



# Object Oriented Analysis and Design with Java

**UE19CS353**

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Department of Computer Science and Engineering

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## UE19CS353: Object Oriented Analysis and Design with Java

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# Class Modelling: OO-Relationships

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## OO-Relationships

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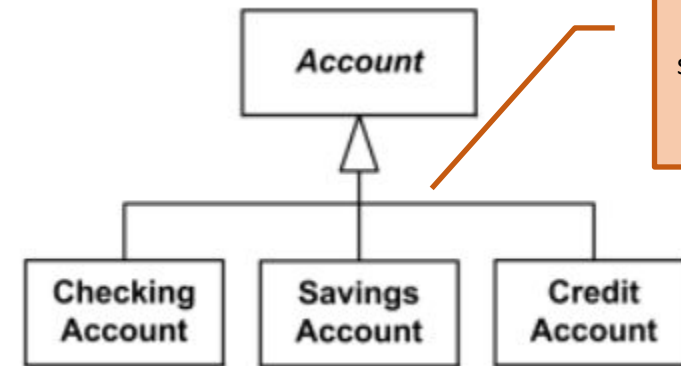
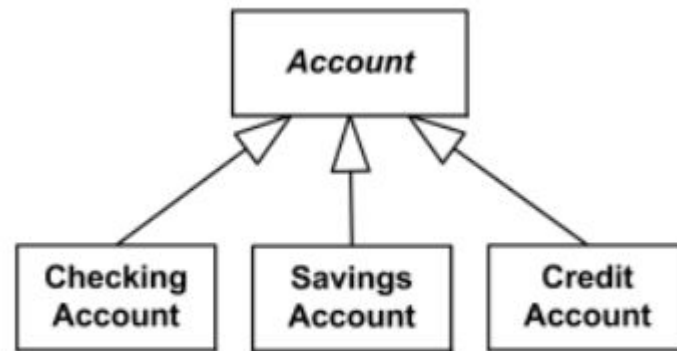
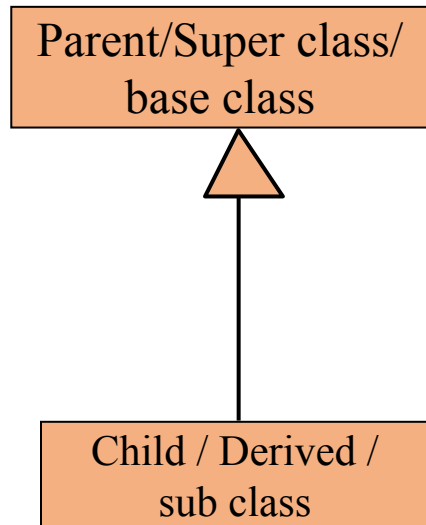
In UML, object interconnections (logical or physical), are modeled as relationships. The type of relationships are listed below:

- Generalization- an inheritance relationship
- Abstraction
- Realization - interface implementation
- Dependency
- Association – using relationship
  - Aggregation
  - Composition

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## Generalization

- Also known as Inheritance.
- It represents “is a” or “is a kind of” relationship since the child class is a type of the parent class.
- It is used to showcase reusable elements in the class diagram.
- The child classes “inherit” the common functionality(attributes and methods) defined in the parent class.
- A generalization is shown as a line with a hollow triangle as an arrowhead.
- The arrowhead points to the super class

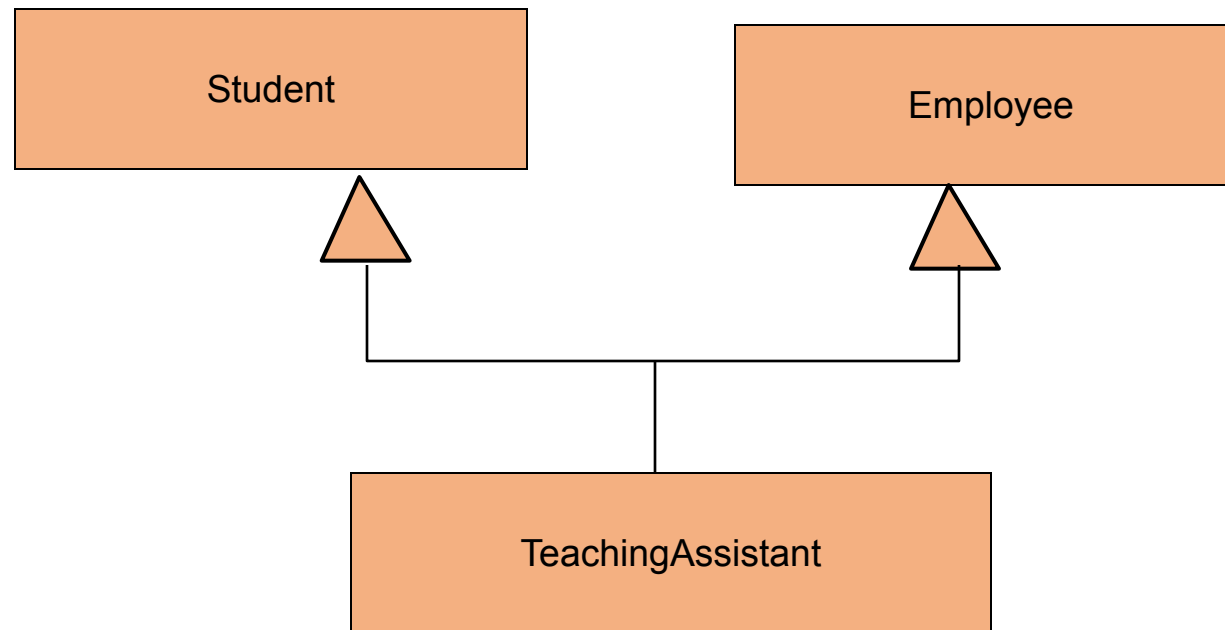


Sub classes that reference the same base can also be connected together in the "shared target style."

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## Generalization Relationships (Cont'd)

UML permits a class to inherit from multiple super classes, although some programming languages (*e.g.*, Java) do not permit multiple inheritance.



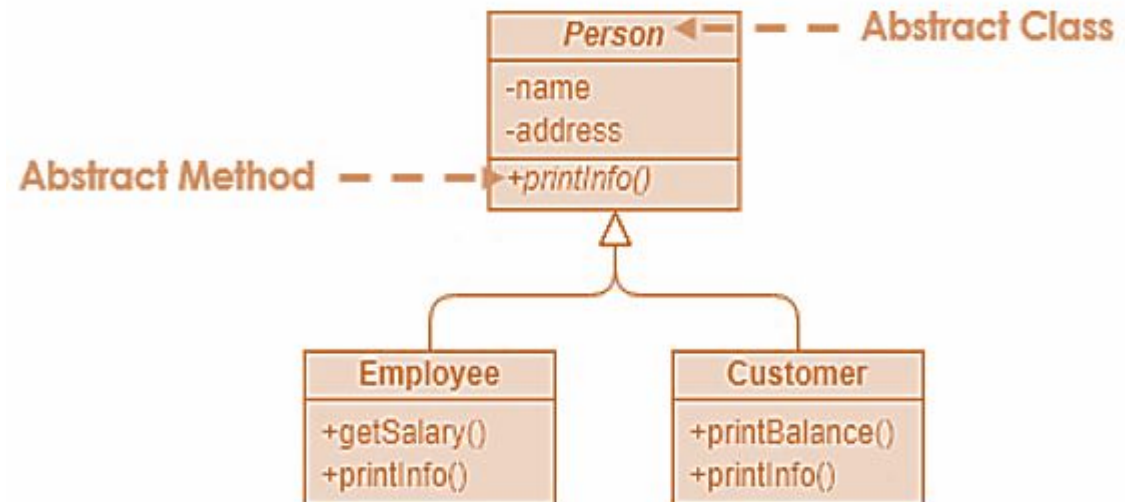
# Object Oriented Analysis and Design with Java

## Abstraction

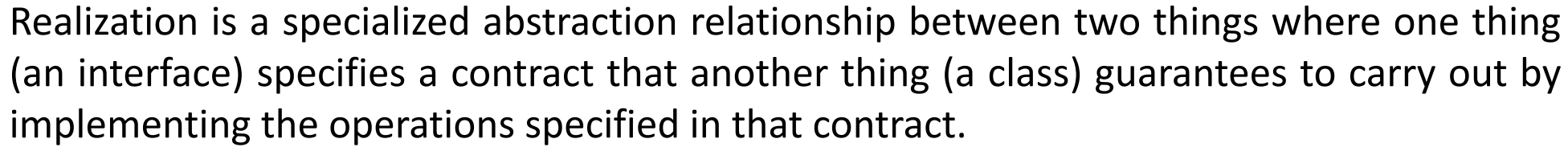
In an inheritance hierarchy, subclasses implement specific details, whereas the parent class defines the framework its subclasses. The parent class also serves as a template for common methods that will be implemented by its subclasses.

The name of an abstract Class is typically shown in italics; alternatively, an abstract Class may be shown using the textual annotation, also called stereotype {abstract} after or below its name.

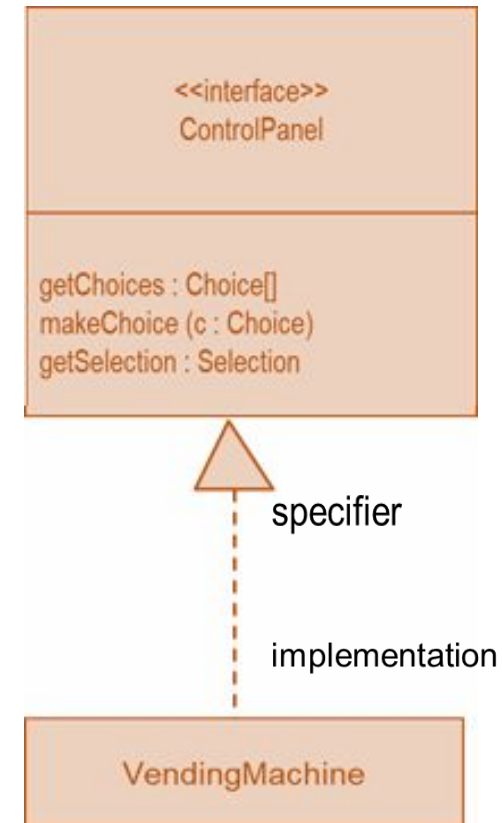
An abstract method is a method that do not have implementation. In order to create an abstract method, create a operation and make it italic.



## Realization / Interfaces



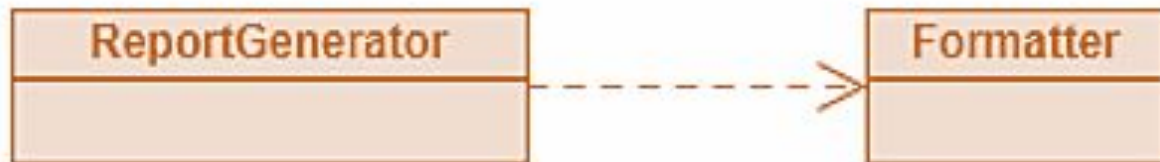
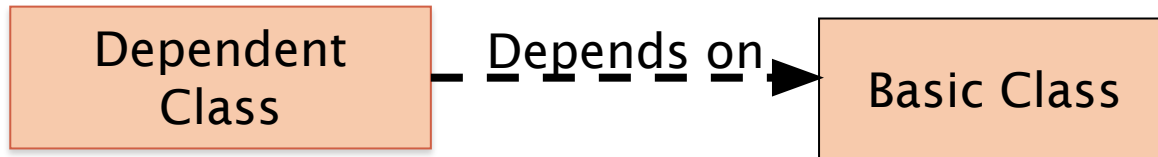
Realization is shown as a dashed directed line with an open arrowhead pointing to the interface.



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## Dependency

- Dependency means “**One class uses the other**”
- A dependency relationship indicates that a **change** in **one class** may **affect** the **dependent class**, but not necessarily the reverse.
- A dependency relationship is often used to show that a **method has object** of a class as **arguments**.





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## Association Relationships

If two classes in a model need to communicate with each other, there must be link between them.

An *association* denotes that link.



## Association Relationships (Cont'd)

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- We can constrain the association relationship by defining the *navigability* of the association.
- In a uni-directional association, two classes are related, but only one class "knows" that the relationship exists.
- A uni-directional association is drawn as a solid line with an open arrowhead pointing to the known class.
- Uni-directional association includes a role name and a multiplicity value, but only for the known class.
- In this example Orderdetails class only knows that it has a relationship with Item class but Item class does not know about their relationship.



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## Association Relationships (Cont'd)



We can indicate the *multiplicity* of an association by adding *multiplicity adornments* to the line denoting the association.

The multiplicity of an association is the number of possible instances of the class associated with a single instance of the other end.

Multiplicities are single number or ranges of numbers.

Multiplicities	Meaning
0..1	zero or one instance.
0..* or *	no limit on the number of instances (including none).
1	exactly one instance
1..*	at least one instance
n..m	<i>n</i> to <i>m</i> instances (n and m stand for numbers, e.g. 0..4, 3..15)
n	exactly n instance (where n stands for a number, e.g. 3)

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## Association Relationships (Cont'd)

The example indicates that a *Student* has one or more *Instructors*:

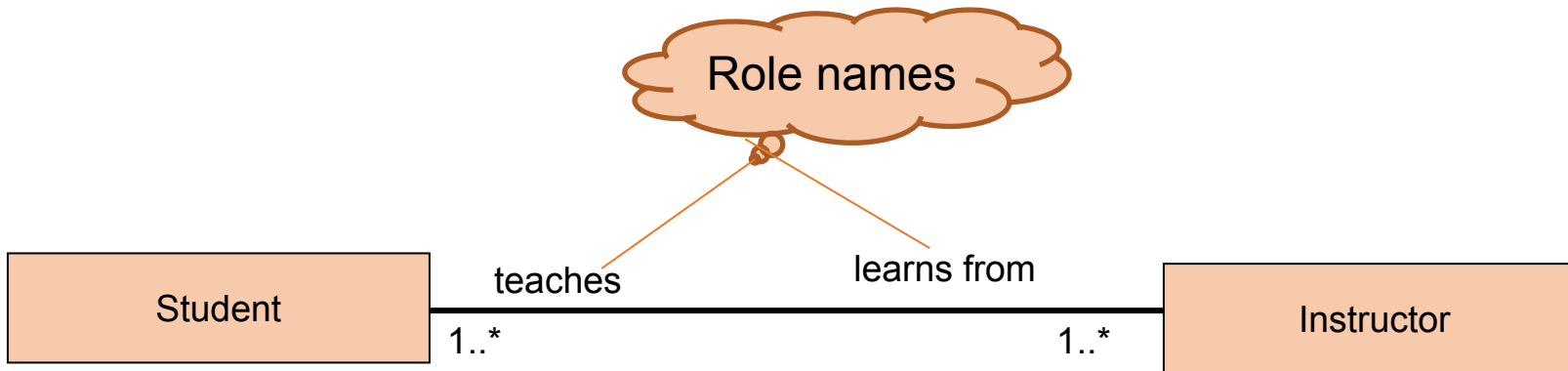


The example indicates that every *Instructor* has one or more *Students*:

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## Association Relationships (Cont'd)

We can also indicate the behavior of an object in an association (*i.e.*, the *role* of an object) using *rolenames*.



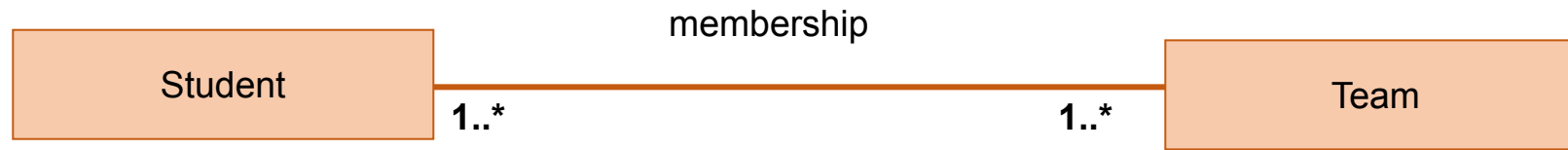
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## Association Relationships (Cont'd)

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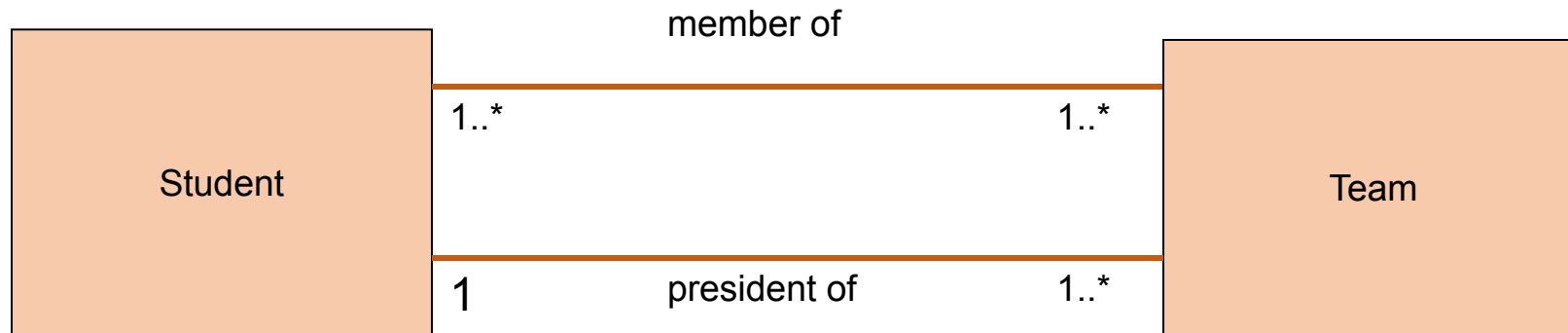
We can also name the association.



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## Association Relationships (Cont'd)

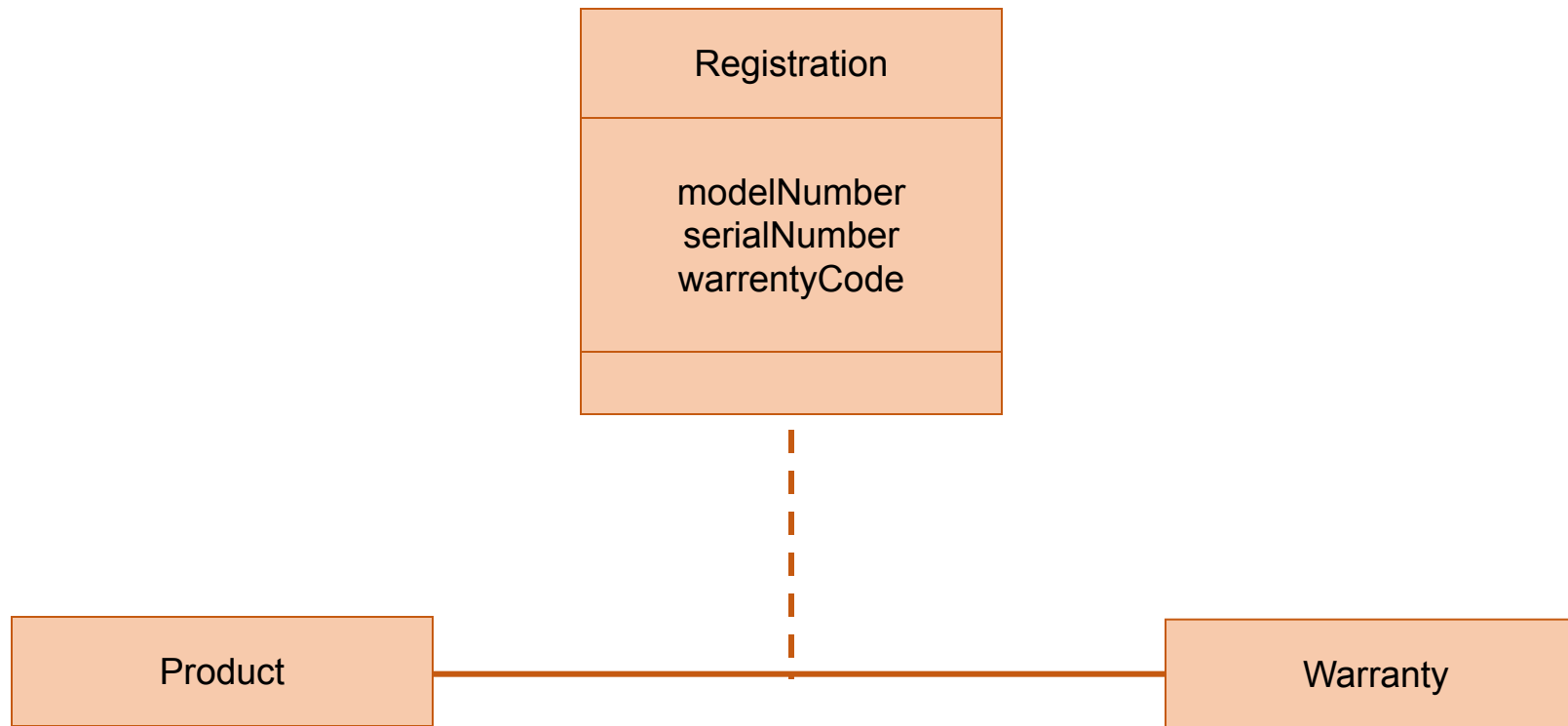
We can specify dual associations.



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## Association Relationships (Cont'd)

Associations can also be objects themselves, called *link classes* or an *association classes*. An association class is represented like a normal class, but it is linked to an association line with a dotted line.



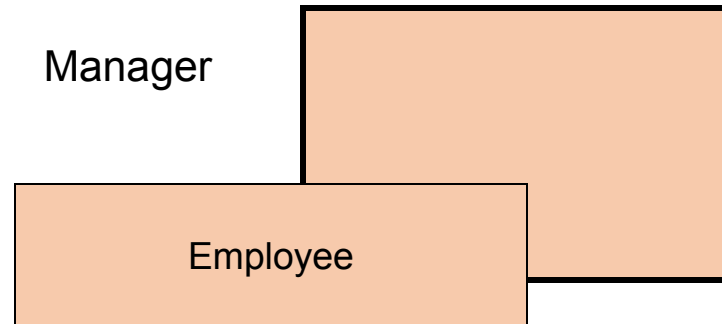


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## Association Relationships (Cont'd)

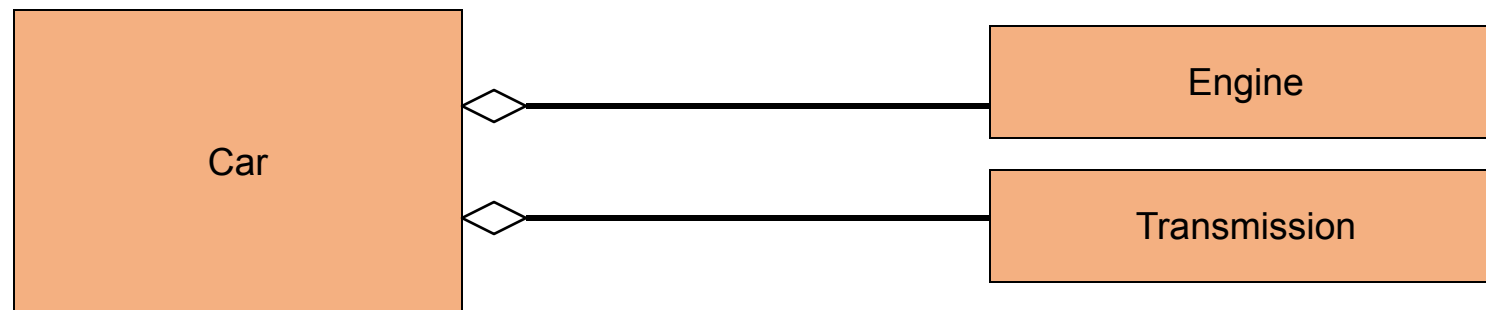
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A class can have a *self association*.



We can model objects that contain other objects by way of special associations called *aggregations* and *compositions*. It is also known as “has a” relationship.

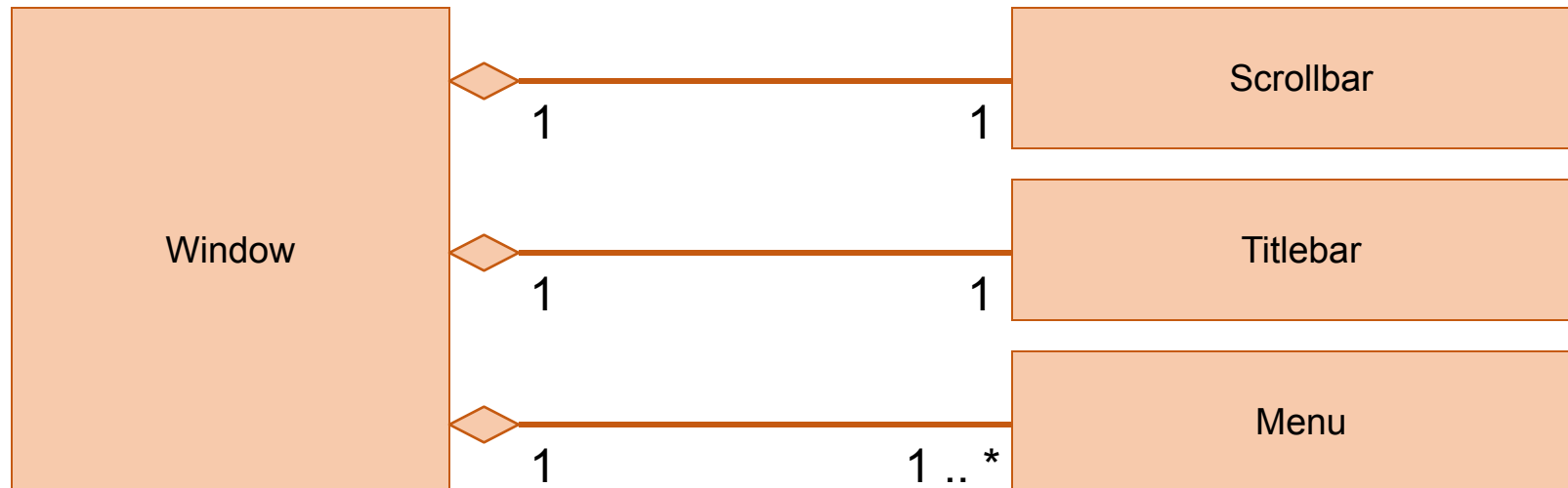
An *aggregation* specifies a whole-part relationship between an aggregate (a whole) and a constituent part, where the part can exist independently from the aggregate. Aggregations are denoted by a hollow-diamond adornment on the association.

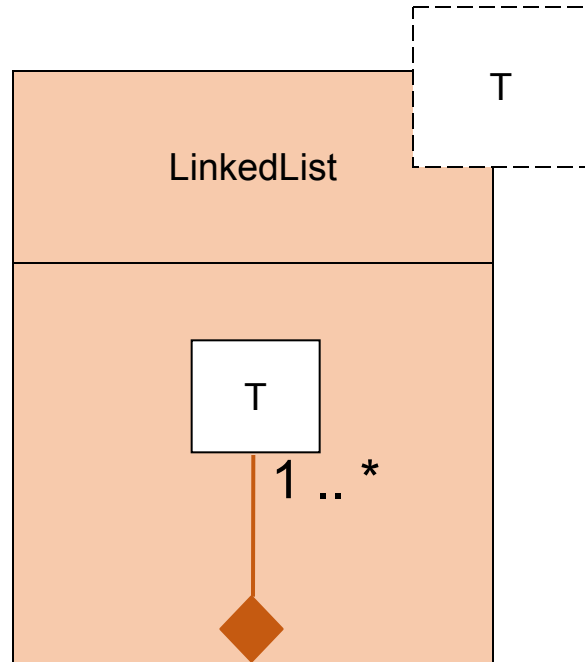


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## Composition

A *composition* indicates a strong ownership and coincident lifetime of parts by the whole (*i.e.*, they live and die as a whole). Compositions are denoted by a filled-diamond adornment on the association.





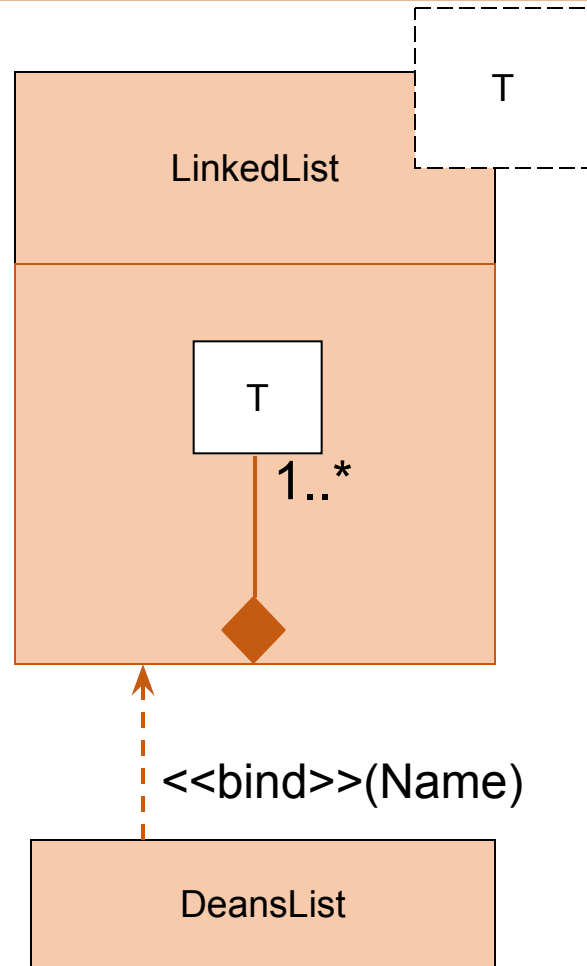
A *parameterized class* or *template* defines a family of potential elements.

To use it, the parameter must be bound.

A *template* is rendered by a small dashed rectangle superimposed on the upper-right corner of the class rectangle. The dashed rectangle contains a list of formal parameters for the class.

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## Parameterized Class (Cont'd)



*Binding* is done with the `<<bind>>` stereotype and a parameter to supply to the template. These are adornments to the dashed arrow denoting the realization relationship.

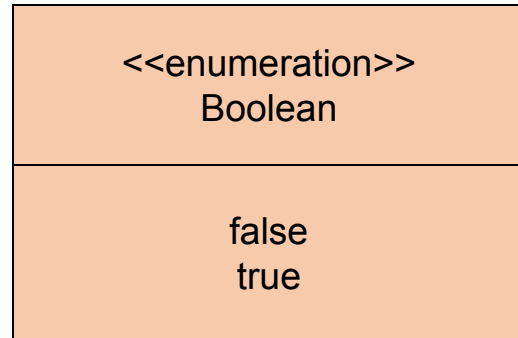
Here we create a linked-list of names for the Dean's List.

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## Enumeration

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An *enumeration* is a user-defined data type that consists of a name and an ordered list of enumeration literals.

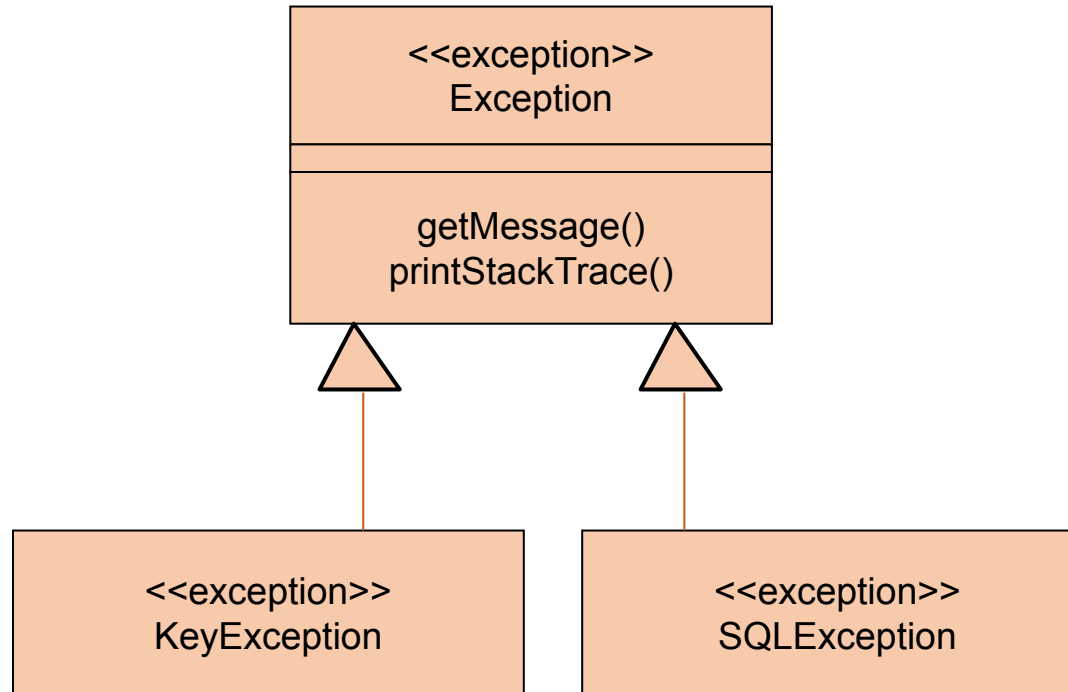


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## Exceptions

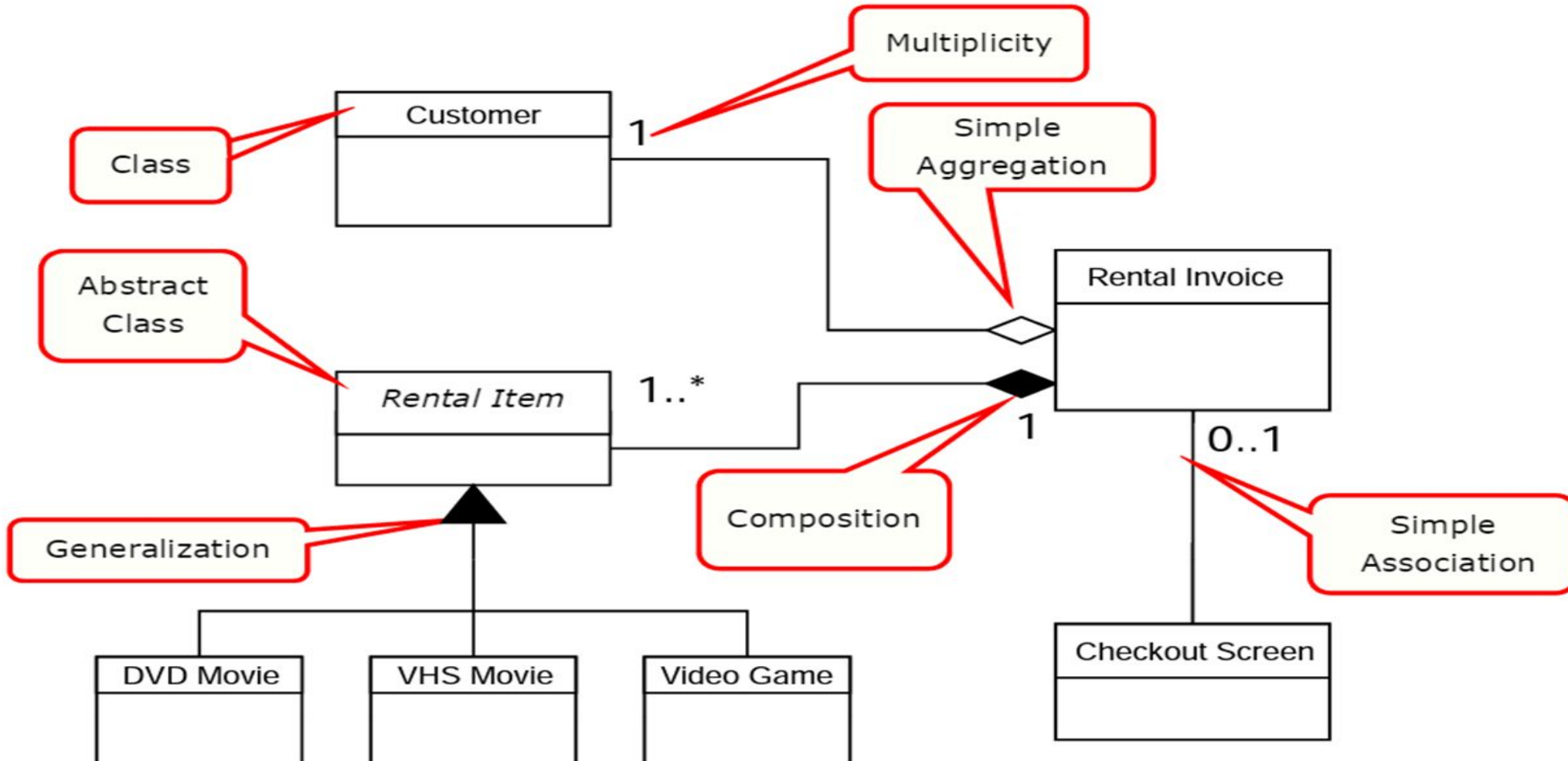
*Exceptions* can be modeled just like any other class.

Notice the `<<exception>>` stereotype in the name compartment.



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## Example class diagram –Video Store







**THANK YOU**

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