OO Paradigm and UML

Object Oriented Programming

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From procedural to object oriented programming paradigm

OBJECT ORIENTED PARADIGM

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Programming paradigms

- Procedural (Pascal, C,…)
- Object-Oriented (C++, Java, C#,…)
- Functional (LISP, Haskell, SQL,…)
- Logic (Prolog)

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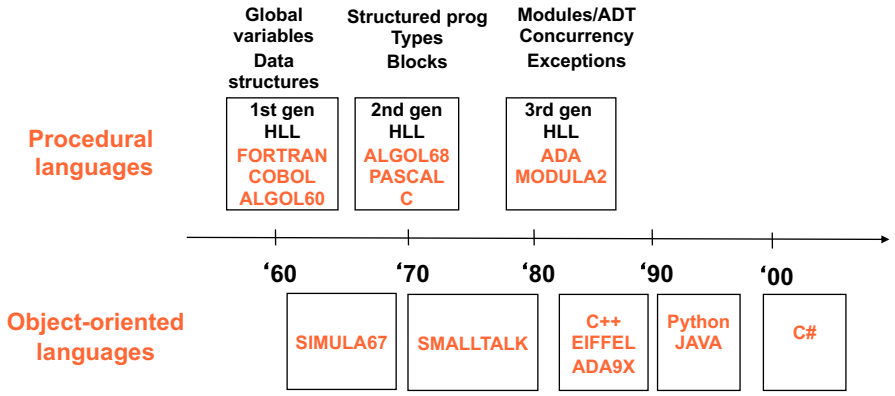
Languages timeline



Example – Receipt

- Cash registers emit purchase receipts
- A receipt is made up of items
- Every item correspond to a product that has a name and a price
- Products' info is stored in a price list
- Any time a new product code is entered the corresponding item is added to the receipt
- After the last item is entered, a list of the items (with product name and price) are printed together with the total sum.

Example: Shop Receipt

- Input:
  - 13
  - 57
  - 123
  - 0 (end of receipt)
- Output

```
Receipt:
      ID13 : 16.62
      ID57 :  9.73
     ID123 :  0.06
------
Number of items: 3
          Total: 26.41
```

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Procedural (C)

```
float prices[MAX_LIST];
char* names[MAX_LIST];
int receipt[MAX_RCPT];
int n_items;
void add(int) {/* add item to receipt */ }
void print(){ /* print receipt */ }
void init() { /* initialize */ }
int read() { /* read item code */
int main(){
   init();
   int code;
   while( (code = read()) ){ add(code); }
   print();
}
```

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Modules and relationships

Modules:

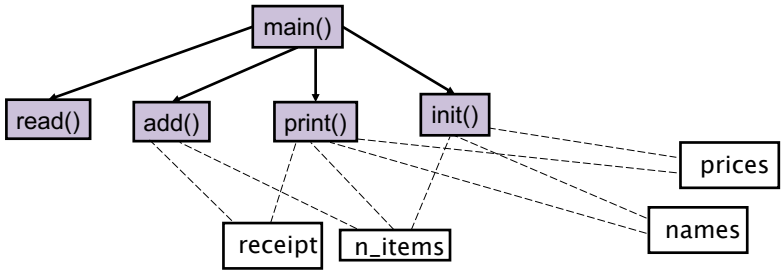
Data

Function (Procedure)

Relationships

Call

Read/write



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Problems

- No syntactic relationship between:
  - Arrays (**`receipt, prices, names`**)
  - Relative operations (**`add`**, **`print`**, **`init`**)
- Lack of link between coupled arrays (**`prices, names`**)
- No control over *size*:

```
for (i=0; i<=20; i++){ prices[i]=0; }
```

- No guarantee on initialization
  - Actually performed?

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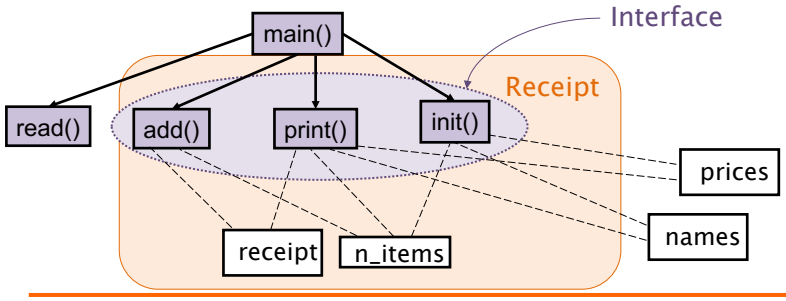
Objects – Encapsulation

- Bring together code and data
  - E.g. **`add()`** + **`receipt`** + **`n_items`**



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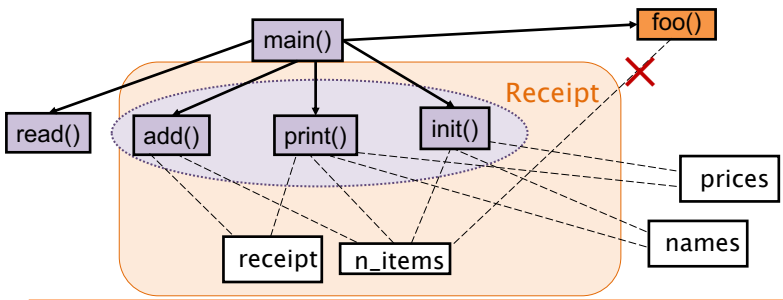
Objects – Information Hiding

- Hide object information from external modules
  - The only way to access data within an object is through its interface



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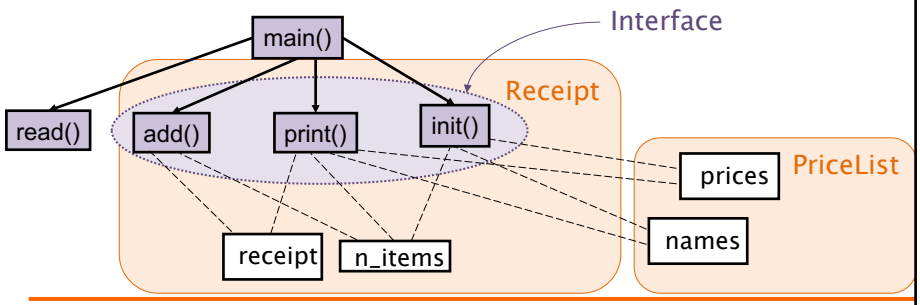
Objects

- Tie related data elements
  - E.g. **`prices`** + **`names`**



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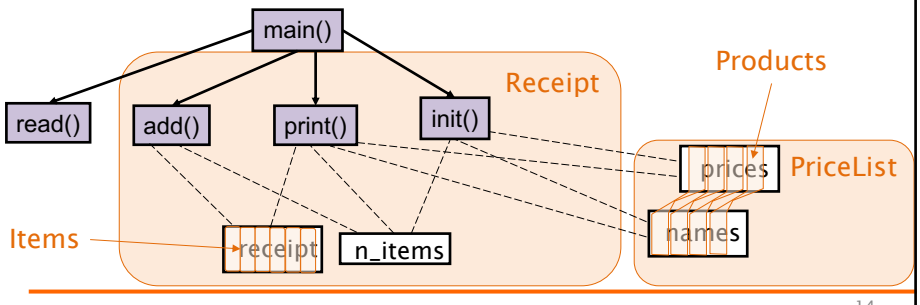
Objects

- Represent semantically consistent elements that map to problem-domain concepts
  - E.g., items and products



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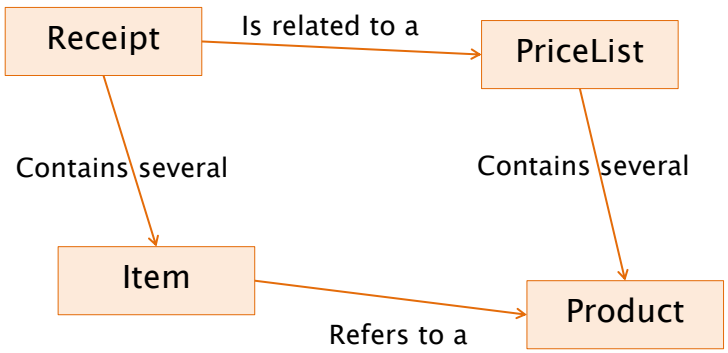
Classes

- Represent high level concepts
  - Often taken from problem domain
- Are instantiated into Objects
  - Define common features of Objects
- Are related to each other
  - Define links and communication patterns among their instances
- Can be defined by specialization
  - Specific classes inherit from general ones

Classes



Object-Oriented approach

- Defines a new component type
  - Object (and class)
  - Both data and functions accessing it are within the same module
  - Allows defining a more precise interface
- Defines a new kind of relationship
  - Message passing
  - Read/write operations are limited to the same object scope

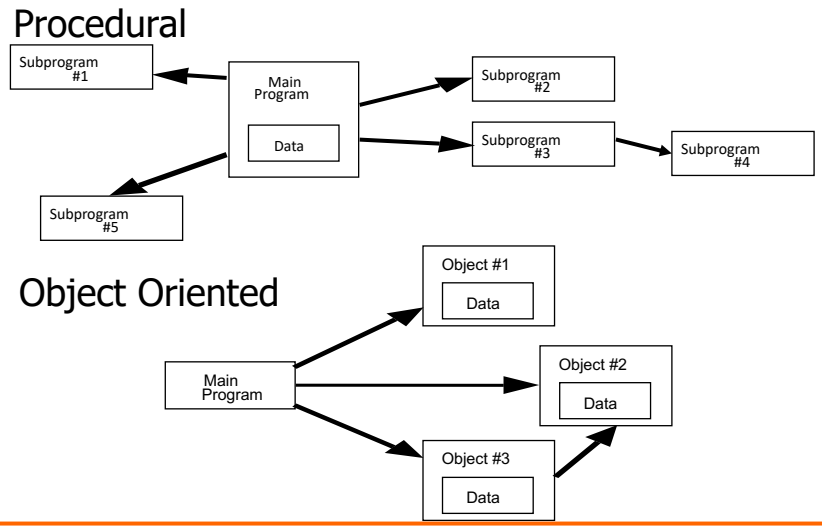
Why OO?

- Programs are getting too large to be fully comprehensible by any person
- There is a need for a way of managing very-large projects
- Object Oriented paradigm allows:
  - programmers to (re)use large blocks of code
  - without knowing all the picture
- OO makes code reuse a real possibility
- OO simplifies maintenance and evolution

An engineering approach

- Given a system, with components and relationships among them, we have to:
  - Identify the components
  - Define component interfaces
  - Define how components interact with each other through their interfaces
  - Minimize relationships among components

Procedural vs. OO

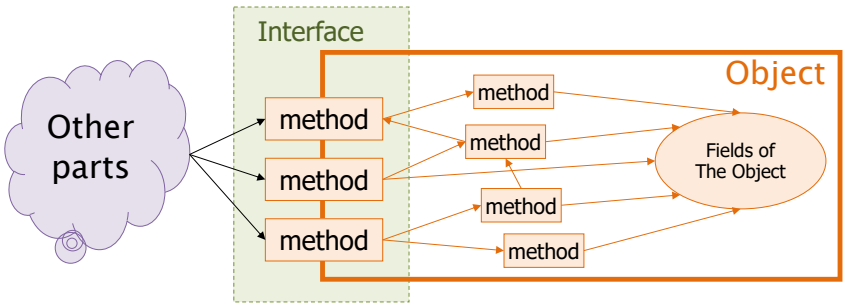


Interface

- Set of messages an object can receive
  - Each message is mapped to an internal "function" within the object
  - The object is responsible for the association (message → function)
  - Any other message is illegal
- The interface
  - Encapsulates the internals
  - Exposes a standard boundary

Interface

- The interface of an object is simply the subset of methods that other "program parts" are allowed to call
  - Stable



Encapsulation

- Simplified access
  - To use an object, the user need only comprehend the interface. No knowledge of the internals are necessary
- Self-contained.
  - Once the interface is defined, the programmer can implement the interface (write the object) without interference of others

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Encapsulation

- Ease of evolution
  - Implementation can change at a later time without rewriting any other part of the program (as long as the interface doesn't change)
- Single point of change
  - Any change in the data structure means modifying the code in one location, rather than code scattered around the program (error prone)

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Classification of OO languages

- **Object-Based** (Ada)
  - Specific constructs to manage objects
- **Class-Based** (CLU)
  - + each object belongs to a class
- **Object-Oriented** (Simula, Python)
  - + classes support inheritance
- **Strongly-Typed O-O** (C++, Java)
  - + the language is strongly typed

The Object-Oriented Paradigm

UML AND MODELING

UML

- Unified Modeling Language
- Standardized modeling and specification language
  - Defined by the Object Management Group (OMG)
- Graphical notation to specify, visualize, construct and document an object-oriented system
- Integrates the concepts of Booch, OMT and OOSE, and merges them into a single, common and widely used modeling language

UML

- Several diagrams
  - Class diagrams
  - Activity diagrams
  - Use Case diagrams
  - Sequence diagrams
  - Statecharts

UML Class Diagram

- Captures
  - Main (abstract) concepts
  - Characteristics of the concepts
    - Data associated to the concepts
  - Relationships between concepts
  - Behavior of classes

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Abstraction levels

Abstract	Concept Entity Class Category Type
Concrete	Instance Item Object Example Occurrence

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Class

- Represents a set of objects
  - Common properties
  - Autonomous existence.
  - E.g. facts, things, people
- An instance of a class is an object of the type that the class represents.
  - In an application for a commercial organization CITY, DEPARTMENT, EMPLOYEE, PURCHASE and SALE are typical classes.

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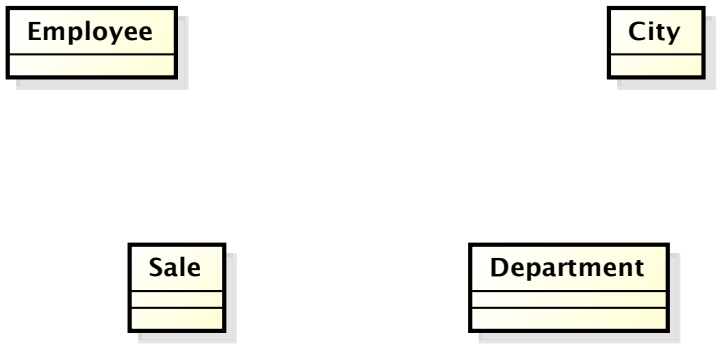
Class – Examples



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Object

- Model of a physical or logical item
  - ex.: a student, an exam, a window
- Characterized by
  - identity
  - attributes (or data or properties or status)
  - operations it can perform (behavior)
  - messages it can receive

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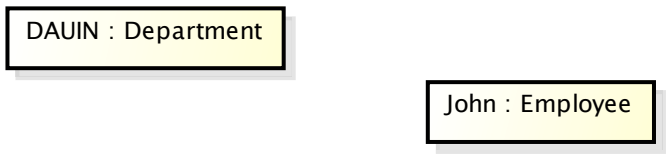
Object



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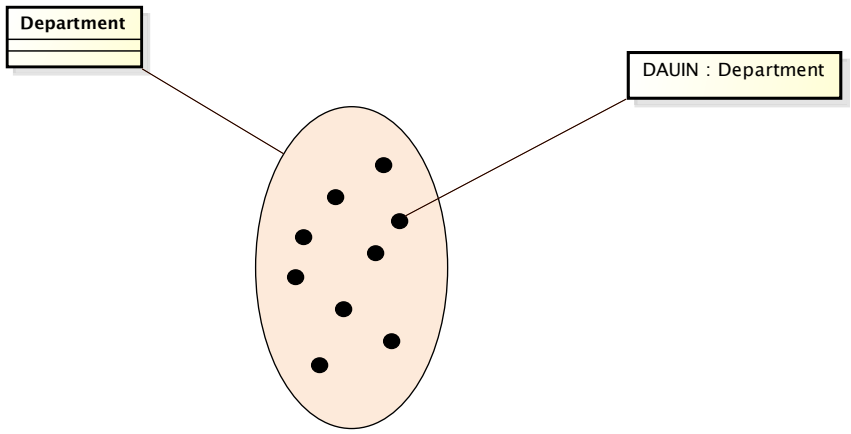
Class and Object

- Class (the description of object structure, i.e. *type*):
  - Data (ATTRIBUTES or FIELDS)
  - Functions (METHODS or OPERATIONS)
  - Creation methods (CONSTRUCTORS)
- Object (class instance)
  - State and identity

Class and object

- A class is a type definition
  - Typically no memory is allocated until an object is created from the class
- The creation of an object is called instantiation. The created object is often called an instance
- There is no limit to the number of objects that can be created from a class
- Each object is independent. Interacting with one object doesn't affect the others

Classes and objects



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Attribute

- Elementary property of classes
  - Name
  - Type
- An attribute associates to each object (occurrence of a class) a value of the corresponding type
  - Name: String
  - ID: Numeric
  - Salary: Currency

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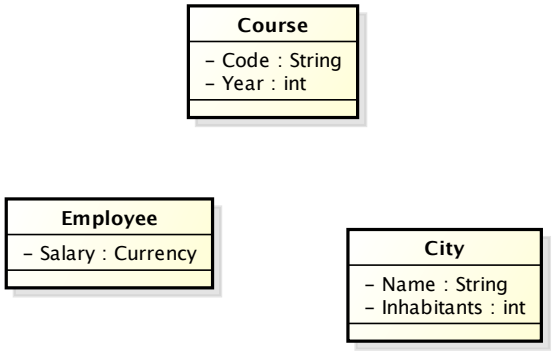
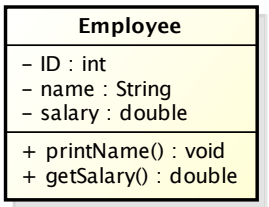
Attribute – Example



Method

- Describes an operation that can be performed on an object
  - Name
  - Parameters
- Similar to functions in procedural languages
- It represent the means to operate on or access to the attributes

Method – Example



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Message passing

- Objects communicate by message passing
  - Not by direct access to object's local data
- A message is a service request

Note: this is an abstract view that is independent from specific programming languages.

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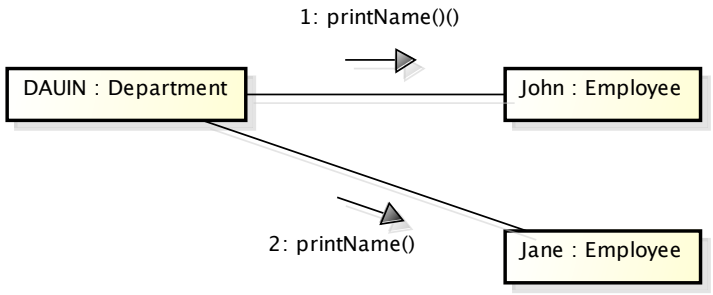
Messages



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Association

- Represents a logical link between two classes.
- An occurrence of an association is a pair made up of the occurrences of the entities, one for each involved class
  - Residence is an association between the classes City and Employee;
  - Exam is an association between the classes Student and Course.

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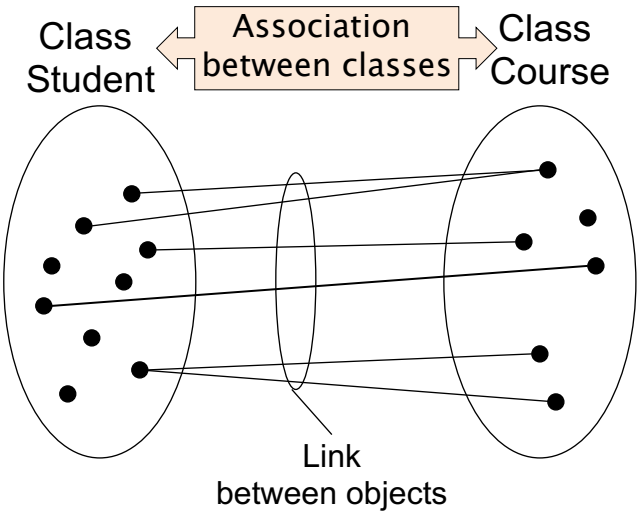
Associations



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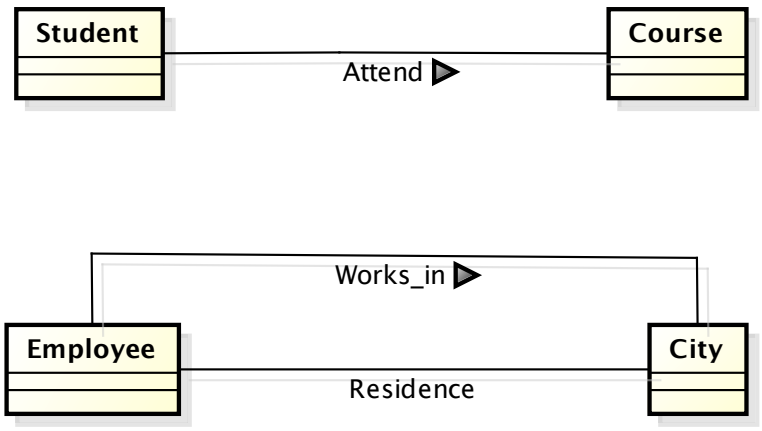
Association – Examples



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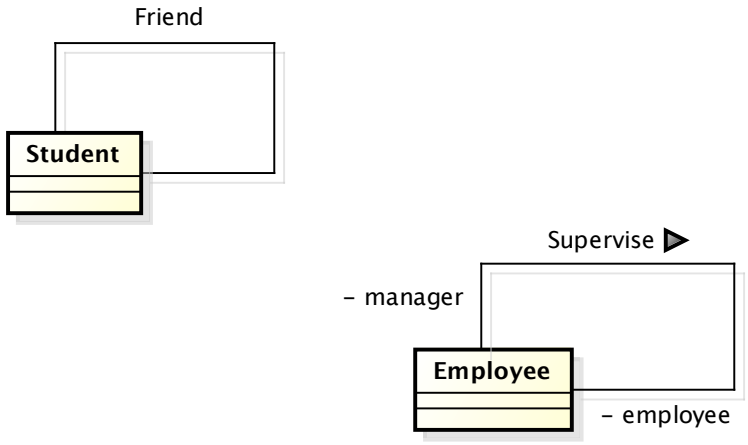
Recursive association–Samples



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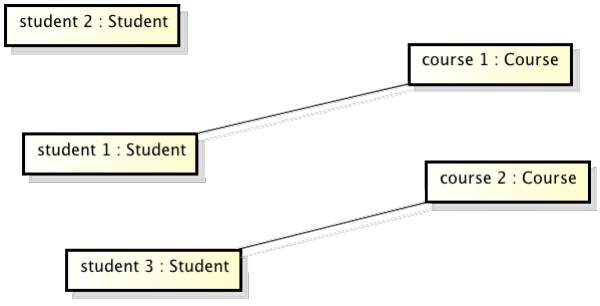
Link

- Model of association between objects



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Multiplicity

- Describes the maximum and minimum number of links in which a class occurrence can participate
  - Undefined maximum expressed as *
- Should be specified for each class participating in an association

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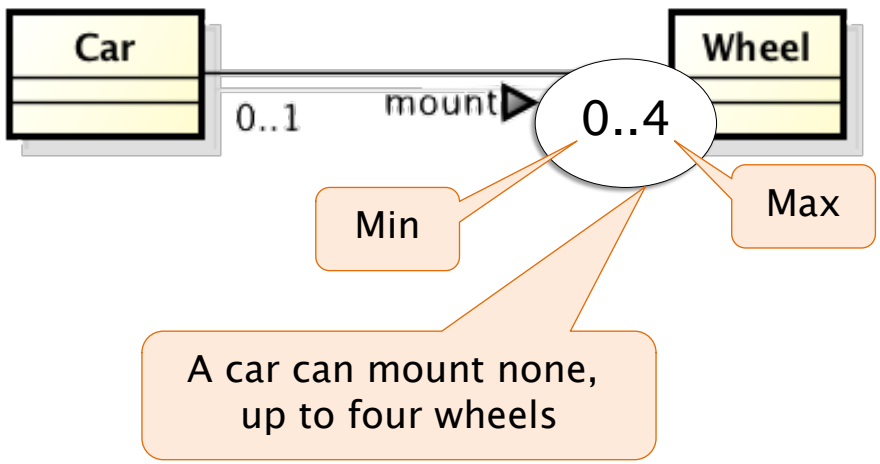
Multiplicity – Example



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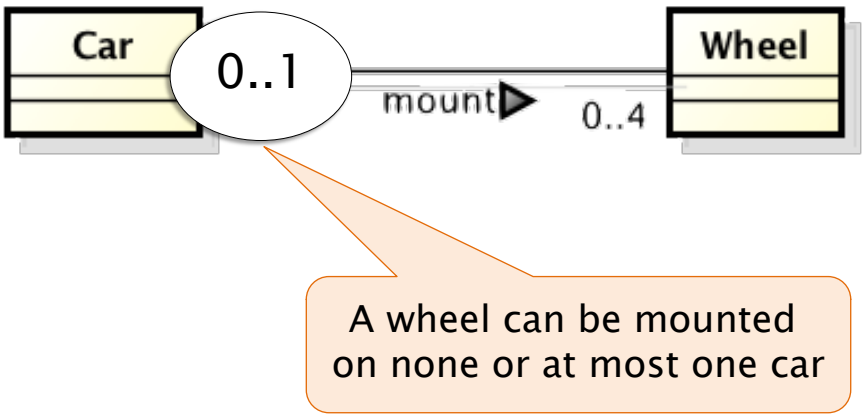
Multiplicity – Example



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Multiplicity

- Typically, only three values are used: 0, 1 and the symbol * (many)
- Minimum: 0 or 1
  - 0 means the participation is *optional,*
  - 1 means the participation is *mandatory;*
- Maximum: 1 or *
  - 1: object is involved in at most one link
  - *: each object is involved in many links

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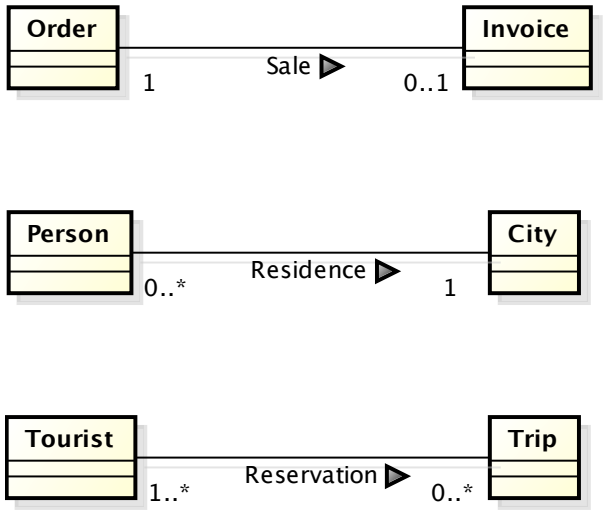
Multiplicity



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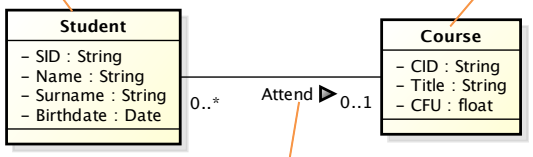
Operational interpretation

SID	Name	Surname	Birthdate
S2345	John	Smith	1990-4-12
S1234	Jane	Brown	1991-7-11
S5678	Mario	Rossi	1991-11-5

CID	Title	CFU
C001	Information Systems	8
C002	Advanced Programming	10
C003	Calculus	10



	C001	C002	C003
S2345			X
S1234	X		
S5678	X		

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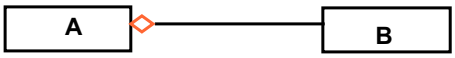
Aggregation

- B *is-part-of* A means that objects described by class B can be attributes of objects described by A



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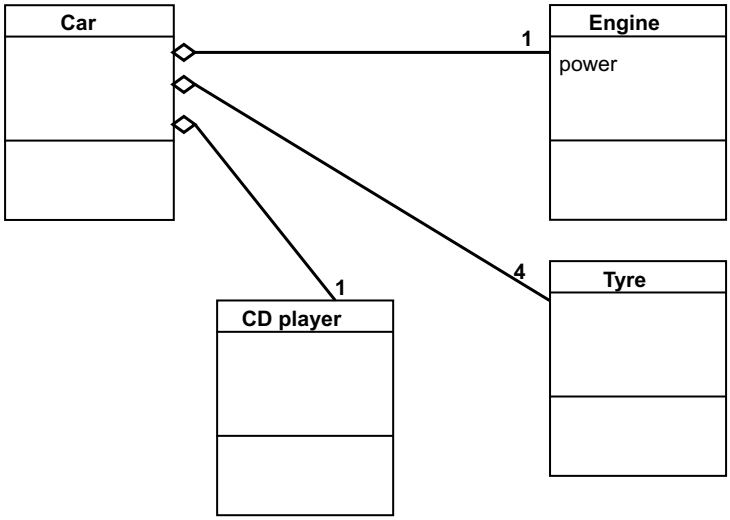
Example



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Essential guidelines

- If a concept has significant properties and/or describes types of objects with an autonomous existence, it can be represented by a class.
- If a concept has a simple structure, and has no relevant properties associated with it, it is likely an attribute of a class.
- If a concept provides a logical link between two (or more) entities, it is convenient to represent it by means of an association.
- Any operation that implies access to the attributes of a class should be defined as a method.

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Example – Receipt

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- Every item correspond to a product that has a name and a price
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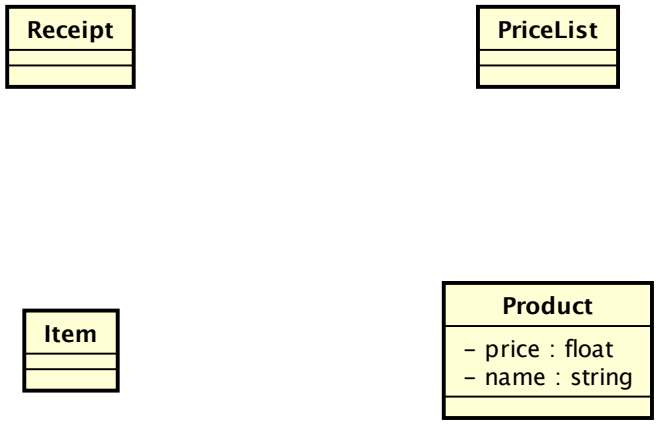
Example – Classes



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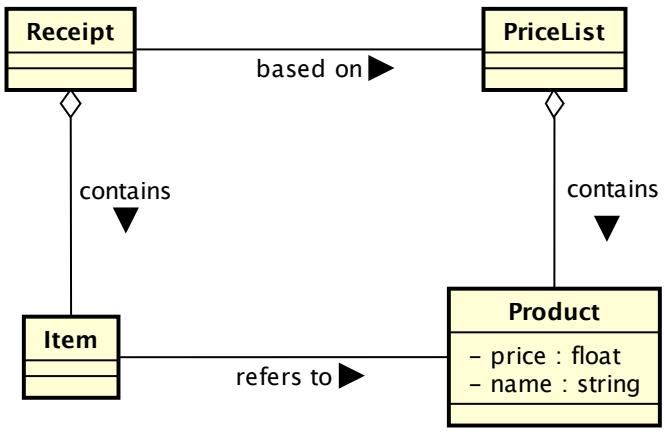
Example – Associations



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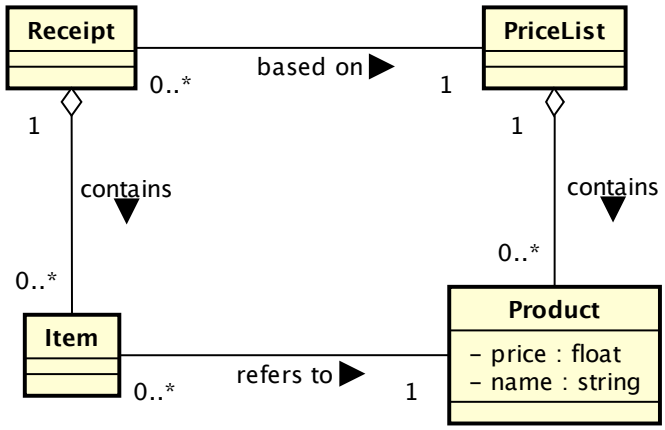
Example – Multiplicity



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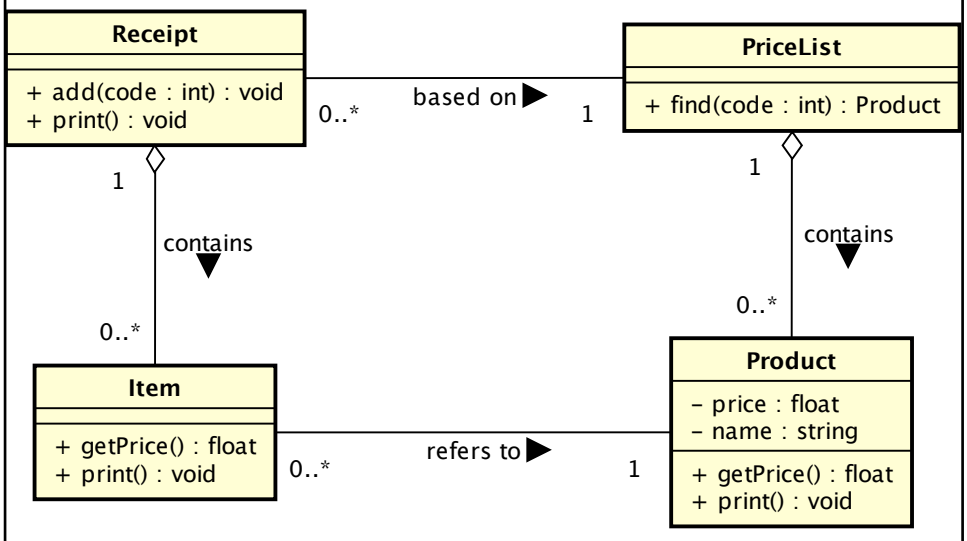
Example – Methods



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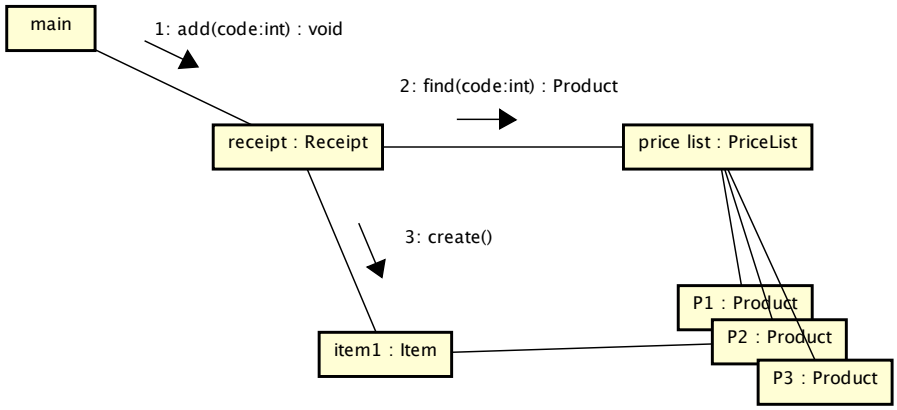
Example – Messages (Add)



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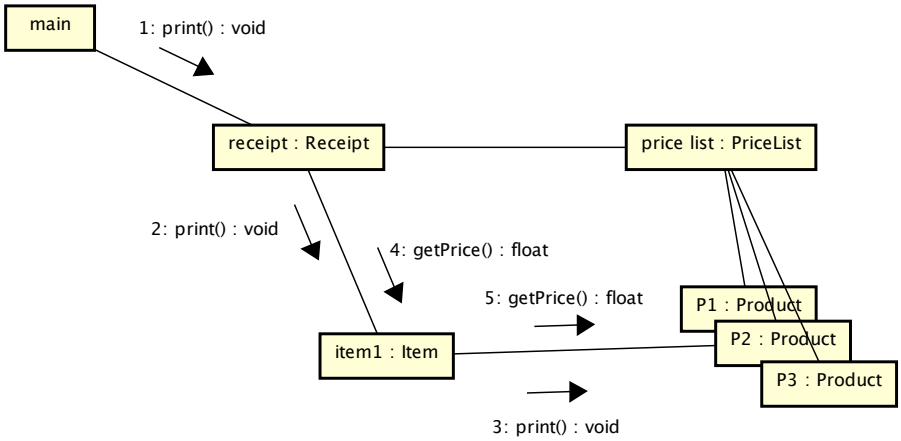
Example – Messages (Print)



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INHERITANCE

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Inheritance

- A class can be a sub-type of another class
- The inheriting class contains all the methods and fields of the class it inherited from plus any methods and fields it defines
- The inheriting class can override the definition of existing methods by providing its own implementation
- The code of the inheriting class consists only of the changes and additions to the base class

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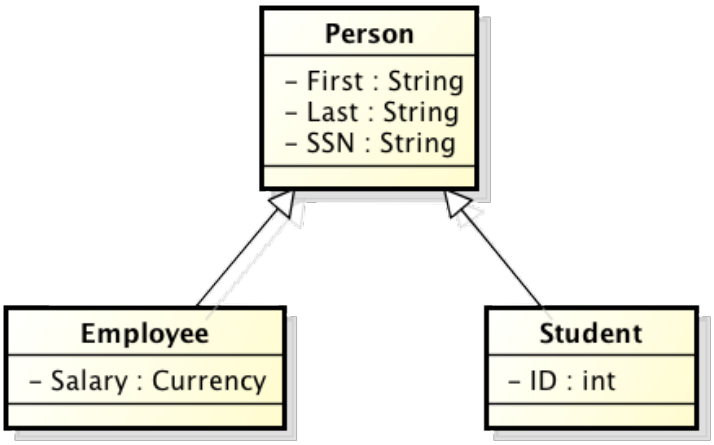
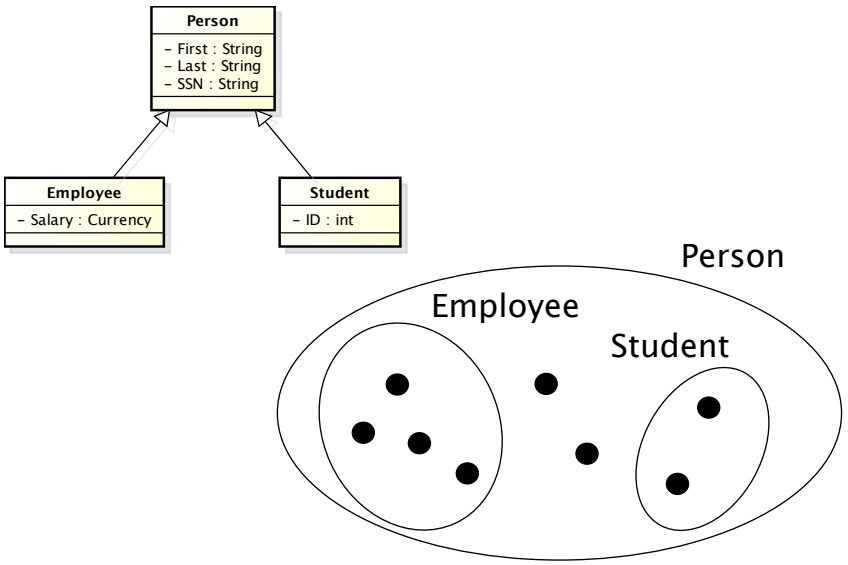
Specialization / Generalization

- B *specializes* A means that objects described by B have the same properties of objects described by A
- Objects described by B may have additional properties
- B is a special case of A
- A is a generalization of B (and possible other classes)

Generalization



Set-Specialization



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Inheritance terminology

- Class one above
  - Parent class
- Class one below
  - Child class
- Class one or more above
  - Superclass, Ancestor class, Base class
- Class one or more below
  - Subclass, Descendent class, Derived class

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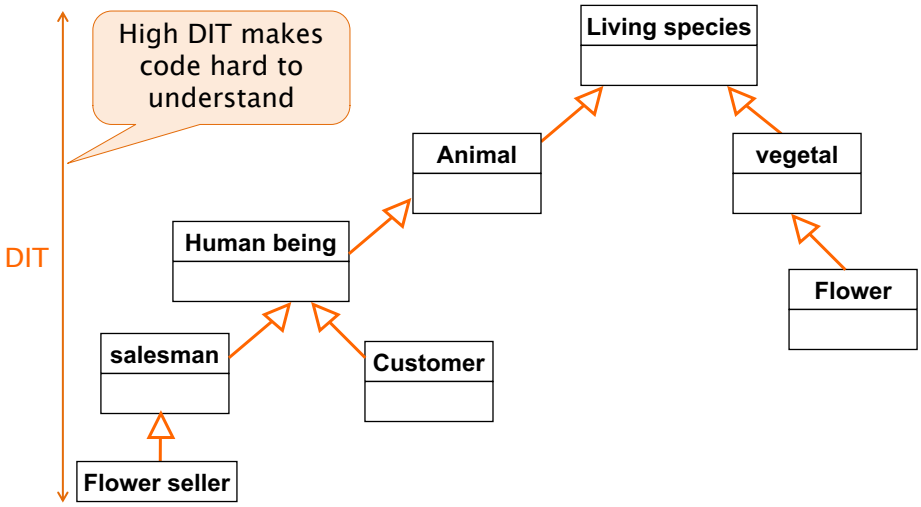
Why inheritance

- Frequently, a class is merely a modification of another class. In this way, there is minimal repetition of the same code
- Localization of code
  - Fixing a bug in the base class automatically fixes it in the subclasses
  - Adding functionality in the base class automatically adds it in the subclasses
  - Less chances of different (and inconsistent) implementations of the same operation

Example of inheritance tree



Twitter (simplified)

- A registered user can
  - Post a tweet
  - Follow another user
  - Reply to a tweet
  - Add a like to a tweet

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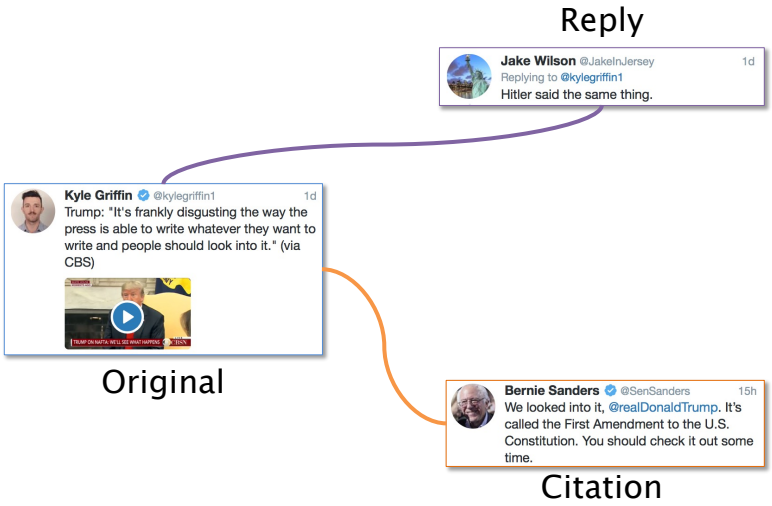
Example



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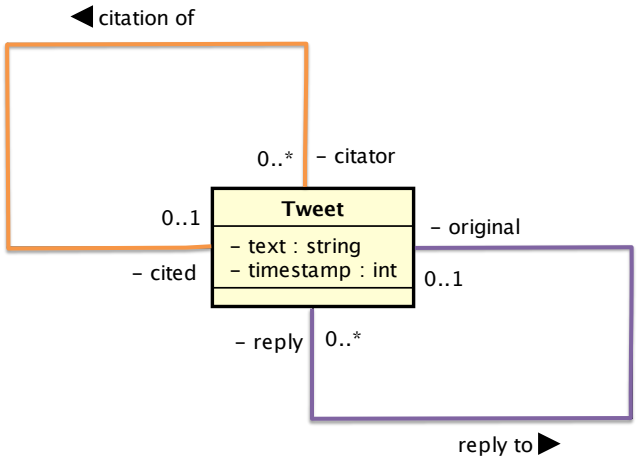
Optional Recursive Associations



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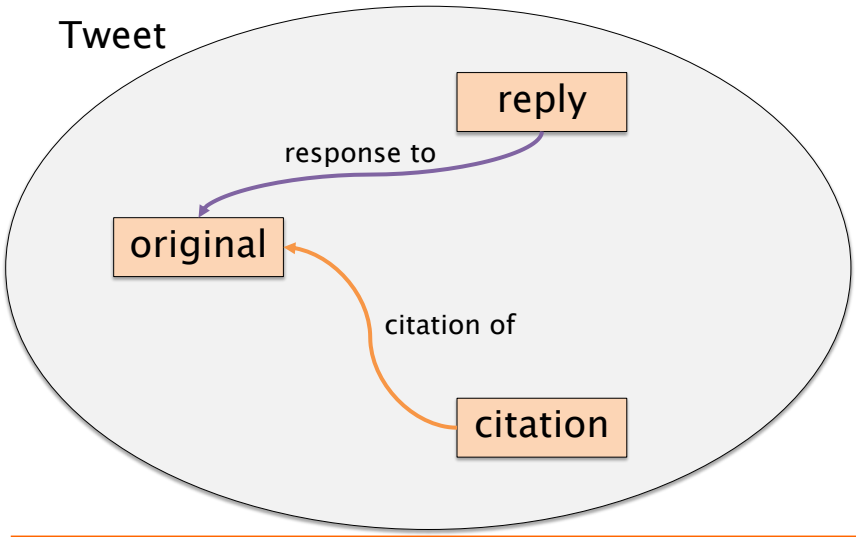
Optional Recursive Associations



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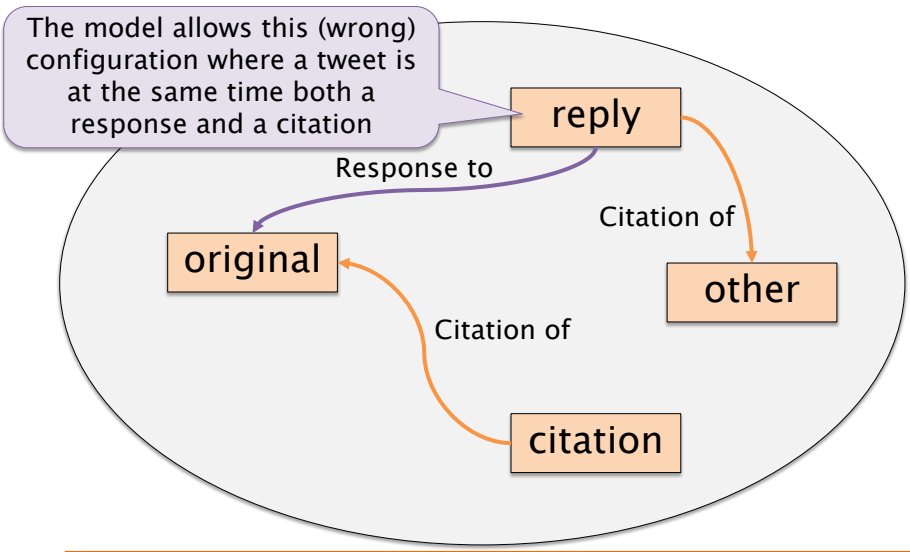
Optional Recursive Associations



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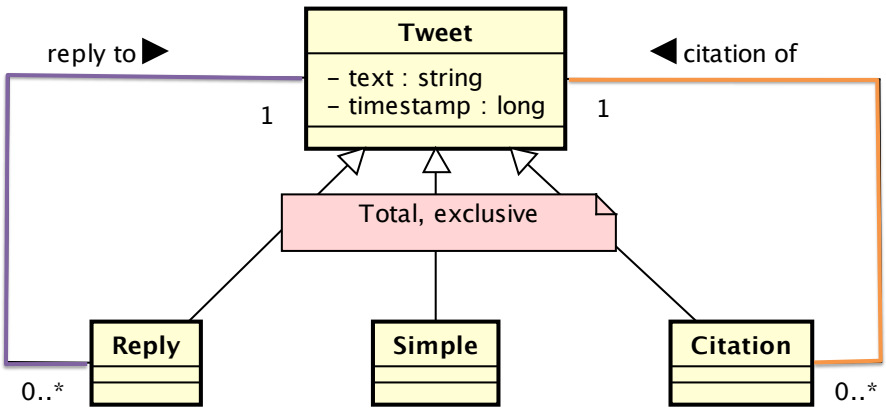
Specialization



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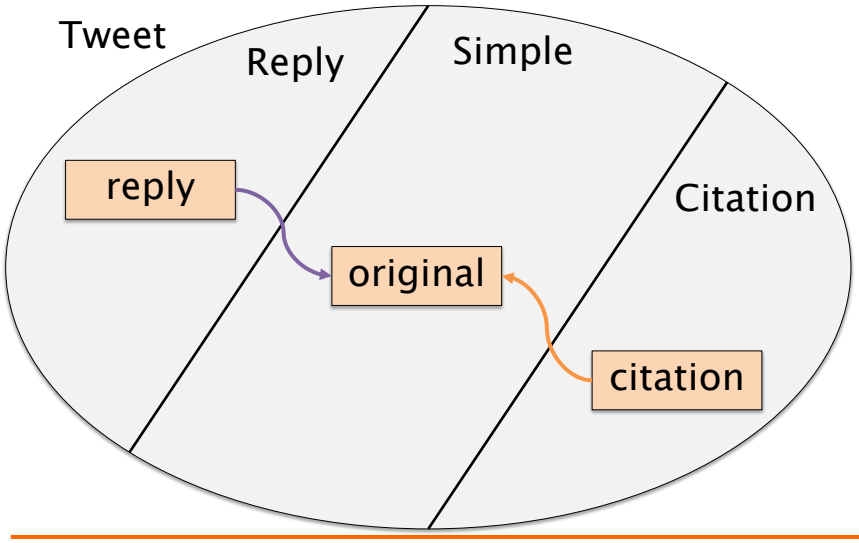
Specialization



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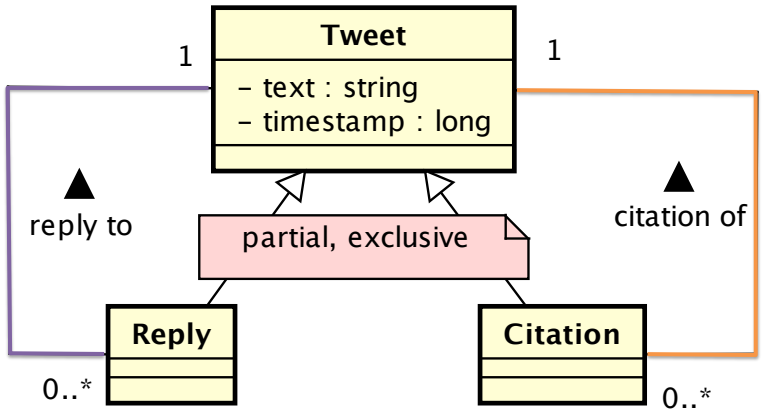
Partial Specialization



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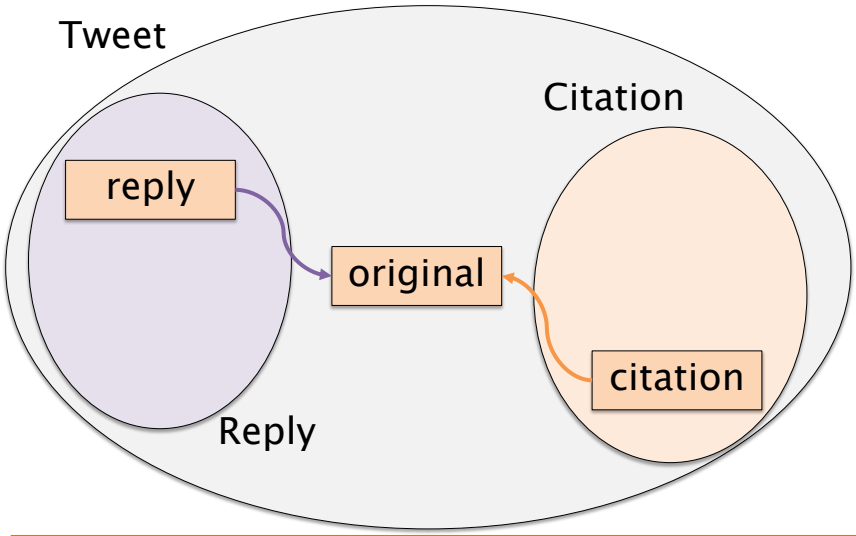
Partial Specialization



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Essential guidelines (II)

- If one or more concepts are special cases of another concept, it is convenient to represent them by means of a generalization.
- When distinct classes may play the same role w.r.t. an association to a given class it is common to represent this commonality by generalization
  - Inheritance includes also associations

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Modeling strategies

- Top-down
  - Start with abstract concepts and perform successive refinements
- Bottom-up
  - Start with detailed concepts and proceed with integrating different pieces together
- Inside-out
  - Like bottom-up but beginning with most important concepts first
- Hybrid

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Model quality

- Correctness
  - No requirement is misrepresented
- Completeness
  - All requirements are represented
- Readability
  - It is easy to read and understand
- Minimality
  - There are no avoidable elements

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References

- Fowler, M. “UML Distilled: A Brief Guide to the Standard Object Modeling Language – 3rd ed.”, Addison-Wesley Professional (2003)

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