

UNIVERSITY OF ABERYSTWYTH

FIRST YEAR GROUP PROJECT

---

# UML2 Java

---

*Authors:*  
Daniel Malý,  
Samuel Sherar,  
Lee Smith

# UML2Java Graphical Designer

**UML2Java** is a Graphic User Interface program that allows a user to create UML2 class diagrams. The program will then output the class files from the created class diagram including all relevant fields, methods and relationships to other classes. The UML designer was created as a requirement for our first year group project.

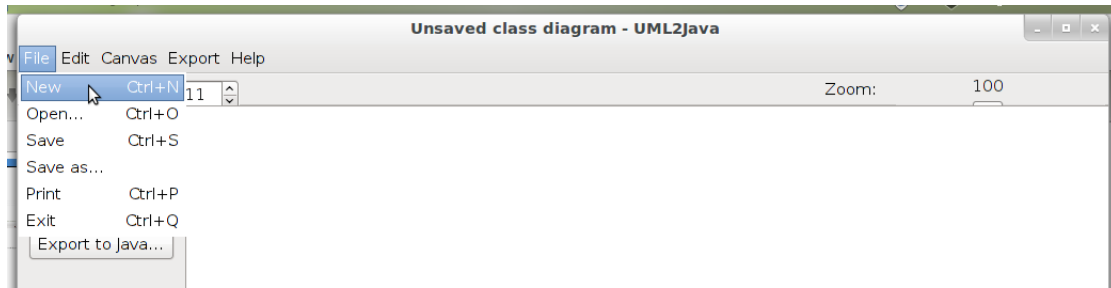
# Contents

<b>1</b>	<b>File Menu</b>	<b>3</b>
1.1	Create new Class Diagram . . . . .	3
1.2	Open an existing diagram . . . . .	3
1.3	Saving a diagram . . . . .	3
1.4	Printing a Diagram . . . . .	4
1.5	Exiting the Designer . . . . .	4
<b>2</b>	<b>Edit Menu</b>	<b>4</b>
2.1	Undoing an Action . . . . .	4
2.2	Redoing an Action . . . . .	4
<b>3</b>	<b>Editing Canvas Settings</b>	<b>4</b>
3.1	Resize the Canvas . . . . .	4
3.2	Fitting to Diagram . . . . .	5
<b>4</b>	<b>Exporting</b>	<b>5</b>
4.1	Export to Code . . . . .	5
4.2	Export Image of Diagram . . . . .	5
<b>5</b>	<b>Adding Elements to the Class Diagram</b>	<b>6</b>
5.1	Adding a new class . . . . .	6
5.2	Adding a new Relationship between classes . . . . .	7

# 1 File Menu

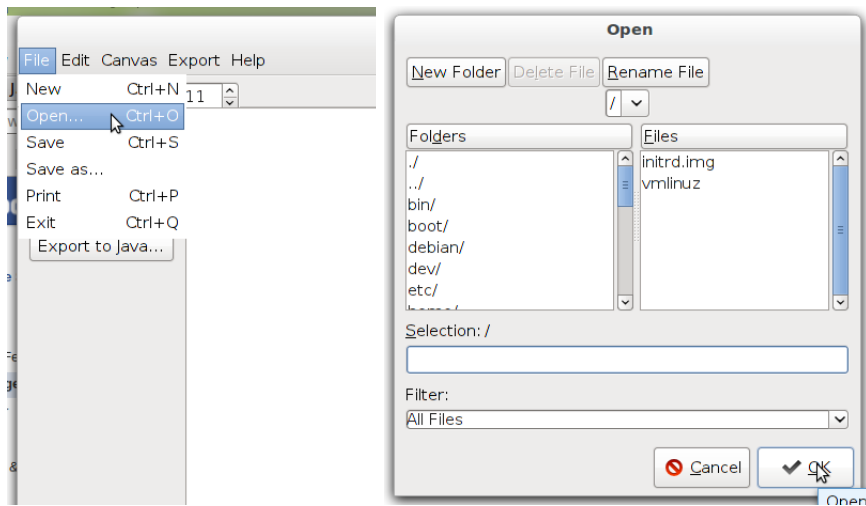
## 1.1 Create new Class Diagram

To create a new Class Diagram, go to the top menu bar and press **File** → **New**



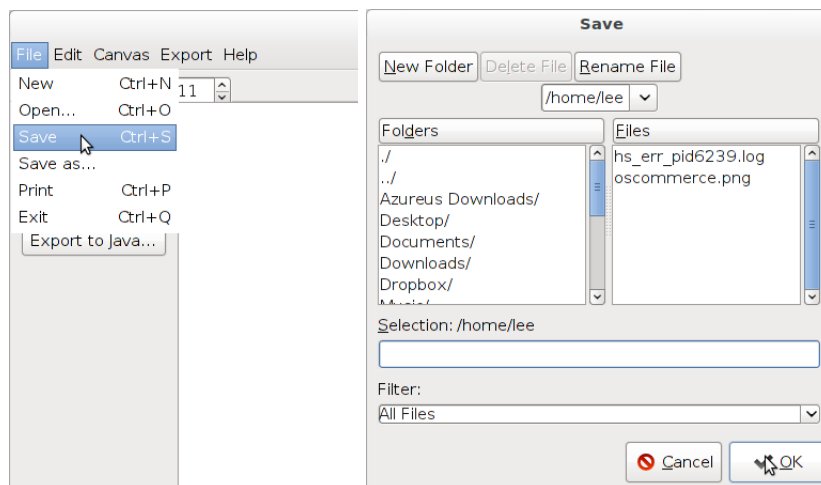
## 1.2 Open an existing diagram

To open a previously saved diagram, go to the top menu bar and press **File** → **Open...** or simply press **CTRL+O**. This will open up a new window asking for the location of the file you wish to open.



## 1.3 Saving a diagram

To save a diagram, go to the top menu bar and press **File** → **Save**/**Save as...** or simply press **CTRL+S**.



## 1.4 Printing a Diagram

To print a created diagram, go to the top bar and press **File** → **Print** or simply press **CTRL+P** and select the desired printer from the open window

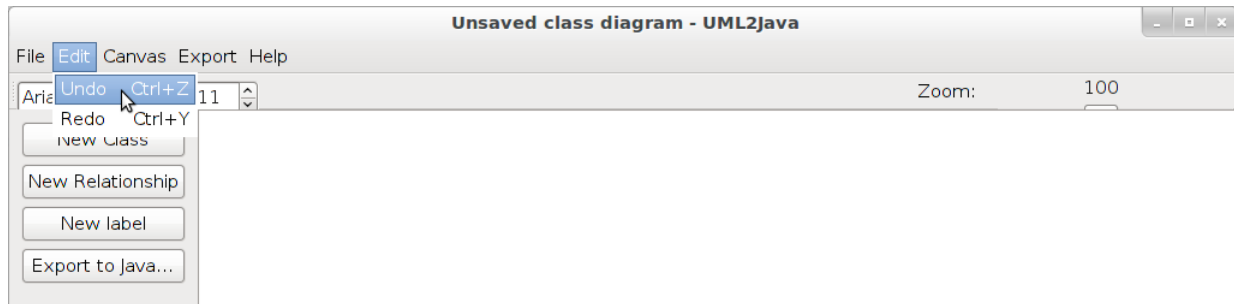
## 1.5 Exiting the Designer

To end the current session in UML2Java

# 2 Edit Menu

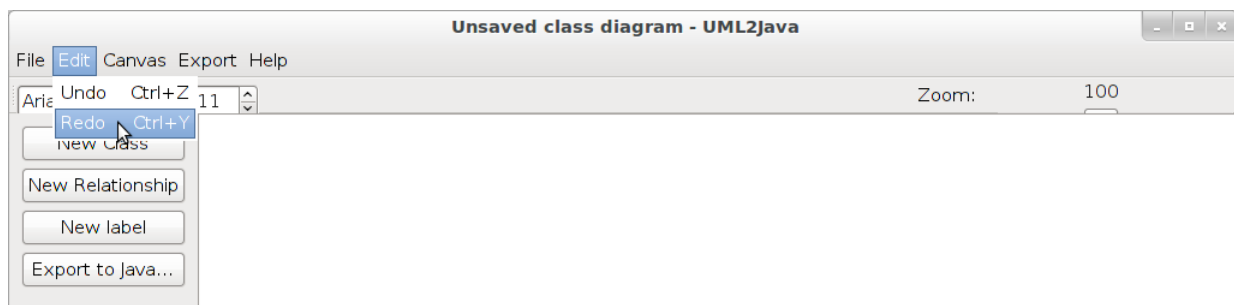
## 2.1 Undoing an Action

If you require to undo the previous action, go to the top bar and press **Edit** → **Undo** or press **CTRL+Z** from the keyboard



## 2.2 Redoing an Action

if you need to redo a previously undone action, simply go to the top bar and press **Edit** → **Redo** or press **CTRL+Y** from your keyboard



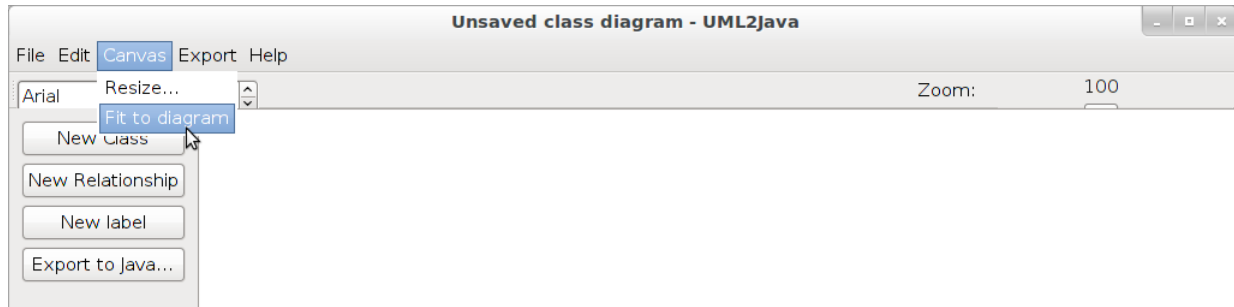
# 3 Editing Canvas Settings

## 3.1 Resize the Canvas

If you require a different canvas size , you can do this from the top menu, pressing **Canvas** → **Resize**

## 3.2 Fitting to Diagram

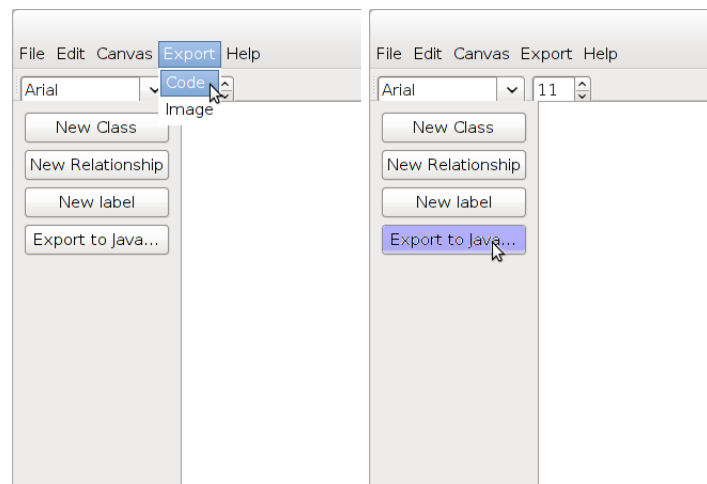
The canvas menu option also allows you to resize the canvas to a state where all of the current contents of the diagram will be able to be seen with little white space around the resulting design, to achieve this press **Canvas** → **Fit to Diagram**



## 4 Exporting

### 4.1 Export to Code

To create the code files of your created diagram, go to the top bar and select **Export** → **Code** this will generate the .java files of your created diagram, it will take into account any relationships you have created between classes, any variable declarations you have made, and methods you have created. Or you can go to the left menu bar and select **Export to Java** from the list there.



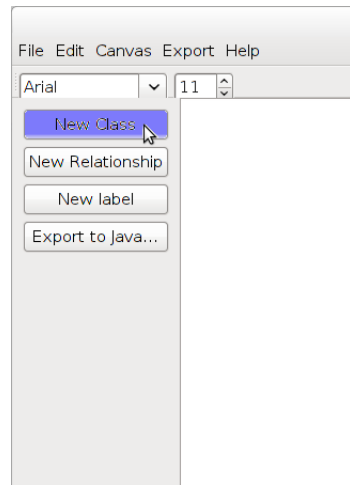
### 4.2 Export Image of Diagram

To create an image file of the class diagram you have created, go to **Export** → **Image** and a save box will appear, where you can select the location of where you wish to save the file and also the file type, either .png or .jpg

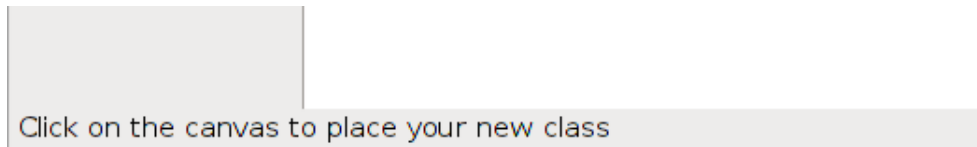
## 5 Adding Elements to the Class Diagram

### 5.1 Adding a new class

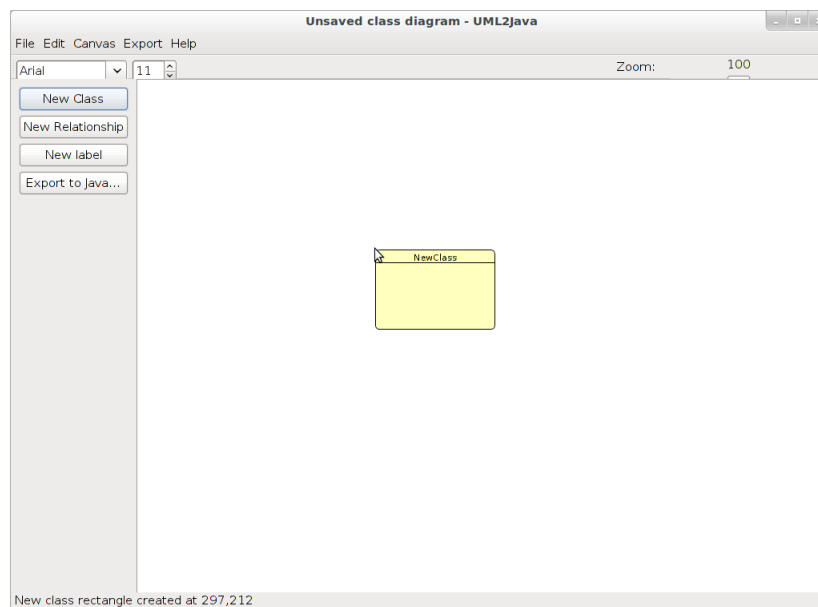
To create a new class on the diagram, go to the left-hand menu and select **New Class**



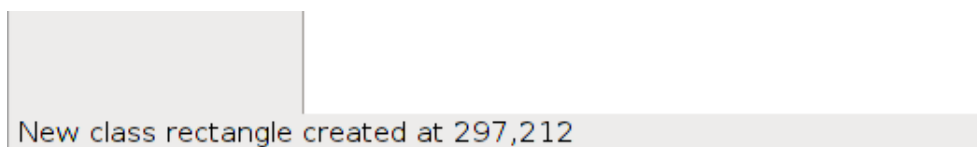
To make sure that you have selected to add a new class, once pressed a message will appear in the status bar at the bottom of the window



To add the class to the diagram, left-click on the white canvas and your new class will appear



You will receive confirmation via the status bar at the bottom of the screen, giving the x and y co-ordinates of the generated class box



## 5.2 Adding a new Relationship between classes

To add a relationship between two classes, press **New Relationship** from the left-hand menu



# Index

## A

Adding to diagram	
Add new Class .....	6
Add new Relationship .....	7

## C

Canvas Settings	
Fit to Diagram .....	5
Resize .....	4

## E

Edit	
Redo .....	4
Undo .....	4
Exporting	
Code .....	5
Image .....	5

## F

File	
Create new diagram .....	3
Exiting UML2Java .....	4
Open existing diagram .....	3
Printing a diagram .....	4
Save a Diagram .....	3