

IDHAYA COLLEGE FOR WOMEN

KUMBAKONAM - 612 001



PG & RESEARCH DEPARTMENT OF COMPUTER SCIENCE

ACADEMIC YEAR	:	2019 – 2020
SEMESTER	:	II
CLASS	:	I – M.Sc (CS)
SUBJECT IN-CHARGE	:	N. AARTHI
SUBJECT NAME	:	OOAD & UML
SUBJECT CODE	:	P16CS21

UNIT – V

UML

UML, Examples on Behavioral models ,
Structural models , Architectural models from real
world problems

Models

- **Behavioral model**
- **Structural model**
- **Architectural model**

Behavioral model

- **Behavioral models describe the internal dynamic aspects of an information system that supports the business processes in an organization.**
- **Behavioral model describes the interaction in the system.**
- **It represents the interaction among the structural diagrams.**
- **Behavioral modeling shows the dynamic nature of the system.**

They consist of the following

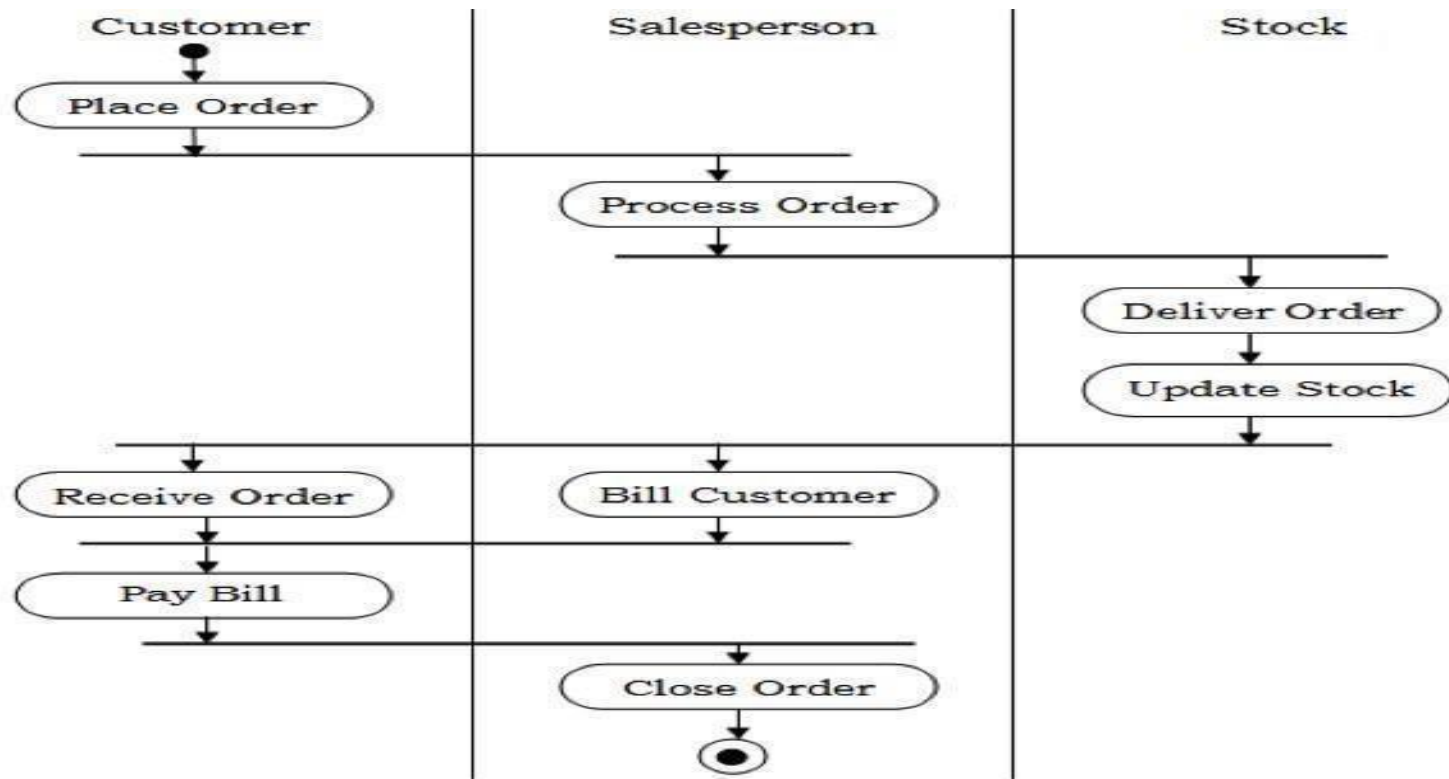
- **Activity diagrams**
- **Sequence Diagram**
- **Collaboration Diagram**
- **State-Chart Diagram**
- **Use case diagrams**

Activity diagrams

- An activity diagram depicts the flow of activities which are ongoing non-atomic operations in a state machine. Activities result in actions which are atomic operations.
- Activity diagrams comprise of –
 - ❖ Activity states and action
 - ❖ states Transitions
 - ❖ Objects
- Activity diagrams are used for modeling –
- workflows as viewed by actors, interacting with the system.
- It gives the details of operations or computations using flowcharts.

Examples

- The following figure shows an activity diagram of a portion of the Automated Trading House System.

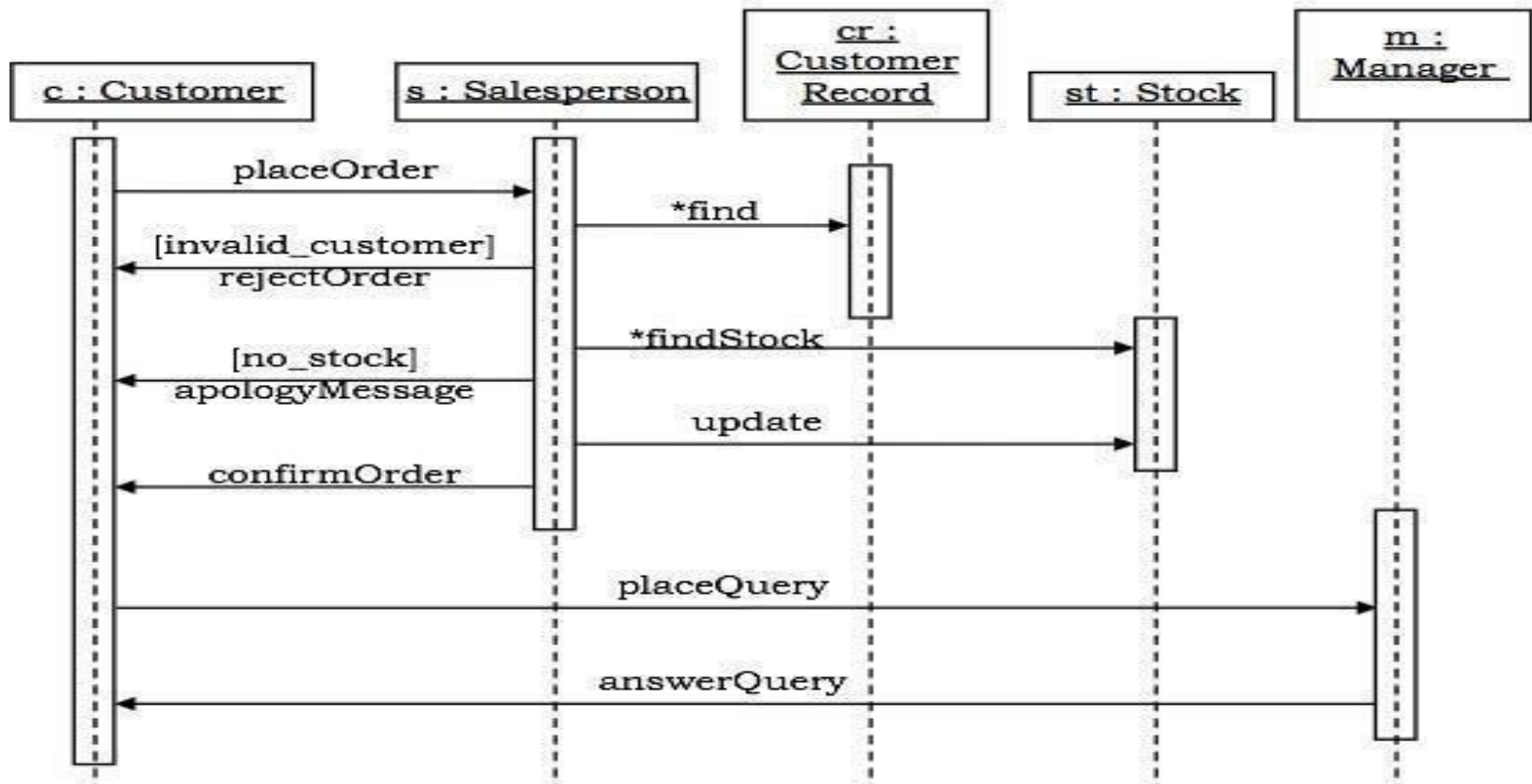


Sequence Diagrams

- **Sequence diagrams are interaction diagrams that illustrate the ordering of messages according to time.**
- **These diagrams are in the form of two-dimensional charts.**
- **The objects that initiate the interaction are placed on the x-axis.**
- **The messages that these objects send and receive are placed along the y-axis, in the order of increasing time from top to bottom.**

Examples

- A sequence diagram for the Automated Trading House System is shown in the following figure.

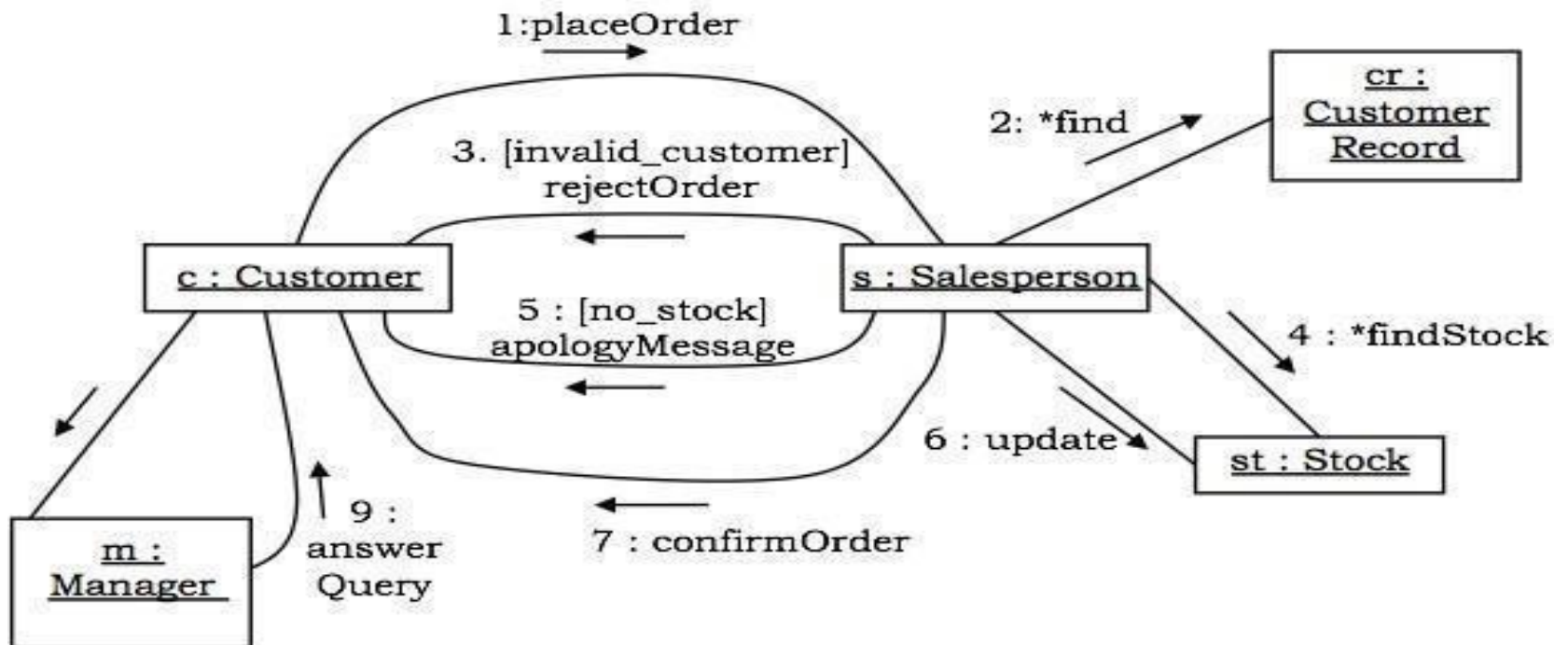


Collaboration diagram

- **Collaboration diagrams are interaction diagrams that illustrate the structure of the objects that send and receive messages.**
- **Notations – In these diagrams, the objects that participate in the interaction are shown using vertices.**
- **The links that connect the objects are used to send and receive messages.**
- **The message is shown as a labeled arrow.**

Examples

- Collaboration diagram for the Automated Trading House System is illustrated in the figure below.

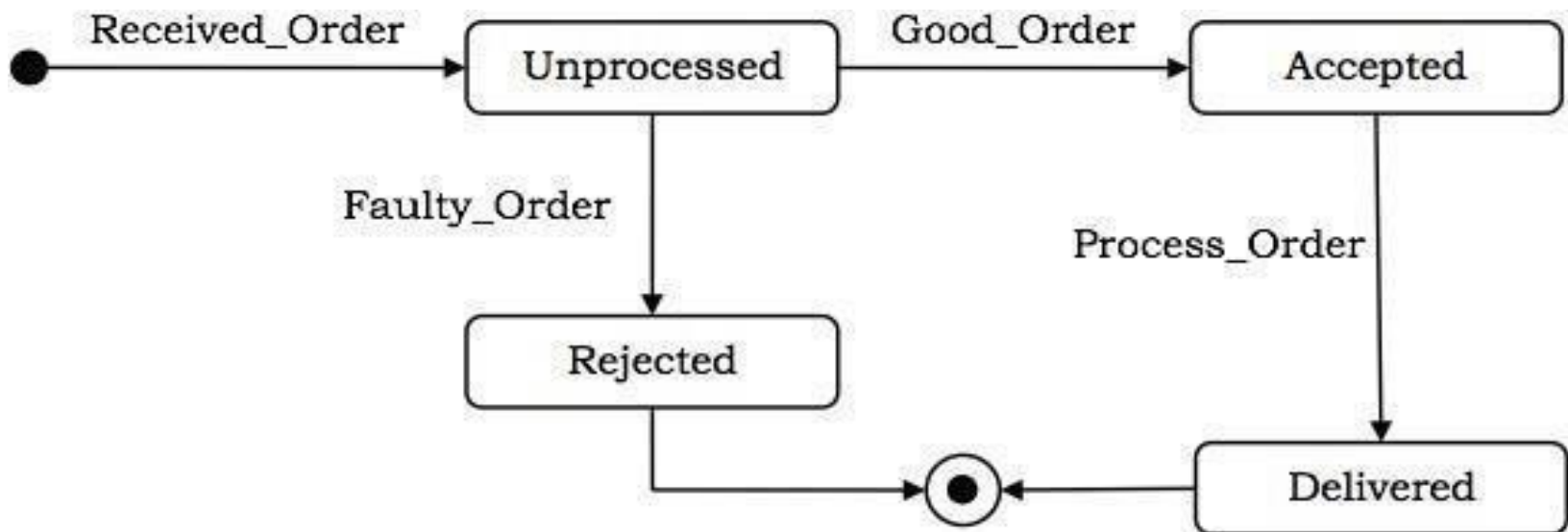


State-Chart Diagrams

- **A state-chart diagram shows a state machine that depicts the control flow of an object from one state to another. A state machine portrays the sequences of states which an object undergoes due to events and their responses to events.**
- ❖ **State-Chart Diagrams comprise of –**
- ❖ **States: Simple or Composite**
- ❖ **Transitions between states**
- ❖ **Events causing transitions**
- ❖ **Actions due to the events**

Examples

- In the Automated Trading House System, let us model Order as an object and trace its sequence. The following figure shows the corresponding state-chart diagram.

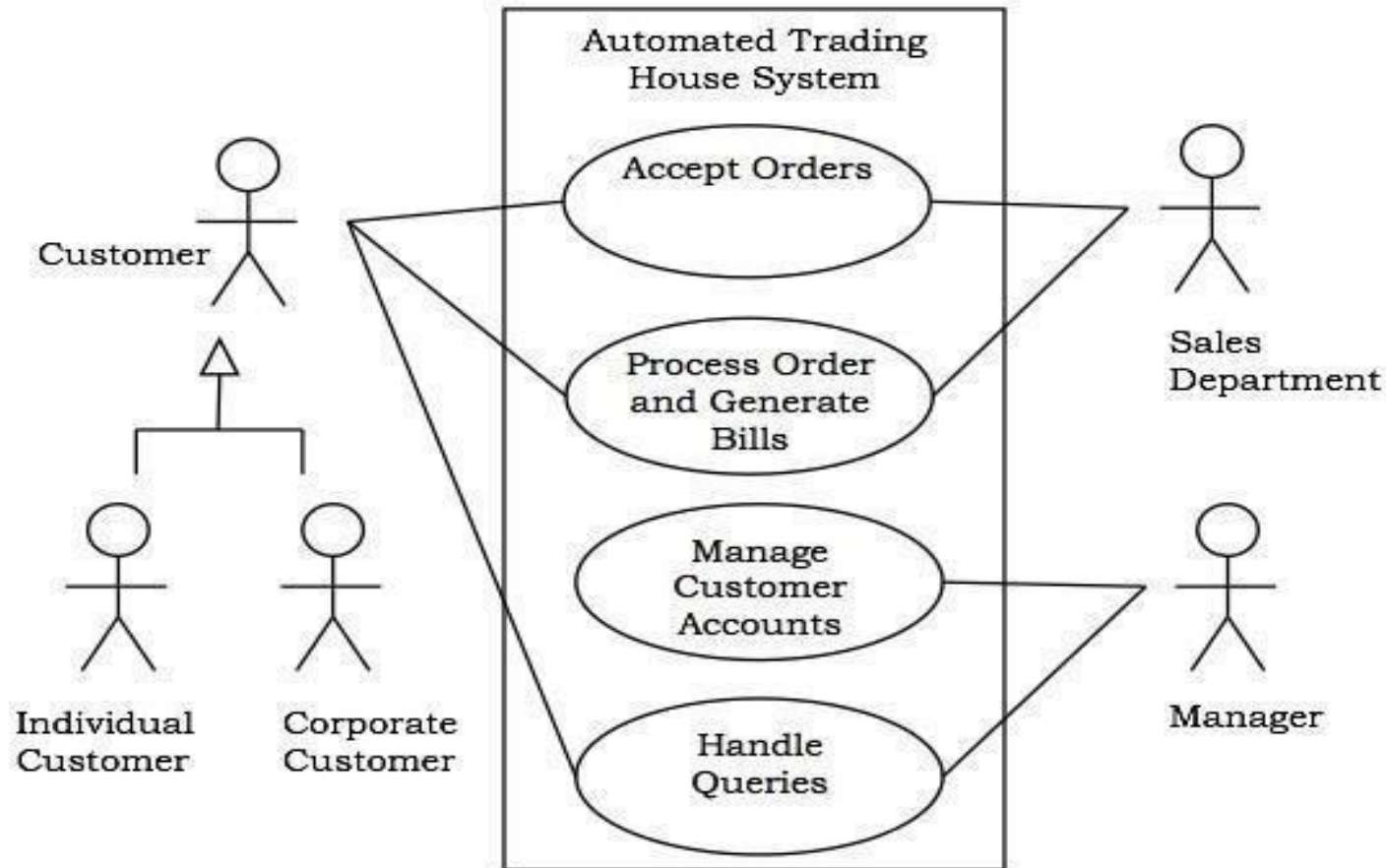


Use case diagrams

- **Use case diagrams present an outside view of the manner the elements in a system behave and how they can be used in the context.**
 - ❖ **Use case diagrams comprise of –**
 - ❖ **Use cases**
 - ❖ **Actors**
 - ❖ **Relationships like dependency, generalization, and association**

Examples

- Let us consider an Automated Trading House System.



StructuralModel

- **Structural modeling captures the static features of a system.**
- **They consist of the following -**
 - 1. Classes diagrams**
 - 2. Objects diagrams**
 - 3. Component diagram**
 - 4. Deployment diagrams**

Classes diagrams

- **A class diagram models the static view of a system.**
- **It comprises of the classes, interfaces, and collaborations of a system; and the relationships between them.**

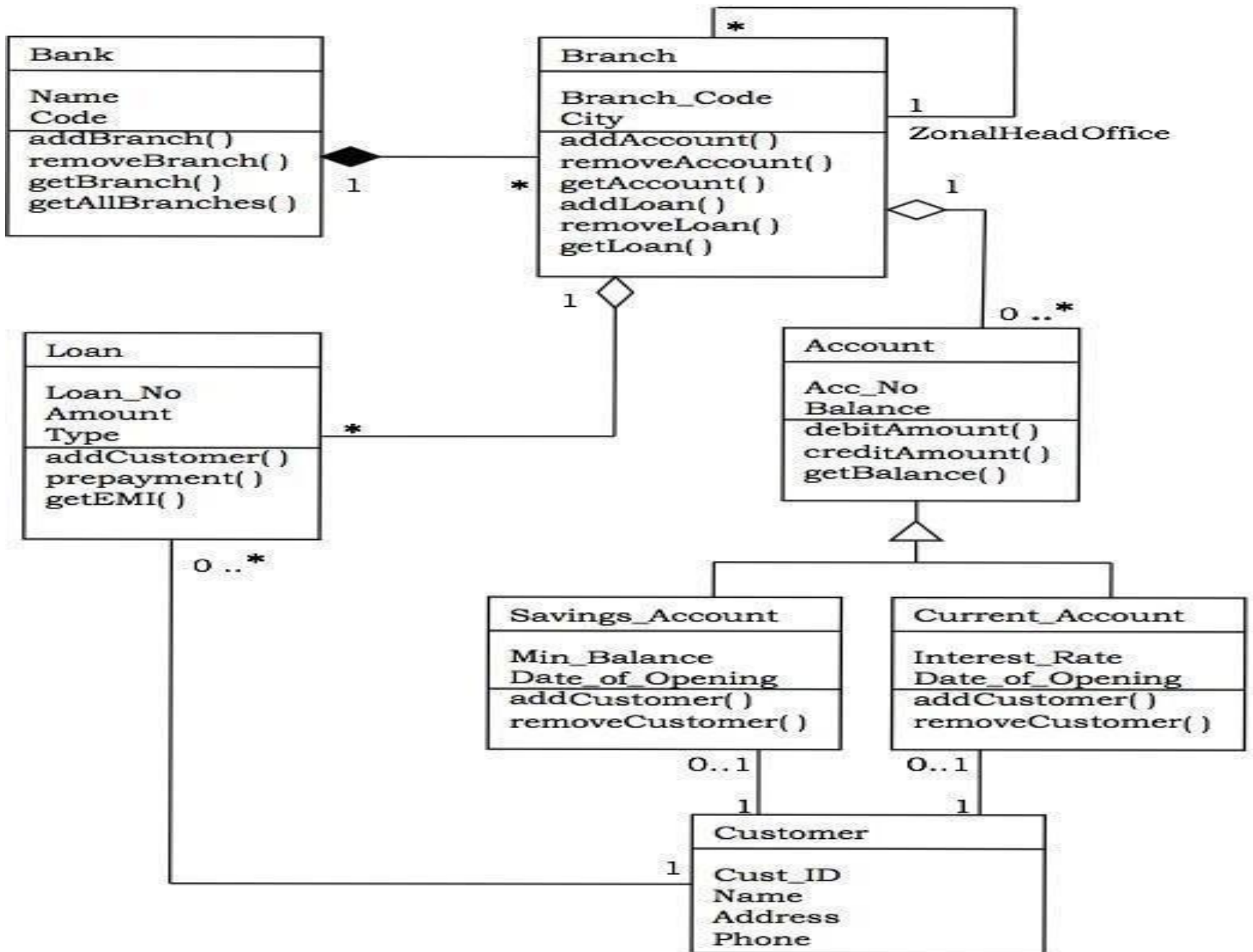
Examples

- **Relationships**

1. A Bank “has-a” number of Branches – composition, one-to-many
2. A Branch with role Zonal Head Office supervises other Branches – unary association, one-to-many
3. A Branch “has-a” number of accounts – aggregation, one-to-many

- From the class Account, two classes have inherited, namely, Savings Account and Current Account.

1. A Customer can have one Current Account – association, one-to-one
2. A Customer can have one Savings Account – association, one-to-one
3. A Branch “has-a” number of Loans – aggregation, one-to-many
4. A Customer can take many loans – association, one-to-many

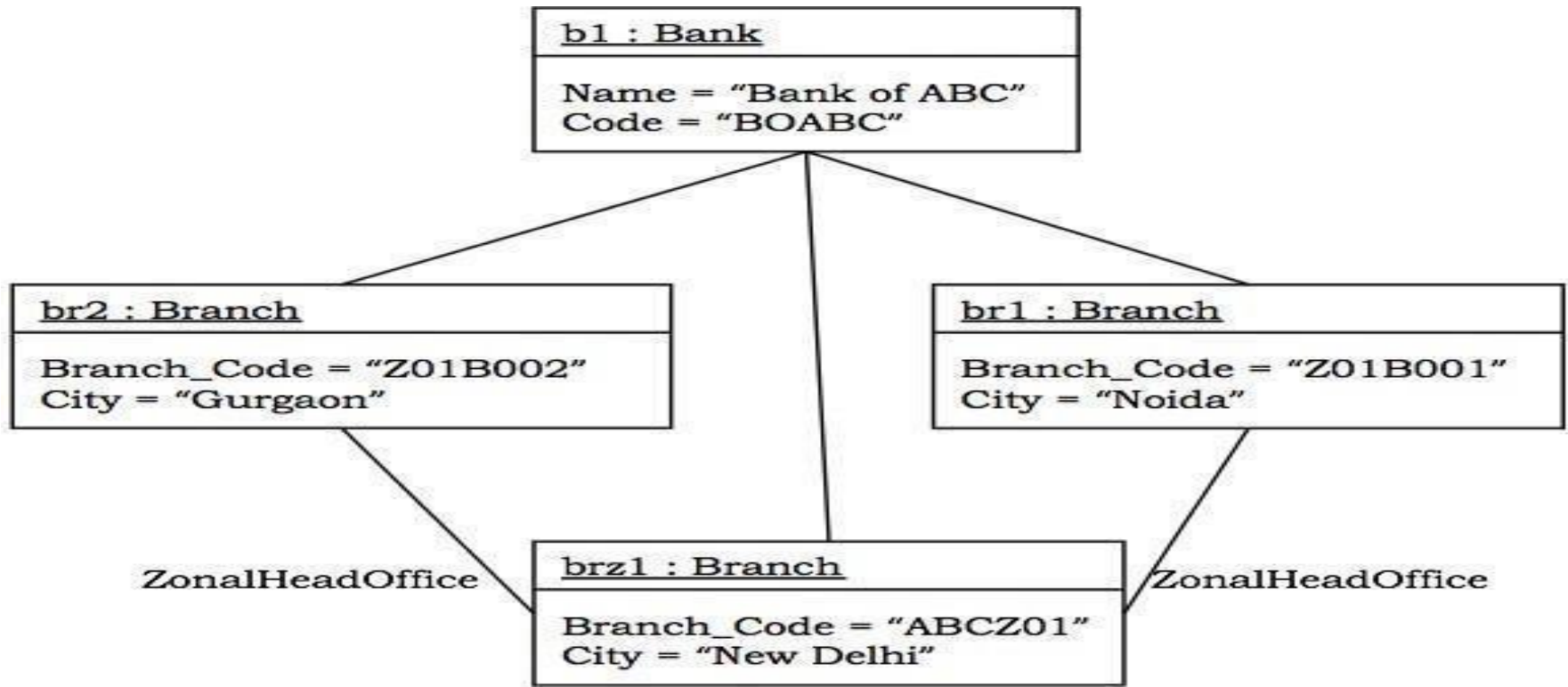


ObjectDiagram

- **An object diagram models a group of objects and their links at a point of time.**
- **It shows the instances of the things in a class diagram.**
- **Object diagram is the static part of an interaction diagram.**

Examples

- The following figure shows an object diagram of a portion of the class diagram of the Banking System.



Component diagrams

- **Component diagrams show the organization and dependencies among a group of components.**
- **Component diagrams comprise of –**
- **Components**
- **Interfaces**
- **Relationships**
- **Packages and Subsystems (optional)**

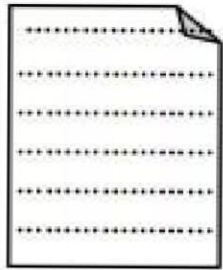
Component diagrams are used for....

- **constructing systems through forward and reverse engineering.**
- **modeling configuration management of source code files while developing a system using an object-oriented programming language.**
- **representing schemas in modeling databases.**
- **modeling behaviors of dynamic systems.**

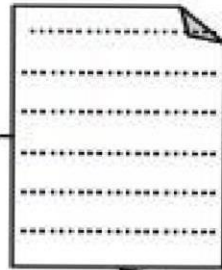
Examples

- The following figure shows a component diagram to model a system's source code that is developed using C++.
- It shows four source code files, namely, `myheader.h`, `otherheader.h`, `priority.cpp`, and `other.cpp`. Two versions of `myheader.h` are shown, tracing from the recent version to its ancestor.
- The file `priority.cpp` has compilation dependency on `other.cpp`. The file `other.cpp` has compilation dependency on `otherheader.h`.

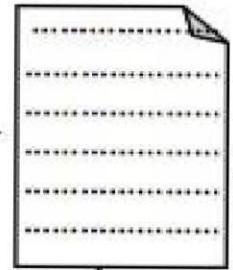
myheader.h
(version 2.0)



myheader.h
(version 2.1)



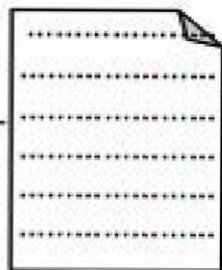
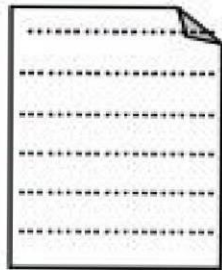
priority.cpp



<<parent>>



otherheader.h



other.cpp

Deployment Diagram

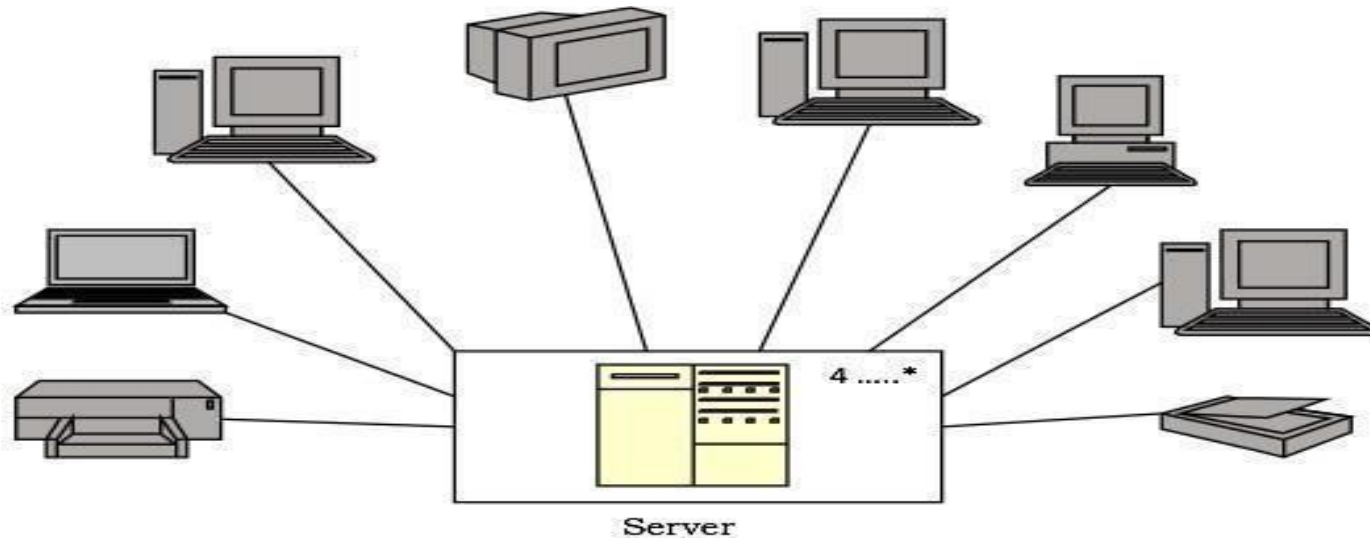
- **A deployment diagram puts emphasis on the configuration of runtime processing nodes and their components that live on them.**
- **They are commonly comprised of nodes and dependencies, or associations between the nodes.**

Deployment diagrams are used to....

- **Model devices in embedded systems that typically comprise of software-intensive collection of hardware.**
- **represent the topologies of client/server systems.**
- **model fully distributed systems.**

Example

- The following figure shows the topology of a computer system that follows client/server architecture.
- The figure illustrates a node stereotyped as server that comprises of processors.

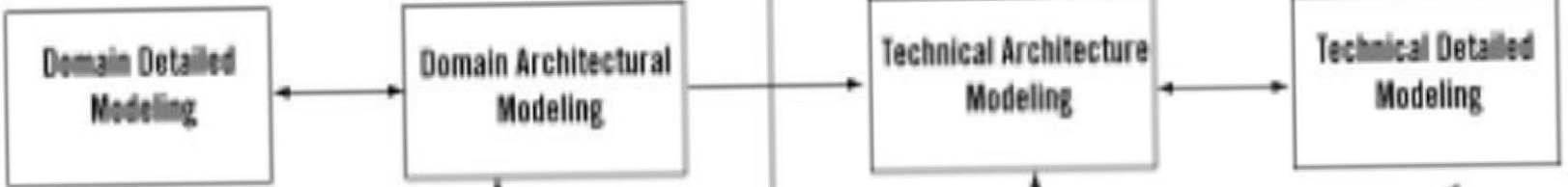


Architectural model

- **Architectural model represents the overall framework of the system.**
- **It contains both structural and behavioral elements of the system.**
- **Architectural model can be defined as the blueprint of the entire system.**
- **Package diagram comes under architectural modeling.**

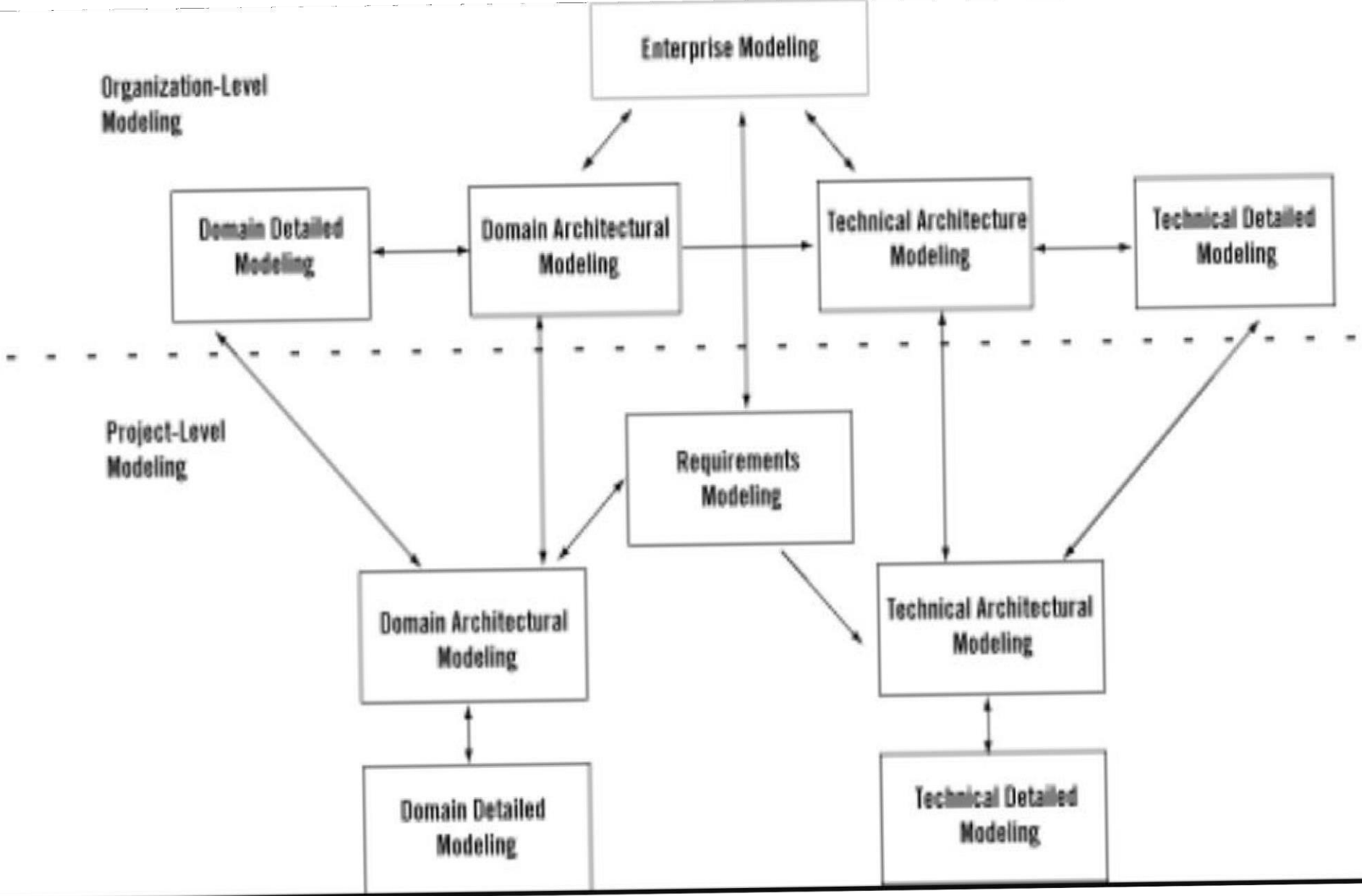
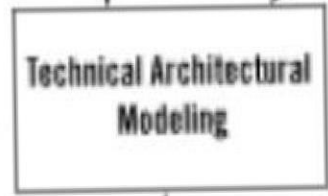
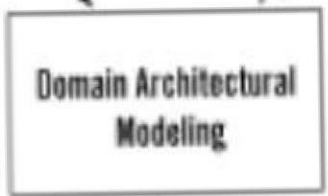
Organization-Level Modeling

Enterprise Modeling



Project-Level Modeling

Requirements Modeling



All the Best...