Drawing UML Class Diagram by using pgf-umlcd

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Abstract

pgf-umlcd is a LaTeX package for drawing UML Class Diagrams. As stated by its name, it is based on a very popular graphic package PGF/TikZ. This document presents the usage of pgf-umlcd and collects some UML class diagrams as examples. pgf-umlcd can be downloaded from http://code.google.com/p/pgf-umlcd/.

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1 Basics

1.1 Class with attributes and operations

Note: If you don't want to show empty parts in the diagrams, please use simplified option, e.g. \usepackage[simplified] {pgf -umlcd}.

```
ClassName

name: attribute type
name: attribute type = default value

name(parameter list): type of value returned
name(parameters list): type of value returned
```

1.1.1 Visibility of attributes and operations

Class + Public # Protected - Private ~ Package

```
BankAccount

+ owner : String
+ balance : Dollars

+ deposit( amount : Dollars )
+ withdrawal( amount : Dollars )
# updateBalance( newBalance : Dollars )
```

```
\begin{tikzpicture}%[show background grid]
    \begin{class}[text width=7cm]{Class}{0,0}
   \attribute{+ Public}
    \attribute{\# Protected}
   \attribute{- Private}
    \attribute{$\sim$ Package}
 \end{class}
 \begin{class}[text width=7cm]{BankAccount}{0,-3}
    \attribute{+ owner : String}
   \attribute{+ balance : Dollars}
   \operation{+ deposit( amount : Dollars )}
   \operation{+ withdrawal( amount : Dollars )}
   \operation{\# updateBalance( newBalance : Dollars
        ) }
 \end{class}
\end{tikzpicture}
```

1.1.2 Abstract class and interface

```
<abstract>>
BankAccount

owner: String
balance: Dollars = 0
deposit(amount: Dollars)
withdrawl(amount: Dollars)
```

```
<<interface>>
Person

firstName: String
lastName: String
```

```
\begin{tikzpicture}%[show background grid]
\begin{interface}{Person}{0,0}
\attribute{firstName : String}
\attribute{lastName : String}
\end{interface}
\end{tikzpicture}
```

1.1.3 Object

```
Instance Name: Class Name
attribute name = value
```

```
\begin{tikzpicture}
  \begin{object}[text width=6cm]{Instance Name}{0,0}
    \instanceOf{Class Name}
  \attribute{attribute name = value}
  \end{object}
  \end{tikzpicture}
```

Note: Object with rounded corners and methods are used in German school for didactic reasons. You get the rounded corners with \usepackage[school]{pgf-umlcd}. If you need both in one document you can switch it with \switchUmlcdSchool

```
Instance Name: Class Name attribute name = value
```

```
\begin{tikzpicture}
  \begin{object}[text width=6cm]{Instance Name}{0,0}
  \instanceOf{Class Name}
  \attribute{attribute name = value}
  \end{object}
\end{tikzpicture}
```

```
Thomas' account: BankAccount
owner = Thomas
balance = 100
deposit(amount : Dollars)
withdrawl(amount : Dollars)
```

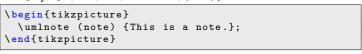
```
\begin{tikzpicture}
\begin{object}[text width=6cm]{Thomas' account
      }{0,0}
    \instanceOf{BankAccount}
    \attribute{owner = Thomas}
    \attribute{balance = 100}

    \operation{deposit(amount : Dollars)}
    \operation[0]{withdrawl(amount : Dollars)}
\end{object}
\end{tikzpicture}
```

1.1.4 Note

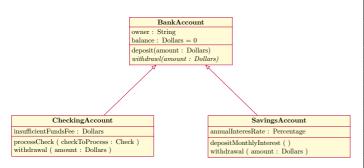
The \umlnote use the same syntax as tikz command \node, e.g. \umlnote[style] (name)at (coordinate){text};

This is a note.



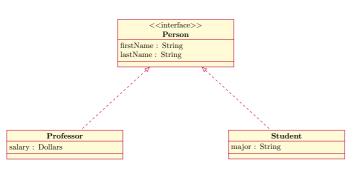
1.2 Inheritance and implement

1.2.1 Inheritance



```
\begin{tikzpicture}
  \begin{class}[text width=5cm]{BankAccount}{0,0}
    \attribute{owner : String}
    \attribute{balance : Dollars = 0}
    \operation{deposit(amount : Dollars)}
    \operation[0]{withdrawl(amount : Dollars)}
 \end{class}
 \begin{class}[text width=7cm]{CheckingAccount
     }{-5,-5}
    \inherit{BankAccount}
    \attribute{insufficientFundsFee : Dollars}
    \operation{processCheck ( checkToProcess : Check
       )}
    \operation{withdrawal ( amount : Dollars )}
  \end{class}
 \begin{class}[text width=7cm]{SavingsAccount}{5,-5}
    \inherit{BankAccount}
    \attribute{annualInteresRate : Percentage}
    \operation{depositMonthlyInterest ( )}
    \operation{withdrawal ( amount : Dollars )}
  \end{class}
\end{tikzpicture}
```

1.2.2 Implement an interface



1.3 Association, Aggregation and Composition

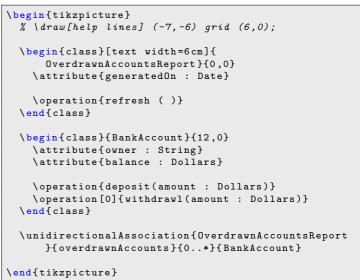
1.3.1 Association



```
\begin{tikzpicture}
  \begin{class}[text width=7cm]{Flight}{0,0}
    \attribute{flightNumber : Integer}
    \attribute{departureTime : Date}
    \attribute{flightDuration : Minutes}
    \verb|\attribute{departingAirport: String}| \\
    \attribute{arrivingAirport : String}
    \verb|\operation{delayFlight ( numberOfMinutes : }
    \operation{getArrivalTime ( ) : Date}
 \end{class}
 \begin{class}{Plane}{11,0}
    \attribute{airPlaneType : String}
    \attribute{maximumSpeed : MPH}
    \attribute{maximumDistance : Miles}
    \attribute{tailID : String}
 \end{class}
 \association{Plane}{assignedPlane}{0..1}{Flight
     }{0..*}{assignedFlights}
\end{tikzpicture}
```

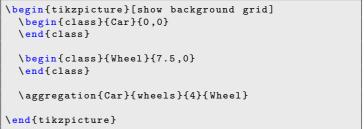
1.3.2 Unidirectional association





1.3.3 Aggregation





1.3.4 Composition



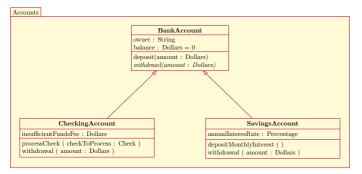
```
\begin{tikzpicture}[show background grid]
  \begin{class}{Company}{0,0}
  \end{class}

  \begin{class}{Department}{10,0}
  \end{class}

  \composition{Company}{theDepartment}{1..*}{
     Department}

\end{tikzpicture}
```

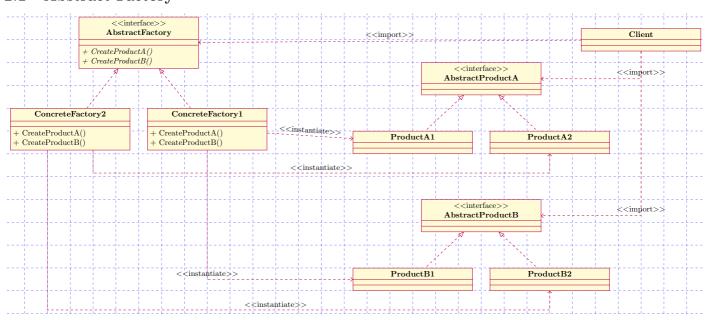
1.4 Package



```
\begin{tikzpicture}
 \begin{package}{Accounts}
    \begin{class}[text width=5cm]{BankAccount}{0,0}
      \attribute{owner : String}
      \attribute{balance : Dollars = 0}
      \operation{deposit(amount : Dollars)}
      \operation[0]{withdrawl(amount : Dollars)}
    \end{class}
    \begin{class}[text width=7cm]{CheckingAccount
       }{-5,-5}
      \inherit{BankAccount}
      \attribute{insufficientFundsFee : Dollars}
      \operation{processCheck ( checkToProcess :
          Check )}
      \operation{withdrawal ( amount : Dollars )}
    \end{class}
    \begin{class}[text width=7cm]{SavingsAccount
       }{5,-5}
      \inherit{BankAccount}
      \attribute{annualInteresRate : Percentage}
      \operation{depositMonthlyInterest ( )}
      \operation{withdrawal ( amount : Dollars )}
    \end{class}
  \end{package}
\end{tikzpicture}
```

2 Examples

2.1 Abstract Factory



```
\begin{tikzpicture}[show background grid]
\begin{interface}{AbstractFactory}{0,0}
\operation[0]{+ CreateProductA()}
\operation[0]{+ CreateProductB()}
\end{interface}

\begin{class}{ConcreteFactory2}{-3,-4}
\implement{AbstractFactory}
```

```
\operation{+ CreateProductA()}
    \operation{+ CreateProductB()}
 \end{class}
 \begin{class}{ConcreteFactory1}{3,-4}
    \implement{AbstractFactory}
    \operation{+ CreateProductA()}
    \operation{+ CreateProductB()}
 \end{class}
 \begin{interface}{AbstractProductA}{15,-2}
 \end{interface}
 \begin{class}{ProductA1}{12,-5}
    \implement{AbstractProductA}
 \end{class}
 \begin{class}{ProductA2}{18,-5}
    \implement{AbstractProductA}
 \end{class}
 \draw[umlcd style dashed line, ->] (ConcreteFactory1) --node[above,
 sloped, black] {$<<$instantiate$>>$} (ProductA1);
 \draw[umlcd style dashed line,->] (ConcreteFactory2.south) ++
 (1,0) -- ++(0,-1) -- node[above, sloped]
 black]{$<<$instantiate$>>$} ++(20,0) -| (ProductA2);
 \begin{interface}{AbstractProductB}{15,-8}
 \end{interface}
 \begin{class}{ProductB1}{12,-11}
   \implement{AbstractProductB}
 \end{class}
 \begin{class}{ProductB2}{18,-11}
   \implement{AbstractProductB}
 \end{class}
 \draw[umlcd style dashed line,->] (ConcreteFactory1) |-node[above,
 sloped, black]{$<<$instantiate$>>$} (ProductB1);
 \draw[umlcd style dashed line,->] (ConcreteFactory2.south) ++
 (-1,0) -- ++(0,-7) -- node[above, sloped,
 black] {$ < \$ instantiate \$ >> \$ \} ++ (20,0) - \| (Product B 2);
 \begin{class}{Client}{22,-0.5}
 \end{class}
 \draw[umlcd style dashed line,->] (Client) --node[above, sloped,
 black]{$<<$import$>>$} (AbstractFactory);
 \draw[umlcd style dashed line,->] (Client) |-node[above, sloped,
 black]{$<<$import$>>$} (AbstractProductA);
 \draw[umlcd style dashed line,->] (Client) |-node[above, sloped,
 black]{$<<$import$>>$} (AbstractProductB);
\end{tikzpicture}
```

3 Acknowledgements

Many people contributed to pgf-umlcd by reporting problems, suggesting various improvements or submitting code. Here is a list of these people: Martin Quinson, and Johannes Pieper.