

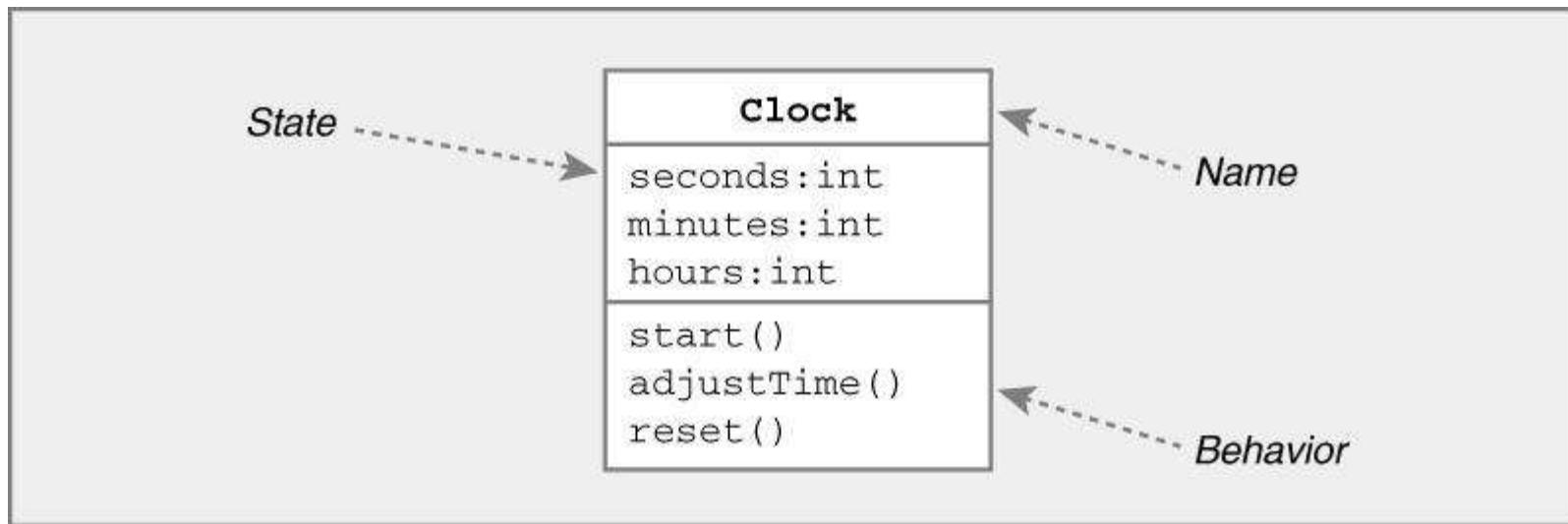
UML Class Diagrams

Class

- Template for object creation:
 - Instantiated into objects
 - An abstract data type (ADT)
- Examples: Employees, Books, etc.
- Sometimes not intended to produce instances:

UML Class Diagrams

- Represent the (static) structure of the system
- General In Java In C++
 - Name Name Name
 - State Variables Members
 - Behavior Methods Functions



Class Attribute Examples

Java Syntax

UML Syntax

Date birthday

Birthday:Date

Public int duration = 100

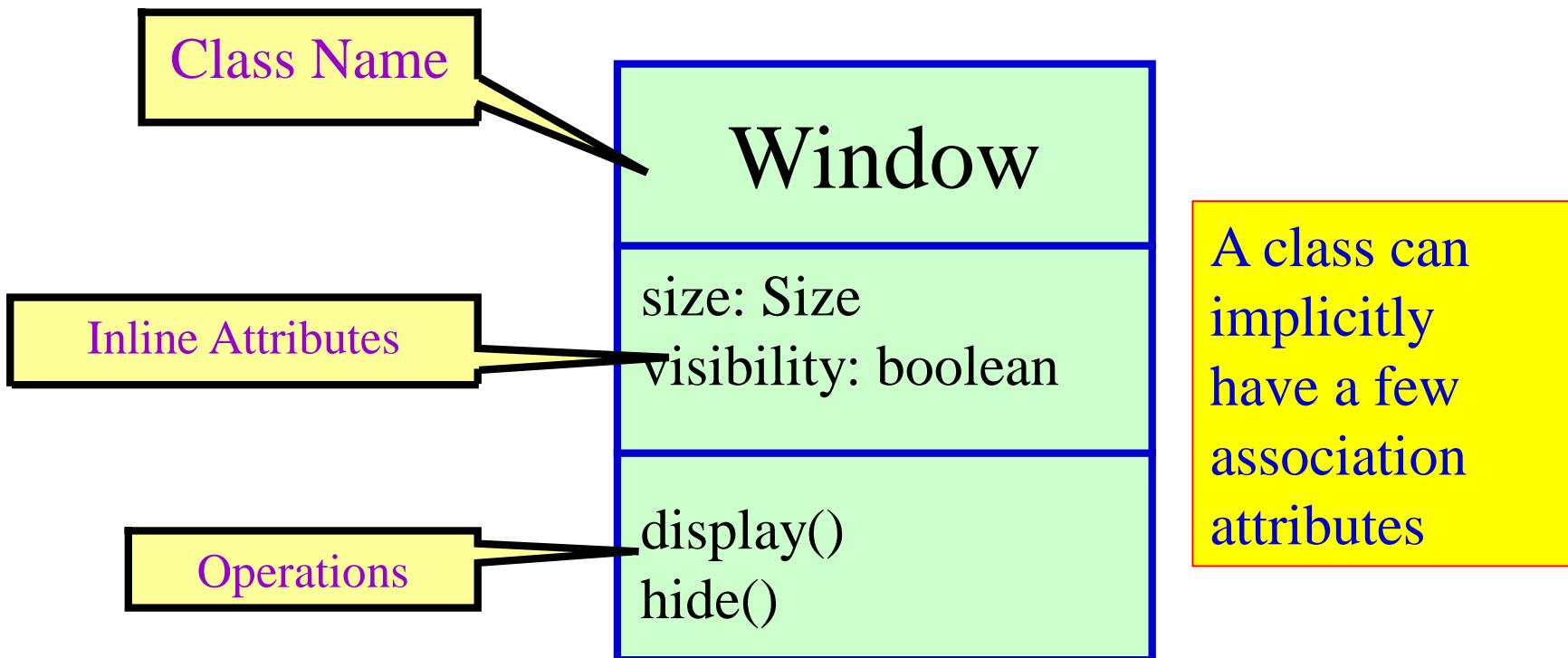
+duration:int = 100

Private Student
students[0..MAX_Size]

-Students[0..MAX_Size]:Student

UML Class Representation

- A class represents a set of objects having similar attributes, operations, relationships and behavior.



Example UML Classes

LibraryMember

Member Name
Membership Number
Address
Phone Number
E-Mail Address
Membership Admission Date
Membership Expiry Date
Books Issued

issueBook();
findPendingBooks();
findOverdueBooks();
returnBook();
findMembershipDetails();

LibraryMember

issueBook();
findPendingBooks();
findOverdueBooks();
returnBook();
findMembershipDetails();

LibraryMember

Different representations of the LibraryMember class

Visibility Syntax in UML

Visibility	Java Syntax	UML Syntax
public	public	+
protected	protected	#
package		~
private	private	-

Relationships Between Classes

■ Association



- Permanent, structural, “has a”
- Solid line (arrowhead optional)

■ Aggregation



- Permanent, structural, a whole created from parts
- Solid line with diamond from whole

■ Dependency



- Temporary, “uses a”
- Dotted line with arrowhead

■ Generalization



- Inheritance, “is a”
- Solid line with open (triangular) arrowhead

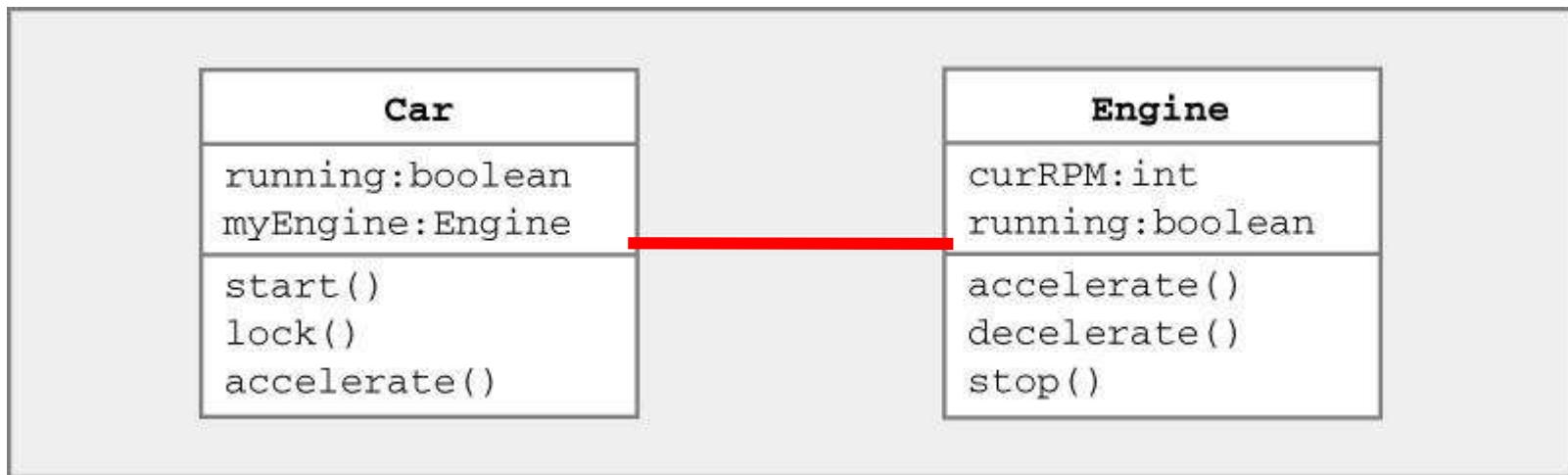
■ Implementation



- Dotted line with open (triangular) arrowhead

Association

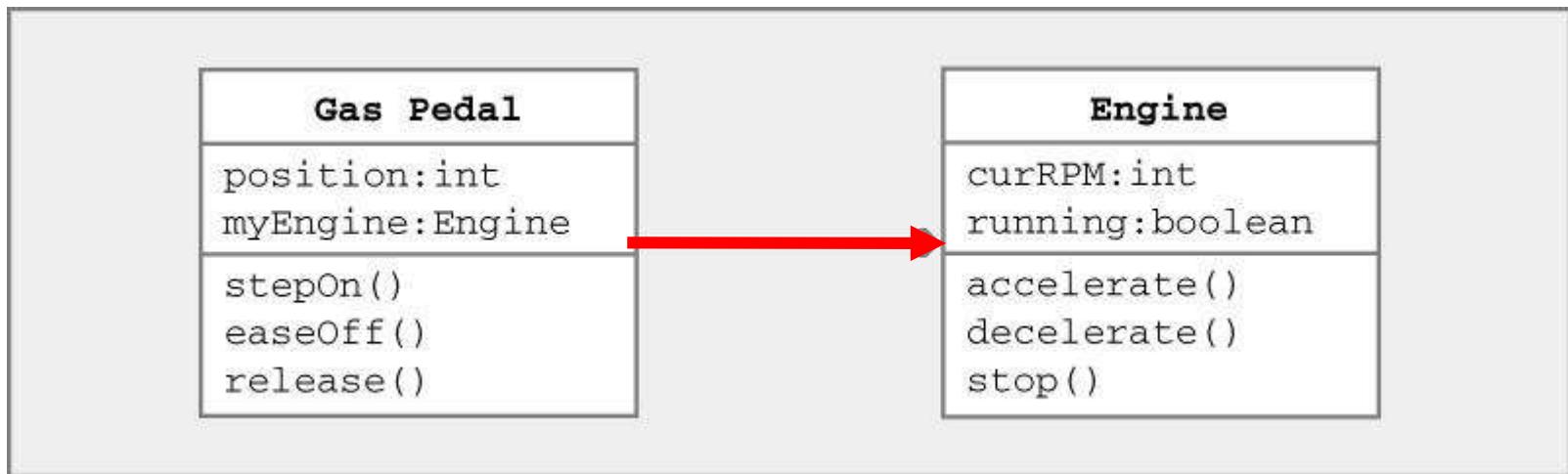
- Denotes permanent, structural relationship
- State of class A contains class B
- Represented by solid line (arrowhead optional)



Car and Engine **classes know about each other**

Associations w/ Navigation Information

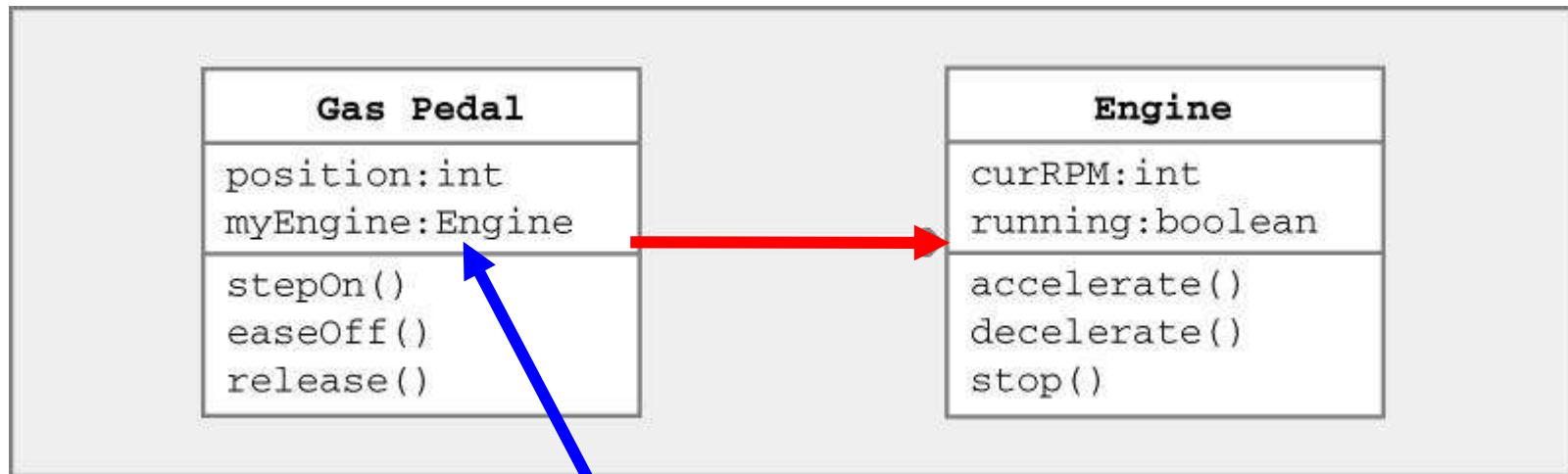
- Can indicate direction of relationship
- Represented by solid line with arrowhead



Gas Pedal **class knows about Engine class**
Engine **class doesn't know about Gas Pedal class**

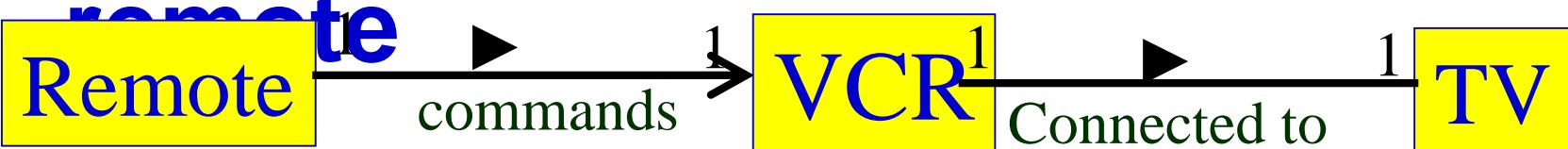
Associations w/ Navigation Information

- Denotes “**has-a**” relationship between classes
- “Gas Pedal” **has** an “Engine”

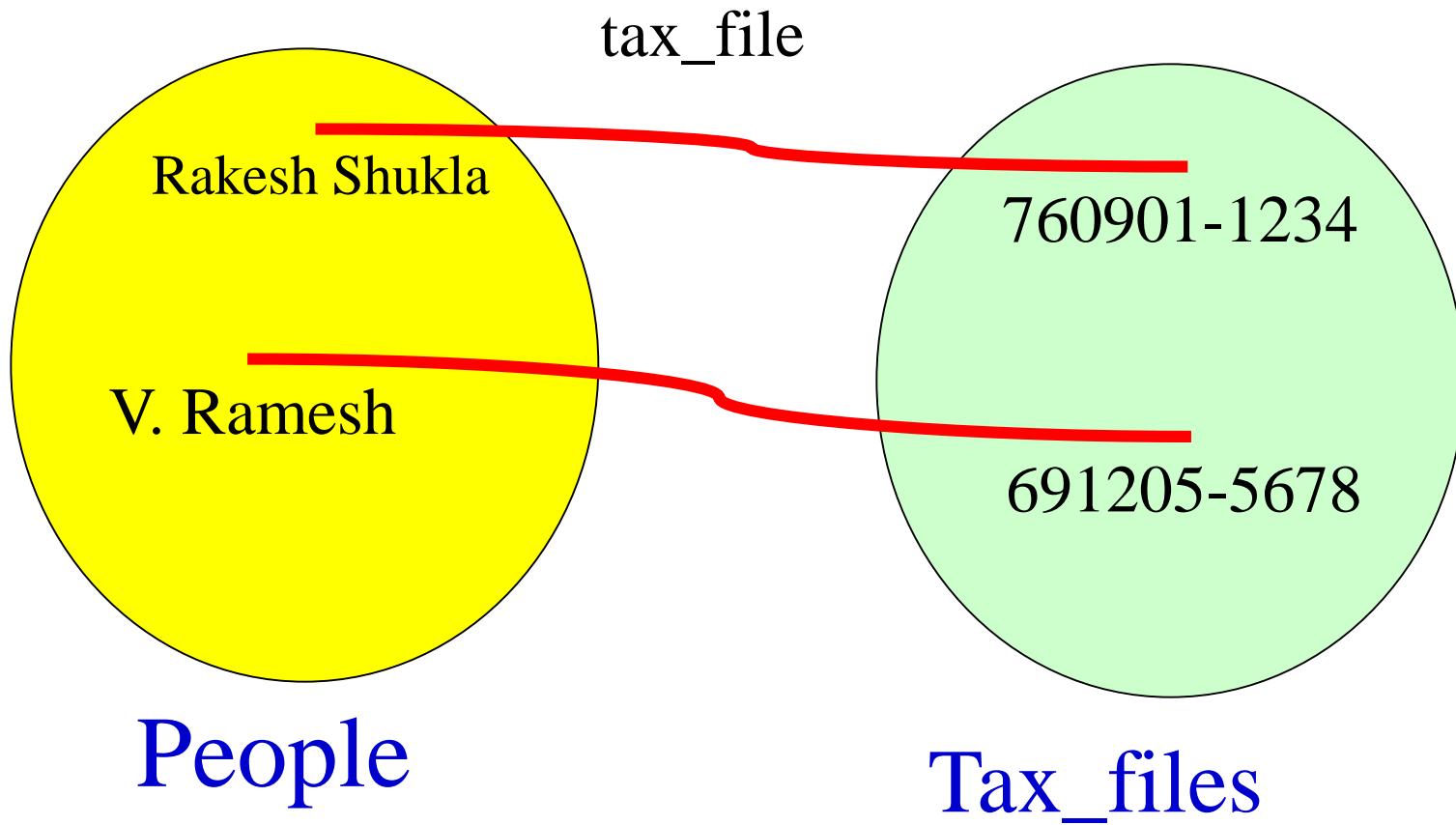


State of Gas Pedal class contains instance of Engine class ⇒ can invoke its methods

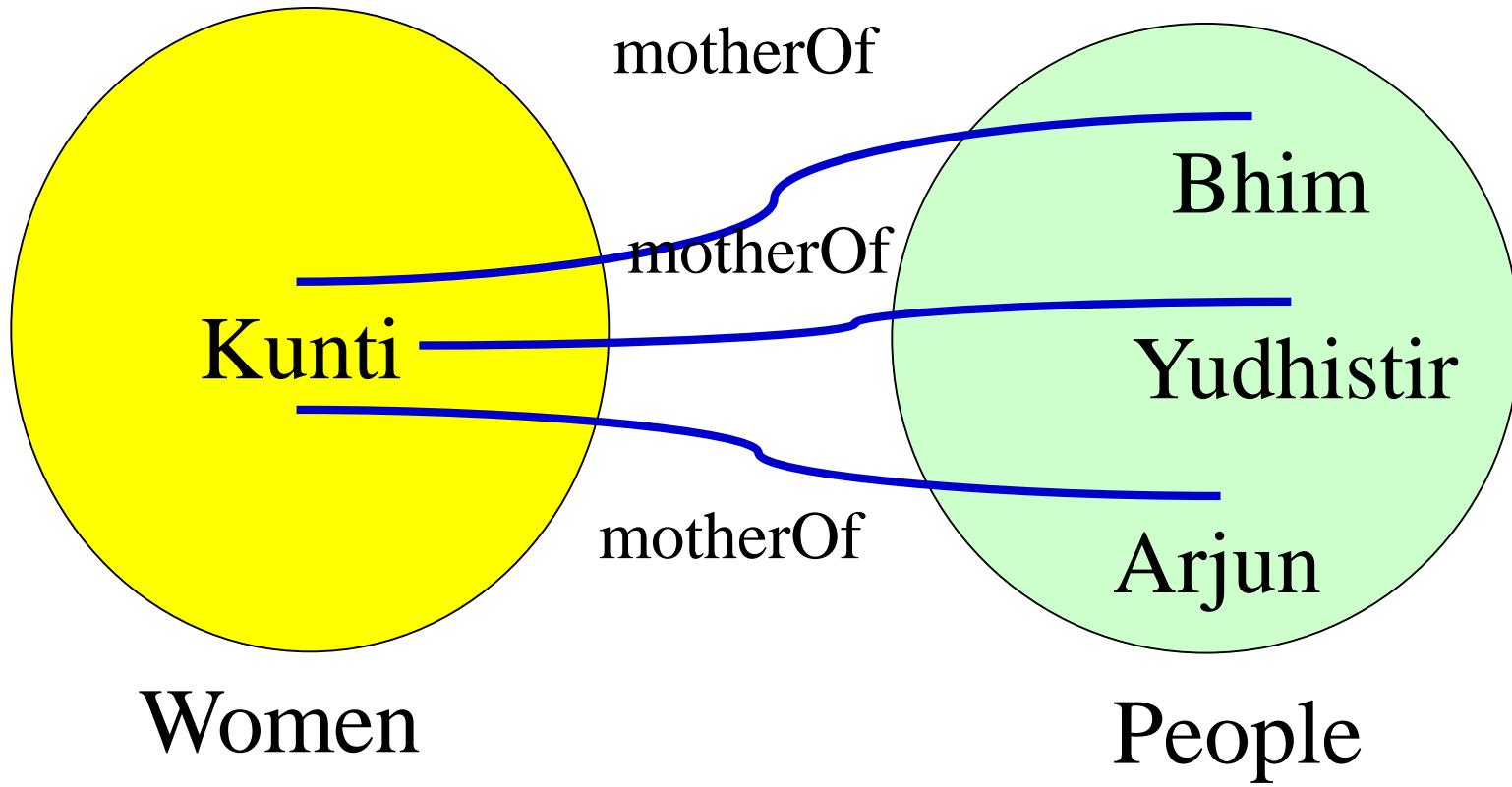
Association – example

- In a home theatre system,
 - A TV object has an association with a VCR object
 - It may receive a signal from the VCR
 - VCR may be associated with remote
 - It may receive a signal (command)
- 
- 

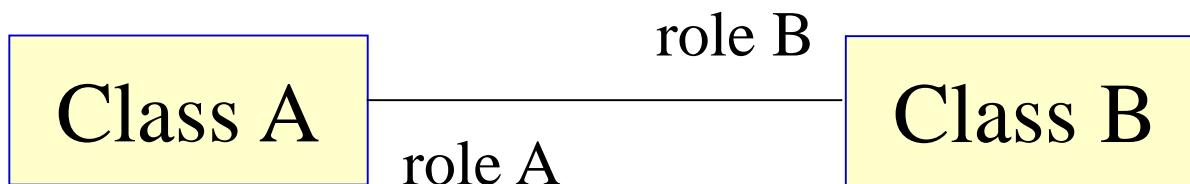
1-1 Association – example



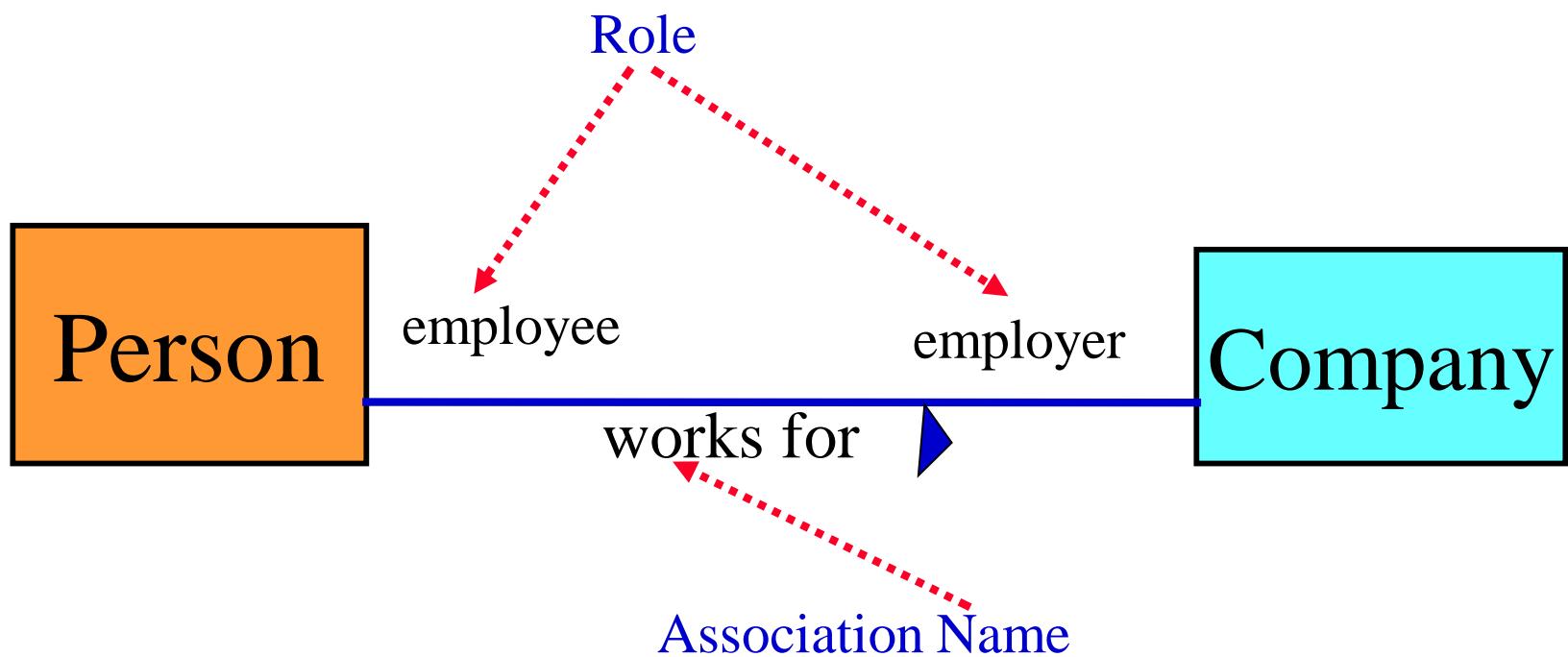
Multiple Association – example



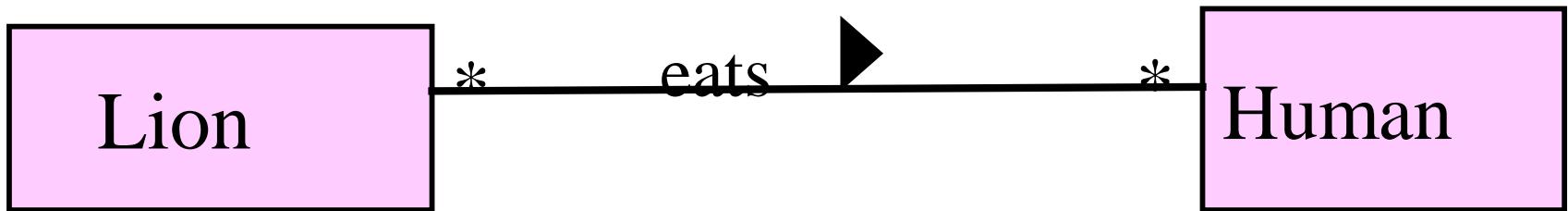
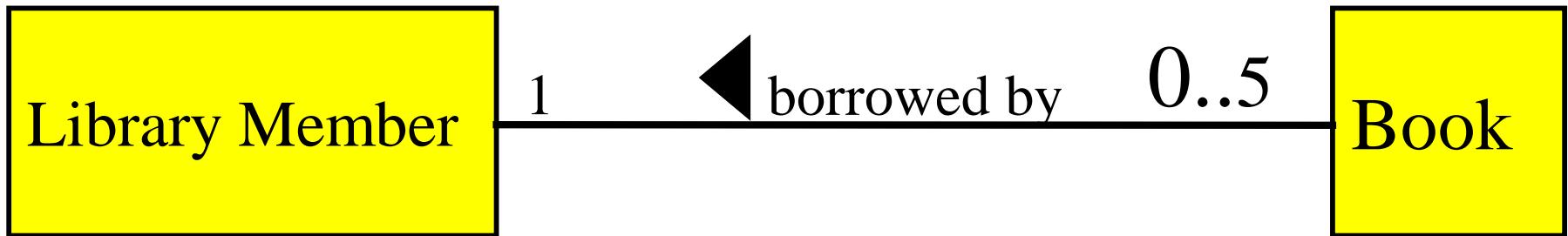
Association UML Syntax



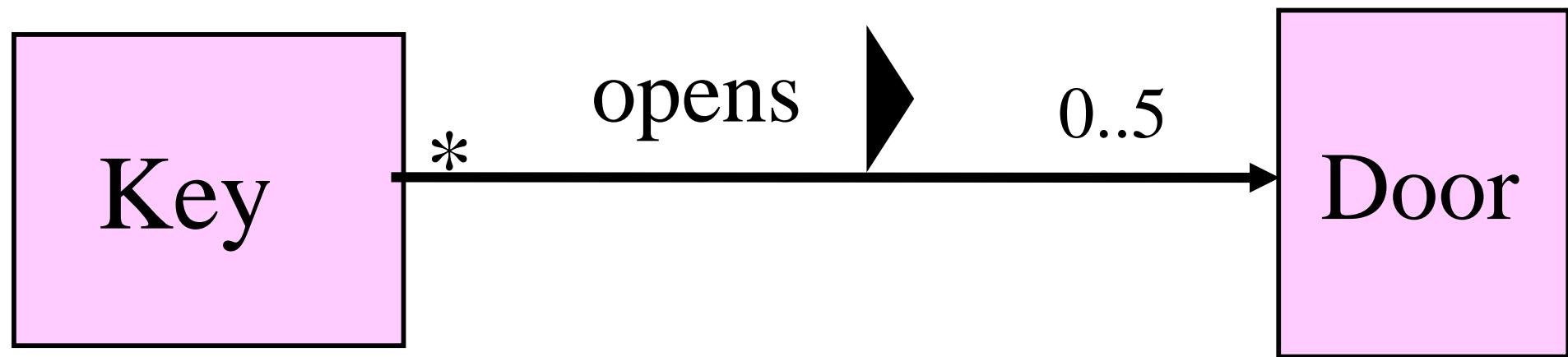
■ A Person works for a Company.



Association - More Examples

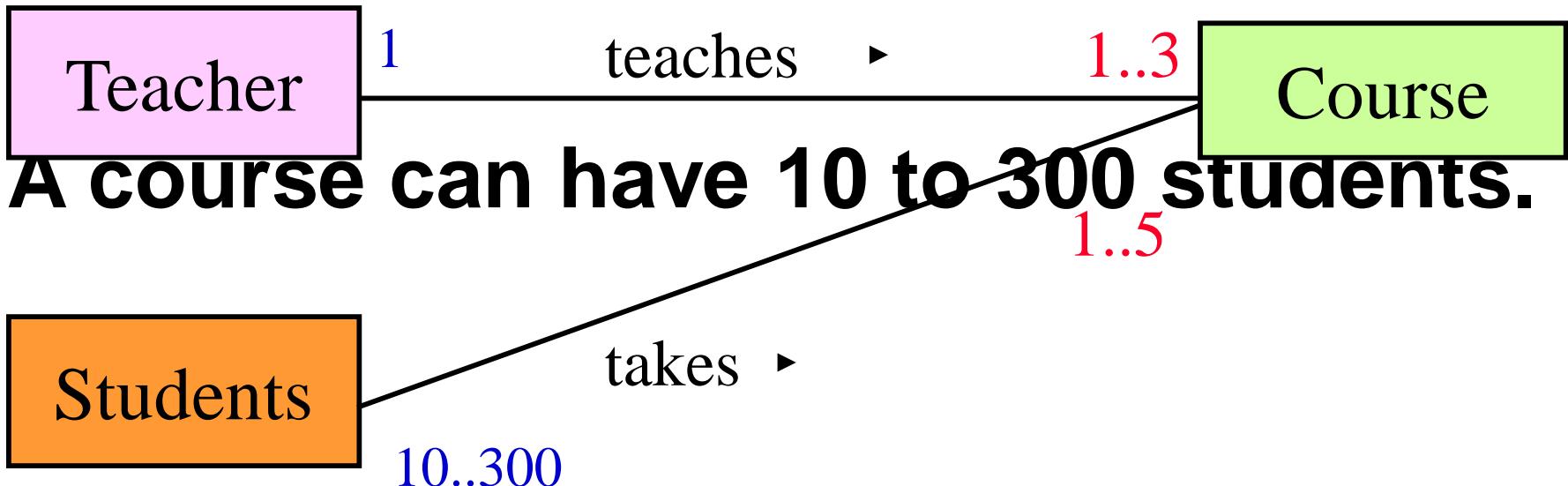


Navigability



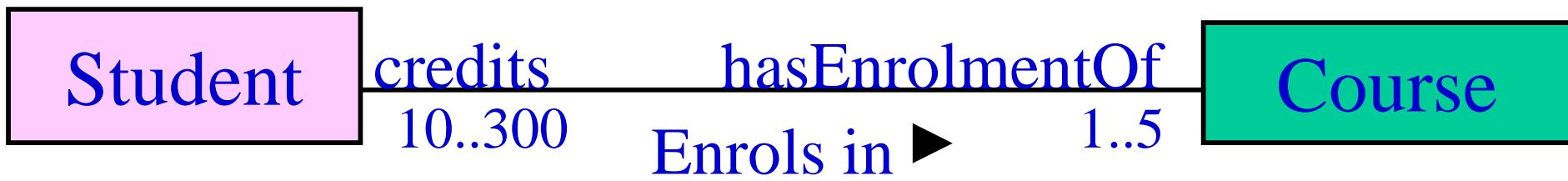
Association – Multiplicity

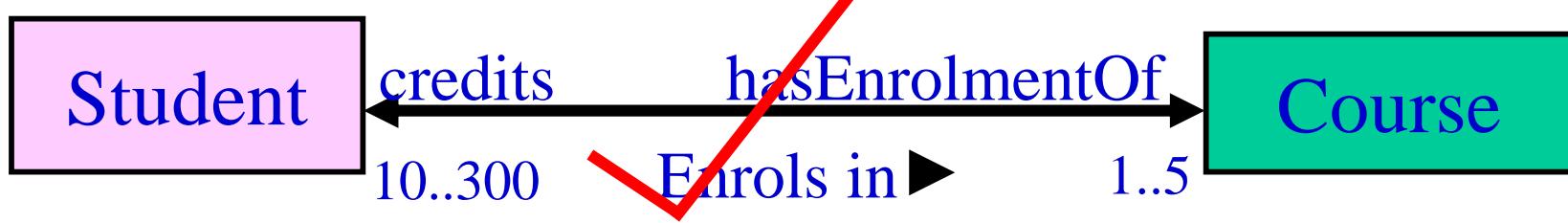
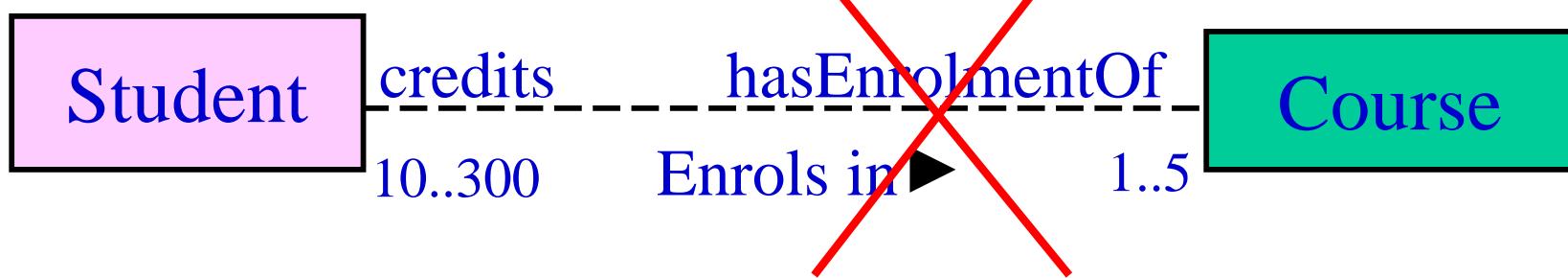
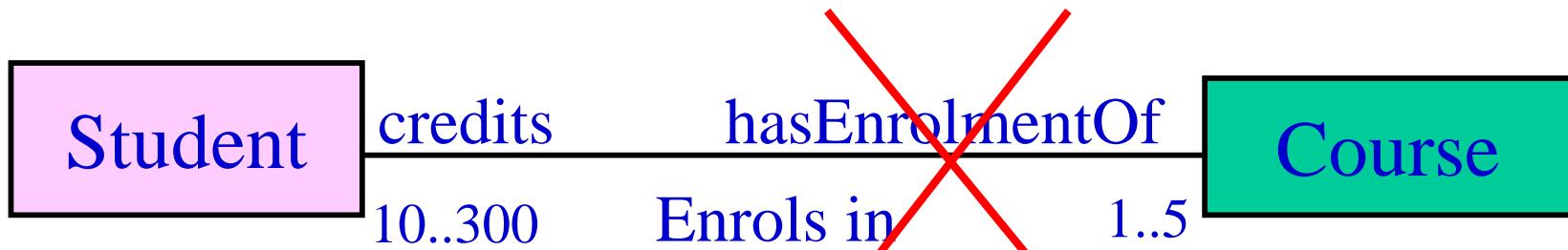
- A teacher teaches 1 to 3 courses (subjects)
- Each course is taught by only one teacher.
- A student can take between 1 to 5



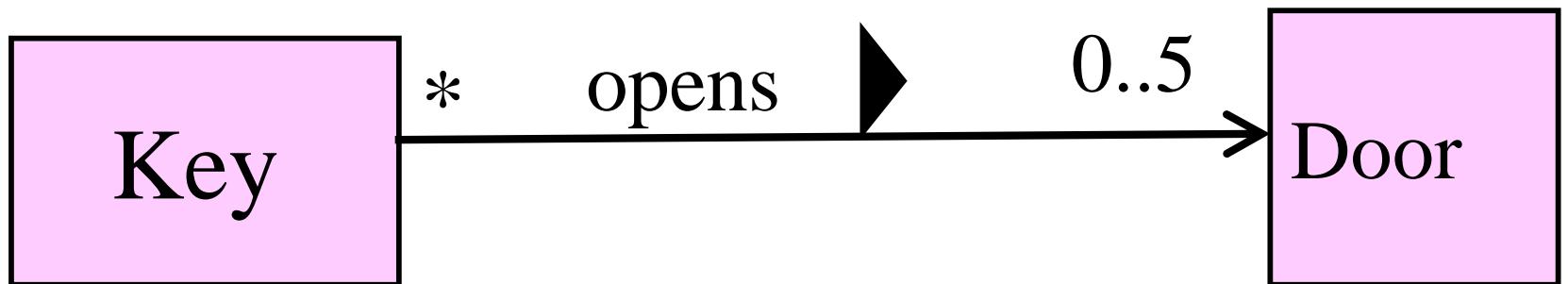
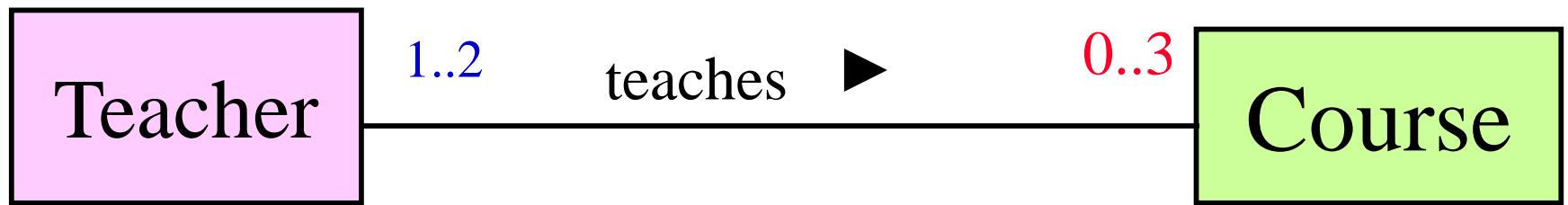
Quiz: Draw Class Diagram

- A Student can take up to five Courses.
- A student has to enroll in at least one course.
- Up to 300 students can enroll in a course.
- A class should have at least 10





Quiz: Read the Diagram?



Association and Link

■ A link:

- An instance of an association
- Exists between two or more objects
- Dynamically created and destroyed as the run of a system proceeds

■ For example:

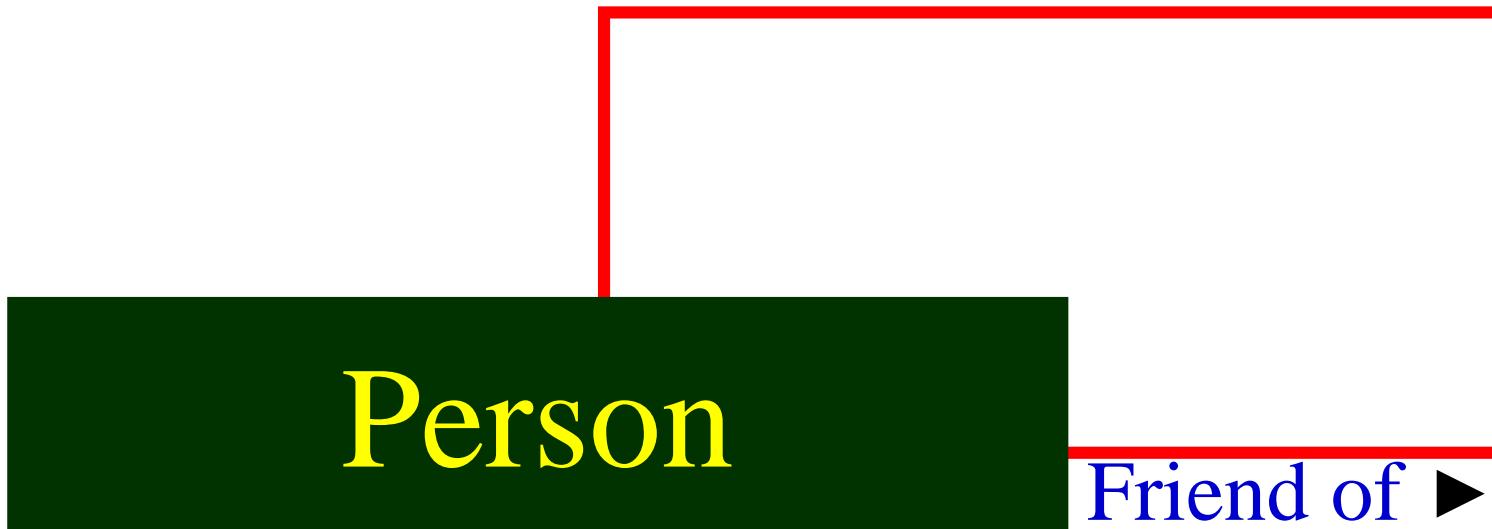
- An employee joins an organization.
- Leaves that organization and joins a new organization etc

Association Relationship

- A class can be associated with itself (**recursive association**).
 - **Give an example?**
- An arrowhead used along with name:
 - **Indicates direction of association.**
- Multiplicity indicates # of instances taking part in the association.

Self Association: Example

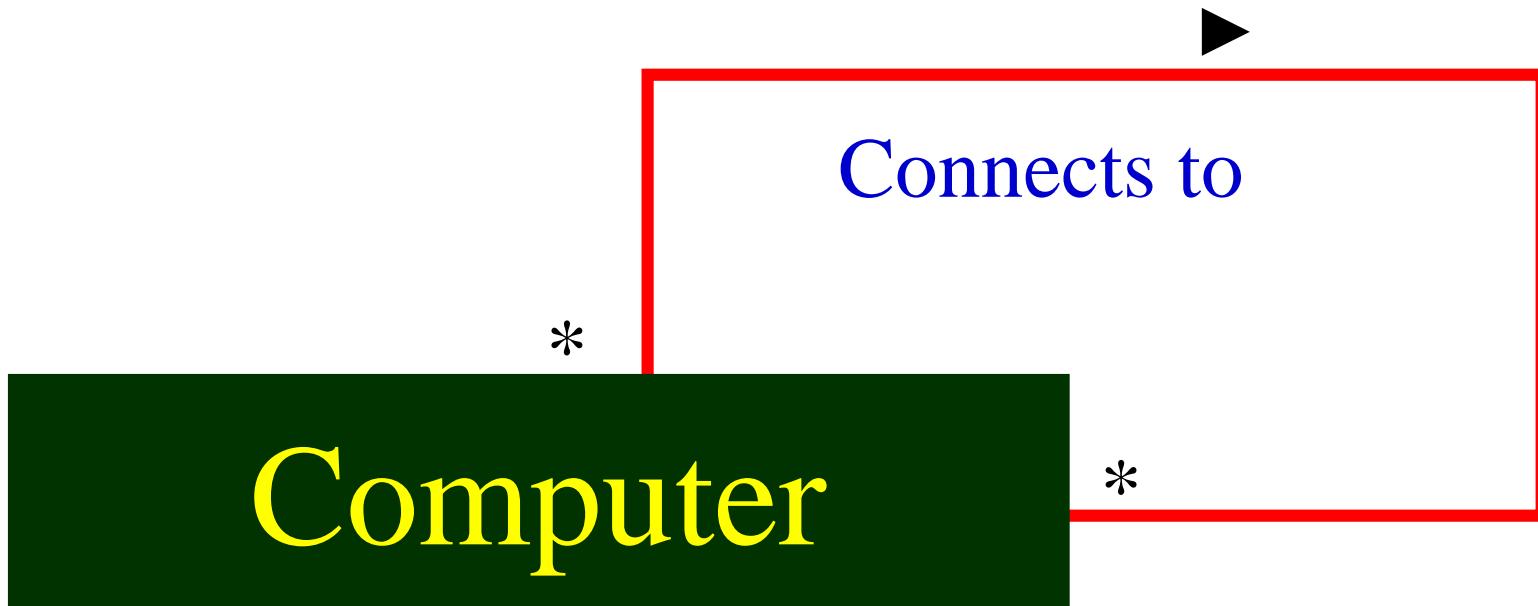
0



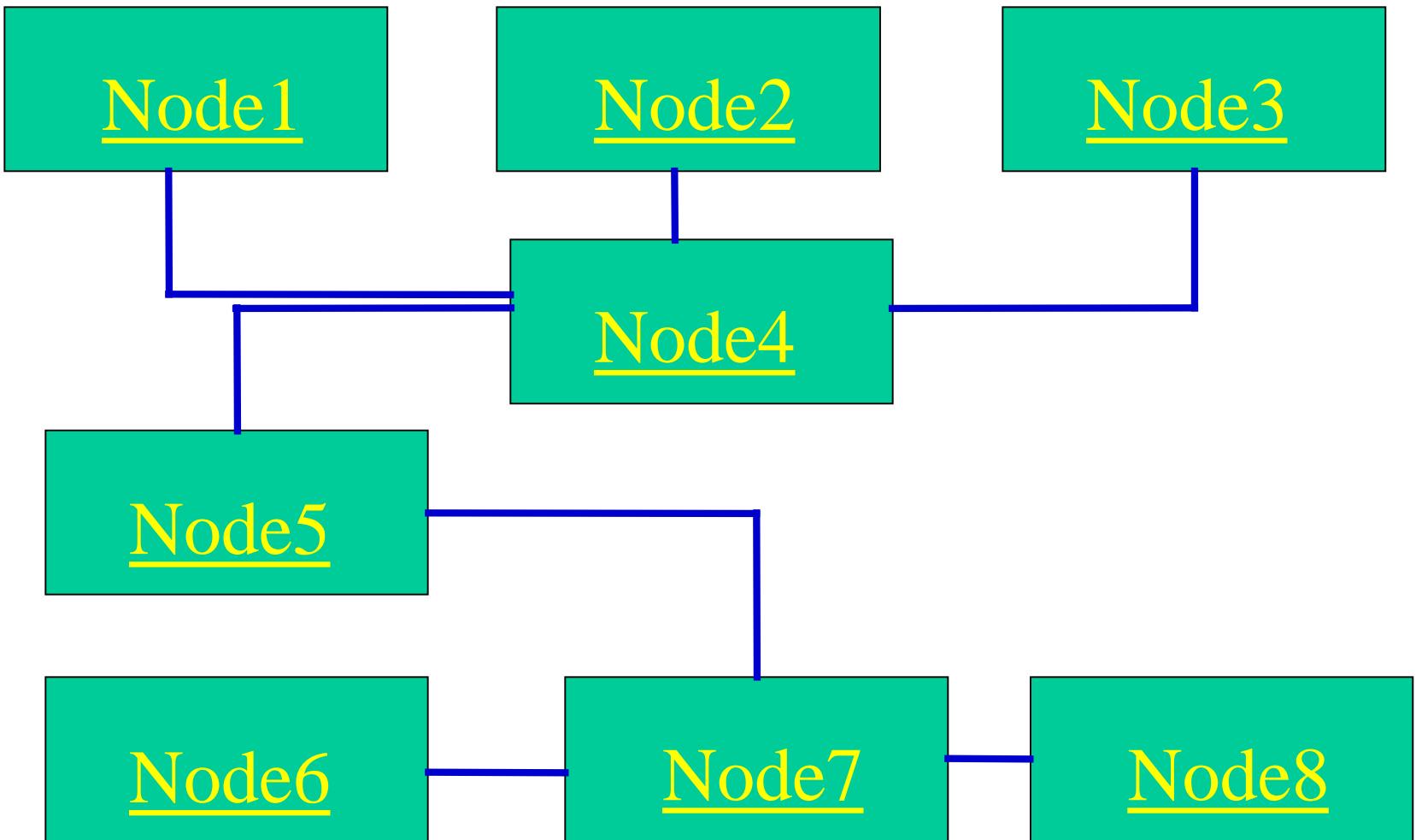
Self Association: Example

0

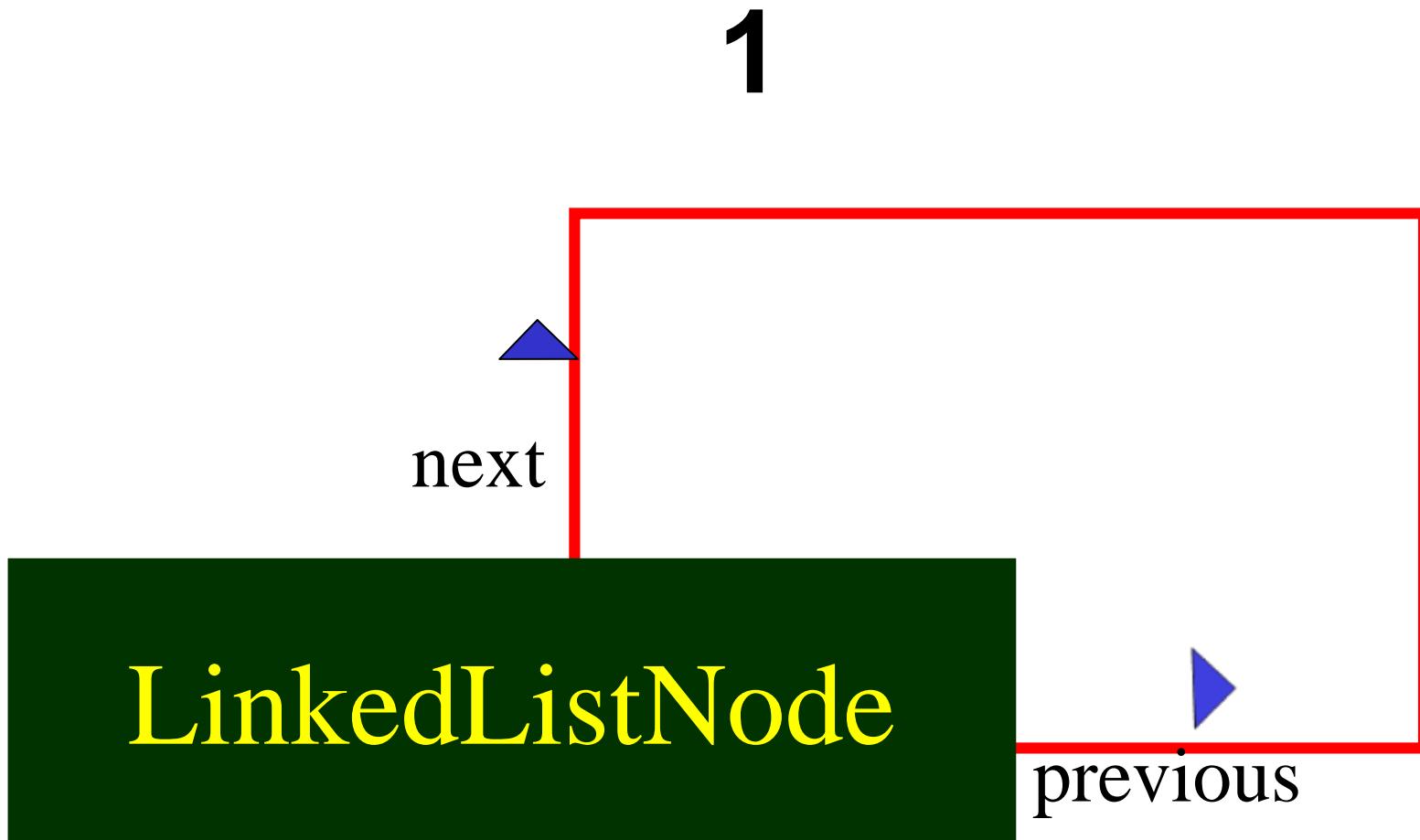
Computer Network



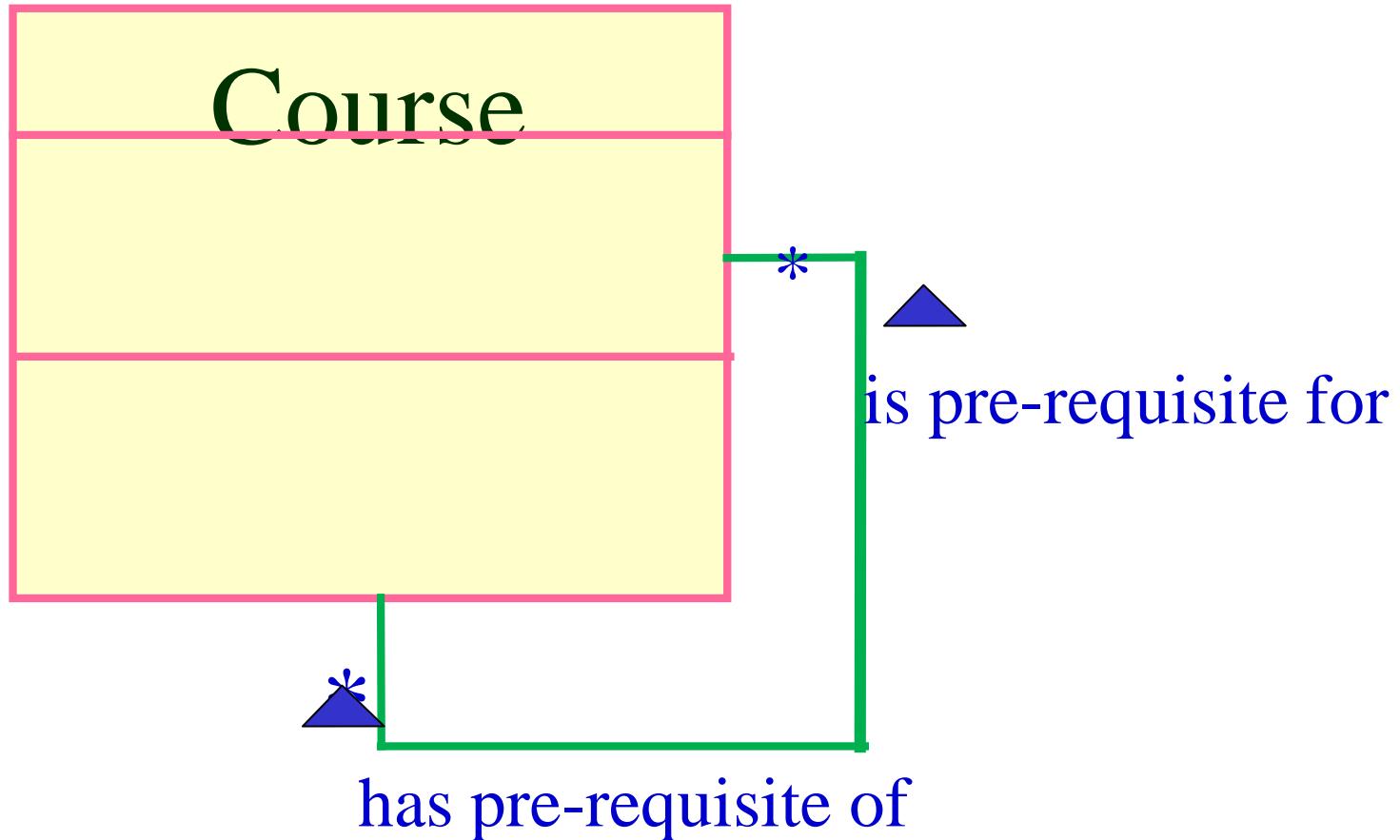
Computer Network: Object Diagram



Self Association: Example



Reflexive Association: Example 2



Multiplicity of Associations

- Some relationships may be quantified
- Multiplicity denotes how many objects the source object can legitimately reference
- Notation
 - * \Rightarrow 0, 1, or more
 - 5 \Rightarrow 5 exactly
 - 5..8 \Rightarrow between 5 and 8, inclusive
 - 5..* \Rightarrow 5 or more

Multiplicity of Associations

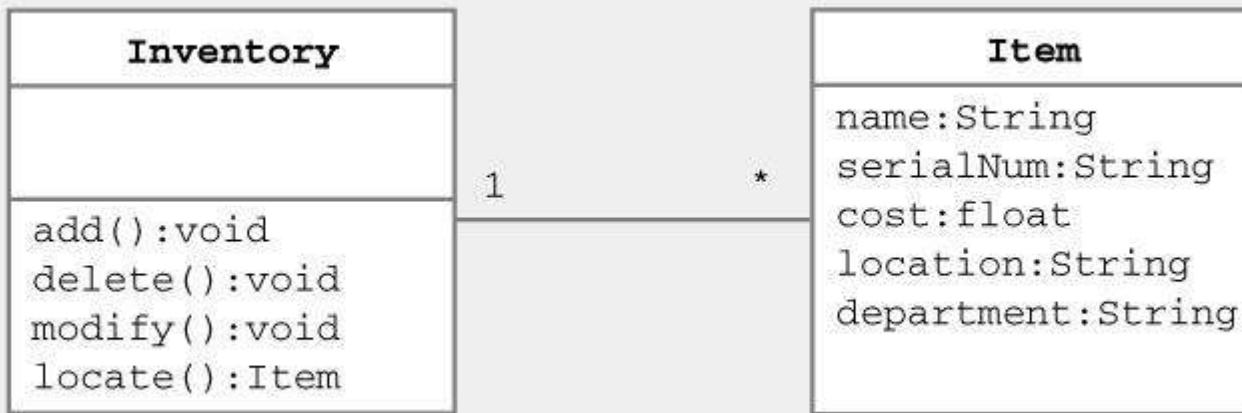
■ Many-to-one

- Bank has many ATMs, ATM knows only 1 bank



■ One-to-many

- Inventory has many items, items know 1 inventory

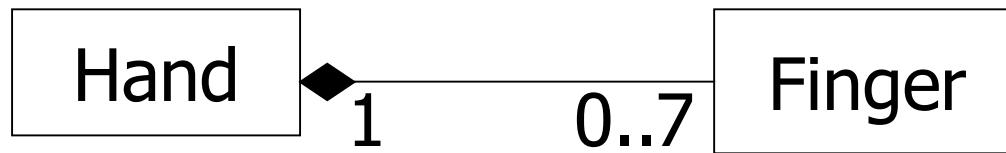


Aggregation and Composition

- A special kind of association
- Models whole-part relationship between things
- Whole is usually referred to as *composite*

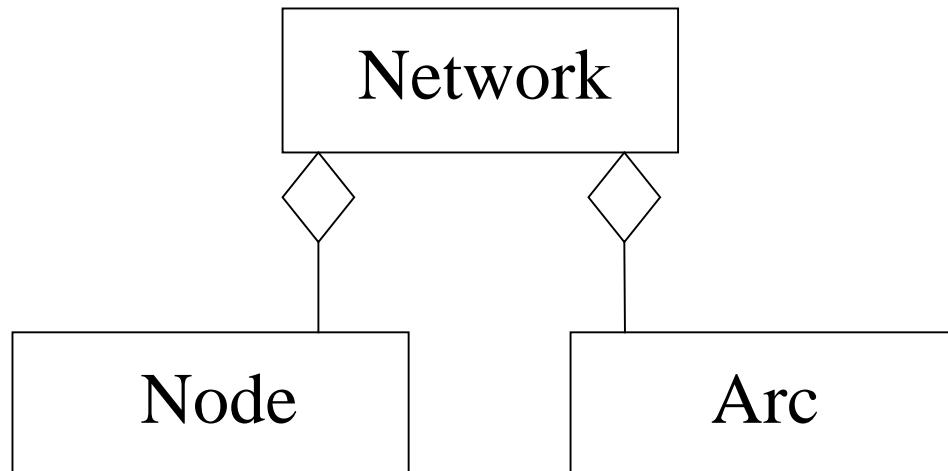
Composite aggregation

- Also referred to as composition
- Composite solely owns the part and they are in a tree structure parts hierarchy
- Most common form of aggregation
- In UML, represented by filled diamond



Shared Aggregation

- Part may be in many composite instances
- In UML, represented as hollow diamond



How to identify aggregation

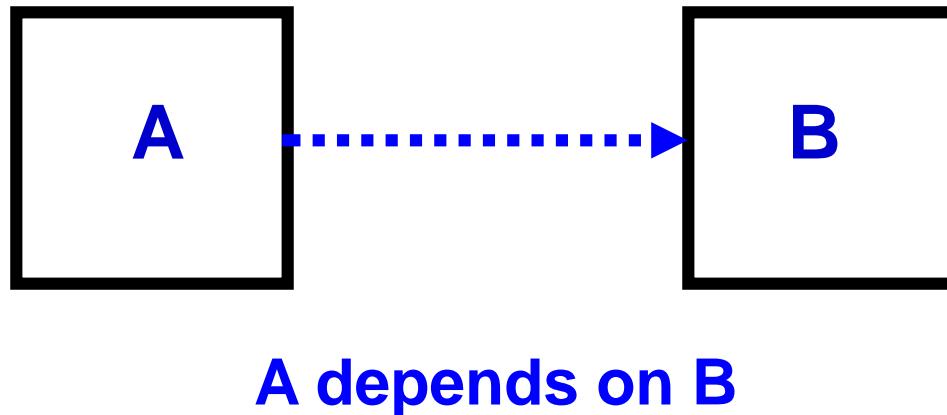
- Lifetime of part is bound within lifetime of composite
 - There is a create-delete dependency
- There is an obvious whole-part physical or logical assembly
- Some properties of composite propagate to parts (e.g., location)
- Operations applied to composite propagate to parts (e.g., destruction, movement, recording)

Why show aggregation

- Clarifies domain constraints regarding part-whole relationship
- Assists in identification of a *creator*
- Operations applied to whole should usually propagate to parts
- Identifying whole wrt a part supports encapsulation

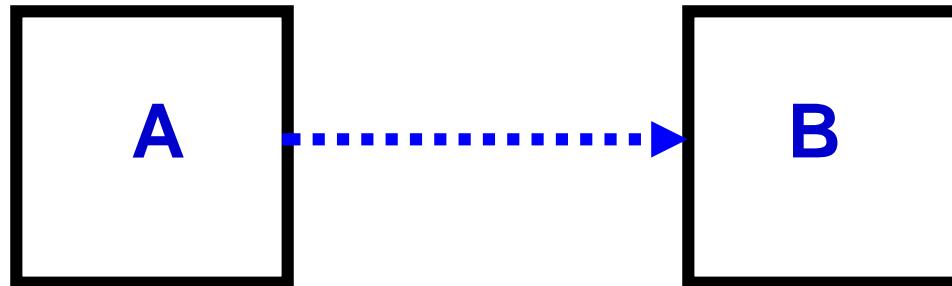
Dependency

- Denotes **dependence** between classes
- Always directed (**Class A depends on B**)
- Represented by dotted line with arrowhead



Dependency

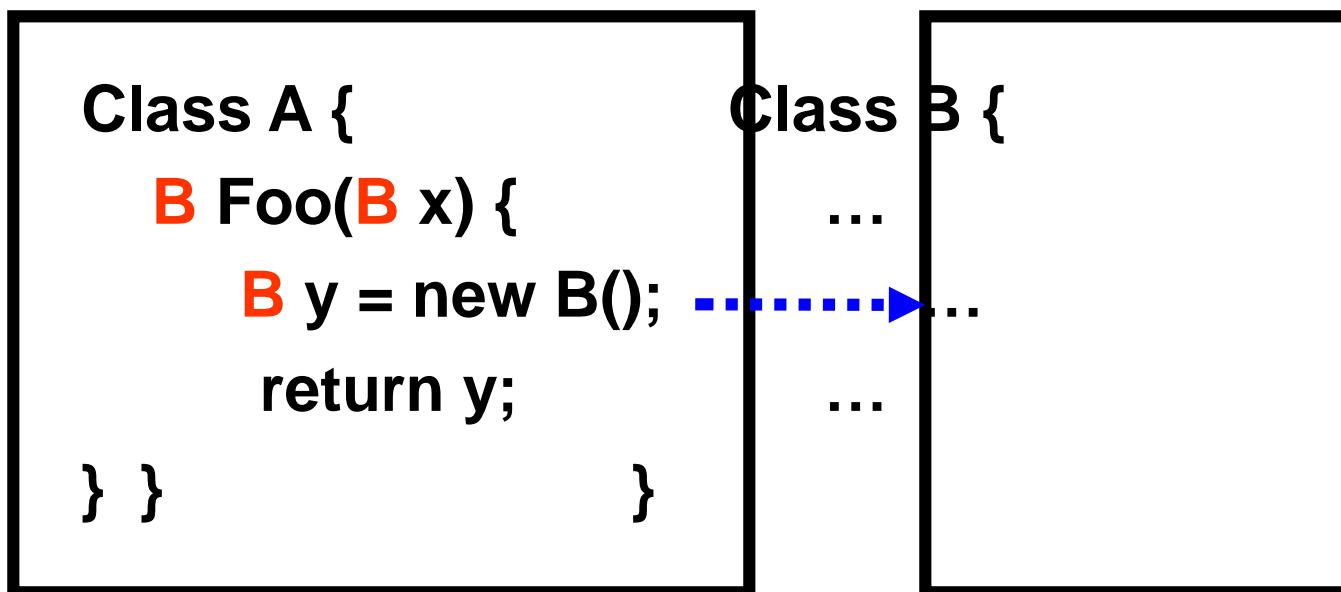
- Caused by class methods
- Method in Class A temporarily “uses a” object of type Class B
- Change in Class B may affect class A



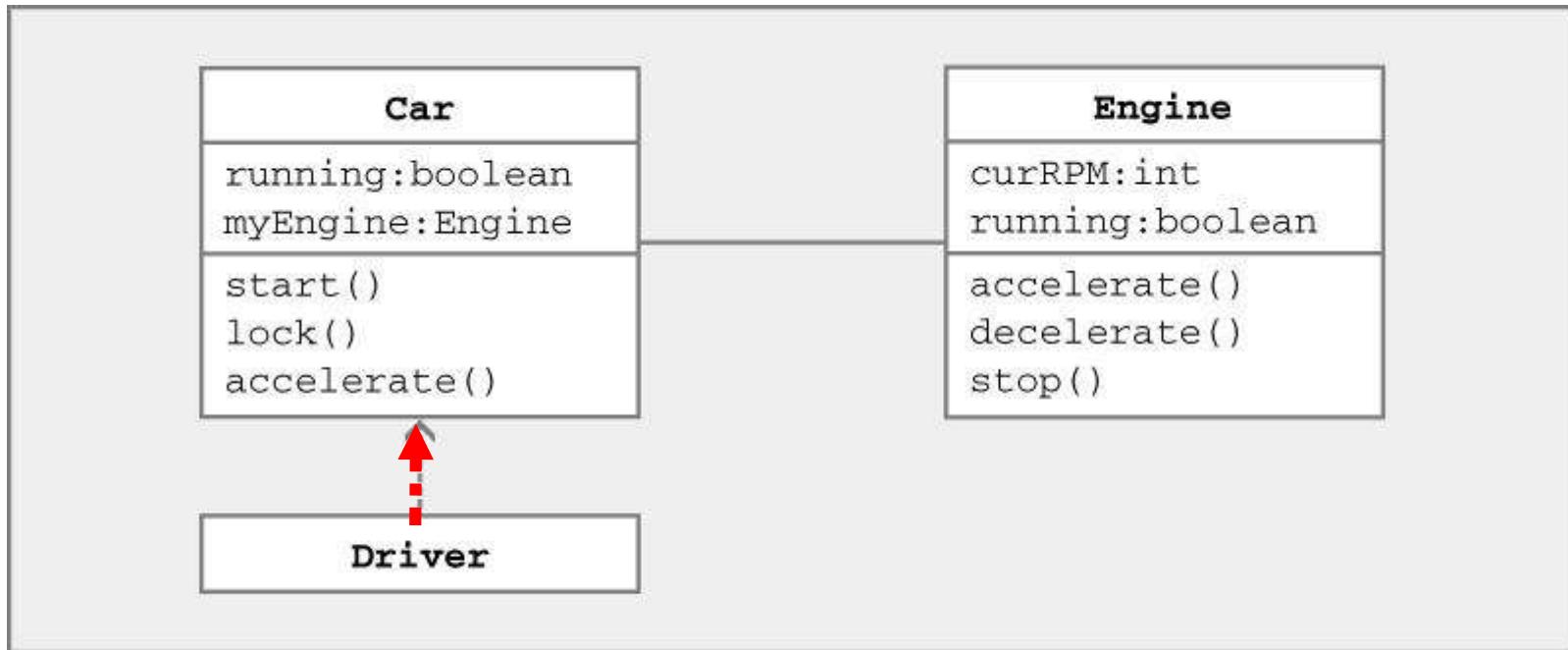
A uses object of class B

Dependency

- Dependence may be caused by
 - Local variable
 - Parameter
 - Return value
- Example



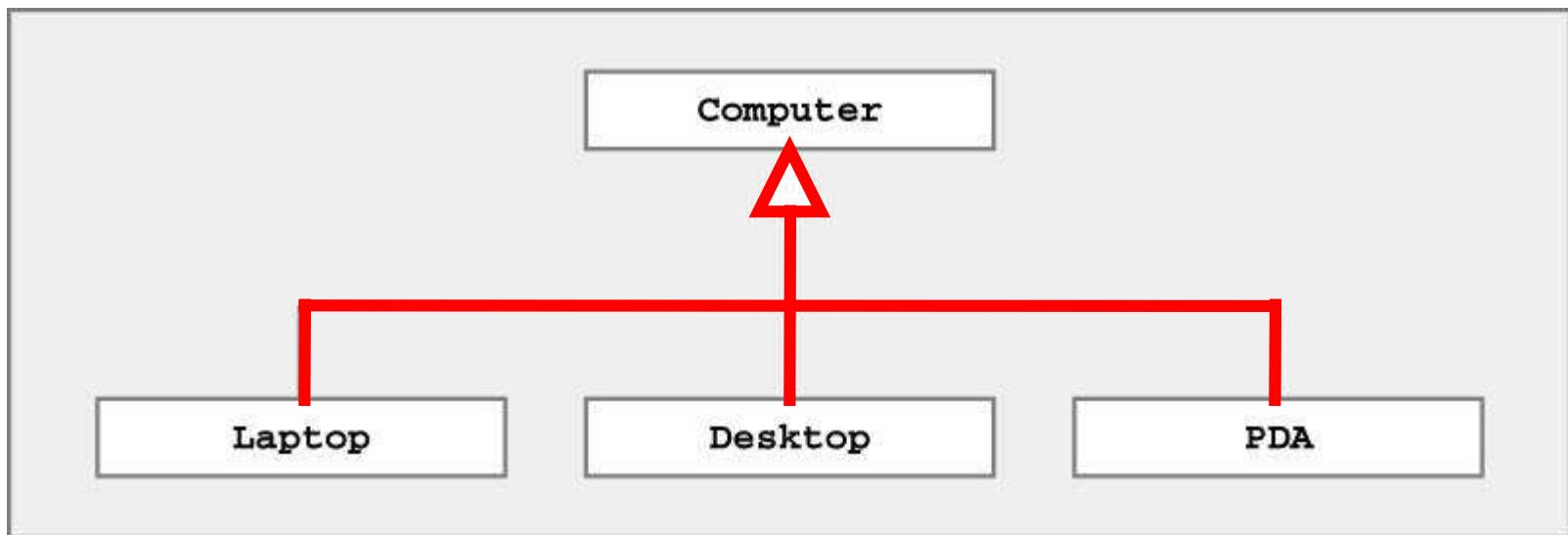
Dependency Example



Class Driver depends on Class Car

Generalization

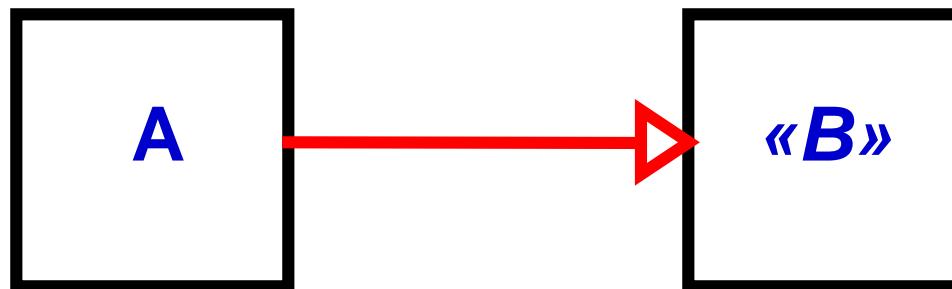
- Denotes **inheritance** between classes
- Can view as “**is-a**” relationship
- Represented by line ending in (open) triangle



Laptop, Desktop, PDA inherit
state & behavior from Computers

Implementation

- Denotes class **implements** Java interface
- Represented by dotted line ending in (open) triangle



A implements interface B

UML Examples

- Read UML class diagram
- Try to understand relationships
- Examples
 - Pets & owners
 - Computer disk organization
 - Banking system
 - Home heating system
 - Printing system

UML Example – Veterinary System

■ Try to read & understand UML diagram



UML Example – Veterinary System

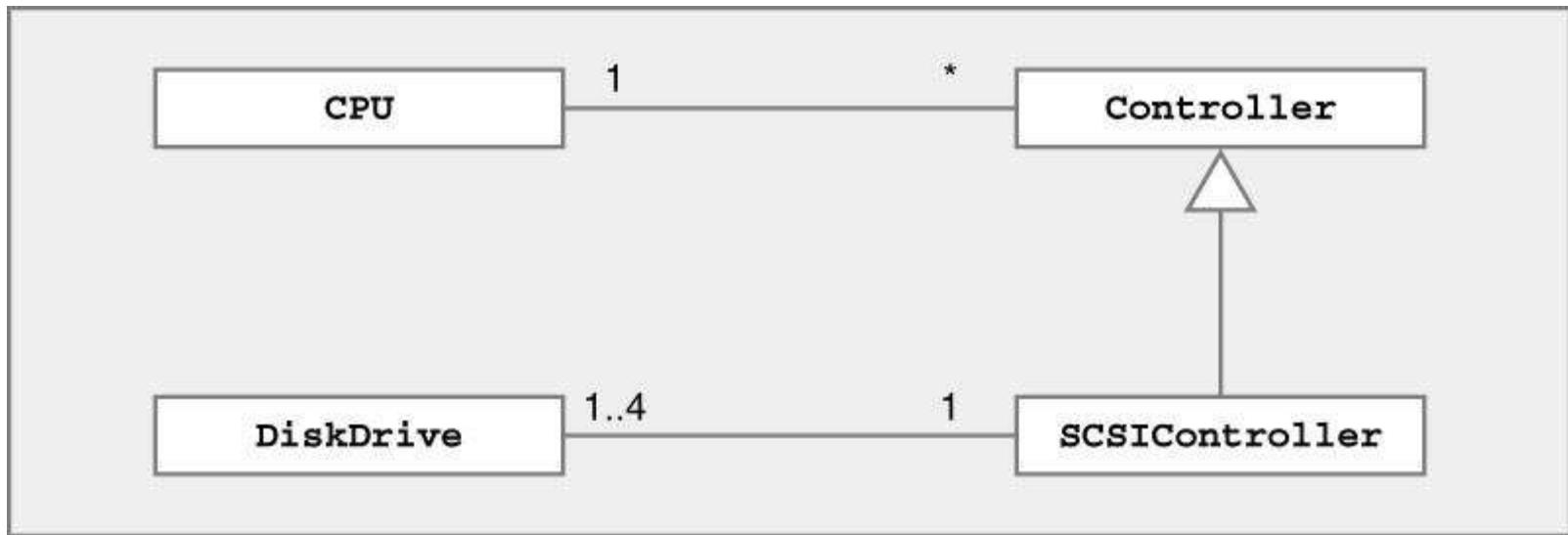
- Try to read & understand UML diagram



- 1 or more Pets associated with 1 PetOwner

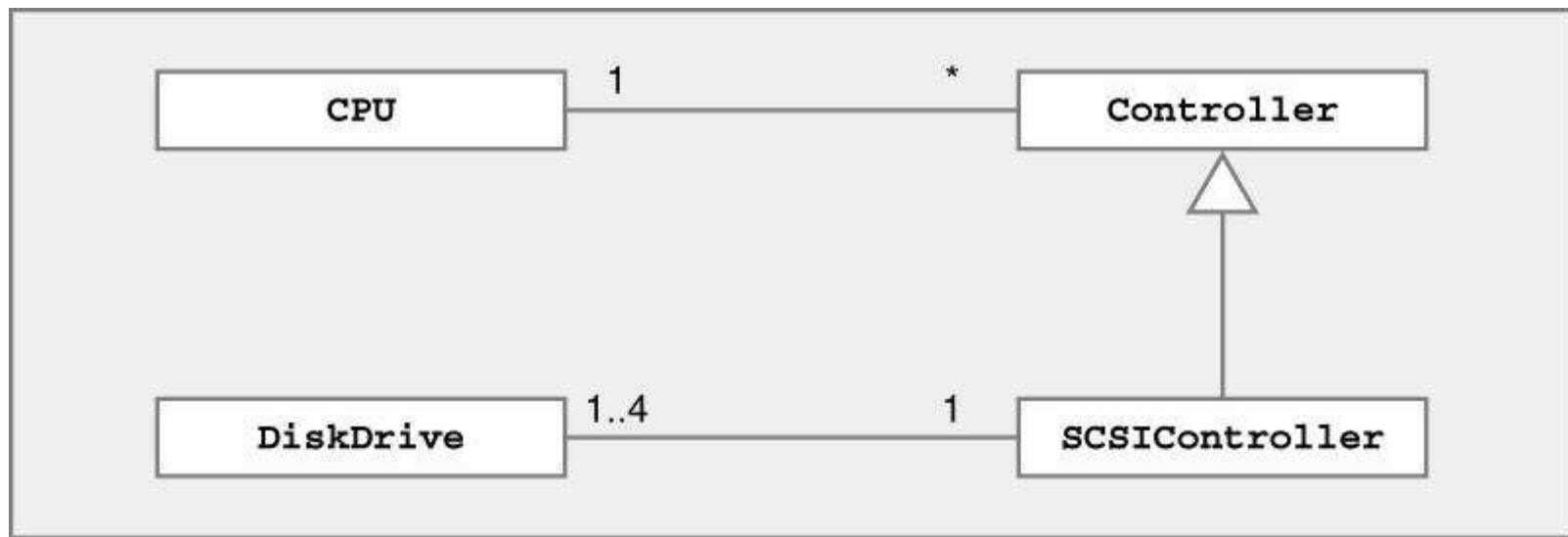
UML Example – Computer System

Try to read & understand UML diagram



UML Example – Computer System

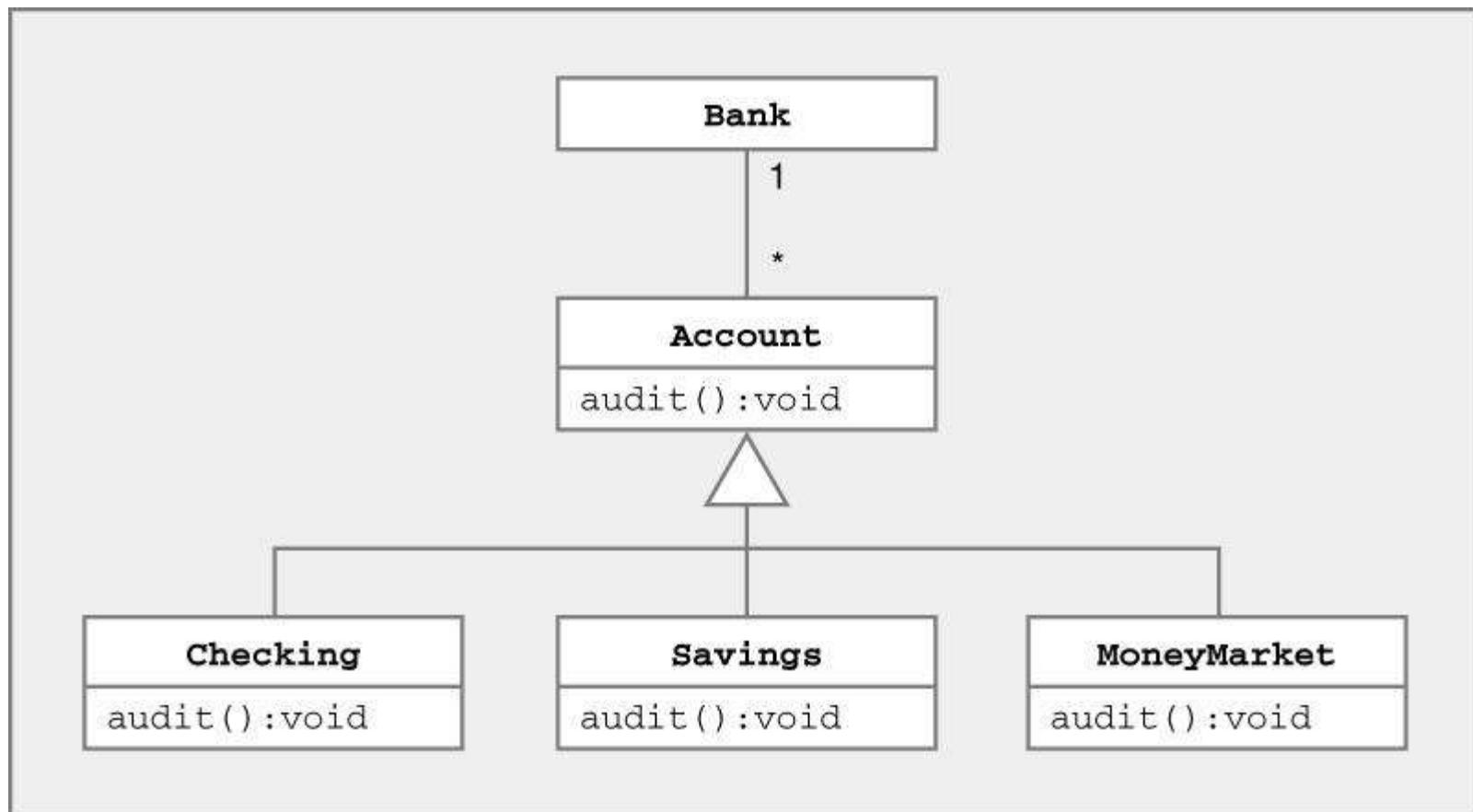
Try to read & understand UML diagram



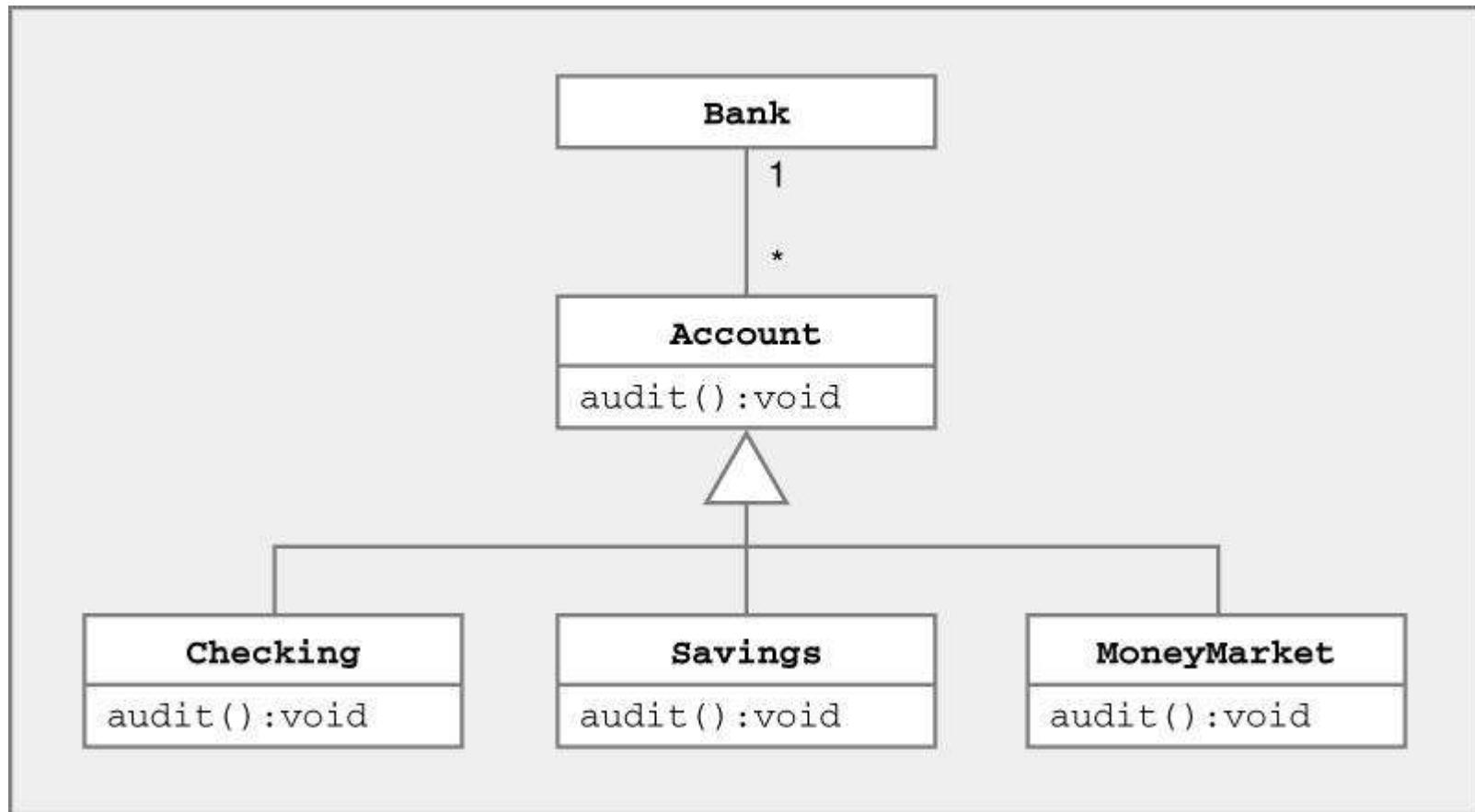
- 1 CPU associated with 0 or more Controllers
- 1-4 DiskDrives associated with 1 SCSIController
- SCSIController is a (specialized) Controller

UML Example – Banking System

Try to read & understand UML diagram



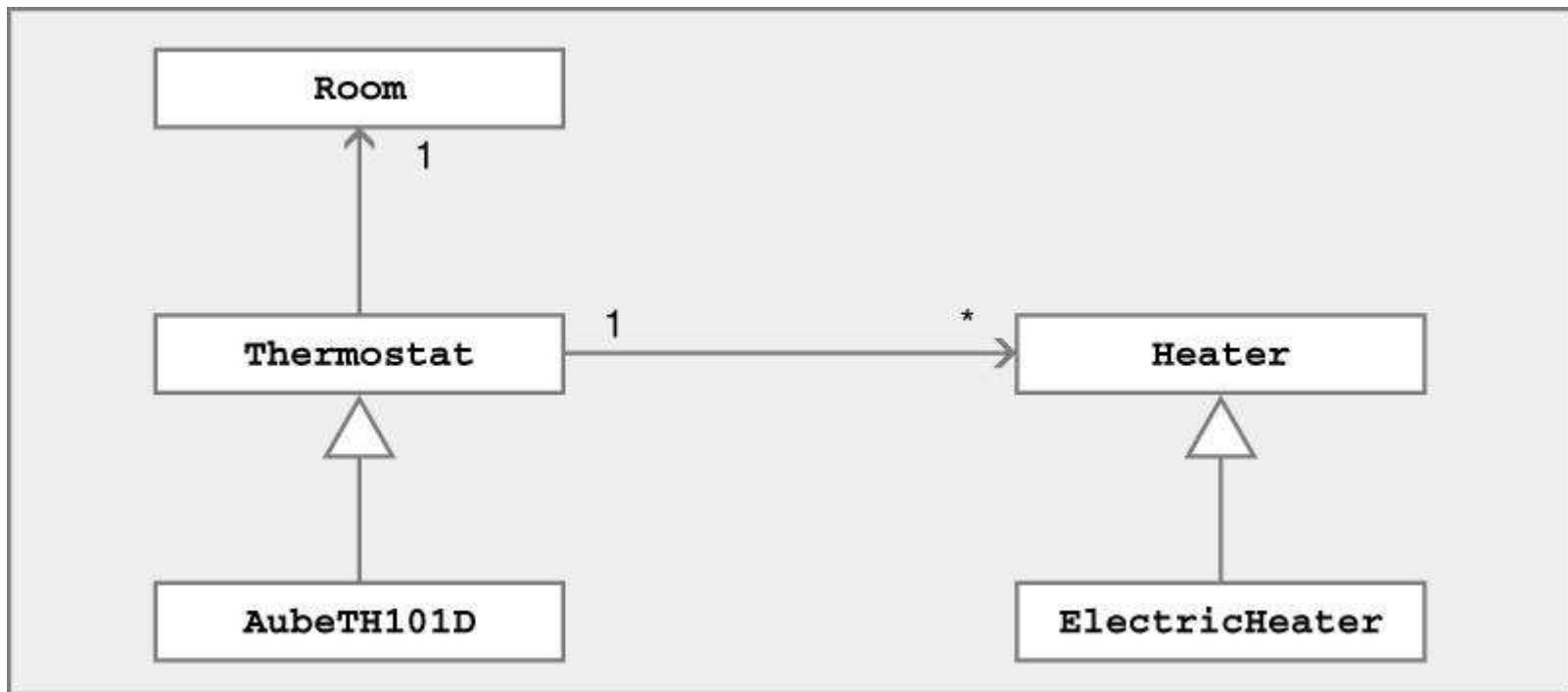
UML Example – Banking System



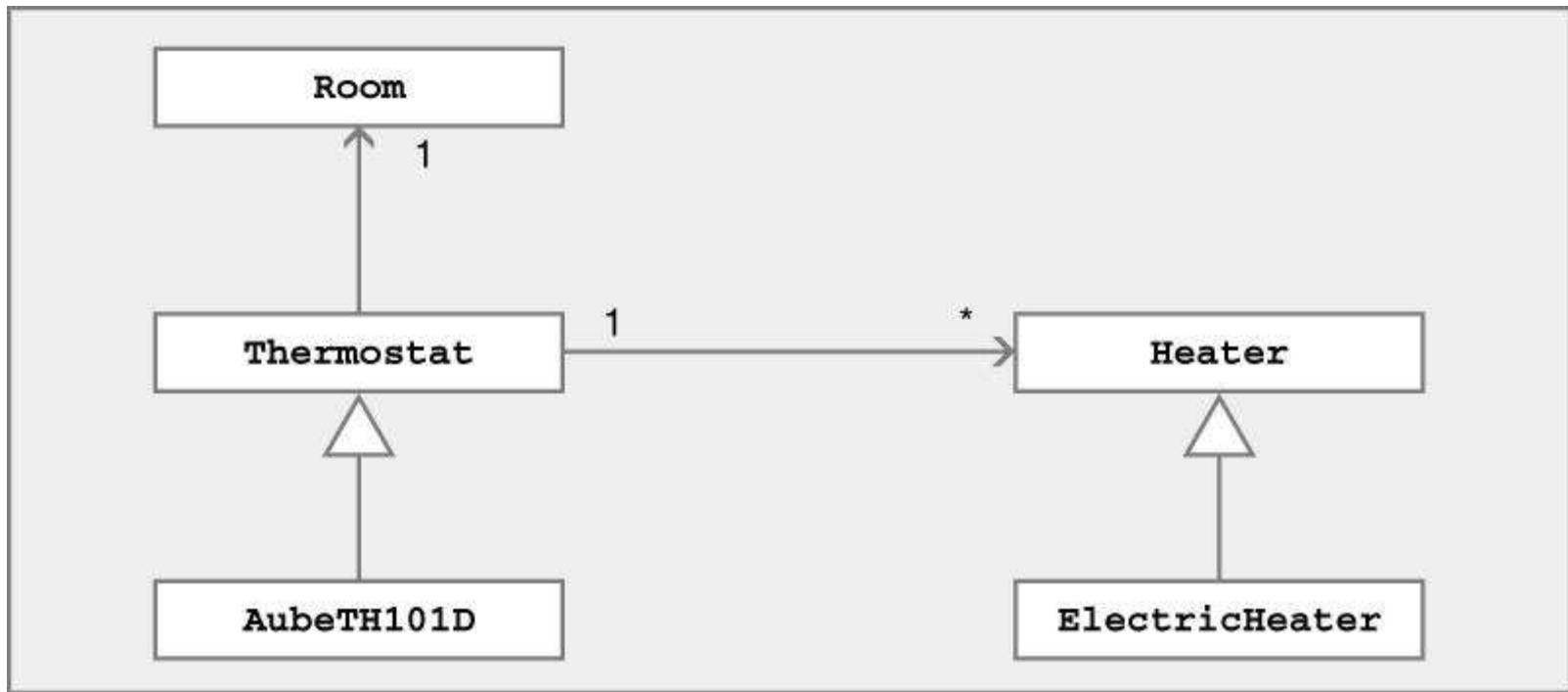
- **1 Bank associated with 0 or more Accounts**
- **Checking, Savings, MoneyMarket are Accounts**

UML Example – Home Heating System

Try to read & understand UML diagram



UML Example – Home Heating System



- Each Thermostat has 1 Room
- Each Thermostat associated with 0 or more Heaters
- ElectricHeater is a specialized Heater
- AubeTH101D is a specialized Thermostat

UML Class Diagrams ↔ Java

- Different representation of **same** information
 - Name, state, behavior of class
 - Relationship(s) between classes
- Practice deriving one from the other
 - Accurately depicting relationship between classes

UML → Java : Veterinary System

■ UML



■ Java



UML → Java : Veterinary System

■ UML



■ Java

```
class Pet {  
    PetOwner myOwner; // 1 owner for each pet  
}  
class PetOwner {  
    Pet [ ] myPets; // multiple pets for each owner  
}
```

Java → UML : Veterinary System

■ Java

```
class Pet {  
    PetOwner myOwner; // 1 owner for each pet  
}  
class PetOwner {  
    Pet [ ] myPets; // multiple pets for each owner  
}
```



■ UML

Java → UML : Veterinary System

■ Java

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```



■ UML



UML Class Diagrams ↔ Java

■ UML

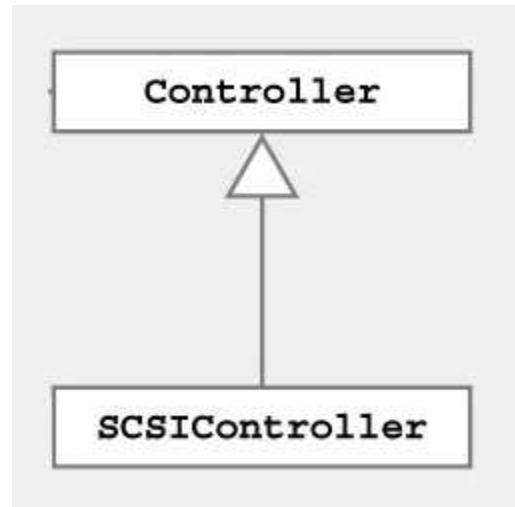


■ Java

class Pet {
 PetOwner myOwner; // 1 owner for each pet
}
class PetOwner {
 Pet [] myPets; // multiple pets for each owner
}

UML → Java : Computer System

■ UML

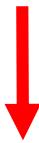
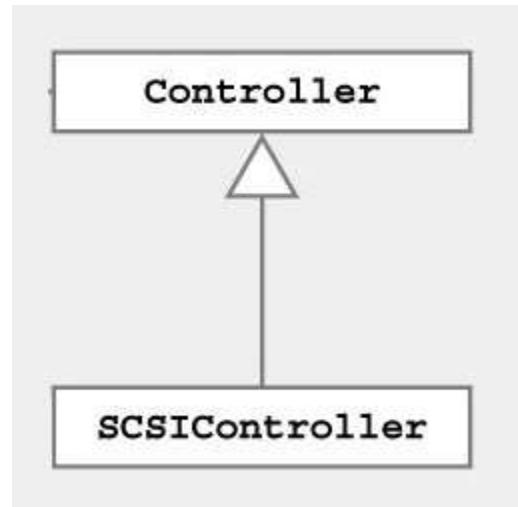


■ Java



UML → Java : Computer System

■ UML

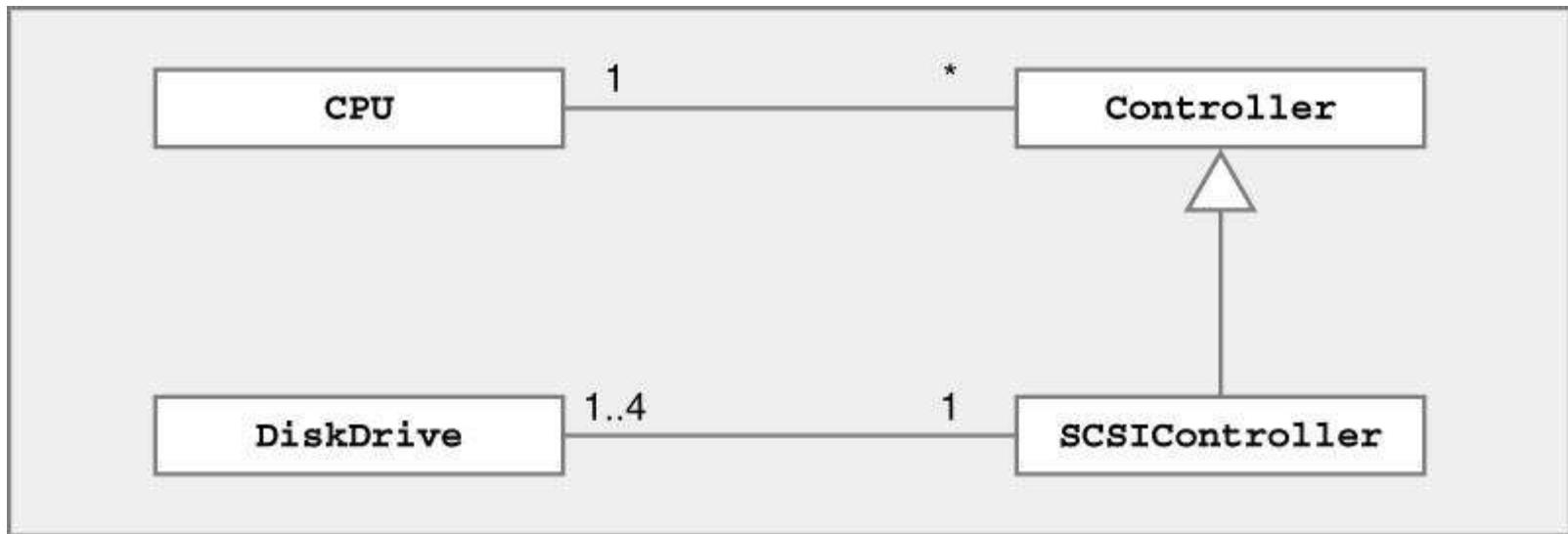


■ Java

```
class Controller {  
}  
class SCSIController extends Controller {  
}
```

UML → Java : Computer System

■ UML



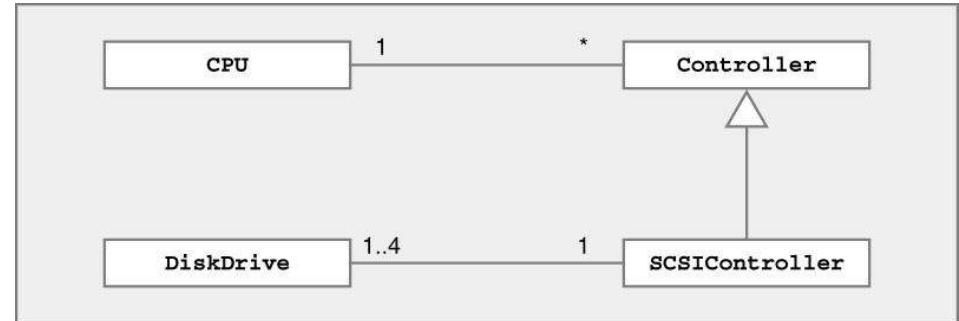
■ Java

■ Design code using all available information in UML...

UML → Java : Computer System

Java

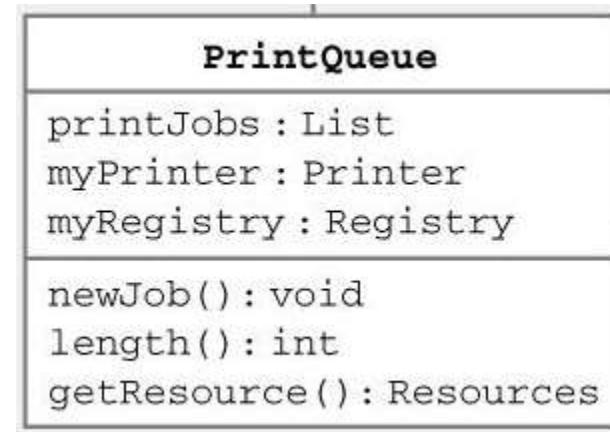
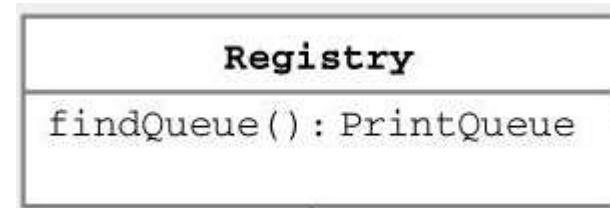
```
class CPU {  
    Controller [ ] myCtlrs;  
}  
class Controller {  
    CPU myCPU;  
}  
class SCSIController extends Controller {  
    DiskDrive [ ] myDrives = new DiskDrive[4];  
}  
Class DiskDrive {  
    SCSIController mySCSI;  
}
```



Java → UML : Printing System

Java

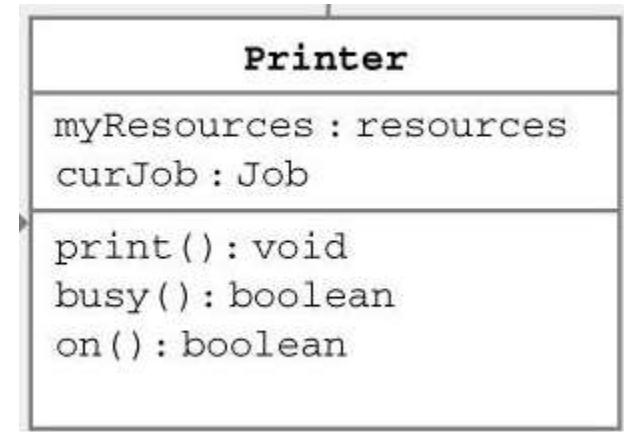
```
class Registry {  
    PrintQueue findQueue();  
}  
  
class PrintQueue {  
    List printJobs;  
    Printer myPrinter;  
    Registry myRegistry;  
    void newJob();  
    int length();  
    Resources getResource();  
}
```



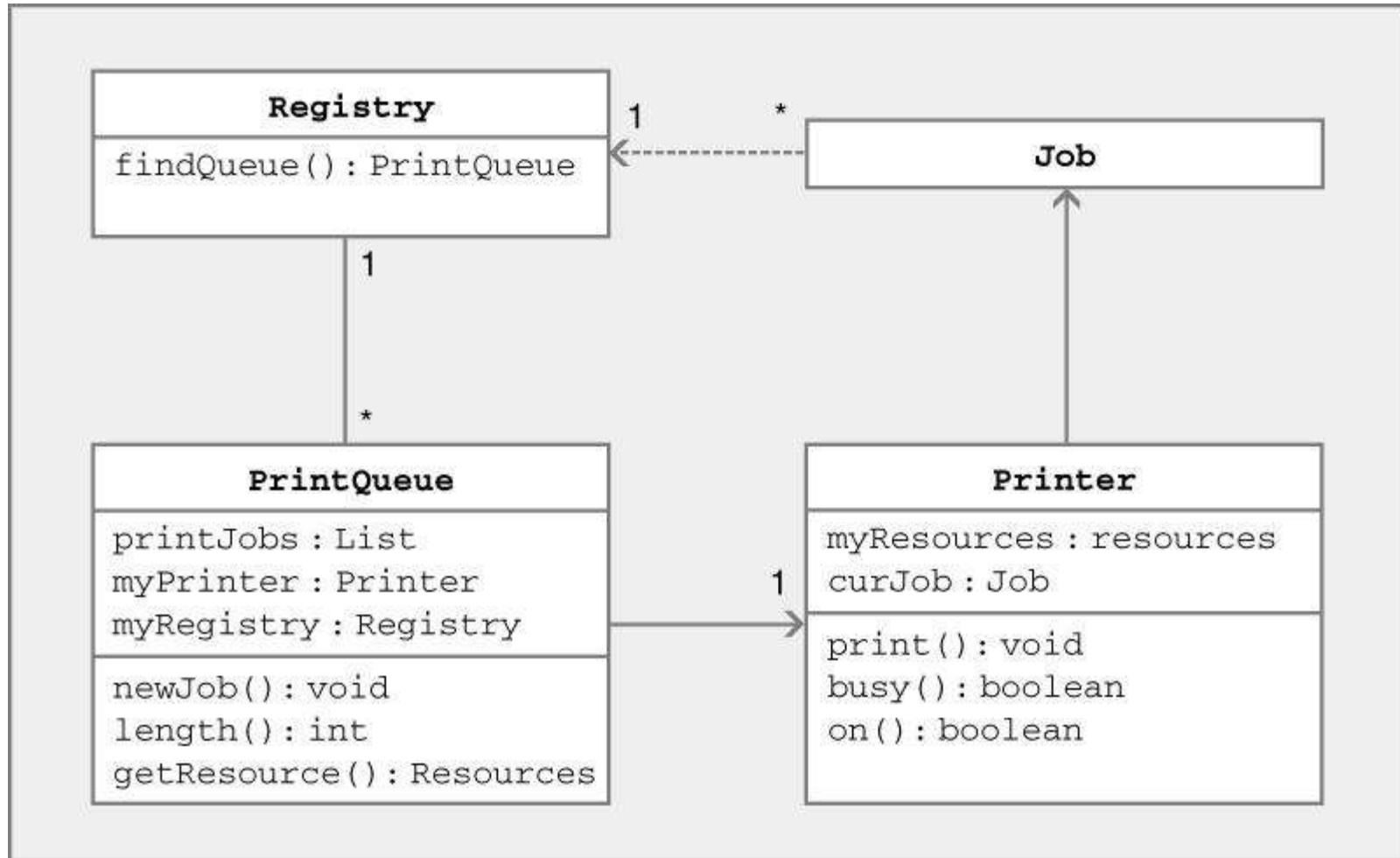
Java → UML : Printing System

■ Java

```
Class Printer {  
    Resources myResources;  
    Job curJob;  
    void print();  
    boolean busy();  
    boolean on();  
}  
  
class Job {  
    Job(Registry r) {  
        ...  
    }  
}
```

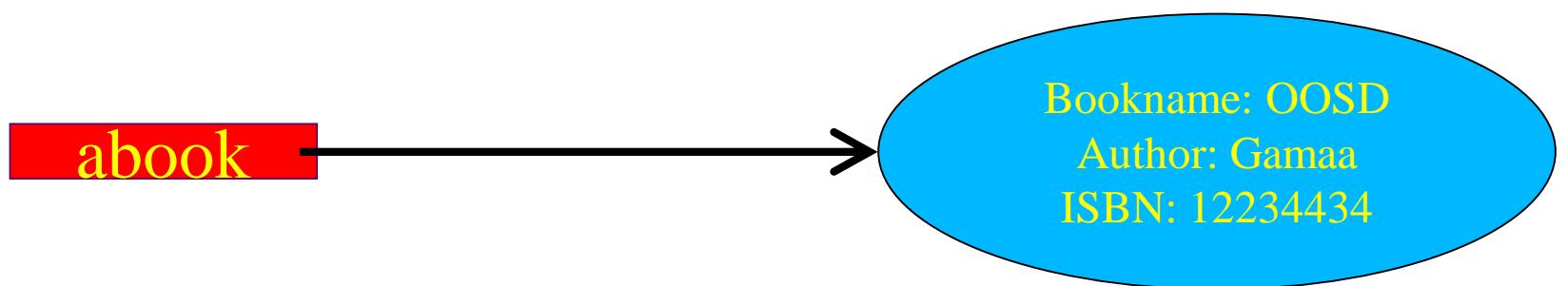


Java → UML : Printing System

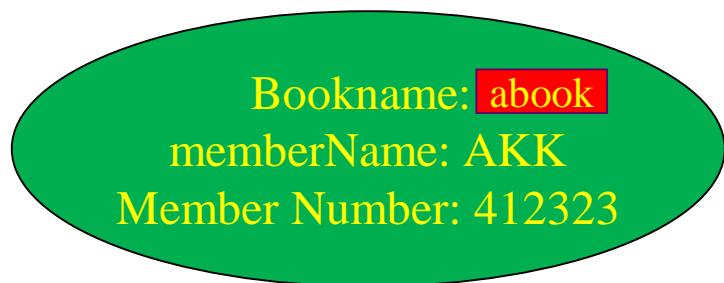


Implementing Association Relationship: Example 1

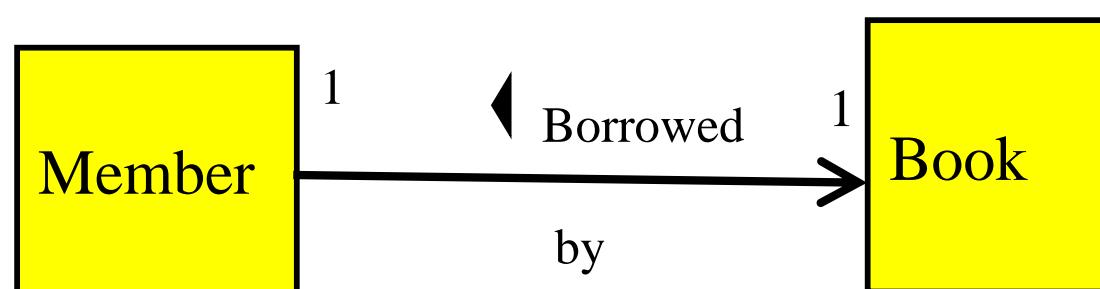
- To implement in Java:
 - Use a reference variable of one class as an attribute of another class



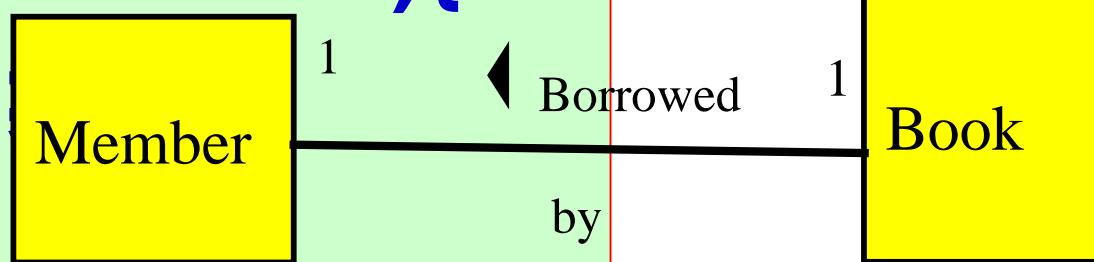
Book Reference



Book instance

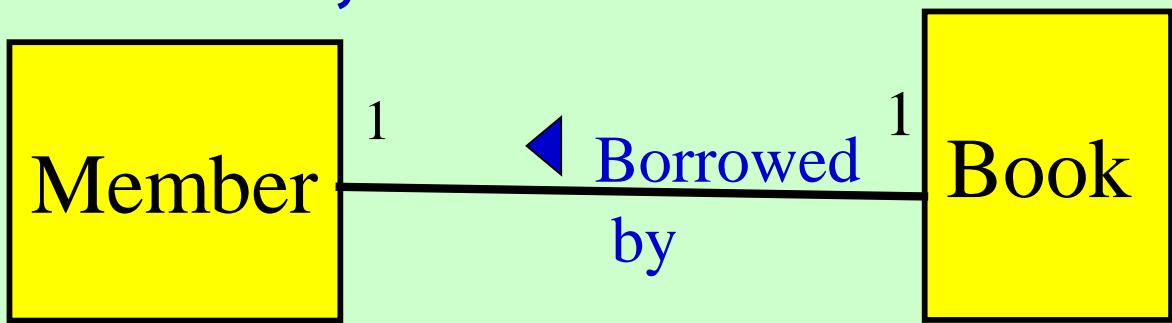


```
public class Member{  
    private Book book;  
    public issueBook(Book abook){  
        setBook(abook);  
        abook.setLender(this);  
    }  
    setBook(Book abook){  
        book=abook  
    }  
}
```

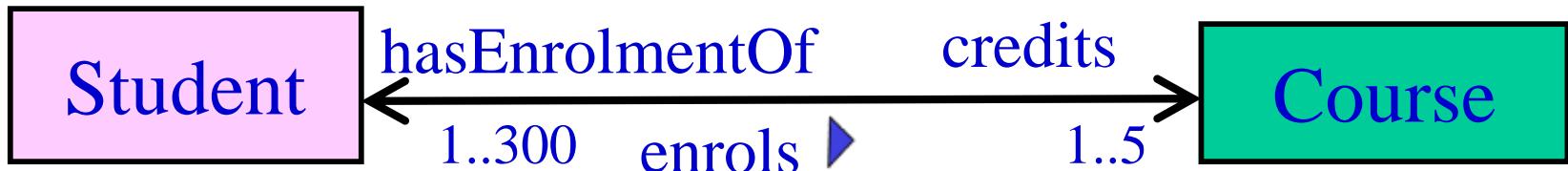


...

```
public class Book{  
    private Member member;  
  
    setLender(Member aLender){  
        member=aLender;  
    }  
    ...  
}
```



Association Implementation: Example 2



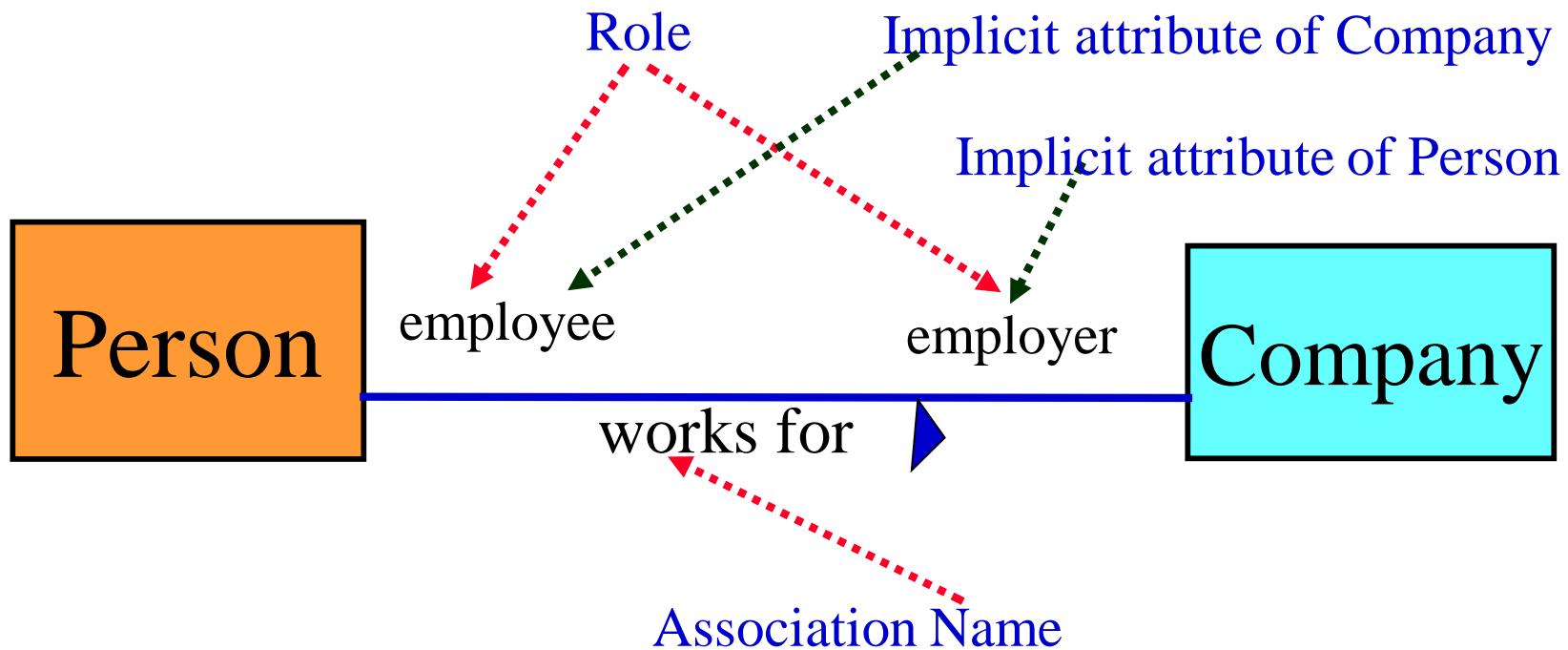
```
Class Student {  
    Course credits[5];  
    ...  
}
```

Observe the
Navigation

```
Class Course {  
    Student hasEnrolmentOf[300];  
    ...  
}
```

Association Example 2

- A Person works for a Company.



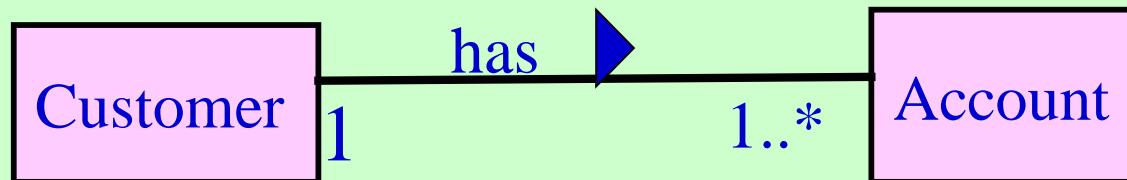
Observe: Implicit bidirectional navigation
Implementation?

Example 2 Implementation

```
public class Company {  
    private Person employee;  
    public void setCompany(Person p){ employee=p; }  
}  
public class Person {  
    private Company employer;  
    public Company getWorksFor() {  
        return employer;  
    }  
    public void setWorksFor(Company c) {  
        employer=c;  
    }  
}
```

Code for Association Multiplicity

```
class Customer{  
    private ArrayList <Account> accounts =  
        new ArrayList<Account>();  
  
    public Customer() {  
        Account defaultAccount = new Account();  
        accounts.add(defaultAccount);  
    }  
}
```



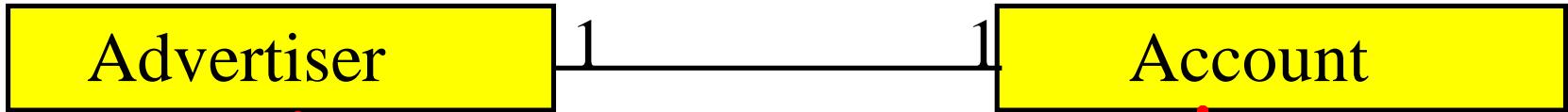
1-1 Association Example 3



```
public class Advertiser {  
    private Account account;  
    public Advertiser() {  
        account = new Account(this);  
    }  
    public Account getAccount() {  
        return account;  
    }  
}
```

Now,
Write
code for

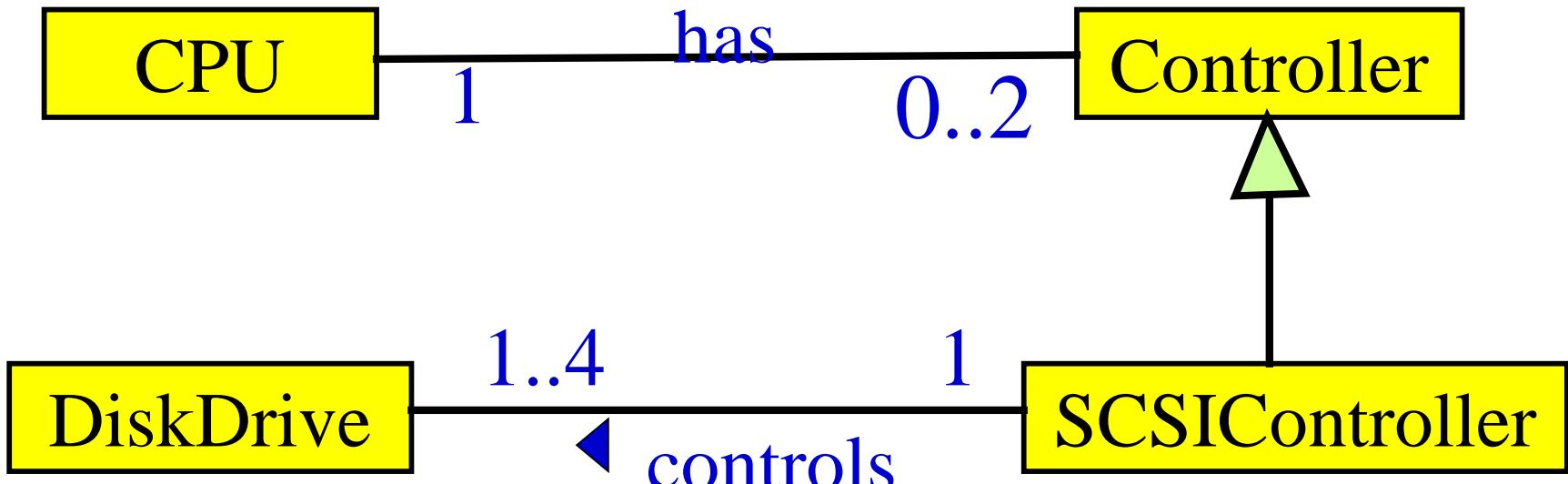
1-1 Association



```
public class Advertiser {  
    private Account account;  
    public Advertiser() {  
        account = new  
Account(this);  
    }  
    public Account  
getAccount() {  
        return account;  
    }  
}
```

```
public class Account {  
    private Advertiser owner;  
    public Account(Advertiser  
owner) {  
        this.owner = owner;  
    }  
    public Advertiser getOwner()  
    {  
        return owner;  
    }  
}
```

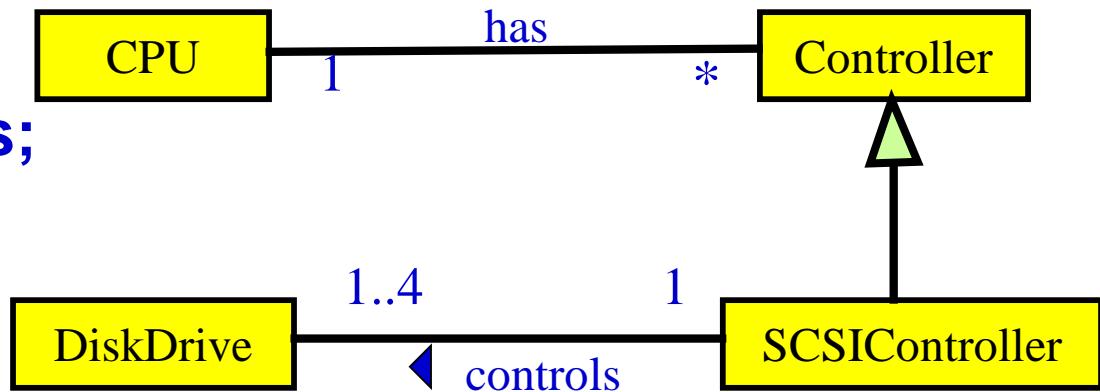
Quiz: Read and understand UML class diagram



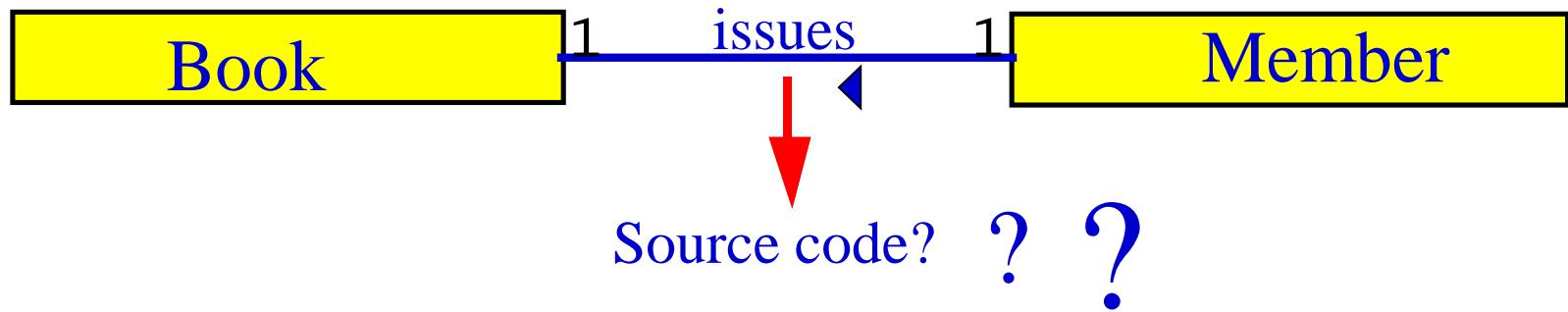
- 1 CPU has 0 to two Controllers
- 1-4 DiskDrives controlled by 1 SCSIController
- SCSIController is a (specialized) Controller

Java Code?

```
class CPU {  
    Controller [ ] myCtlrs;  
}  
  
class Controller {  
    CPU myCPU;  
}  
  
class SCSIController extends Controller {  
    DiskDrive [ ] myDrives = new DiskDrive[4];  
}  
  
Class DiskDrive {  
    SCSIController mySCSI;  
}
```



Quiz 1: Write Java Code

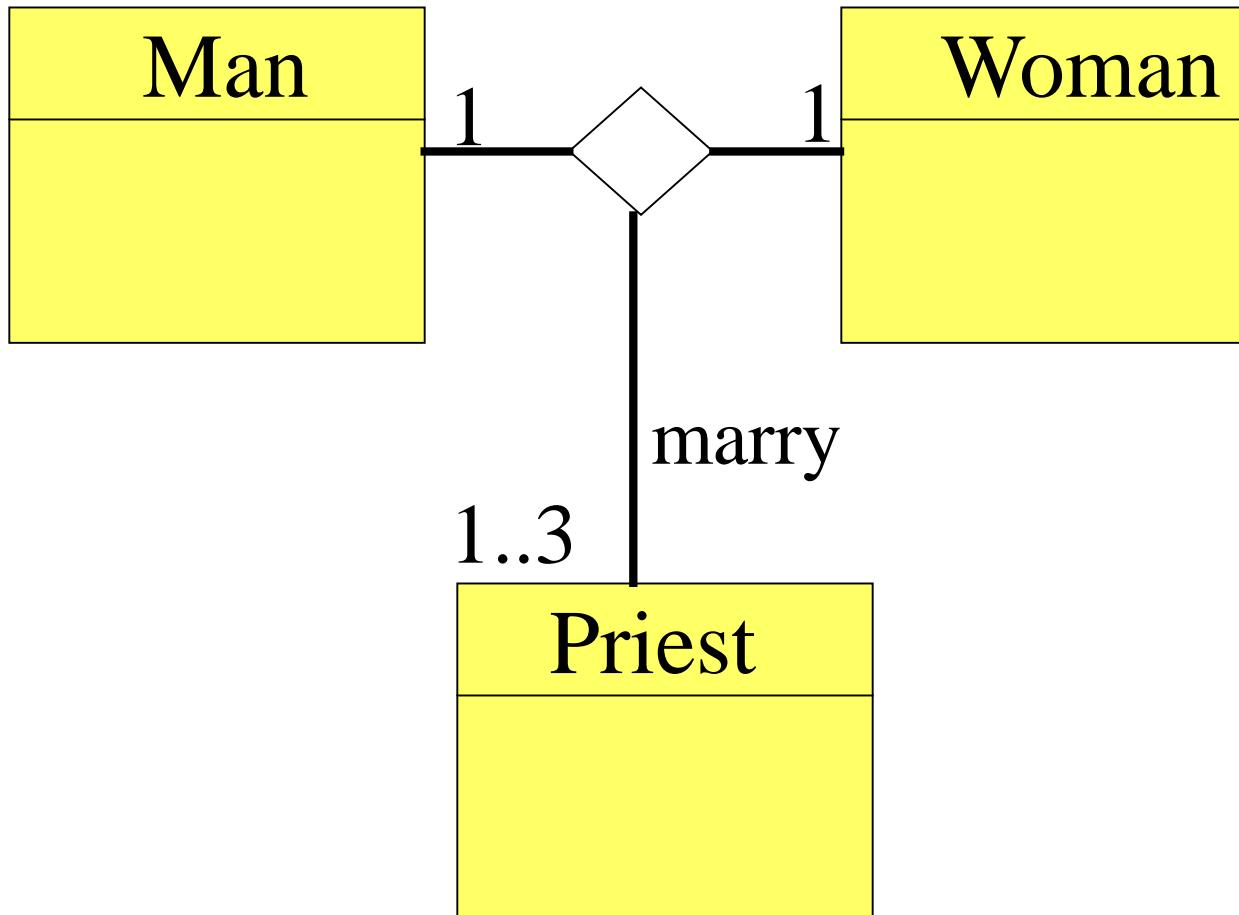


Quiz 2: Draw UML Class Diagram

```
public class TreeMap {  
    TreeMapNode topNode = null;  
    public void add(Comparable key, Object value)  
    {...}  
    public Object get(Comparable key) {...}  
}
```

```
class TreeMapNode {  
    private Comparable itsKey;  
    private Object itsValue;  
    private TreeMapNode nodes[] = new  
    TreeMapNode[2];  
  
    public TreeMapNode(Comparable key, Object  
value) {...}
```

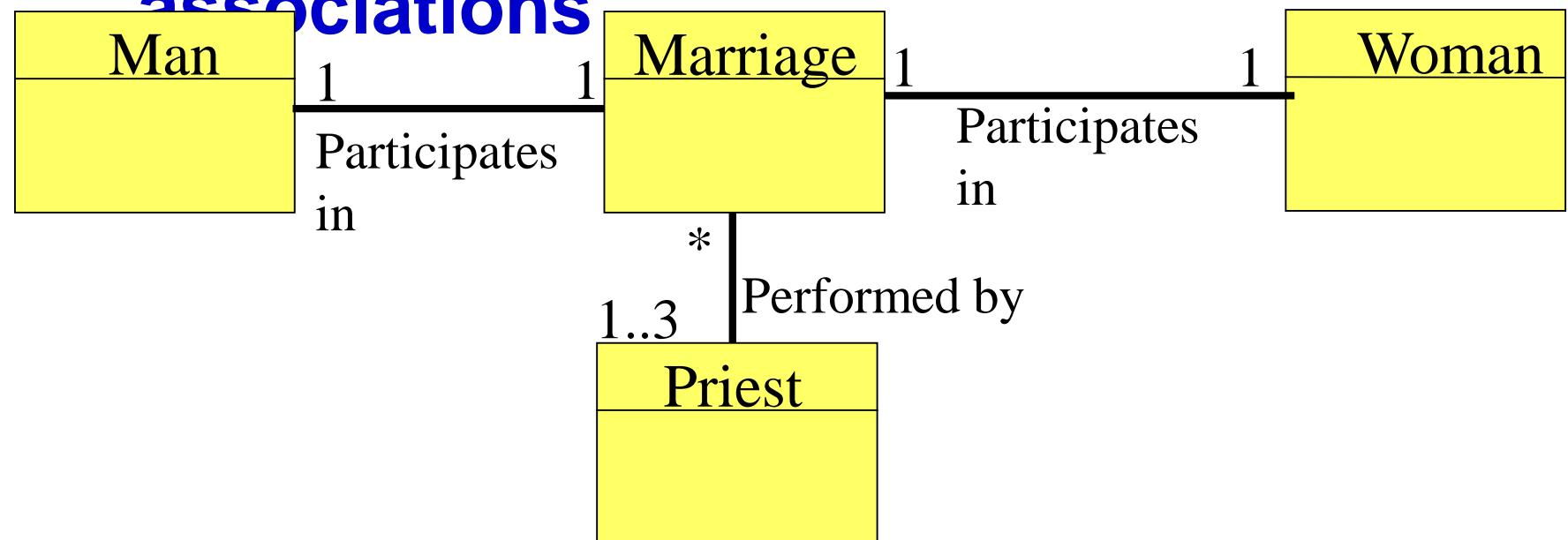
Ternary Association

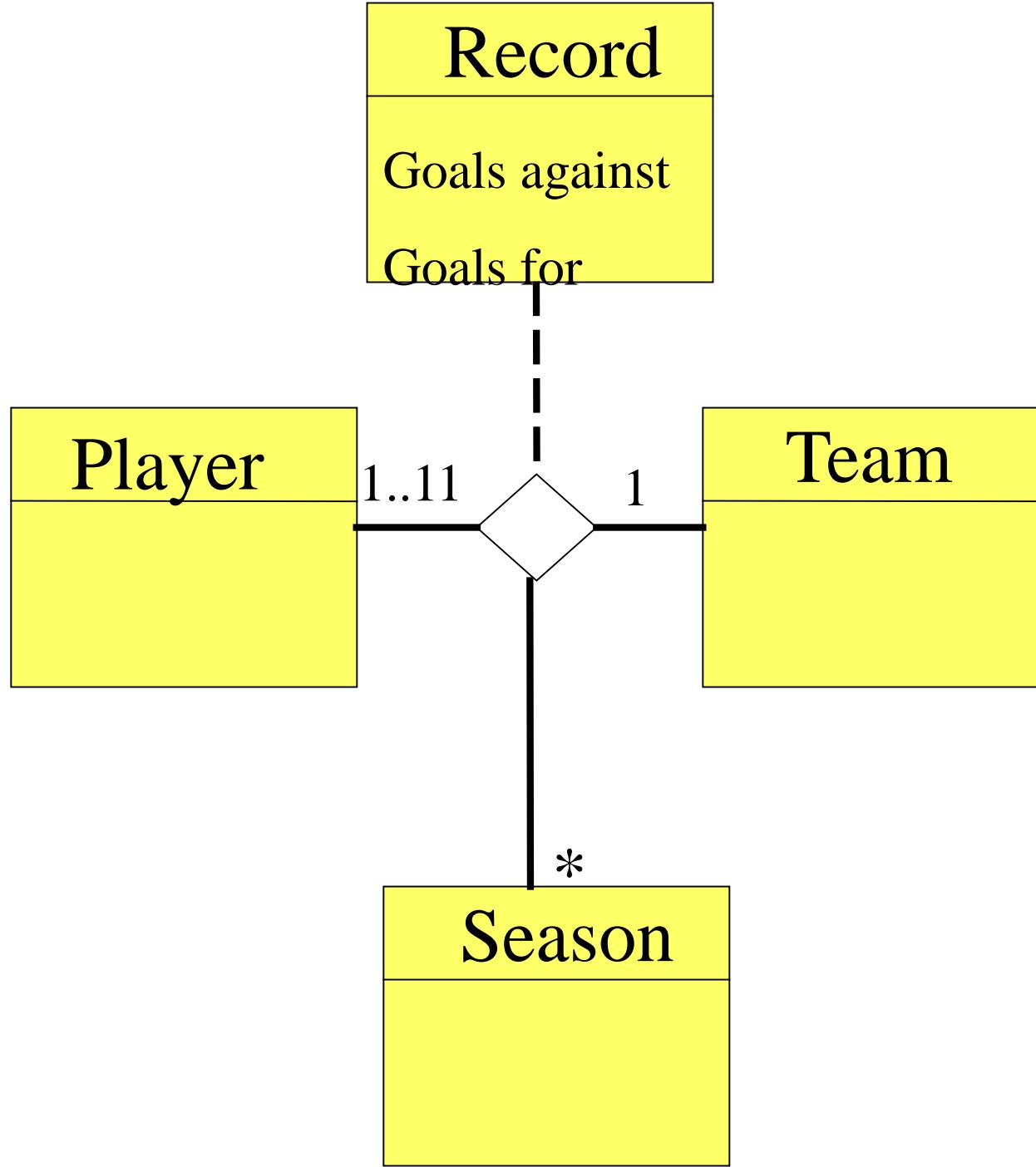


and we can add more classes to the diamond...

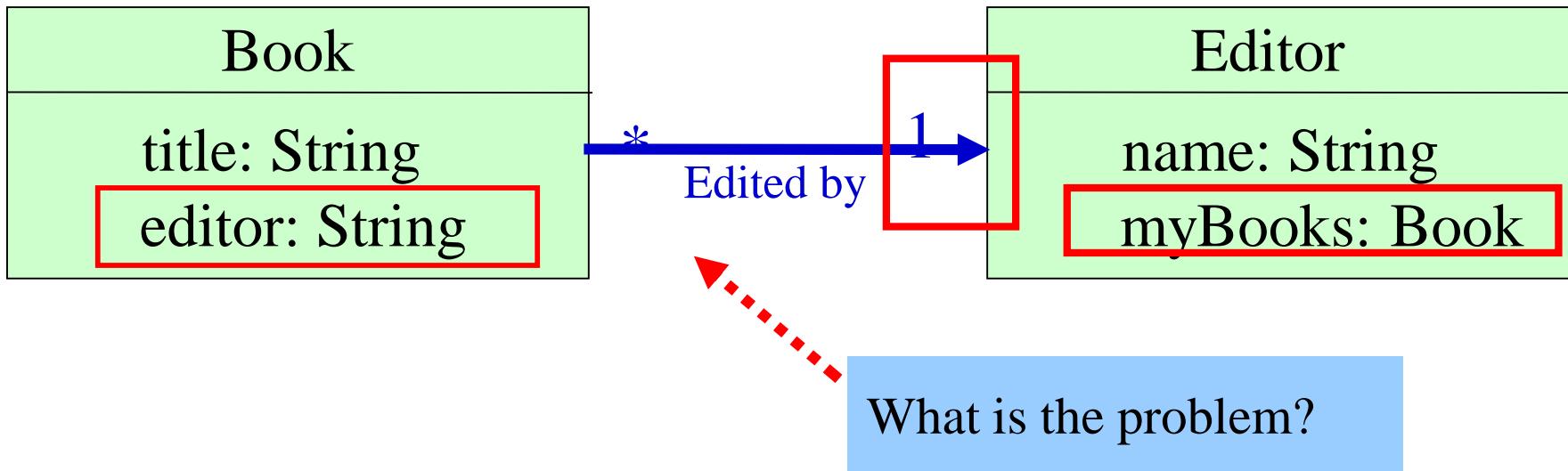
Implementation of Ternary Association

- There are several ways in which ternary association can be implemented.
- One is to decompose it to a set of binary associations



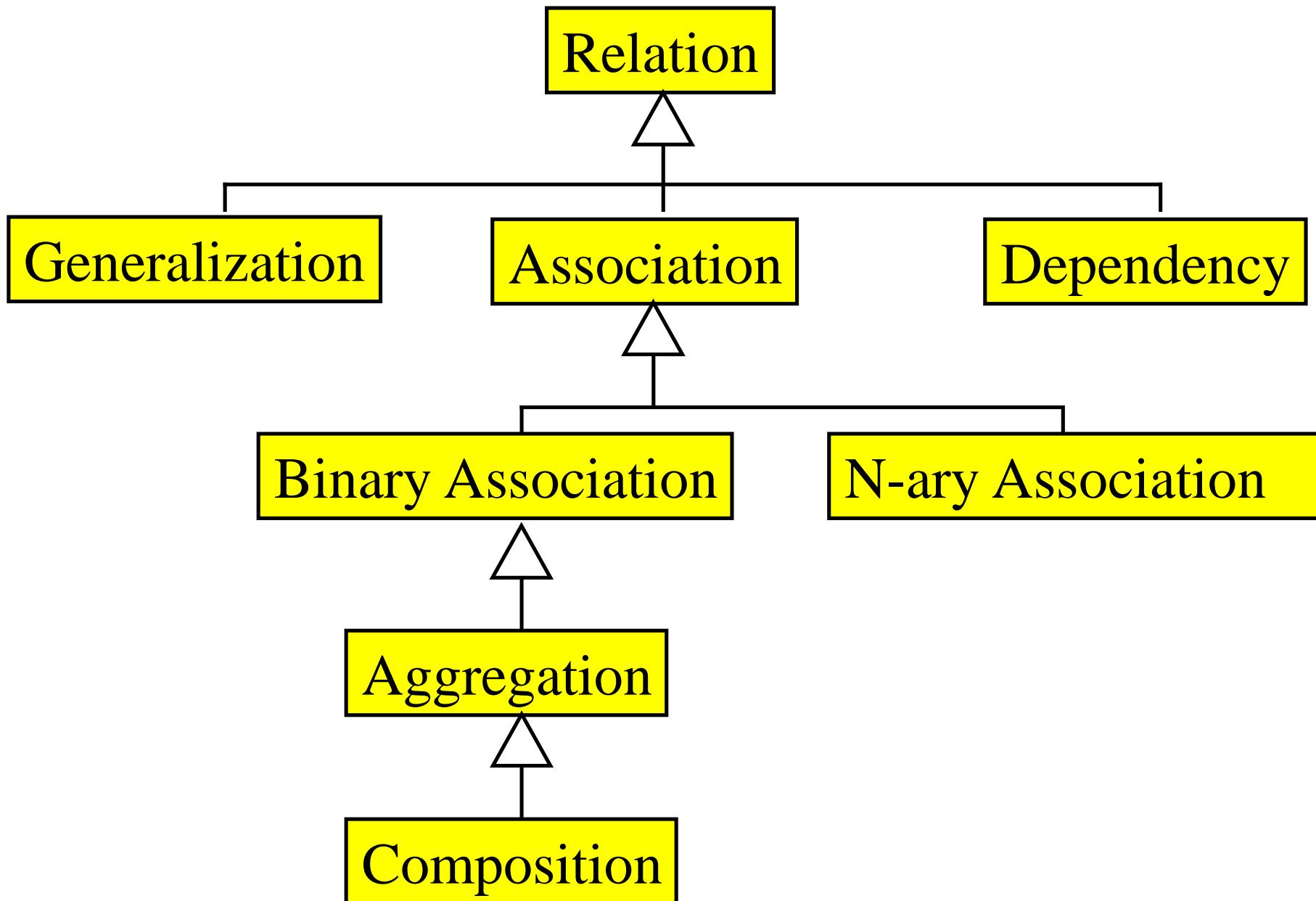


Association Quiz



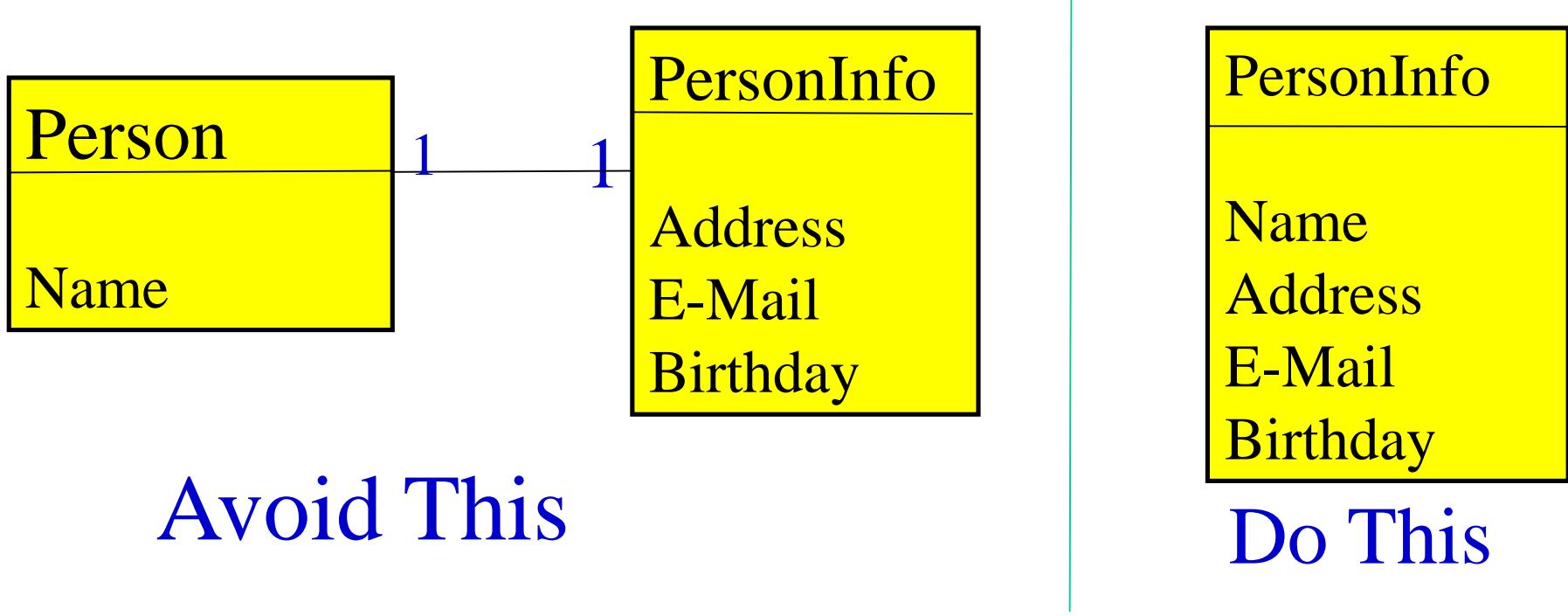
- Association denoted by symbol not attributes.
- Implementation (pointers, arrays, vectors, ids etc) is left to the detailed design phase.
- Wrong arrow type

Types of Class Relationships

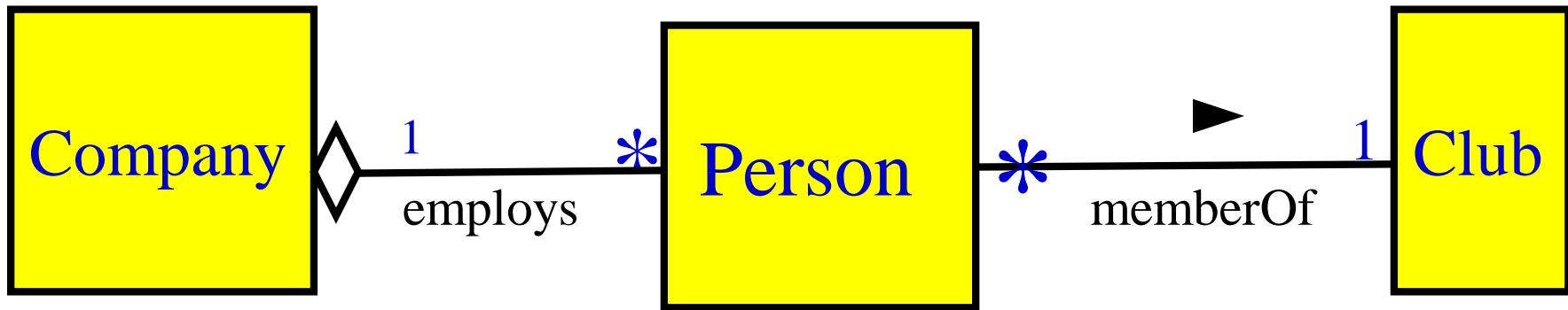
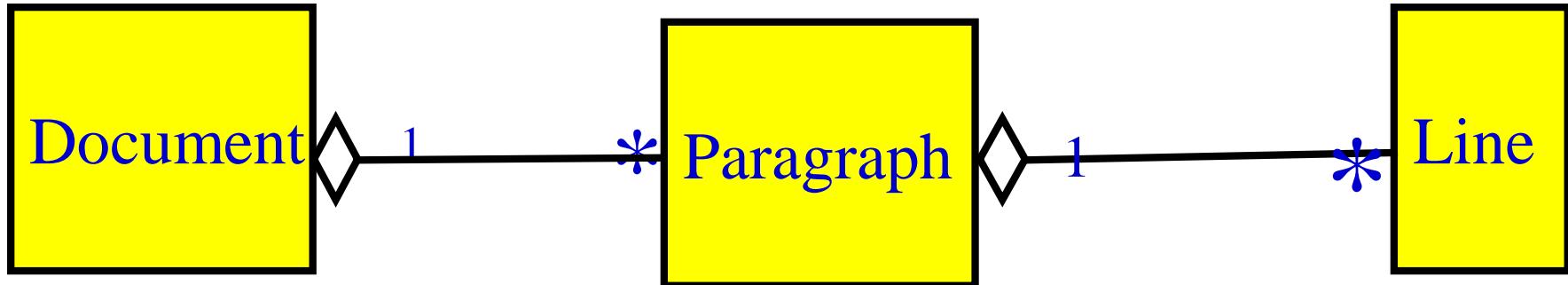


Overdoing Associations

■ Avoid unnecessary Associations



Aggregation Relationship



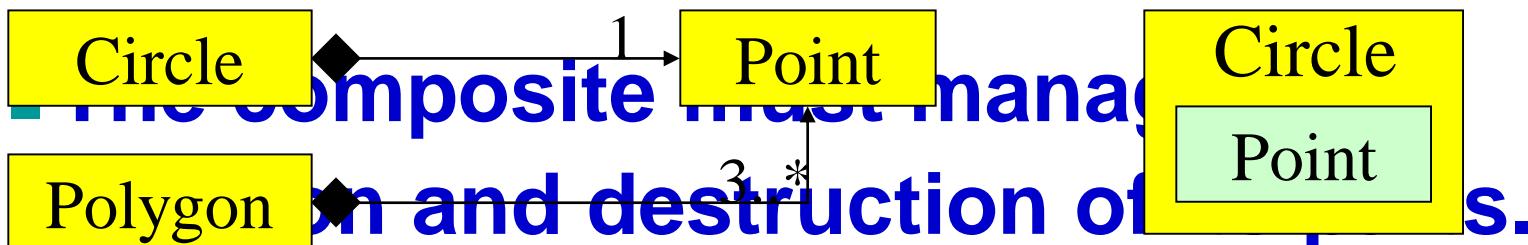
Aggregation

cont...

- An aggregate object contains other objects.
- Aggregation limited to tree hierarchy:
 - No circular inclusion relation.

Composition

- A stronger form of aggregation
 - The whole is the sole owner of its part.
 - A component can belong to only one whole
- The life time of the part is dependent upon the whole.



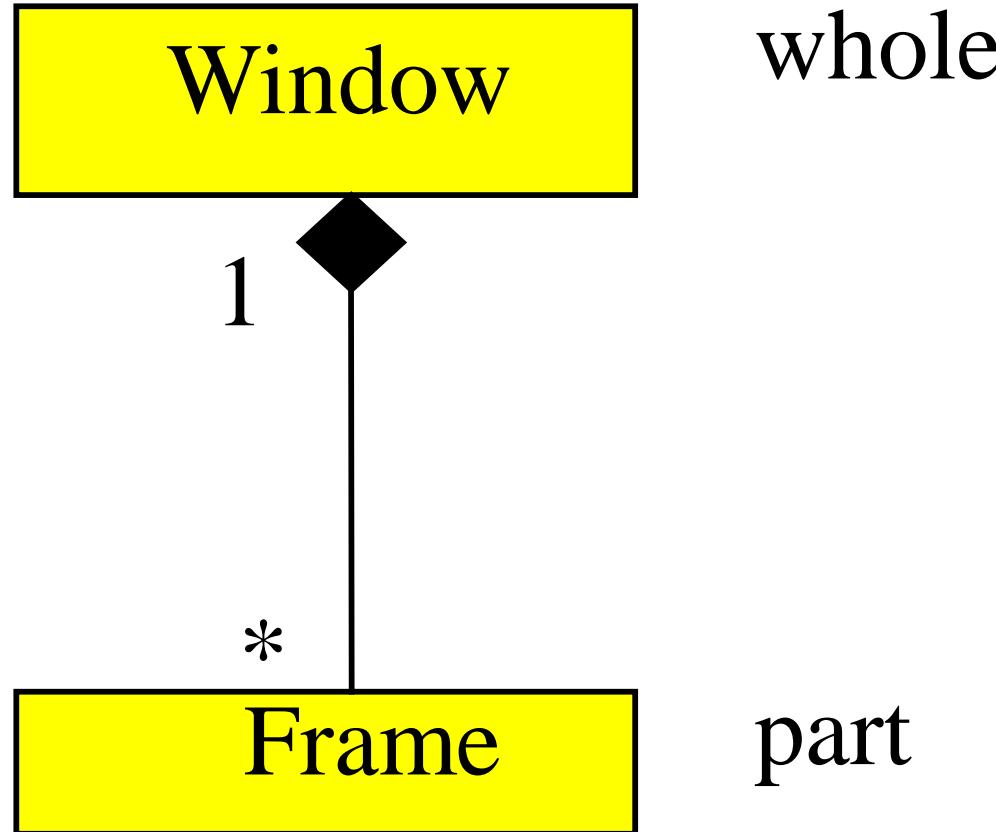
Composition Relationship

- Life of item is same as the order



Composition

- An object may be a part of ONLY one composite at a time.
 - Whole is responsible for the disposition of its parts.



Aggregation vs. Composition

■ Composition:

- Composite and components have the same life.

■ Aggregation:

- Lifelines are different.

■ Consider an **order** object:

- Aggregation: If order items can be changed or deleted after placing the order.

Implementing Composition

```
public class Car{
```

```
    private Wheel wheels[4];
```

```
    public Car (){
```

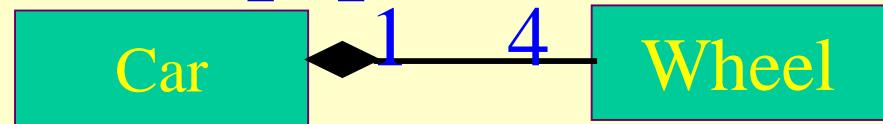
```
        wheels[0] = new Wheel();
```

```
        wheels[1] = new Wheel();;
```

```
        wheels[2] = new Wheel();;
```

```
        wheels[3] = new Wheel();;
```

```
}
```



Summary

- **Focus: Class diagrams**
 - **Contents of a class**
 - **Relationship between classes**
- **You should be able to**
 - **Draw UML class diagram given code**
 - **Write code given UML class diagram**