

Analiza și Modelarea Sistemelor Software - Lab 1¹

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¹Thanking Andrian Babii @ Endava for slide content

Agenda

- ▶ Get to know
- ▶ Laboratory structure
- ▶ General Presentation

Introduction

Subject: Software System Modeling

- ▶ UML Diagrams, Modeling, Design Patterns, etc.

Requirements:

- ▶ To be active
- ▶ Attendance is not mandatory
- ▶ Evaluation based on team project

Who we are

About me:

- ▶ Traian Șerbănuță
- ▶ associate professor @ UNIBUC
- ▶ research consultant @ Pi Squared Inc.
- ▶ I like programming languages. I was paid for using the following
 - ▶ regular: Java, C++, Python, Rust, Haskell
 - ▶ esoteric: The K Framework, Rocq, Circom

About you:

- ▶ Name
- ▶ Professional interests
- ▶ Fun fact

Tools

- ▶ PlantUML (also available as VSCode extension)
- ▶ Mermaid (works well with Github)
- ▶ Lucidchart
- ▶ Web Sequence Diagrams
- ▶ yUML
- ▶ Diagrams.net

UML

- ▶ UML is **not a process of designing solutions**
- ▶ It is a way of communicating designs **independent of programming languages**
- ▶ UML 2 has many diagram types, divided into:
 - ▶ **Structural diagrams**
 - ▶ **Behavior diagrams** (including interaction aspects)

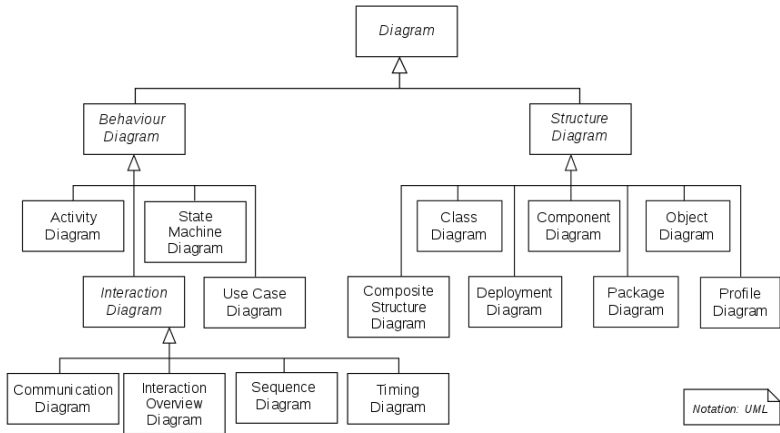
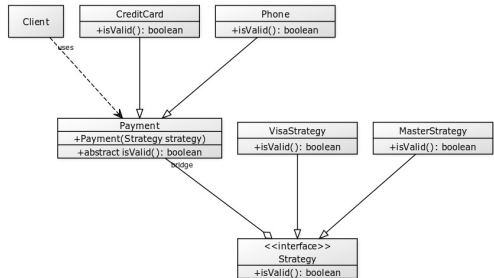


Figure 1: Types of diagrams in UML

What type of diagram is presented?

- ▶ Class
- ▶ Package
- ▶ Interaction
- ▶ Use case



CREATED WITH YUML

Figure 2: ????

Answer: Class diagram

- ▶ Backbone of object-oriented modeling
- ▶ Shows how different entities relate to each other (static structure)
- ▶ Purposes:
 - ▶ Analysis and design of static view of an application
 - ▶ Describe responsibilities of a system
 - ▶ Base for component and deployment diagrams
 - ▶ Forward and reverse engineering

What type of diagram is presented?

- ▶ State machine
- ▶ Interaction
- ▶ Component
- ▶ Use case

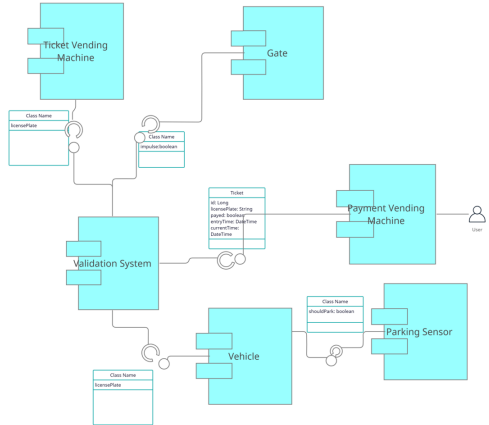


Figure 3: ????

Answer: Component diagram

- ▶ Focuses on **system's components**
- ▶ Models **static implementation view**
- ▶ Breaks down system into high-level functionalities
- ▶ Each component has a clear aim and interacts minimally with others

Exercise: Parking Lot Design

Goal: Design a parking lot using class diagrams.

Steps:

1. Gather product requirements (make reasonable assumptions).
2. Eliminate confusion and clarify.
3. Draw class hierarchy diagram.
4. Ignore scalability/performance issues.

Parking Lot Requirements

- ▶ Multiple floors for parking cars
- ▶ Multiple entry and exit points
- ▶ Payment options:
 - ▶ Automated exit panel
 - ▶ Parking attendant
 - ▶ Info portal on each floor (cash & credit cards)
- ▶ If paid at info portal → no need to pay at exit
- ▶ System should enforce max capacity
- ▶ If full → show message at entrance + display board on ground floor
- ▶ Multiple parking spot types: Compact, Large, Handicapped, Motorcycle, etc.
- ▶ Electric car spots with charging + payment panel
- ▶ Support multiple vehicle types: car, truck, van, motorcycle, etc.