

Structural Modelling: Object Diagrams

Software Systems – Design – L3T1

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Object Diagram is . . .

- a static **structural diagram** that
 - shows a **snapshot** of a system
 - by showing the system's
 - **objects**
 - **values**
 - **links**
- A stepping stone towards
 - **object-oriented** modelling

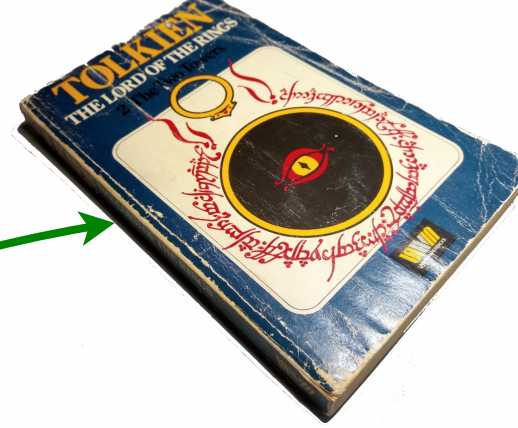
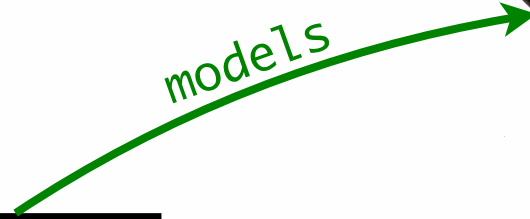
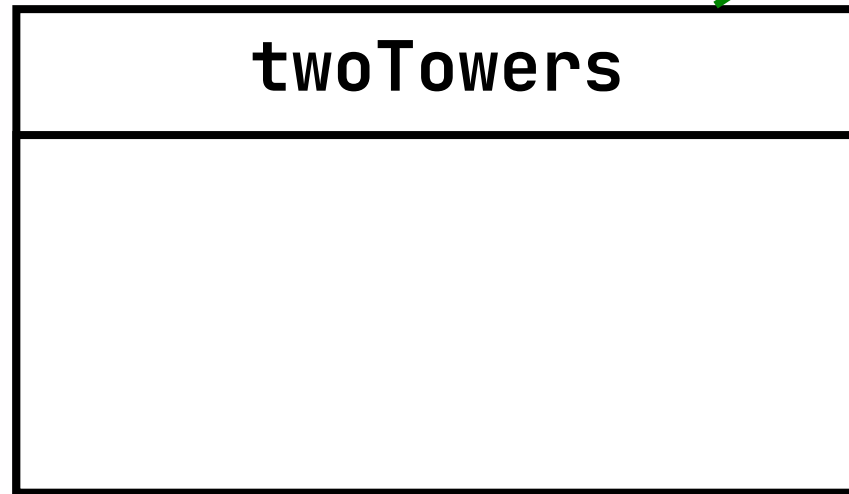


Object-Oriented

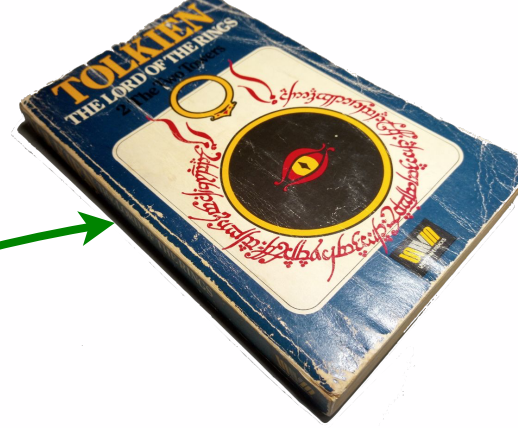
- OOP is a programming paradigm
- The focus is on objects
- An object is a piece of data/code
 - belong together
 - represent an actual object/concept

Alternatives to OOP

- Algorithms
 - procedural / imperative
- Constraints
 - declarative
- Pipelines
 - functional
- Data
 - relational



Object

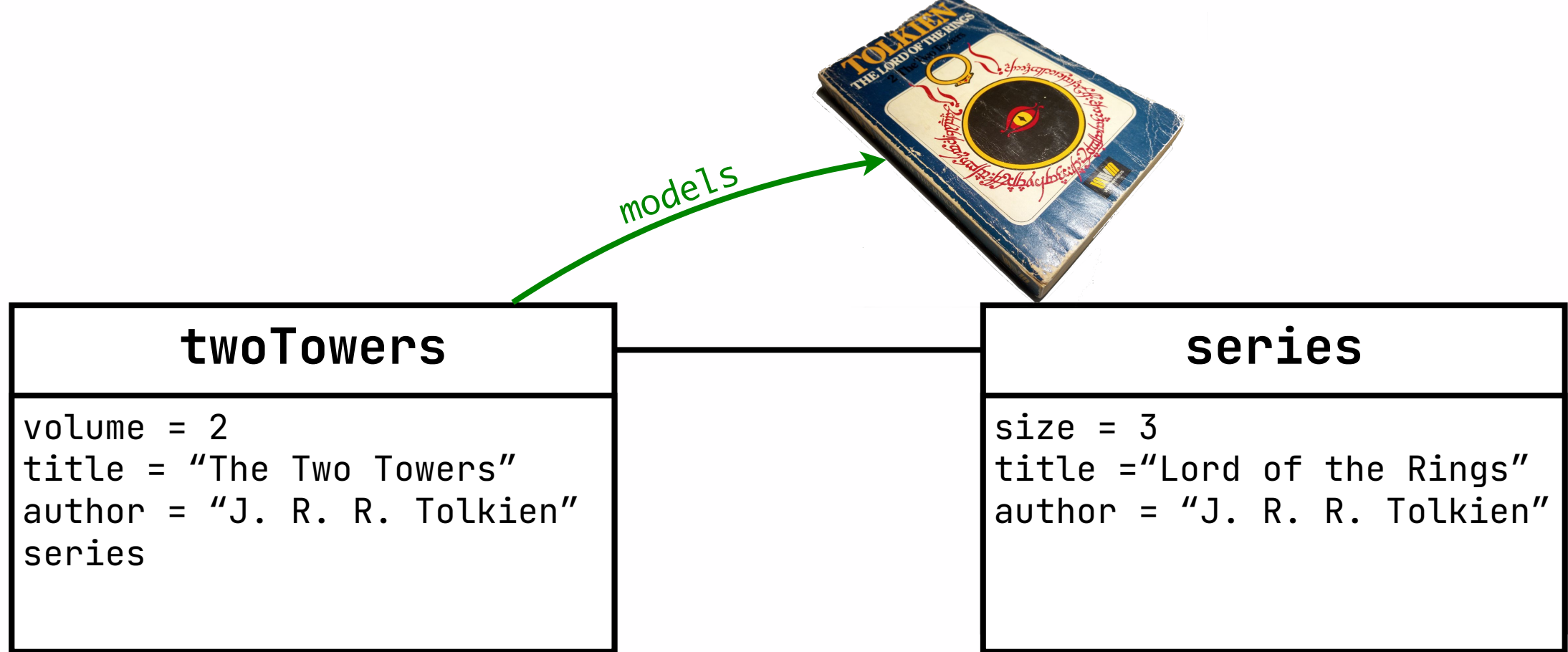


models

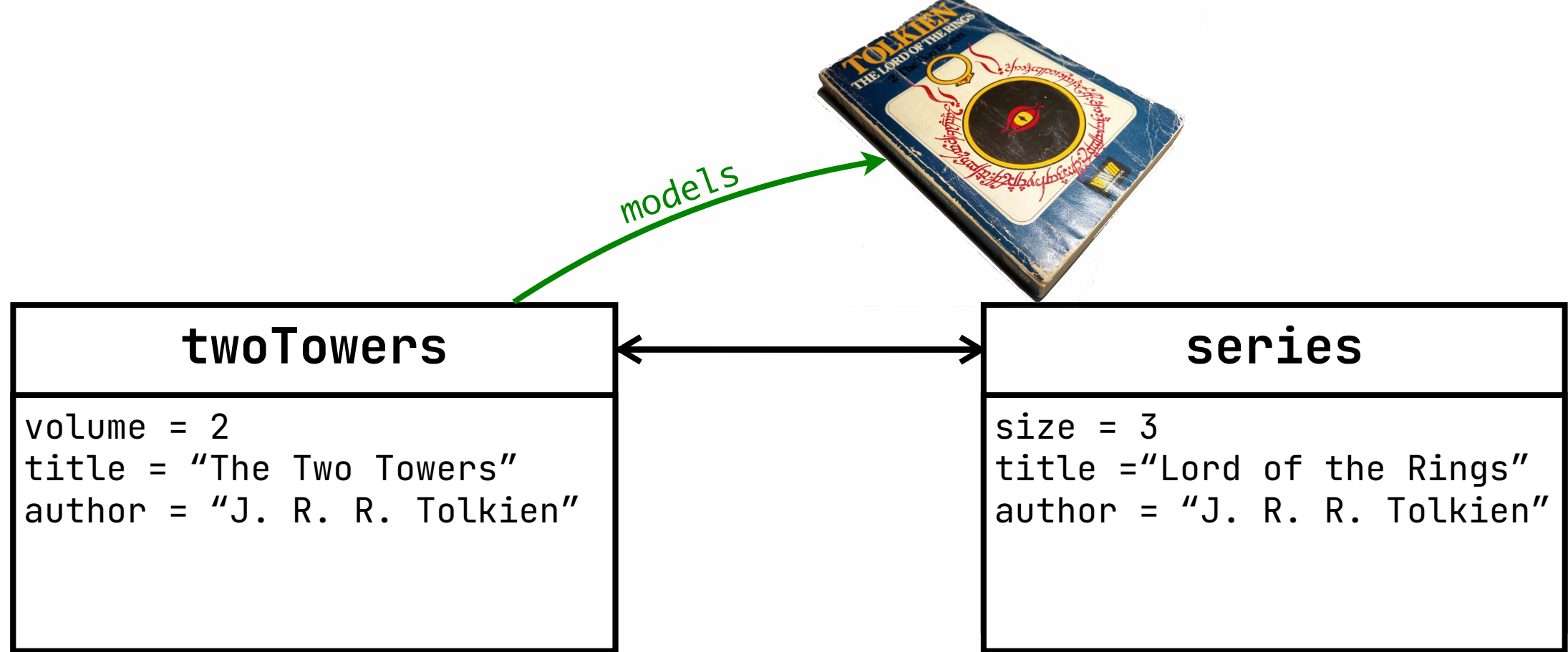
twoTowers

```
volume = 2  
title = "The Two Towers"  
author = "J. R. R. Tolkien"  
series = "Lord of the Rings"
```

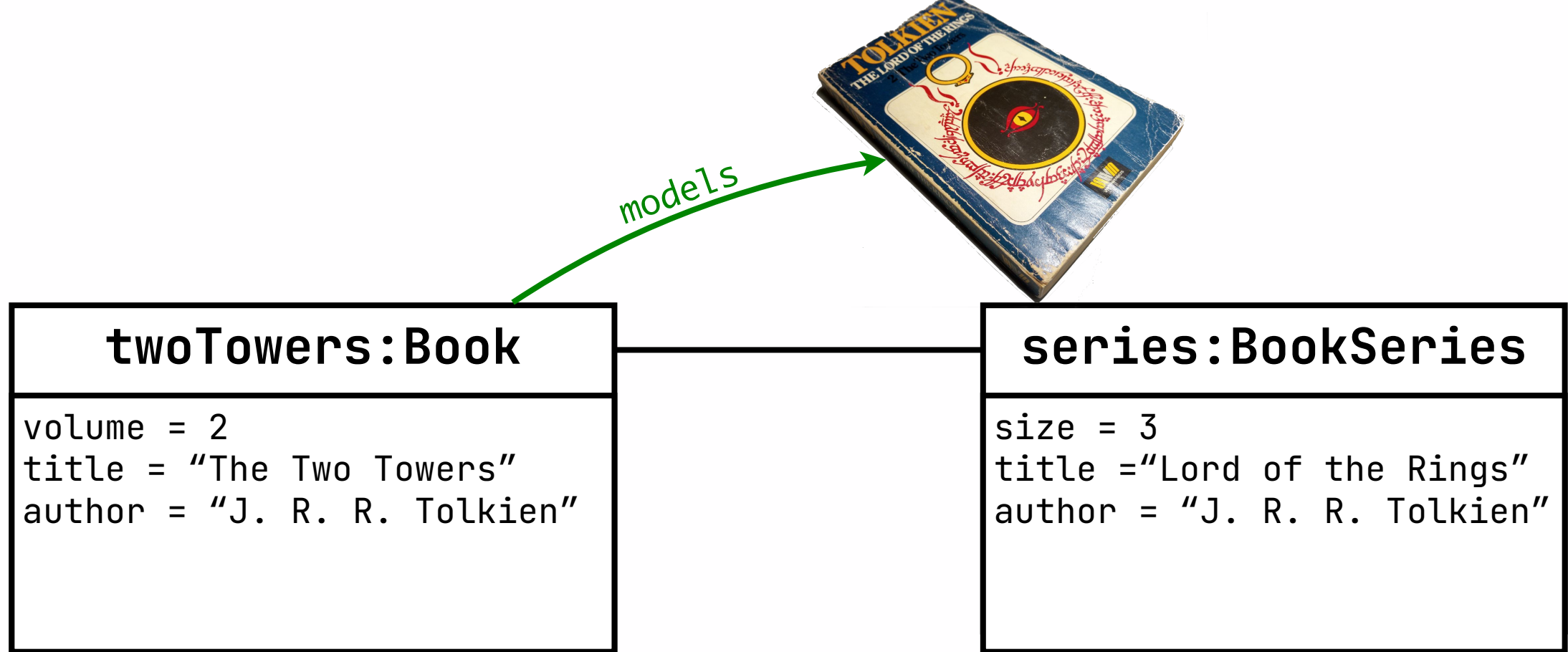
Object's Attributes



Object Attributes



Objects' Association

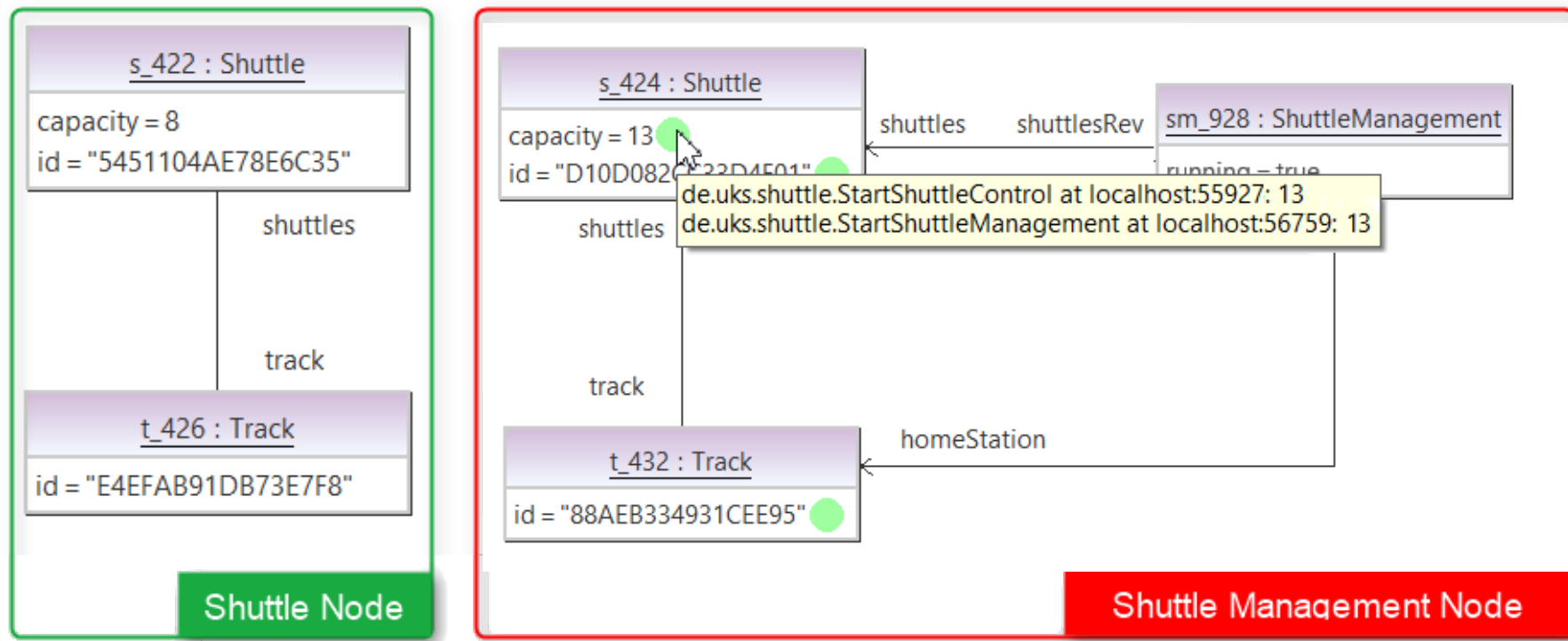


Object's Class

Showcasing

- Demonstrate the system's design
 - including **runtime** changes
- Get **feedback**
 - colleagues
 - domain experts
- Validate
 - are we building **the right product?**

Debugging



Conclusion

- OOP, OOSD, OOD, OOA, ...
- Draw **design** decisions
 - object vs attribute
 - association direction
- Good for
 - showcasing
 - debugging
- Next: **class diagrams!**

Topics/Slides Disclaimer

- **Good** ✓

- watch before Q&A
- embrace reality
- try out at labs
- ask for feedback
- apply to project
- dig deeper
- recall from slides

- **Bad** ✗

- slides over videos
- assumptions
- blanks
- timing

