

# COMP 3021(Lab 4) : UML modeling with Eclipse

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- UML definition

The Unified Modeling Language (UML) is a visual language for capturing software designs and patterns. The first version of UML was defined 1994 and released by the Object Management Group (OMG) in 1997 as UML v.1.1. The syntax and a semantic of UML is defined by the OMG.

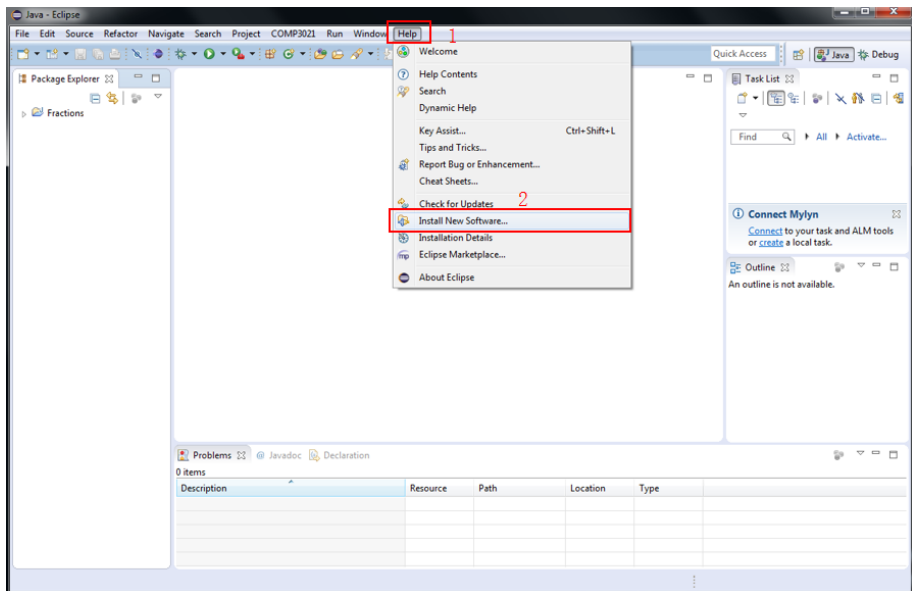
- UML profiles

UML is intended to be extended. The formal way to extending a UML model is via a UML profile. A UML profile a collection of UML stereotypes and constraints on elements that map the generic UML to a specific problem domain or implementation. For example a UML profile can be used to support the modeling of J2EE software components.

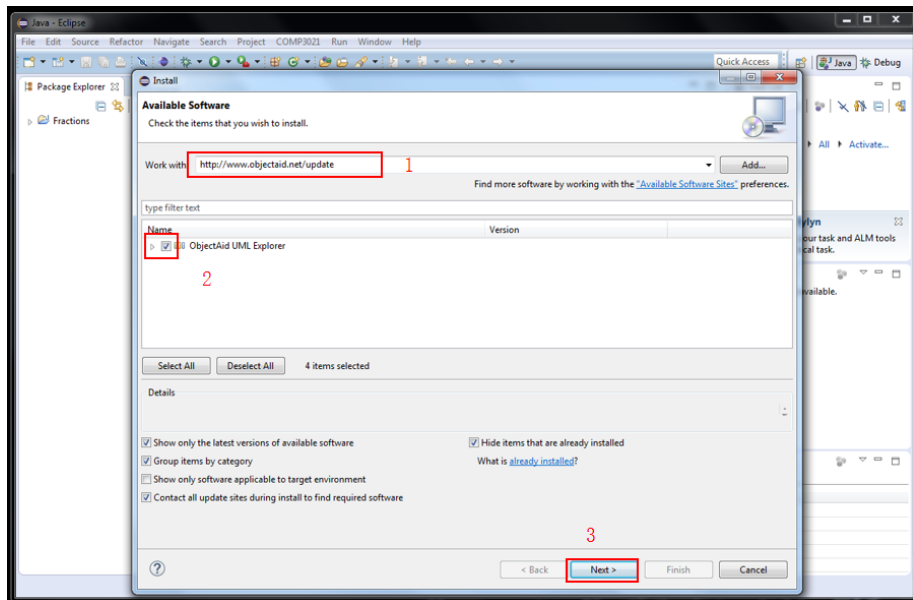
# Install ObjectAid UML plugin for Eclipse

- This tutorial is based on the Video(ObjectAid UML plugin for Eclipse. Installation). For more details, you can refer to it.  
Link: <http://www.edu4java.com/en/java-for-beginners/java-for-beginners16.html>

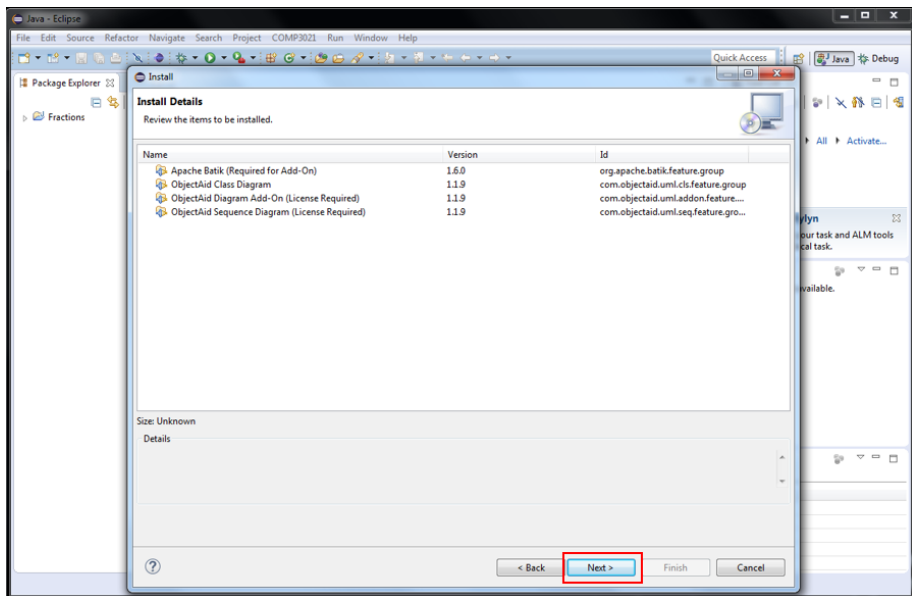
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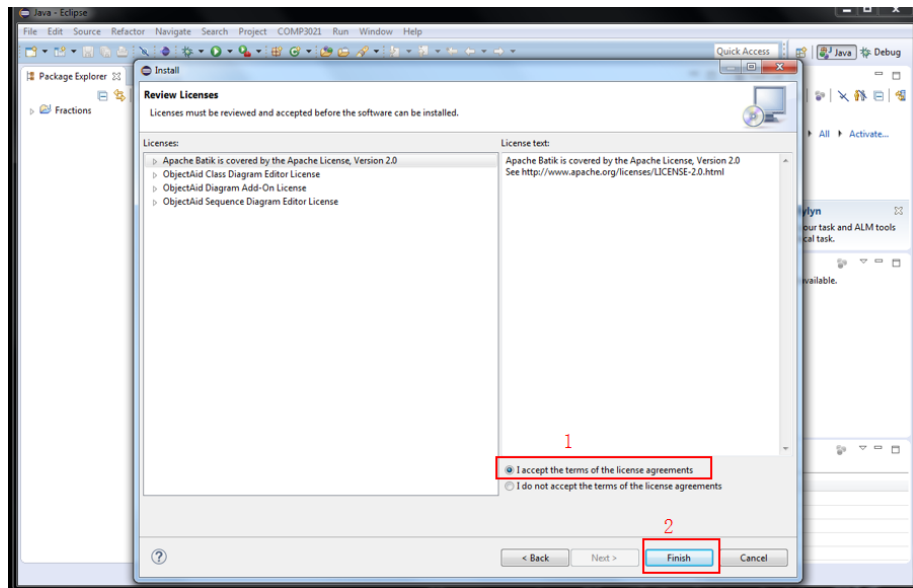
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# Install ObjectAid UML plugin for Eclipse

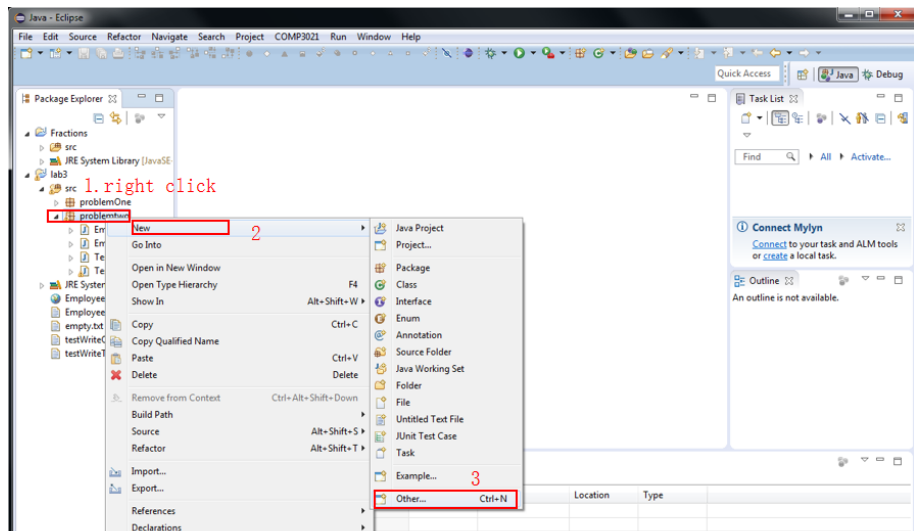


# Install ObjectAid UML plugin for Eclipse



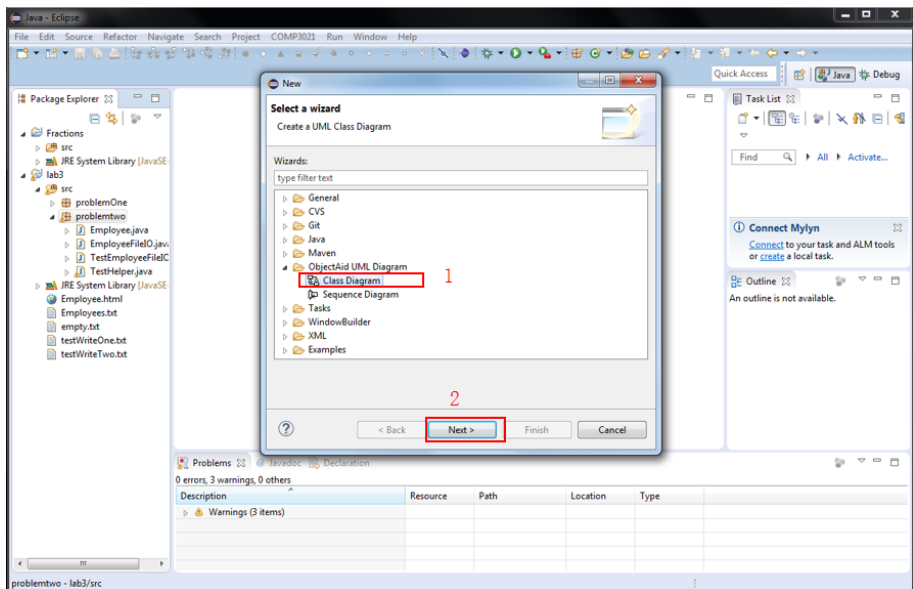
# How to use ObjectAid UML plugin in Eclipse

Finally, you install ObjectAid UML plugin successfully. Now here give you an example of how to use it.

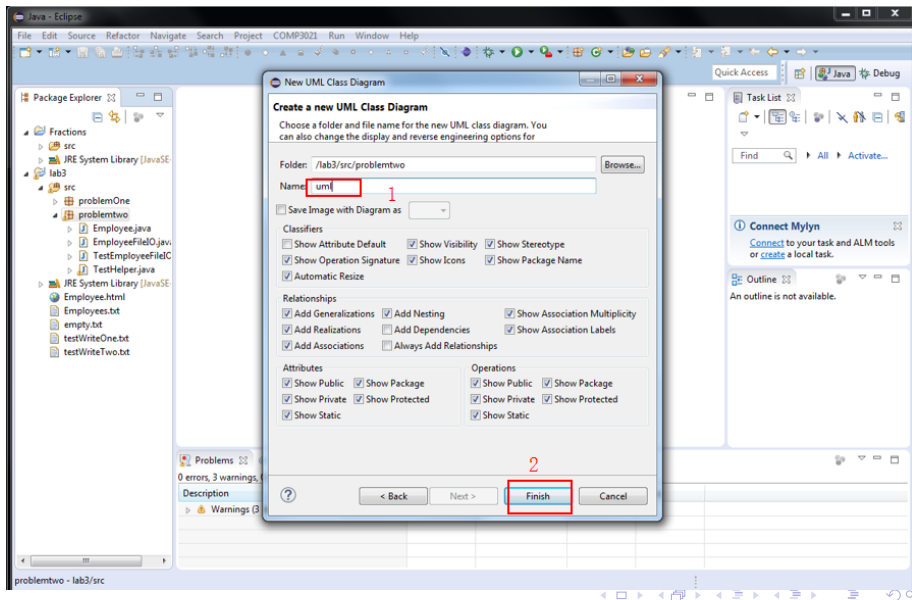




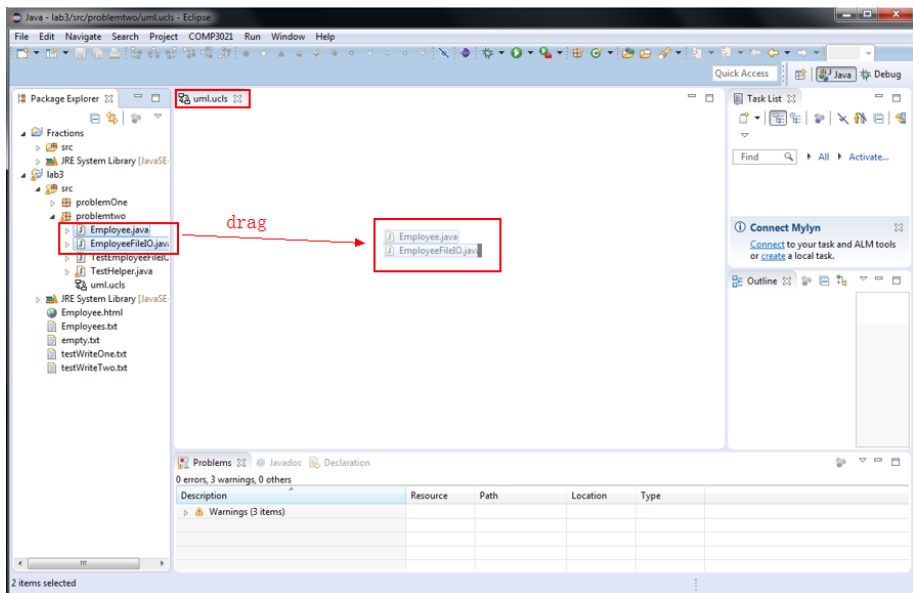
# How to use ObjectAid UML plugin in Eclipse



# How to use ObjectAid UML plugin in Eclipse



# Install ObjectAid UML plugin for Eclipse



# Install ObjectAid UML plugin for Eclipse

The screenshot displays the Eclipse IDE interface with the following components:

- Package Explorer:** Shows the project structure. The 'src' folder contains 'problemOne', 'problemTwo', and 'uml.ucls'. Under 'problemTwo', 'EmployeeFileIO.java' and 'EmployeeFileIO.java' are highlighted.
- Main Editor:** Displays the UML class diagram for 'EmployeeFileIO' and 'Employee'. The 'EmployeeFileIO' class has methods: `EmployeeFileIO()`, `read(String): ArrayList<Employee>`, and `write(String, ArrayList<Employee>): void`. The 'Employee' class has attributes: `id: int`, `name: String`, and `salary: double`, and methods: `Employee(int, String, double)`, `getId(): int`, `getName(): String`, `getSalary(): double`, `setSalary(double): void`, `equals(Object): boolean`, and `toString(): String`.
- Task List:** Shows a 'Connect Mylyn' button and a 'Find' search bar.
- Outline:** Shows the class hierarchy with 'Employee' and 'EmployeeFileIO' listed.
- Problems:** Shows 0 errors, 3 warnings, and 0 others. The 'Warnings (3 items)' section is expanded.

Description	Resource	Path	Location	Type
Warnings (3 items)				

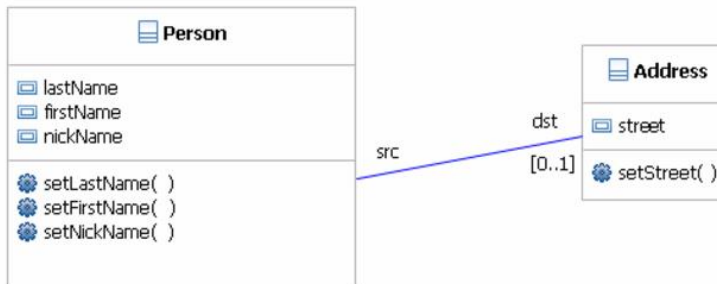
# Class diagrams

Here introduce some basic knowledge of class diagrams.

- Overview
- Classes
- Attributes
- Interfaces
- Relationships

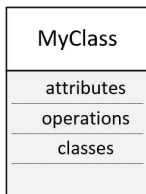
# Class diagrams-Overview

A class diagram captures the static relationships of your software.



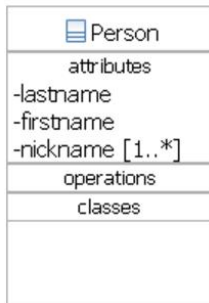
# Class diagrams-Classes

- A class is represented by a rectangular box divided into compartments. A Compartment is an area in the box to write information. The first compartment holds the **name**, the second holds the **attributes** and the third is used for the **operations**.
- Any compartment can be hidden to improve readability of the diagram.
- UML suggests that a class name:
  1. Starts with a capital letter
  2. is centered in the top compartment
  3. is written in a boldface font
  4. is written in italics if the class is abstract



# Class diagrams-Attributes(Inlined Attributes)

- Attributes specifies details of a class and can be simple types or objects.
- Attributes can be defined inlined (as part second compartment of the diagram of the class) or as relationship.
- Inlined Attributes: Inlined attributes are placed in the second compartment of the class. The notation for inline attribute is:  
**visibility name: type multiplicity {=default}**



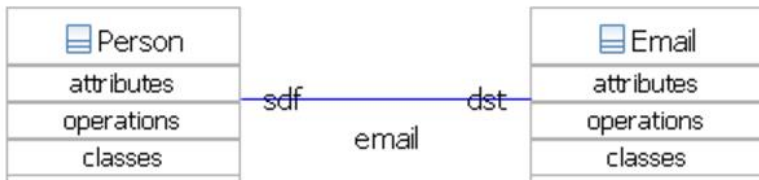


# Class diagrams-Attributes(Inlined Attributes)

Element	Values	Description
visibility	<ul style="list-style-type: none"><li>+</li><li>-</li><li>#</li><li>~</li></ul>	<ul style="list-style-type: none"><li>public Attribute</li><li>private Attribute</li><li>protected Attribute</li><li>package Attribute</li></ul>
name	myName	Name of the attribute following the camelCase notation
type		Class name, interface or primitive types, e.g. int
multiplicity		Optional, if not specified then it is assumed to be 1, * for any value, 1,..,* for ranges.
default		Optional, default value of the attribute

# Class diagrams-Attributes(Attributes by Relationship)

To model attributes by relationship you use an association relationship between the class which represents the attribute and the class containing the attribute.



# Class diagrams-Attributes(Static Attributes)

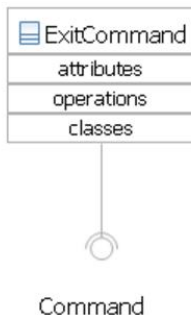
Static attributes (attributes that are part of the class and not part of the instance of the class) are displayed via underlining the name of the relationship.

# Class diagrams-Interfaces

- Interfaces are indicated via the stereotype `<<interface>>` .



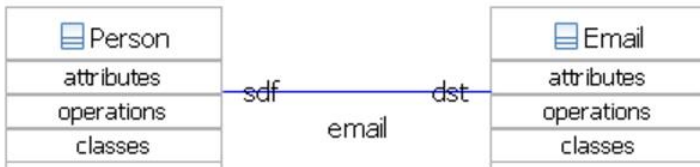
- Relationships can be expressed via the ball-and-socket notation.



# Class diagrams-Relationships(Association)

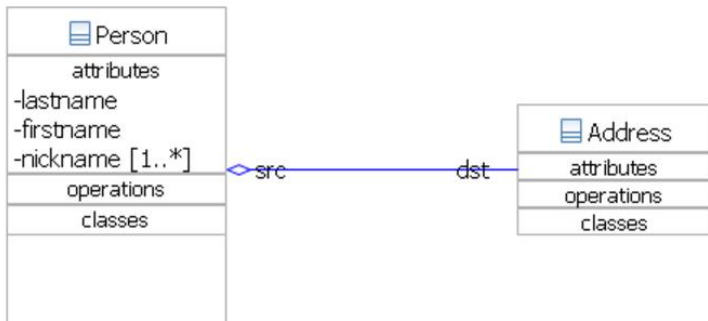
- UML defines several ways of representing relationships between classes.
- Association

Read as “..has a..” association between classes. Drawn as a straight line between the two classes. Does not mean that the classes are owned by one, other classes may use the connected class too.



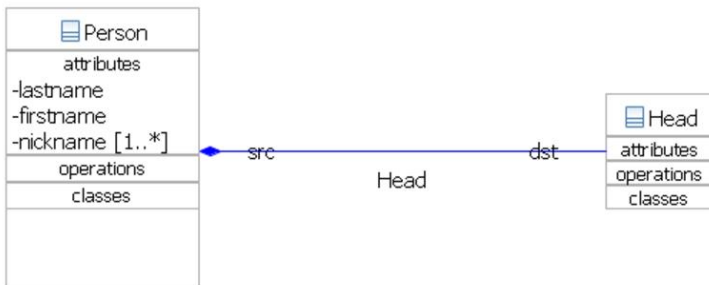
# Class diagrams-Relationships(Aggregation)

- Read as “..owns a ..”. Not as strong as a composite.



# Class diagrams-Relationships(Composition)

- Strong relationship between classes to the point of containment. Read as “..is part of..”. If the owning instance is destroyed then normally (not necessarily) the linked object is destroyed too.

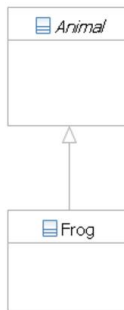


# Class diagrams-Relationships(Generalisation)

- Read as "... is a...". Use to express inheritance. Represented by a solid line and a hollow triangular arrow. For example the following code could be expressed with the following diagram.

```
package animals;  
  
public abstract class Animal {  
  
}
```

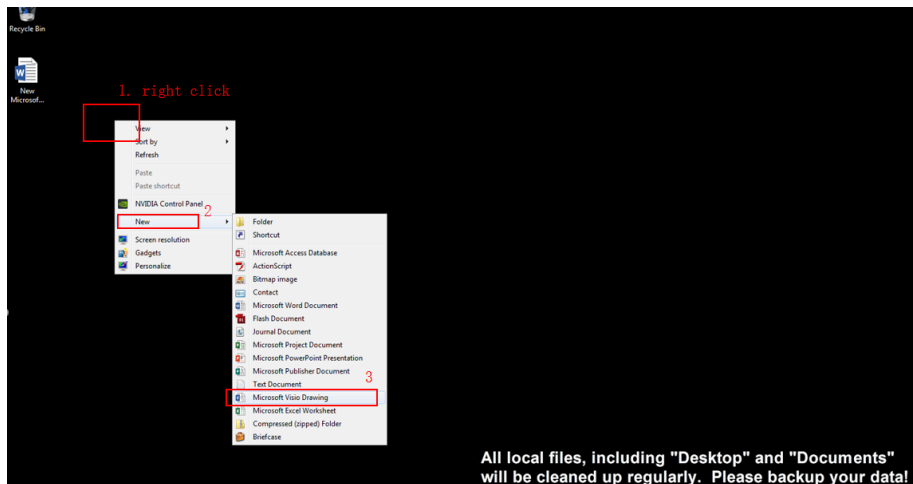
```
package animals;  
  
public class Frog extends Animal {  
  
}
```



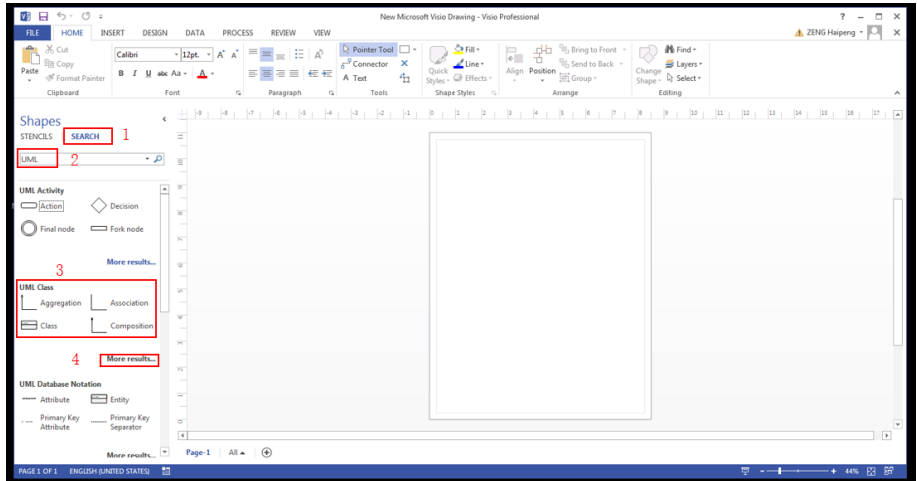


# Use Visio to draw UML diagrams

There are many different softwares to draw UML diagrams, here we show how to use Visio in Rm4210.

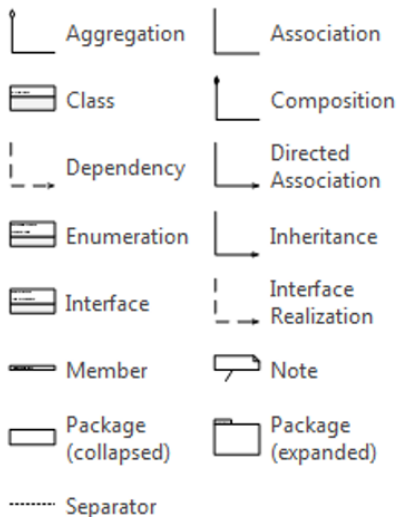


# Use Visio to draw UML diagrams

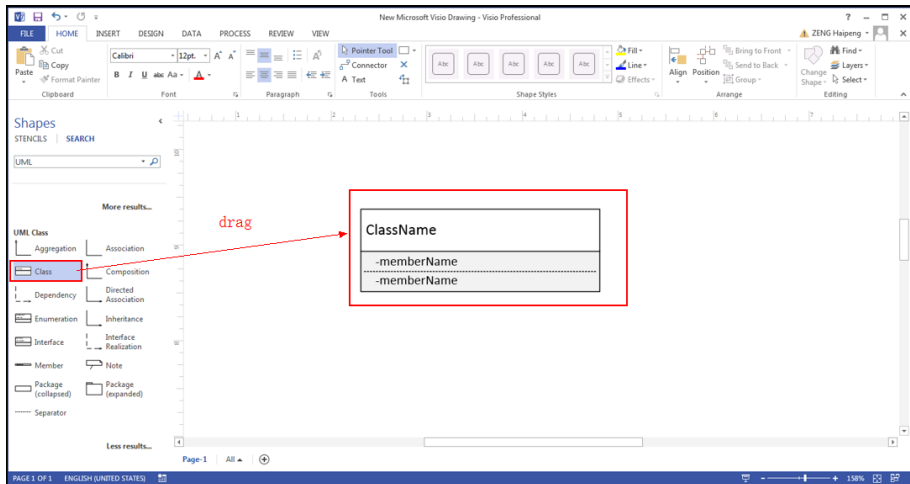


# Use Visio to draw UML diagrams

## UML Class



# Use Visio to draw UML diagrams



- some useful tutorials:

1. Using the Eclipse Debugger for Beginning Programmers

<http://www.vogella.com/tutorials/UML/article.html>

2. Eclipse And Java: Free Video Tutorials(Using the Debugger)

<http://www.edu4java.com/en/java-for-beginners/java-for-beginners16.html>

3. The ObjectAid UML Explorer for Eclipse

<http://www.objectaid.com/>

# The End