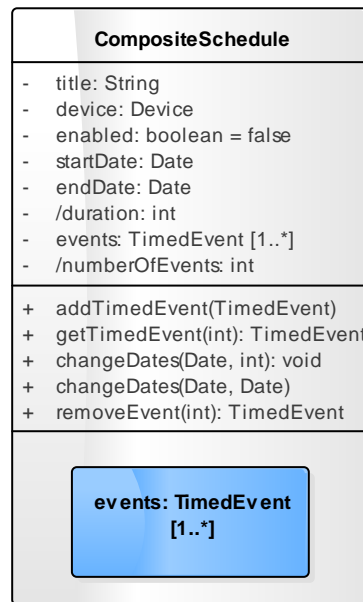


Learning UML

O'Reilly

Exercises – Internal Structure of Classes

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



Now do the following:

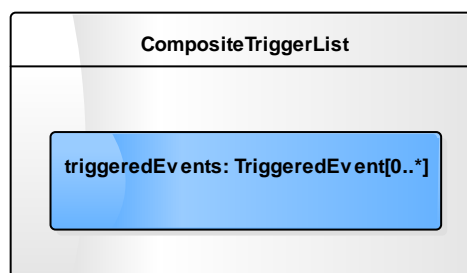
Copy the class *TriggerList* from the *domain* diagram and paste it as a new element called *CompositeTriggerList* into the *composite* diagram.

Set *CompositeTriggerList* so that its structure compartment is visible.

Drag the class *TriggeredEvent* into the structure compartment of *CompositeTriggerList*. Set it to be a property called *triggeredEvents* as you do so. Delete the attribute of the same name.

Set the multiplicity of *triggeredEvents* to be 0..*. Set it so that the name of the class is shown.

CompositeTriggerList should look like this.



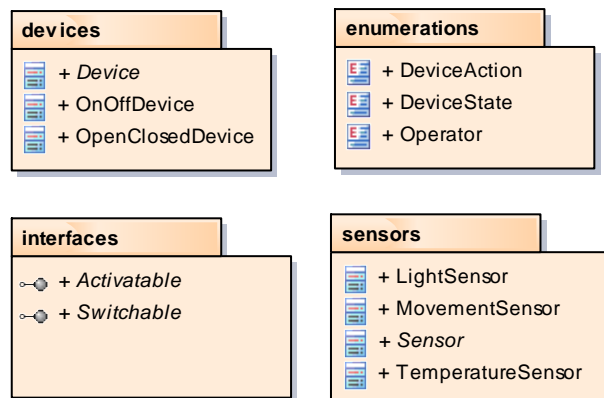
In the project browser create new packages called *interfaces* and *sensors* under the *domain* package.

Move the two interfaces into the interfaces package.

Move the class *Sensor* and its subclasses into the *sensors* package.

Drag the two new packages into the package diagram called *domain overview*.

Your *domain overview* diagram should look something like this.



Check the *Package Overview* diagram, which should now look like this.

