

Mobile Application Development

Produced
by

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Introduction to UML

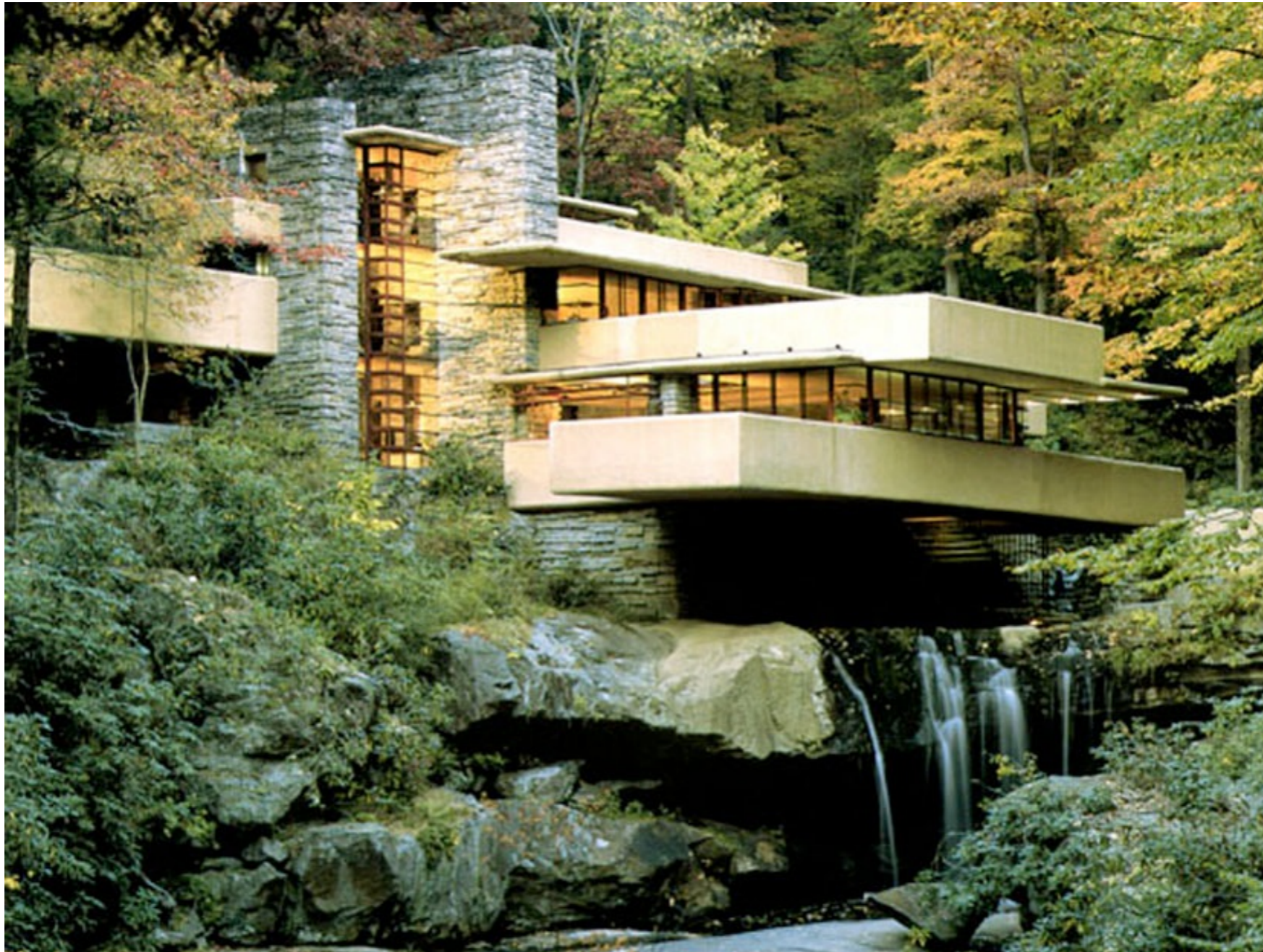
Why develop a UML model?

- Provide structure for problem solving
- Experiment to explore multiple solutions
- Furnish abstractions to manage complexity
- Decrease development costs
- Manage the risk of mistakes

The Challenge



The Vision



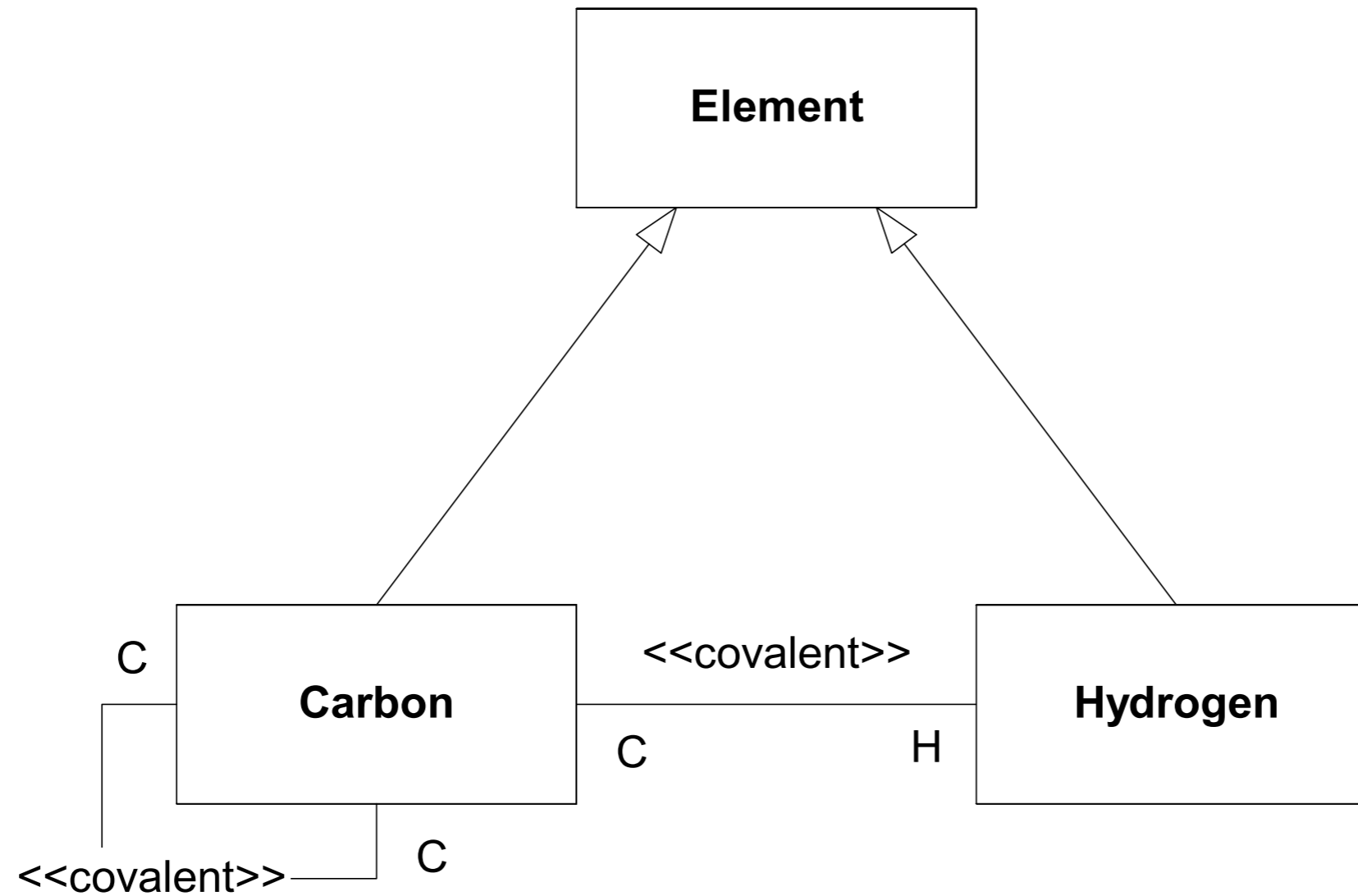
Why do we model graphically?

- Graphics reveal data.
 - Edward Tufte
The Visual Display of Quantitative Information, 1983
- 1 bitmap = 1 megaword.
 - Anonymous visual modeler

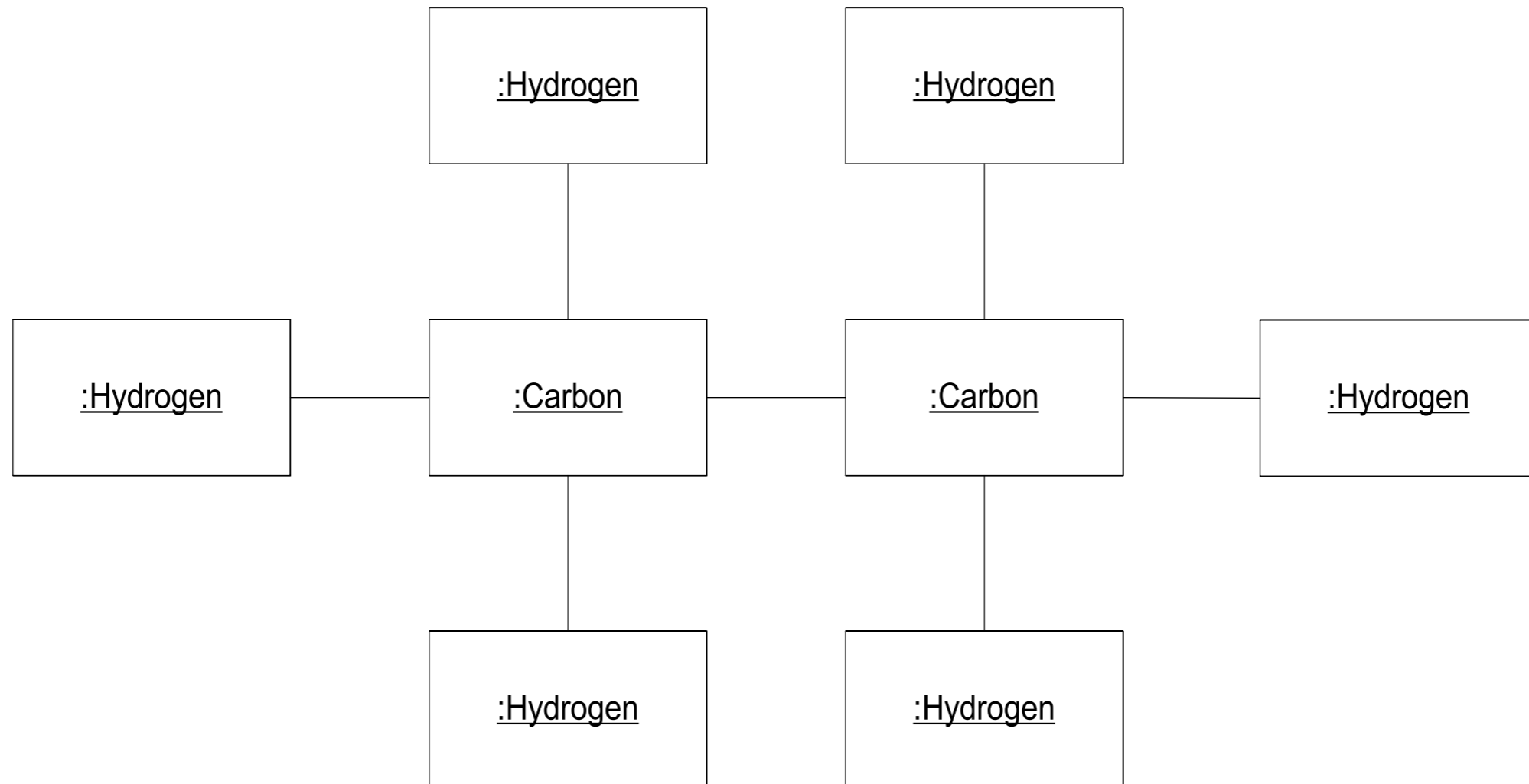
Building Blocks of UML

- The basic building blocks of UML are:
 - model elements (classes, interfaces, components, use cases, etc.)
 - relationships (associations, generalization, dependencies, etc.)
 - diagrams (class diagrams, use case diagrams, interaction diagrams, etc.)
- Simple building blocks are used to create large, complex structures
 - eg elements, bonds and molecules in chemistry
 - eg components, connectors and circuit boards in hardware

Example : Classifier View



Example: Instance View



UML Modelling Process

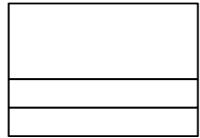


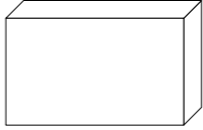
- Use Case
- Structural
- Behavioural
- Architectural

Structural Modelling

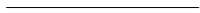


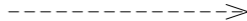
- Core concepts
- Diagram Types

Structural Modeling Core Elements

- a view of an system that emphasizes the structure of the objects, including their classifiers, relationships, attributes and operations.

Construct	Description	Syntax
class	a description of a set of objects that share the same attributes, operations, methods, relationships and semantics.	
interface	a named set of operations that characterize the behavior of an element.	
component	a modular, replaceable and significant part of a system that packages implementation and exposes a set of interfaces.	
node	a run-time physical object that represents a computational resource.	

Structural Modelling: Core Relationships

Construct	Description	Syntax
association	a relationship between two or more classifiers that involves connections among their instances.	
aggregation	A special form of association that specifies a whole-part relationship between the aggregate (whole) and the component part.	
generalization	a taxonomic relationship between a more general and a more specific element.	
dependency	a relationship between two modeling elements, in which a change to one modeling element (the independent element) will affect the other modeling element (the dependent element).	

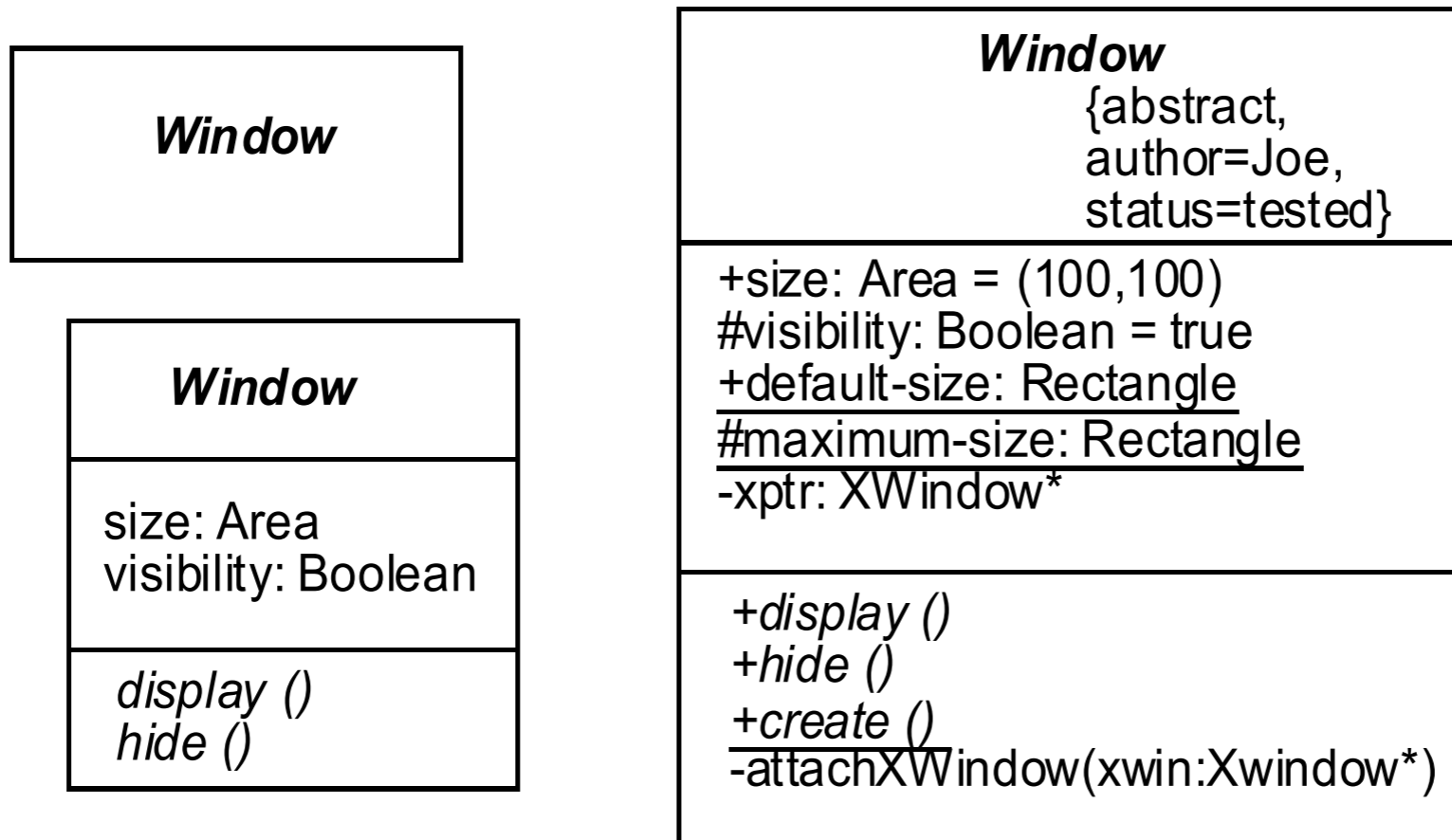
Structural Diagram Tour

- Show the static structure of the model
 - the entities that exist (e.g., classes, interfaces, components, nodes)
 - internal structure
 - relationship to other entities
- Do not show
 - temporal information
- Kinds
 - static structural diagrams
 - class diagram
 - object diagram
 - implementation diagrams
 - component diagram
 - deployment diagram

Static Structural Diagram Examples

- Shows a graph of classifier elements connected by static relationships.
- kinds
 - class diagram: classifier view
 - object diagram: instance view

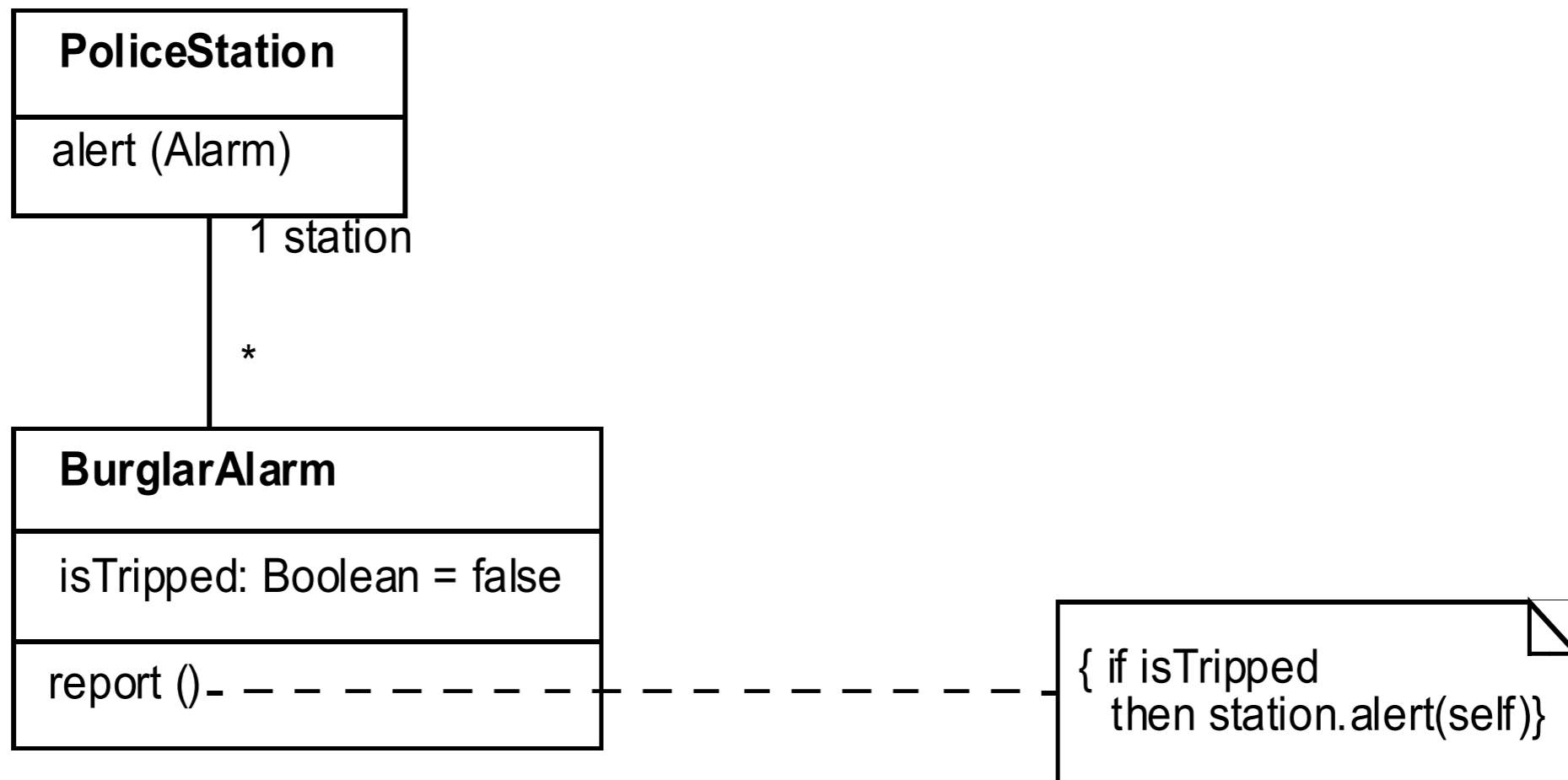
Classes



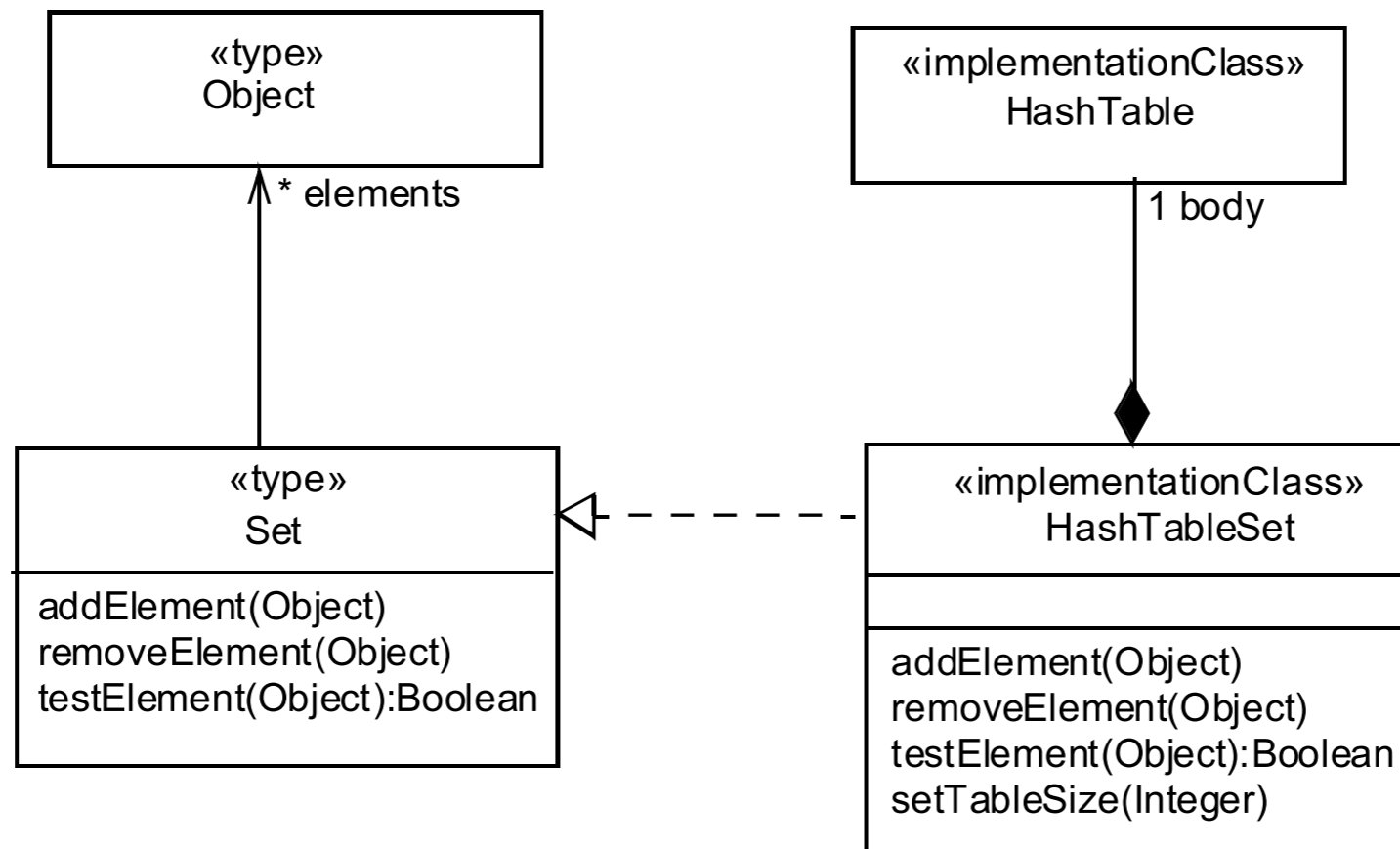
Classes: Compartments with Names

Reservation
operations guarantee() cancel () change (newDate: Date)
responsibilities bill no-shows match to available rooms
exceptions invalid credit card

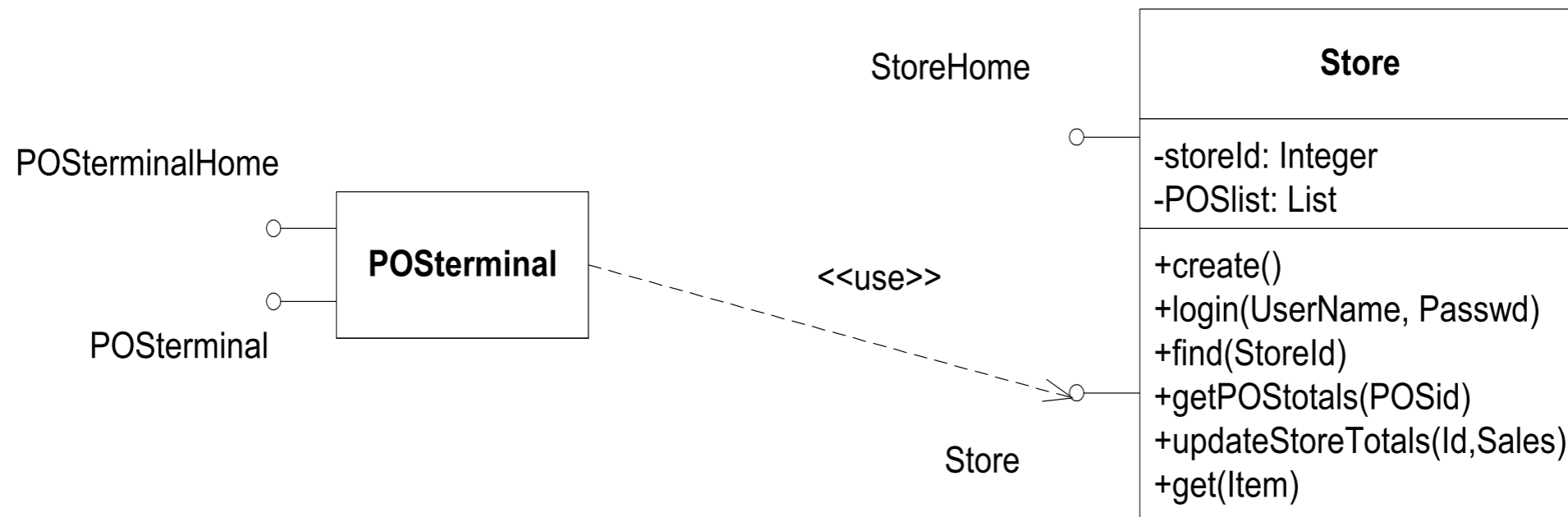
Classes: method body



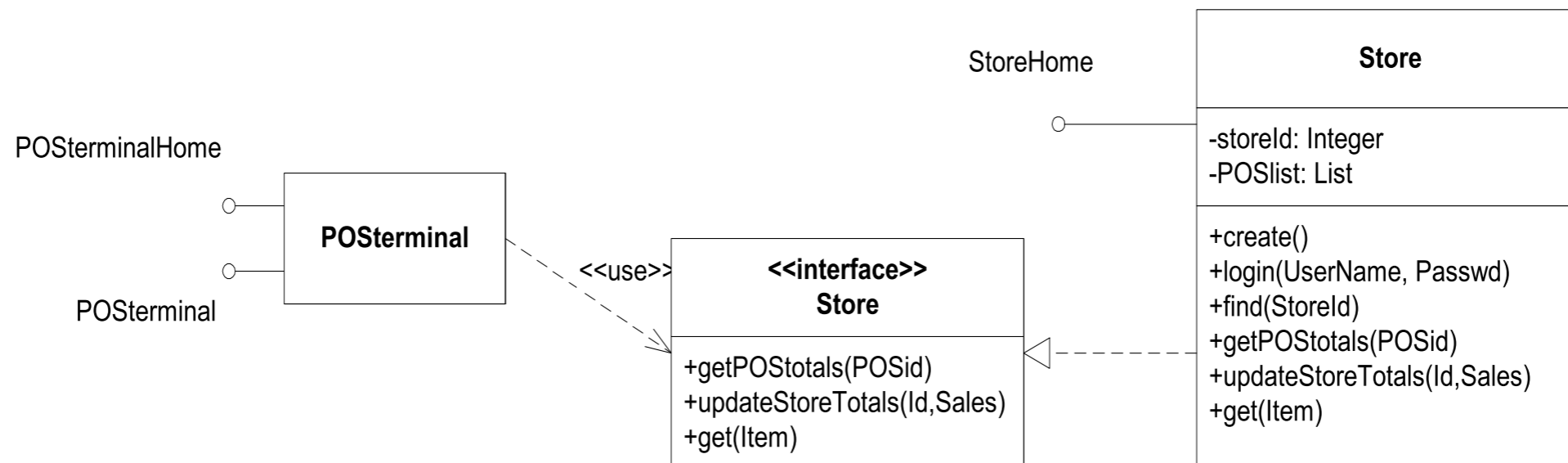
Types & Implementation Classes



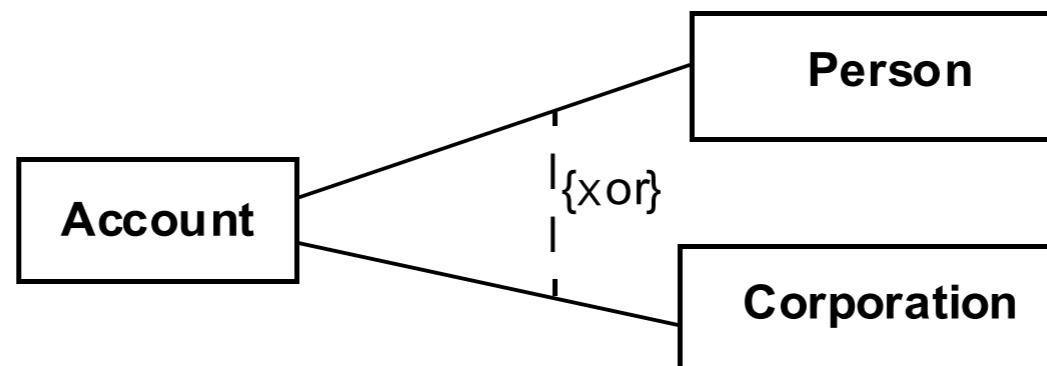
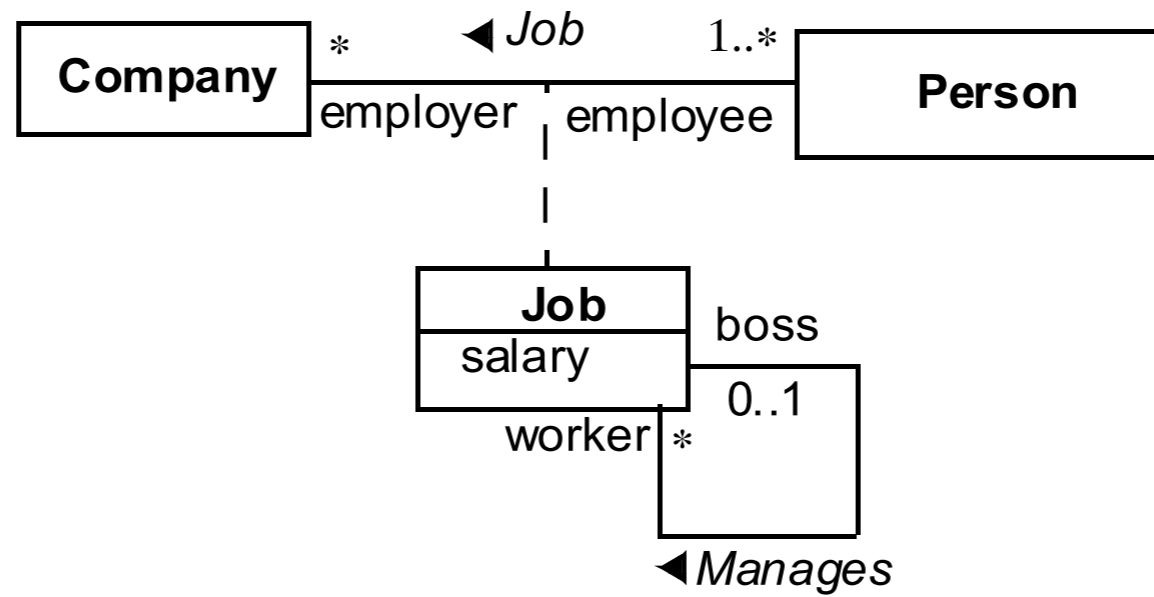
Interfaces: Shorthand Notation



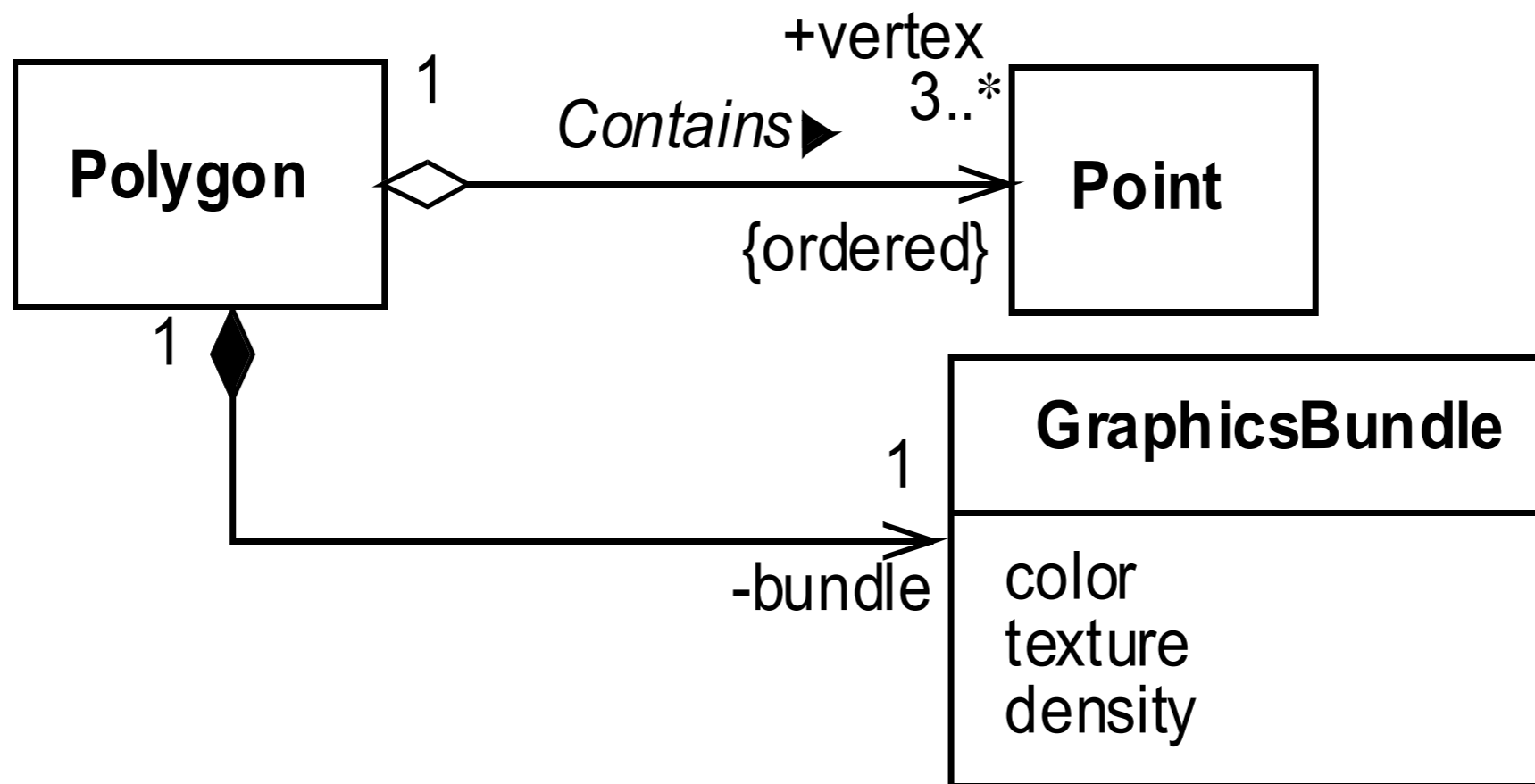
Interfaces: Longhand Notation



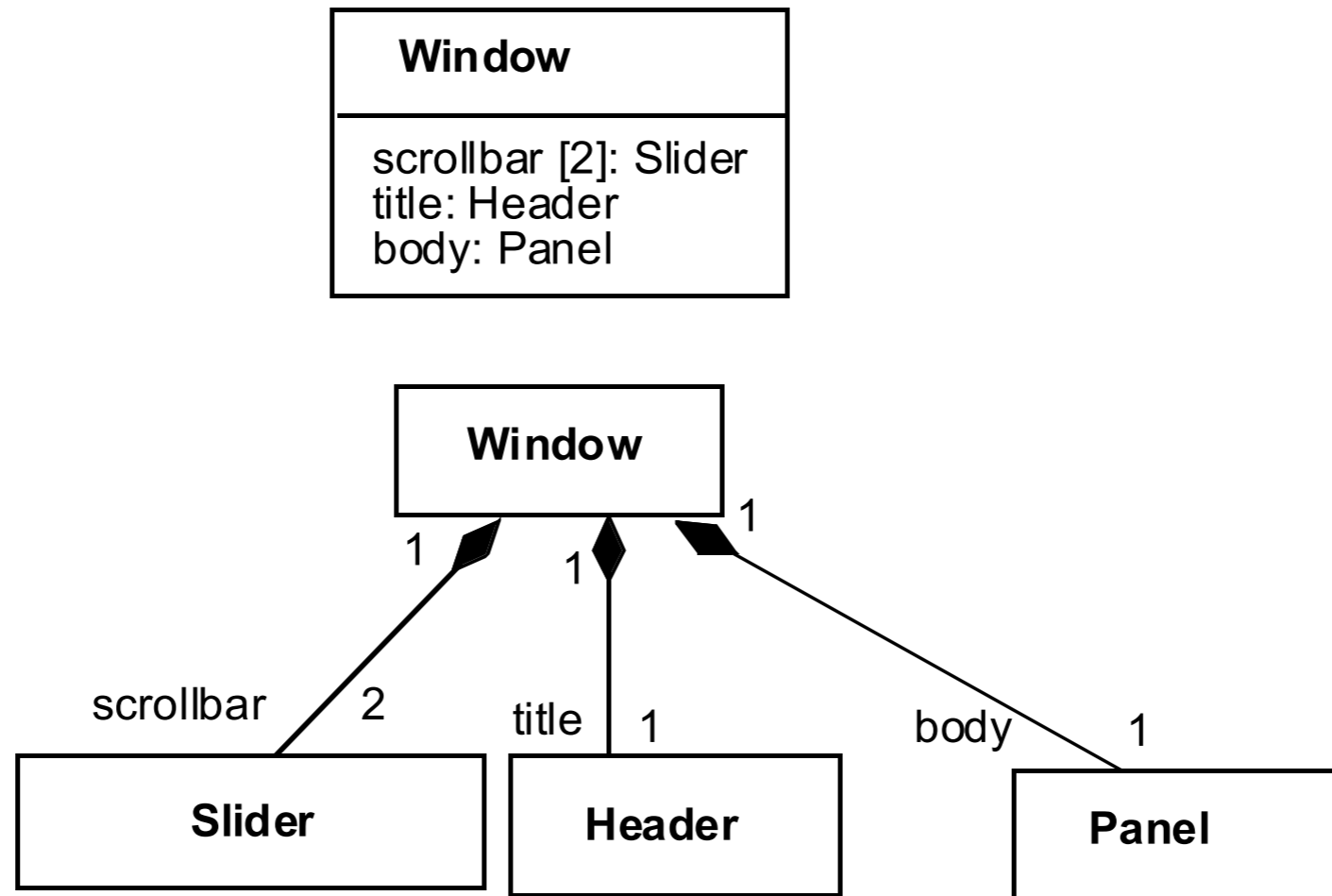
Associations



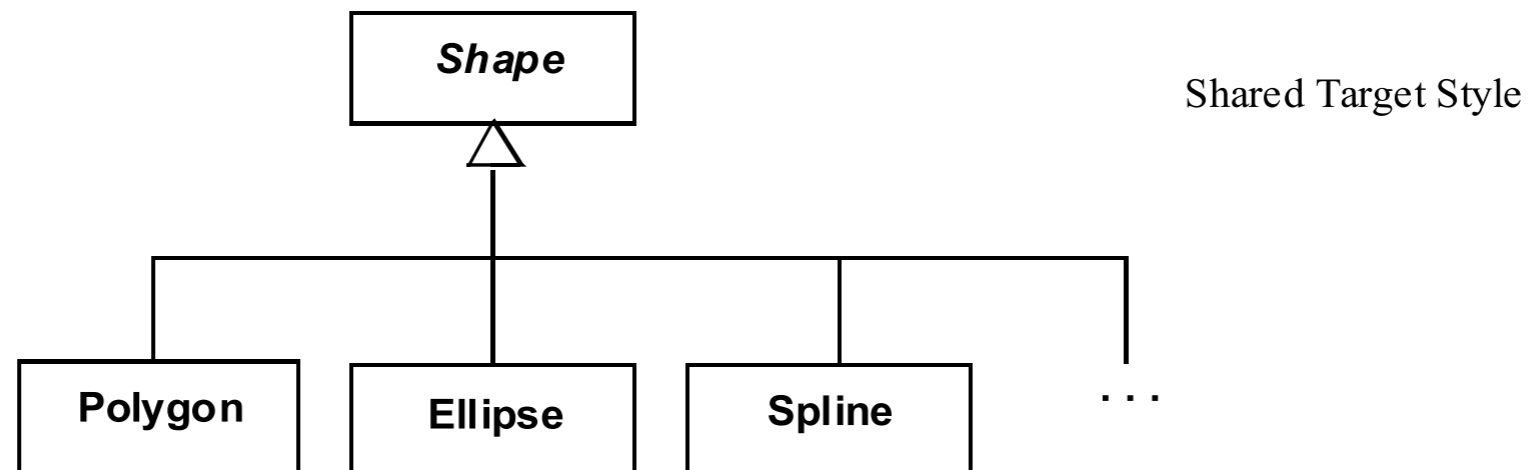
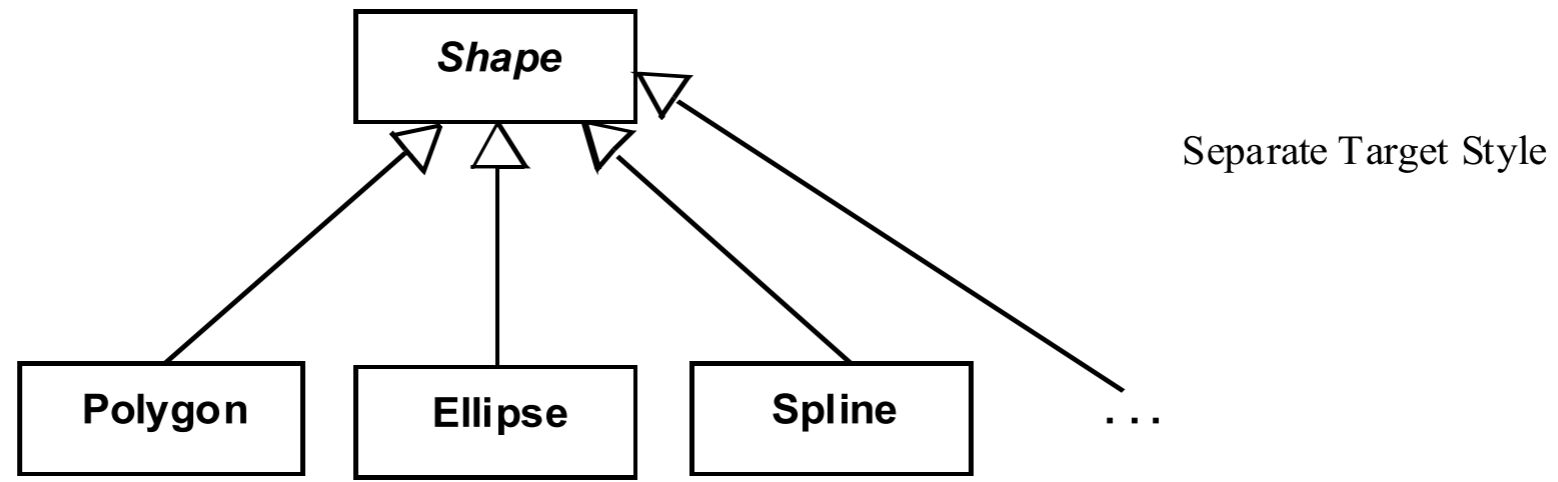
Association Ends



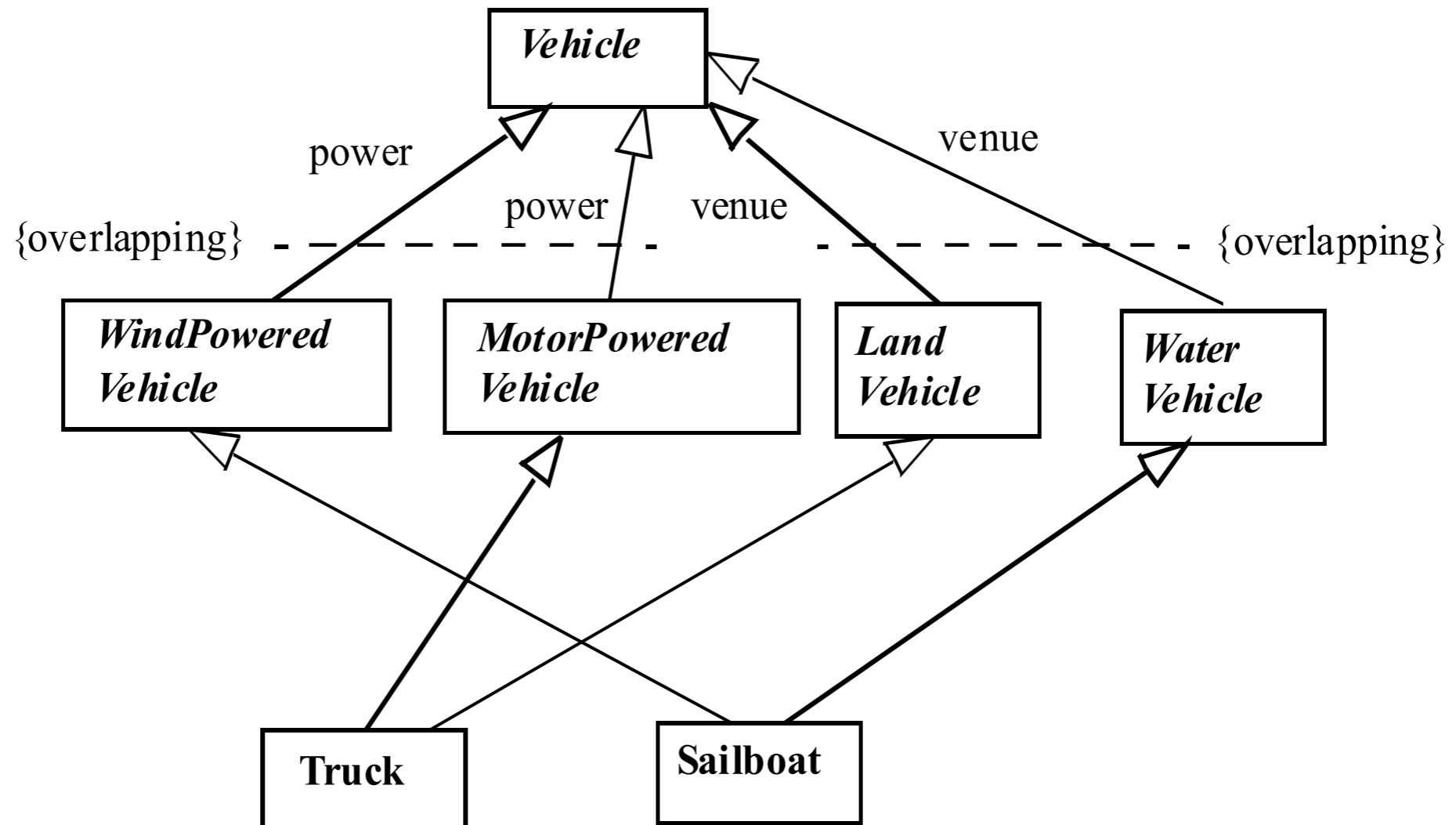
Composition



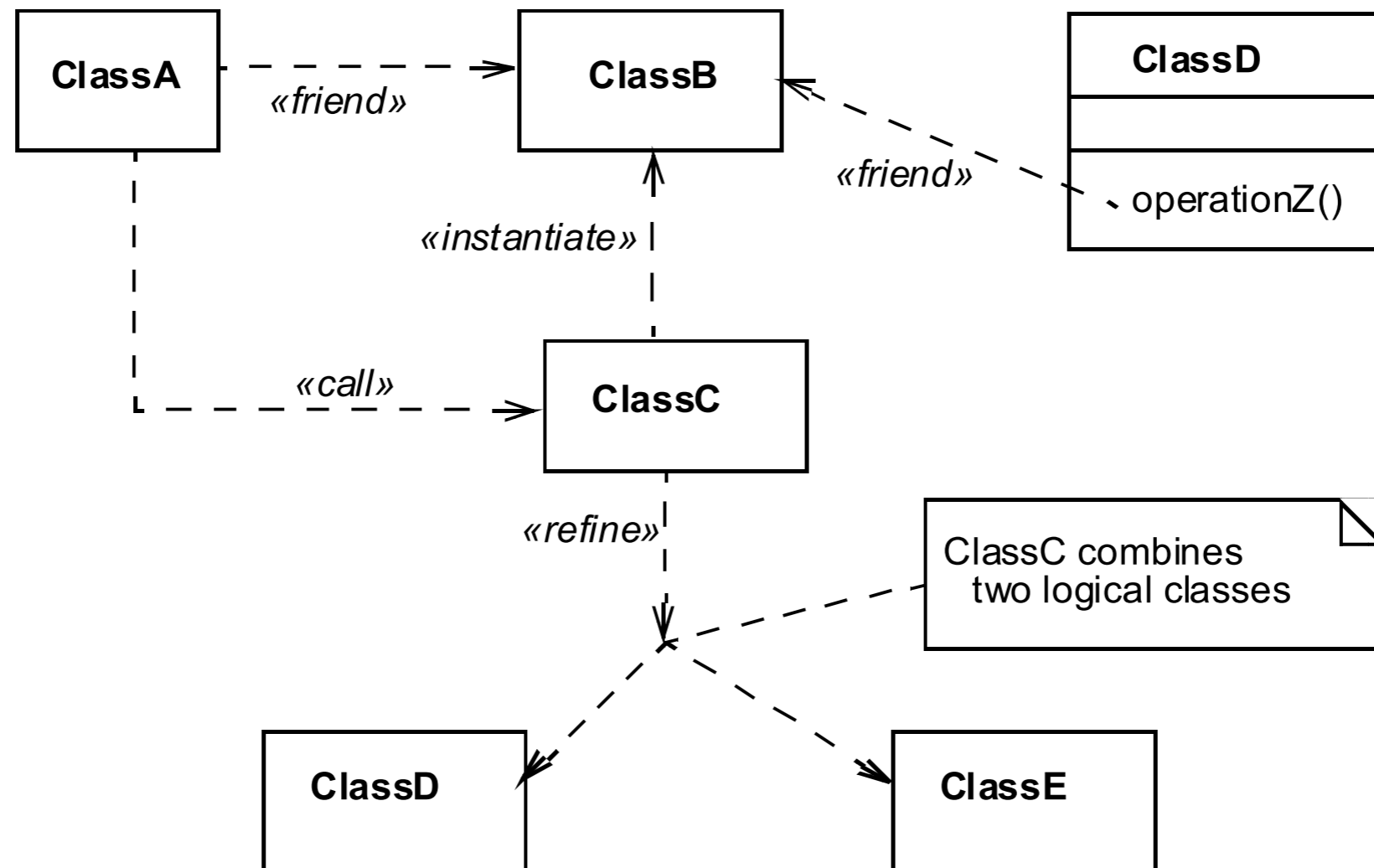
Generalization (Inheritance)



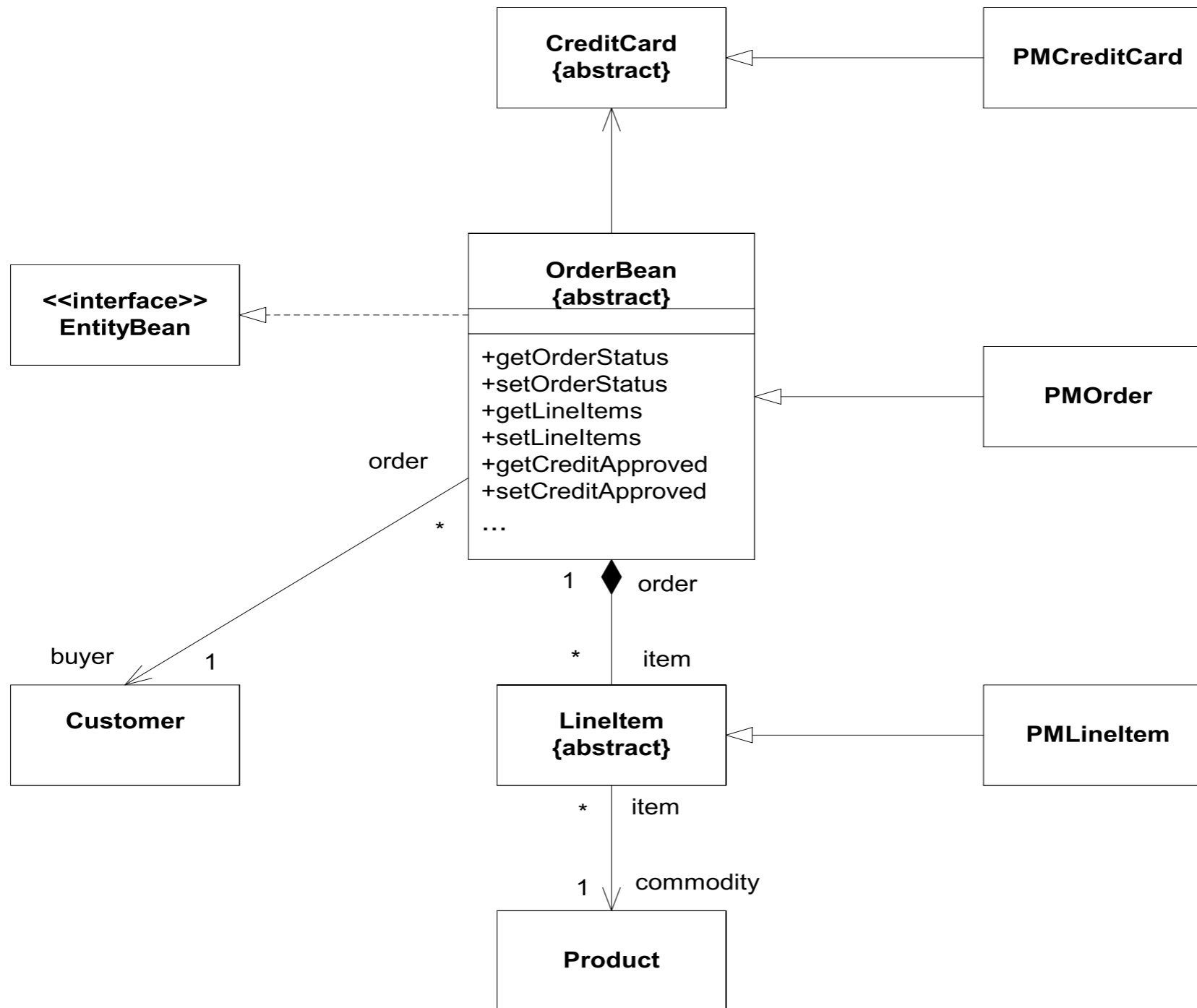
Generalization (Inheritance)



Dependencies



Class Diagram Example



Some of these slides were adapted from a presentation by Cris Kobryn
Co-Chair UML Revision Task Force
+ the Visual Paradigm Online Help

<http://www.visual-paradigm.com/product/vpuml/provides/umlmodeling.jsp>

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