UML
Introduction

• UML = **Unified Modeling Language**
• It is a standardized visual modeling language.
  – Primarily intended for modeling software systems.
  – Also used for business modeling.
• UML evolved from earlier competing modeling languages.
  – Based on the best parts of those earlier methods.
  – Has continued to evolve since its creation.
• UML is **NOT** a visual programming language.
**Architectural Views of UML**

*(part 1 of 3) User and structural views*

- UML is centered around a number of different types of diagrams, each modeling the system from a different perspective.
  - *Use case diagrams* model the functionality of the system from the users' perspective.
  - Structural diagrams model the static structure of a system.
    - *Class diagrams* show the overall structure.
    - *Object diagrams* show the structure at a particular time.
Architectural Views of UML
(part 2 of 3) Behavioral view

- Interaction diagrams model the interaction of objects as they perform some operation.
  - *Sequence diagrams* model the sequences of messages that are sent between objects to carry out some operation.
  - *Collaboration diagrams* show the roles objects play in carrying out some operation.

- Behavioral diagrams model the behavior of objects.
  - A *state diagram* models the states an object can be in and the stimuli that cause it to change states.
  - *Activity diagrams* show how the behaviors of objects involved in some operation depend on each other.
Physical diagrams show how the parts of a system are organized in the real world.

- A component diagram shows the organization of the parts of the system into packages.
- Deployment diagrams display the physical locations of the components of the system.
Why Use UML?

• Communicate information about a system.
  – Diagrams can be understood by non-programmers.
  – Models can serve as a blueprint for a system.
  – Models can help document a system.

• Even if the diagram itself is ultimately discarded, the act of creating it is useful since it helps you to understand whatever it is you're modeling.
Use Case Diagrams
(part 1 of 5) What are they and what are they used for

• A use case diagram models the users' view of the system.
  – Describes what the system does, not how it does it.
  – Shows how the user interacts with the system.

• Useful for:
  – Determining features.
  – Communicating with clients.
  – Generating test cases.
Use Case Diagrams
(part 2 of 5) Basic parts

- **Basic Vocabulary**
  - Actor: A person or thing involved in some task
  - Use case: Something the user does with the system.
  - Communication: Lines linking actors and use cases.
Use Case Diagrams
(part 3 of 5) Simple Example

- Use case diagram for a text editor:
Use Case Diagrams
(part 4 of 5) More parts

• More vocabulary:
  – Include - Like a procedure call.
  – Extend - Like a procedure that is called sometimes depending on some condition.
  – Generalizations - A specialization of some case.
  – Boundary box - Group use cases together.

• Examples on next slide...
Another use case diagram for a text editor:
Class Diagrams
(part 1 of 7) Class compartments

• A class diagram models the classes in a system and how they are related.

• Classes are modeled as boxes with compartments for:
  – The class name.
  – Attributes - the data members of the class.
  – Operations - the methods of the class.
Class Diagrams
(part 2 of 7) Member Visibility

• Compartments (except the name) can be omitted if not needed for the purpose of the diagram.

• Characters placed in front of class members indicate visibility:
  - + Public
  - # Protected
  - - Private
  - ~ Package
Class Diagrams
(part 3 of 7) Details

• Other class modeling details:
  – The order of the compartments is always the same: class name, attributes, and operations.
  – Members are listed in order of decreasing visibility, from public down to private.
  – Functions for getting and setting attributes are often omitted from the diagram.
  – Abstract classes are represented by having their class name in italics.
  – Pure virtual functions also have their names in italics.
Class Diagrams
(part 4 of 7) Associations and generalizations

• Many different relationships:
  - *Associations* - Arrows indicate the direction of the relation. Class1 and Class2 know about each other, and Class2 knows about Class3, but Class3 is not aware of anyone else.
  - *Generalization* - Indicates inheritance - the Parent is a generalization of the Child1 and Child2.
Class Diagrams
(part 5 of 7) Compositions and aggregations

- **Composition** - A is composed of Bs, like a building is composed of rooms. Usually the lifetime of B is strongly tied to the lifetime of A.

- **Aggregation** - Weaker form of composition. C has a collection of Ds, like a shopping list has a collection of items.

- Don't worry too much about getting the diamonds right - if in doubt, don't include them.
Class Diagrams
(part 6 of 7) Multiplicity

- **Multiplicity** indicates the number of instances that can be on either end of a relationship.
  - 0..1  Zero or one instance
  - 0..*  Any number
  - 1     Exactly one instance
  - 1..*  At least one
  - n..m  General form
Class Diagrams
(part 7 of 7) Example

- Class diagram for a text editor:
Object Diagrams
(part 1 of 2)

- An object diagram shows instances of classes and their relationships at a particular point in time.
- Useful for explaining complex relationships.
- Consider this small class diagram:
Object Diagrams
(part 2 of 2)  Example

• An object diagram could show how instances of those classes are used to represent a house:
Sequence Diagrams
(part 1 of 5) Organization and use.

• A sequence diagram details how an operation is carried out.
  − Shows what messages are from one object to another and when they are sent.
  − Organized vertically by time - time flows down.
  − Horizontal axis shows classes or class roles.
  − Usually an individual diagram shows the sequence of events for some particular feature rather than for the whole program.
Sequence Diagrams
(part 2 of 5) Vocabulary

• Diagram vocabulary:
  – *Class Identification* - a box with underlined name in form of \textit{InstanceName : ClassName}.
  – *Class Lifeline* - a dotted line indicating the object exists.
  – *Termination* - An X at the end of the lifeline indicating the object was destroyed.
Sequence Diagrams
(part 3 of 5) More vocabulary

- **Activation** - A box over the lifeline indicates that class or object has control.

- **Simple message** - A line with a line arrow indicates a message or function call.

- **Synchronous message** - Indicated by a line with a filled arrow. A dashed line with an arrow in opposite direction indicates a return.
Sequence Diagrams
(part 4 of 5) Yet more vocabulary

- **Asynchronous message** - A line with a half arrow indicates a message that does not stop processing in the sender.

- **Call to self** - An object calling itself is indicated by a message and a sub-activation box.

- Usually messages are labeled.
Sequence Diagrams
(part 5 of 5) Example

• Sequence diagram for text editor spell checking:
Collaboration Diagrams
(part 1 of 2) Diagram vocabulary

• A collaboration diagram models the flow of messages between objects.

• Vocabulary is similar to sequence diagrams.
  – Classes are represented by boxes with names in the form of \textit{instance/role name : class name}. Instance names are underlined.
  – Message types are the same as in sequence diagrams.
  – Messages have a sequence number.
  – Time is indicated by sequence numbers rather than the arrangement of the diagram.
Collaboration Diagrams
(part 2 of 2) Example

• Collaboration diagram for text editor spell checking:

1. 'Spell Check' pressed

:EditorGui

1.1 getText()

1.2 checkSpelling(text)

:SpellChecker

1.2.1 getResponse(word)

1.2.2 getResponse(word)

:SpellCheckGui

:TextArea

Sequence Number
Statechart Diagrams

- A statechart diagram shows the states an object can be in and the transitions between states.
Activity Diagrams
(part 1 of 2) Purpose and parts

● An activity diagram is like a flowchart.
● Shows the logic of some operation.
  – States are actions.
  – Can have multiple objects. The diagram is divided into swimlanes, one lane for each object.
  – Can have branches like a flowchart.
    • Drawn as diamonds
    • Need guard expressions to label the transitions out.
  – Can have forks and joins.
Activity Diagrams
(part 2 of 2) Example

• Activity diagram for a vending machine:
Component and Deployment Diagrams
(part 1 of 2)

- A component diagram shows the relationships between the major parts of a system.

![Diagram](image.png)
Component and Deployment Diagrams
(part 2 of 2)

- A deployment diagram shows where the components of a system are physically located.
- In addition to the vocabulary from component diagrams, a deployment diagram uses *nodes* and *communication relationships*:

![Diagram](image-url)