

# CE204 Object-Oriented Programming

## Week-6 (UMPLE - Quick Start Guide)

Spring Semester, 2021-2022

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## Outline

- What is UMPLE?
- What is its purpose?
- How to create a UML model with UMPLE?
- What is philosophy of UMPLE?
- How to use UMPLE?
  - UMPLE Online
  - Eclipse Plugin
  - Visual Studio Code Plugin
- How to learn UMPLE?
  - Online Documentations
  - Video Tutorials
  - UMPLE Community

## Outline

- The UmpleOnline web interface is at [try.umple.org](http://try.umple.org)
- The user manual is at [manual.umple.org](http://manual.umple.org)
- The Umple home page is at [www.umple.org](http://www.umple.org)
- Umple download page: [dl.umple.org](http://dl.umple.org)

- Overview of the basics of Umple
- Associations in Umple
- State machines in Umple
- Product lines in Umple: Mixins and Mixsets
- Other separation of concerns mechanisms: (Aspects and traits) and their code generation
- Other advanced features of Umple
- Hands-on exercise developing versions of a concurrent system using state machines and product lines.
- Umple as written in itself: A case study.

## Outline

- Tutorial Materials
- Getting Started in UMPLE

## References

[UMPLE Tutorials](#)

[UMPLE Github](#)

[UMPLE Online](#)

[UMPLE Documentation](#)