

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

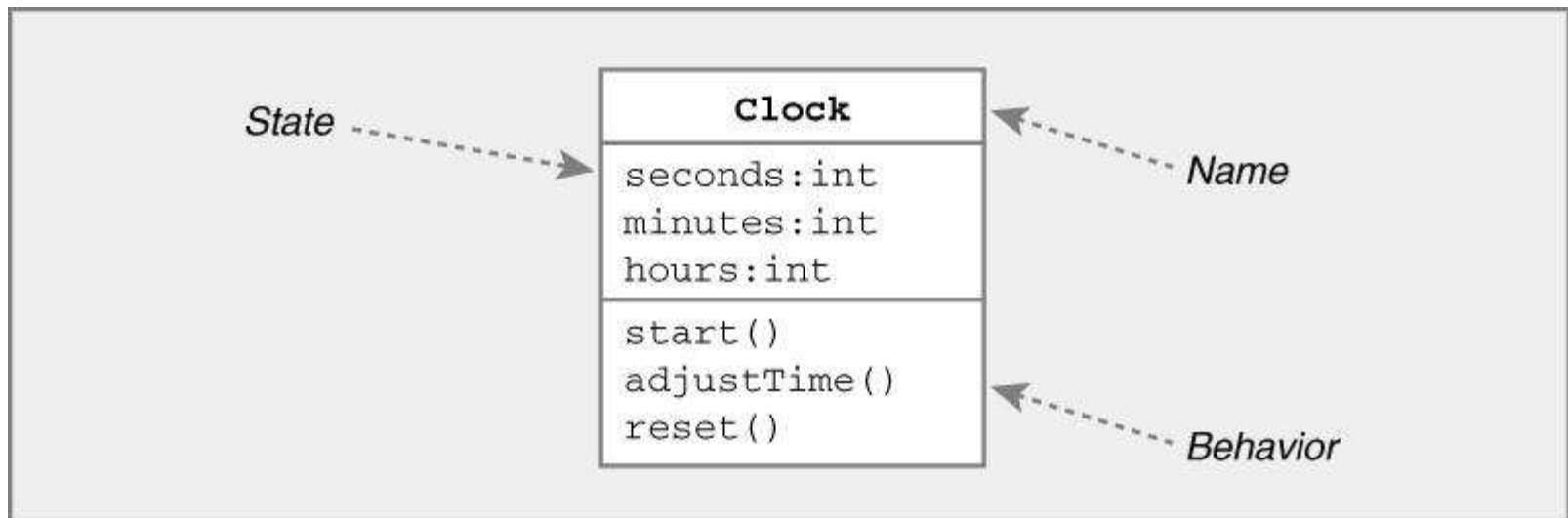
■ Represent the (static) structure of the system

■ 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

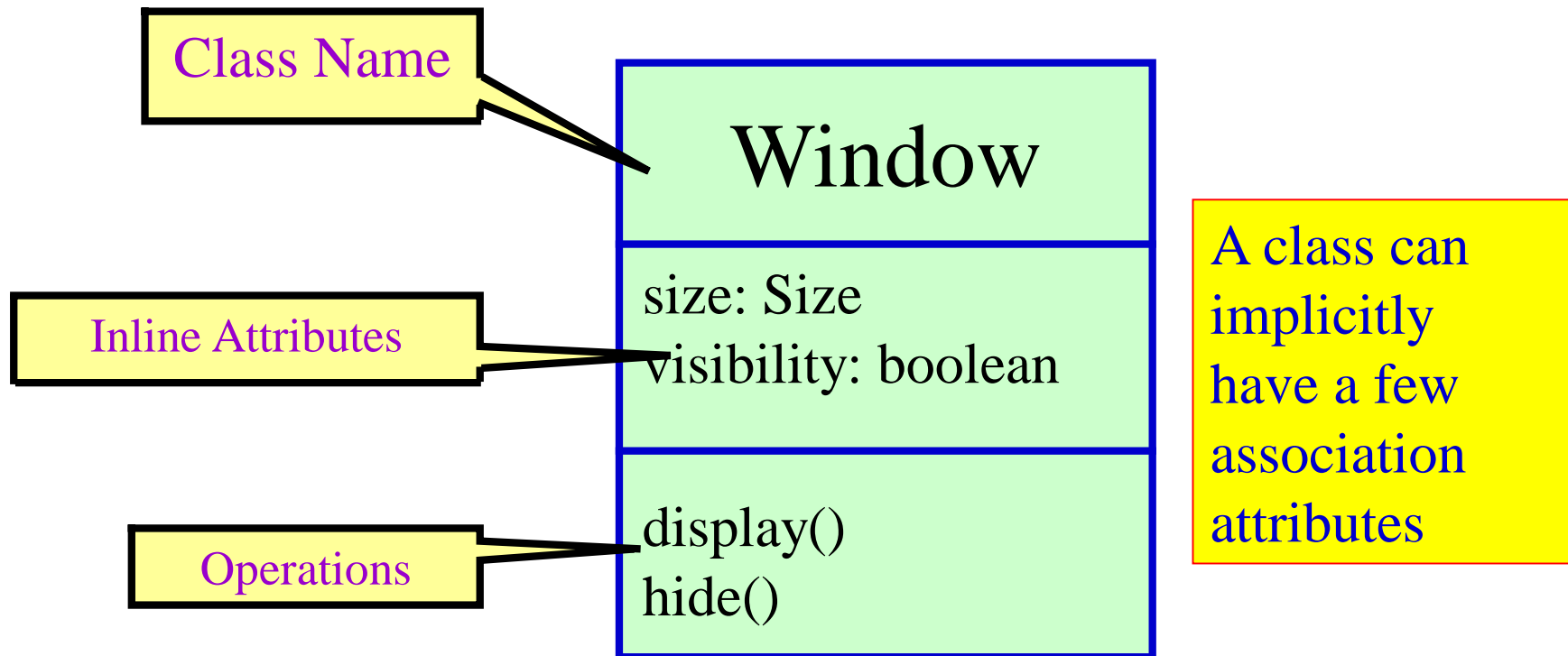
+duration:int = 100

**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

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

Relationships Between Classes

■ **Association**  OR 

- 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”

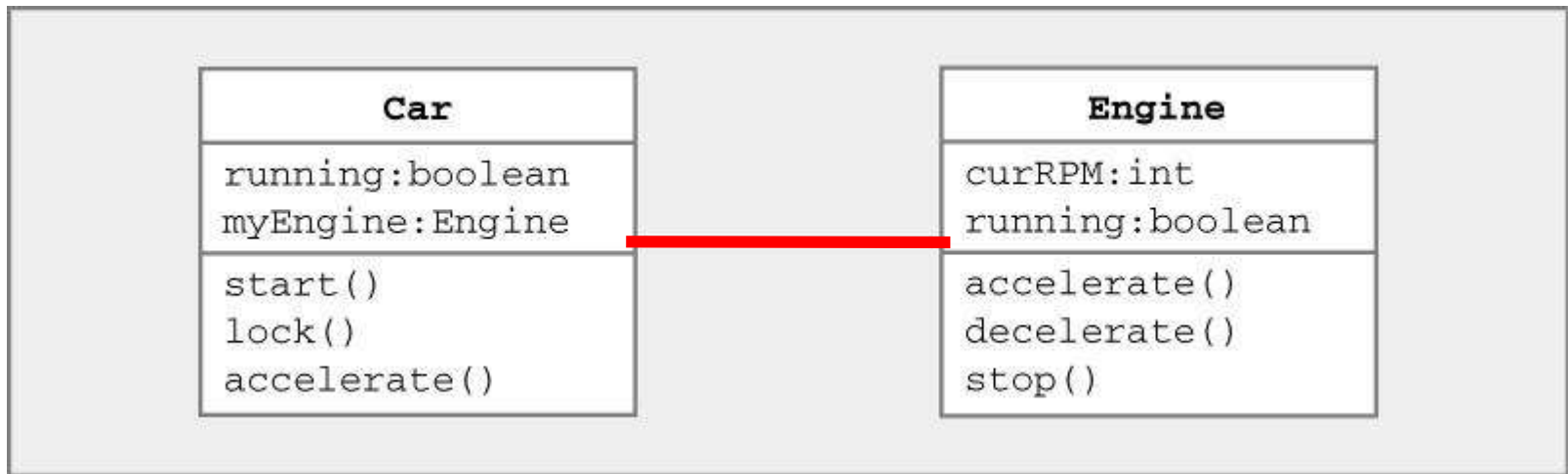
- Solid line with open (triangular) arrowhead

■ **Implementation** 

- Dotted line with open (triangular) arrowhead

Association

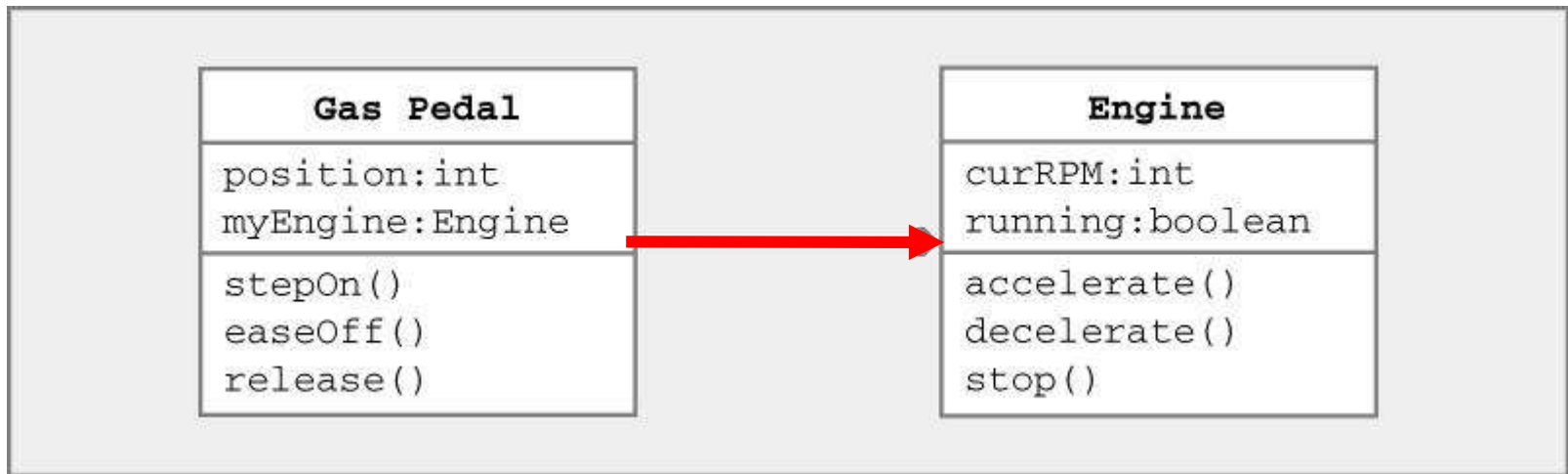
- Denotes permanent, structural relationship
- State of class A contains class B
- Represented by solid line (arrowhead optional)



Car and Engine classes know about each other

Associations w/ Navigation Information

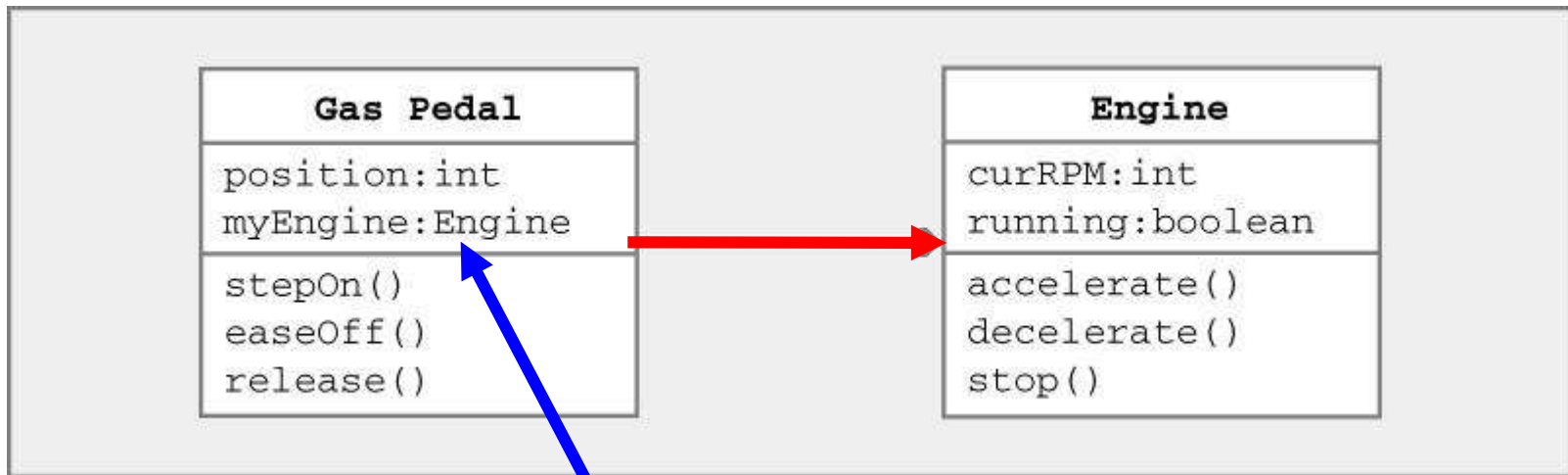
- Can indicate direction of relationship
- Represented by solid line with arrowhead



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

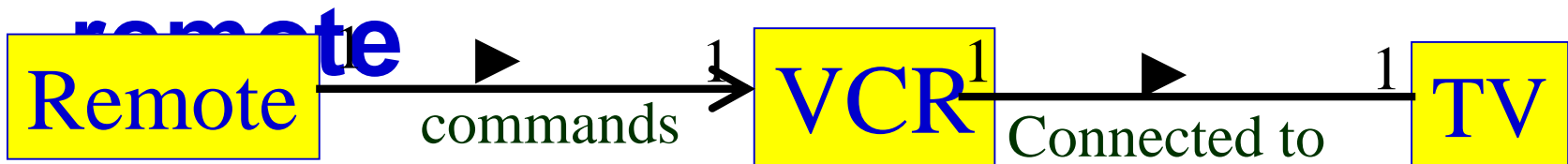
Association – example

- In a home theatre system,
 - A TV object has an association with a VCR object



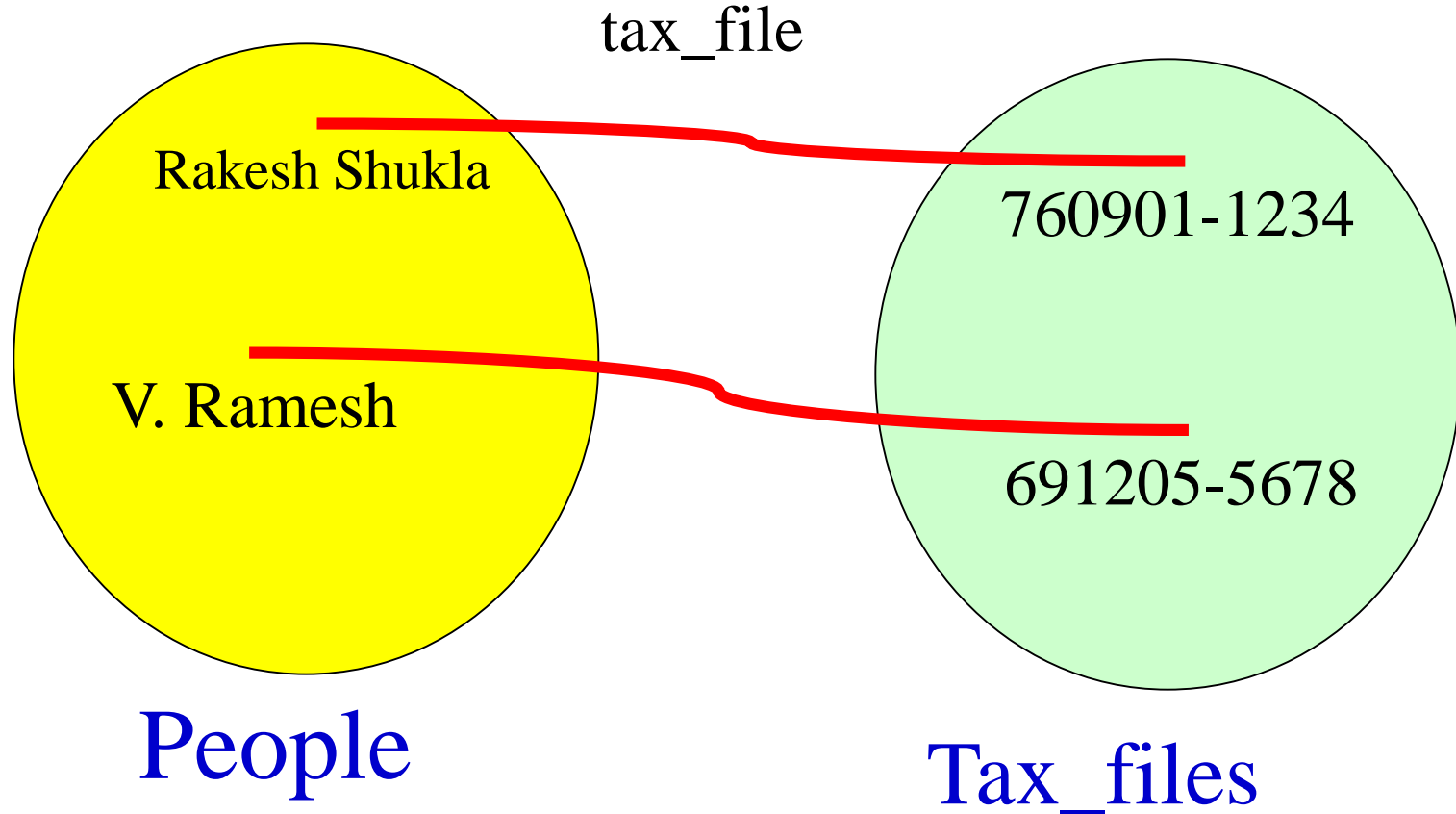
- It may receive a signal from the VCR

- VCR may be associated with

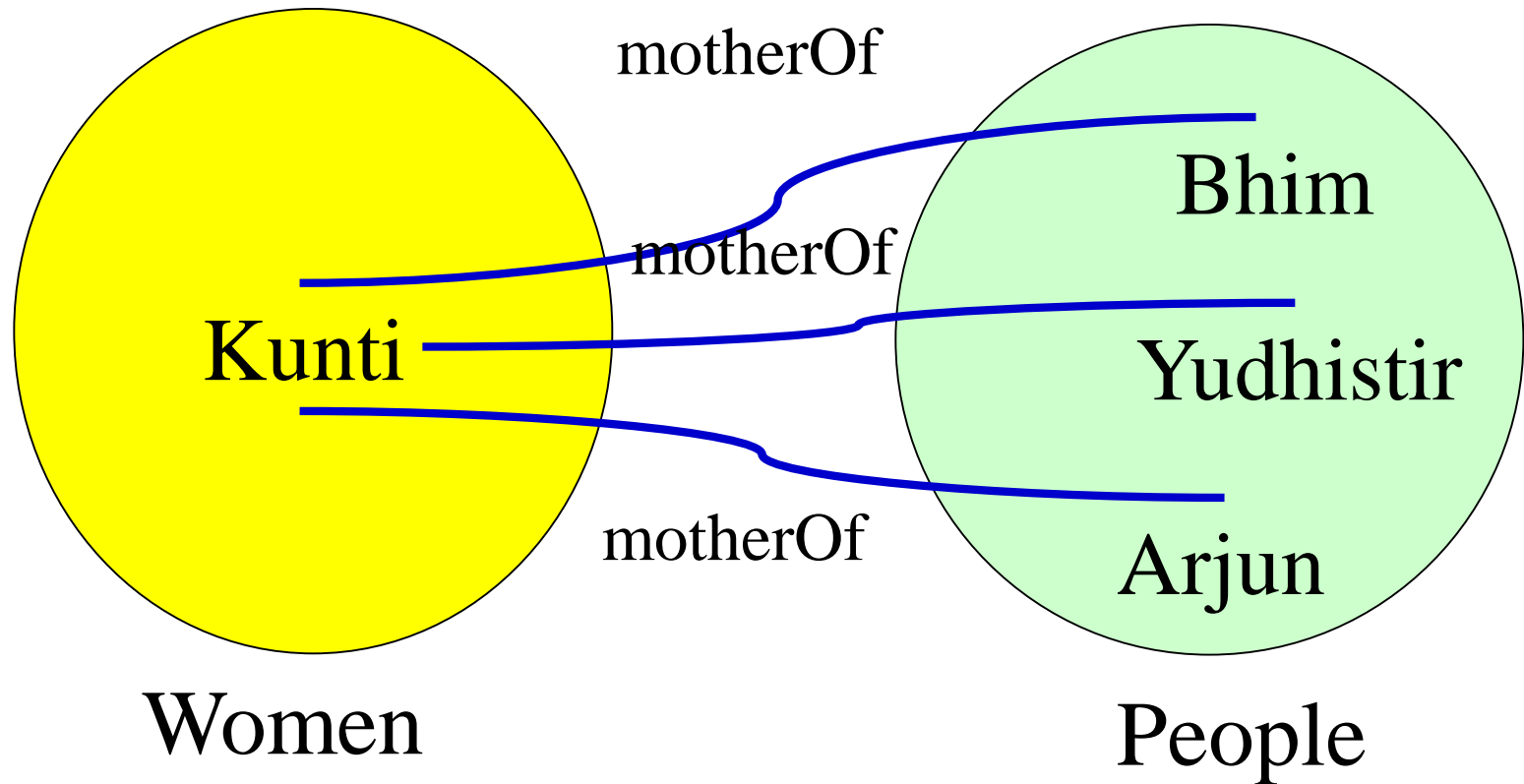


- It may receive a signal (command)

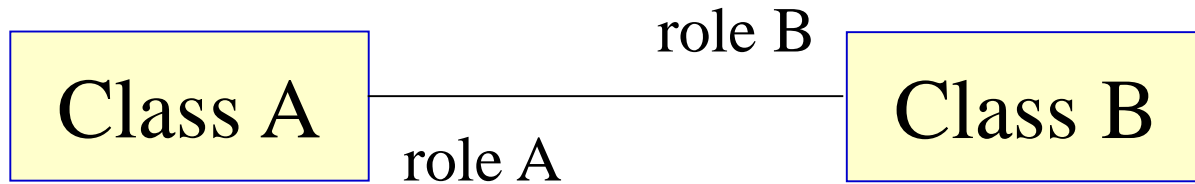
1-1 Association – example



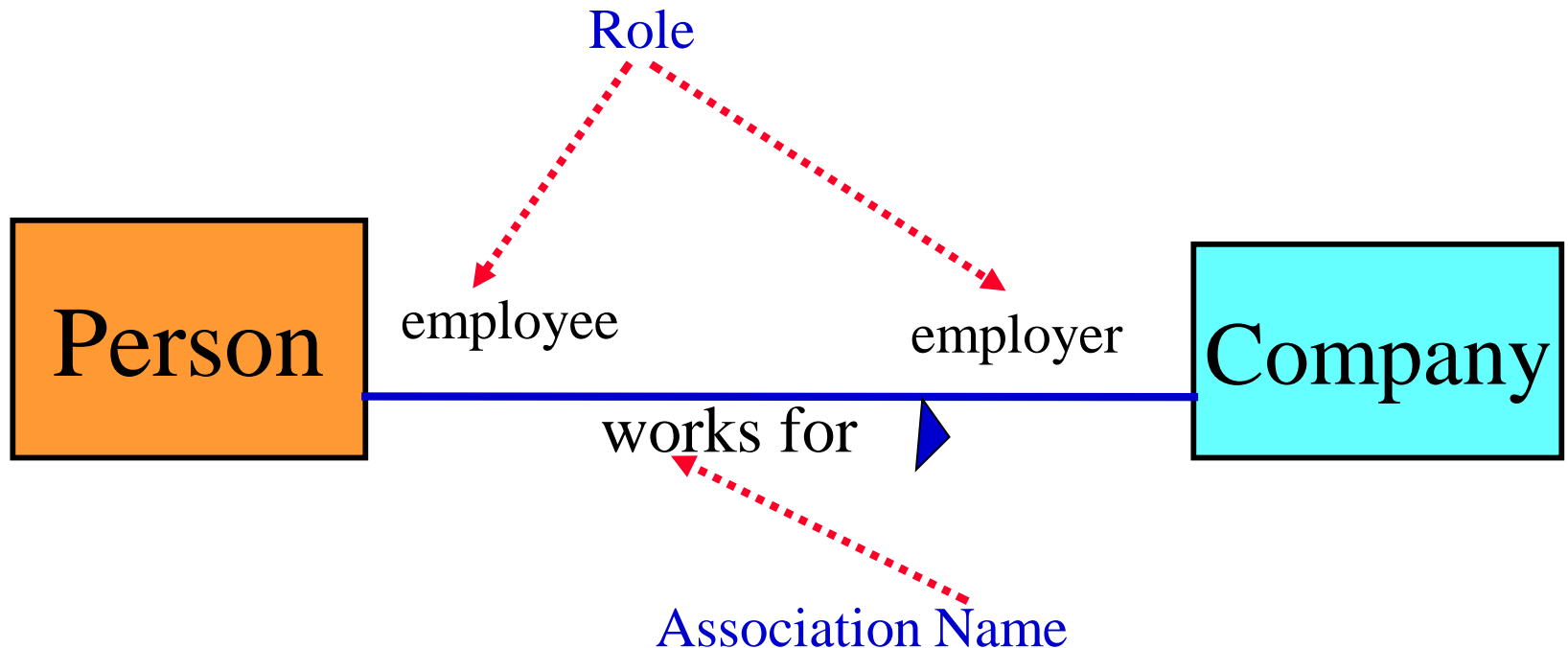
Multiple Association – example



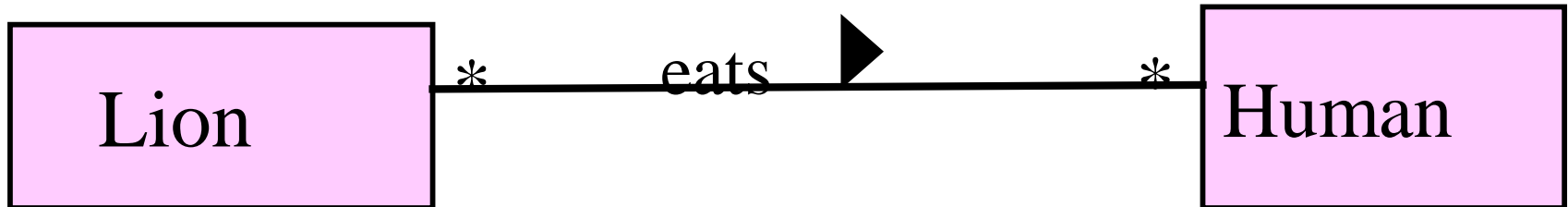
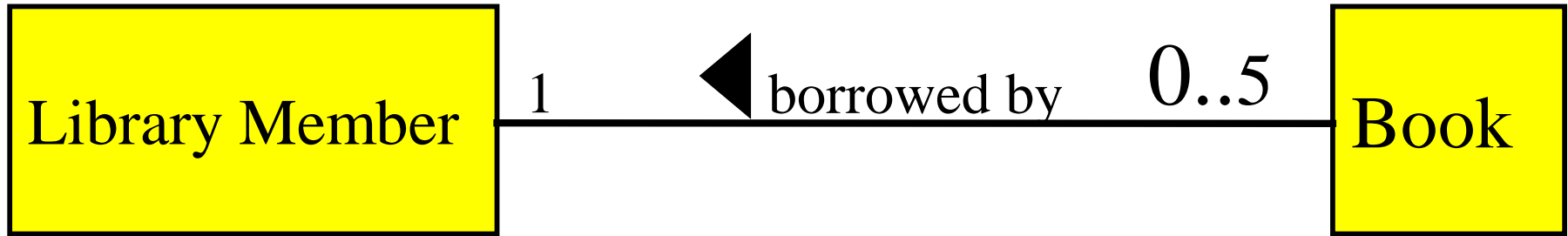
Association UML Syntax



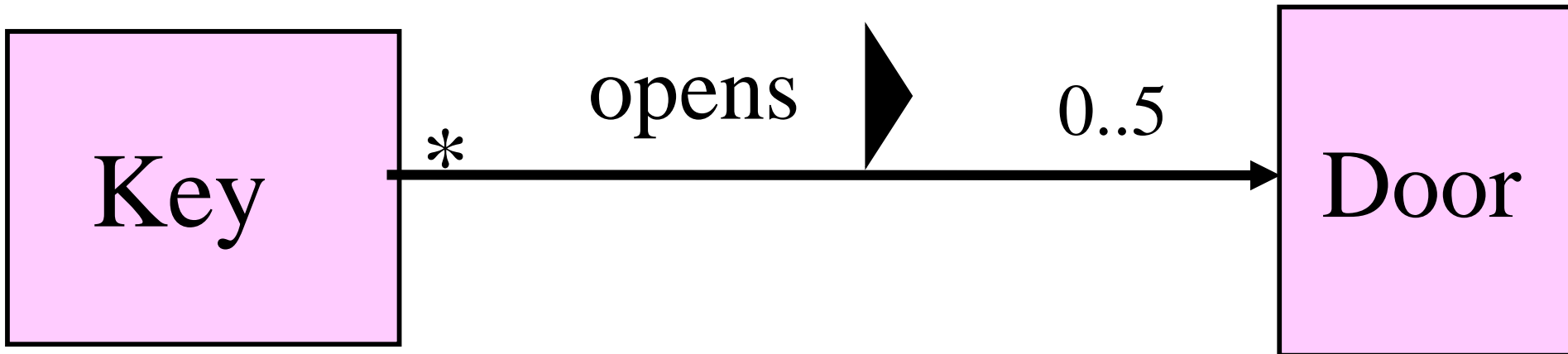
- **A Person works for a Company.**



Association - More Examples



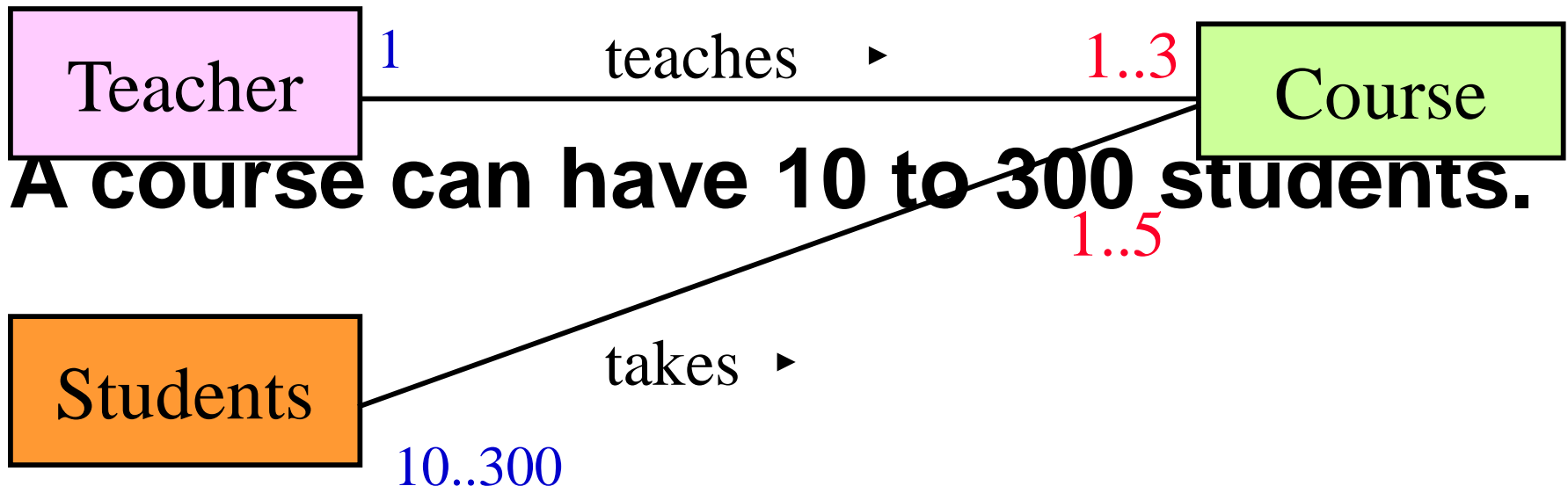
Navigability



Association – Multiplicity

- A teacher teaches 1 to 3 courses (subjects)
- Each course is taught by only one teacher.

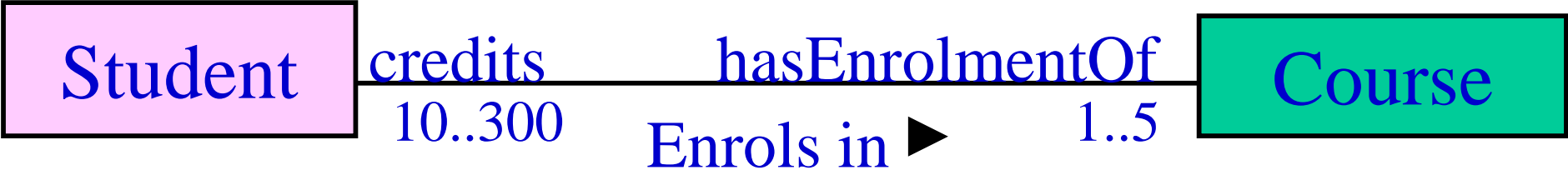
- A student can take between 1 to 5

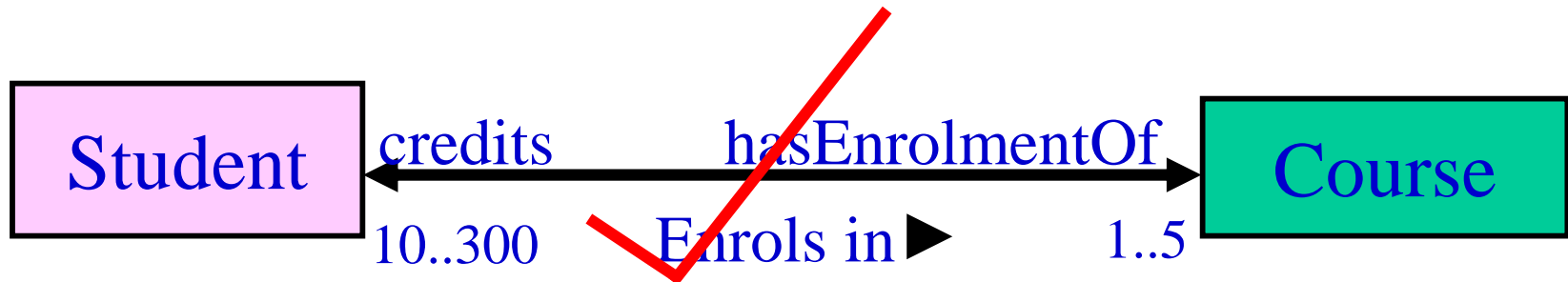
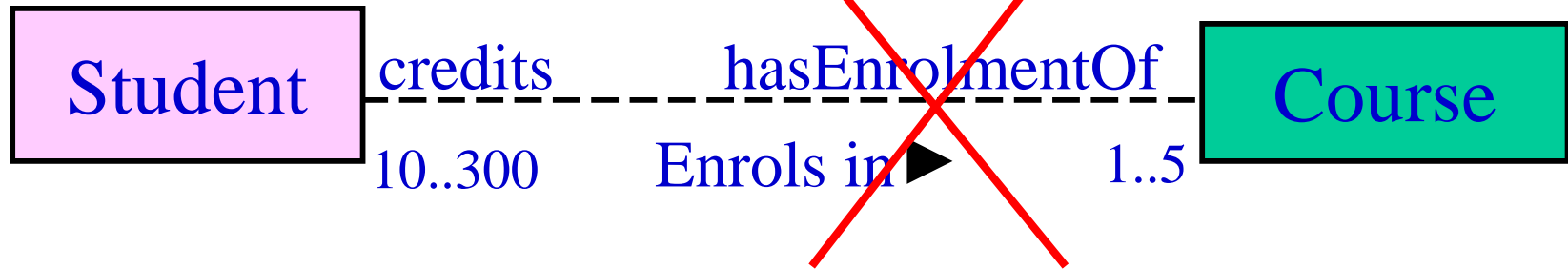
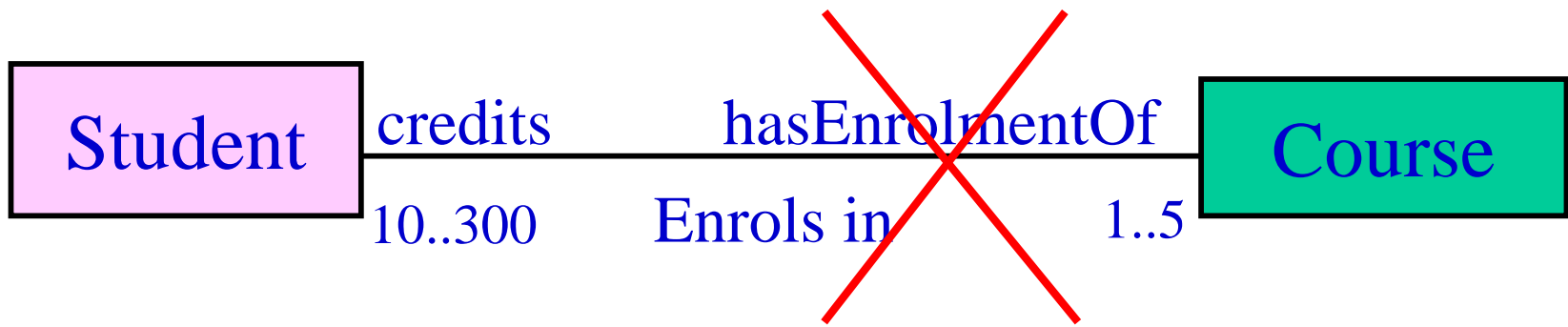


- A course can have 10 to 300 students.

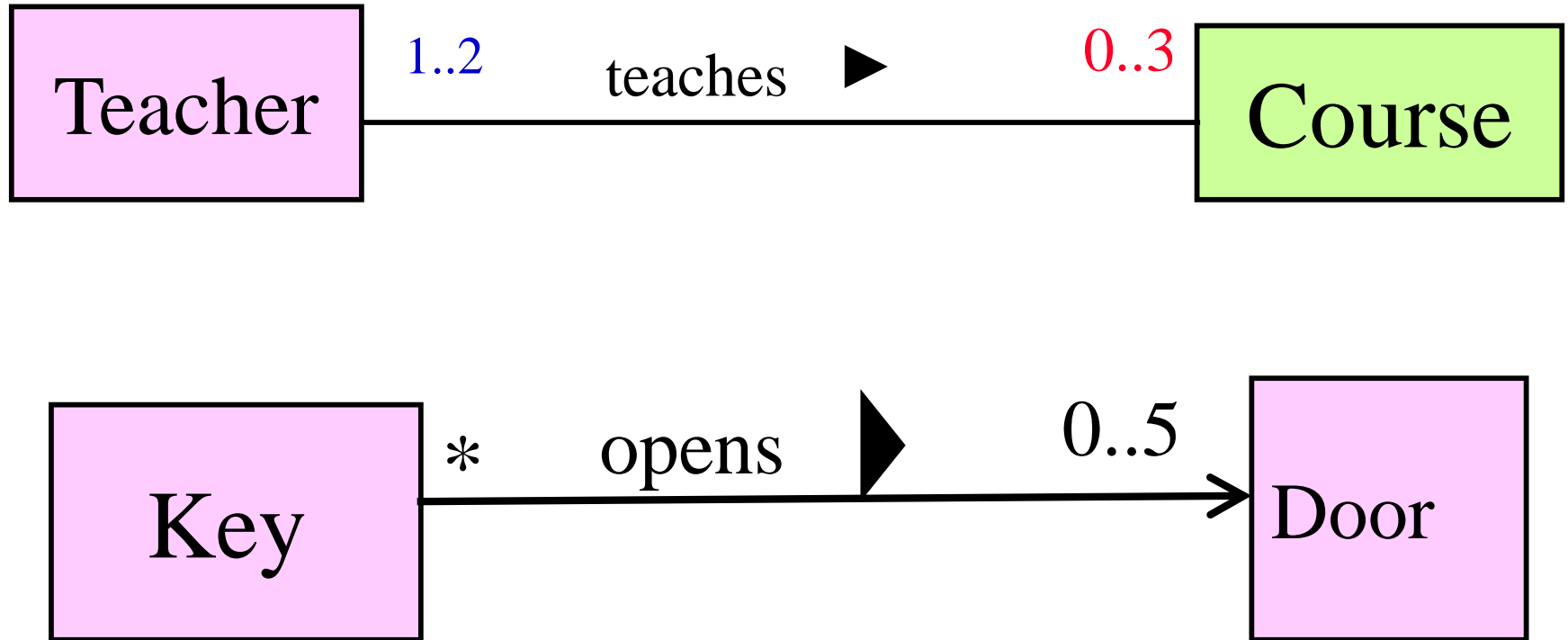
Quiz: Draw Class Diagram

- **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

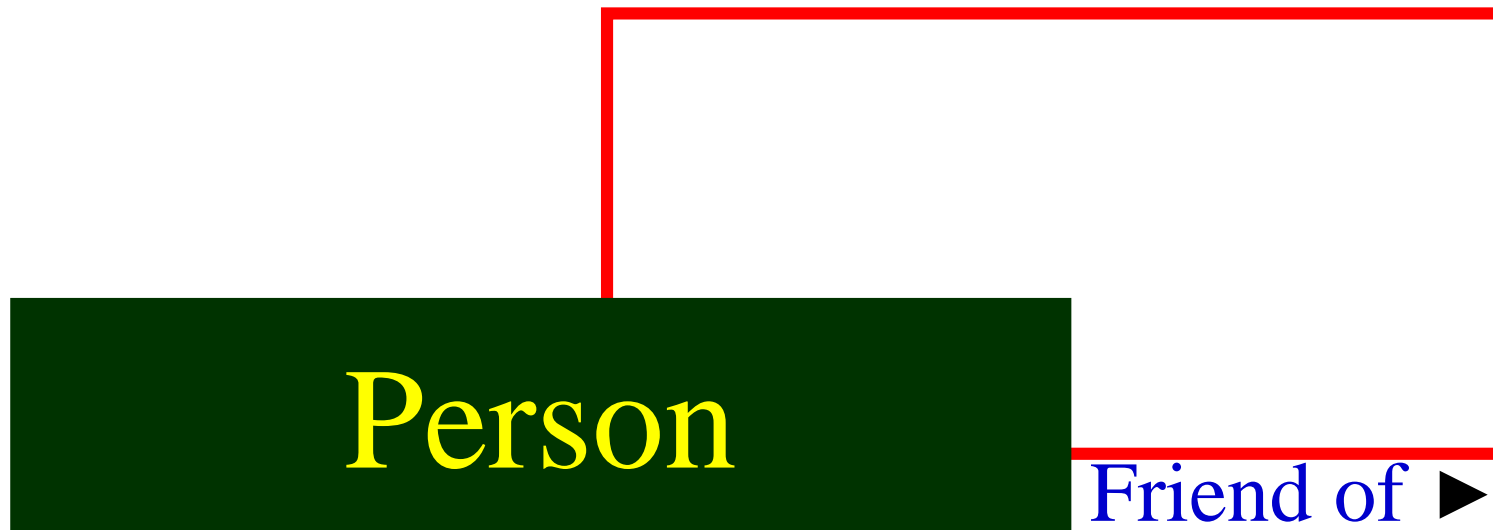
■ For example:

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

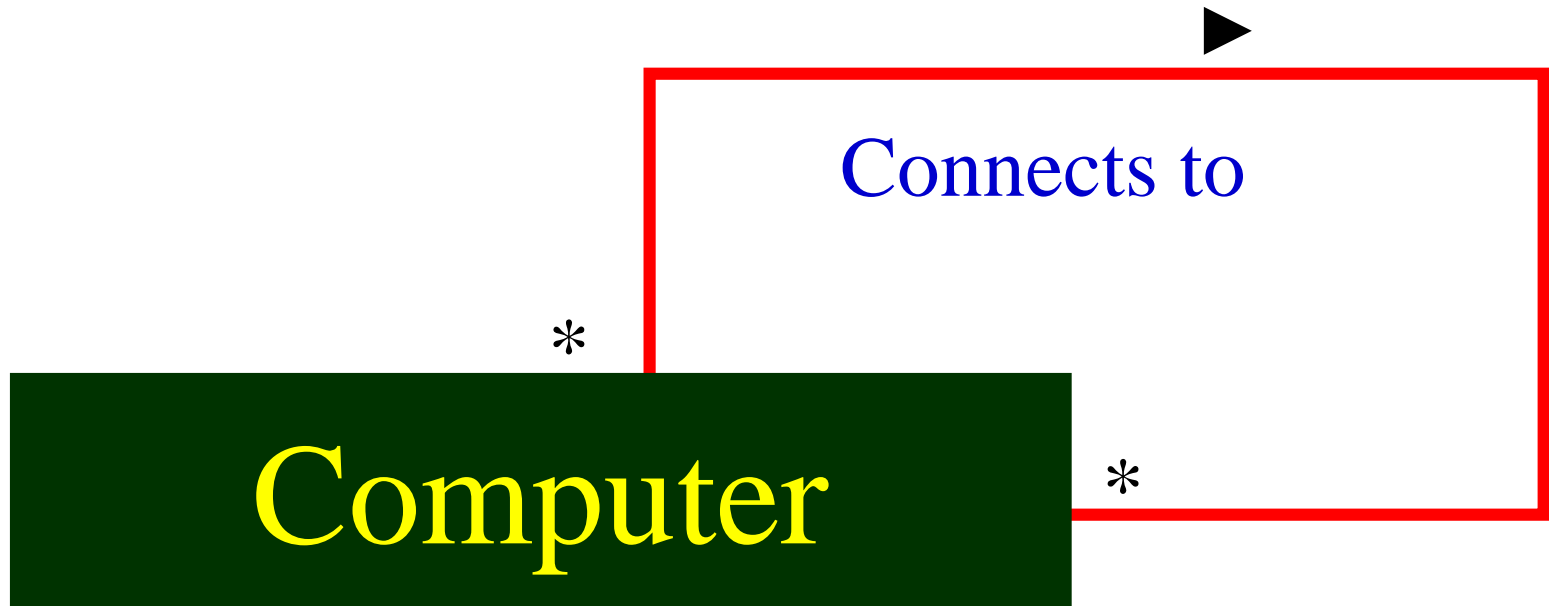
Association Relationship

- 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.

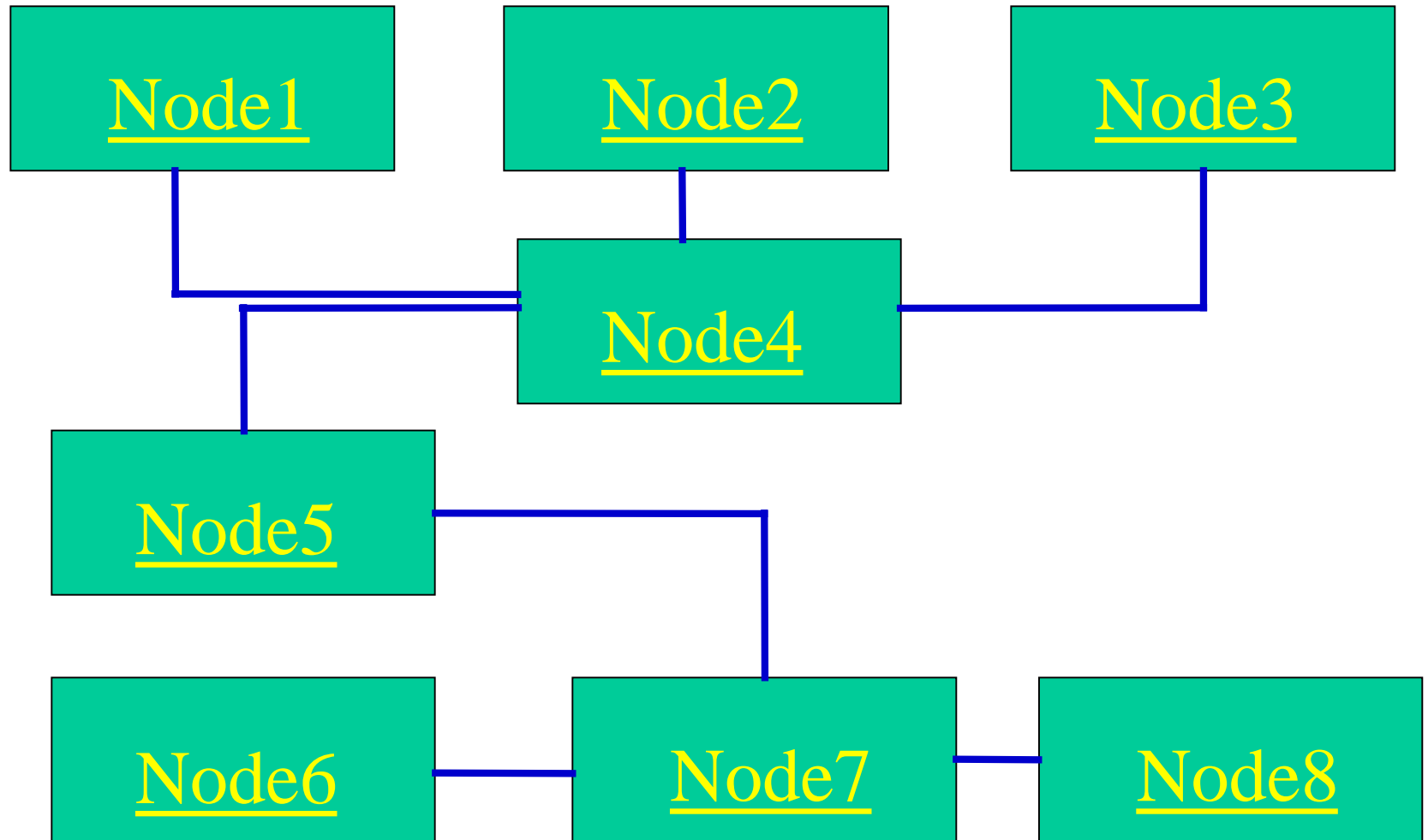
Self Association: Example 0



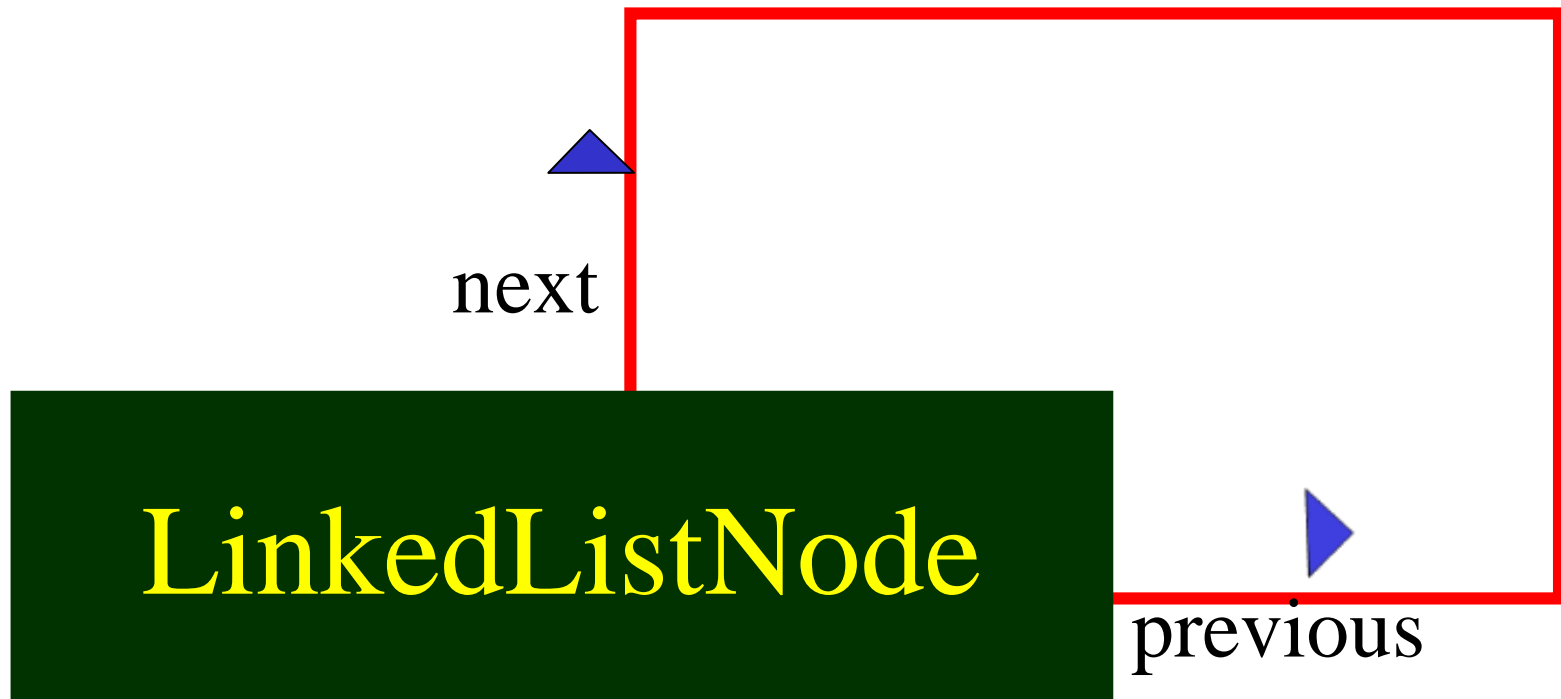
Self Association: Example 0 Computer Network



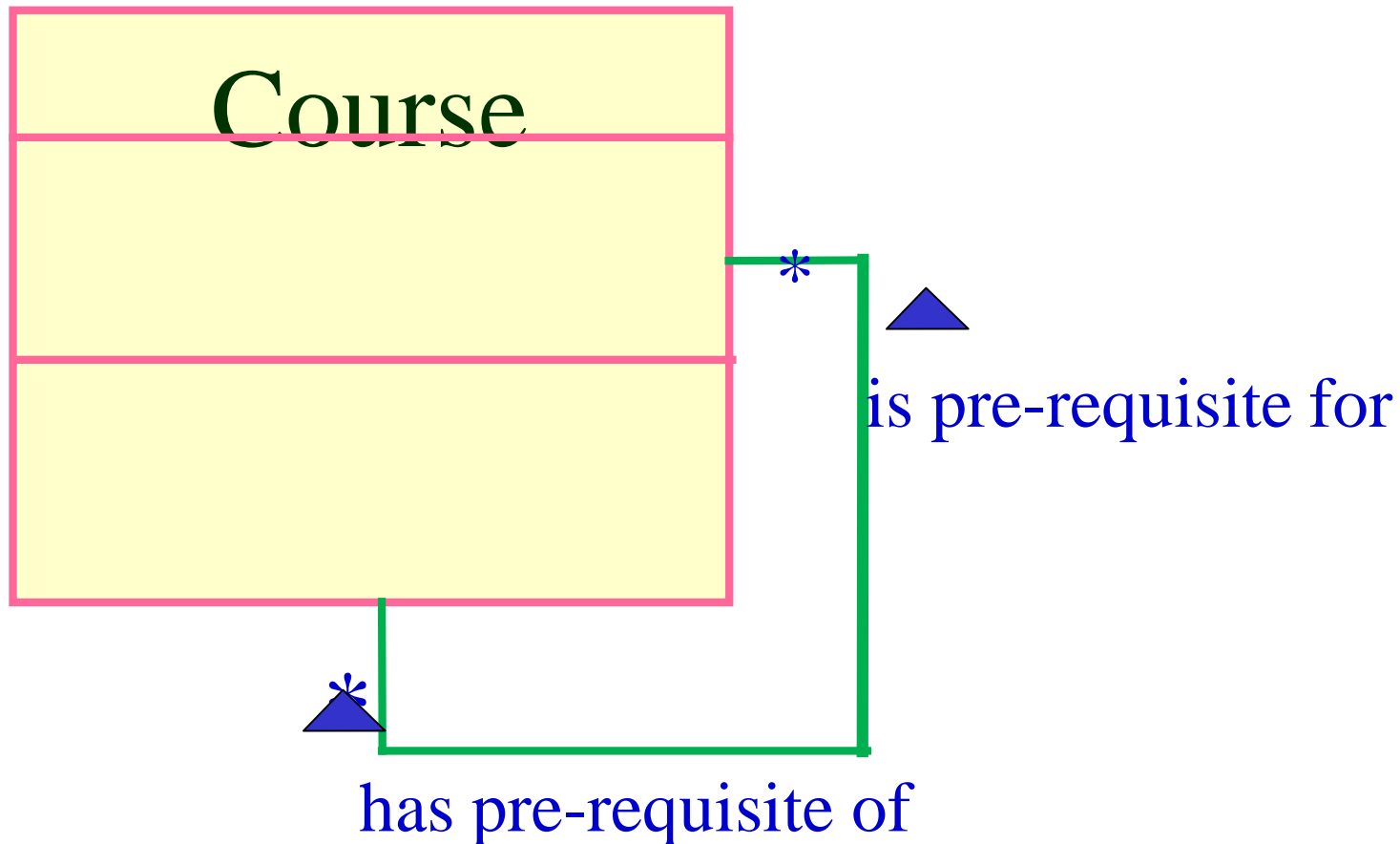
Computer Network: Object Diagram



Self Association: Example 1



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

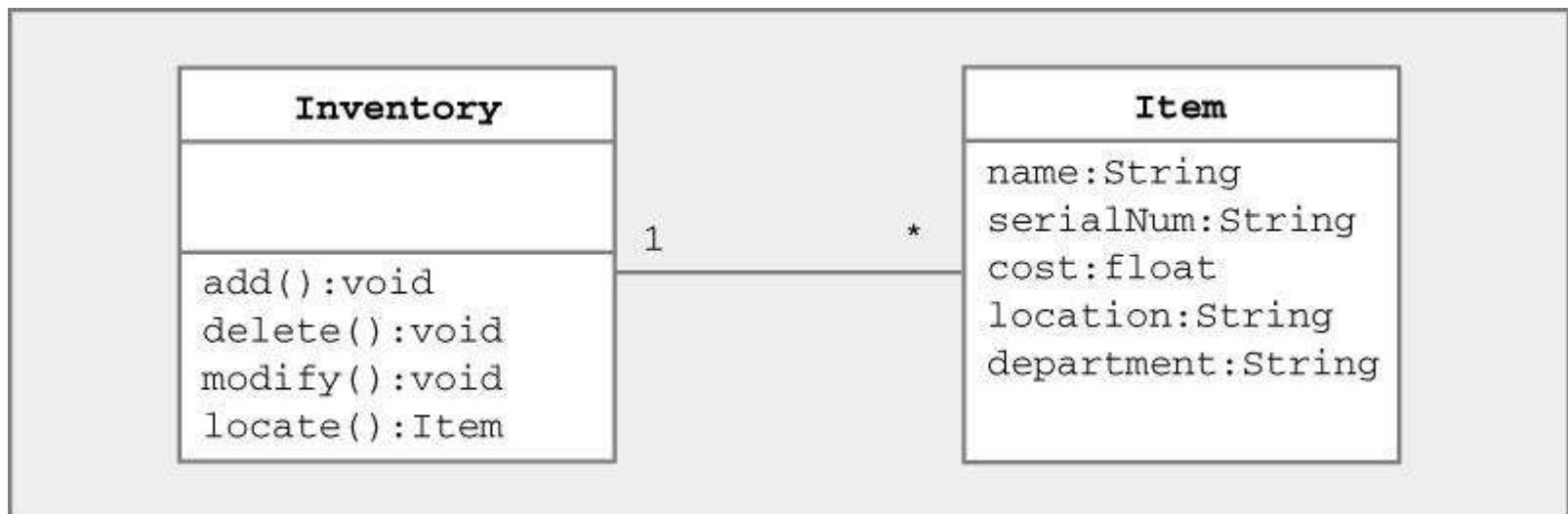
■ Many-to-one

- Bank has many ATMs, ATM knows only 1 bank



■ One-to-many

- Inventory has many items, items know 1 inventory

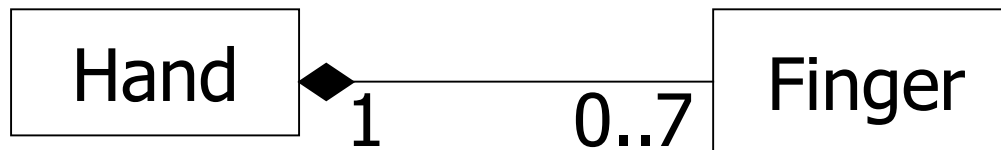


Aggregation and Composition

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

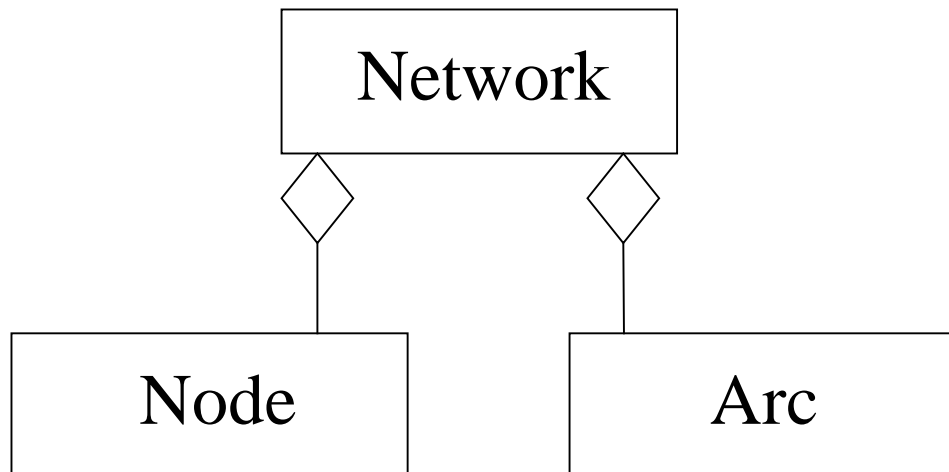
Composite aggregation

- 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

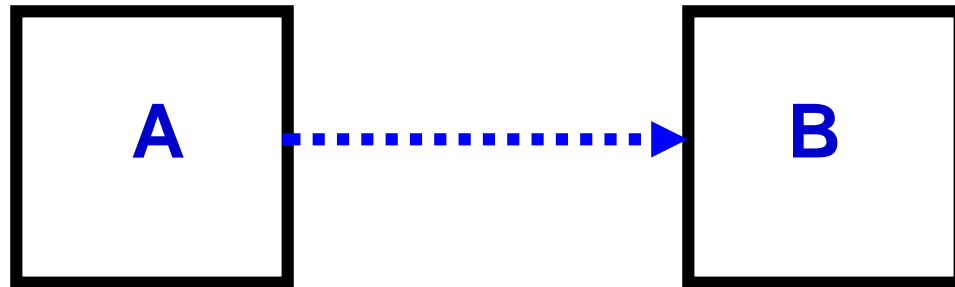
- Lifetime of part is bound within lifetime of composite
 - There is a create-delete dependency
- There is an obvious whole-part physical or logical assembly
- Some properties of composite propagate to parts (e.g., location)
- Operations applied to composite propagate to parts (e.g., destruction, movement,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

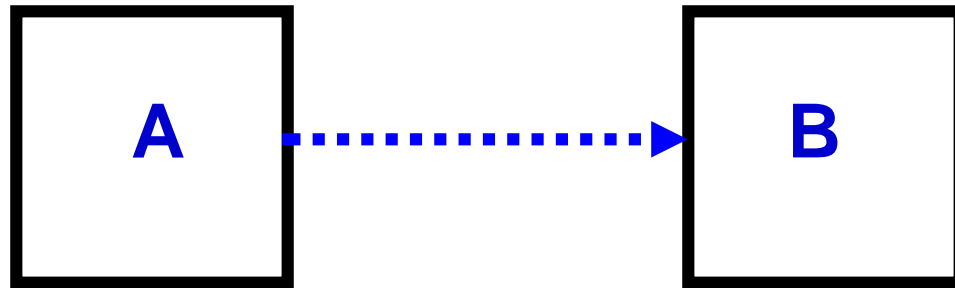
- Denotes **dependence** between classes
- Always directed (Class **A** depends on **B**)
- Represented by dotted line with arrowhead



A depends on B

Dependency

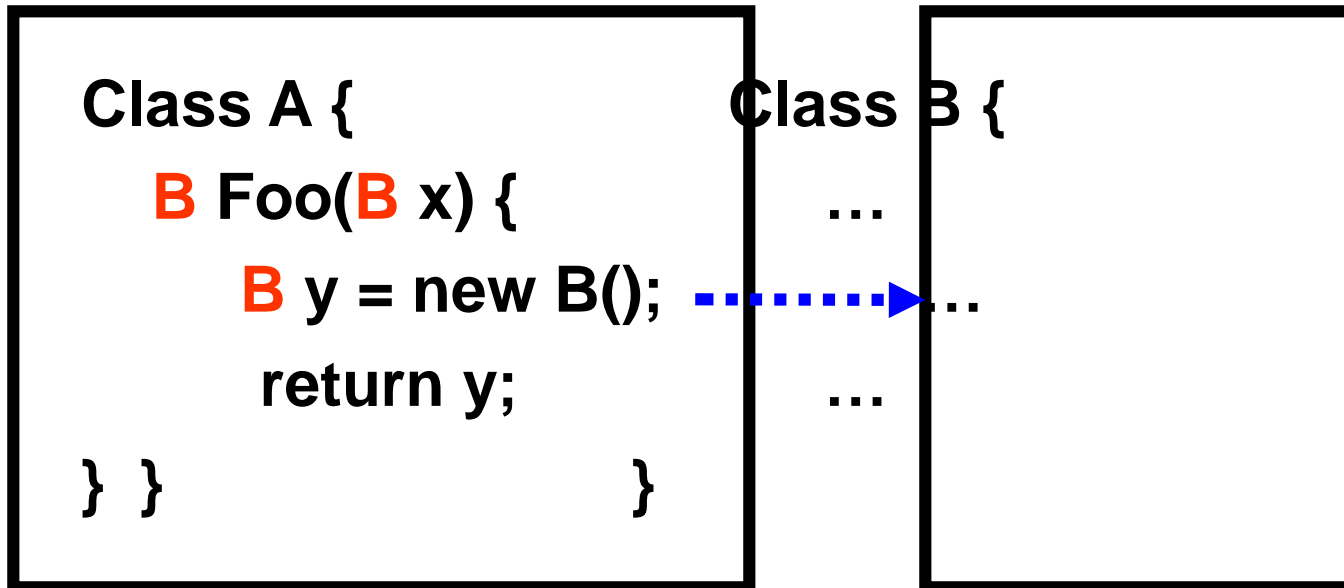
- Caused by class methods
- Method in Class **A** temporarily “**uses a**” object of type Class **B**
- Change in Class **B** may affect class **A**



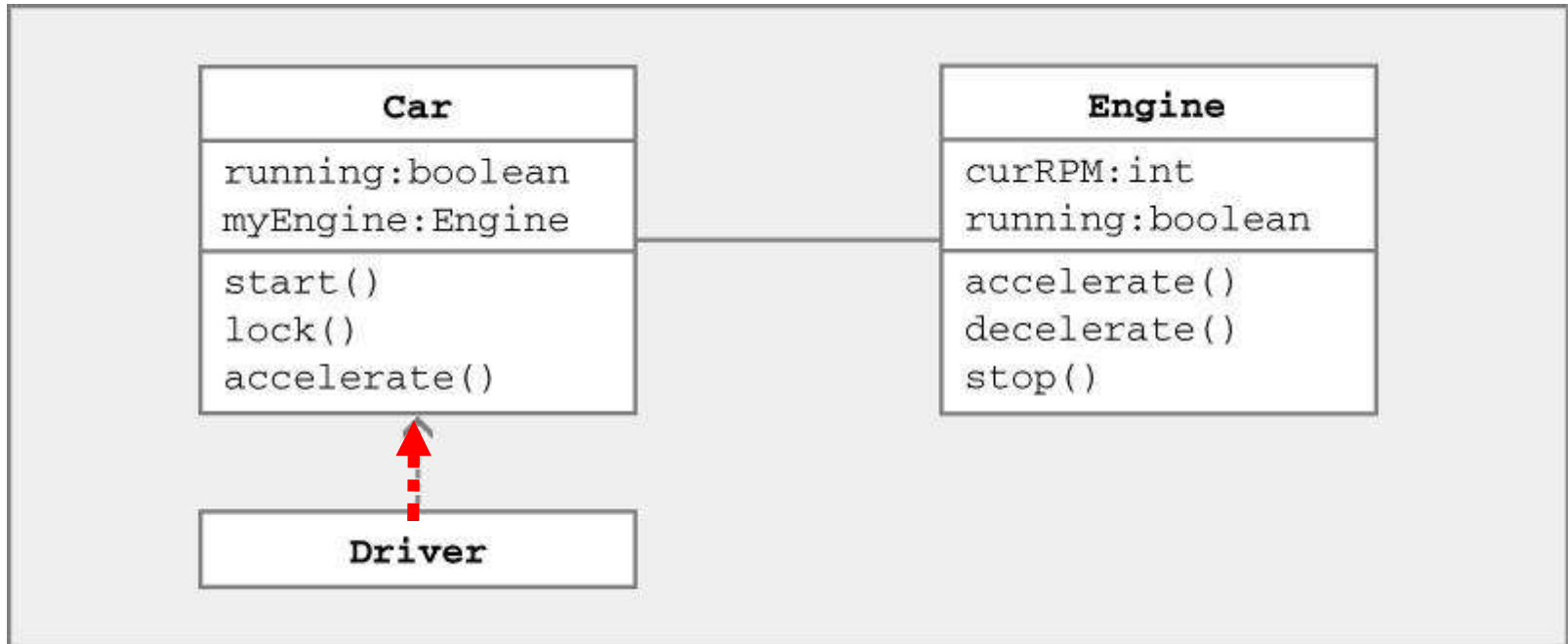
A uses object of class B

Dependency

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



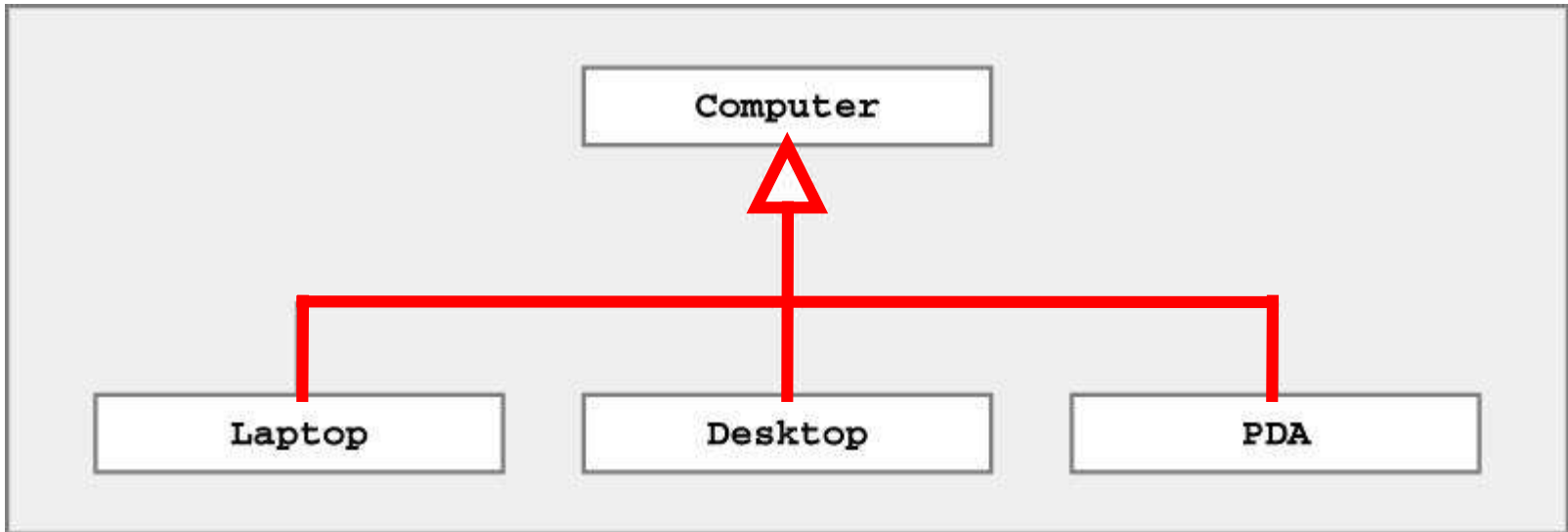
Dependency Example



Class Driver depends on Class Car

Generalization

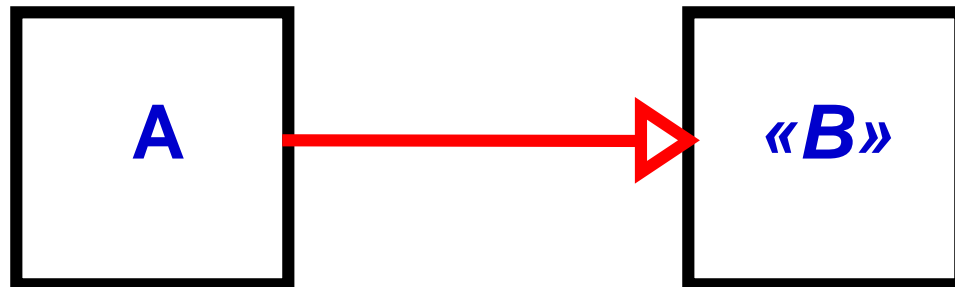
- Denotes **inheritance** between classes
- Can view as “**is-a**” relationship
- Represented by line ending in (open) triangle



**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

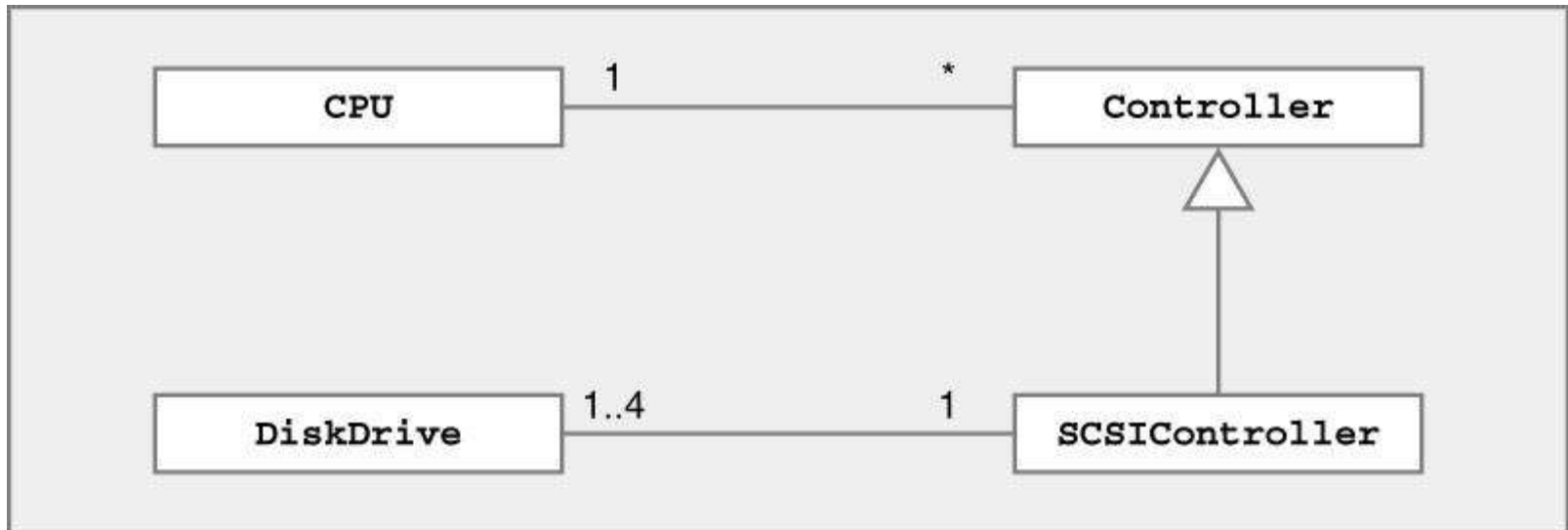
- Try to read & understand UML diagram



- 1 or more Pets associated with 1 PetOwner

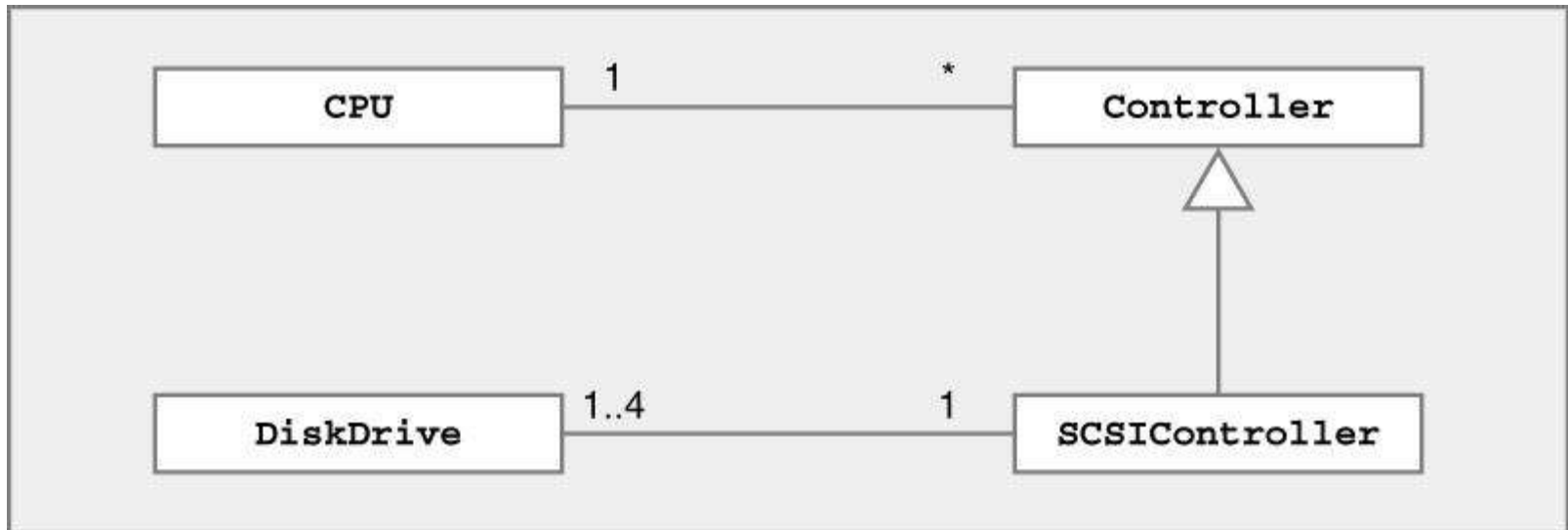
UML Example – Computer System

- Try to read & understand UML diagram



UML Example – Computer System

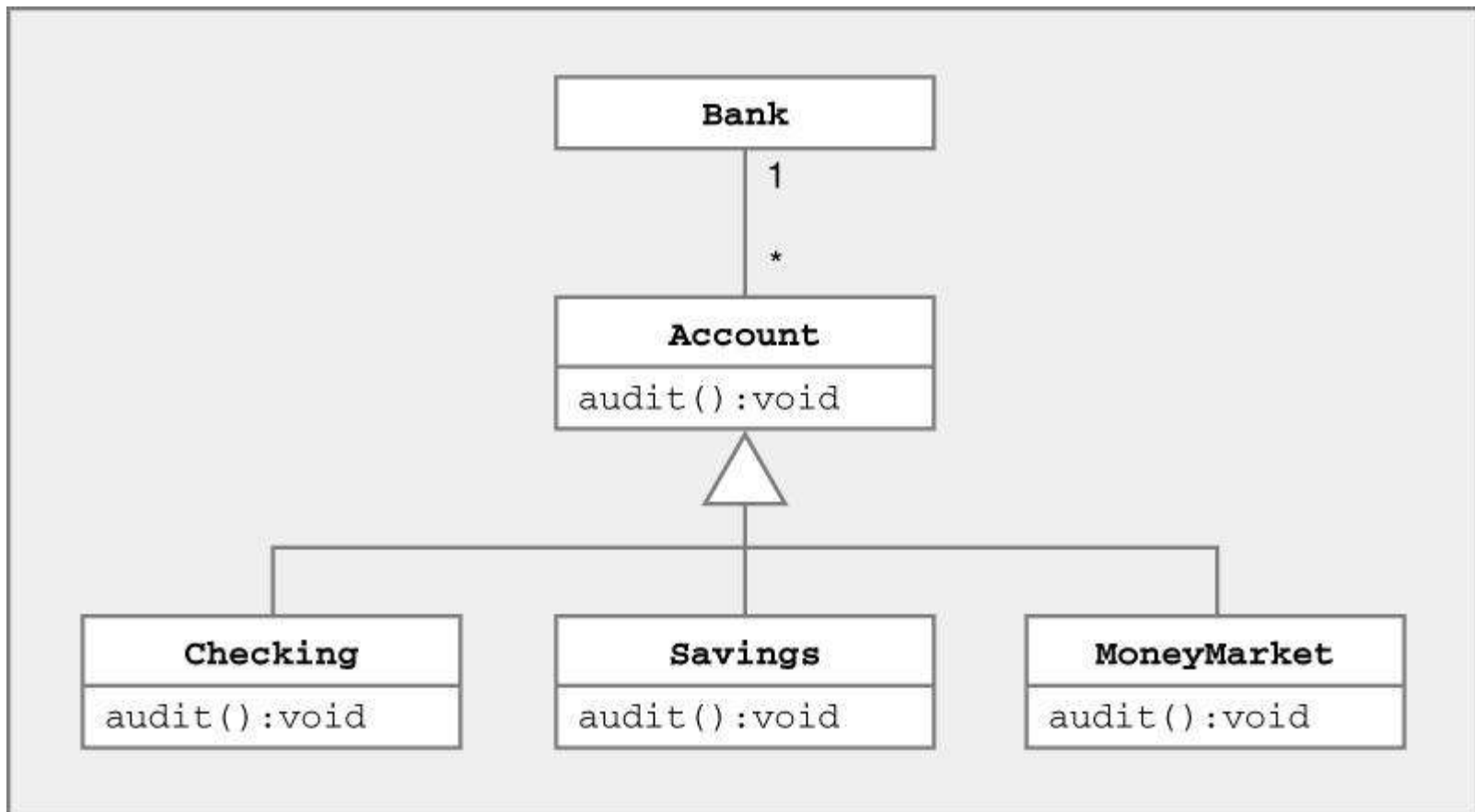
- Try to read & understand UML diagram



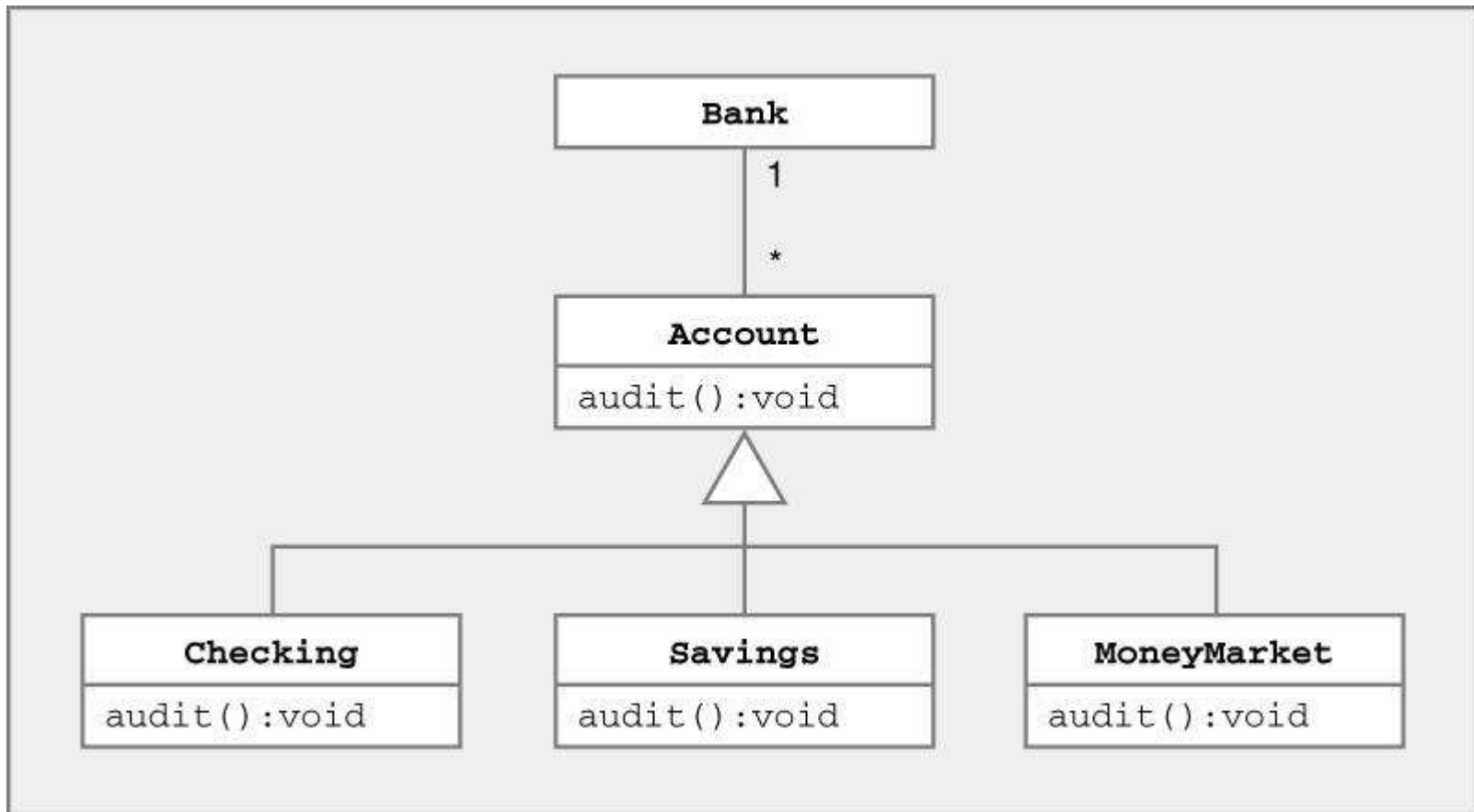
- 1 CPU associated with 0 or more Controllers
- 1-4 DiskDrives associated with 1 SCSIController
- SCSIController is a (specialized) Controller

UML Example – Banking System

- Try to read & understand UML diagram



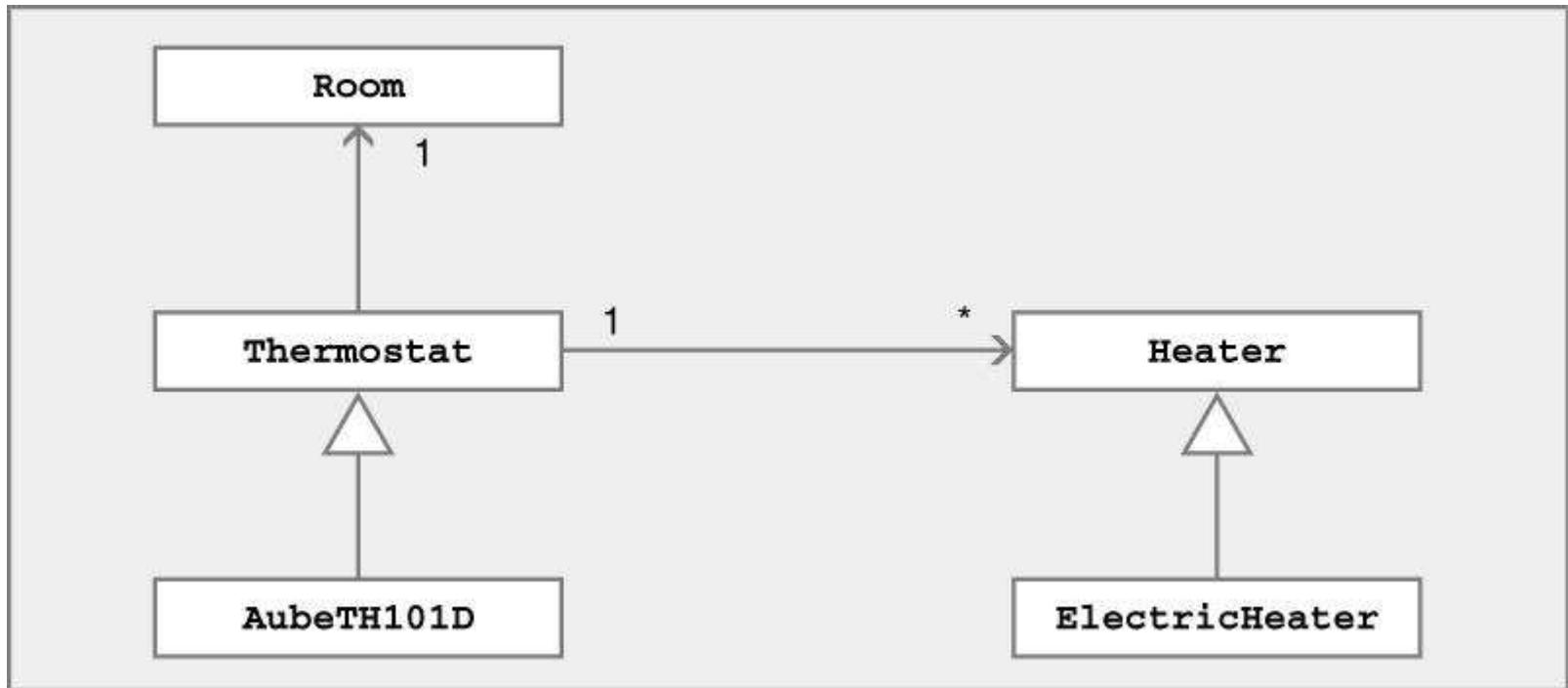
UML Example – Banking System



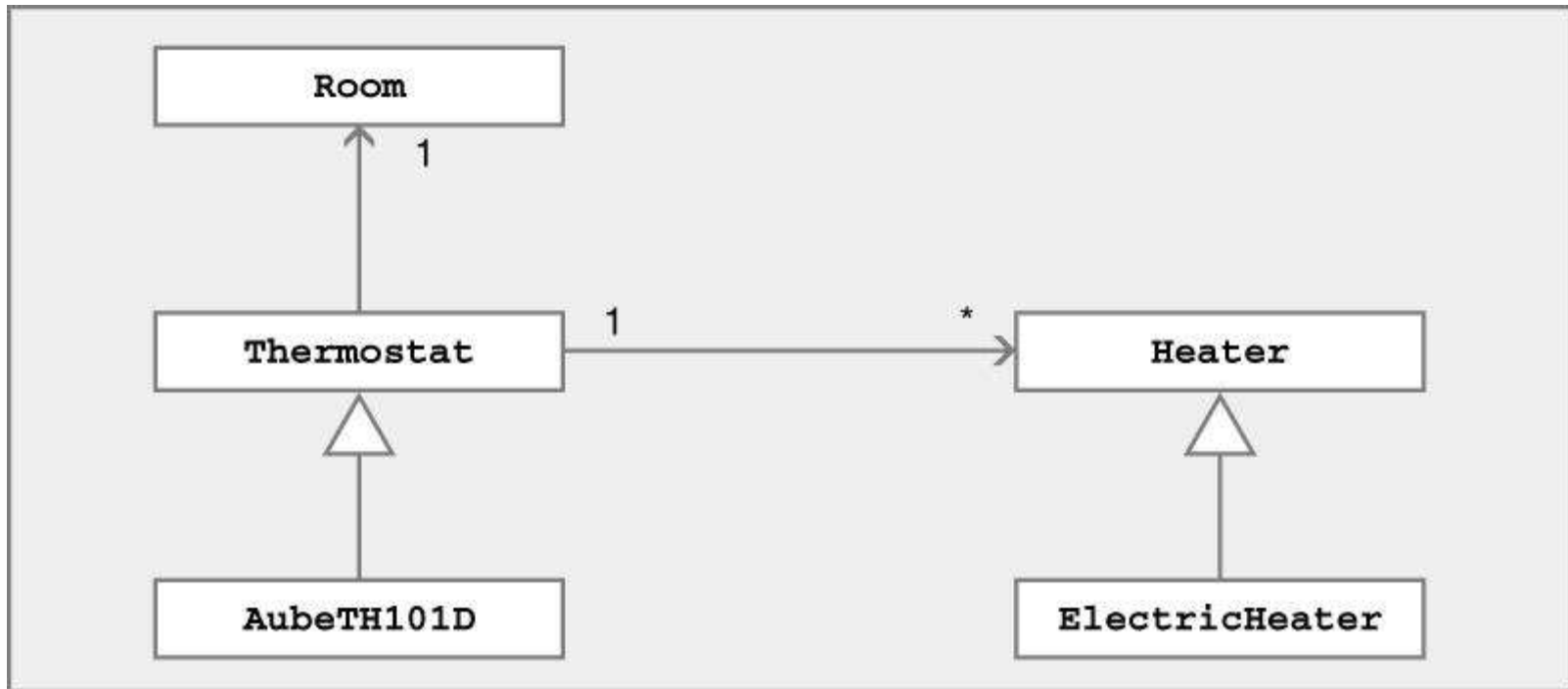
- 1 Bank associated with 0 or more Accounts
- Checking, Savings, MoneyMarket are Accounts

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  
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■ UML

Java → UML : Veterinary System

■ Java

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■ UML



UML Class Diagrams ↔ Java

■ UML



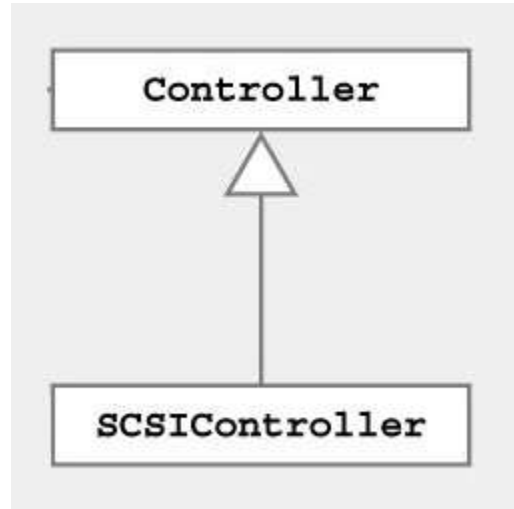
■ Java



```
class Pet {
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UML → Java : Computer System

■ UML

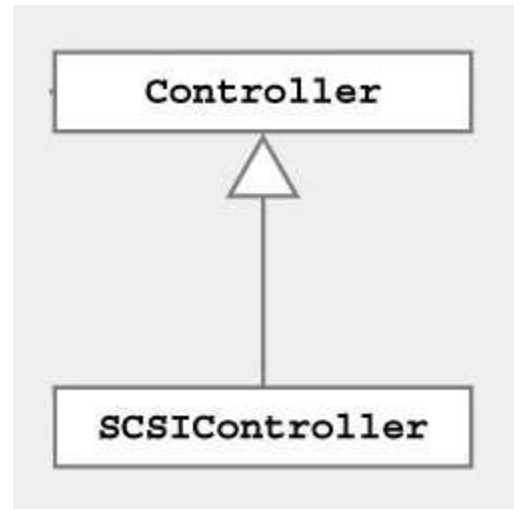


■ Java



UML → Java : Computer System

■ UML

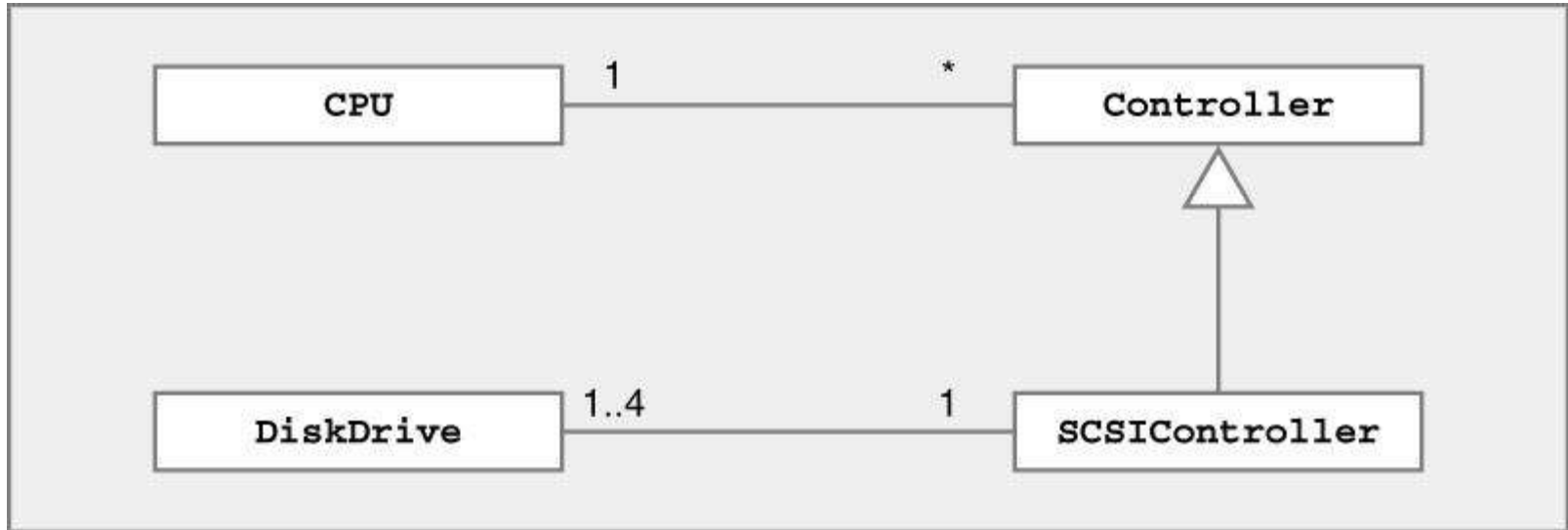


■ Java

**class Controller {
}
class SCSIController extends Controller {
}**

UML → Java : Computer System

■ UML



■ Java

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

UML → Java : Computer System

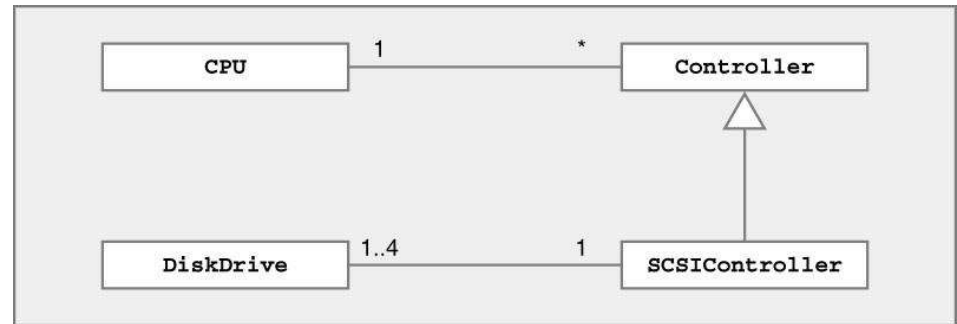
■ Java

```
class CPU {  
    Controller [ ] myCtrls;  
}
```

```
class Controller {  
    CPU myCPU;  
}
```

```
class SCSIController extends Controller {  
    DiskDrive [ ] myDrives = new DiskDrive[4];  
}
```

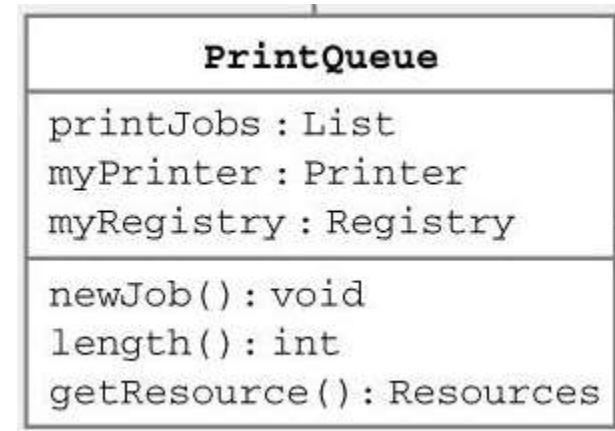
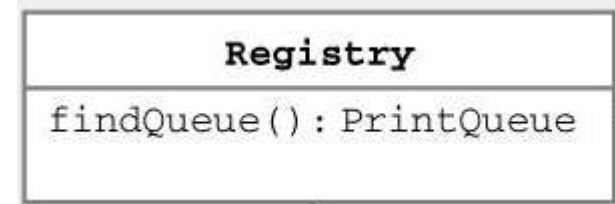
```
Class DiskDrive {  
    SCSIController mySCSI;  
}
```



Java → UML : Printing System

■ Java

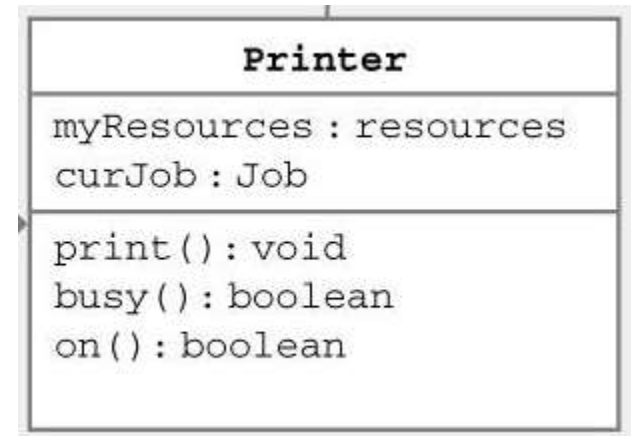
```
class Registry {  
    PrintQueue findQueue();  
}  
  
class PrintQueue {  
    List printJobs;  
    Printer myPrinter;  
    Registry myRegistry;  
    void newJob();  
    int length();  
    Resources getResource();  
}
```



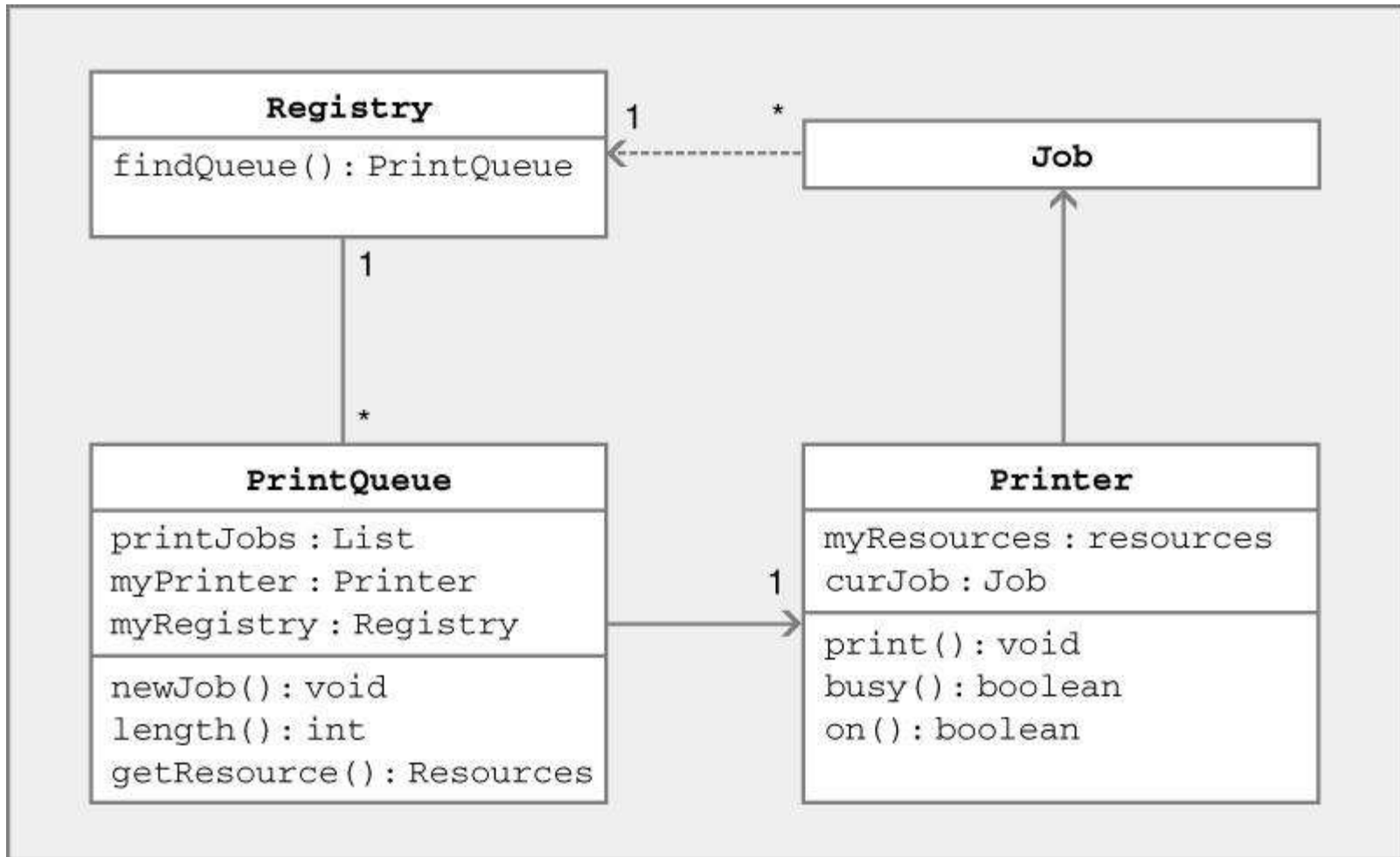
Java → UML : Printing System

■ Java

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

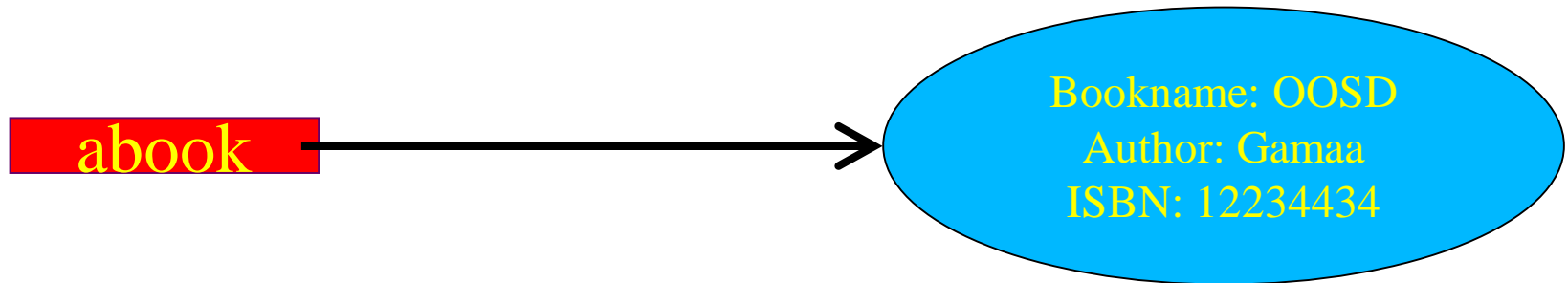


Java → UML : Printing System



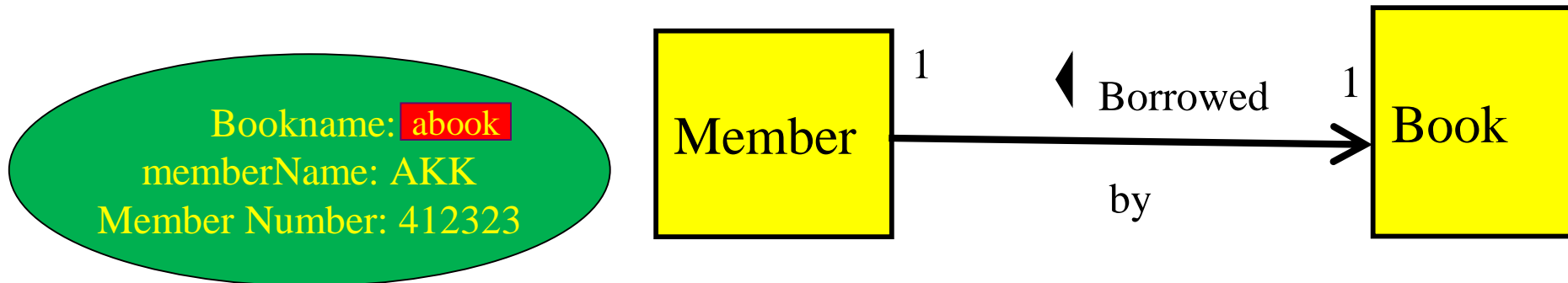
Implementing Association Relationship: Example 1

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

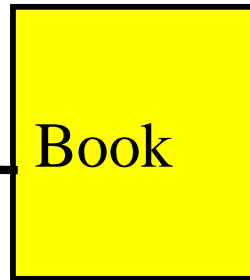


Book Reference

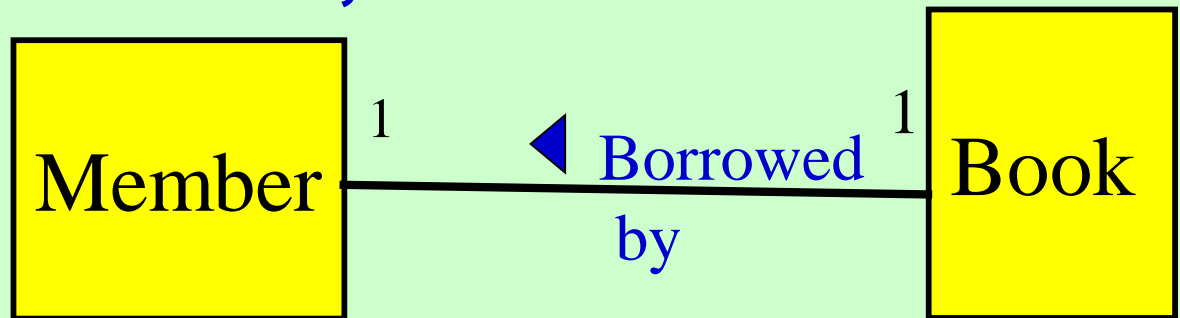
Book instance



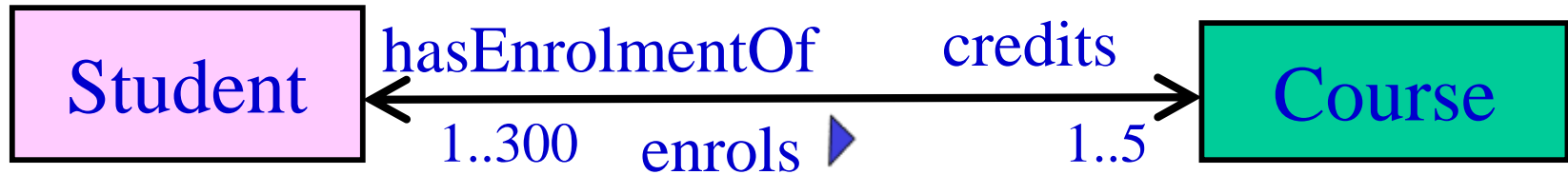
```
public class Member{  
    private Book book;  
    public issueBook(Book  
        abook){  
        setBook(abook);  
        abook.setLender(this);  
    }  
    setBook(Book abook){  
        book=abook;  
    }  
}
```



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



Association Implementation: Example 2



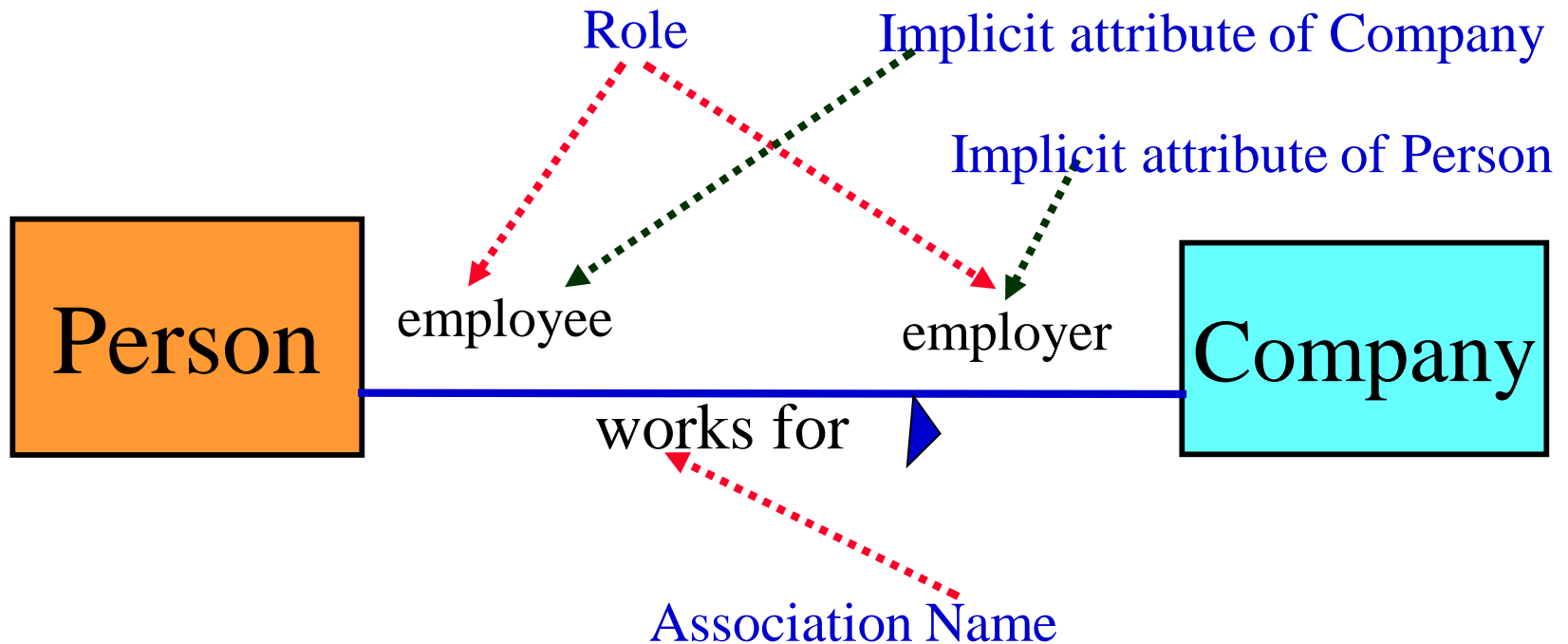
```
Class Student {  
    Course credits[5];  
    ...  
}
```

Observe the
Navigation

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

Association Example 2

- A Person works for a Company.



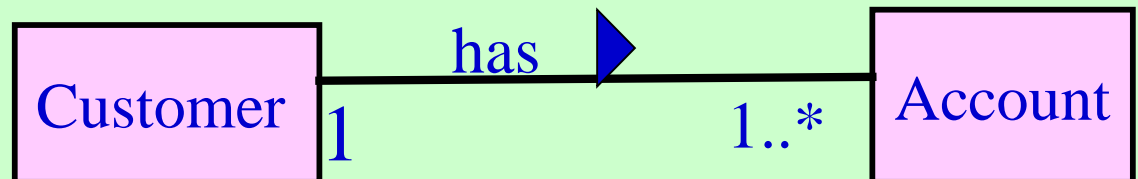
Observe: Implicit bidirectional navigation
Implementation?

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);  
    }  
}
```



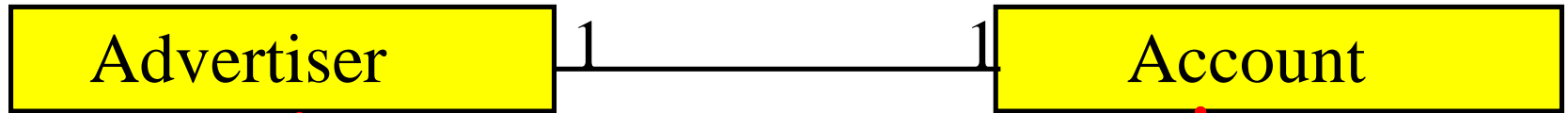
1-1 Association Example 3



```
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);
    }

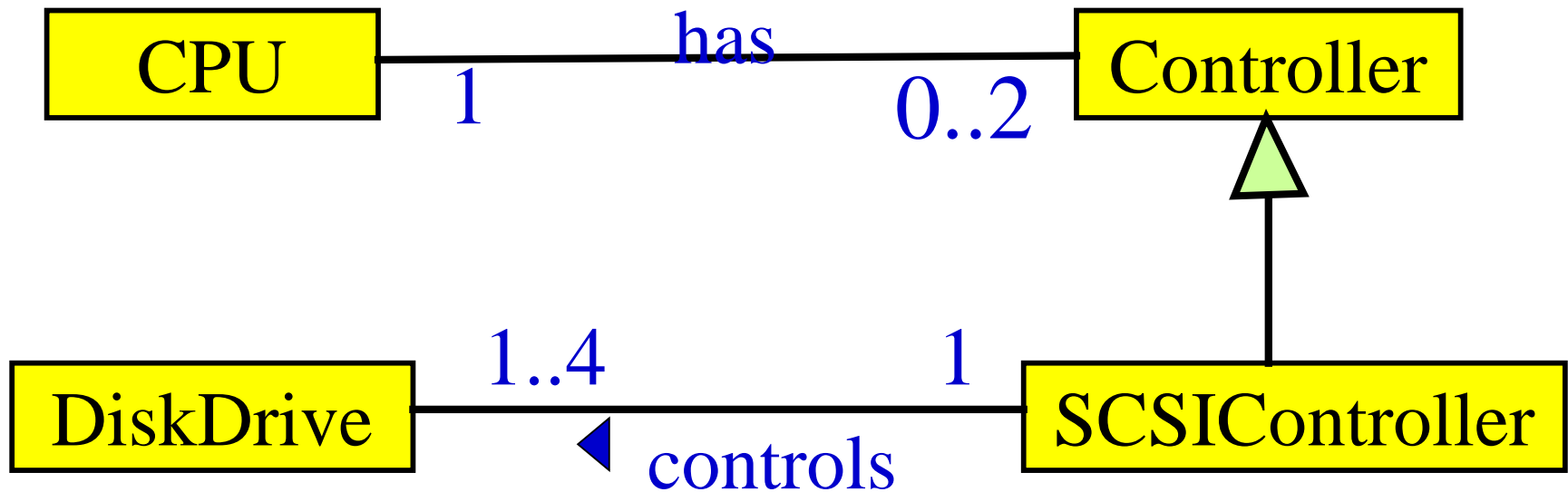
    public Account
    getAccount() {
        return account;
    }
}
```

```
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

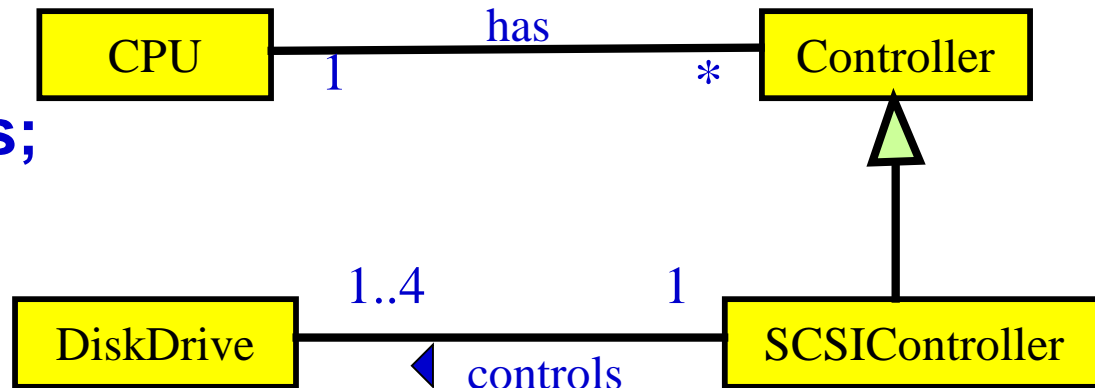
Java Code?

```
class CPU {  
    Controller [ ] myCtrls;  
}
```

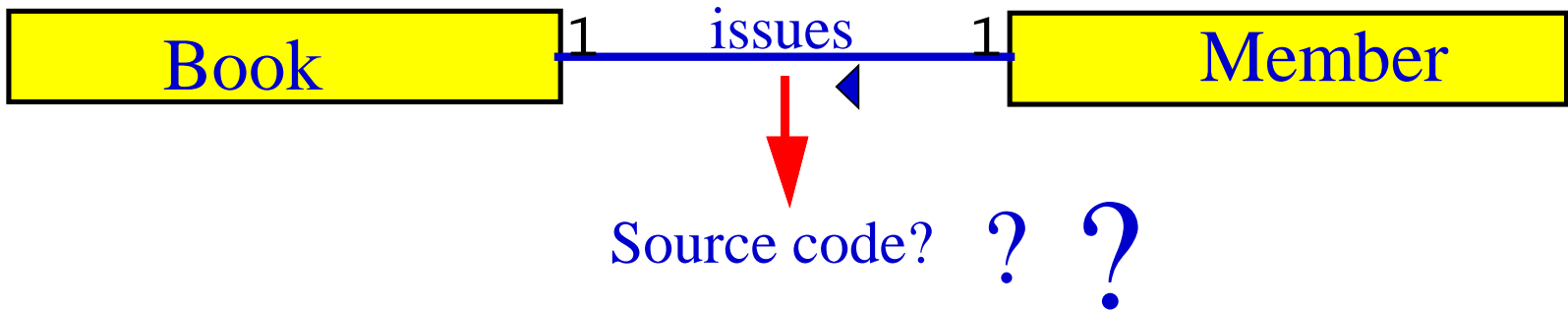
```
class Controller {  
    CPU myCPU;  
}
```

```
class SCSIController extends Controller {  
    DiskDrive [ ] myDrives = new DiskDrive[4];  
}
```

```
Class DiskDrive {  
    SCSIController mySCSI;  
}
```



Quiz 1: Write Java Code



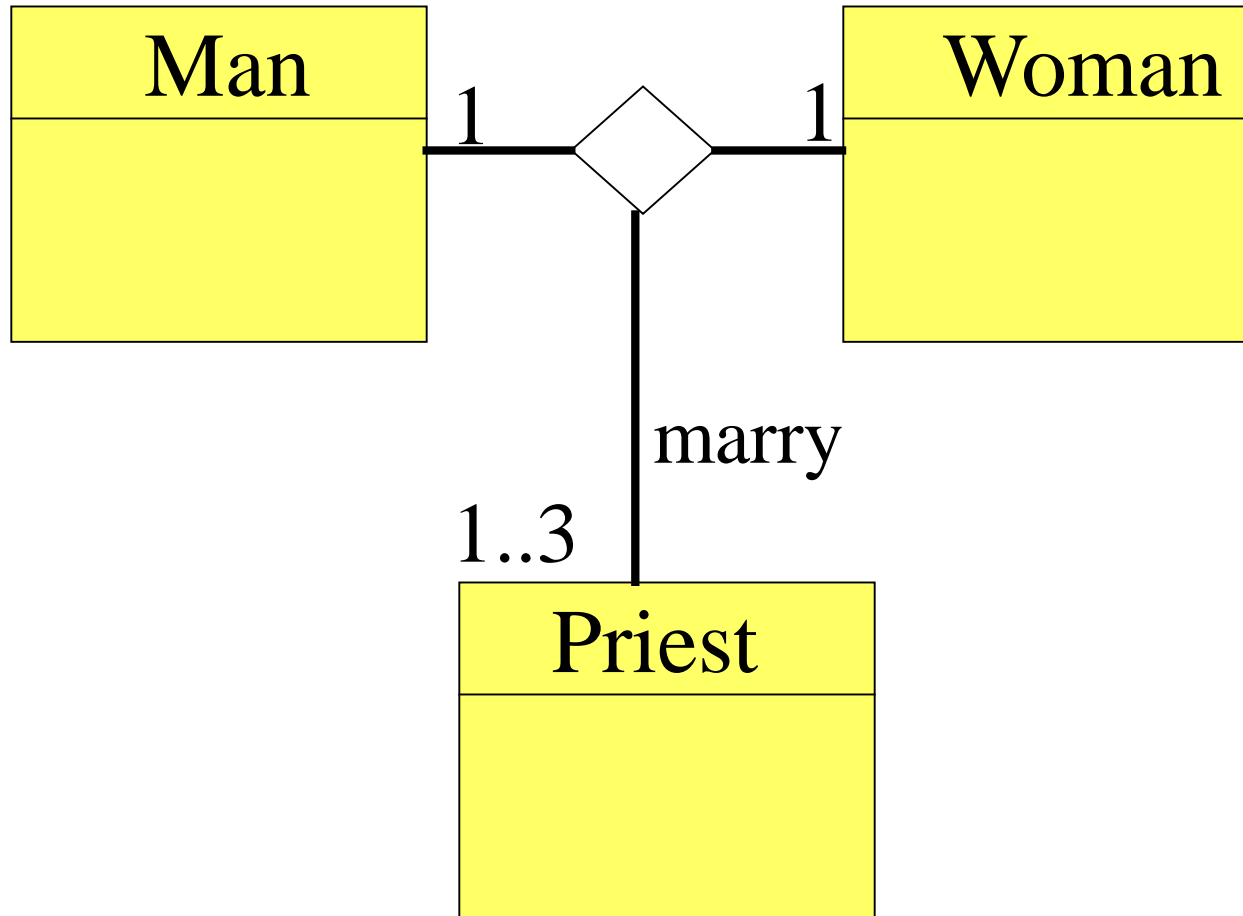
Quiz 2: Draw UML Class Diagram

```
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) {...}
```

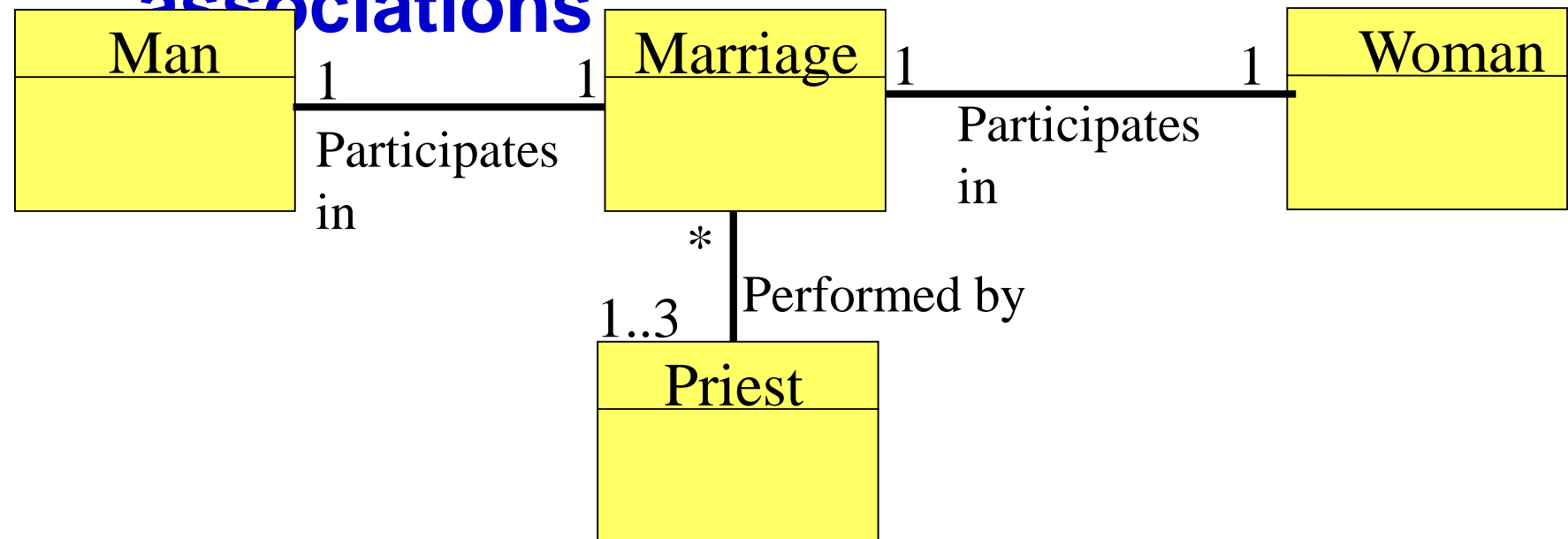
Ternary Association

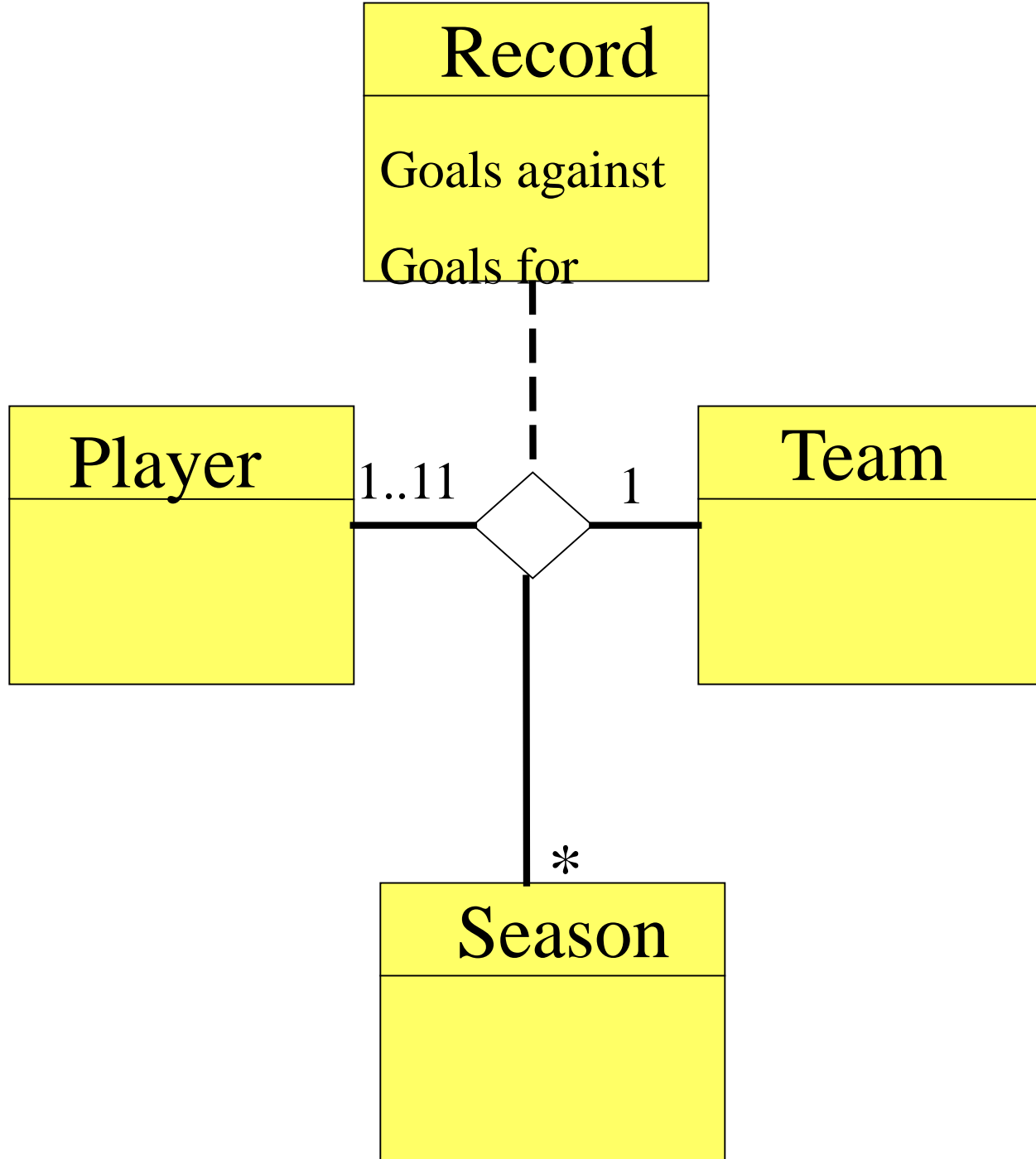


and we can add more classes to the diamond...

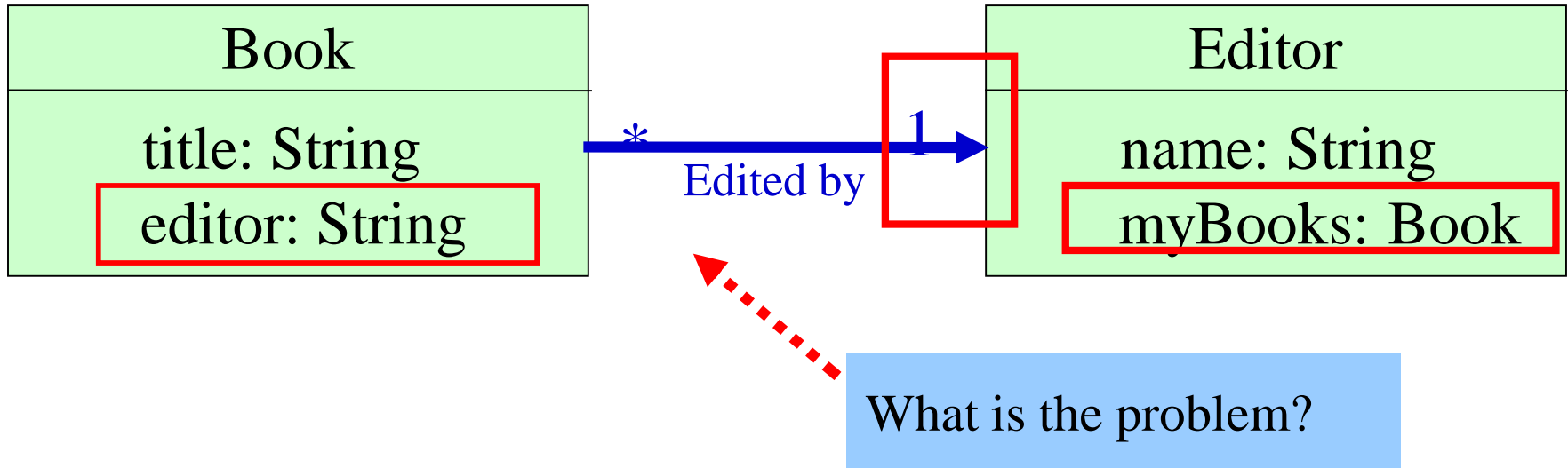
Implementation of Ternary Association

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



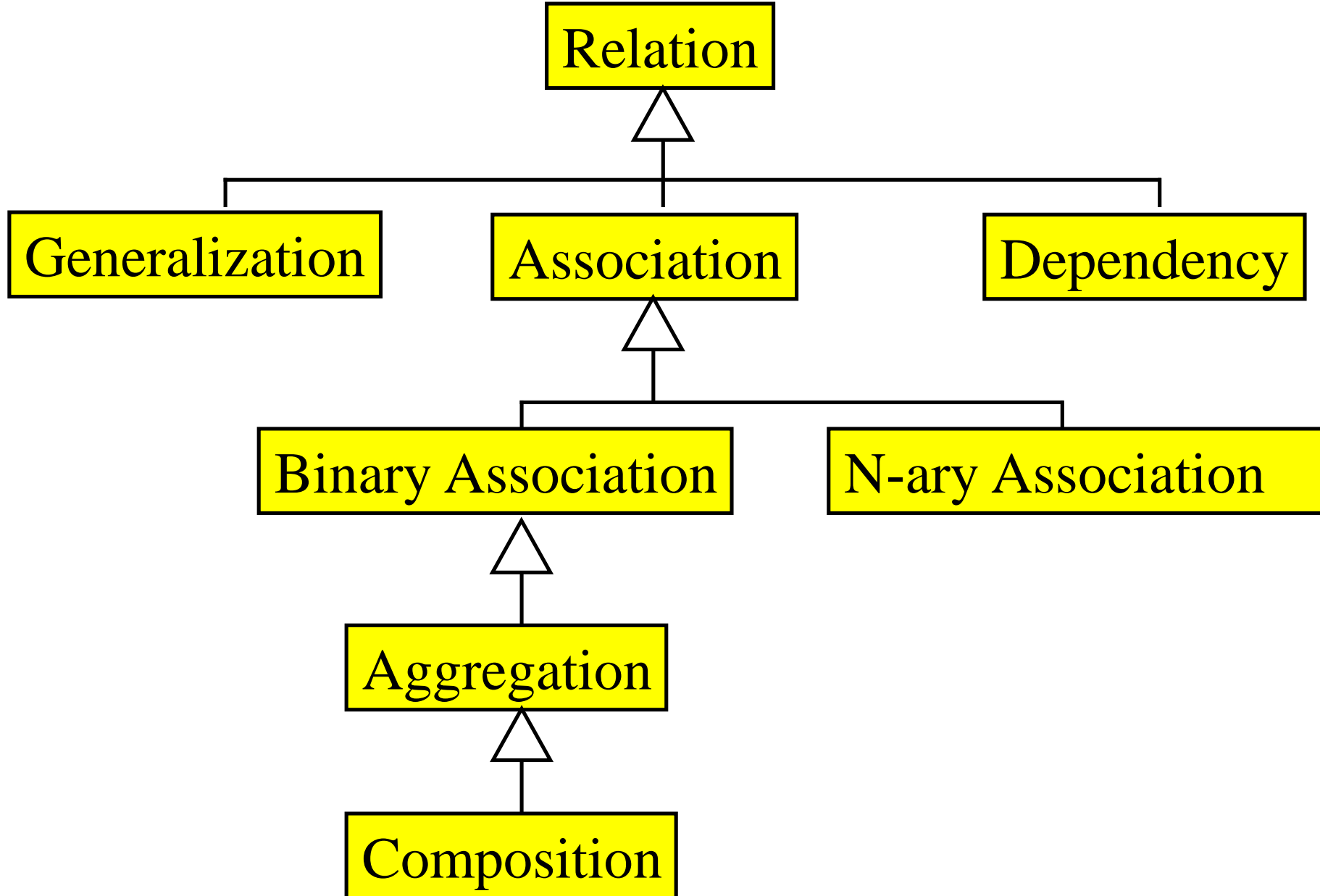


Association Quiz



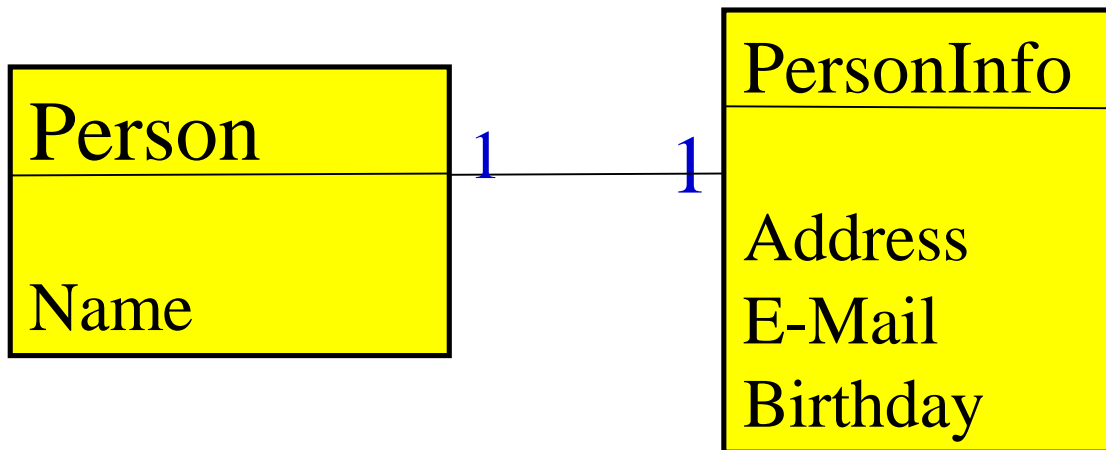
- **Association denoted by symbol not attributes.**
- **Implementation (pointers, arrays, vectors, ids etc) is left to the detailed design phase.**
- **Wrong arrow type**

Types of Class Relationships

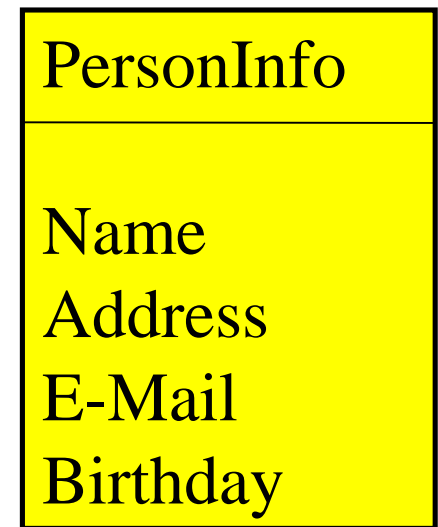


Overdoing Associations

■ Avoid unnecessary Associations

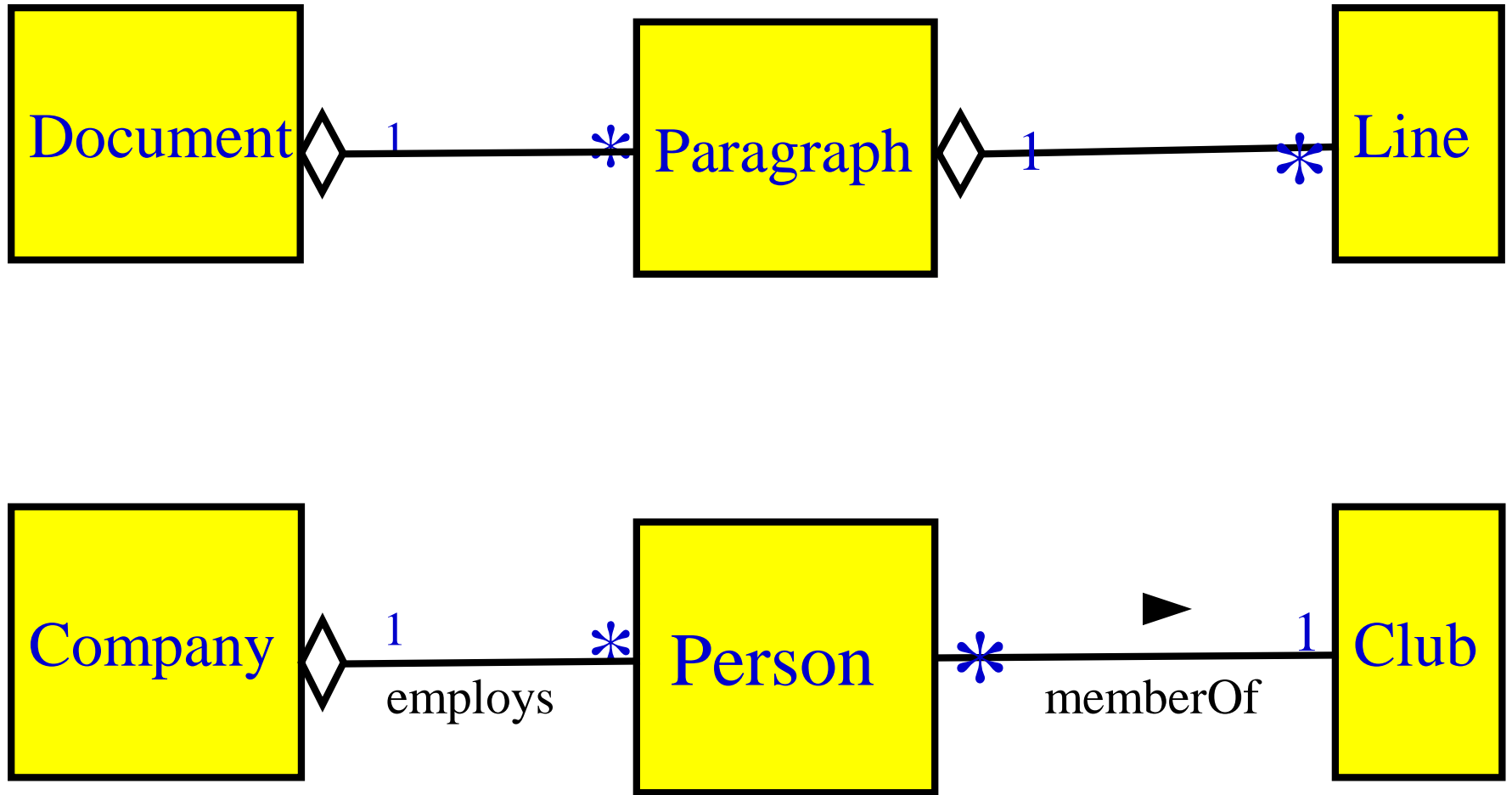


Avoid This



Do This

Aggregation Relationship



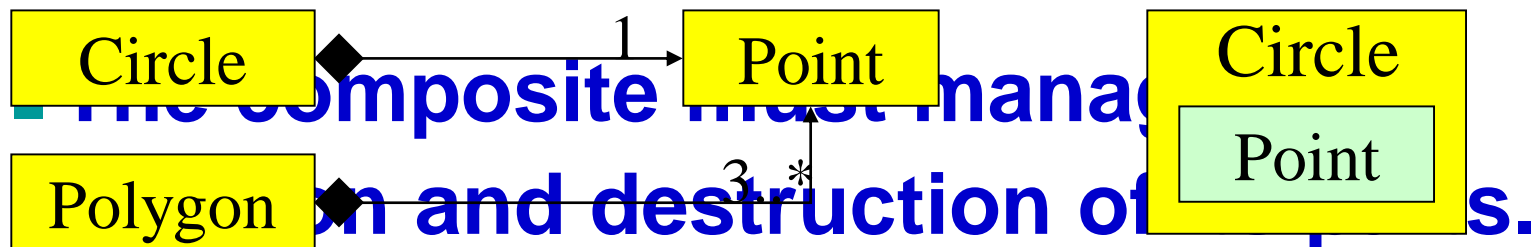
Aggregation

cont...

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

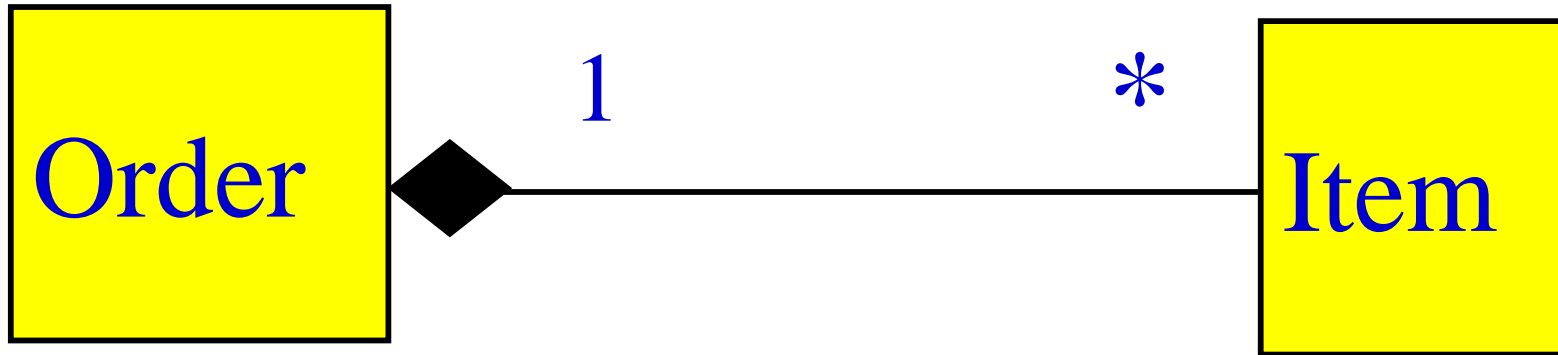
Composition

- 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.



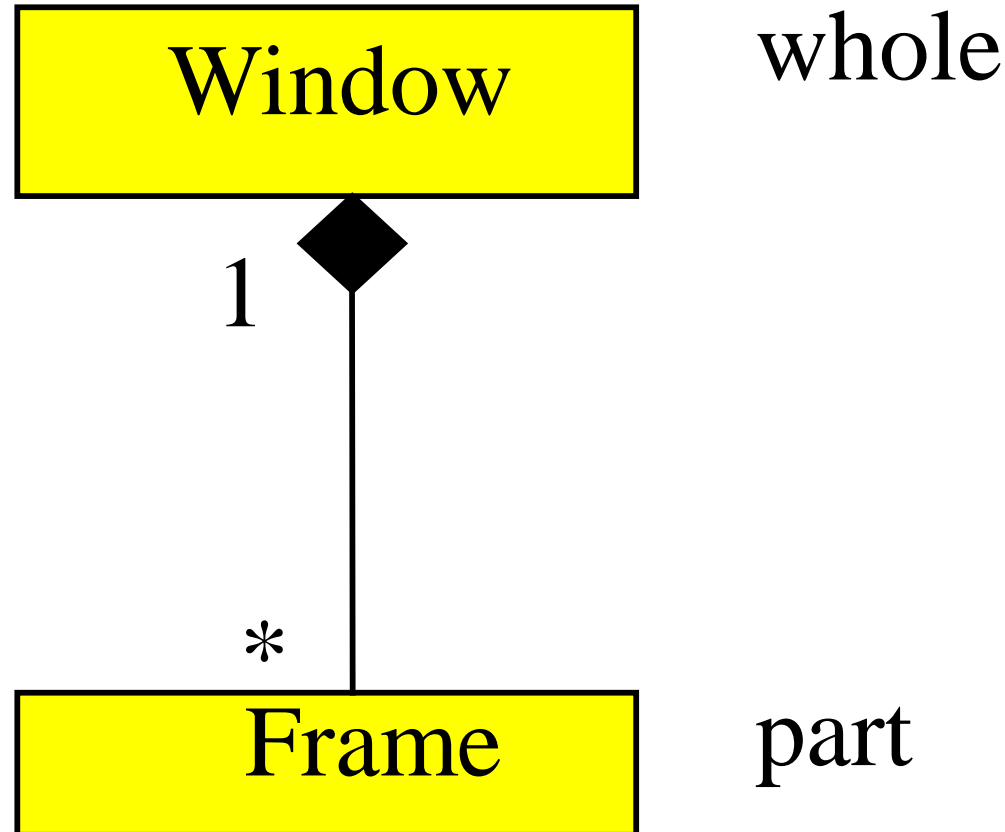
Composition Relationship

- 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 (){
```

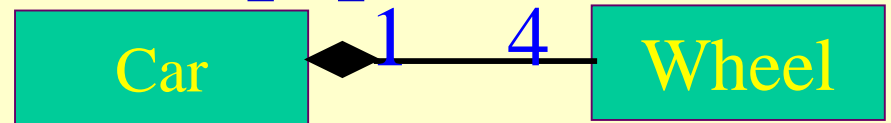
```
        wheels[0] = new Wheel();
```

```
        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