

# AMSS Lecture 6: UML Structural Diagrams

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# Agenda

1. Object Diagrams
2. Package Diagrams
3. Component Diagrams
4. Deployment Diagrams

# Object Diagrams

# Object Diagrams

## Definition

An object diagram shows a snapshot of the system at a particular time — instances of classes and the links between them.

## Purpose

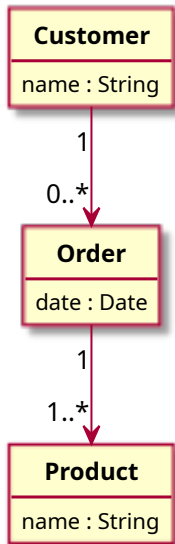
- ▶ Visualize examples of how objects are related at runtime.
- ▶ Understand class diagram structure by concrete examples.

## Key Elements

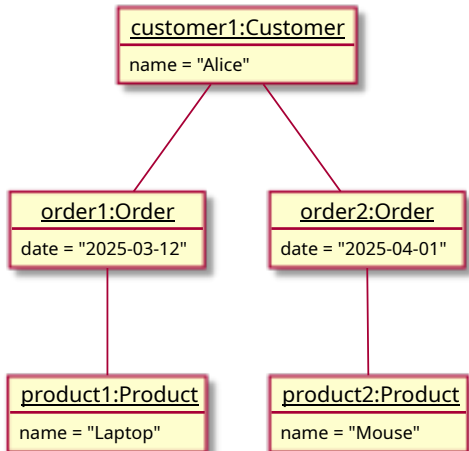
Objects, attribute values, and links.

# Example: E-commerce System

Class diagram

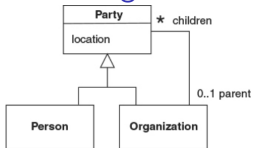


Example object diagram

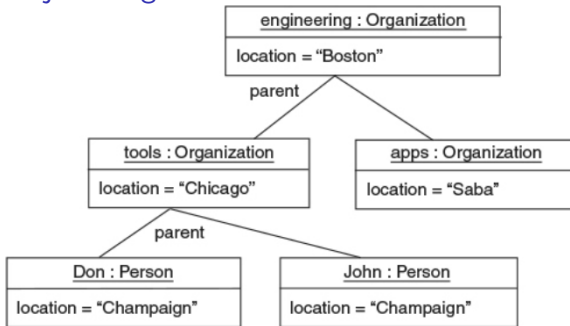


# Example: Parties

## Class diagram



## Object diagram



# Interactive Task

Assume we want to model arithmetic expressions with variables:

`Expr ::= Const Int | Var String | Plus Expr Expr | Times Expr Expr`

## Tasks

- ▶ Draw a class diagram for the given model
- ▶ Draw an *object diagram* containing at least one instance every class, all connected.

## Package Diagrams



# Package Diagrams

## Definition

Package diagrams organize elements (classes, components, other packages, ...) into groups.

## Purpose

Manage large models and clarify dependencies among system parts.

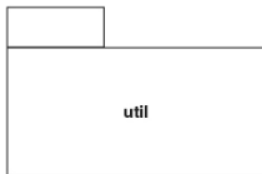
## Key Elements

Packages, dependencies, imports, merges.

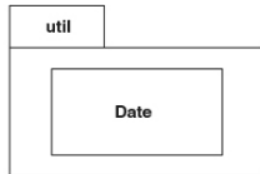
## Structure

- ▶ each element is part of a single package
- ▶ same package can contain both (sub)packages and other elements

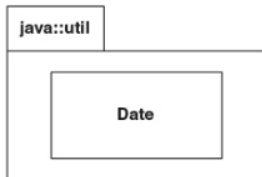
# Ways of showing packages on diagrams



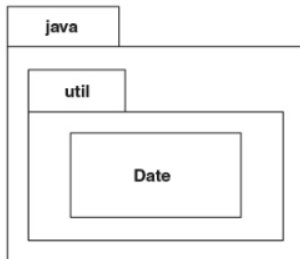
Contents listed in box



Contents diagrammed in box



Fully qualified package name



Nested packages



Fully qualified class name

## Example: E-commerce Application Packages

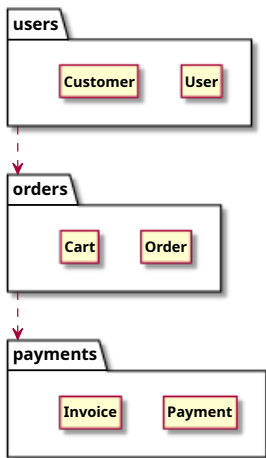
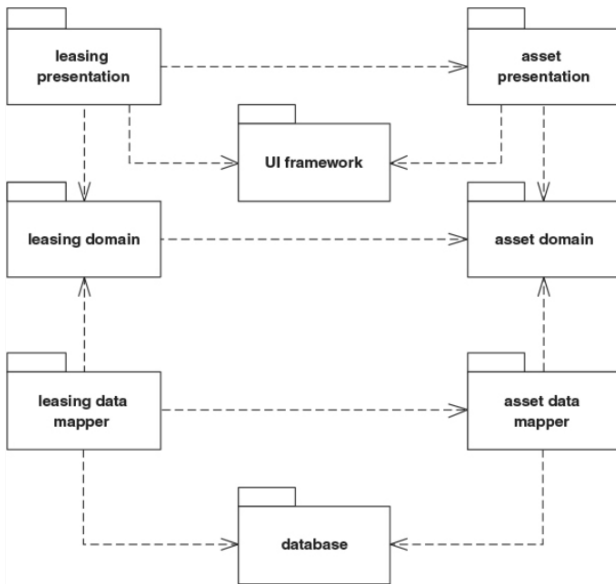
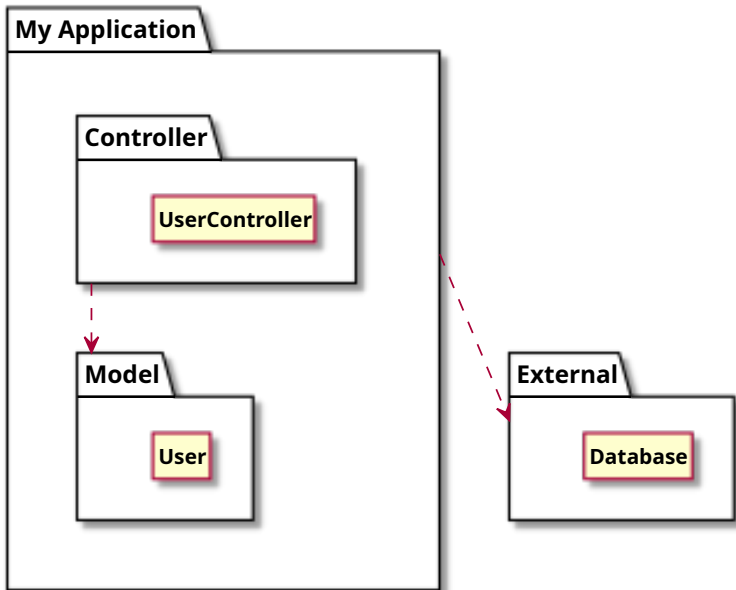


Figure 1: Package structure for an e-commerce app

## Example: Well-structures, clear flow diagram



## Example: Package structure for a web service



## Interactive Exercise

**Task:** Given several classes/Packages (Website, Mobile App, Payment, CustomerService, Cart, ProductDB, CustomerDB), propose a modular package structure.

Goal: Reduce coupling and improve clarity.

# Component Diagrams

# Component Diagrams



## Definition

Describe how software components (subsystems, modules, libraries) are connected.

## Purpose

Model large-scale structure and interactions between replaceable parts.

## Key Elements

Components, interfaces, ports, dependencies.

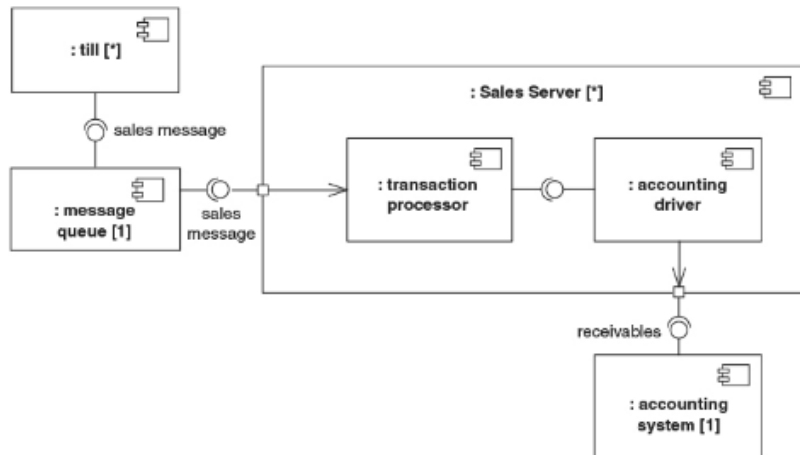


## Component diagrams: Key takes

Components represent pieces that are independently purchasable and upgradeable

- ▶ They are about how customers want to relate to software
- ▶ Buy components one piece at a time
- ▶ Upgrade one component or another at any time
  - ▶ old and new components should work seamlessly
- ▶ Mix and match pieces from different providers

## Example: Sales server component diagram



## Interactive Task

You are given a system for online learning (students, courses, and grading services).

Identify 3–5 major components and describe their provided and required interfaces.

## Deployment Diagrams

# Deployment Diagrams

## Definition

Represent the physical deployment of software artifacts on hardware nodes.

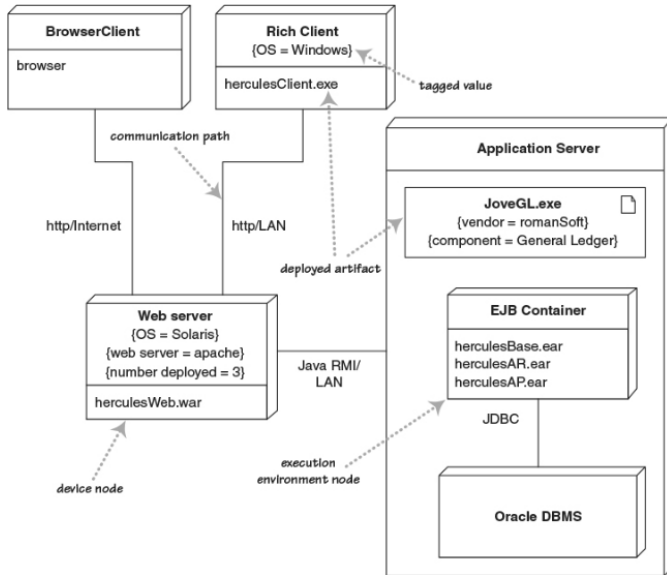
## Purpose

Model distributed systems and deployment topologies.

## Key Elements

Nodes (devices, servers), artifacts (software units), communication links.

# Example: Application Deployment



## Exercise

Given a system that includes (but is not limited to) a mobile app, a REST API backend, and a cloud database, create a simple deployment diagram.

## Wrap-Up

Diagram Type	What It Models	Typical Use
Object	Instances and links at runtime	Example snapshots
Package	Logical grouping of elements	Modular organization
Component	Subsystem/module structure	Software architecture
Deployment	Physical topology	System infrastructure

**Takeaway:** Structural diagrams complement behavioral ones by showing the static “shape” of a system.