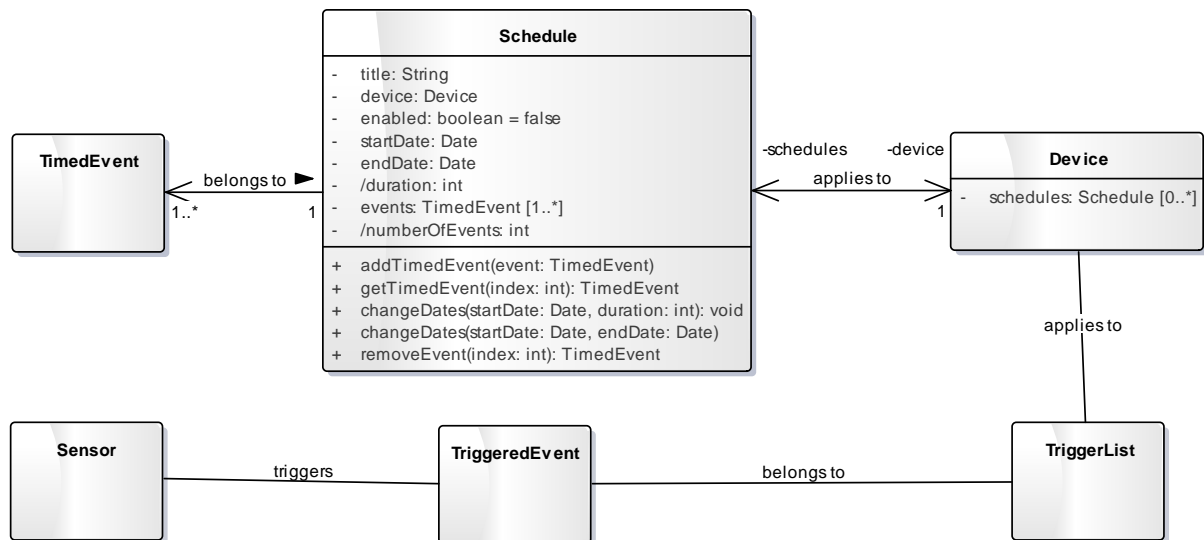


Learning UML

O'Reilly

Exercises – Associations

If you have followed along, your diagram should look similar to the one in the movie. If not, first create a diagram that looks like this.



Now do the following:

Add an arrow-head to the association *applies to* between *Schedule* and *Device* to show the direction that it should be read.

Set the multiplicity at the *Schedule* end of that association to have the multiplicity *0..**.

Add a new attribute to *TimedEvent* called *schedule* of type *Schedule*.

Change the association *belongs to* so that it is navigable in both directions.

Change the multiplicity of the *TimedEvent* end of the association to be *0..**.

Set the role name at the *TimedEvent* end of the association to be *events*. Make it private.

Set the role name at the *Schedule* end of the association to be *schedule*. Make it private.

Ensure that all the labels on the associations are readable and not overlapping one another.

Your diagram should look something like this.

