Final Lecture – UML Design: A Comprehensive Summary

Traian Florin Șerbănuță

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Agenda

1. Why UML still matters
2. UML diagram landscape (overview)
3. Behavioral modeling recap
4. Structural modeling recap
5. Design patterns & architecture recap
6. Model evaluation & quality
7. Reflection & discussion exercises

Goal

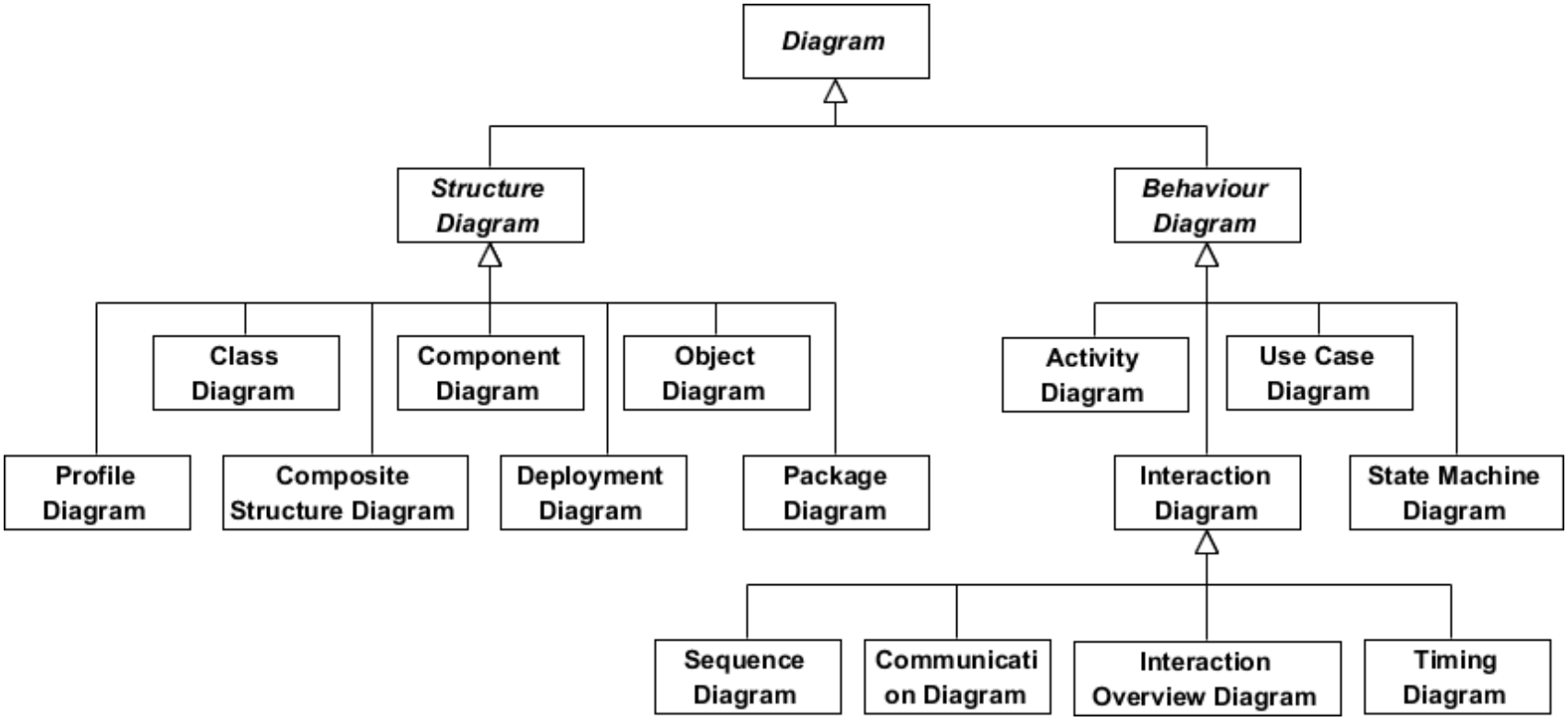
Consolidate UML knowledge, reflect on modeling choices, and connect diagrams, design patterns, and evaluation techniques.

Foundations & Behavioral View

Why UML?

- Common visual language for software design
- Supports **analysis → design → implementation → testing**
- Bridges communication gaps between stakeholders
- Enables reasoning before code exists
  UML is not about drawing diagrams — it is about thinking structurally and behaviorally.

UML Diagram Landscape



Behavioral Modeling – What We Learned

Use Case Diagrams

- Capture system *goals*, not implementation
- Define system boundary and actors

Sequence & Communication Diagrams

- Describe object interactions over time
- Message consistency with class operations

State Diagrams

- Model lifecycle and event-driven behavior
- Excellent for controllers, protocols, devices

Activity Diagrams

- Model workflows and business logic
- Emphasize concurrency and control flow

Interactive Discussion

Prompt

- Which behavioral diagram did you find *most useful*?
- Which one felt *least intuitive*?
- Where did diagrams help clarify misunderstandings?

Students discuss in small groups $\rightarrow$ short plenary feedback.

Structure, Design & Evaluation

Structural Modeling – What We Learned

Class & Object Diagrams

- Static structure vs runtime snapshots
- Responsibility-driven design

Package Diagrams

- Manage complexity
- Support layering and modularization

Component & Deployment Diagrams

- Architectural view
- Mapping software to hardware

Composite Structure Diagrams

- Internal structure of complex classifiers

UML Meta-Model & Profiles

- UML defined using MOF (M3 $\rightarrow$ M2 $\rightarrow$ M1 $\rightarrow$ M0)
- Profiles customize UML for domains
- Stereotypes, tagged values, constraints
  Profiles adapt UML without changing the language itself.

Design Patterns Recap

Categories

- **Creational**: Builder, Singleton, Factory Method
- **Structural**: Bridge, Adapter, Decorator, Proxy, Composite
- **Behavioral**: Iterator, Observer, State, Visitor, Mediator

Key Lesson

- Patterns encode *proven design decisions*
- UML helps document and communicate patterns

Evaluating & Testing UML Models

Evaluation Dimensions

- Syntactic
- Semantic
- Pragmatic
- Organizational
- Technical

Techniques

- Reviews & checklists
- Cross-diagram consistency
- OCL constraints
- Simulation & model-based testing

Interactive Exercise

Group Task:

Choose one of the following: 1. A UML diagram type you used in a project 2. A design pattern from the course 3. A modeling mistake you now recognize

Discuss: - What problem does it solve well? - When would it *not* be appropriate? - How would you explain it to a junior engineer?

Each group shares **one insight**.

Final Reflection

- UML is a *toolbox*, not a checklist
- Choose diagrams intentionally
- Prefer clarity over completeness
- Models should evolve with understanding
  Good models ask good questions — not just provide answers.

Closing & Course Takeaways

- You can now **read, critique, and design** UML models
- You understand how diagrams relate and complement each other
- You can evaluate model quality and apply patterns consciously

Thank you for the engagement throughout the course!