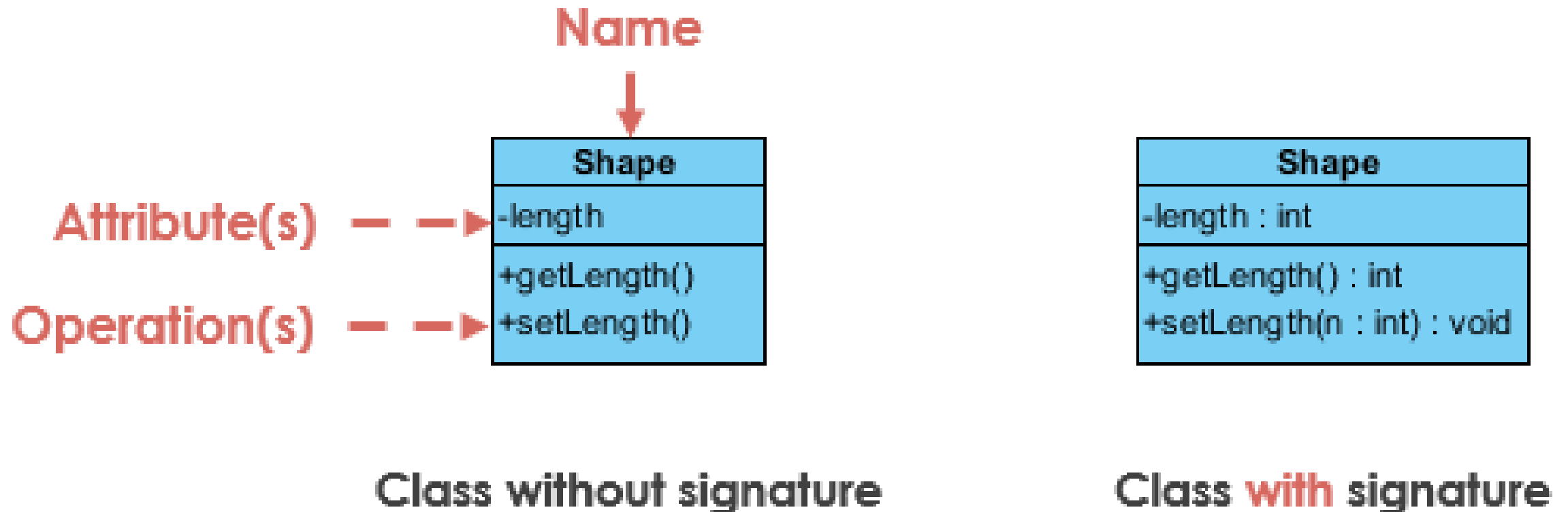


# Unified Modeling Language

Kuan-Ting Lai  
2020/3/2

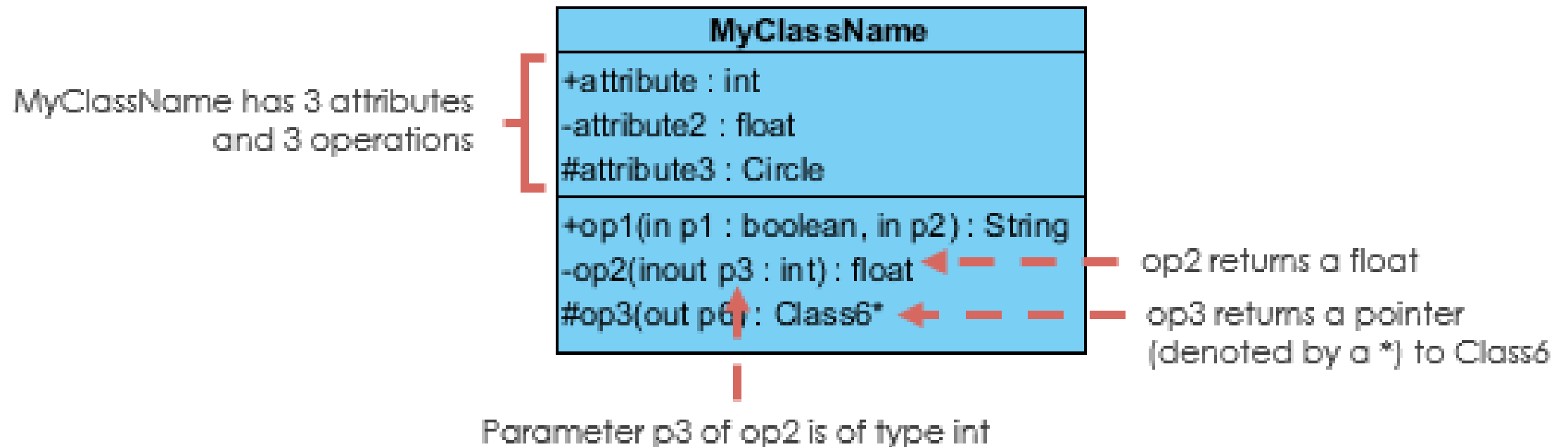
# Unified Modeling Language (UML)

- A graphical notation for OOP
- Example: (All examples are from Visual Paradigm)



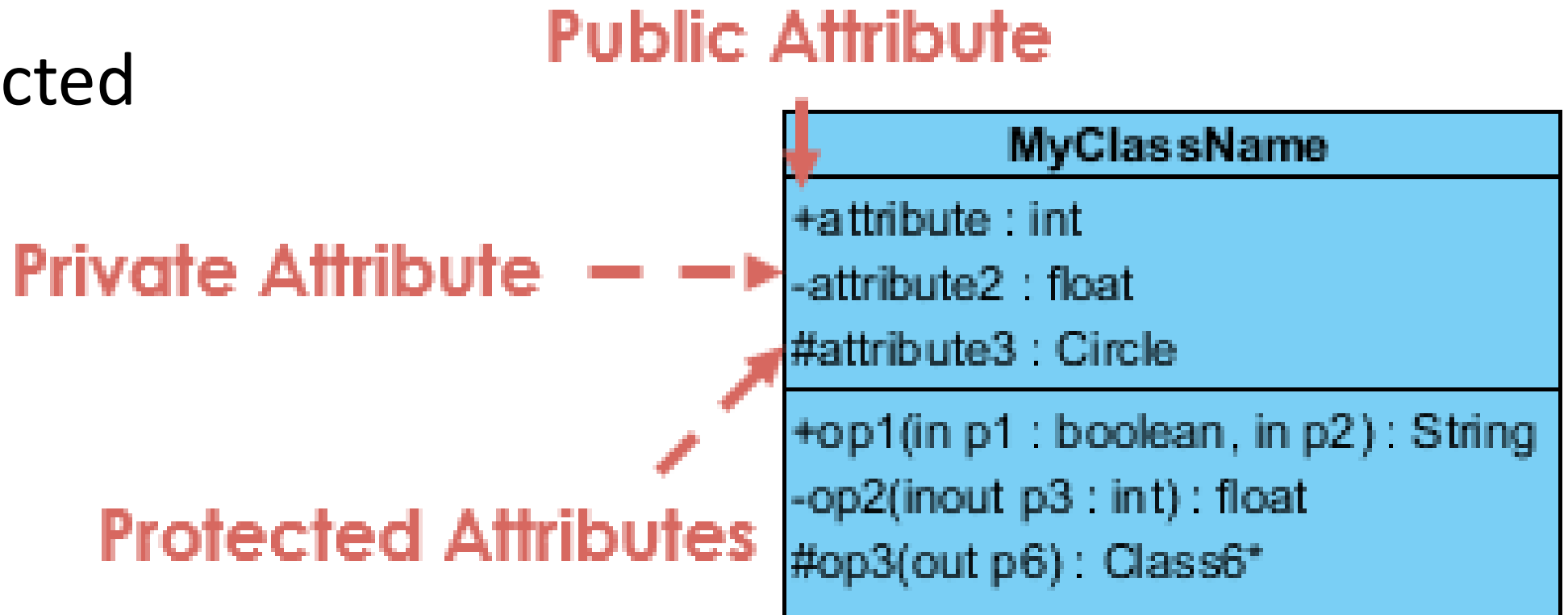
# Class Operations (Methods)

- The return type of a method is shown after the colon at the end of the method signature.



# Class Visibility

- + public
- - private
- # protected

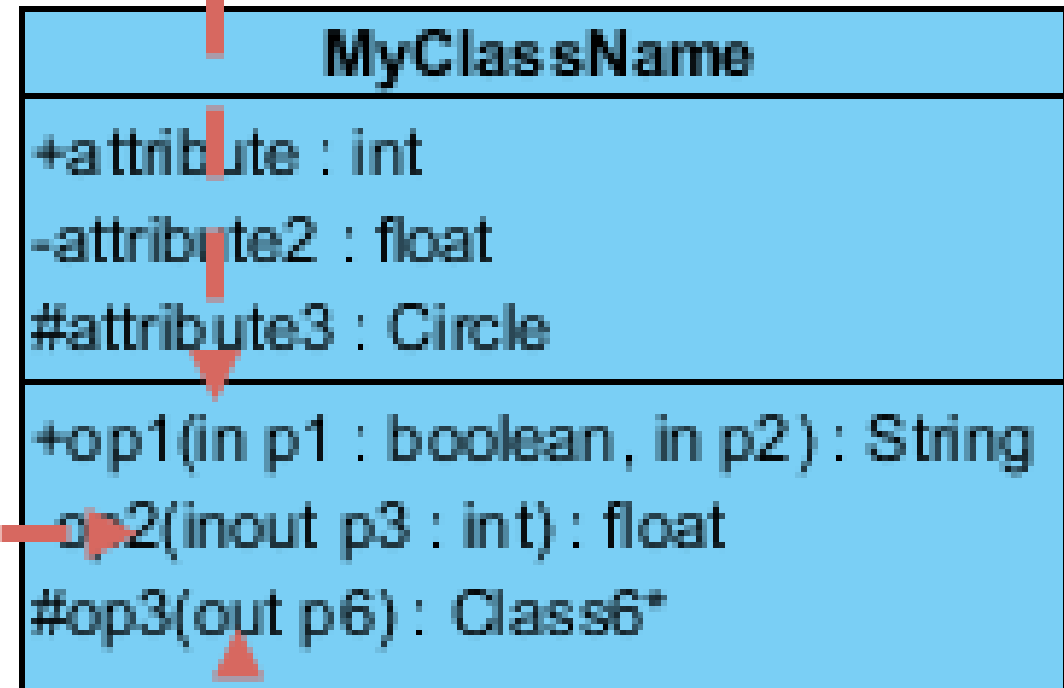


# Parameter Directionality

- in, inout, out

Passed to op2 by the caller, and possibly modified by op2 and is passed back

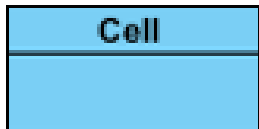
Passed to op1 by the caller



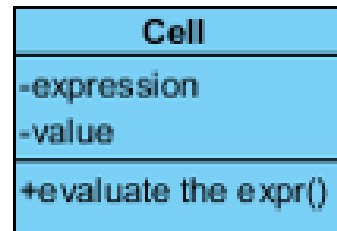
Not set by the caller but is modified by op3, and is passed back out

# Perspectives of Class Diagram

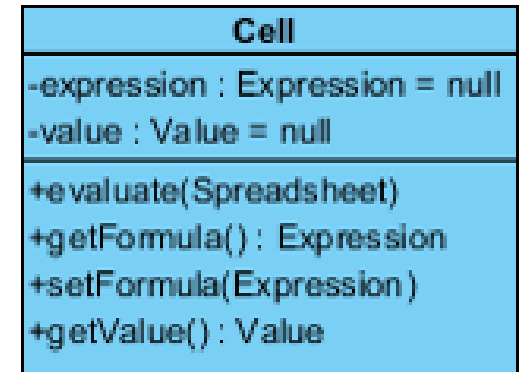
- Conceptual
- Specification
- Implementation



Conceptual

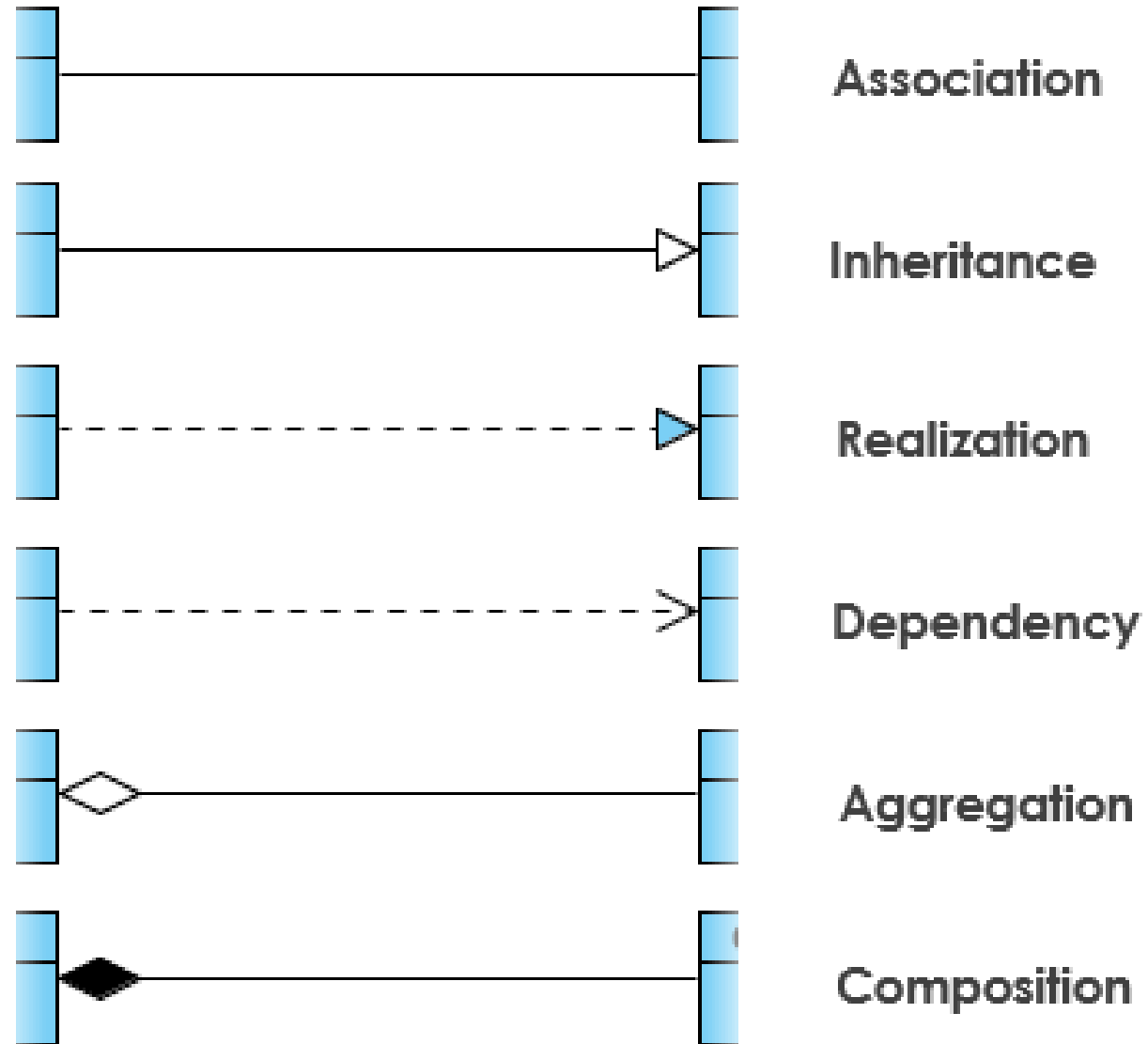


Specification



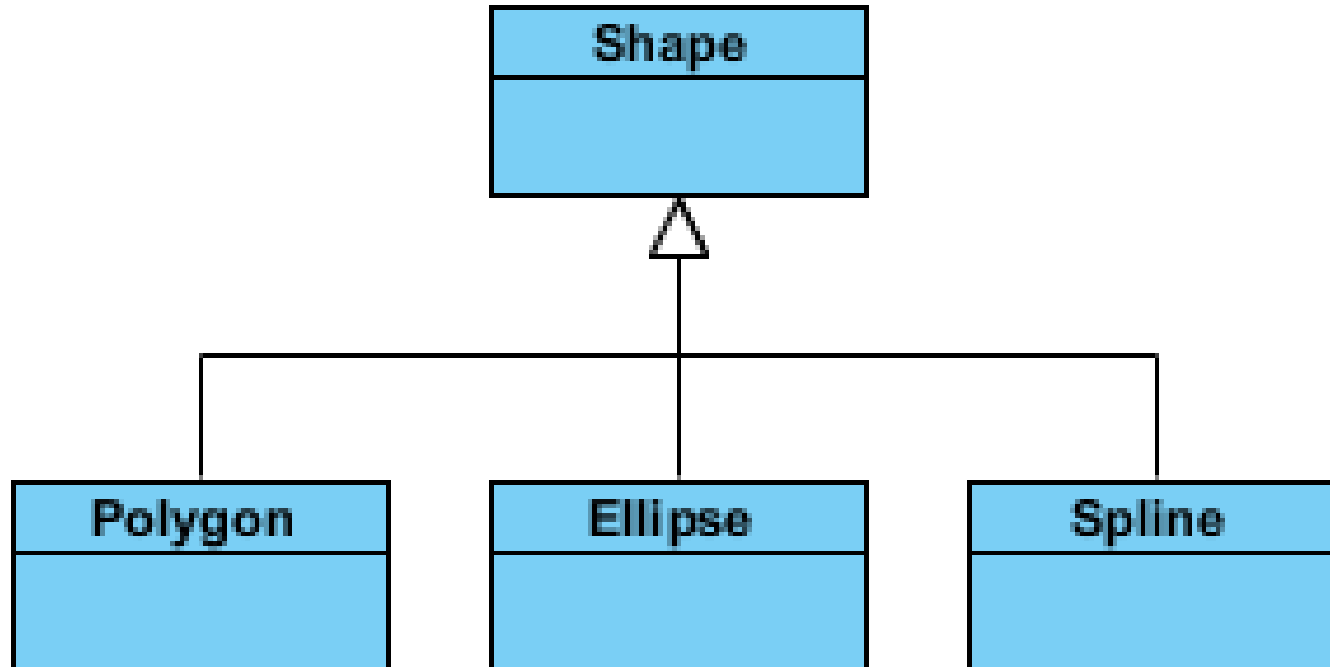
Implementation

# Relationships Between Classes



# Inheritance

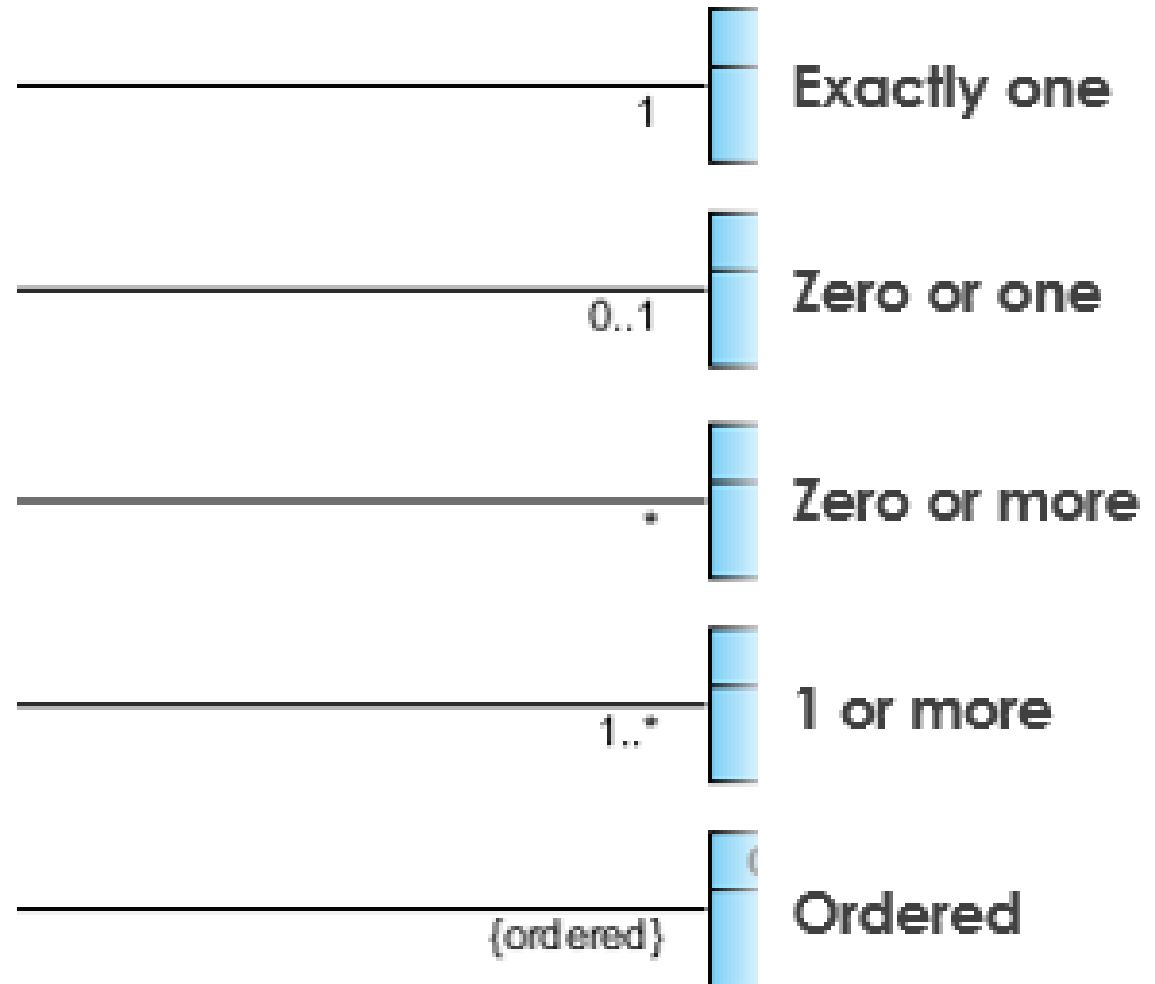
- Represents an "is-a" relationship.
- An abstract class name is shown in italics.





# Association

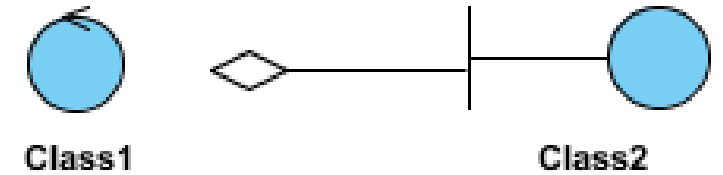
- One-to-one
- One-to-many
- Many-to-many



# Aggregation, Composition, Dependency

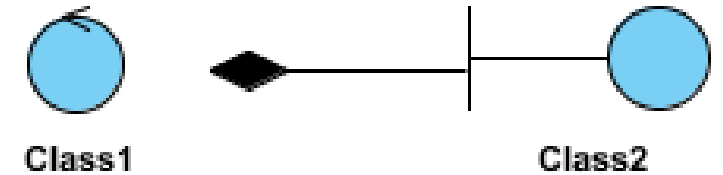
- Aggregation

- It represents a "part of" relationship.
- Objects of Class1 and Class2 have separate lifetimes.



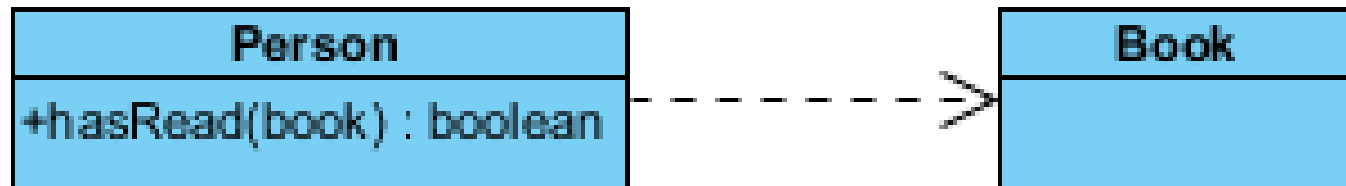
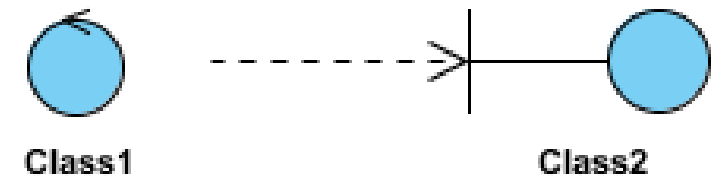
- Composition

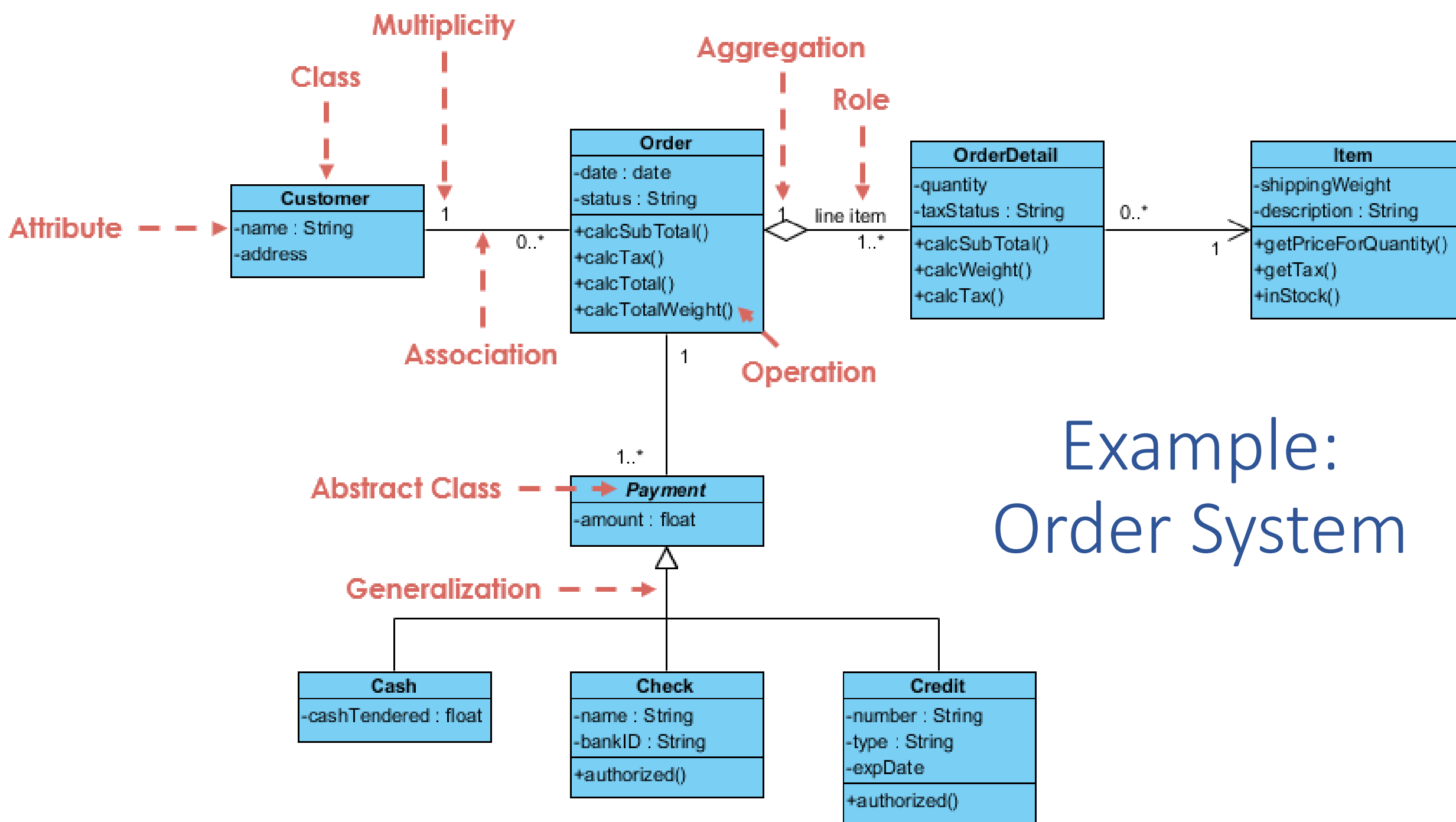
- Objects of Class2 live and die with Class1.



- Dependency

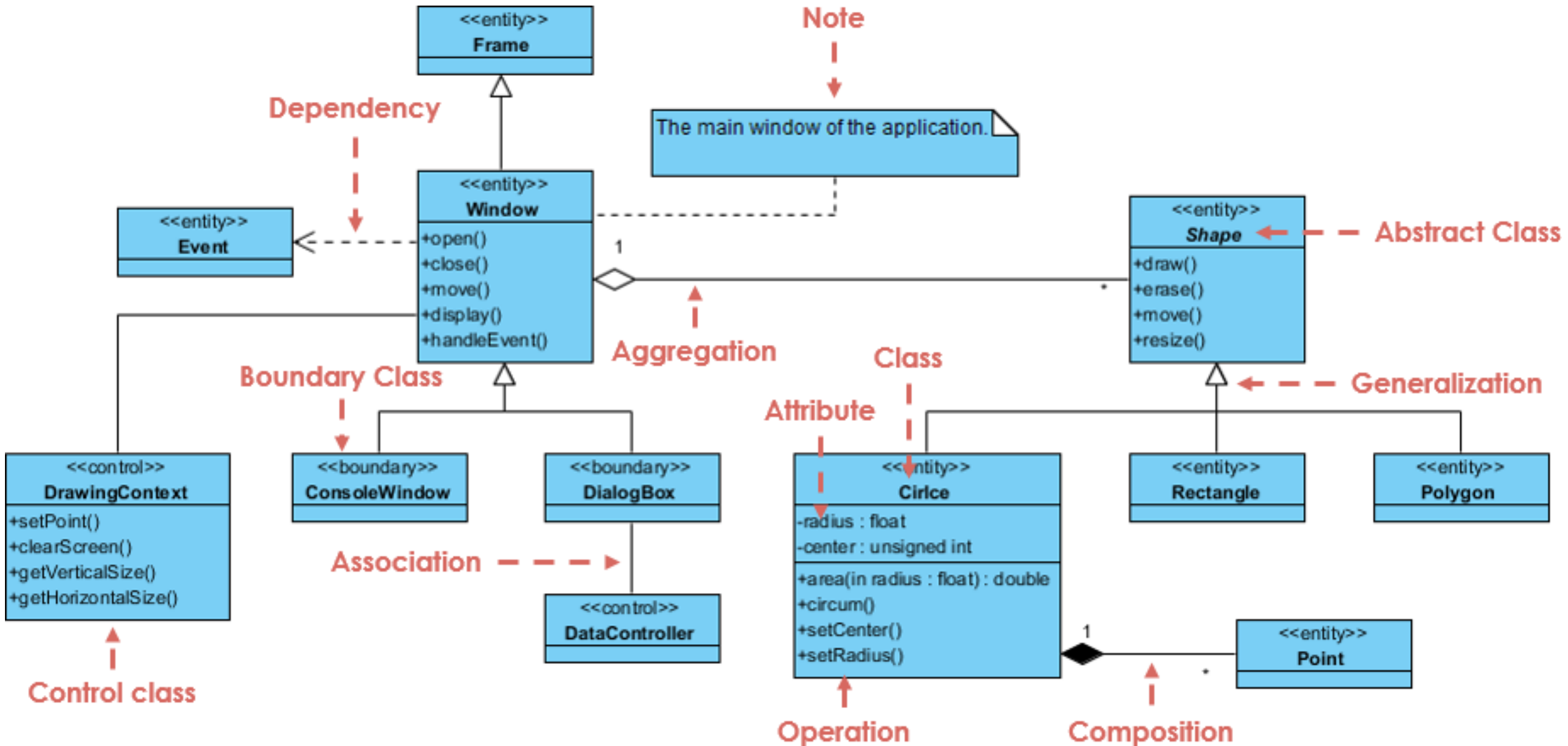
- If changes to Class 2 cause changes to Class 1





# Example: Order System

# Example: GUI



# Generate C# Code using UML in Visual Studio

- <https://www.visual-paradigm.com/tw/tutorials/visual-studio-uml-to-csharp-tutorial.jsp>

The screenshot displays the Microsoft Visual Studio interface with the UML class diagram editor open. The diagram shows an interface `IMap` with methods `JumpToLocation(x: int, y: int): void` and `Clear(): void`. A class `TownMap` implements `IMap` and has properties `Name: string`, `X: double`, and `Y: double`. A class `Region` has properties `Name: string`, `Desc: string`, `X: double`, and `Y: double`. `TownMap` has an aggregation relationship with `Region`.

The C# code in the `TownMap.cs` file is as follows:

```
using System;

namespace myapp
{
    public class TownMap : myapp.IMap
    {
        public void JumpToLocation(int x, int y)
        {
            throw new System.Exception("Not implemented");
        }

        public void Clear()
        {
            throw new System.Exception("Not implemented");
        }

        private String name;

        public String Name
        {
            get
            {

```

# References

- <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/uml-class-diagram-tutorial/>