CE204 Object-Oriented Programming

Week-6 (UMPLE - Quick Start Guide)

Spring Semester, 2021-2022

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UMPLE - Quick Start Guide CE204 Object-Oriented Programming

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
- The user manual is at manual.umple.org
- The Umple home page is at www.umple.org
- Umple download page: dl.umple.org



- Overview of the basics of Umple
 CE204 Object-Oriented Programming
 - 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



References

UMPLE Tutorials

UMPLE Github

UMPLE Online

UMPLE Documentation

