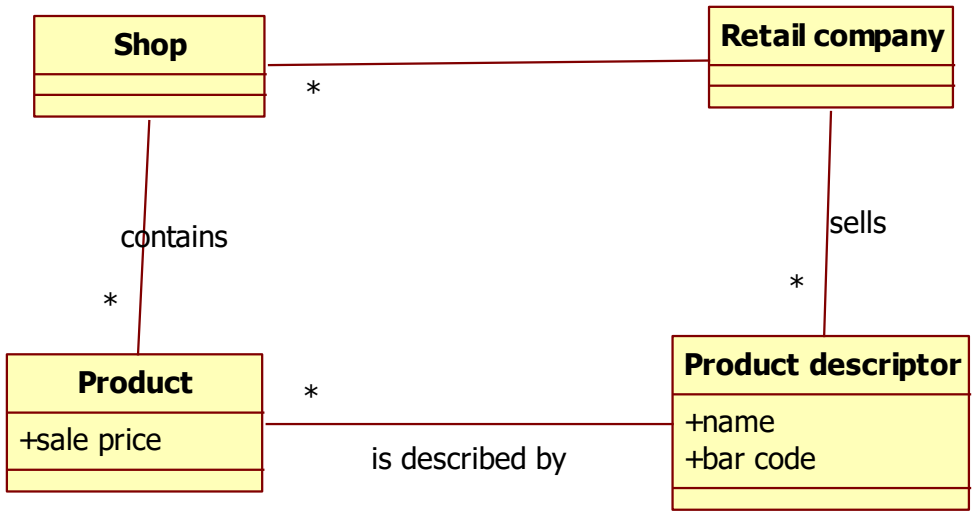
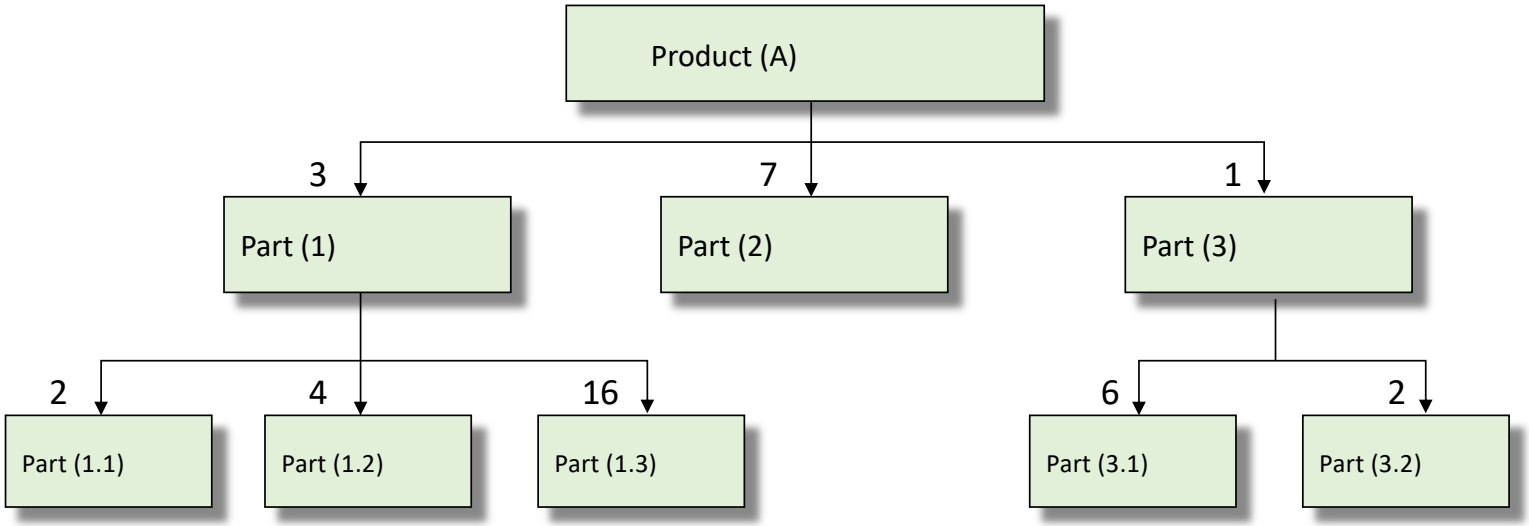
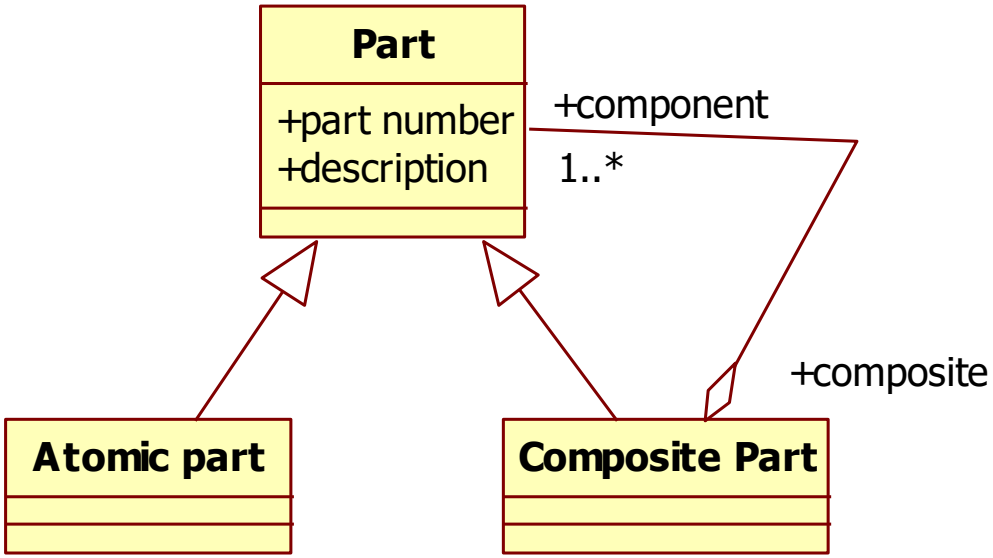


Patterns in IS - composite (BOM)

Bill of materials (BOM)



Composite pattern - BOM



UML Deployment diagram

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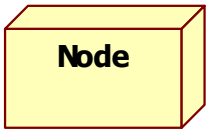
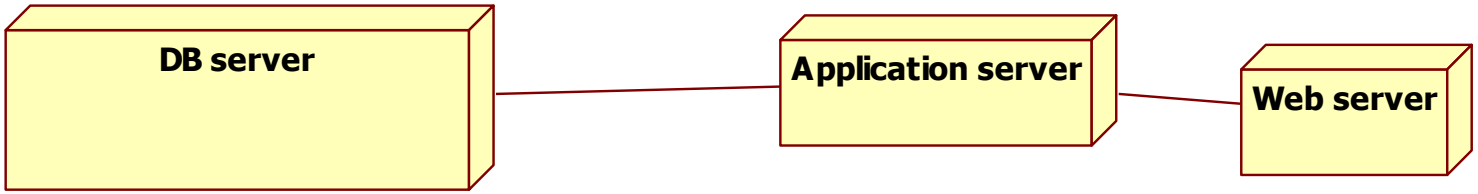
Goal

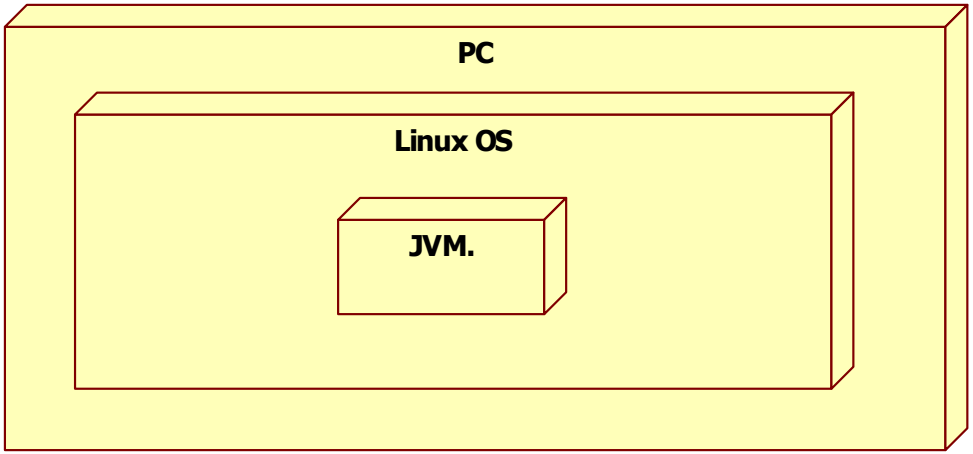
- design / show the hardware / software configuration of (one, many) applications

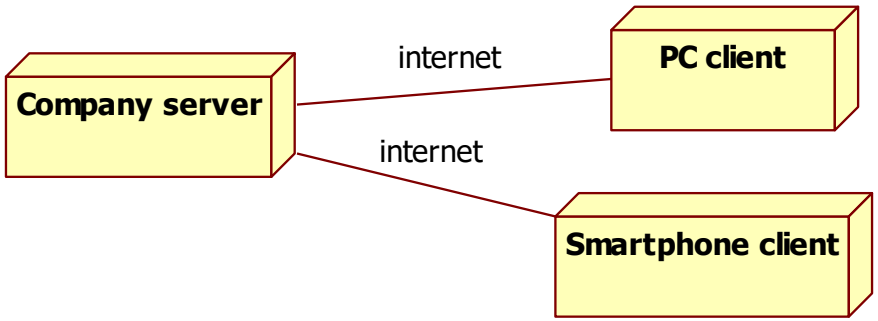
Node, association

- Node: Physical entity or software entity capable of processing
- Association: physical link
- Can be nested



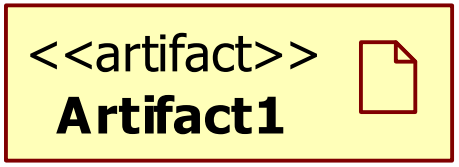




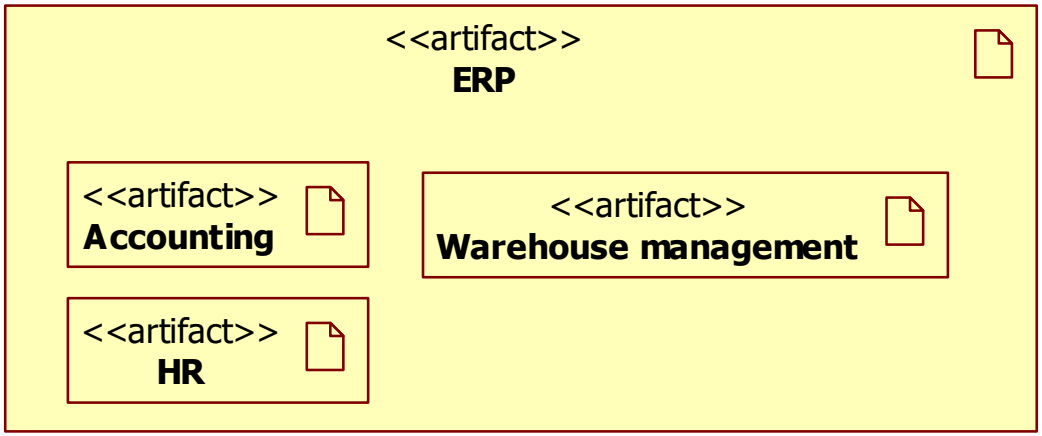

Company server
internet
PC client
internet
Smartphone client

Artifact

- Source file, executable file, library, db table, ..
  - In our case, mostly artifact == application
- Can be nested

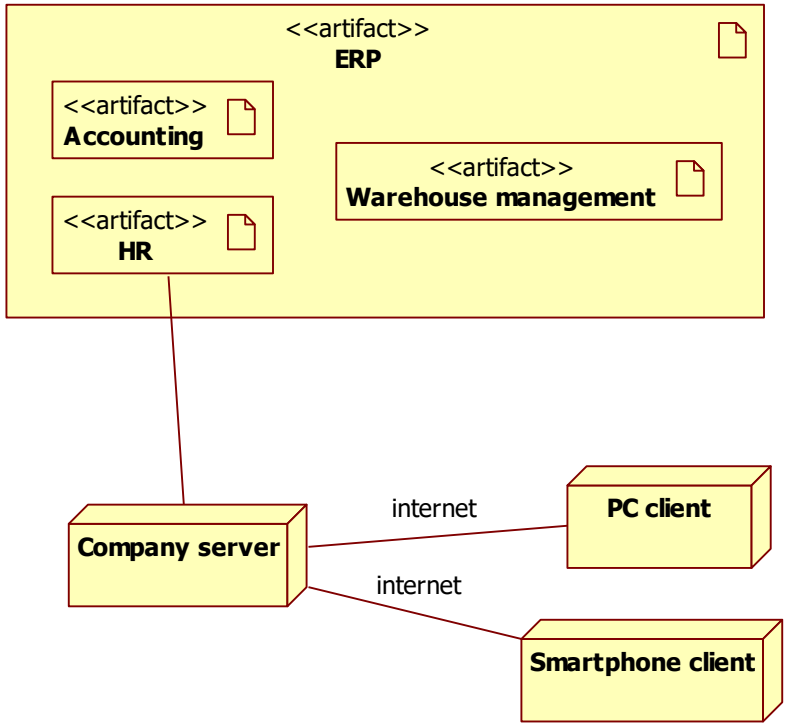


Artifact



Deployment diagram

- Which artifact on which node



- Using nesting