

*L3 Mention Informatique
Parcours Informatique et MIAGE*

Génie Logiciel Avancé - Advanced Software Engineering

A Brief Revision of UML

Burkhart Wolff
wolff@lri.fr

Why UML in a Software Engineering Course ?

- ❑ It is clearly not perfect
 - very syntactic, very diagrammatic flavour
 - diagrams do not necessarily scale up
 - not everyone in industry uses it (large companies typically have their own development process, reflecting their own «company culture »)

- ❑ **BUT:** Many in industry use it,
 - or use similar things (SysML), and most practitioners in industry would understand UML
 - we use it in requirements analysis, design, and for test generation techniques.

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 - Pre- and Post-Conditions
- ❑ Syntax and semantics of state machines
Specify system components for test and verification

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 - as ECore Model
 - as UML **diagrams**

The UML offers the advantage ...

- ... of being a basis for

Integrated Development Environments (IDEs)

(like ArgoUML, Poseidon,
Eclipse + Papyrus, IBM Rational Rhapsody, MS Visio,
GenMyModels, MagicDraw, LucidChart,...)

The Shapes Project.zargo - shapes class diagram - ArgoUML

File Edit View Create Arrange Generation Critique Tools Help

Package-centric

Order By Type, Name

- Profile Configuration
- shapemodel
 - shapes class diagram
 - Use Case Diagram 1
 - unattachedCollaboration
 - double
 - int
 - void
 - (Unnamed Generalization)
 - (Unnamed Generalization)
 - (Unnamed Generalization)
 - (Unnamed Generalization)
 - create
 - transient
 - volatile
 - (Unnamed Association)
 - OneDimensional

As Diagram

```

classDiagram
    class Shape {
        +newOperation() : void
    }
    class OneDimensional {
        +getLength() : double
    }
    class TwoDimensional {
        +getArea() : double
    }
    class Polygon {
        <<create>> +Polygon() : void
    }
    class Point {
        +x : int
        +y : int
    }
    Shape <|-- OneDimensional
    Shape <|-- TwoDimensional
    Polygon <|-- OneDimensional
    Polygon <|-- TwoDimensional
    Polygon *-- "1..*" Point : +Vertices
  
```

This is a note.

By Priority 9 Items

- Add Associations
- Add Instance Var
- Add Instance Var
- Add Instance Var
- Change Multiple I
- Add Operations t
- Add Constructor
- Low

Presentation Source Constraints Stereotype Tagged Values Checklist

ToDo Item Properties Documentation

Polygon has multiple base classes, but Java does not support multiple inheritance. You must use interfaces instead.

This change is required before you can generate Java code.

To address this, use the "Next>" button, or manually (1)

< Back Next > Finish Help

10M used of 18M total

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- ❑ ... to offer „object-oriented“ specifications
- ❑ ... to offer a formal, mathematical semantics (well, at least to some parts of the UML)
- ❑ ... to be fairly widely used in industry, even if not always supported entirely or used in similar variants like SysML
- ❑ ... is the basis for a whole software-engineering paradigm called Model-Driven Engineering (MDE).

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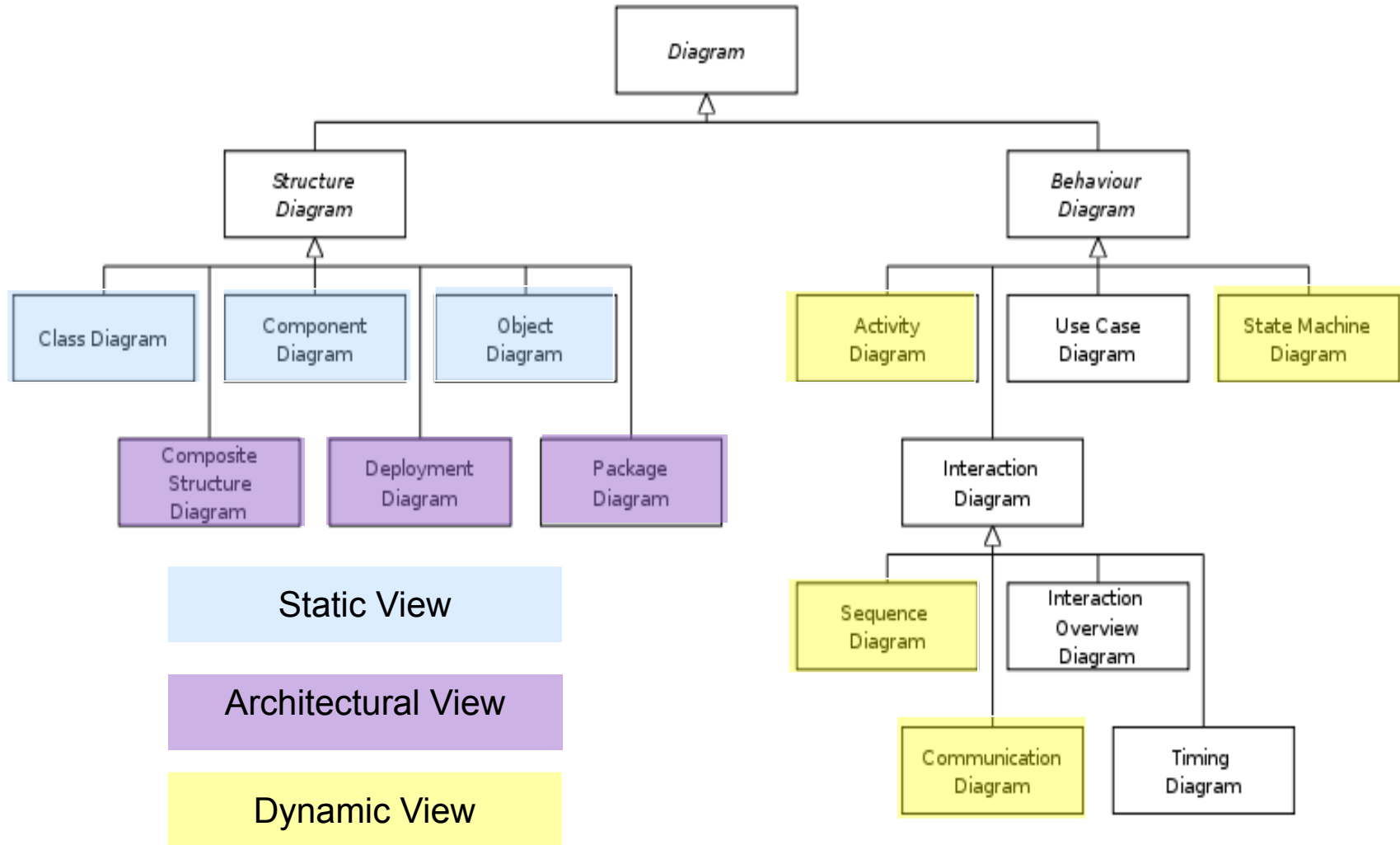
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- ❑ UML, Version 1.1 : 9 types of diagrams

- ❑ UML, Version 2.4 adds 5 more types of diagrams
 - structure composition
 - communication
 - packaging
 - temporal constraints (timing)

The UML 2.4 Diagrams (corresponding to models)



Principal UML diagram types (1)

- **Structure and Visualization**
 - **Use Case Models and Use Case Diagrams**
 - **Sequence Models and Sequence Diagrams**
 - **State Machines and State Charts**
 - **Class Models and Class Diagrams**
 - **Object Graphs and Object Diagrams**

In Eclipse, all these Model Elements are described in a UML-document itself, the „Meta-Object-Framework“ (MOF)

Bibliography

- ❑ **UML @ Classroom: An Introduction to Object-Oriented Modeling, Springer, 2015**
- ❑ **UML 2.0, Martin Fowler, Campus Press, 2004**
- ❑ **UML 2 et les Design Patterns, G. Larman, Campus Press, 2005**
- ❑ http://www.omg.org/gettingstarted/what_is_uml.htm
<http://www.eecs.ucf.edu/~leavens/JML/>
<http://www.junit.org/>

Using the UML

- A General Remark:
- The UML can be used in the
Analysis Phase ("D1 - Documents")
as well as the
Design Phase ("D2 - Documents")
- This changes the character of the Models and the resp. Diagrams substantially.

And now, lets get our hands dirty ...

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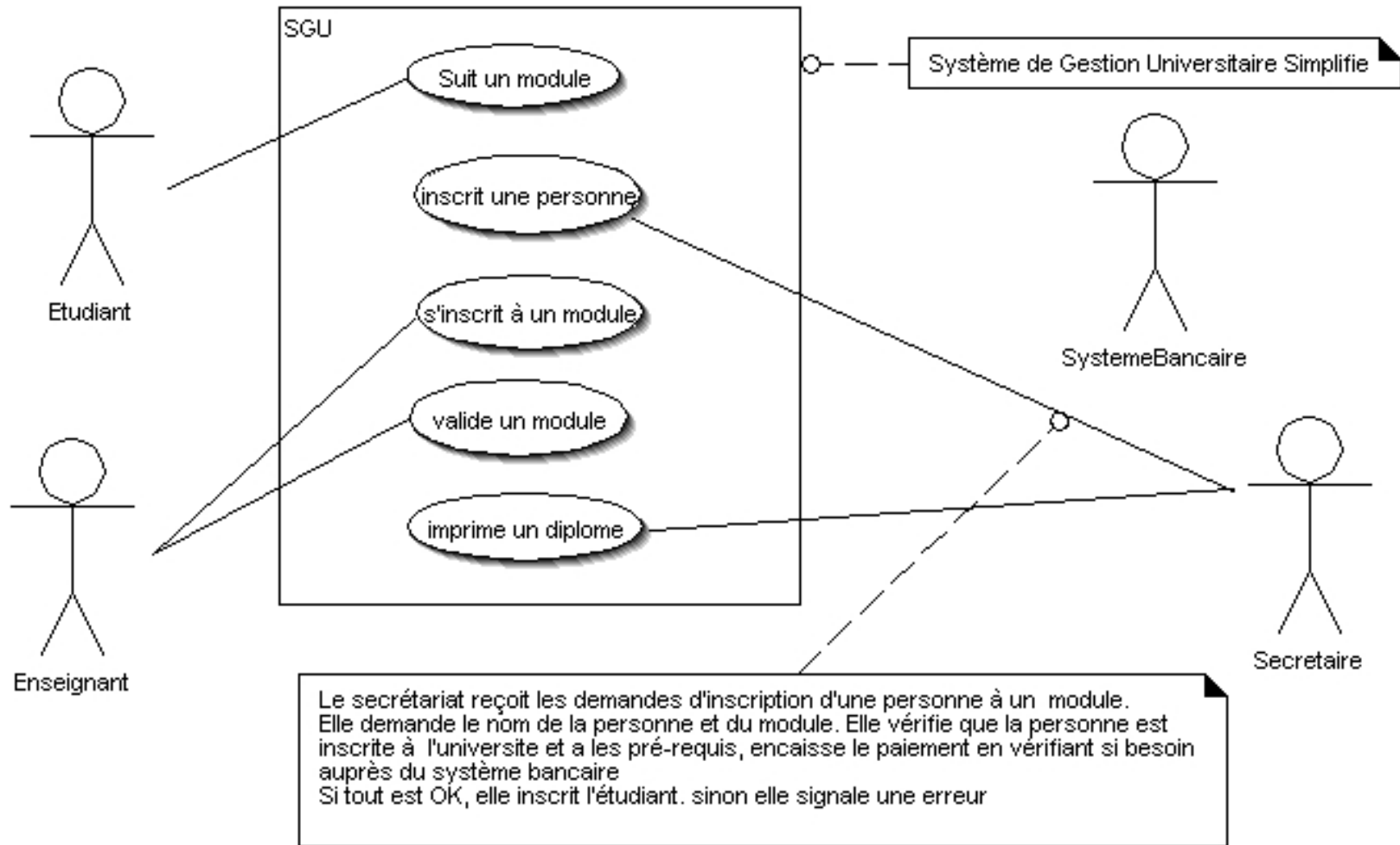
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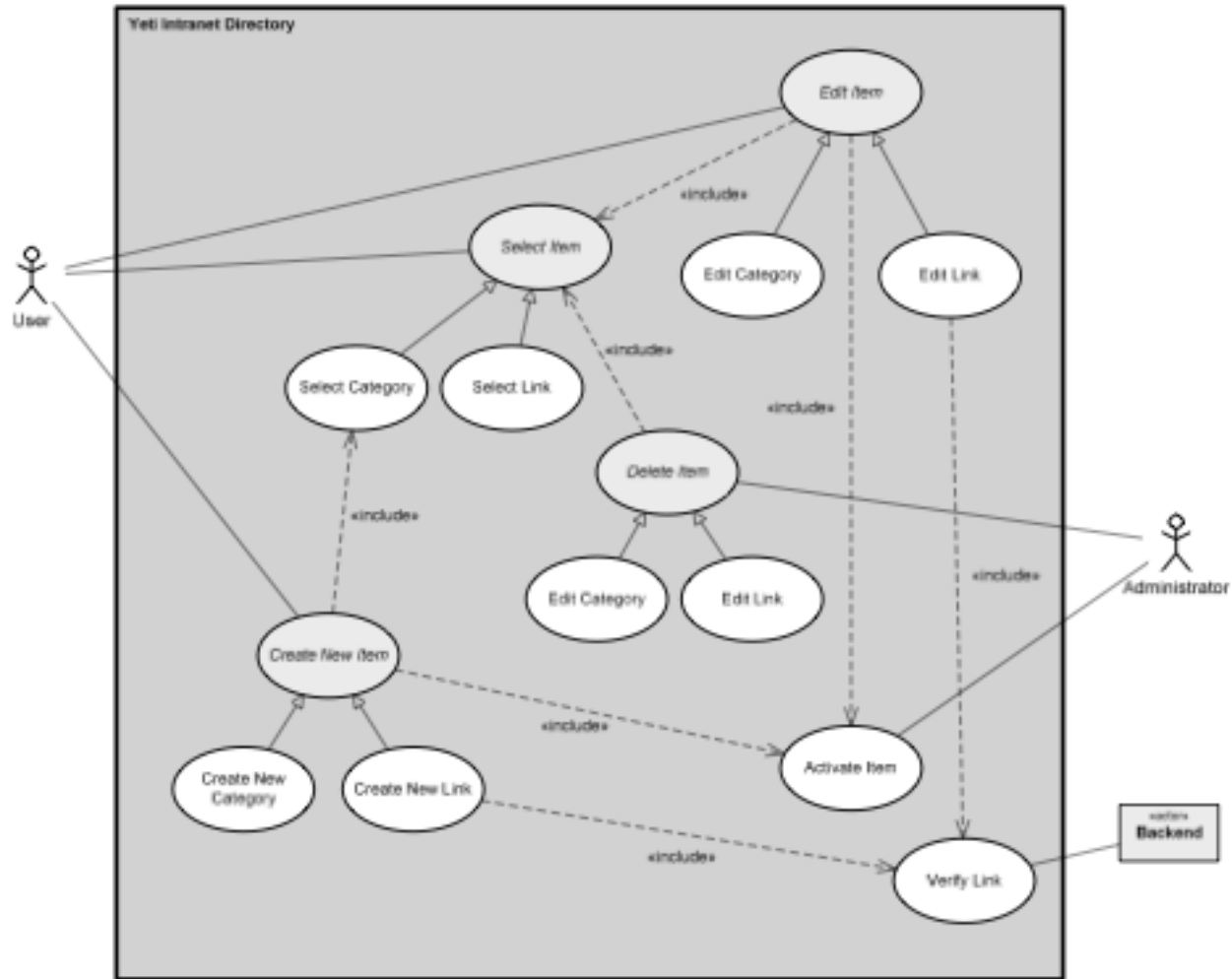
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Emphasis on (top-level) functionality !

Example: Use Case Diagram (Analysis)



Example: Use Case Diagram (Design)



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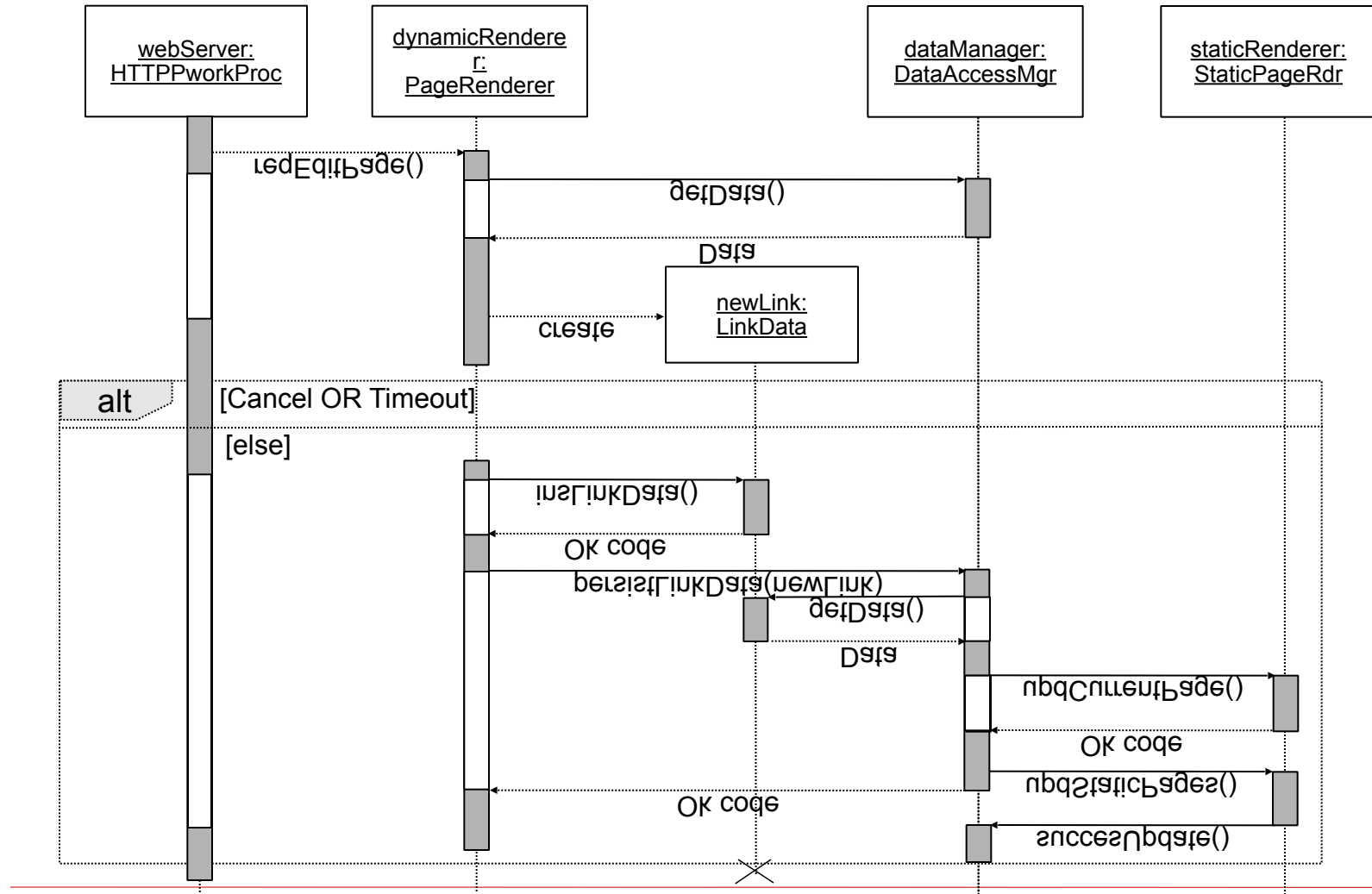
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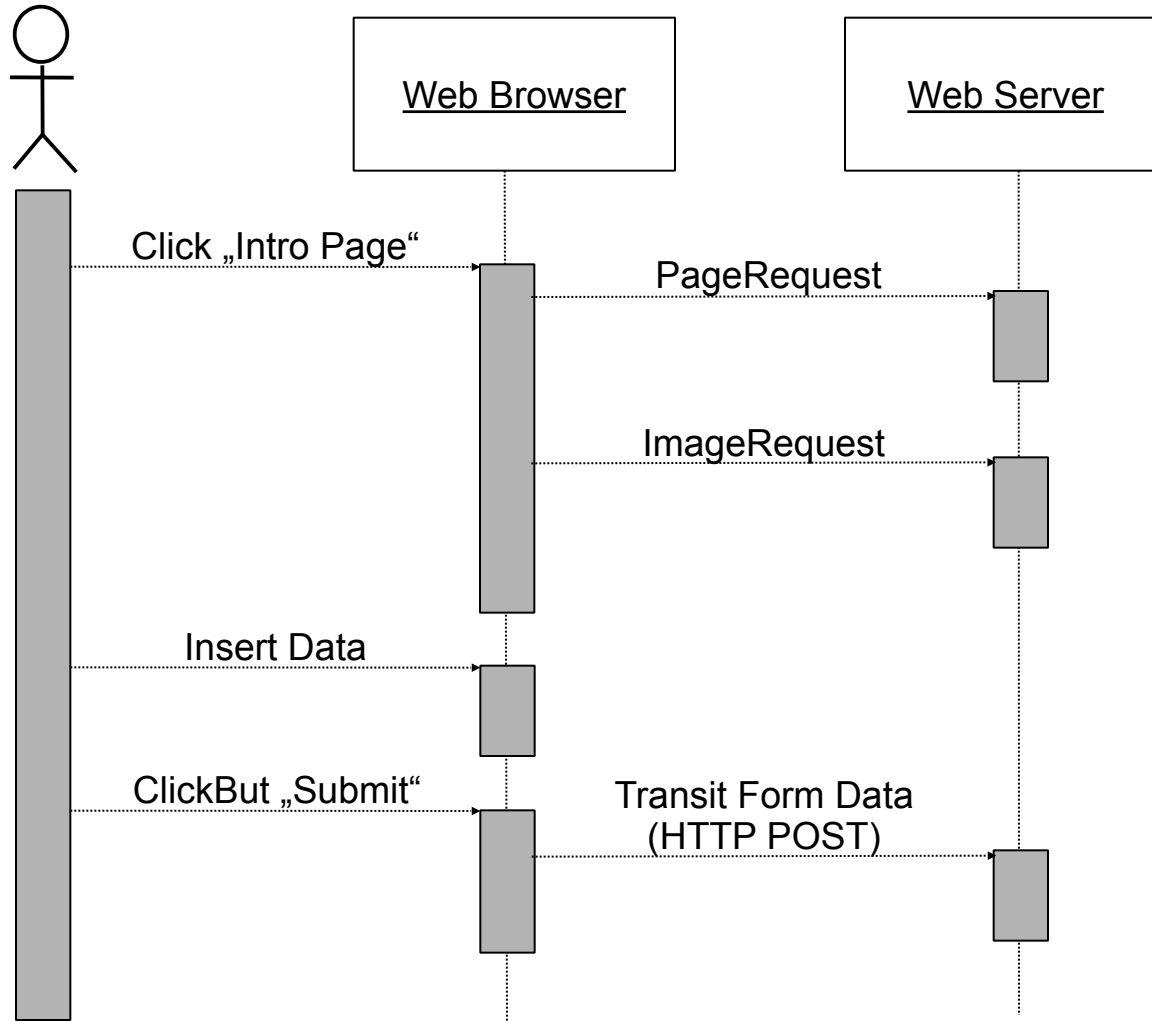
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 - **Collaboration Diagram**: centered around objects and top-level collaborations of them.

Example: Sequence Diagram (design-level)



Example: Sequence Diagram (analysis-level)



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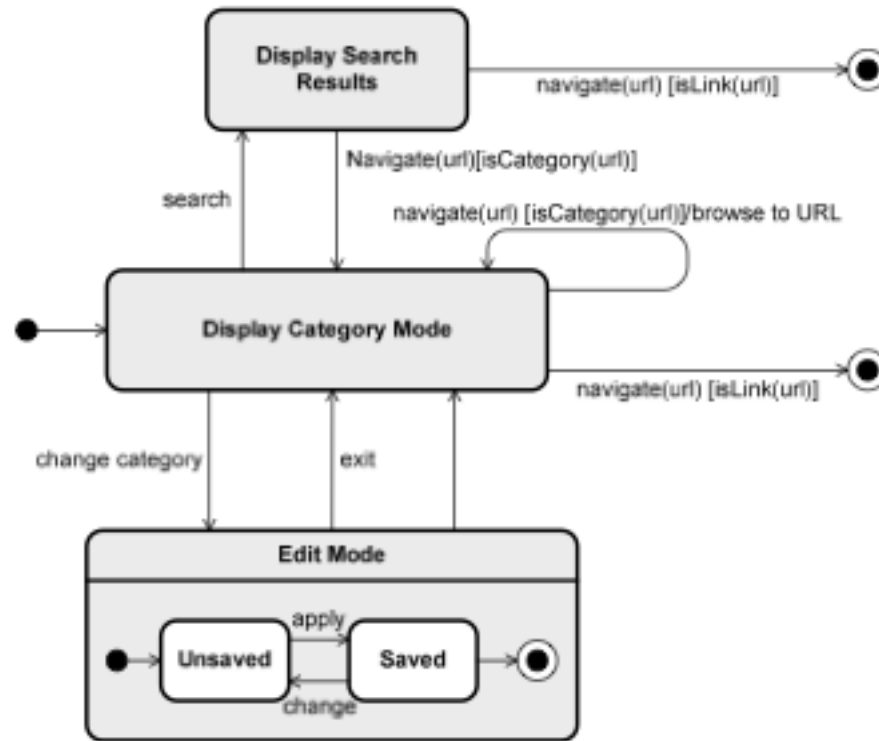
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a description of **behaviour** by (hierarchical) automata
 - interesting if an object reacts on events (asynchronous as well as synchronous) by the external environment
 - or if the internal state of an object leads to a somewhat interesting life-cycle of an object (transitions between well-characterized states of the object)

Example: State Chart (design level)



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 - **Semantics of Diagrams for requirements analysis:** **many.**
 - **Semantics of Diagrams for system design:** **many.**

Can be interpreted in by automata, process calculi, Labelled Transition Systems (LTL) in several, reasonable ways (depends on context and application).

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- the classes of interest to be represented in the system
- the relations between classes
- the attributes and the methods
- the types, required/defined interfaces ...

can be used for top-level views as specific interfaces
for local code ...

Example: A Class Diagram

