

# OTHER DIAGRAMS (LAST OF THE UML VARIETY)

DR. VIVEK NALLUR

VIVEK.NALLUR@SCSS.TCD.IE

# OUTLINE OF THIS TALK

- Package Diagrams
- Composite Structures
- Component Diagrams
- Timing Diagrams
- Deployment Diagrams

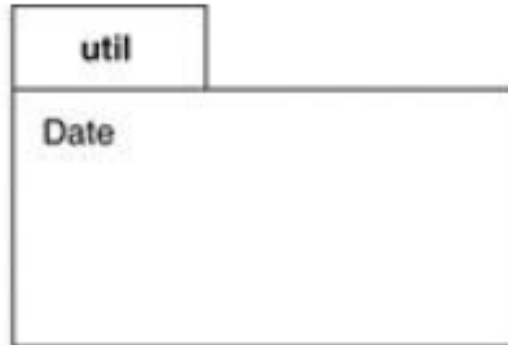
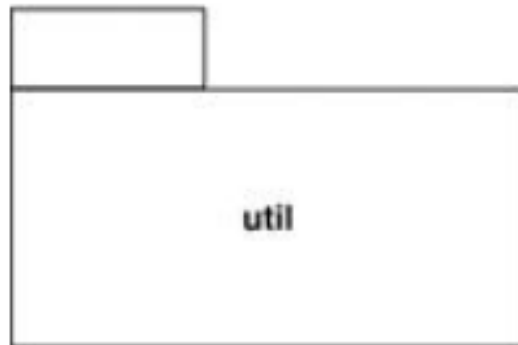
# WHAT IS A PACKAGE?

- A UML construct to group elements together. Of any kind.
- Most commonly used to group classes
- Each package represents a namespace

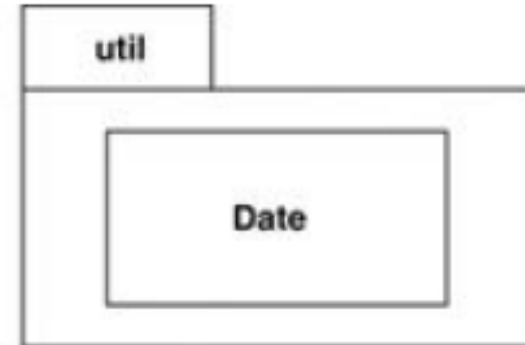
# PACKAGES

- Allows multiple names to live together without conflict
- Shown using *fully qualified name*
  - E.g., `java::util::Date` and `cs3012::Date`
- Can contain both, sub-packages as well as classes

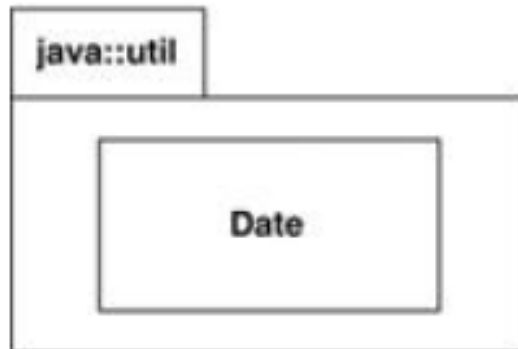
# WAYS OF SHOWING A PACKAGE



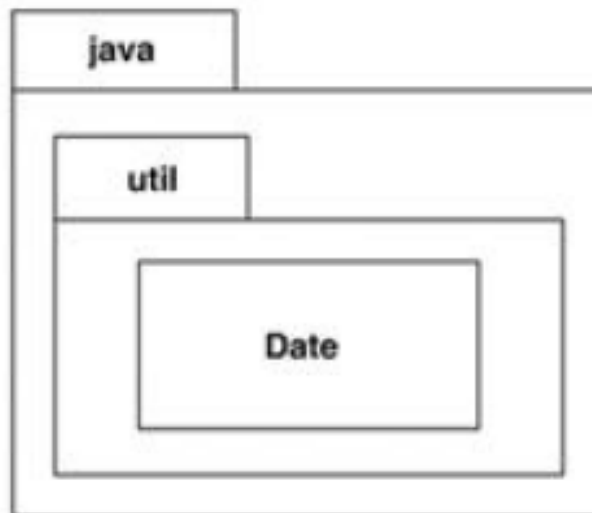
Contents listed in box



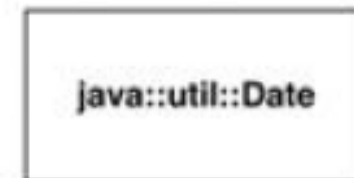
Contents diagrammed in box



Fully qualified package name



Nested packages

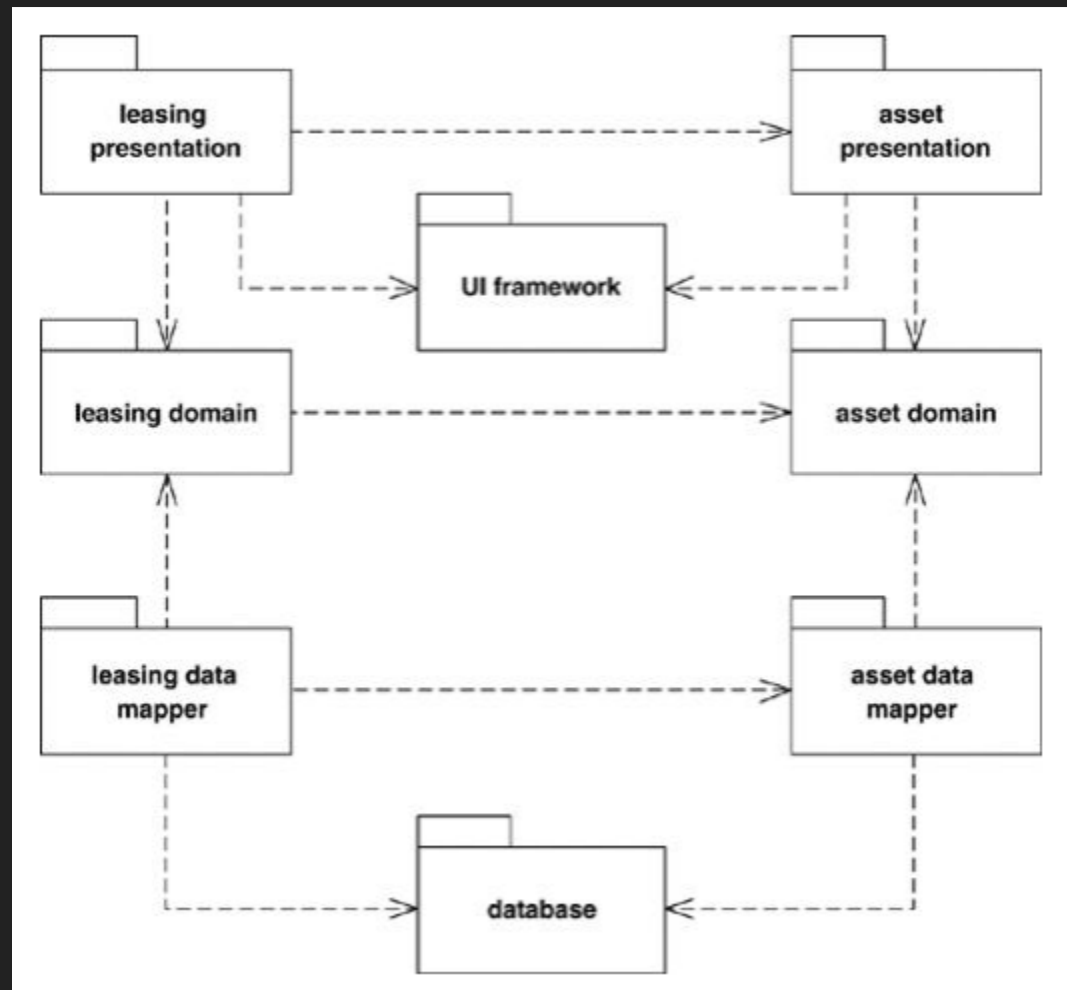


Fully qualified class name

# BEHAVIOUR OF A PACKAGE

- Classes in a package can be both, `public` and `private`
- A public class is a part of the interface of the package
- Good practice: reduce interface by making all classes `private`
- Good practice: add extra classes that only contain desired public methods

# PACKAGES AND DEPENDENCIES

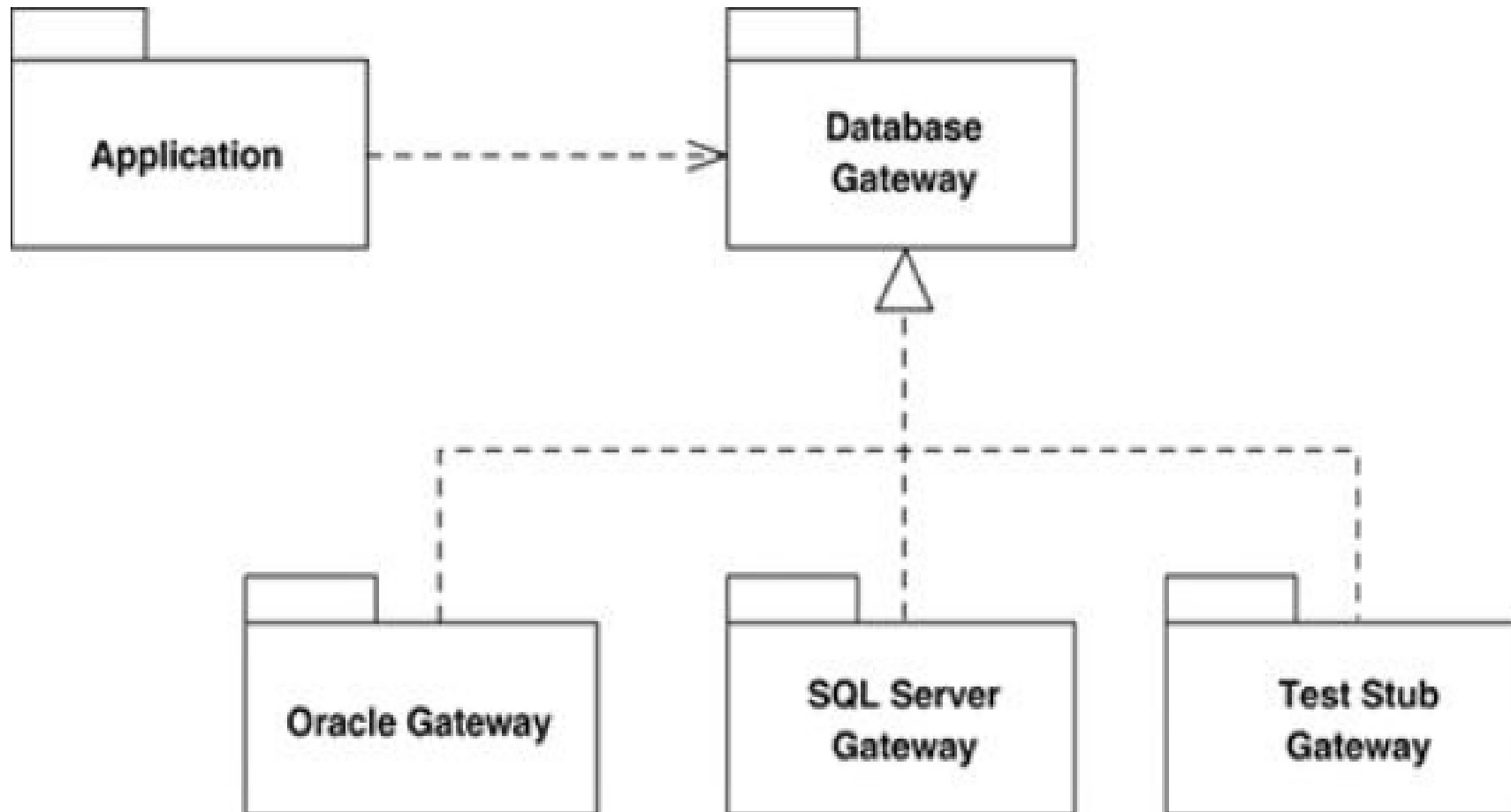


## PACKAGES AND DEPENDENCIES - II

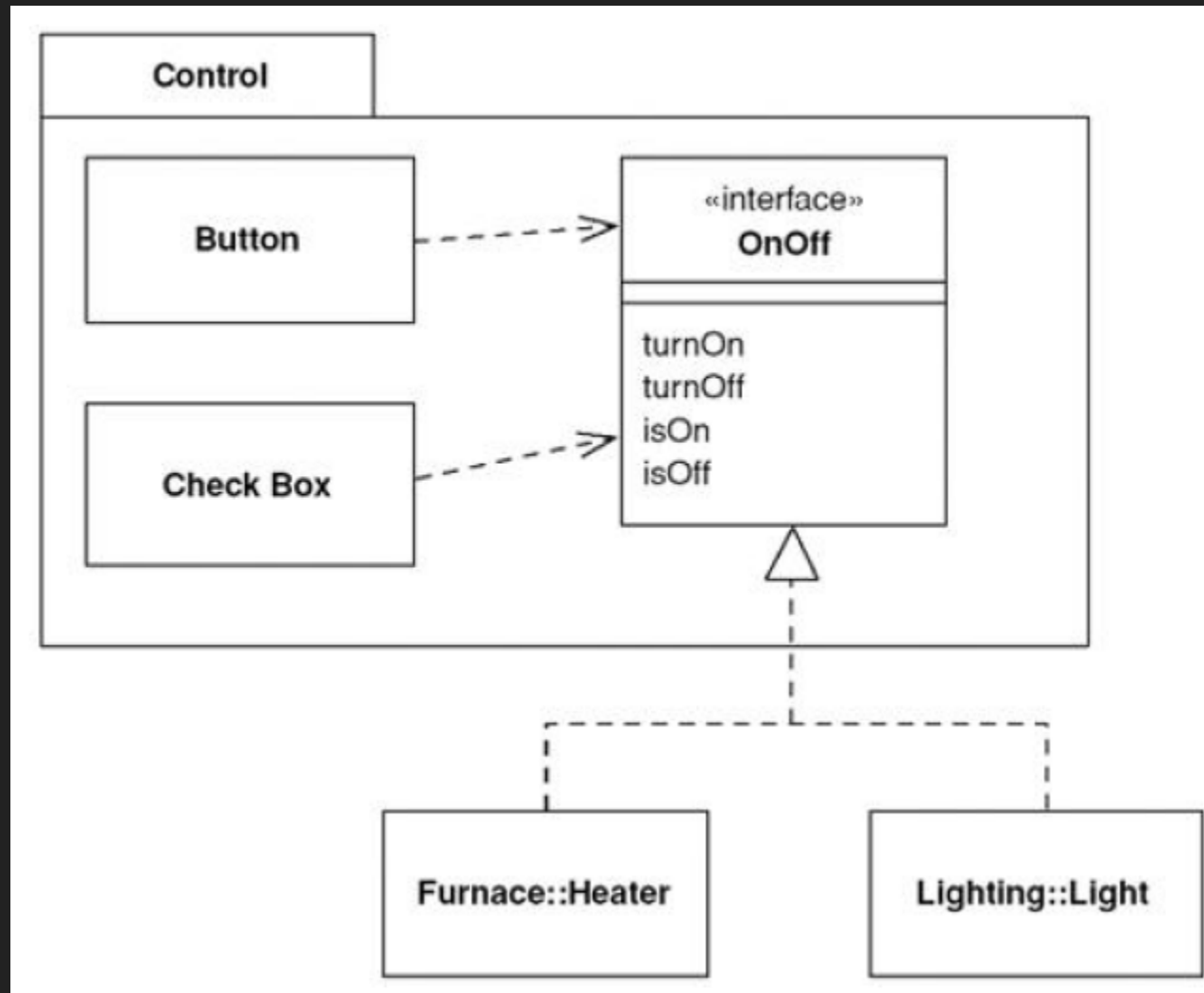
- The more the dependencies, the more stable the interface needs to be
- Stable packages tend to have interfaces and abstract classes
- In general, dependencies are not transitive



# IMPLEMENTING PACKAGES



# UTILITY OF PACKAGES WITH INTERFACES



# WHEN TO USE PACKAGES

- On large-scale systems, with multiple major elements
- *Beware*: Compile-time grouping only

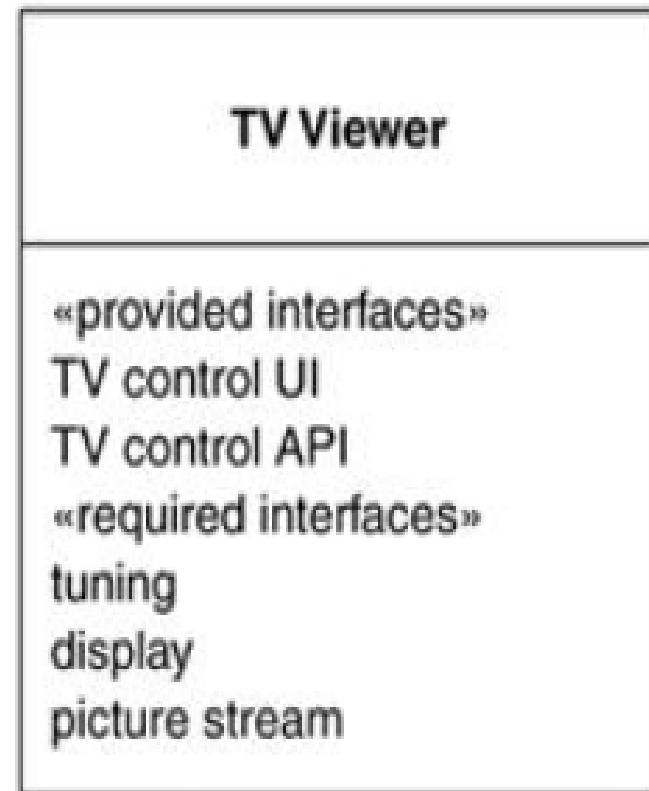
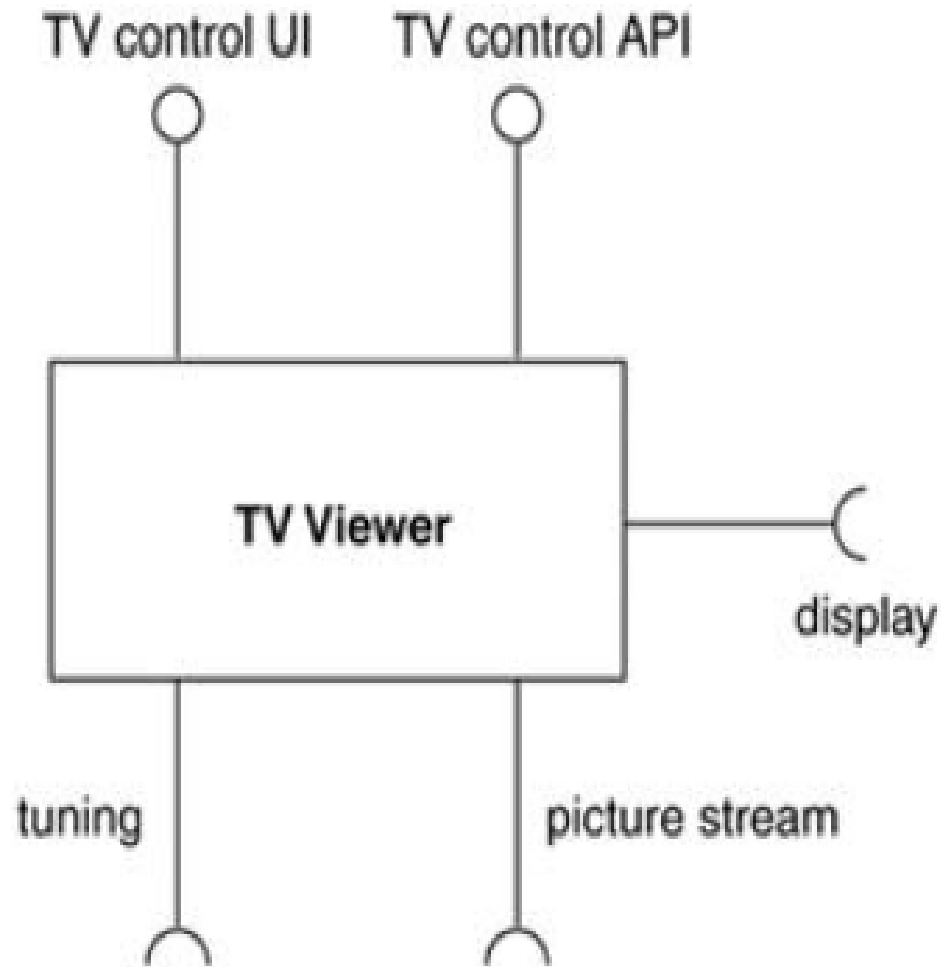
For runtime grouping: use composite structure diagram

# COMPOSITE STRUCTURE DIAGRAM

A fairly new feature of UML

Takes a complex object and break it into parts

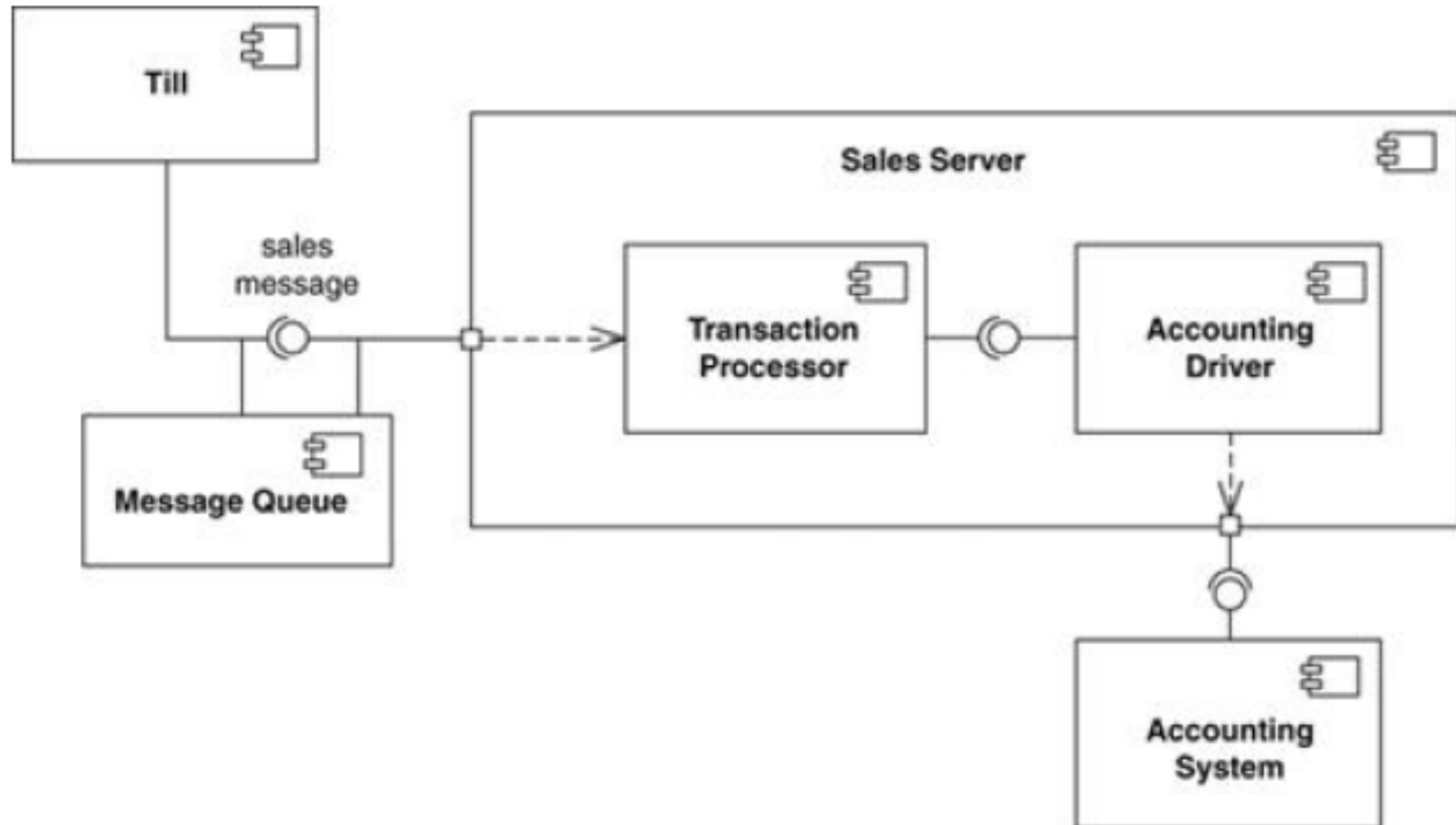
# SHOWING COMPOSITE STRUCTURE



# LOGICALLY GROUPED COMPOSITE STRUCTURES

- Tend to end up as components
- What is a component?
  - Unsettled debate in the OO community
  - Typically things that can be mixed-and-matched
  - Independently purchaseable?

# SHOWING COMPONENTS



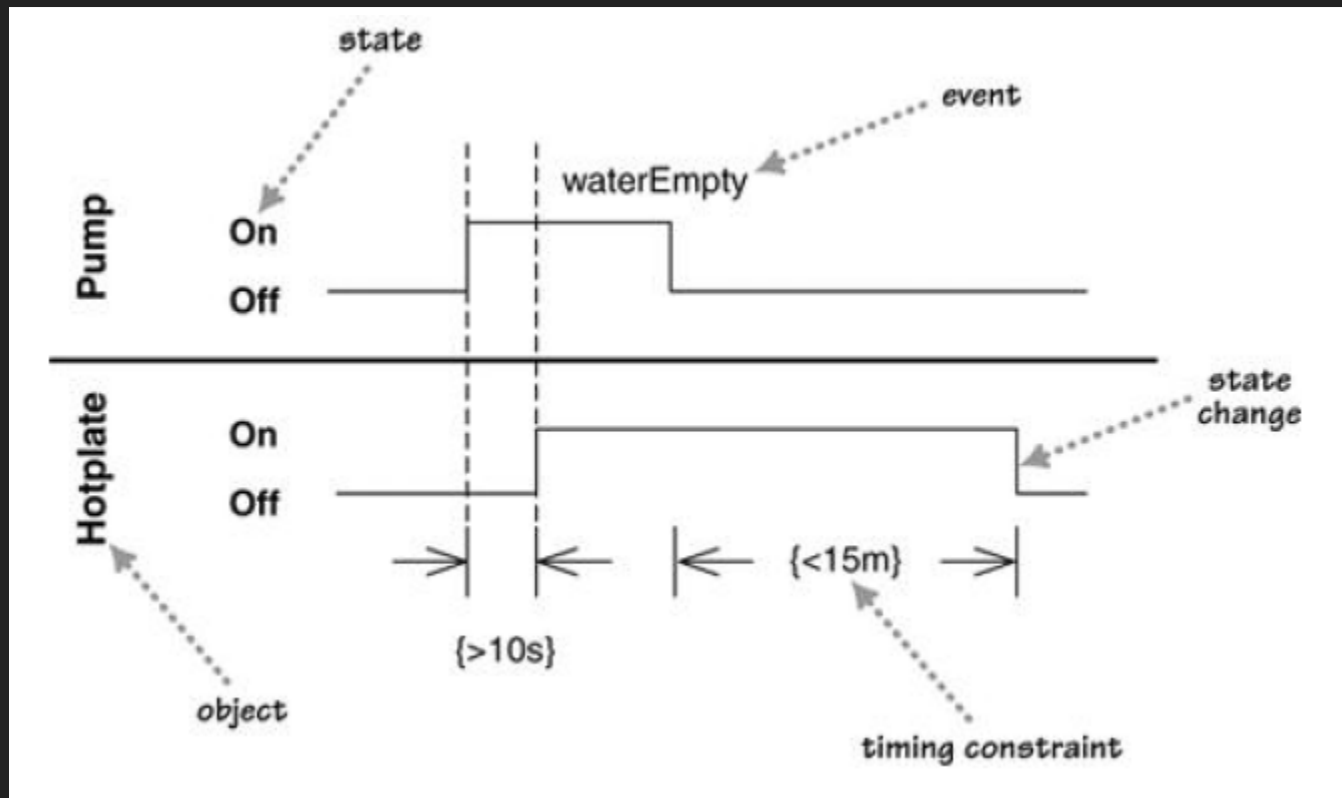
# TIMING DIAGRAMS

Suppose you have a usecase that says:

- There are two devices: pump and hotplate
- The pump must be on for at least 10 seconds before the hotplate can turn on
- When the water is finished, the pump must turn off
- After the pump turns off, the hotplate must be on for at most 15 minutes

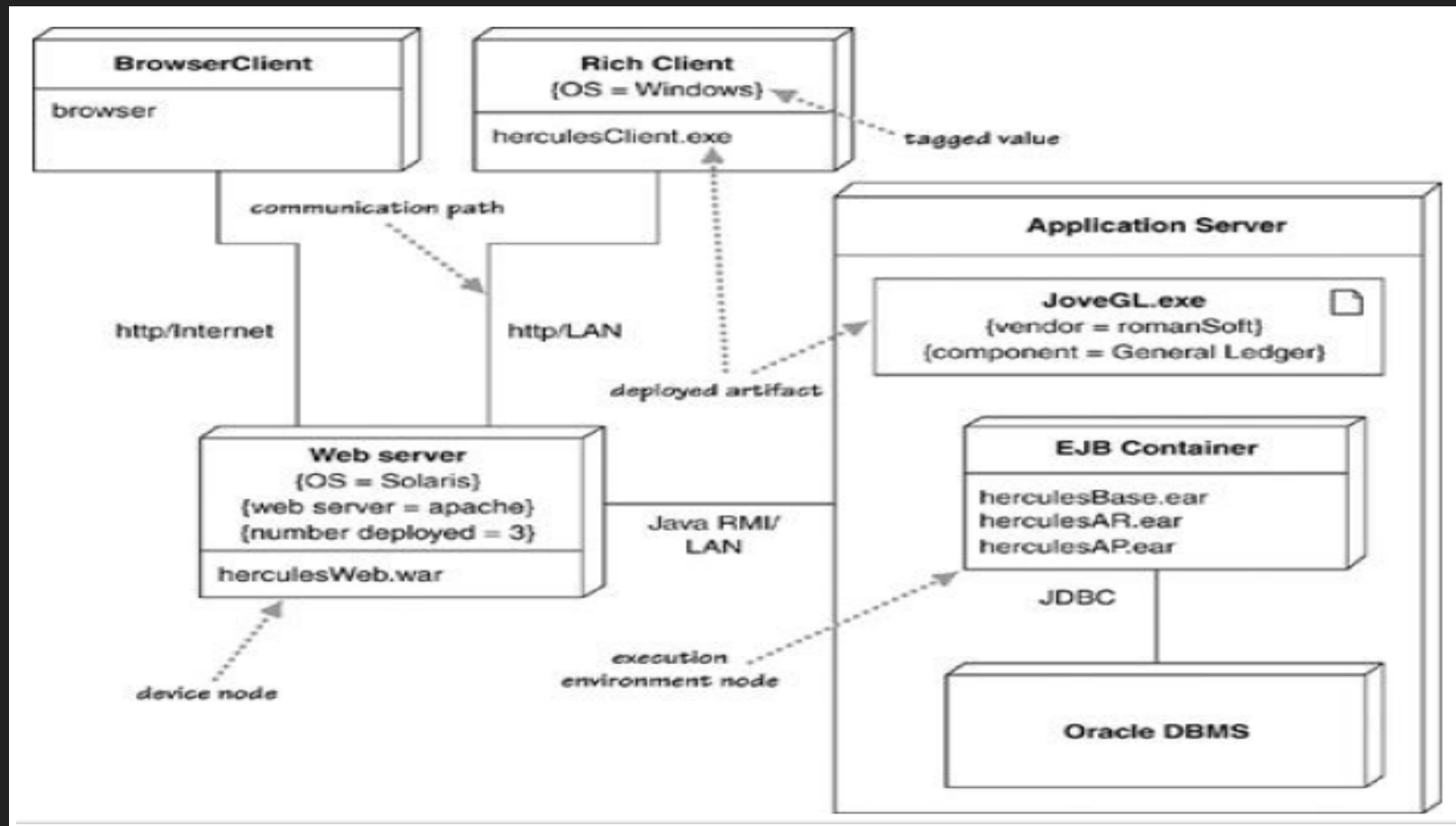


# TIMING DIAGRAMS - II



Focus is on timing between events or constraints on behaviour between several objects

# AND FINALLY



A *deployed* view of the system a.k.a. deployment-diagram

## BEFORE WE GO...

New assignment available on website (in 15 mins)

Deadline: *26-October-2016, 10:00 a.m.*

Test-case marks will be emailed today

If you're still having problems with Gitlab, contact [Andrei Palade](#)

**ONE MORE THING...**

Single-term students: please contact me!

**THAT'S ALL, FOLKS!**

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Questions? Comments?