



OO Design with UML

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Outline

1. UML as an OO Modeling Language
2. Use Case Diagrams
3. Class Diagrams

Part #1 : Introduction

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1. UML as an OO Modeling Language
2. Use Case Diagrams
3. Class Diagrams

UML in Software Design



- UML (*Unified Modeling Language*) is an industrial standard for software modeling (data, business logic, workflows, ...)
- UML = Unified language for modeling software in terms of (but not limited to) objects (some models do not require the use of objects)
- “Unified” because in the past, there were many notations for modeling different viewpoints on software systems

What is UML exactly?

Software Modeling Language

- Result of research works in software engineering conducted within large industrial groups
- Used in *Software Analysis and Design*, but also in *Maintenance*

UML is not a Method

- It is a language and not a method
- Language designed to be used with any method
- Language developed by Rational (acquired by IBM) with a method named RUP (*Rational Unified Process*)

Some History about UML

- UML is the result of merging three methods and languages developed separately :
 - OMT, a technique developed by James Rumbaugh (General Electric → Rational in 1994)
 - Booch, method developed by Grady Booch (Rational)
 - OOSE, method developed by Ivar Jacobson (Ericsson → Rational in 1995)
- The first version of the language was specified in 1996, standardized by the OMG (*Object Management Group*) in 1997 and by ISO in 2005
- Two major versions : UML 1 (0.9 → 1.0) and UML 2 (2005)
- Current version : 2.5.1 (spec published in déc. 2017)

UML and Modeling in IT

- UML enables to model different viewpoints on an information system :
 - data and processes
 - static (structural) view and dynamic (behavioral) view
- In practice (in professional teams), UML is not used entirely¹
- Only a small part of it is used (explained later)

1. UML in practice. Peter Marian. In Proceedings of ICSE'13.

Do not mix up UML *Models* and *Diagrams*

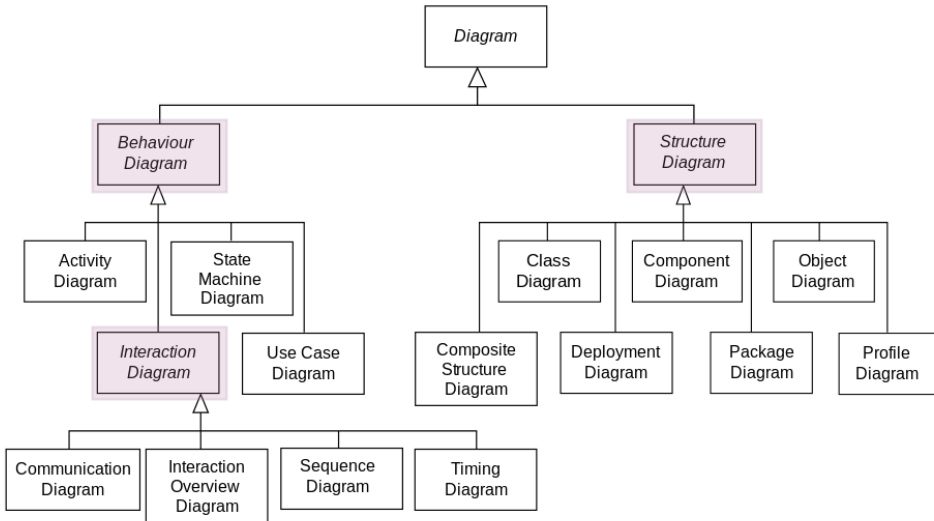
First, what is a model ?

Abstract representation of the relations between the characteristic parameters of a phenomenon or a process²

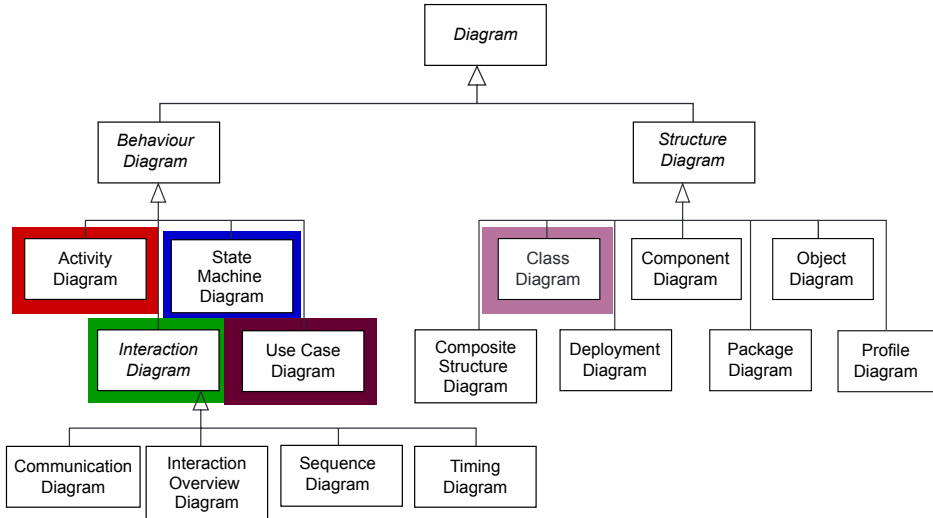
And in UML ?

- A model is a set of software modeling elements (classes, objects, messages, use cases, ...) which are documented (named and characterized)
- A diagram is a graphical partial representation (a possible view) of a model of a system
- A diagram can be deleted without any impact on the model (just the graphical view disappears)
- In practice, we build a diagram \Rightarrow model elements are created automatically (and are reusable in other diagrams)
- This is how UML editors work

Different Kinds of Diagrams³



Which Diagrams in this Course ?



Why these Diagrams ?

- **Use Case Diagrams** : Modeling in the early stages (Analysis) the basic functionality provided by the software system and which actors interact with it
- **Class Diagrams** : Modeling data schemas and the structure of business processes (classes with their members and relationships)
- **Activity Diagrams** : Detailing business processes by showing control and data flows
- **State Diagrams** : Modeling the evolution of the states of the software system and its objects during the execution of processes
- **Interaction Diagrams** : Modeling the scheduling of message passing and chronology of interactions

Organization

Part 2

- **Use Case Diagrams** : Modeling the basic functionality provided by the software system and which actors interact with it
- **Class Diagrams** : Modeling data schemas and the structure of business processes (classes with their members and relationships)

Part 3

- **Interaction Diagrams** : Modeling the scheduling of message passing and chronology of interactions

Part 4

- **Activity Diagrams** : Detailing business processes & their control and data flows
- **State Diagrams** : Modeling the evolution of the states of the software system and its data during the execution of processes

Part #2 : Use Case & Class Diagrams

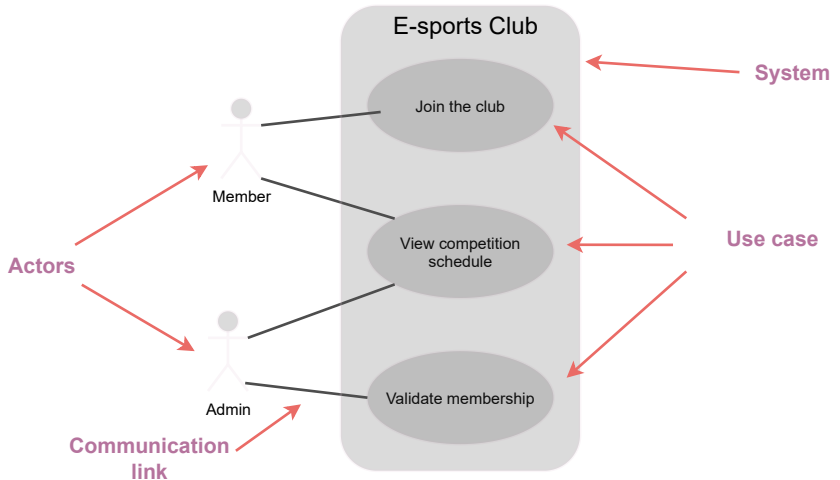
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What is a Use Case Diagram ?

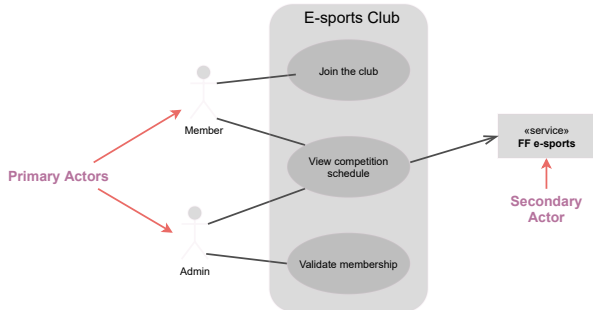
- It is a UML diagram which depicts a general overview on the functionality provided by a software system
- It enables to answer the following question :
 “Who can do what on the software system ?”
- It helps to represent in a graphical way the functions (**use cases**) of the software system from a user point of view
- It enables to indicate also what are the external entities (**actors**) which interact with the system
- We define it to **capture the needs/requirements** of a client during the development of a software system (can be defined as a refinement of *user stories*)

Example of a use case diagram



Primary and Secondary Actors

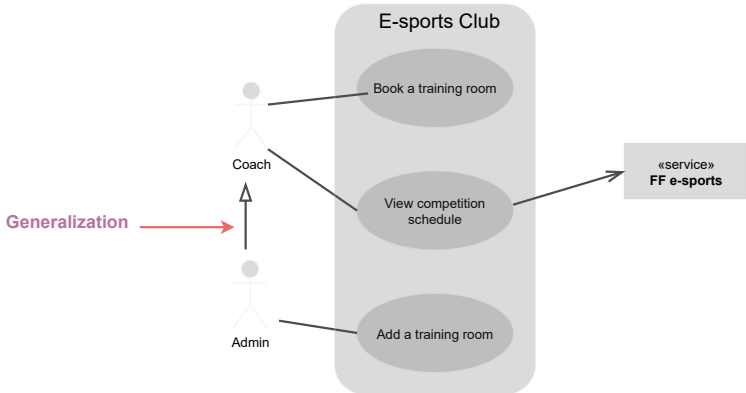
- Primary Actor : a person or an external system which triggers the execution of a use case



- Secondary Actor : a person or an external system which helps in the execution of a use case, or which receives data from the system

Relations between actors

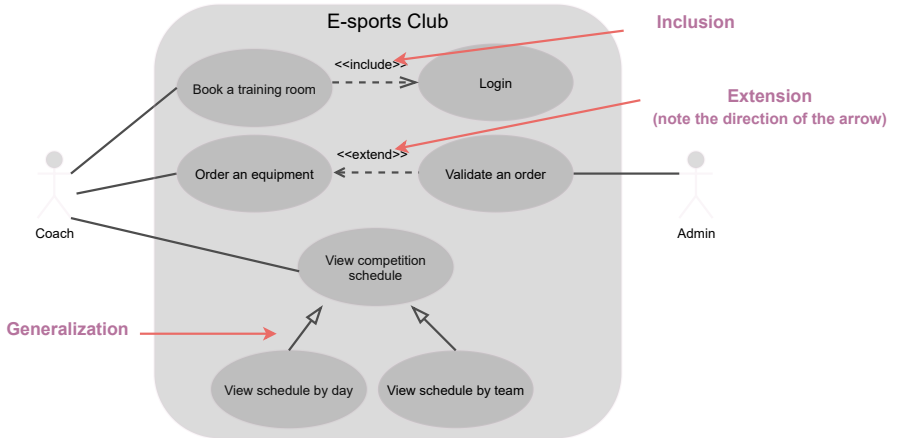
- Actors may be linked by generalization (inheritance) relations :
an actor inherits thus all the capabilities of its “parent” to execute other use cases



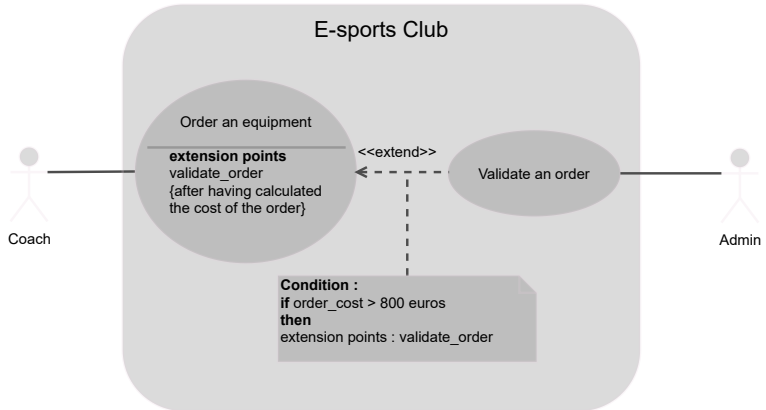
Relations between use cases

1. Relation of type “include” : the execution of the source use case includes mandatorily the execution of the target use case
2. Relation of type “extend” : the execution of the source use case **may** follow the execution of the target use case (*it is an option*)
3. Relation of type generalization (inheritance) : a use case is a particular case (a specialization) of its parent use case

Examples of relations between use cases



Extension points in use cases



Some good practices

- **Actors** are **roles** played by **categories of human users** and not precise users
- They can also be other systems which are outside the borders of the software system (and not subsystems of the system)
- Actors interact **directly** with the software system
- Use cases must be at the same level of abstraction (not too many/detailed)
- There should be no redundancy in functionality modeled by use cases (orthogonal UCs)
- The name of a use case = infinitive verb = action of the actor on the system (and not the inverse)

UC Diagram vs User Stories

- Both identify users and describe goals, but they serve different purposes
- User Stories are centered on the result and the benefit
- Use Cases can be more granular, and describe how the system will act
- User Stories contain, with user role, goal and acceptance criteria (lack of largest goal)
- A detailed Use Case template may contain many more other elements (UC name, precondition, postcondition, basic path, alternative paths and exception paths)

<https://www.visual-paradigm.com/guide/agile-software-development/user-story-vs-use-case/>

Exercise

Use PlantUML (<https://plantuml.com/fr/use-case-diagram>) to define :

- a use case diagram for the restaurants website
- with at least two actors and 6-7 use cases
- add some relations of type extend and include between use cases

The PlantUML editor is available here : www.plantuml.com/

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Roles of class diagram in software development

What is a class diagram ?

A graphical representation of classes, their characteristics (members) and their relationships

Why we define class diagrams ?

1. For modeling persistent data schemas
2. For designing the code of an application, starting from use cases and descriptions of scenarios of UCs
 - Code is defined in terms of descriptors of objects that realize the use cases

What is an object and what is a class ?

An object

An entity of the business and technical domains having the following characteristics :

- **a state** : a set of slots (pairs of attribute-name and its value)
- **a behavior** : a set of operations (signatures of methods)
⇒ the know-how of the object

A class

A descriptor for objects having the same characteristics

Examples of objects and their class

o1:Member

id = 1
firstName = "Théo"
lastName = "Cos"
birthDate = 2000-08-10
address = "10 rue du Gros-Horloge 76000 Rouen"

o2:Member

id = 2
firstName = "Natty"
lastName = "Bingo"
birthDate = 2001-02-22
address = "39 rue Foch 34500 Béziers"

Member

+ id: Integer
+ firstName: String
+ lastName: String
+ birthDate: Date
+ address: String

- No operations here

Description of attributes in classes

Syntax

`< visibility > < attr._name > : < attr._type > [= < initial_value >] [{ props }]`

Visibility

+ public, - private, # protected and ~ package-private

Examples

+ name : String

- isActive : boolean = false

Description of operations in classes

Syntax

< visibility > < op_name > (< params_list >)[: < return_type >]

Visibility : the same as for attributes

List of parameters

Syntax :

< in|out|inout > < param_name > : < param_type >

Examples

+ getName() : String

+ setName(in name : String)

Relations between classes

Inheritance or Generalization

- See next OOP course on Inheritance

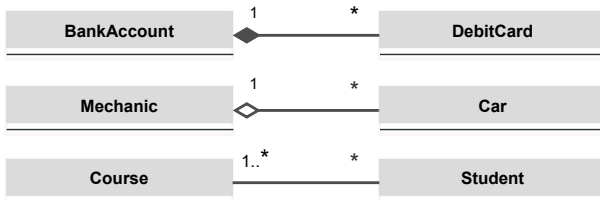
Dependency

- A class A requires another class B in its specification or implementation (A creates objects of B, for ex.)
- Not necessarily useful in modeling data schemas

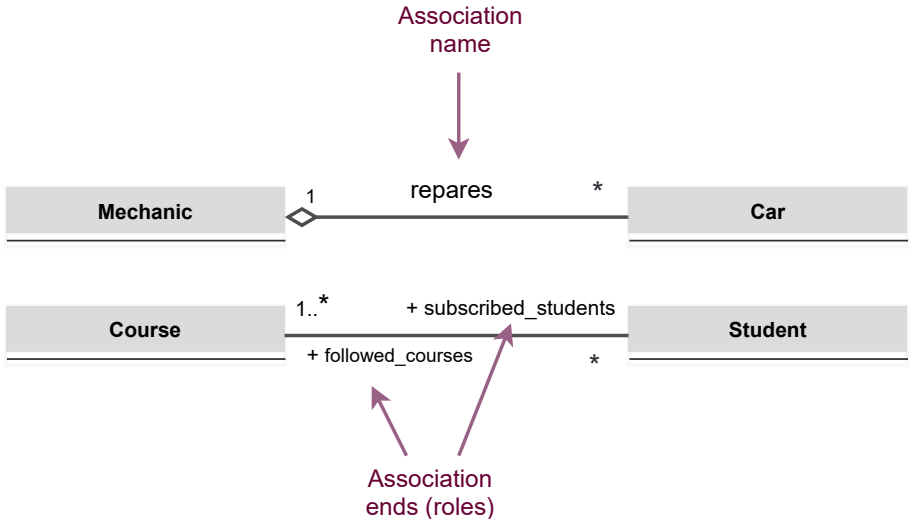
Relations between classes -ctd-

Association (simple, aggregation ou composition)

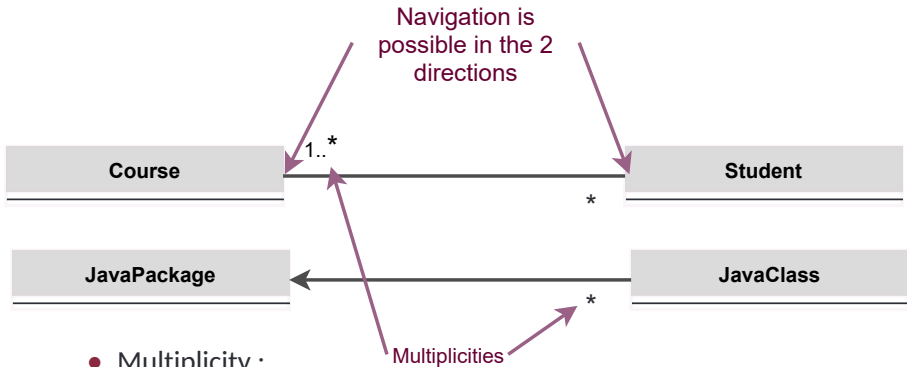
- An association describes a set of **links** between objects
- A structural relation between objects
- Composition : strong relation (linking the lifecycles of objects)
- Aggregation : relation of sharing (shared object)
- Simple association : the least constraining (most general) relation



Names and roles (association ends) for relations



Navigability and multiplicity



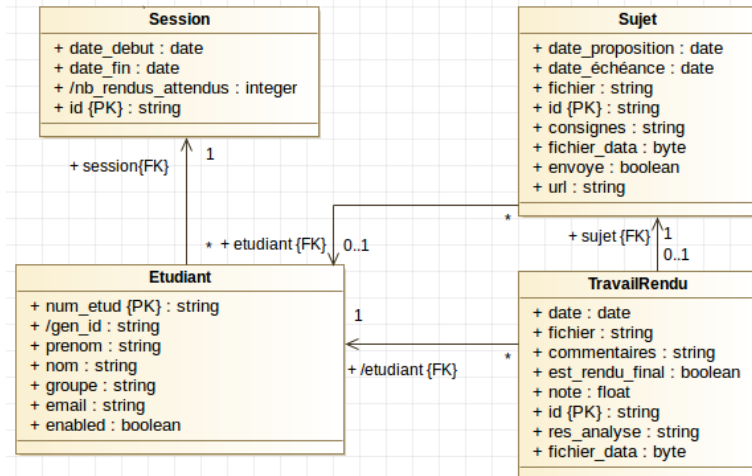
- Multiplicity :

- $n : n$ is a number or *
- $n..m$: n and m are numbers or $1..*$
- Default value (when nothing is indicated), it is 1

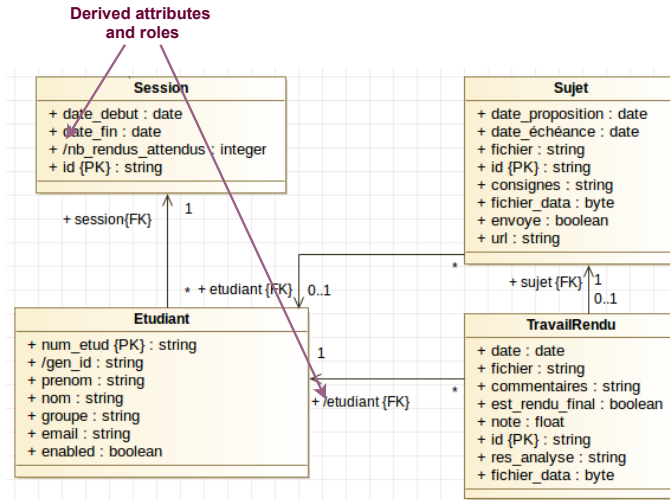
Specific case for DB schemas

- A database schema can be modeled by a class diagram
- A table = A class
- The name of a column in a table = an attribute
- A record in the table = an object
- The properties of columns (primary key PK, not null value, ...) can be defined as properties of attributes
- A foreign key FK can be defined as role of an association

Example of class diagram (DB of Plage App v1)



Example of class diagram -ctd-



Example of tables

| Table "public.session" | | | | | | |
|--|-----------------------------|-----------|----------|--------------|-------------|--|
| Column | Type | Modifiers | Storage | Stats target | Description | |
| date_debut | timestamp without time zone | not null | plain | | | |
| date_fin | timestamp without time zone | not null | plain | | | |
| nb_rendus_attendus | integer | | plain | | | |
| id | character varying(10) | not null | extended | | | |
| Indexes: | | | | | | |
| "session_pkey" PRIMARY KEY, btree (id) | | | | | | |
| Referenced by: | | | | | | |
| TABLE "etudiant" CONSTRAINT "etudiant_session_fkey" FOREIGN KEY (session) REFERENCES session(id) | | | | | | |

| Table "public.etudiant" | | | | | | |
|---|------------------------|---------------|----------|--------------|-------------|--|
| Column | Type | Modifiers | Storage | Stats target | Description | Autre champs |
| num_etud | character varying(20) | not null | extended | | | |
| pre_nom | character varying(100) | not null | extended | | | titre d'une colonne d'une table |
| nom | character varying(40) | not null | extended | | | |
| groupe | character varying(3) | not null | extended | | | |
| email | character varying(40) | not null | extended | | | une ligne (enregistrement) d'une table |
| enabled | boolean | default false | plain | | | |
| session | character varying(10) | not null | extended | | | |
| Indexes: | | | | | | |
| "etudiant_pkey" PRIMARY KEY, btree (num_etud) | | | | | | |
| Foreign-key constraints: | | | | | | |
| "etudiant_session_fkey" FOREIGN KEY (session) REFERENCES session(id) | | | | | | |
| Referenced by: | | | | | | |
| TABLE "sujet" CONSTRAINT "sujet_etudiant_fkey" FOREIGN KEY (etudiant) REFERENCES etudiant(num_etud) | | | | | | |
| TABLE "travail_rendu" CONSTRAINT "travail_rendu_etudiant_fkey" FOREIGN KEY (etudiant) REFERENCES etudiant(num_etud) | | | | | | |

| Table "public.sujet" | | | | | | |
|--|-----------------------------|---|----------|--------------|-------------|--|
| Column | Type | Modifiers | Storage | Stats target | Description | |
| date_proposition | timestamp without time zone | not null | plain | | | |
| date_echance | timestamp without time zone | not null | plain | | | |
| fichier | character varying(40) | not null | extended | | | |
| consignes | text | | extended | | | |
| etudiant | character varying(20) | | extended | | | |
| id | integer | not null default nextval('sujet_id_seq':regclass) | plain | | | |
| fichier_data | bytea | | extended | | | |
| envoye | boolean | default false | plain | | | |
| url | character varying(100) | | extended | | | |
| Indexes: | | | | | | |
| "sujet_pkey" PRIMARY KEY, btree (id) | | | | | | |
| Foreign-key constraints: | | | | | | |
| "sujet_etudiant_fkey" FOREIGN KEY (etudiant) REFERENCES etudiant(num_etud) | | | | | | |
| Referenced by: | | | | | | |
| TABLE "travail_rendu" CONSTRAINT "travail_rendu_sujet_fkey" FOREIGN KEY (sujet) REFERENCES sujet(id) | | | | | | |

| Table "public.travail_rendu" | | | | | | |
|--|-----------------------------|---|----------|--------------|-------------|--|
| Column | Type | Modifiers | Storage | Stats target | Description | |
| date | timestamp without time zone | not null default now() | plain | | | |
| fichier | character varying(60) | not null | extended | | | |
| commentaires | character varying(100) | | extended | | | |
| est_rendu_final | boolean | not null | plain | | | |
| note | character varying(5) | | extended | | | |
| res_analyse | text | | extended | | | |
| etudiant | character varying(20) | not null | extended | | | |
| id | integer | not null default nextval('travail_rendu_id_seq':regclass) | plain | | | |
| sujet | integer | | plain | | | |
| fichier_data | bytea | | extended | | | |
| Indexes: | | | | | | |
| "travail_rendu_pkey" PRIMARY KEY, btree (id) | | | | | | |
| Foreign-key constraints: | | | | | | |
| "travail_rendu_etudiant_fkey" FOREIGN KEY (etudiant) REFERENCES etudiant(num_etud) | | | | | | |
| "travail_rendu_sujet_fkey" FOREIGN KEY (sujet) REFERENCES sujet(id) | | | | | | |

Table "etudiant"

| Table "public.etudiant" | | | | | |
|-------------------------|------------------------|---------------|----------|--------------|-------------|
| Column | Type | Modifiers | Storage | Stats target | Description |
| num_etud | character varying(20) | not null | extended | | |
| gen_id | character varying(100) | not null | extended | | |
| prenom | character varying(40) | not null | extended | | |
| nom | character varying(40) | not null | extended | | |
| groupe | character varying(3) | | extended | | |
| email | character varying(40) | not null | extended | | |
| enabled | boolean | default false | plain | | |
| session | character varying(10) | not null | extended | | |

Indexes:

"etudiant_pkey" PRIMARY KEY, btree (num_etud)

Foreign-key constraints:

"etudiant_session_fkey" FOREIGN KEY (session) REFERENCES session(id)

Referenced by:

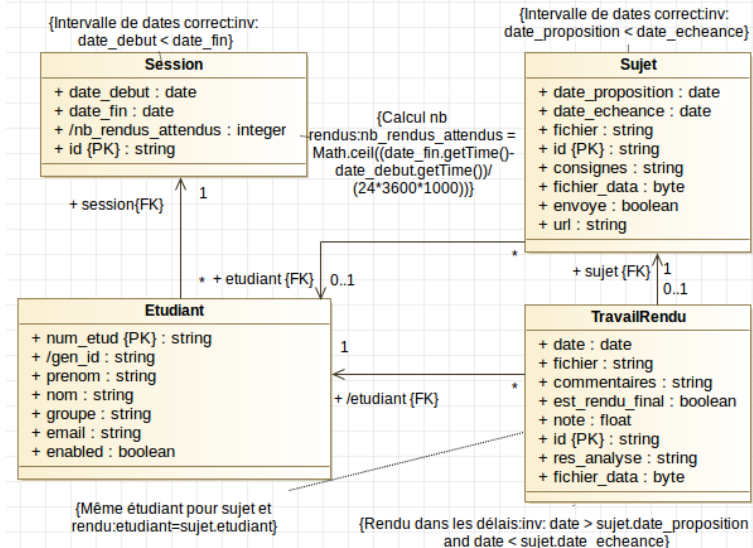
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TABLE "travail_rendu" CONSTRAINT "travail_rendu_etudiant_fkey" FOREIGN KEY (etudiant) REFERENCES etudiant(num_etud)

OCL language for defining constraints

- Conditions on values of attributes and on associations that cannot be expressed directly with UML
- OCL (*Object Constraint Language*) : standard of the OMG
- OCL constraint = predicate (expression in 1st order logic)
- Language very easy to learn
- Powerful language for refining the semantics of UML models

Examples of OCL constraints



Tools

Editors and Tools

- General purpose editors : diagrams.net (draw.io), Dia, ...
- Dedicated environments :
 - Proprietary : Modelio from Modeliosoft/Softteam (<https://www.modelio.org/>), Visual Paradigm (<https://www.visual-paradigm.com/>), Rational Software Architect from IBM, ...
 - Free : Papyrus from CEA LIST (Commissariat à l'Énergie atomique et aux Énergies alternatives), Umbrello, ArgoUML (Tigris.org), ...
 - Textual Syntax : PlantUML (<https://plantuml.com/>)

Features

- Graphical/Textual editing and model validation
- Model transformation, code generation, ...

Exercice

Use PlantUML (<https://plantuml.com/fr/class-diagram>) to define :

- A class diagram for the Labyrinth Application
- with all possible relations between classes and specify cardinalities and aggregation types (composition, ...)
- Drop your (UC and class) diagrams (source and PNG) in Moodle

The PlantUML editor is available here : www.plantuml.com/

