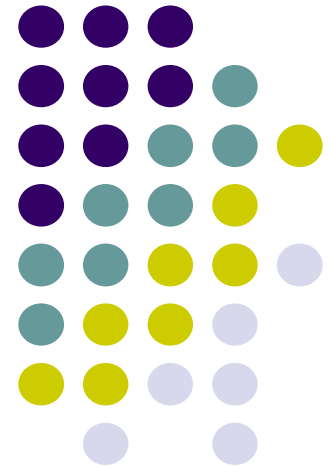
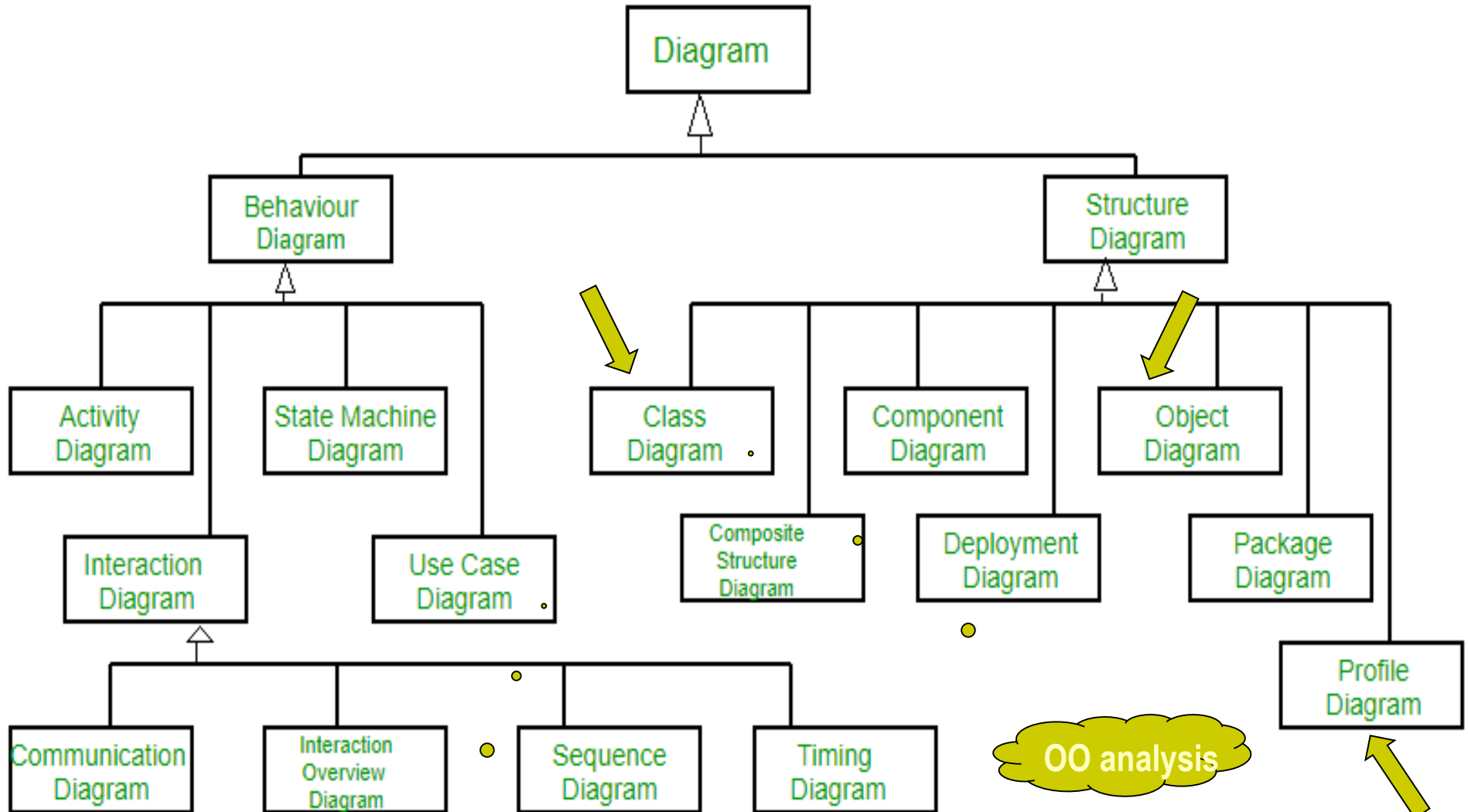


# Object, Class, and Profile Diagrams. Class Stereotypes and Associations.

Definitions  
Attributes and Operations  
Stereotypes  
Associations. Multiplicity  
Object, Class, and Profile Diagrams  
Examples



# UML 2.x Diagrams

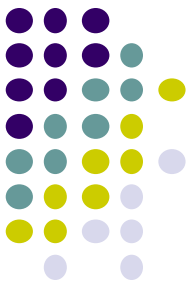


OOAD

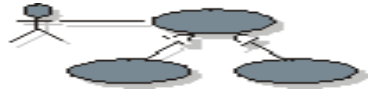
req's

4. Objects and Classes. Class Stereotypes and Associations. Analyses.

OO analysis

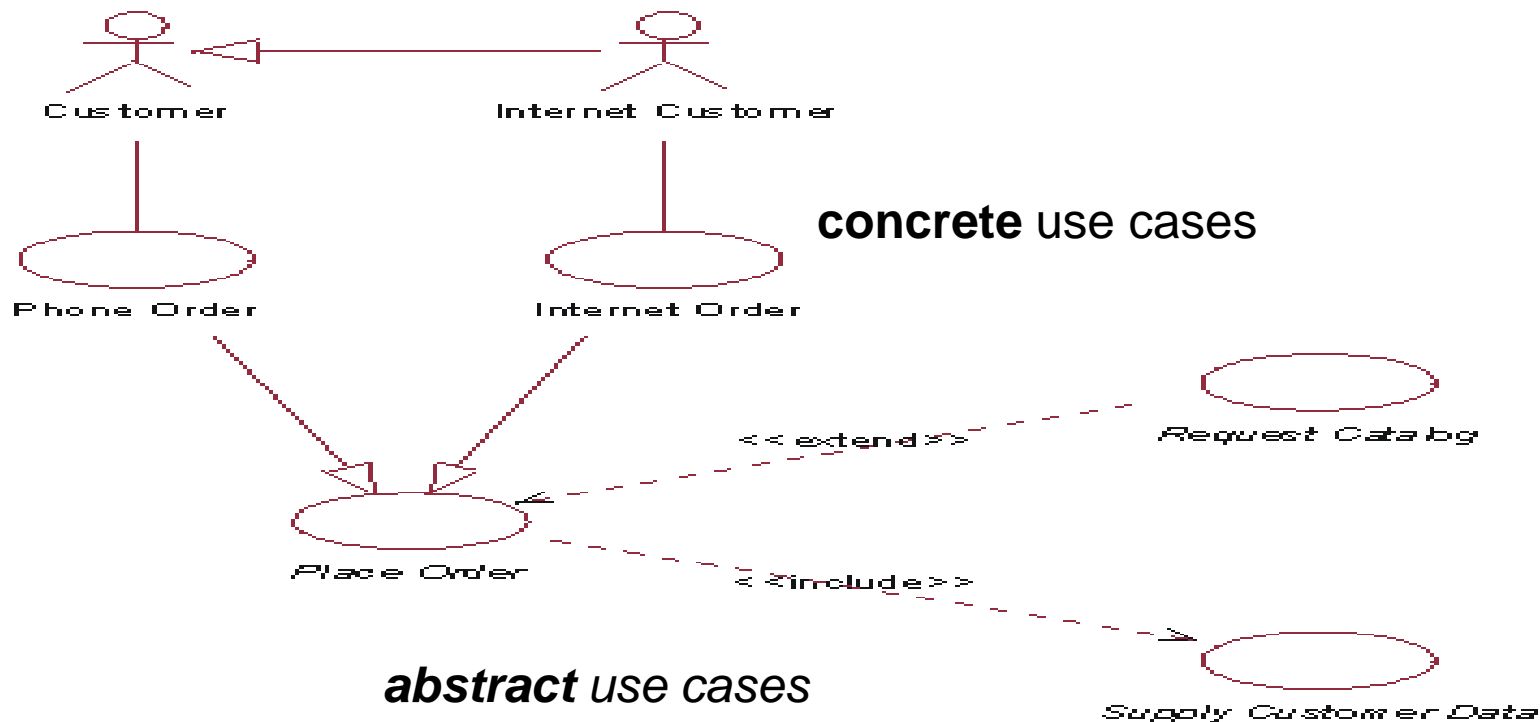


# In Our Previous Lecture

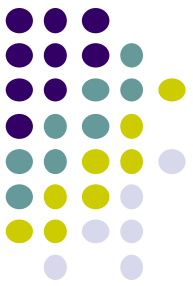


## Use-Case Model

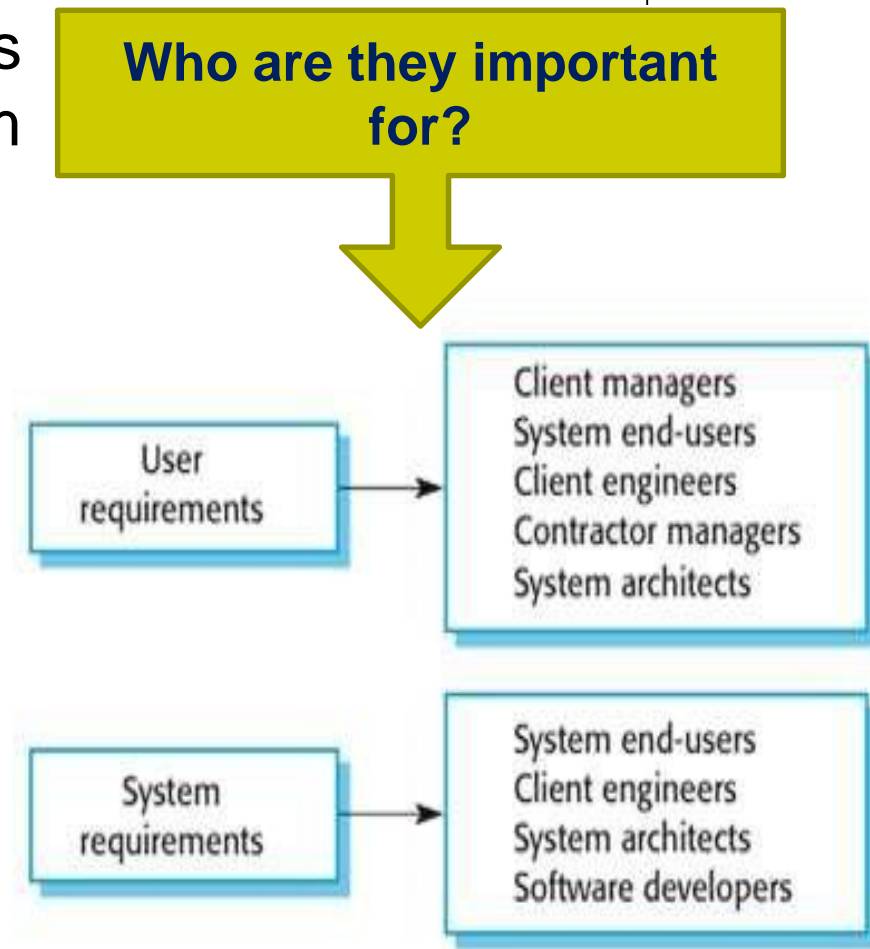
The **use-case model** is a model that describes a system's requirements in terms of use cases.

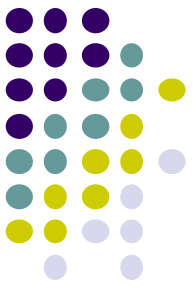


# User- and system requirements



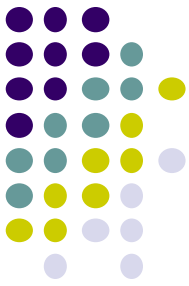
- **User requirements**
  - Statements in natural language plus diagrams of the services the system provides and its operational constraints. Written for customers.
- **System requirements**
  - A structured document setting out detailed descriptions of the system's functions, services and operational constraints. Defines what should be implemented so may be part of a contract between client and contractor. Written for dev-op's.





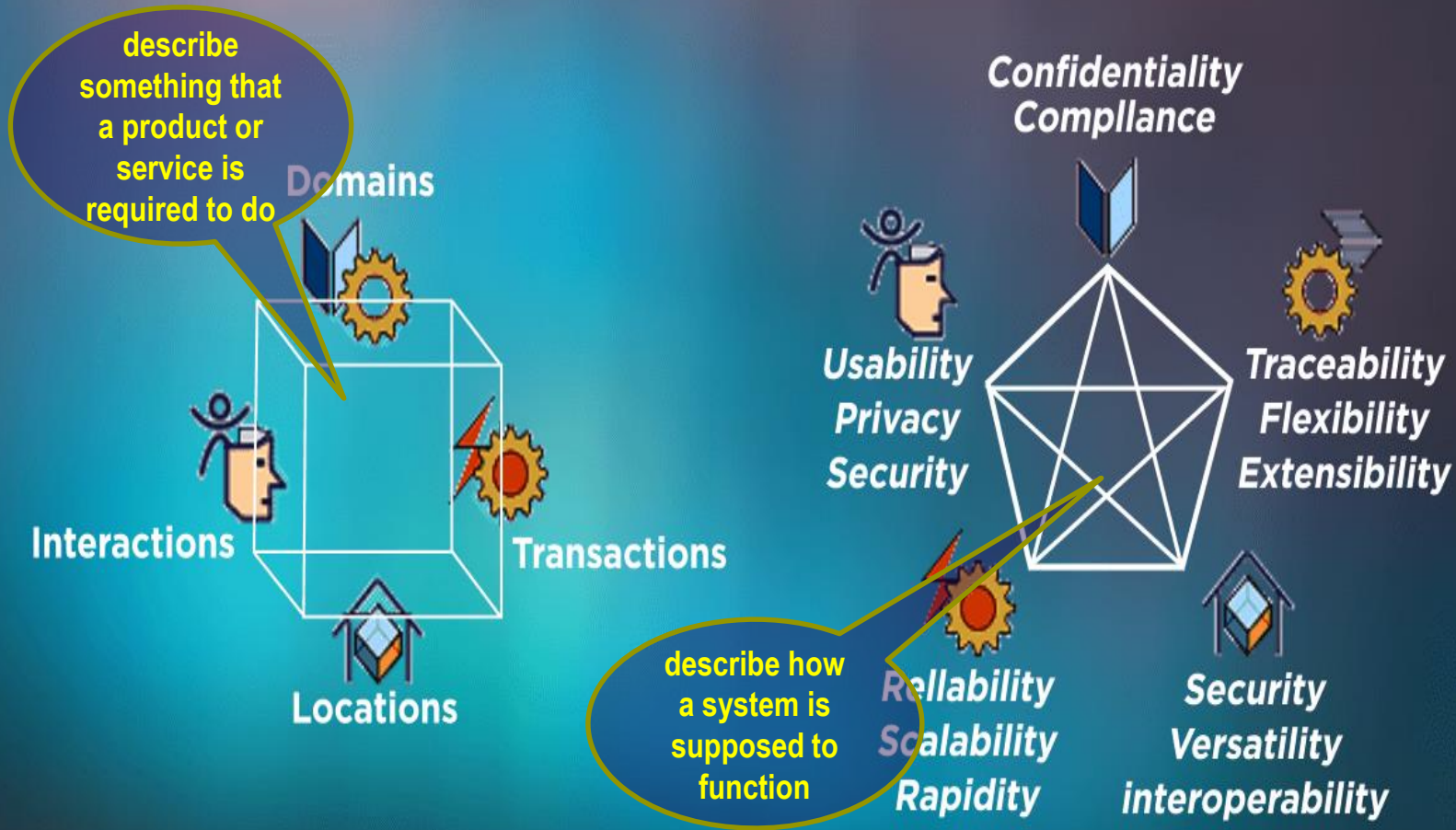
# Functional and non-functional req's

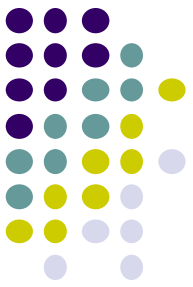
- Functional requirements
  - Statements of services the system should provide, how the system should react to particular inputs and how the system should behave in particular situations.
  - May state what the system should not do.
- Non-functional requirements
  - Constraints on the services or functions offered by the system such as timing constraints, constraints on the development process, standards, etc.
  - Often apply to the system as a whole rather than individual features or services.
- Domain requirements (often seen as a subset of the functional req's)
  - Constraints on the system from the domain of operation



# Functional

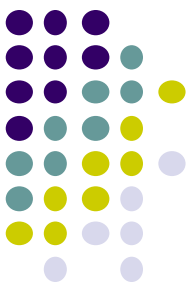
# Non Functional





# Functional requirements

- Describe functionality or system services.
- Depend on the type of software, expected users and the type of system where the software is used.
- Functional user requirements may be high-level statements of what the system should do.
- Functional system requirements should describe the system services in detail.

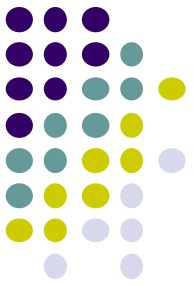


# Non-functional requirements

- These define system properties and constraints e.g. reliability, response time and storage requirements. Constraints are I/O device capability, system representations, etc.
- Process requirements may also be specified mandating a particular IDE, programming language or development method.
- Non-functional requirements may be more critical than functional requirements. If these are not met, the system may be useless.

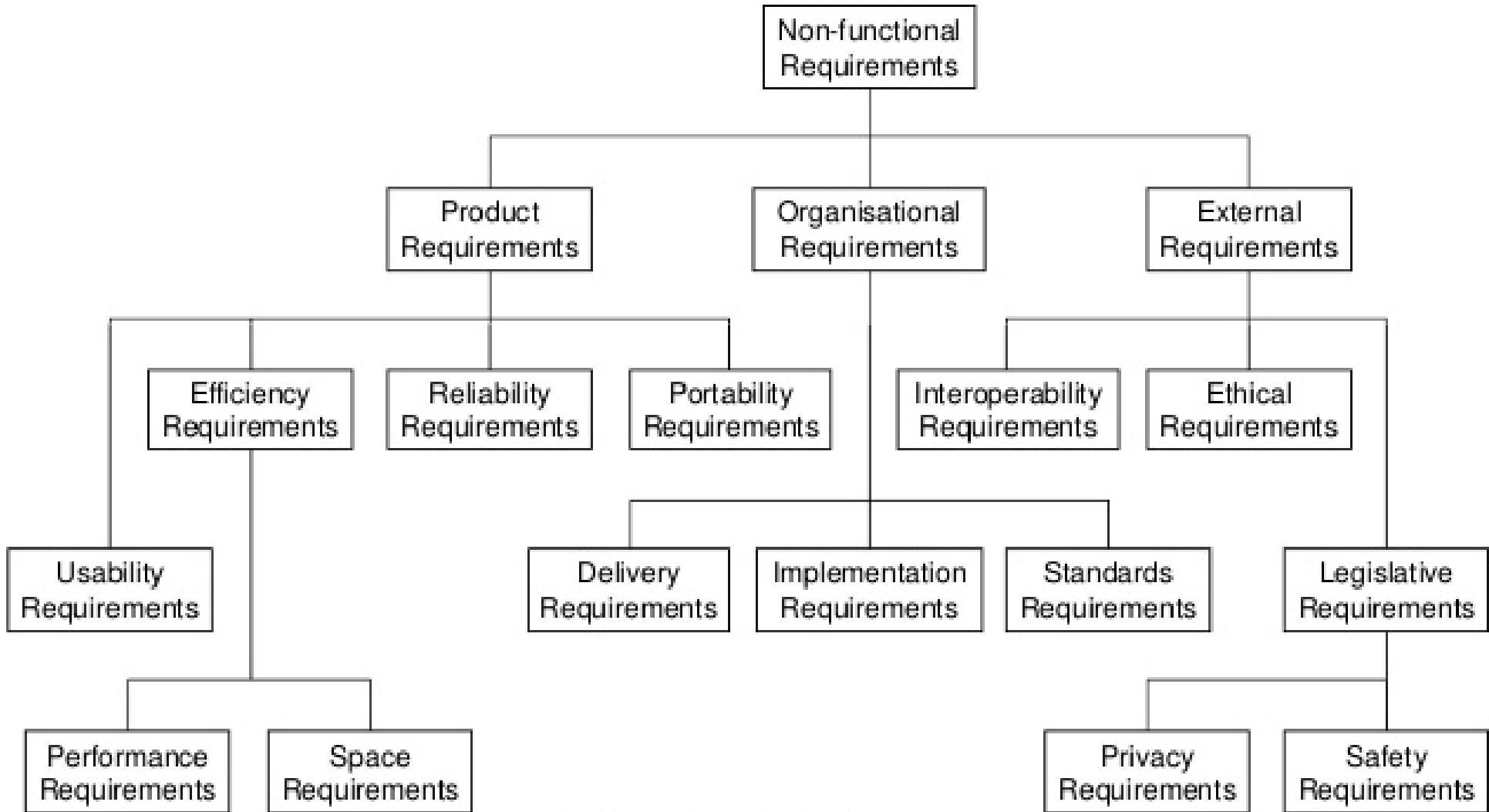
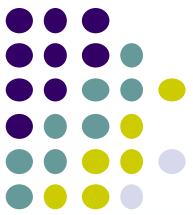


# Non-functional classifications

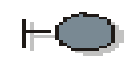
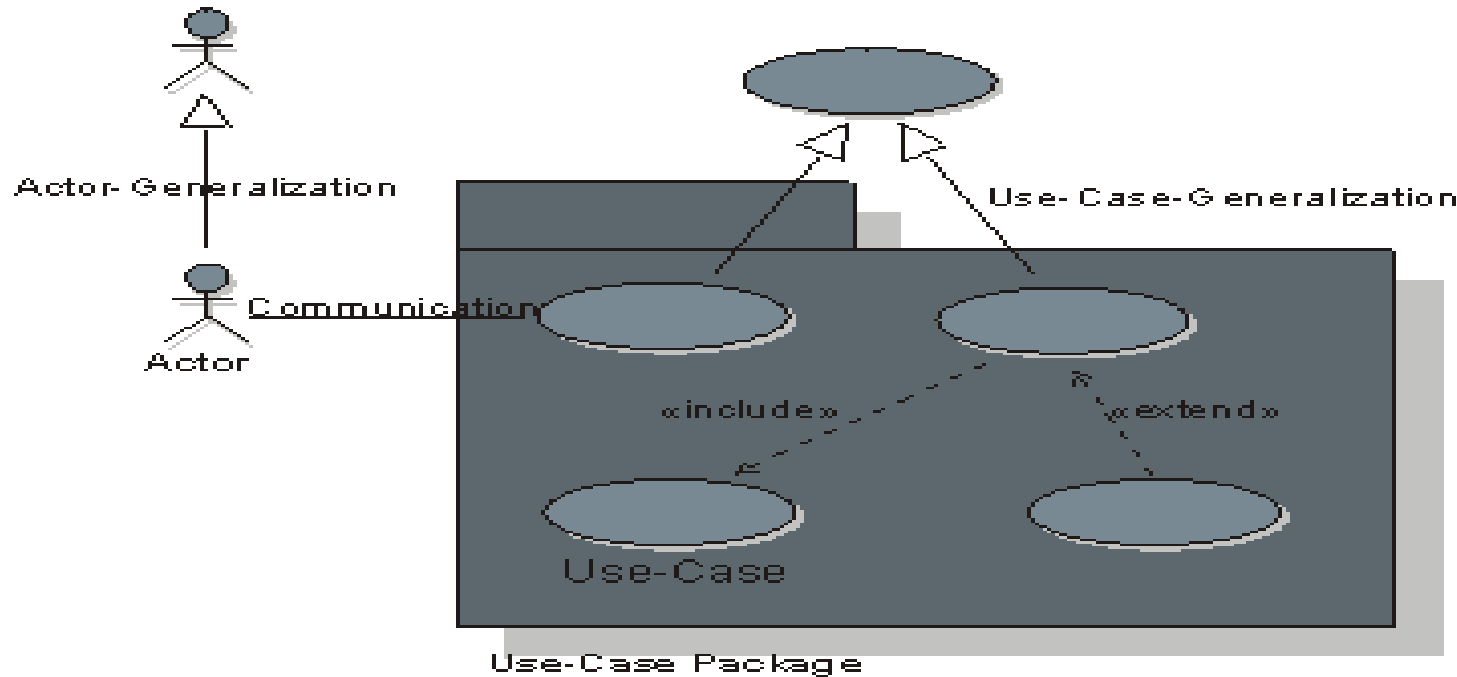


- Product requirements
  - Requirements which specify that the delivered product must behave in a particular way e.g. execution speed, reliability, etc.
- Organisational requirements
  - Requirements which are a consequence of organisational policies and procedures e.g. process standards used, implementation requirements, etc.
- External requirements
  - Requirements which arise from factors which are external to the system and its development process e.g. interoperability requirements, legislative requirements, etc.

# Types of non-functional req's



# From Requirements → to Analysis and Design



## Topics in Collecting Requirements

# From Requirements through Analyses to Design [Bruegge&Dutoit, 2004]

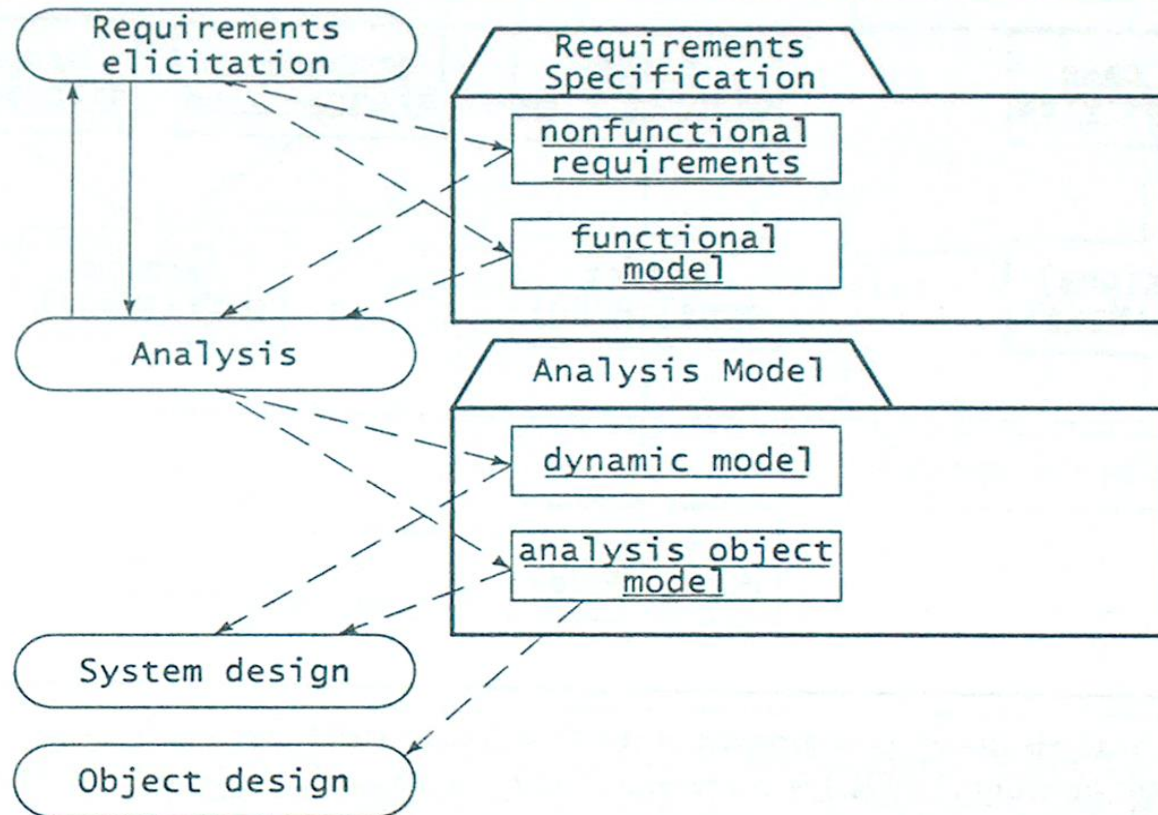
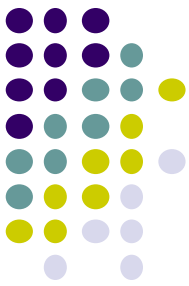
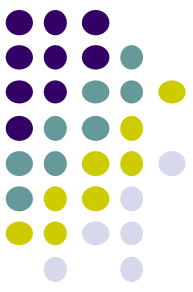


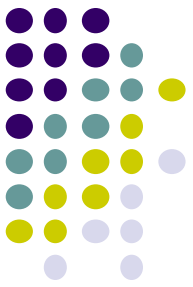
Figure 5-2 Products of requirements elicitation and analysis (UML activity diagram).



# Object-Oriented *Analysis*

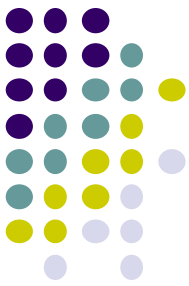
- Object-Oriented Analysis (OOA) means ***defining the problem***.
- ***OOA is a process of defining the problem in terms of objects***: real-world objects with which the system must interact, and ***candidate software objects*** used to explore various solution alternatives.
- You can define all of your real-world objects in terms of their classes, attributes, and operations.
- Done before the system design

*Source: UML Applied: A .Net Perspective, by Martin Shoemaker (Apress, 2004; ISBN: 1590590872)*

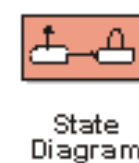
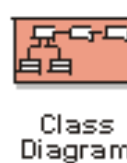
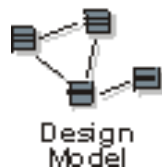
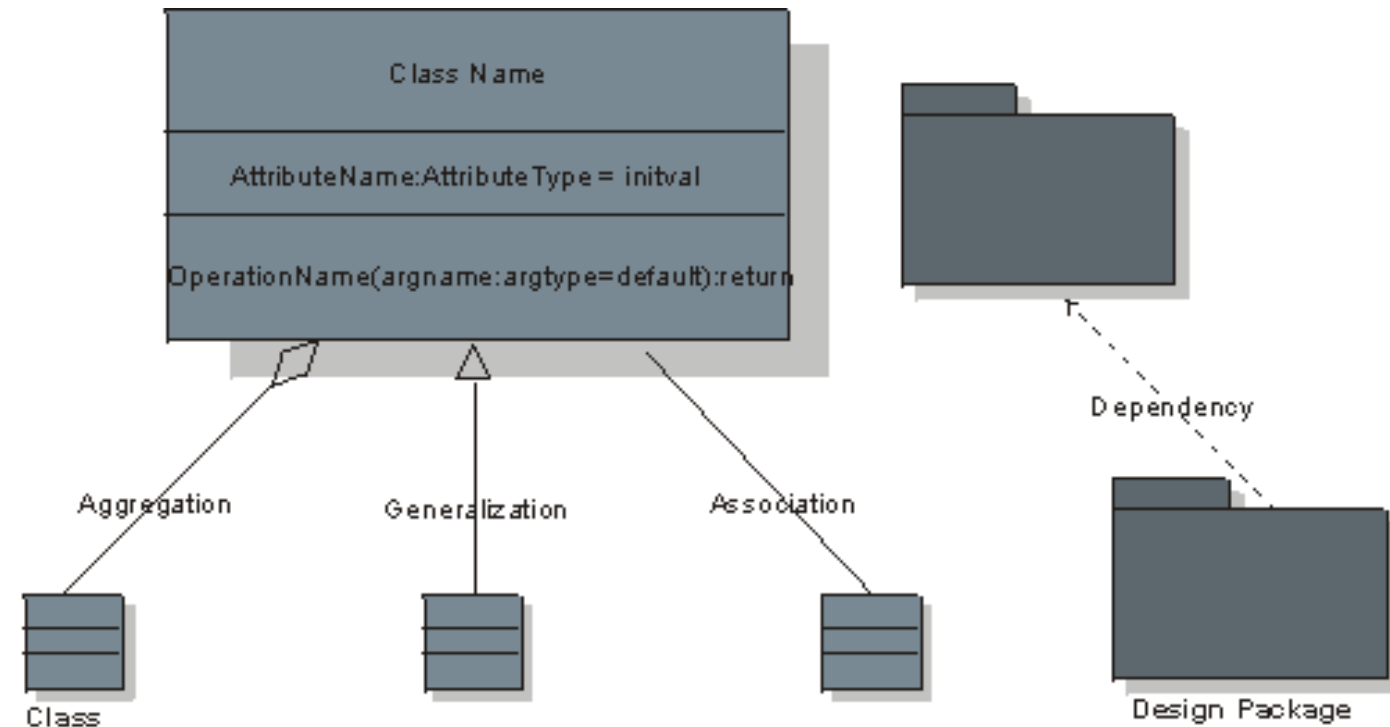


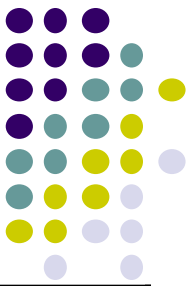
# Object-Oriented *Design*

- Object-Oriented Design (OOD) means ***defining the solution***.
- OOD is the process of defining the components, interfaces, objects, classes, attributes, and operations that will satisfy the requirements.
- You typically start with the ***candidate objects*** defined during analysis, and add or change objects as needed ***to refine a solution***.
- Two scales of OOD:
  - architectural design - defining the components
  - component design - defining the classes and interfaces within a component.



# Topics in Analyses and Design



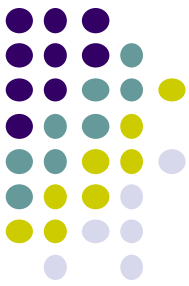


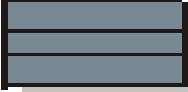
# What are Objects?

<b>Object:</b>	<p>Representation of an entity, either real-world (concrete like an item) or conceptual (concept as a process).</p> <p>An object is an abstraction with identity, state and behavior.</p>
<b>Identity:</b>	<p>Each object is unique.</p>
<b>State:</b>	<p>A set of the values of object properties at the moment, plus the relationships the object may have with other objects.</p>
<b>Behavior:</b>	<p>Determines how the object responds to request from other objects and is implemented by the set of operations for the objects.</p>

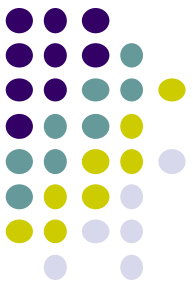


# What are Classes?



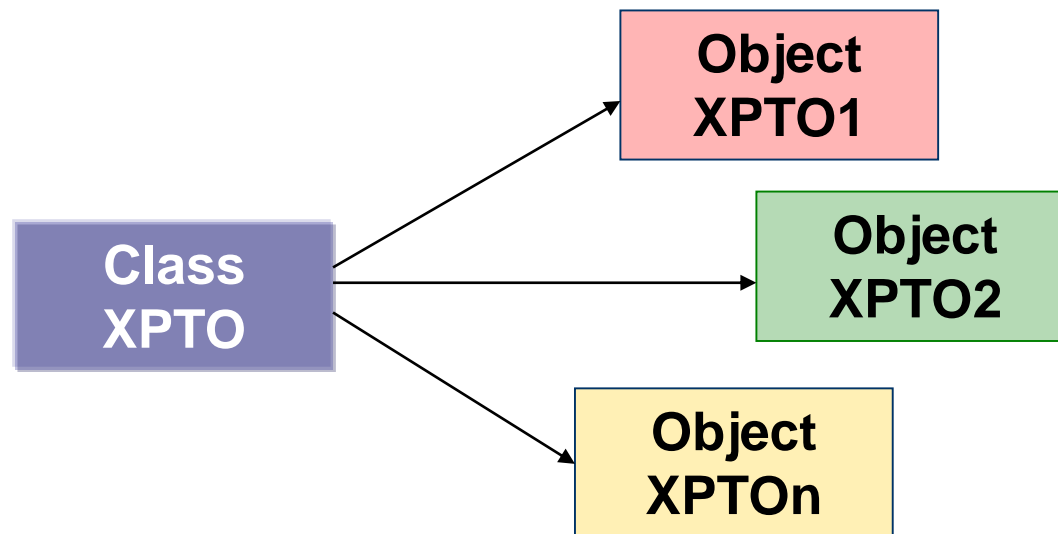
 <p>Class</p>	<p>A class is <i>a description of a set (<b>container</b>) of objects with common properties (attributes), behavior (operations), responsibilities, relationships, and semantics</i></p>
<p><b>Worker:</b></p>	<p>Analyst and mainly Designer</p>
<p><b>Purpose:</b></p>	<p>Used by designers, implementers, and testes.</p>
<p><b>Options:</b></p>	<p>Using any of the «entity», «boundary», and «control» <u>stereotypes</u> is optional.</p>
<p><b>Reports:</b></p>	<p>Class report (contains information regarding a specific class within the design model).</p>

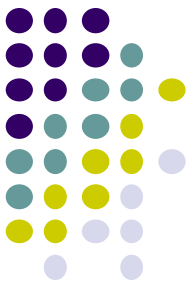
a widely held but fixed and oversimplified idea of a particular type of person or thing



# Object and Classes

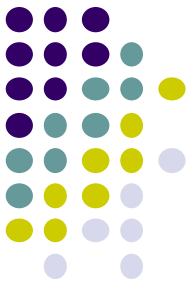
- A class is a template to create objects.
- Each object is an instance of some class.
- The object cannot be instance of more that one class.





# Class Properties

Name	The name of the class.
Brief Description	A brief description of the role and purpose of the class.
Responsibilities	The responsibilities defined by the class.



# Class Properties – cont.

Relation- ships	The relationships, such as generalizations, associations, and aggregations, in which the class participate.
Operations	The operations defined by the class.
Attributes	The attributes defined by the class.

# Object-Oriented Programming

- **Language Level Definition**

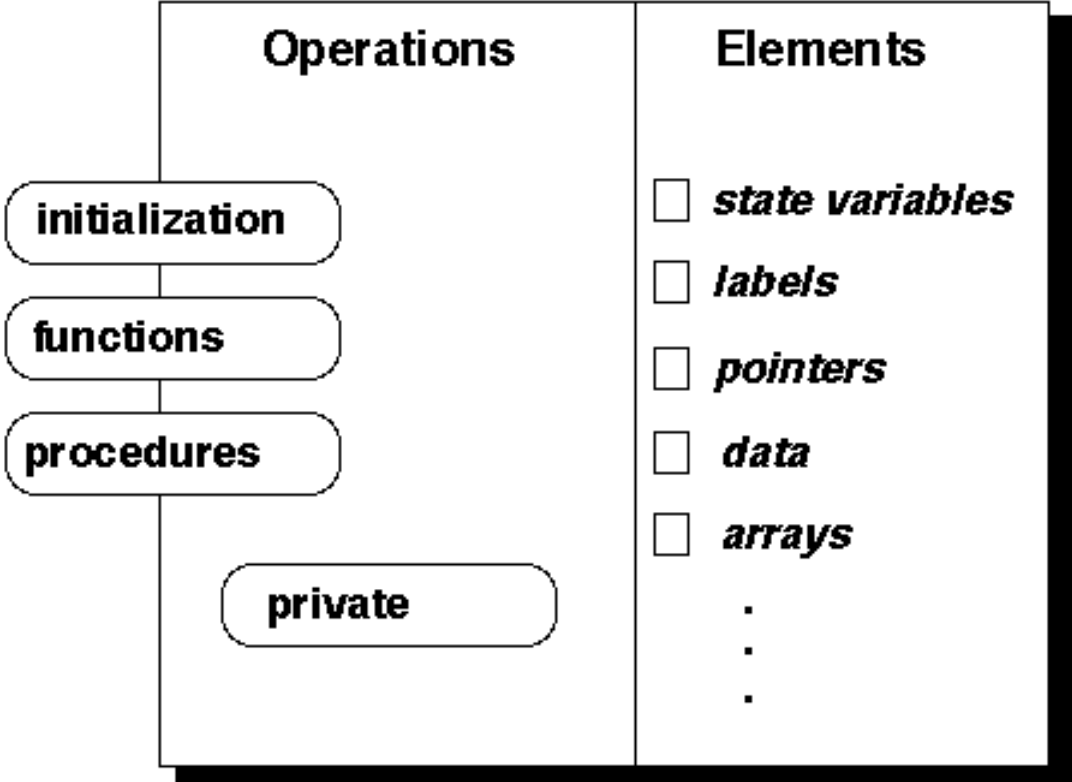
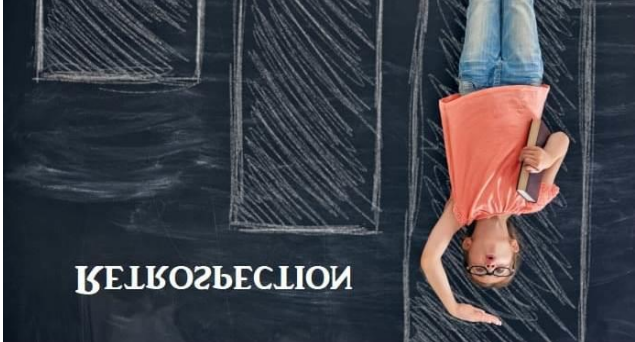
- Class
- Object
- Inheritance

- **Conceptual Level Definition**

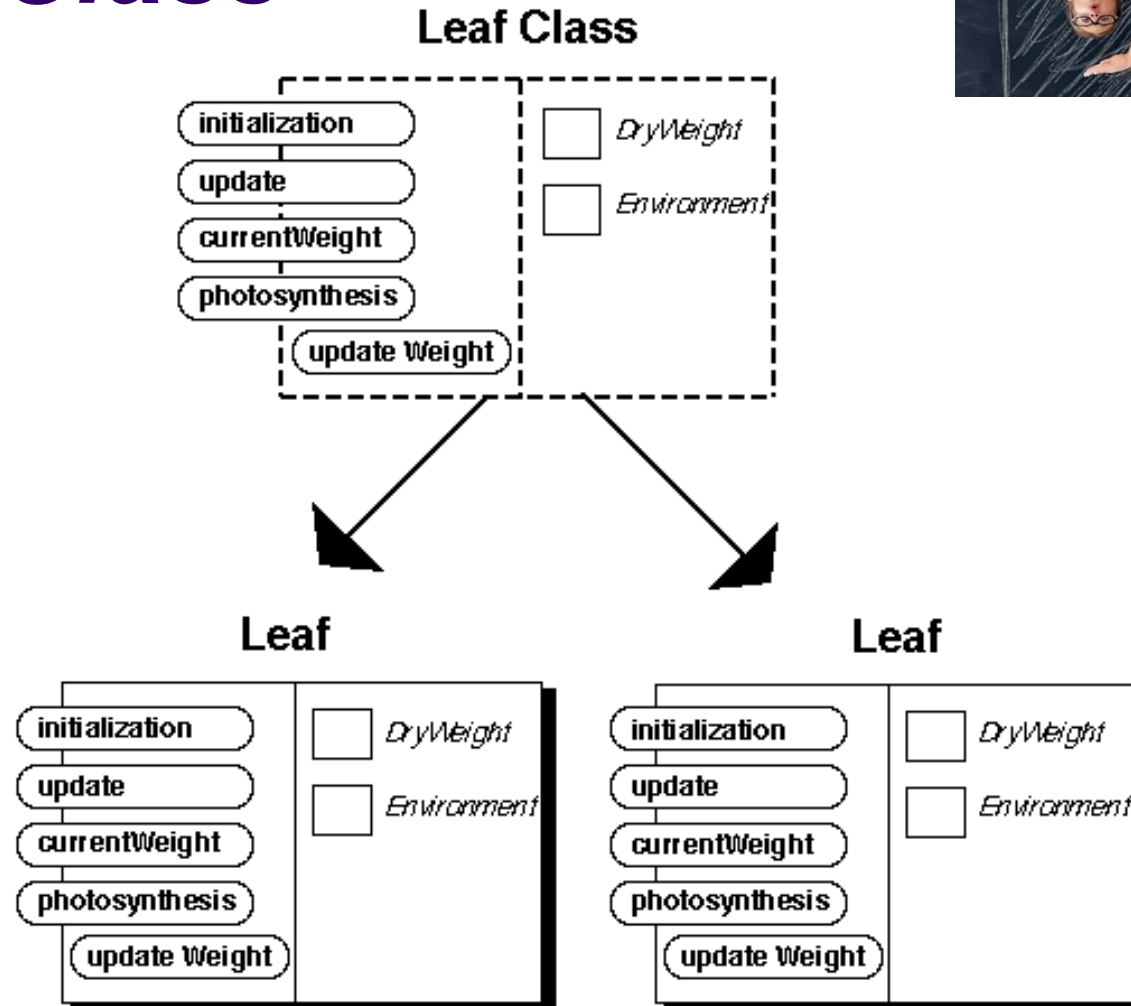
- Abstraction
- Delegation
- Encapsulation
- Information Hiding
- Hierarchy



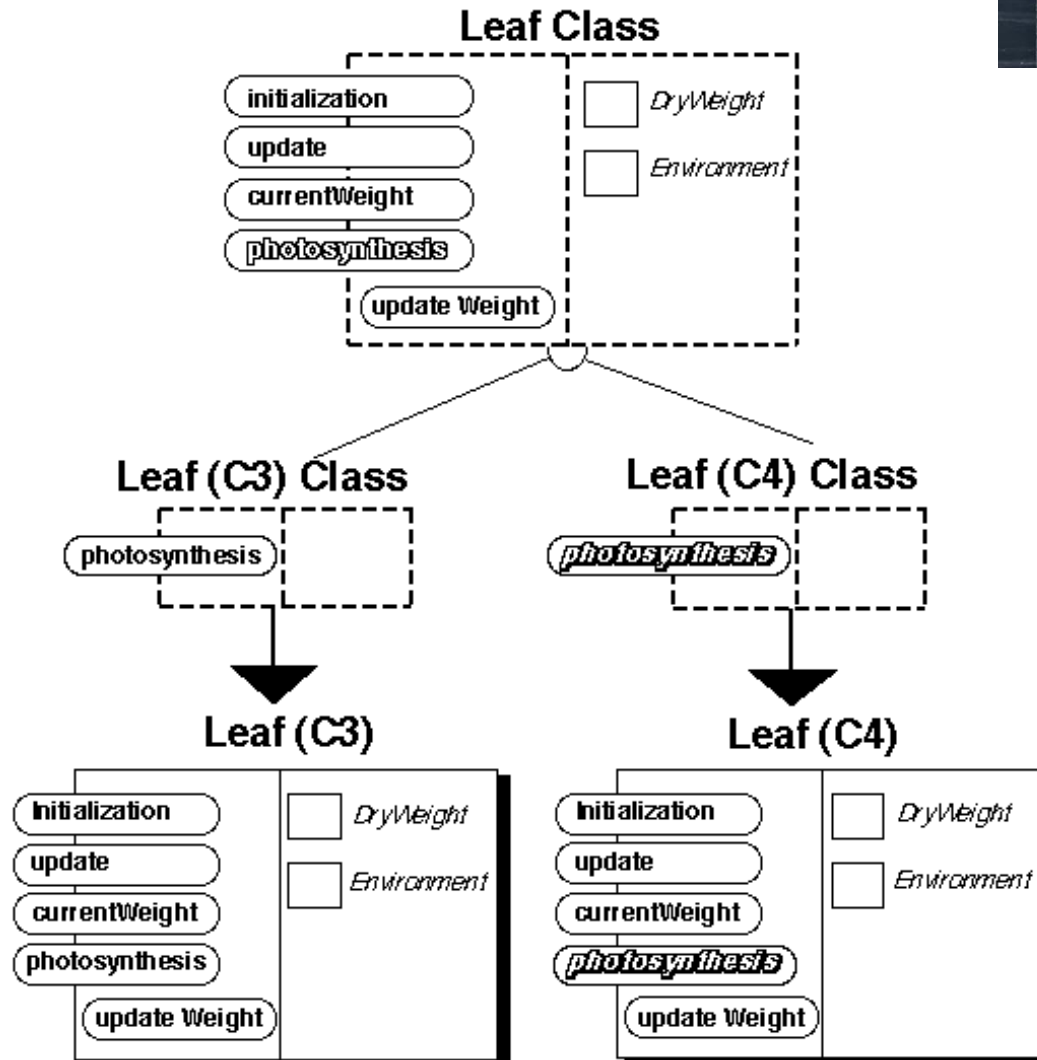
# Language Level Definition of OOP : *Object*



# Language Level Definition of OOP : *Class*



# Language Level Definition of OOP : *Inheritance*





# Sub-typing vs. implementation inheritance



We can distinguish two broad classes of inheritance:

- **Sub-typing**

- A logical classification of B as a subtype of A. Also called *interface inheritance*. The is-a argument is straightforward. A is usually an abstract class (or an interface in Java). All (or almost all) the operations of A are applicable to B. We expect to use Bs in mixed collections of As etc. We may often inherit some implementation at the same time.

- **Implementation inheritance**

- Using the implementation of A for convenience in B. A is often concrete. Only some the operations of the operations of A are applicable to B. We probably won't use Bs in place of As.

- Sub-typing is almost always OK, provided the classification is valid. Implementation inheritance is controversial.

# Conceptual Level Definition of OOP: *Abstraction*



- "Extracting the essential details about an item or group of items, while ignoring the unessential details."  
*Edward Berard*
- "The process of identifying common patterns that have systematic variations; an abstraction represents the common pattern and provides a means for specifying which variation to use."  
*Richard Gabriel*

## Example

- Pattern: Priority queue
- Essential Details:
  - length
  - items in queue
  - operations to **add/remove/find item**
- Variation: link list vs. array implementation; stack, queue

# Conceptual Level Definition of OOP: *Delegation*



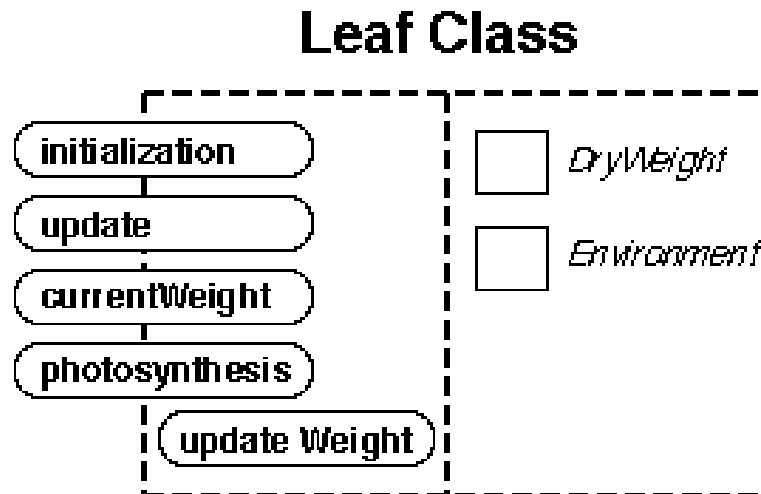
Three ways of **reusing classes**:

- Generalize A, usually by *parameterization*, so that it does the what you want as well as what it originally did.
- *Create a new class B which **delegates** operations to A, usually by having an object of class A as an instance variable and calling methods on that object. B is then a client of A.*
- Create a new class B which *inherits* from A. B is then a *subclass* of A.
  
- Open discussion – *pro's and con's?*



# Conceptual Level Definition of OOP: *Encapsulation, Information Hiding*

- **Encapsulation** - Enclosing all parts of an abstraction within a *class container*
- **Information Hiding** - Hiding parts of the abstraction within an *object*
- **Example**



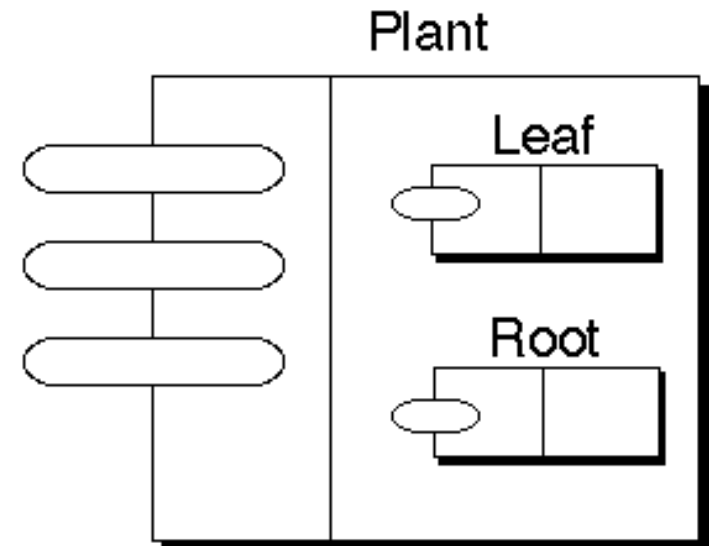
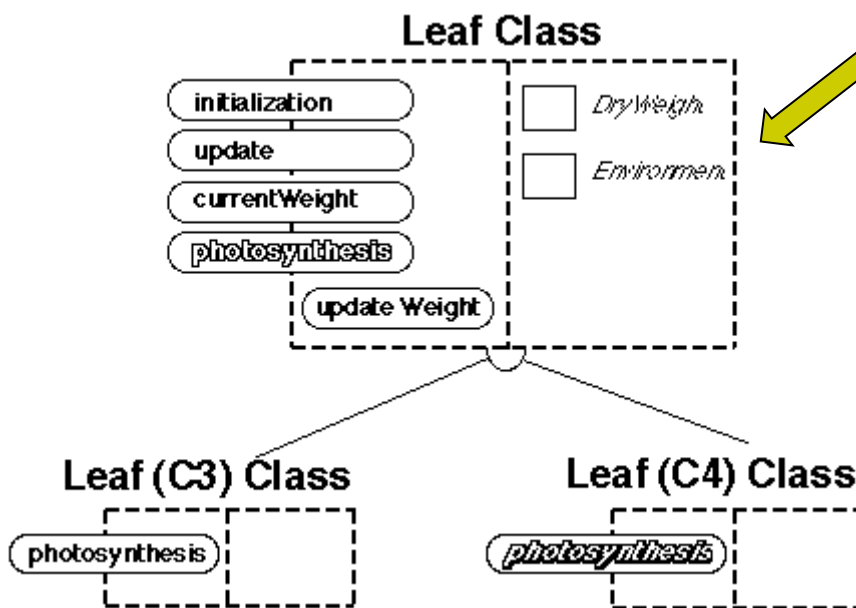
# Conceptual Level Definition of OOP: *Hierarchy*



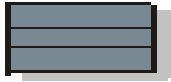
- *Abstractions arranged in order of rank or level*

*Class Hierarchy*

*Object Hierarchy*



# The Analysis Classes and Their Stereotypes

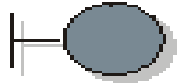
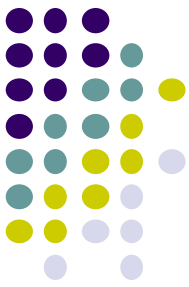


## Analysis Class

Represent an early conceptual model for 'things in the system which have responsibilities and behavior'. They eventually evolve into **classes** and **subsystems** in the Design Model.

- Analysis classes may be *stereotyped* as one of the following:
  - **Boundary** classes
  - **Control** classes
  - **Entity** classes
- Stereotyping results in a robust object model because changes to the model tend to affect only a specific area. Changes in the user interface, for example, will affect only boundary classes, etc.

# Boundary Classes

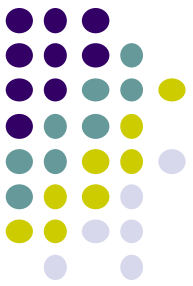


## Boundary Class

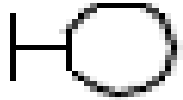
A **boundary class** models the **interaction** between the system and its surroundings (one or more actors).

Boundary classes capture the UI requirements:

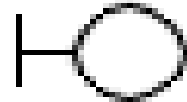
- coordinating the actor's behavior with the "internals" of the system (primary windows);
- receiving input from the actor to the system, e.g., information or requests;
- providing output from the system to the actor, e.g., stored information or derived results.



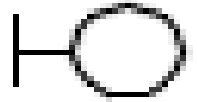
# Boundary Classes - Examples



Mail Box

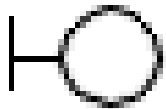


Mail Message

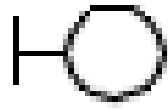


Attachment

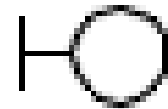
Boundary classes for a mail application



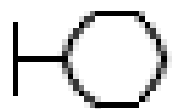
Document



Paragraph



Character

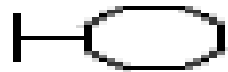
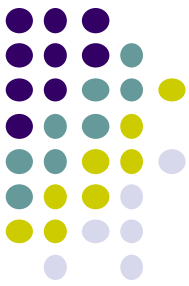


Footnote

Boundary classes for a document editor



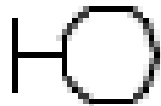
# Responsibilities and Attributes



Document

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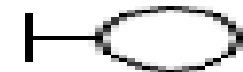
Split  
Find (Text)



Document

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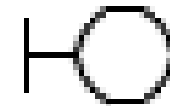
Left margin : Measurement Unit  
Right margin : Measurement Unit



Paragraph

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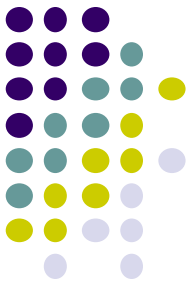
Cut  
Copy  
Move  
Show Properties



Paragraph

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Left indentation : Measurement Unit  
Right indentation : Measurement Unit  
Line spacing : Measurement Unit



<i>Use case name</i>	ReportEmergency
<i>Participating actors</i>	Initiated by FieldOfficer Communicates with Dispatcher
<i>Flow of events</i>	<ol style="list-style-type: none"><li>1. The FieldOfficer activates the "Report Emergency" function of her terminal.</li><li>2. FRIEND responds by presenting a form to the FieldOfficer.</li><li>3. The FieldOfficer fills out the form by selecting the emergency level, type, location, and brief description of the situation. The FieldOfficer also describes possible responses to the emergency situation. Once the form is completed, the FieldOfficer submits the form.</li><li>4. FRIEND receives the form and notifies the Dispatcher.</li><li>5. The Dispatcher reviews the submitted information and creates an Incident in the database by invoking the OpenIncident use case. The Dispatcher selects a response and acknowledges the report.</li><li>6. FRIEND displays the acknowledgment and the selected response to the FieldOfficer.</li></ol>
<i>Entry condition</i>	<ul style="list-style-type: none"><li>• The FieldOfficer is logged into FRIEND.</li></ul>
<i>Exit condition</i>	<ul style="list-style-type: none"><li>• The FieldOfficer has received an acknowledgment and the selected response from the Dispatcher, OR</li><li>• The FieldOfficer has received an explanation indicating why the transaction could not be processed.</li></ul>
<i>Quality requirements</i>	<ul style="list-style-type: none"><li>• The FieldOfficer's report is acknowledged within 30 seconds.</li><li>• The selected response arrives no later than 30 seconds after it is sent by the Dispatcher.</li></ul>

# Boundary objects for *ReportEmergency* use case

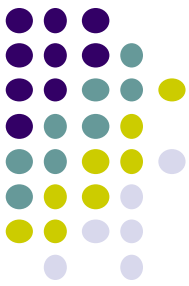
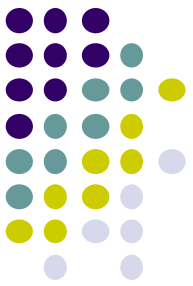


Table 5-3 Boundary objects for the ReportEmergency use case.

<b>AcknowledgmentNotice</b>	Notice used for displaying the Dispatcher's acknowledgment to the FieldOfficer.
<b>DispatcherStation</b>	Computer used by the Dispatcher.
<b>ReportEmergencyButton</b>	Button used by a FieldOfficer to initiate the ReportEmergency use case.
<b>EmergencyReportForm</b>	Form used for the input of the ReportEmergency. This form is presented to the FieldOfficer on the FieldOfficerStation when the "Report Emergency" function is selected. The EmergencyReportForm contains fields for specifying all attributes of an emergency report and a button (or other control) for submitting the completed form.
<b>FieldOfficerStation</b>	Mobile computer used by the FieldOfficer.
<b>IncidentForm</b>	Form used for the creation of Incidents. This form is presented to the Dispatcher on the DispatcherStation when the EmergencyReport is received. The Dispatcher also uses this form to allocate resources and to acknowledge the FieldOfficer's report.

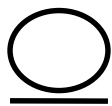


# Control and Entity Classes



**Control Class**

Used to model control behavior specific to one or a few use cases. Control classes encapsulate **use-case specific behavior**.



**Entity Class**

Used to model information and associated behavior that must be stored. Entity objects hold and update **information about some phenomenon**, such as an event, a person, etc.



# Entity objects for *ReportEmergency* use case

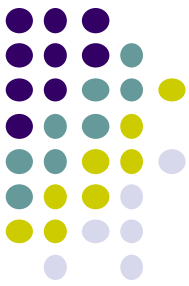
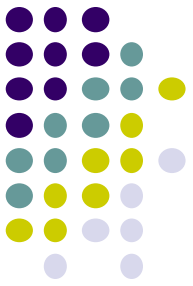


Table 5-2 Entity objects for the *ReportEmergency* use case.

<b>Dispatcher</b>	Police officer who manages Incidents. A Dispatcher opens, documents, and closes Incidents in response to Emergency Reports and other communication with FieldOfficers. Dispatchers are identified by badge numbers.
<b>EmergencyReport</b>	Initial report about an Incident from a FieldOfficer to a Dispatcher. An EmergencyReport usually triggers the creation of an Incident by the Dispatcher. An EmergencyReport is composed of an emergency level, a type (fire, road accident, other), a location, and a description.
<b>FieldOfficer</b>	Police or fire officer on duty. A FieldOfficer can be allocated to, at most, one Incident at a time. FieldOfficers are identified by badge numbers.
<b>Incident</b>	Situation requiring attention from a FieldOfficer. An Incident may be reported in the system by a FieldOfficer or anybody else external to the system. An Incident is composed of a description, a response, a status (open, closed, documented), a location, and a number of FieldOfficers.

# Control and Entity Classes - Examples



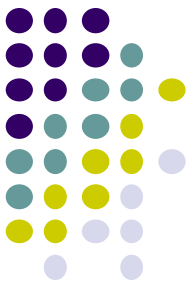
**Control Class**

It is your turn – give examples here!



**Entity Class**

Examples?



# Examples [Bruegge&Dutoit, 2004]

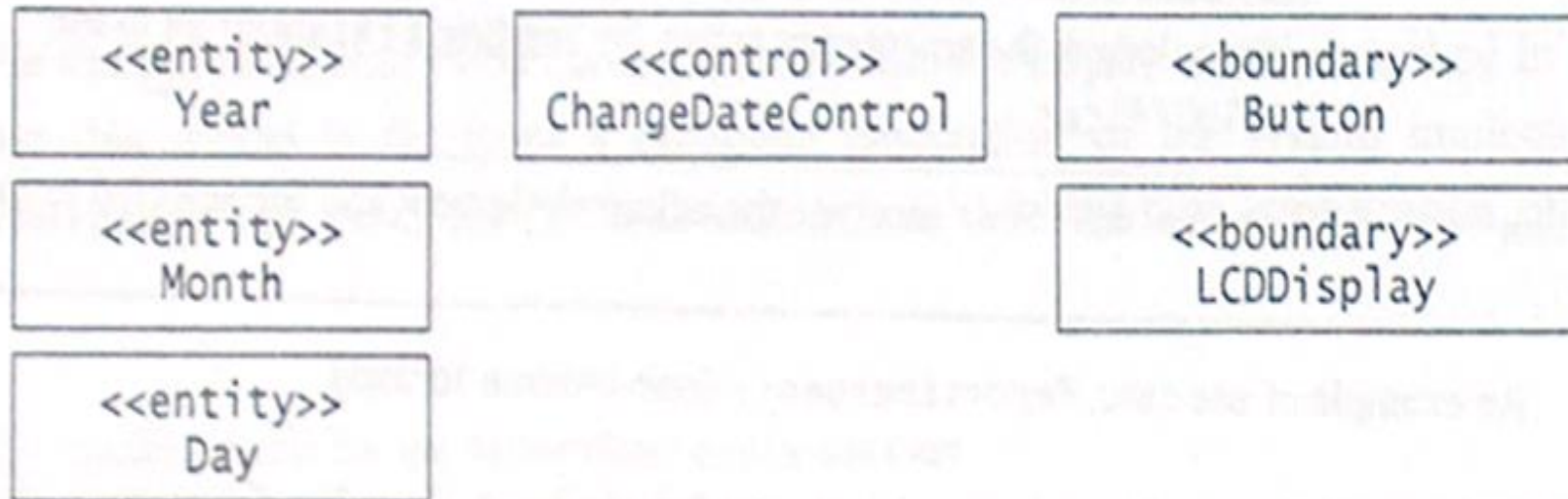
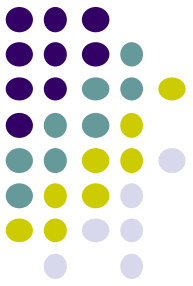


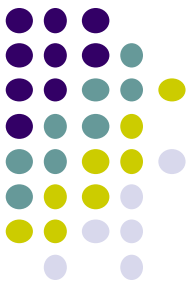
Figure 5-5 Analysis classes for the 28watch example.

# Analyses Activities (Use cases -> Objects)



- Find entity objects
- Find boundary objects
- Find control objects
- Map use cases to objects with sequence diagrams
- Model interaction among objects with CRC (Class-Responsibilities-Collaborations) cards
- Find associations and aggregations
- Identify attributes
- Model state-dependent behaviour of individual objects
- Build inheritance relationships
- Do a review of the analyses model



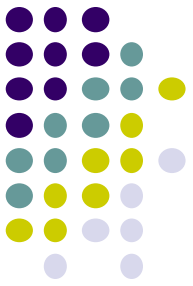


# Drawing CRC Card Diagrams

- Class-Responsibility-Collaborations (CRC) card visualize classes in card-like presentation.
- Each CRC card contains information like the description of class, its attributes and responsibility.
- Homework: read [https://www.visual-paradigm.com/support/documents/vpuserguide/94/1289/6518\\_drawingcrcca.html](https://www.visual-paradigm.com/support/documents/vpuserguide/94/1289/6518_drawingcrcca.html)

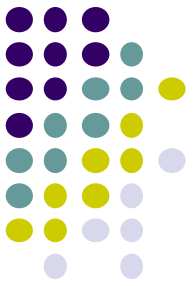
Class Name	
Responsibilities	Collaborations
(what the class does)	(related objects)

# What are analyses objects and what are not?



- The analyses object model and its dynamic model represent user level concepts *but not actual software classes and components*
- The analyses model should be *safe from system classes and components*
- Analyses classes are still *high-level abstractions* and will be realized in details later
- Analyses classes make a natural transition *from user requirements → through understanding the system → to system design*

# Good and bad examples of analyses objects [Bruegge&Dutoit, 2004]



Domain concepts that should be represented in the analysis object model.

UniversalTime

TimeZone

Location

Software classes that should not be represented in the analysis object model.

TimeZoneDatabase

Refers to how time zones are stored (design decision).

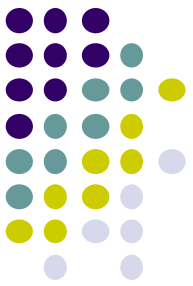
GPSLocator

Denotes to how location is measured (design decision).

UserId

Refers to an internal mechanism for identifying users (design decision).

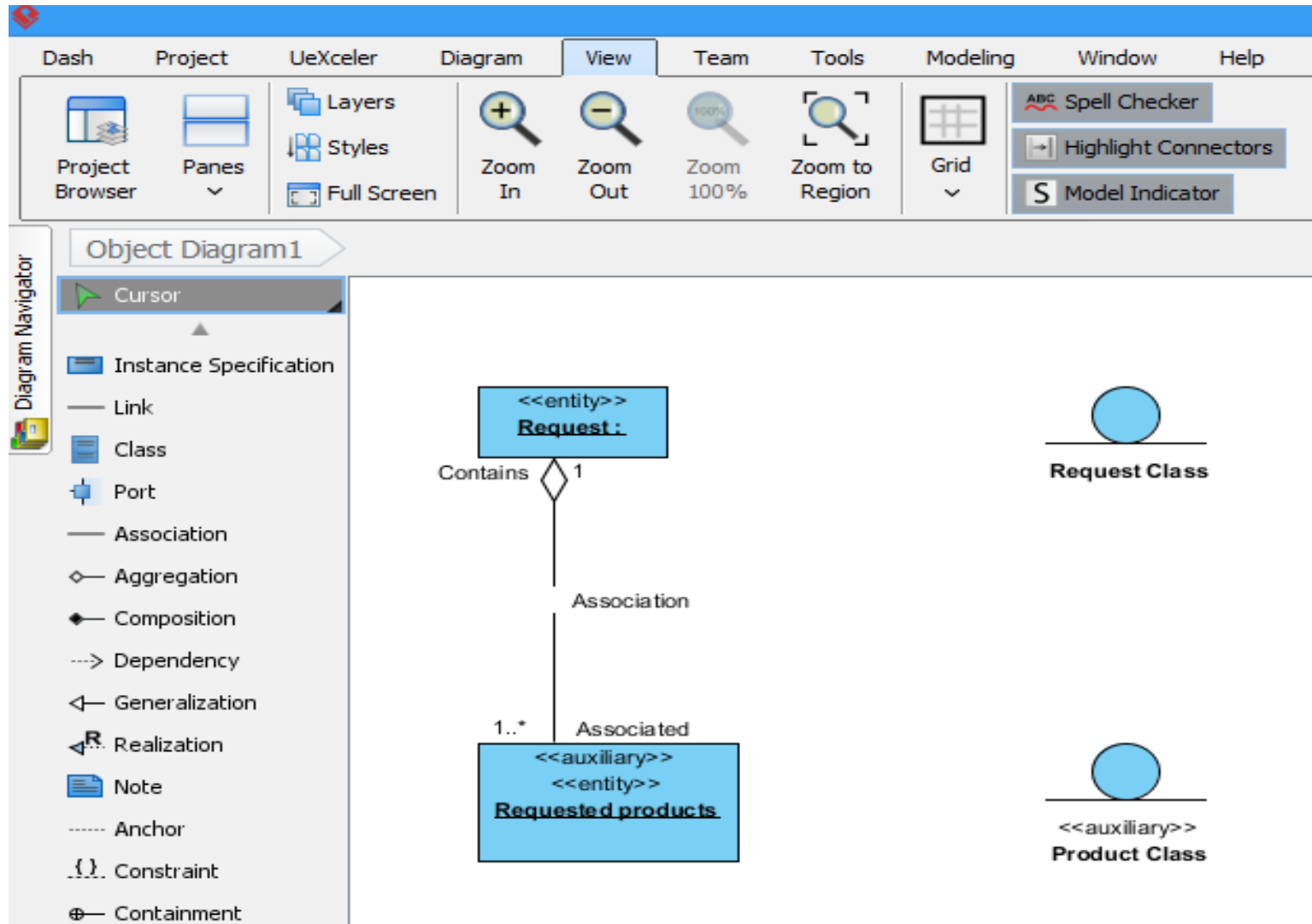
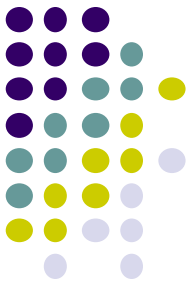
Figure 5-4 Examples and counterexamples of classes in the analysis object model of SatWatch.



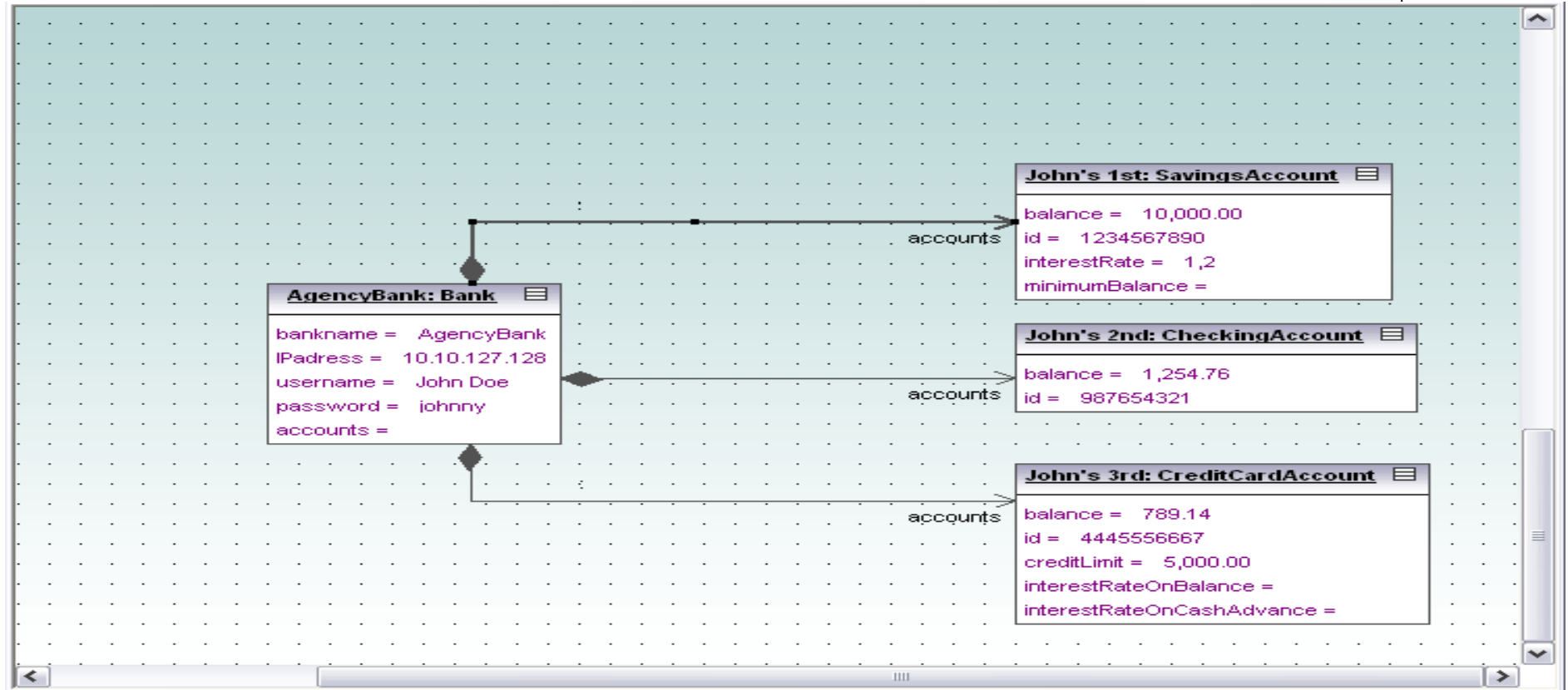
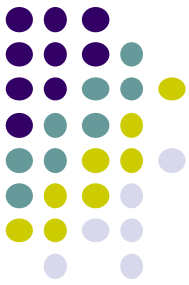
# UML Object Diagrams 1/3

- Object diagram shows a snapshot of instances of things in class diagrams.
- UML object diagrams are used to illustrate an instance of a class at a particular point in time - a real-life example of a class and its relationships.
- Object diagrams can help clarify classes and inheritance, i.e. may assist non-programming stakeholders who may find class diagrams too abstract.

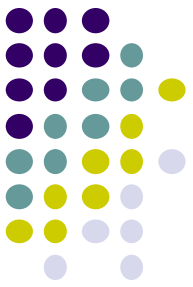
# UML Object Diagrams 2/3



# UML Object Diagrams 3/3

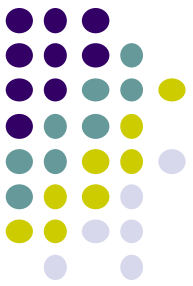


- Homework: [https://www.visual-paradigm.com/support/documents/vpuserguide/94/2584/7191\\_drawingobjec.html](https://www.visual-paradigm.com/support/documents/vpuserguide/94/2584/7191_drawingobjec.html)



# UML Profiles

- UML is a general purpose language for modeling software systems.
- In some occasions, UML may not be precise enough for modeling specific problem domain.
- The UML Profile is an extension mechanism to customize the models for specific domains or platforms

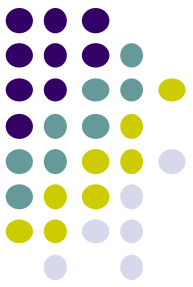


# UML Profile Diagrams 1/2

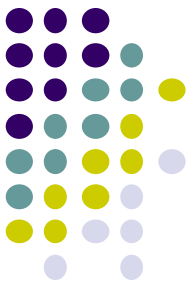
- **Profile** diagrams are *UML structural diagrams* providing a generic extension mechanism for customizing UML models for particular domains or platforms.
- Extension mechanisms allow refining standard semantics in strictly additive manner, preventing them from contradicting standard semantics.
- Profiles are defined using:
  - **stereotypes**
  - **tagged value definitions**
  - **constraints**



# UML Profile Diagrams 2/2

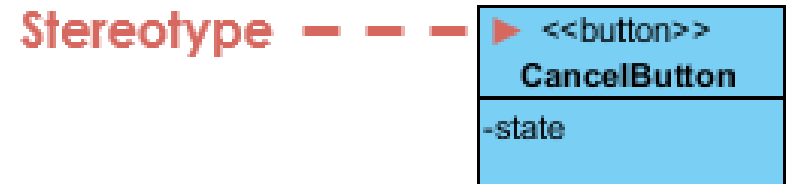


- **Stereotypes, tagged value definitions, and constraints** are applied to specific model elements, like Classes, Attributes, Operations, and Activities.
- A Profile is a collection of such extensions that collectively customize UML for:
  - either a particular domain area
  - or a software platform (J2EE, .NET)
- **Profile only allows adaptation or customization of an existing meta-model**
- In UML 2.\*, profiles can be **dynamically combined** so that several profiles will be applied at the same time on the same model.

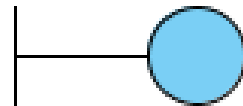


# Stereotypes in Profile Diagrams

- increase UML vocabulary
- suitable to your *problem domain*
- introduce *new graphical symbols*
- their representation may be:



- textual



StaffUI

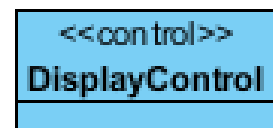


DisplayControl

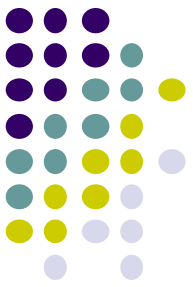


Booking

- graphic

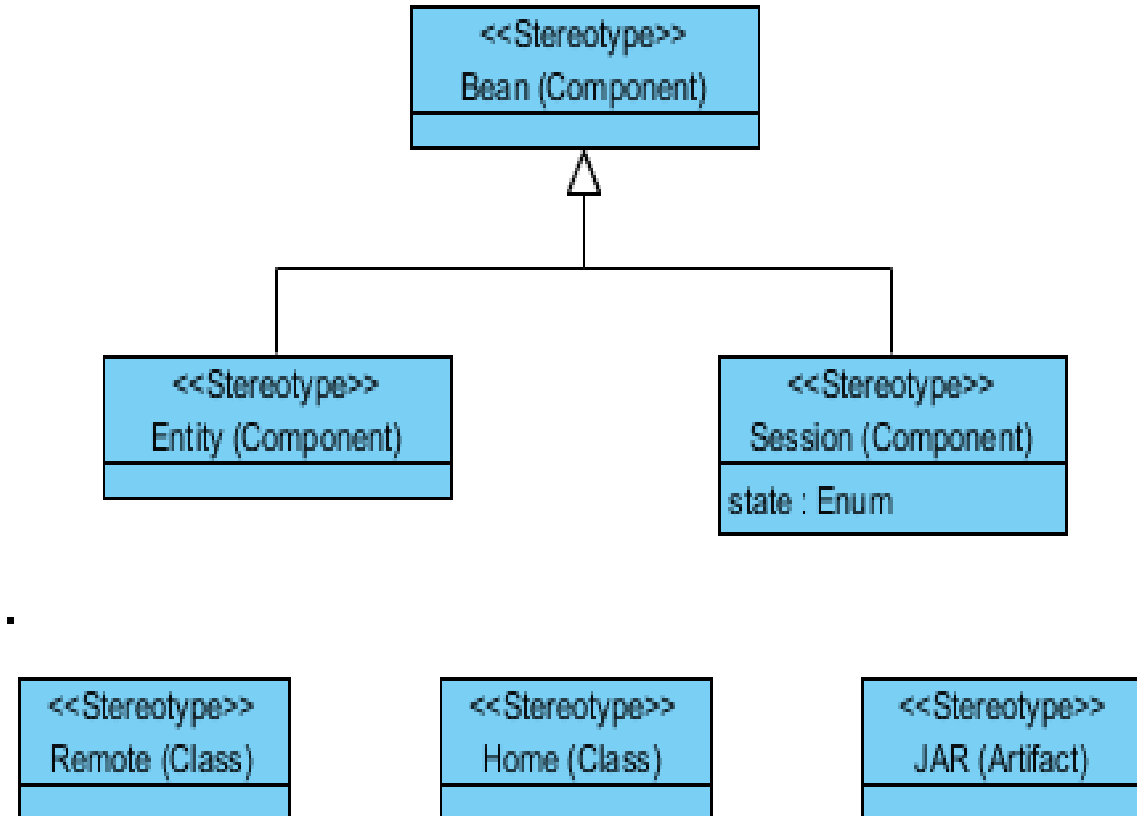


# Stereotypes – A Customization Example for J2EE Platform



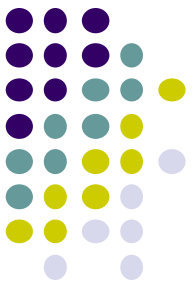
A profile of EJB:

- The bean itself is extended from component meta-model as an abstract bean.
- The *abstract* bean can be concreted as either an Entity Bean or Session Bean.
- An EJB has two types of **remote** and **home** interfaces.
- An EJB also contains a special kind of artifact called **JAR file** for storing a collection of Java code.



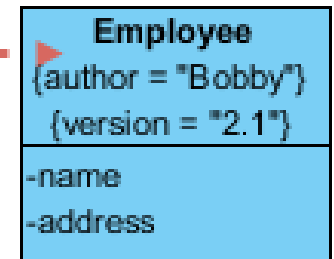
Source: <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-profile-diagram/>

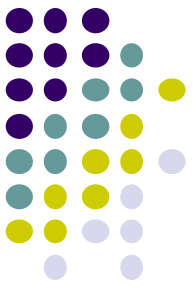
# Tagged Values in Profile Diagrams



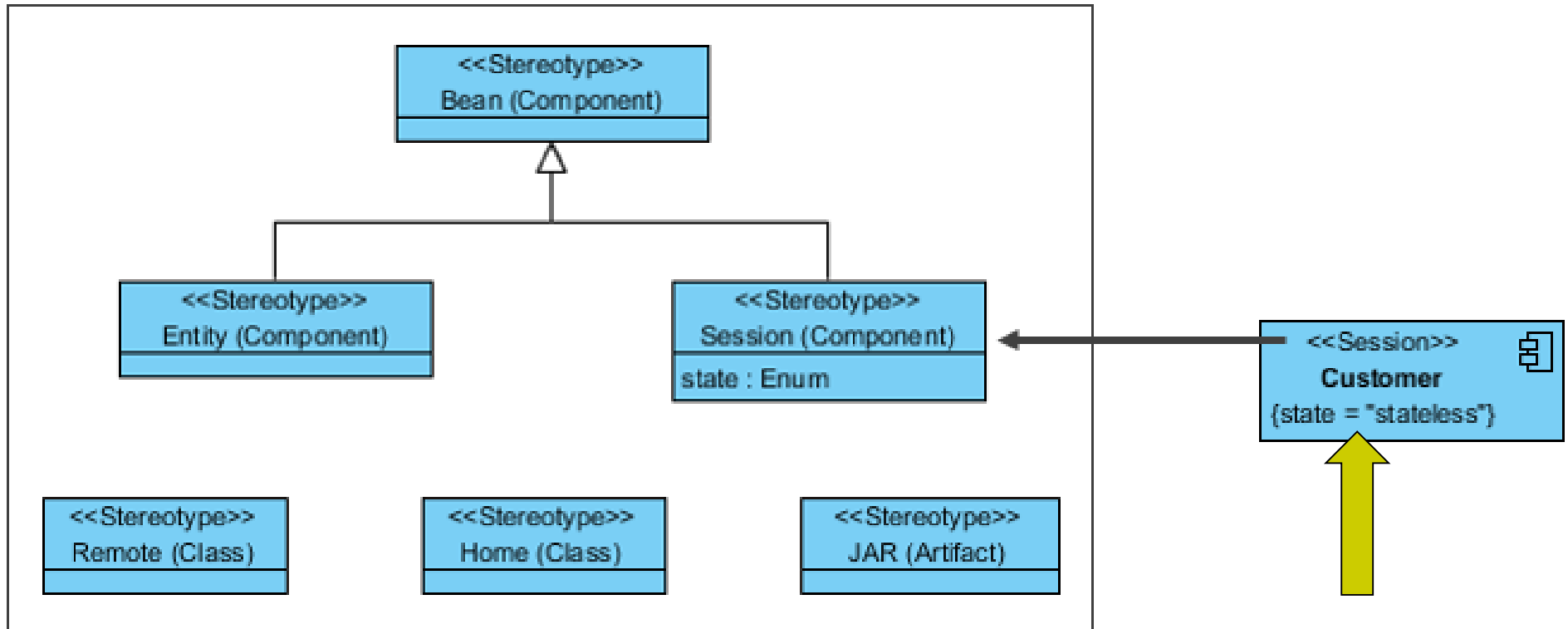
- Tagged values are used to extend the properties of UML so that you can add additional information in the specification of a model element
- Allows to specify **keyword-value pairs** of a model, where keywords are the attributes
- Graphically rendered as string enclosed in brackets.
- Useful for adding properties to the model for:
  - Code generation
  - Version control
  - Configuration management
  - Authorship

Two tagged values — — —

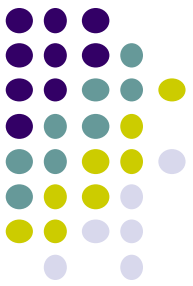




# Tagged Values - Example

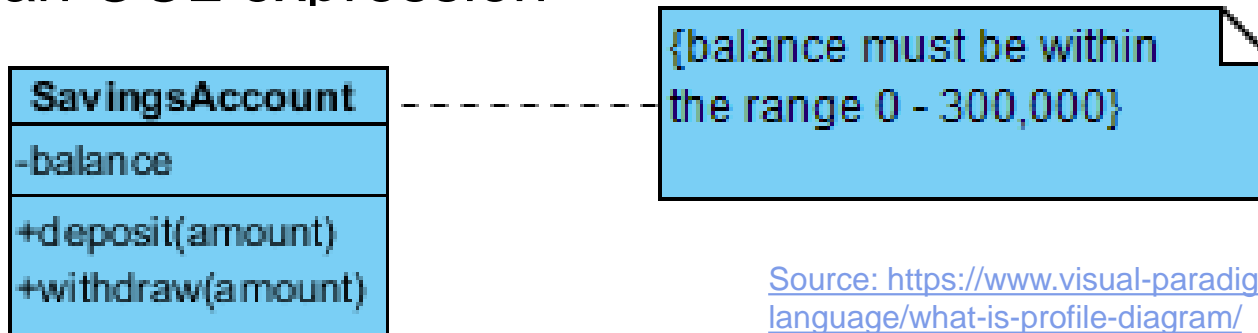


Source: <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-profile-diagram/>

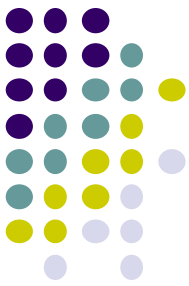


# Constraints in Profile Diagrams

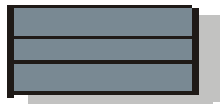
- properties for specifying semantics or conditions that must be held true at all the time
- allow you to extend the semantics of UML building block by adding new protocols
- a constraint is rendered:
  - as a string enclosed in brackets placed near associated element
  - as an OCL expression



Source: <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-profile-diagram/>



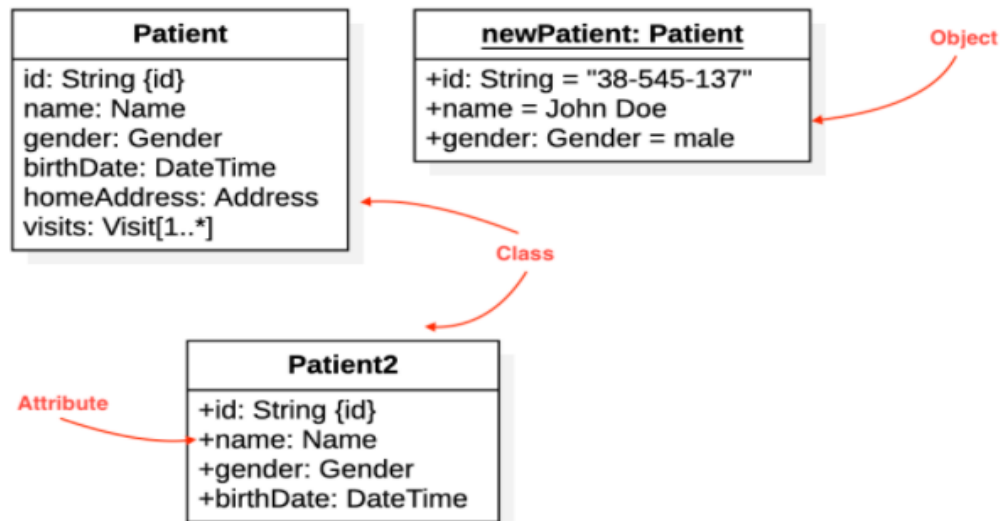
# Defining Design Classes

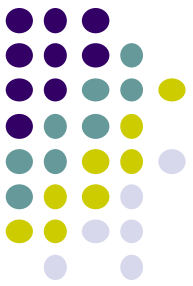


## Design Class

A **design class** is a description of a set of objects that share the same responsibilities, relationships, operations, attributes, and semantics.

Example:

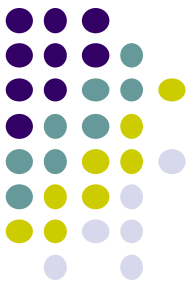




# The Attribute Notation

- *visibility / name : type multiplicity = default {property strings and constraints}*
- *visibility ::= {+|-|#|~}*
- *multiplicity ::= [lower..upper]*

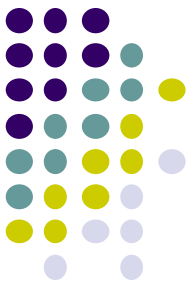




# Visibility of Attributes

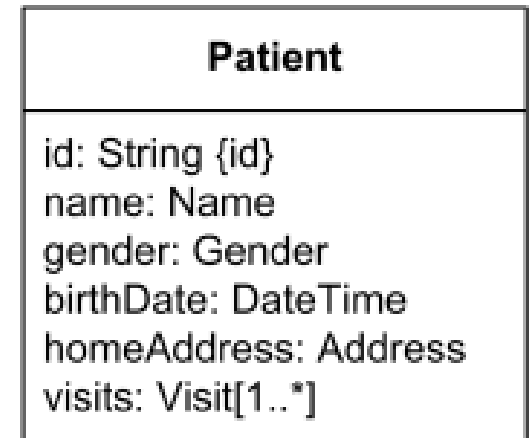
Attribute visibility can be: **visibility ::= { + | - | # | ~ }**

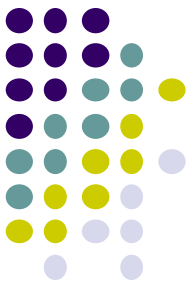
- **Public:** the attribute is visible both inside and outside the package containing the class.
- **Private:** the attribute is only visible to the class itself and to **friends** of the class
- **Protected:** the attribute is visible only to the class itself, to its subclasses, or to **friends** of the class (language dependent)
- **Package:** only classes within the same package as the container can see and use the classes.



# UML Attribute (Property)

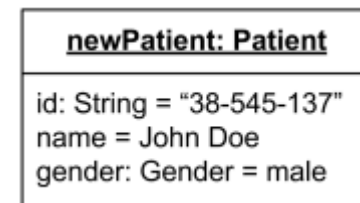
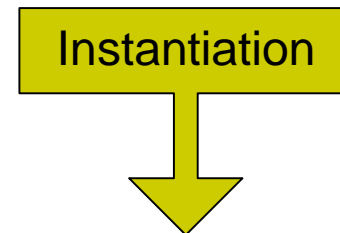
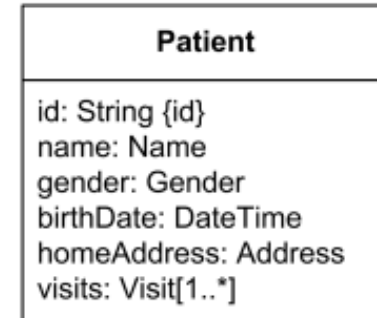
- A property/an attribute is a structural feature which could represent:
  - an attribute of a classifier, or
  - a member end of association, or
  - a part of a structured classifier.
- As a structural feature, property represents some named part of the structure of a classifier. For example, Patient class could have id, name, gender, date of birth, etc. as its properties.





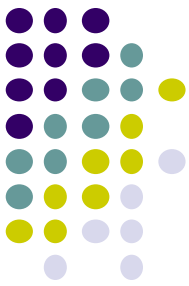
# Attributes at Object Instantiation

- When instance of a classifier is created, each non-static property becomes a part of the state of that instance, and is implemented by some mapping of the name of the property to a specific value or values that the state of the instance is composed of.
- Values of each property have specific type and are allocated in the slots of the instance or associated with that instance.

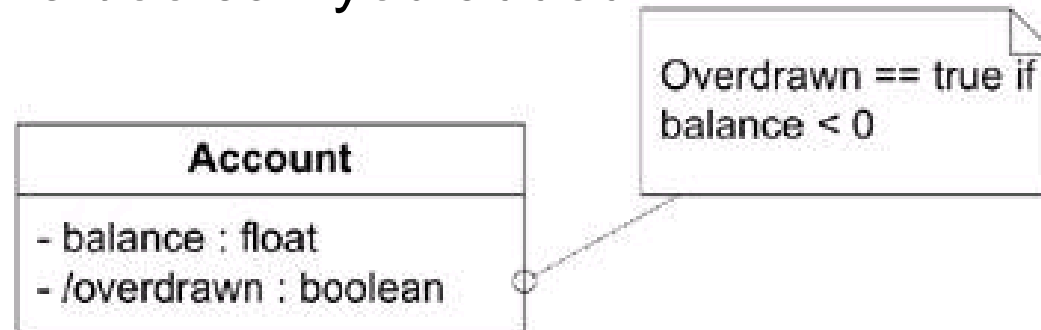


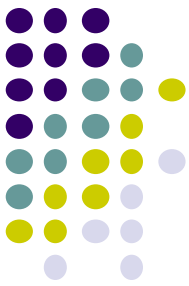
# Derived Attributes

(source: O'Reilly "UML 2.0 in a Nutshell")



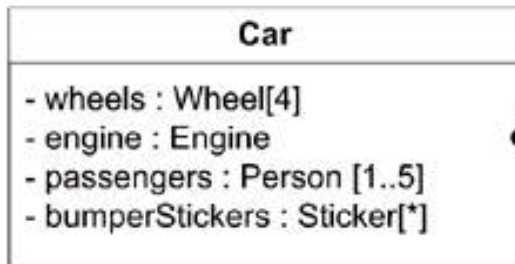
The derived notation, which is the leading forward slash (/), can be used as an indicator to the implementer that the attribute may not be strictly necessary. For example, let's say you modeled a bank account with a simple class named Account. This class stores the current balance as a floating-point number named balance. To keep track of whether this account is overdrawn, you add a boolean named overdrawn. Whether the account is overdrawn is really based on whether the balance is positive, not the boolean you added.



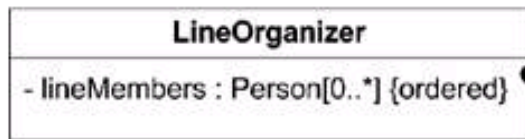


# Multiplicity, Ordering, Uniqueness

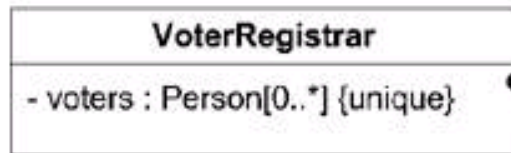
(source: O'Reilly "UML 2.0 in a Nutshell")



Since the engine attribute doesn't have explicit multiplicity, 1 is assumed.

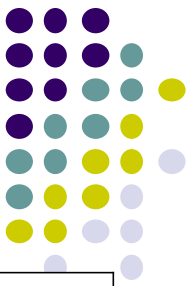


The lineMembers attribute will be stored sequentially, which in this case probably means alphabetically.



As mentioned in the text, attributes with multiplicity greater than 1 are unique by default. Strictly speaking, the unique constraint here is unnecessary.

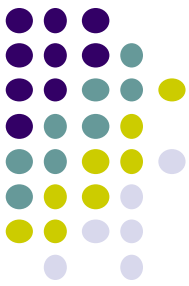
# Optional Property Modifiers



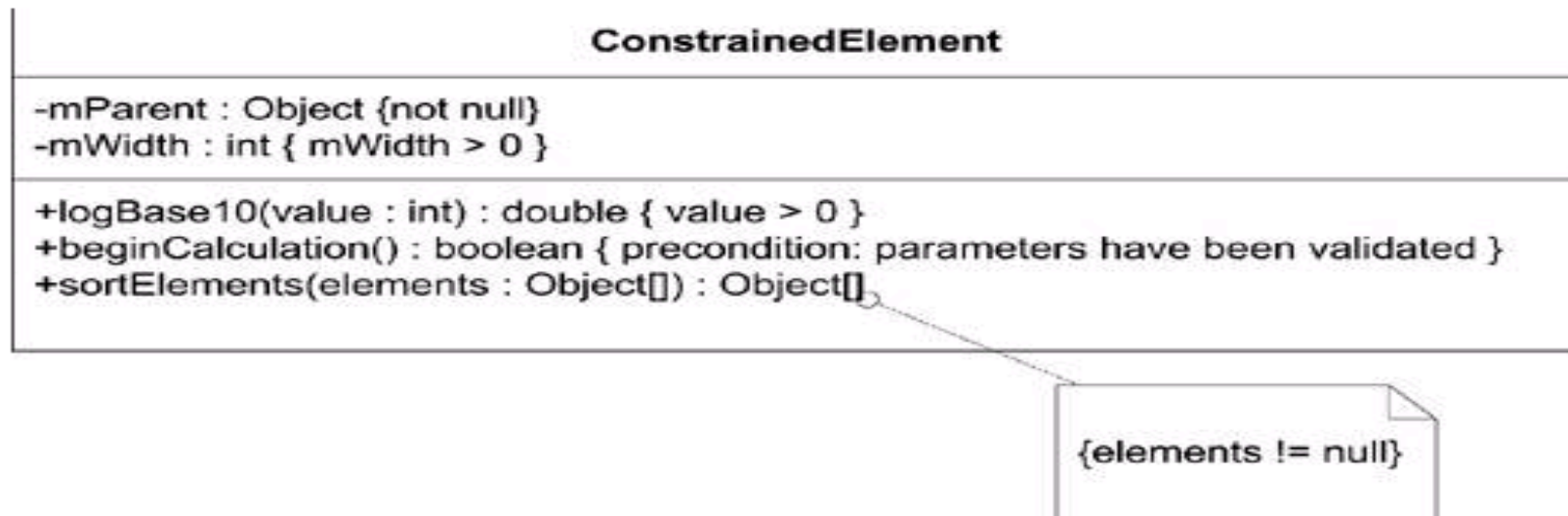
Modifier	Description
<b>id</b>	Property is part of the identifier for the class which owns the property.
<b>readOnly</b>	Property is read only (isReadOnly = true).
<b>ordered</b>	Property is ordered (isOrdered = true).
<b>unique</b>	Multi-valued property has no duplicate values (isUnique = true).
<b>non-unique</b>	Multi-valued property may have duplicate values (isUnique = false).
<b>sequence (or seq)</b>	Property is an ordered bag (isUnique = false and isOrdered = true).
<b>union</b>	Property is a derived union of its subsets.
<b>redefines <i>property-name</i></b>	Property redefines an inherited property named <i>property-name</i> .
<b>subsets <i>property-name</i></b>	Property is a subset of the property named <i>property-name</i> .
<b><i>property-constraint</i></b>	A constraint that applies to the property

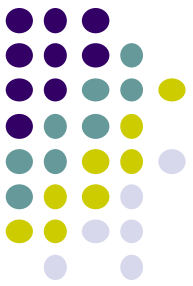
# Constraints

(source: O'Reilly "UML 2.0 in a Nutshell")



Constraints represent restrictions placed on an element. They may be ***natural language*** or use a formal grammar such as the **OCL**; however, they must evaluate to a Boolean expression. You typically show constraints between curly braces (`{...}`) after the element they restrict, though they may be placed in a note and linked to the element using a dashed line.





# Operations

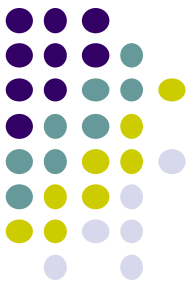
We place operations in a separate compartment with the following syntax:

- *visibility name ( parameters ) : return-type {properties}*

where parameters are written as:

- *direction parameter\_name : type [ multiplicity ] = default\_value { properties }*

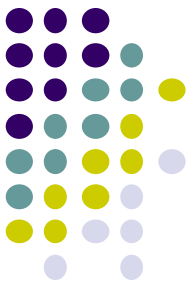




# More about op's - Direction

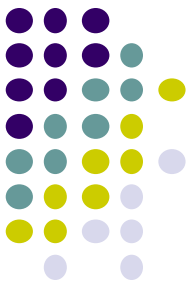
*Direction* (optional) - indicates how a parameter is used by an operation. It is one of **in**, **inout**, **out**, or **return**:

- **in** states that the parameter is passed to the operation by the caller;
- **inout** states that the parameter is passed by the caller and is then possibly modified by the operation and passed back out.
- **out** states that the parameter isn't set by the caller but is modified by the operation and is passed back out.
- **return** indicates that the value set by the caller is passed back out as a return value.



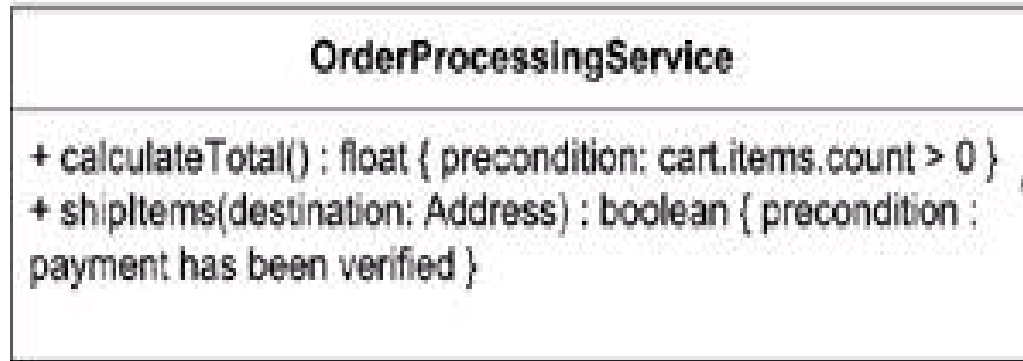
# More about op's - Properties

- *Properties* - specify any parameter-related properties and is specified between curly braces.
- These are typically defined within the context of a specific model, with a few exceptions:
  - **ordered**,
  - **readOnly**, and
  - **unique**.

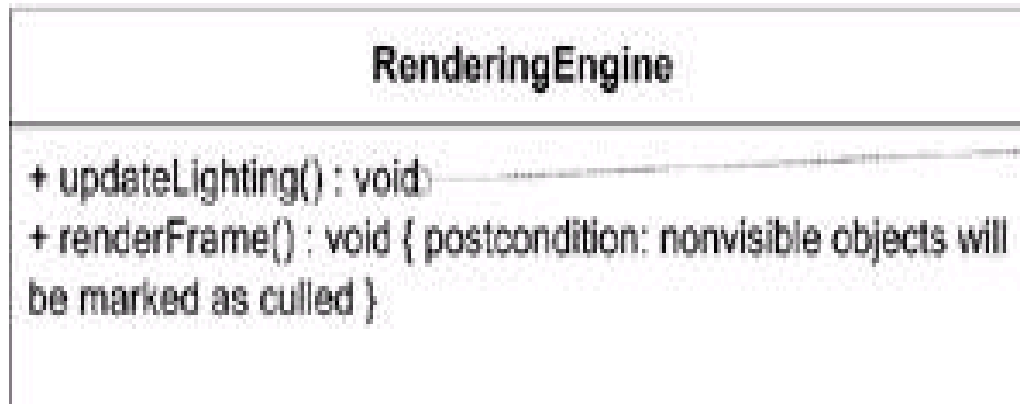


# Pre- and Post-condition Constraints

(source: O'Reilly "UML 2.0 in a Nutshell")

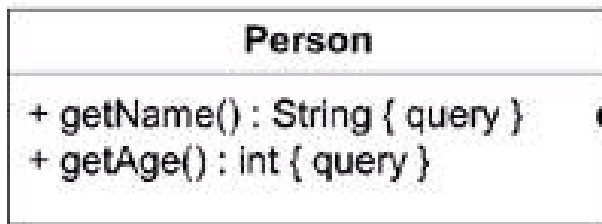
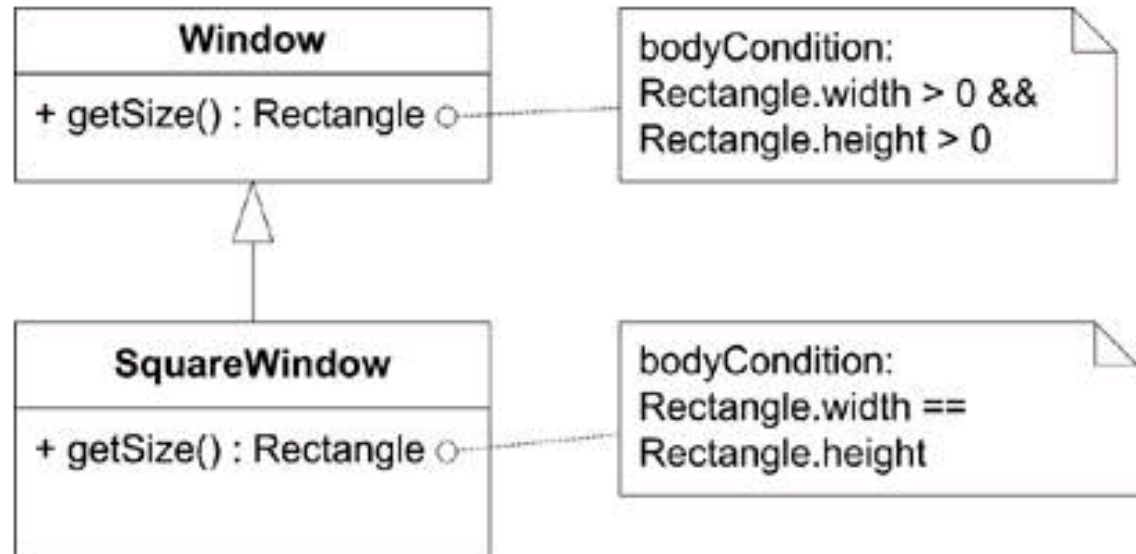
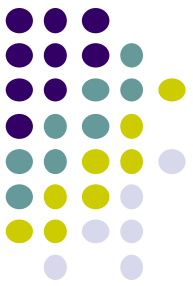


Preconditions can be expressed using pseudocode, OCL, or just freeform text.

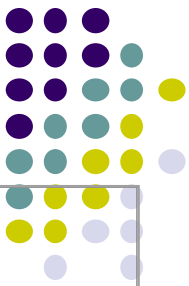


Postcondition: all normals are updated and material properties have been cached.

# Body Conditions & Query Operations



The "query" constraint guarantees that `getName()` and `getAge()` won't modify the object.



# Associations

**Association**

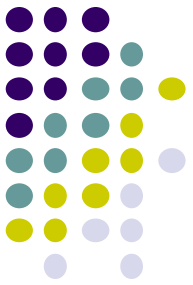
An **association** models a bi-directional semantic connection among instances.

Associations represent *structural relationships* between objects of different classes; it connects instances of two or more classes together for some duration (as opposed to a dependency relationship, which represents a temporary association between two instances).

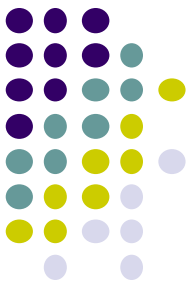


An association between the **Cash Dispenser** and the **Cash Drawer**, *named supplies Value*.

# Role and Multiplicity of Associations



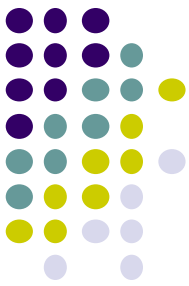
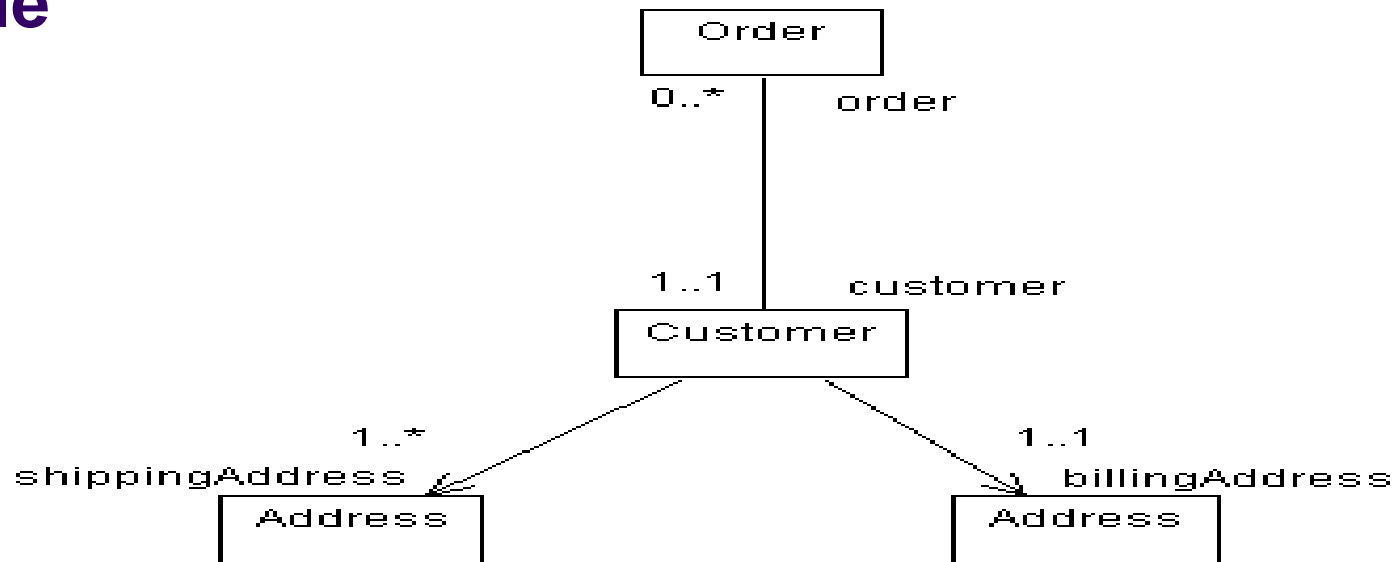
- Each end of an association is a **role** specifying the face that a class plays in the association.
- For each role you can specify the **multiplicity** of its class, how many objects of the class can be associated with one object of the other class:
  - 1 Exactly one (as 1..1)
  - 0..1 Zero or one
  - 1..\* One or more
  - 5..7 Specific Range (5, 6, 7)
  - 1..3,7 Combination (1, 2, 3, 7)



# Navigability of Associations

- The **navigability** property on a role indicates that it is possible to navigate from a associating class to the target class using the association.
- Implemented by object references.

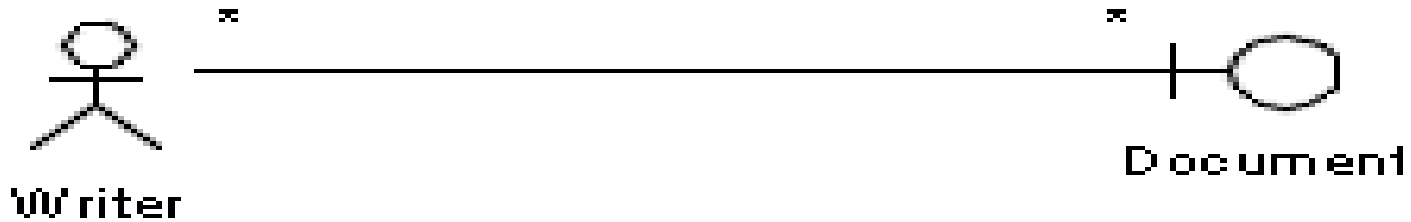
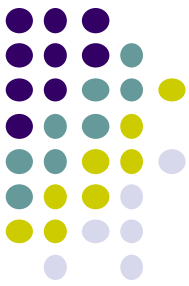
# Example



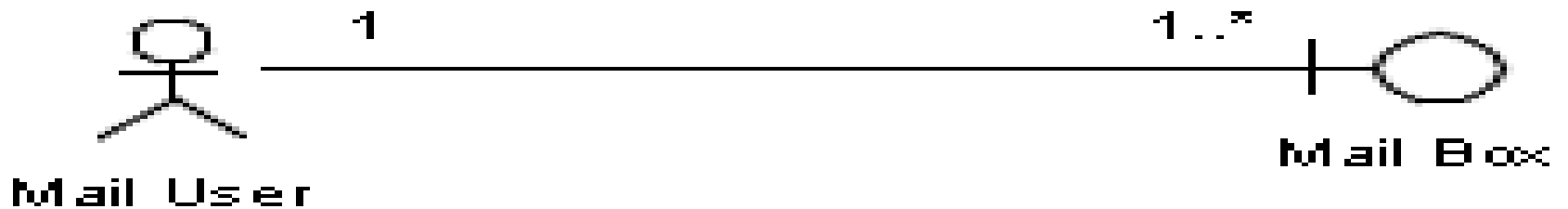
- A Customer can have two different kinds of Addresses: an address to which bills are sent, and a number of addresses to which orders may be sent. As a result, we have **two** associations between Customer and Address.
- An Order must have an associated Customer (1..1), but a Customer may not have any Orders (0..\* at the Order end).
- **Customer** must know its **Addresses**, but the **Addresses** have no knowledge of which **Customers**.



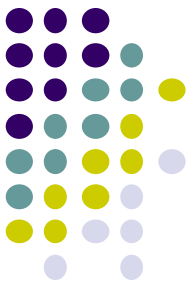
# Relating Actors and Boundary Classes



For the document editor, we have identified a **Writer** actor that interacts with **Documents**.



For the mail application, we have identified a **Mail User** actor that interacts with **Mail Boxes**.

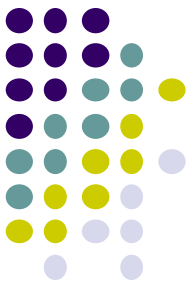


# Self-Associations

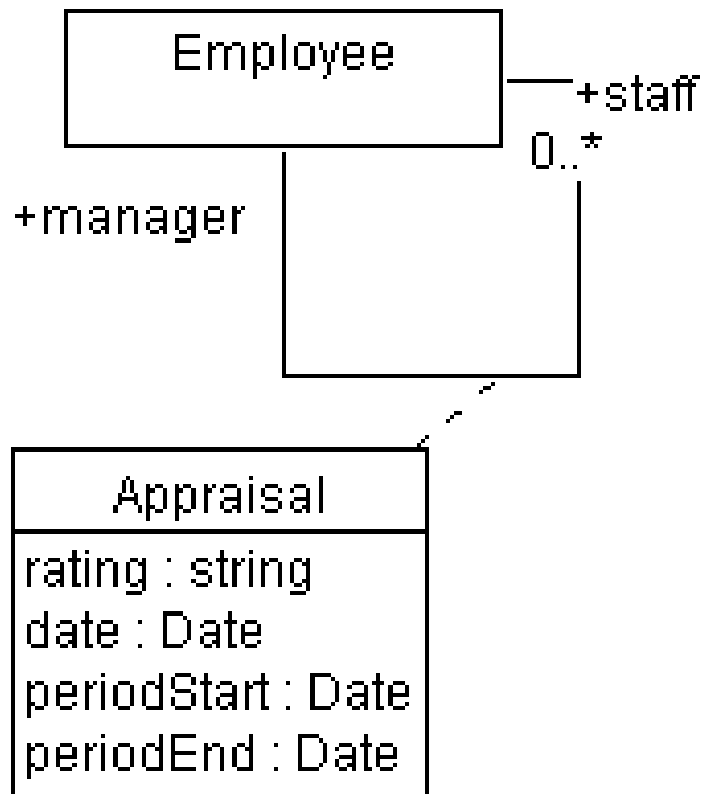
A **Self-Association** means that one instance of the class has associations to other instances of the same class. Here, role names are essential to distinguish the purpose for the association.



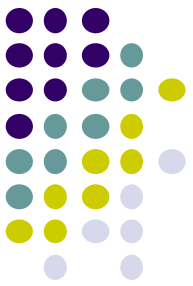
- The Employee association is navigable in both directions since employees would know their manager, and a manager knows her staff.



# Self-Associations (cont.)

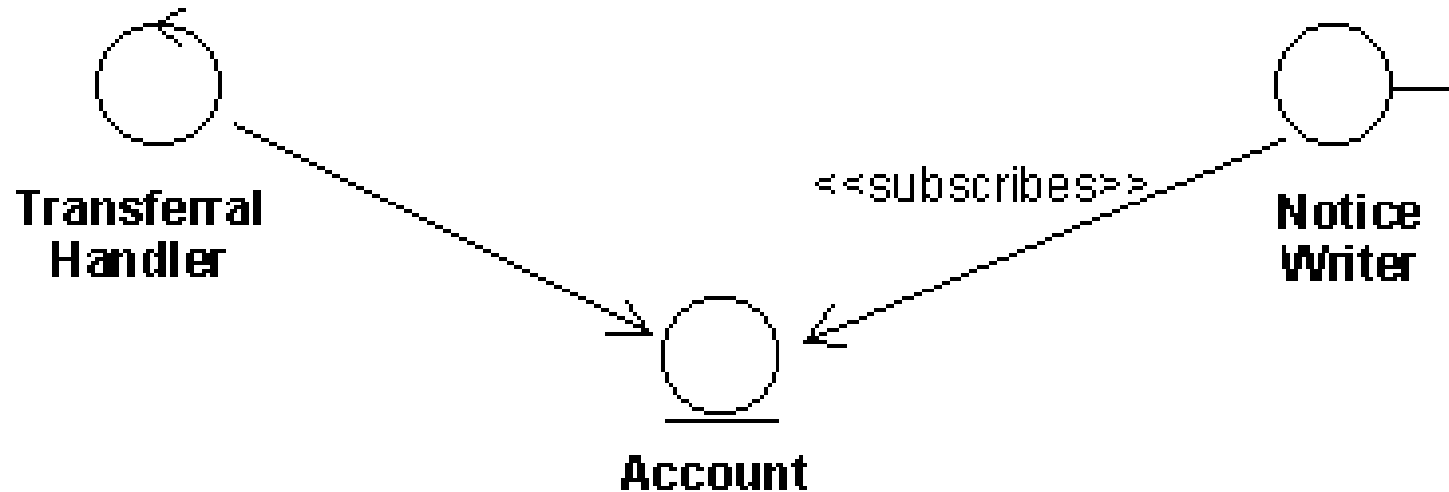


- An **association class** (Appraisal) is an association that also has class properties (shown by a dashed line). Its attributes, operations, and associations apply to the original association itself.



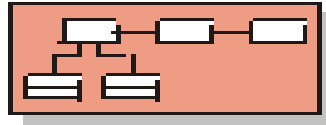
# The Subscribe Association

The subscribes-association associates an object of any type with an entity object. The associating object will be informed when a particular event takes place in the associated entity object (e.g., Notice Writer is informed when Account balance is less than 0).



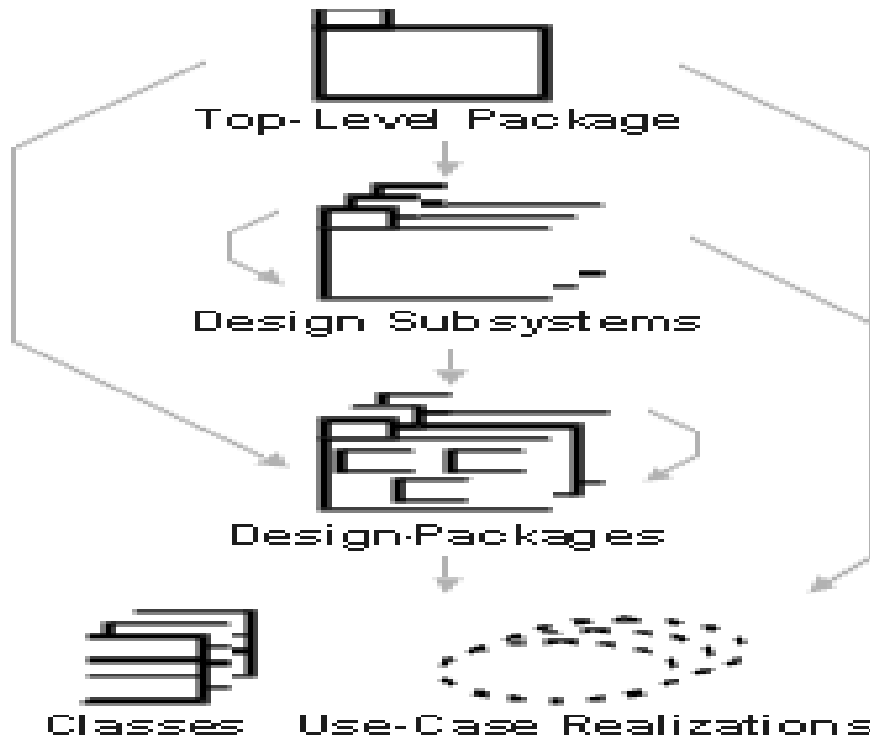


# Class Diagrams and Packages



Class Diagram

A **class diagram** shows a collection of declarative (static) model elements, such as classes, packages, and their contents and relationships.



The design model is a hierarchy of packages (**design subsystems** and **design packages**), with "leaves" that are **classes** or **use-case realizations**.

# Q & A

