

Design Class Diagramming

CSSE 374: Session 11

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Plan for the Day

- ❖ **Pre-break course evaluations**
- ❖ **Design Class Diagrams**
 - **Abbreviated - pre-course exam showed solid understanding of this**
- ❖ **Design exercise that should help with Homework #4**



Help Me Help You

- ❖ Pre-break course evaluation on ANGEL
- ❖ Please take 10 minutes or so to help me improve the course

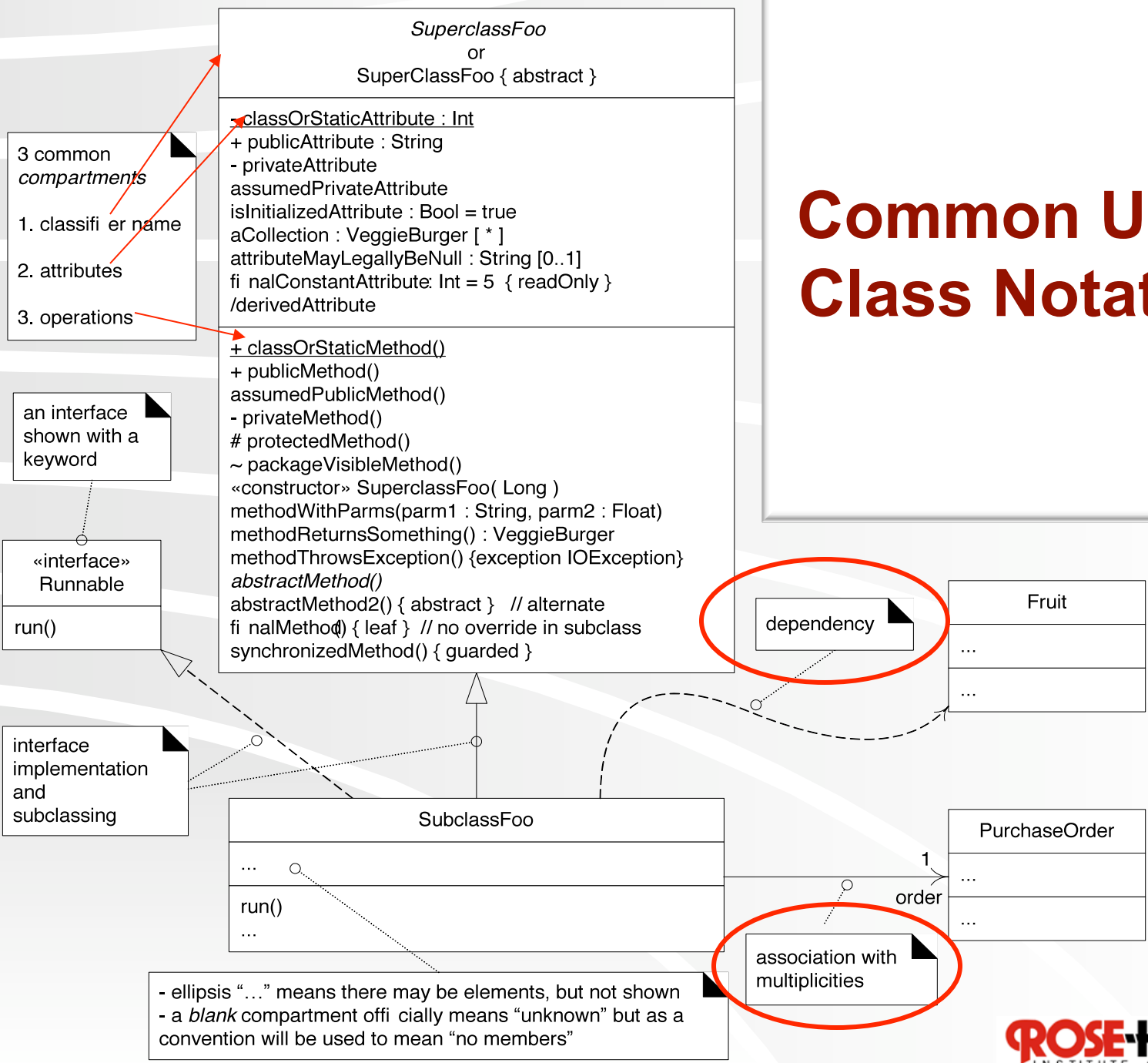


UML Class Diagrams

Design Class Diagrams (DCD)

- ❖ **Creation of DCDs builds on prior:**
 - Domain Model (adds detail to the class definitions)
 - Interaction diagrams (identifies class methods)
- ❖ **Creation of DCDs and interaction diagrams are usually created in parallel**
- ❖ **DCDs illustrates the specifications for software classes and interfaces including:**
 - Classes, associations, and attributes
 - Interfaces, with their operations and constants
 - Methods
 - Attribute type information
 - Navigability
 - Dependencies

Common UML Class Notation

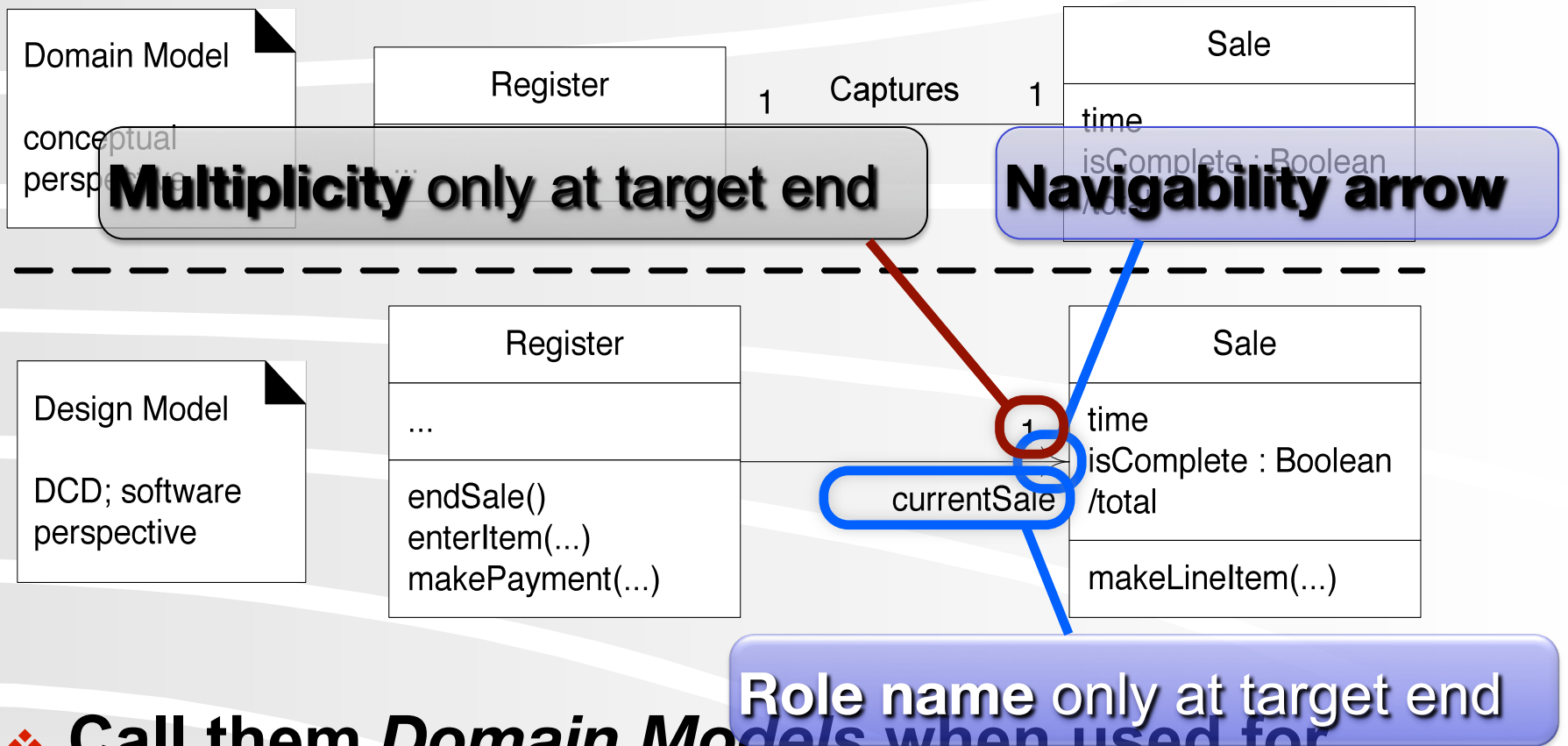


- ellipsis “...” means there may be elements, but not shown
 - a *blank* compartment officially means “unknown” but as a convention will be used to mean “no members”

Recipe for a Design Class Diagram

- 1) Identify all the **classes** participating in the software solution by analyzing the interaction diagrams
- 2) Draw them in a class diagram
- 3) Duplicate the **attributes** from the associated concepts in the conceptual model
- 4) Add **method** names by analyzing the interaction diagrams
- 5) Add **type** information to the attributes and methods
- 6) Add the **associations** necessary to support the required attribute visibility
- 7) Add **navigability** arrows to the associations to indicate the direction of attribute visibility
- 8) Add **dependency** relationship lines to indicate non-attribute visibility

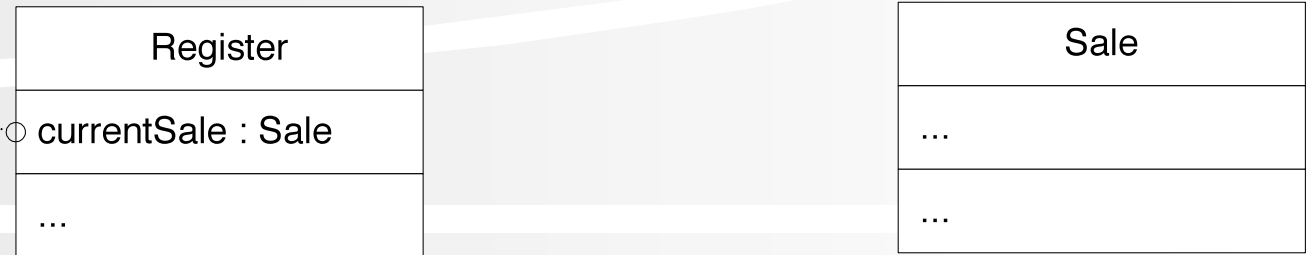
Class Diagrams Do Double Duty



- ❖ Call them *Domain Models* when used for analysis at the conceptual level
- ❖ Call them *Design Class Diagrams* when used for design

Attribute Text vs. Association Line Notation

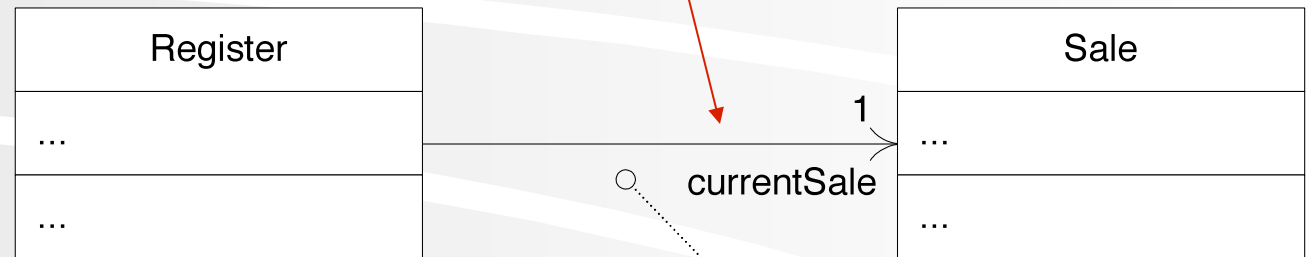
using the attribute text notation to indicate Register has a reference to one Sale instance



Avoid

Role name is attribute name

OBSERVE: this style *visually* emphasizes the connection between these classes



Preferred

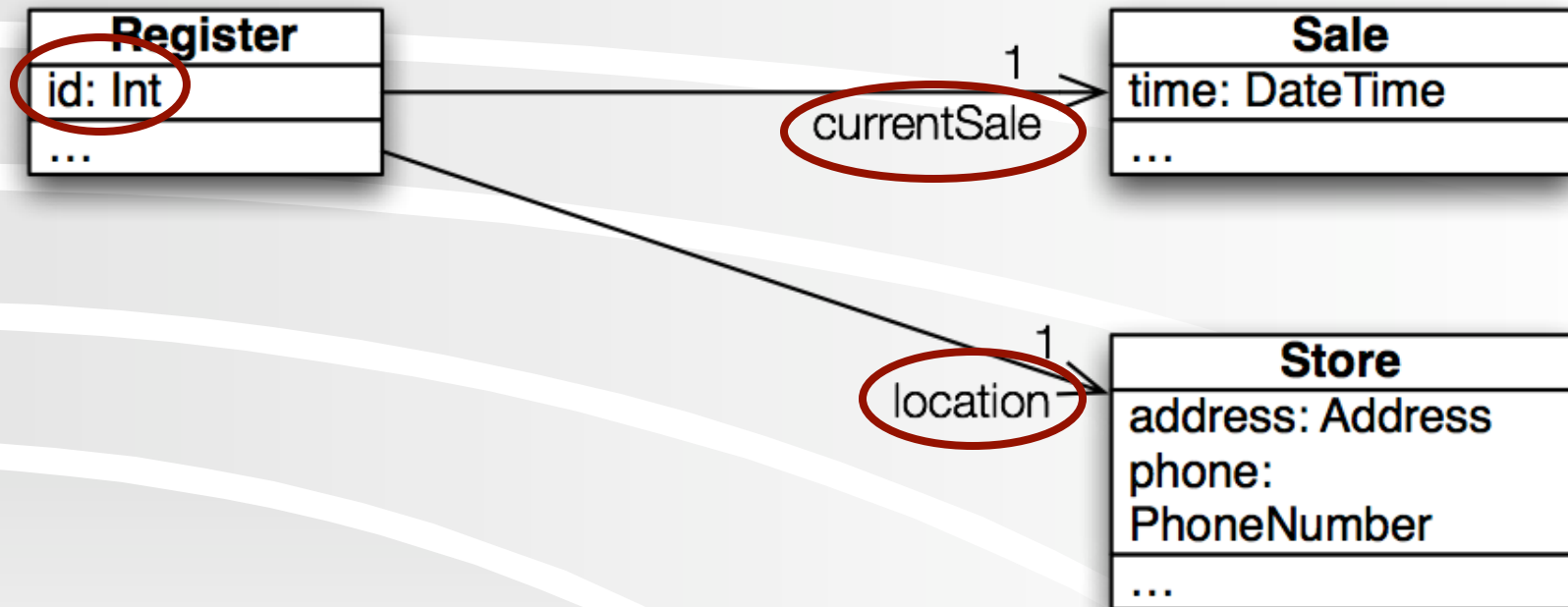
using the association notation to indicate Register has a reference to one Sale instance

thorough and unambiguous, but some people dislike the possible redundancy



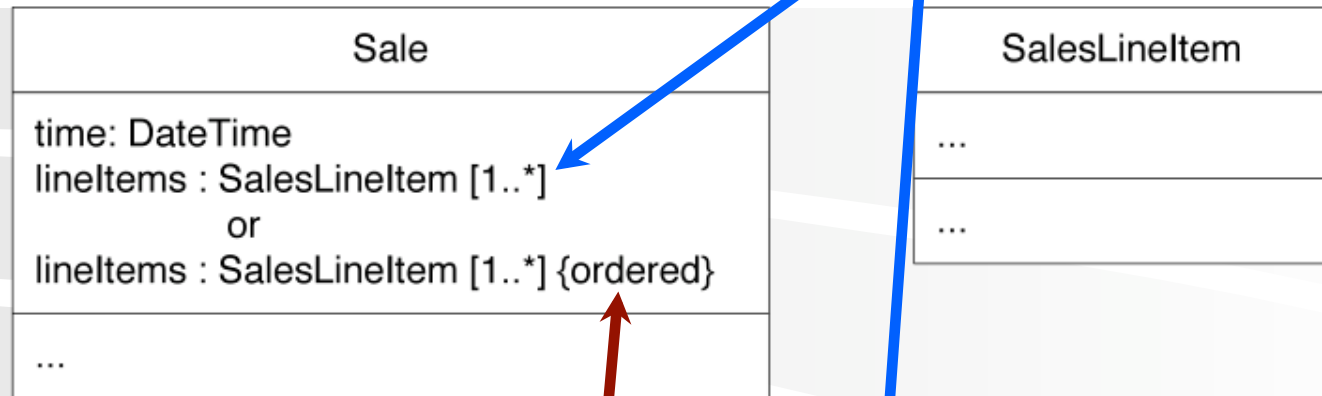
Avoid

Guideline Good Practice: Example

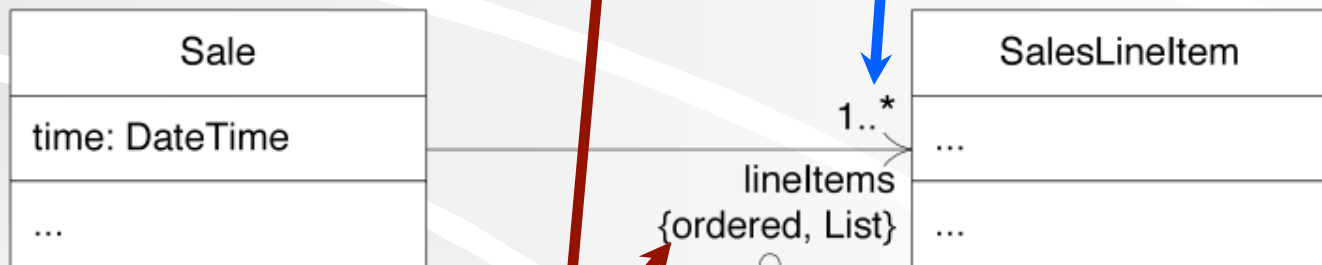


Showing Collection Attributes

1



2



Preferred, less visual clutter

Constraints

Multiplicities

Operations

❖ Syntax:

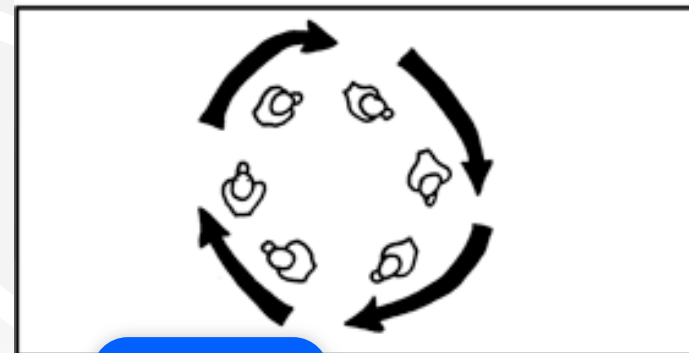
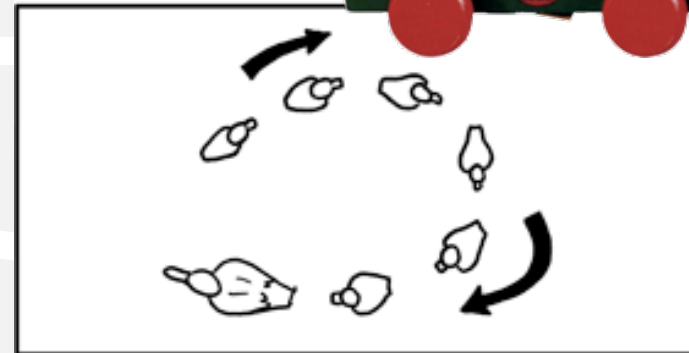
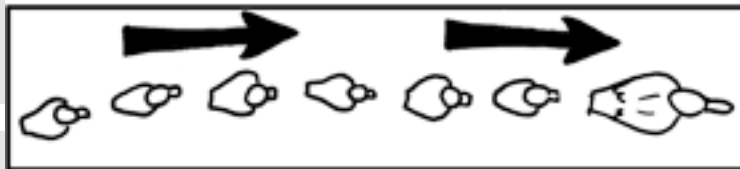
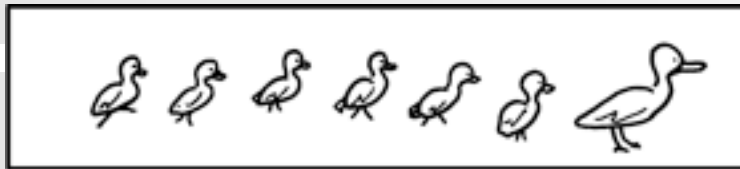
- **visibility name (paramName:type, ...) : returnType**
{properties}
- **+ getPlayer(name:String) : Player {exception IOException}**

❖ Also use syntax of implementation language

- **public Player getPlayer(String name) throws IOException**

❖ Operation vs. operation contract vs. method

Cartoon of the Day



OPERATION: DUCKLING LOOP

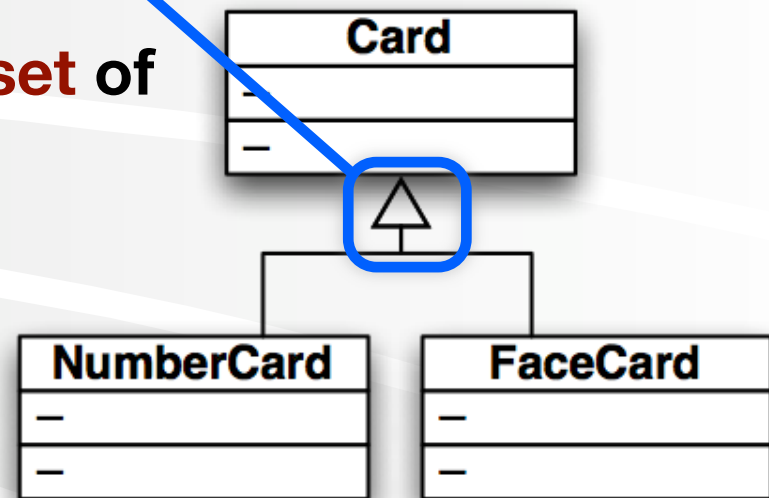
<http://www.brickfetish.com/toys/duck.html>

Keywords Categorize Model Elements

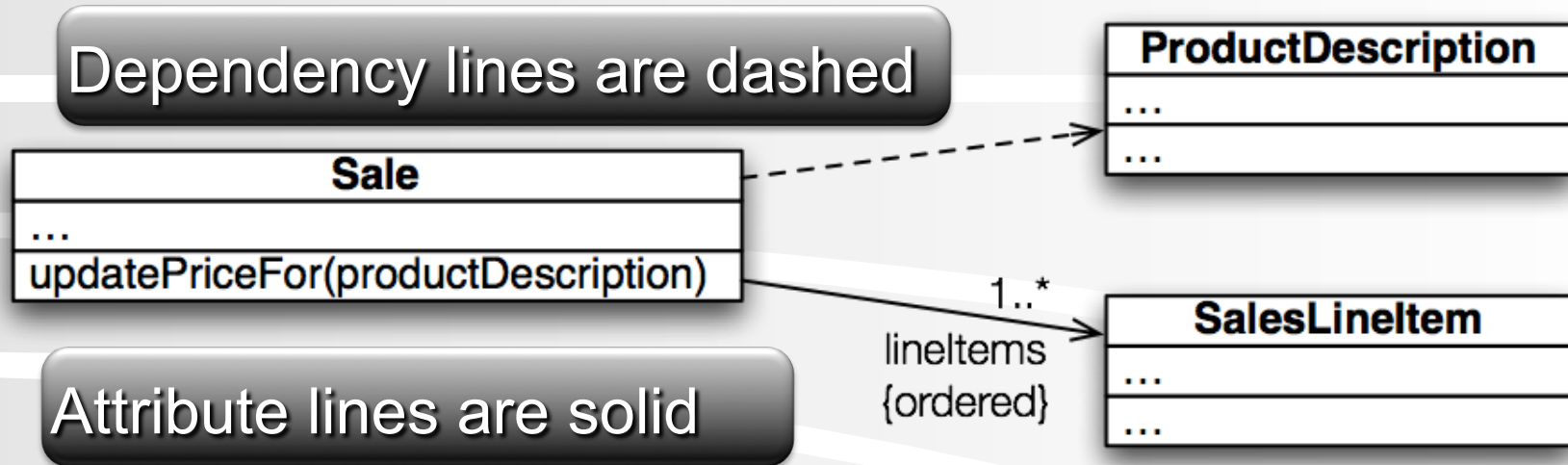
Keyword	Meaning	Example Usage
«actor»	classifier is an actor	shows that classifier is an actor without getting all xkcd
«interface»	classifier is an interface	«interface» MouseListener
{abstract}	can't be instantiated	follows classifier or operation
{ordered}	set of objects has defined order	follows role name on target end of association
{leaf}	can't be extended or overridden	follows classifier or operation

Generalization

- ❖ In domain model:
 - Says that the set of all NumberCards is a **subset** of the set of all Cards
- ❖ In DCD:
 - Says that, and that NumberCard **inherits** from Card



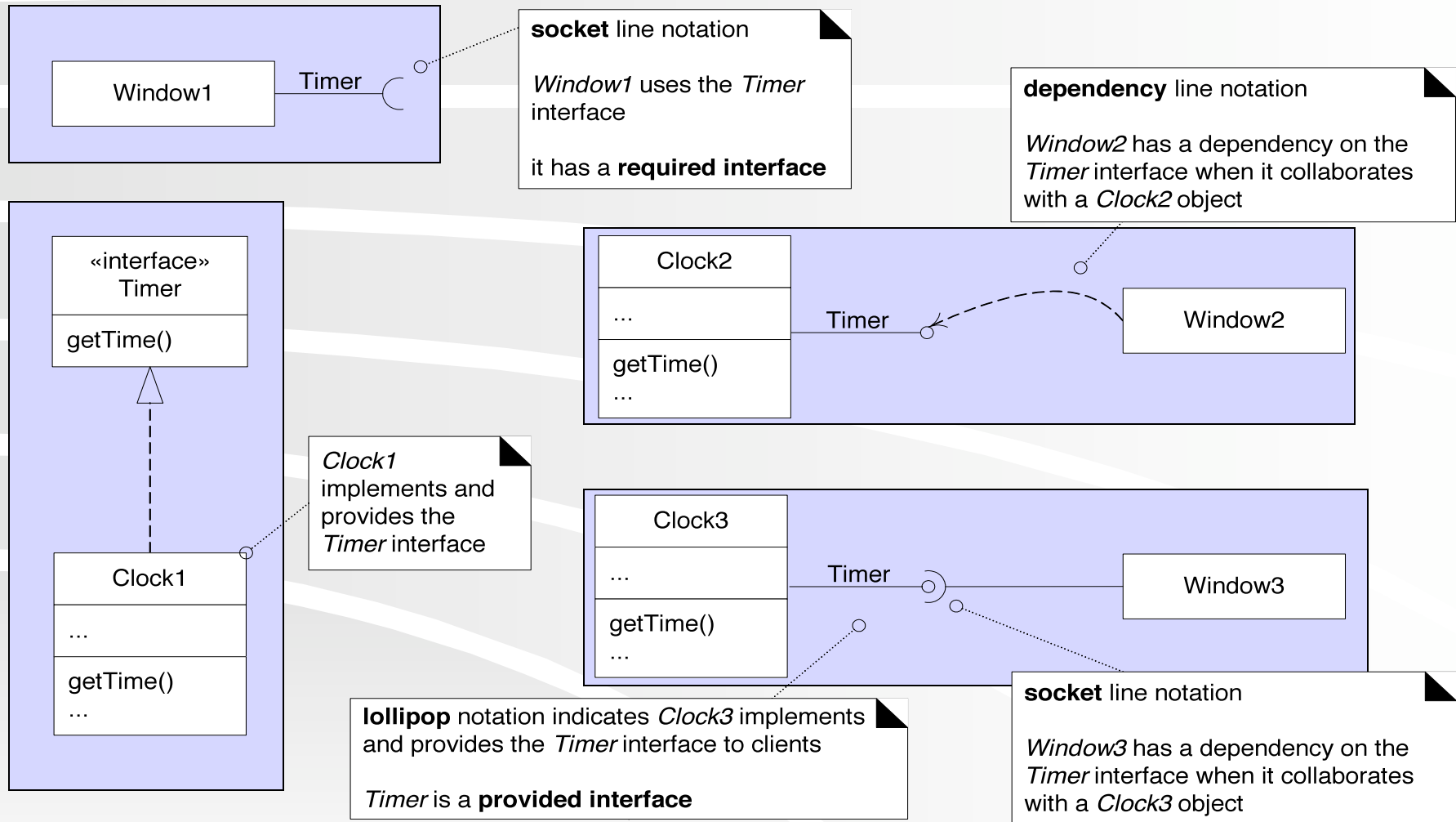
Dependencies



Use dependency lines when a more specific line type doesn't apply.

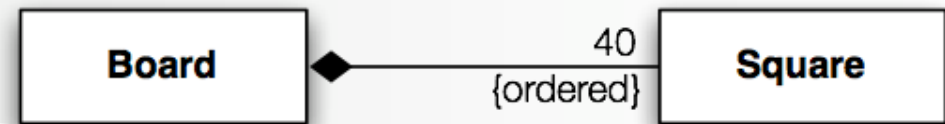
Can label dependency arrows:
e.g. «call», «create»

Interfaces in UML



Composition

- ❖ More powerful than an attribute arrow
- ❖ Describes whole-part relationship



- ❖ Implies
 - Instance of part belongs to only one composite at a time
 - Part always belongs to a composite
 - Composite creates/deletes parts

Association name in composition is always implicitly some “has-part” relation. So, it’s common to omit association or role name with compositions

Interaction Diagrams and Class Diagrams

- ❖ **Interaction diagrams show dynamic behavior**
- ❖ **Class diagrams show static behavior**
- ❖ **Tips:**
 - **Draw concurrently**
 - **Use two adjacent whiteboards, one for static and one for dynamic**
 - **Sketch communication diagrams, document using sequence diagrams**

Example

Homework and Milestone Reminders

- ❖ **Read Chapter 17 on GRASP (through pg. 290)**
- ❖ **Homework 4 – Dog-eDoctor System Preliminary Logical Architecture and Design**
 - Due by 5:00pm on Tuesday, January 5th, 2010
 - Extra credit if you get it in by 5:00pm this Friday!
- ❖ **Milestone 3 – Iteration 1: Junior Project**
 - Finish Analysis Model (SSDs, OCs)
 - Logical Architecture - Package Diagrams, and
 - 1st (initial) Version of System
 - Due by 11:59pm on Friday, January 8th, 2009