

Review of UML Diagrams

Sadegh Sulaimany info@Bioinfotmation.ir



Software Architecture Course

Initial assessment

- 1. What is new in UML 2.5?
- 2. What UML activity diagram is about?

Agenda

- > UML history
- > UML diagrams
- > UML vs. ERD
- > UML Tools
- > UML Research?

UML

- > Unified Modeling Language
 - a general-purpose, developmental modeling language
 - > in the field of software engineering
 - is intended to provide a standard way to visualize the design of a system
 - Developed at <u>Rational Software</u> in 1994–1995
 - In 1997 was adopted as a standard by the Object Management Group (OMG)
 - In 2005, UML was also published
 - by the <u>International Organization for Standardization</u>
 (ISO) as an approved ISO standard



OMG

- > Object Management Group® (OMG®)
 - is an international, open membership, not-for-profit technology standards consortium.
 - OMG standards are driven by vendors, end-users, academic institutions and government agencies.

UML versions



HISTORY

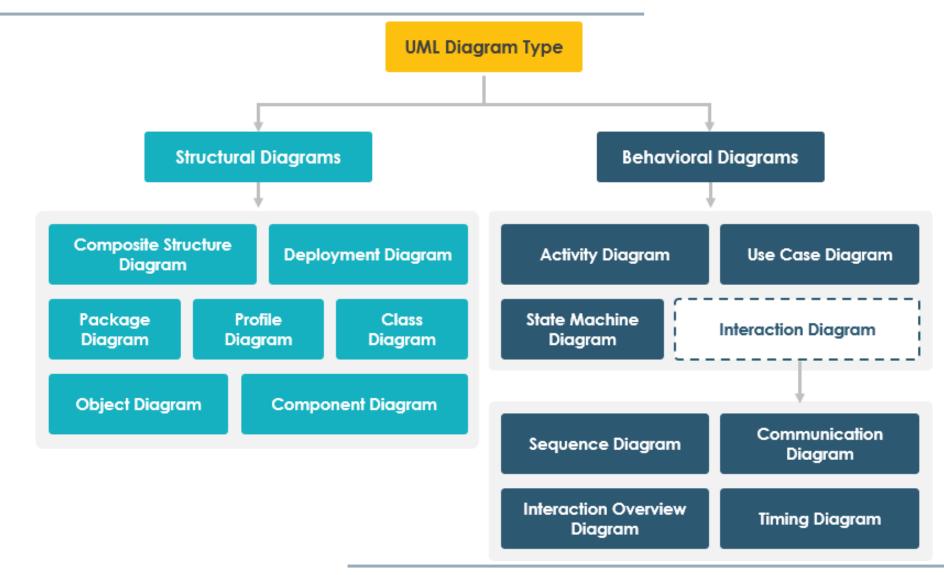
FORMAL VERSIONS

VERSION	ADOPTION DATE	URL
2.5.1	December 2017	https://www.omg.org/spec/UML/2.5.1
2.4.1	July 2011	https://www.omg.org/spec/UML/2.4.1
2.3	May 2010	https://www.omg.org/spec/UML/2.3
2.2	January 2009	https://www.omg.org/spec/UML/2.2
212	October 2007	https://www.opg.org/spec/LIML/2-1-2

Main purposes of UML

- Provide users with a ready-made, expressive visual modeling language
 - so they can develop and communicate meaningful models in a collaborative team effort.
- Provides extensibility and specialization mechanisms for core concepts.
- Independent of a specific programming language and development process.
- Provides a formal foundation for understanding modeling languages.
- Encourage the development of the market for object-oriented tools.
- Support for higher level development concepts
 - such as collaboration, frameworks, patterns and components.
- Integrate Best Practices.

14 Types of UML Diagrams

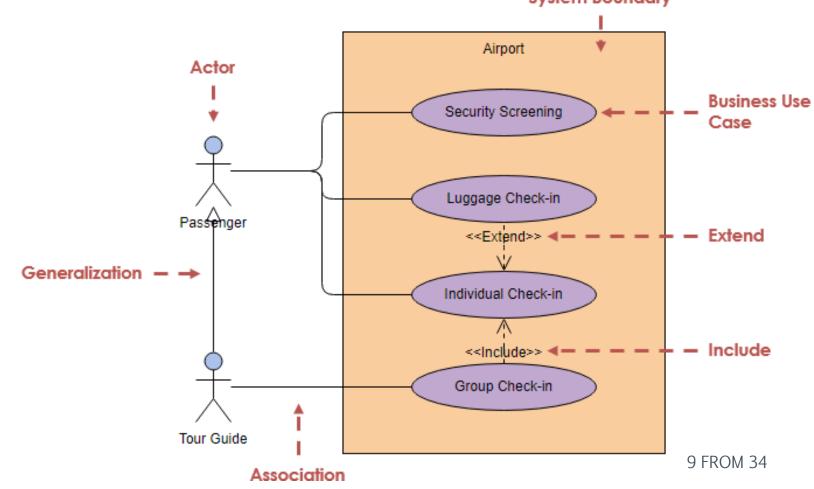


1. Use Case Diagrams

- consists of use cases, roles, and the relationships between them.

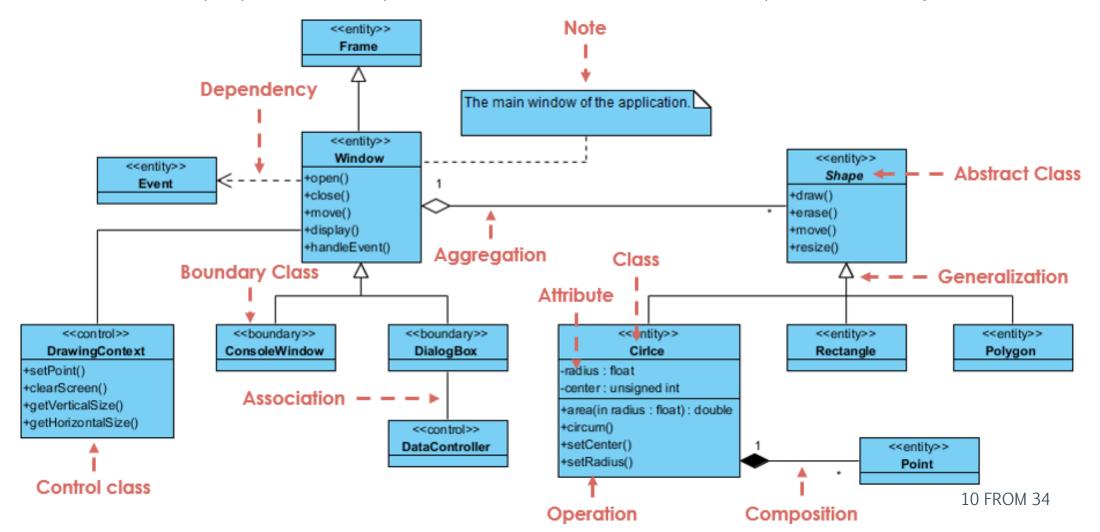
> It shows how users interact with the system and defines the specifications of the use cases

System Boundary



2. Class Diagram

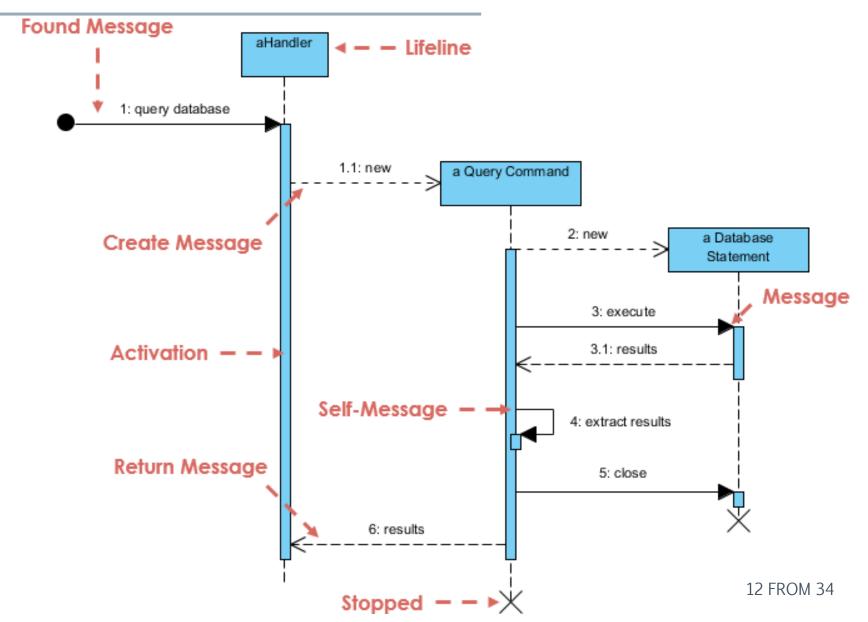
> a static diagram that describes the structure of a system by showing its classes and their properties and operations, as well as the relationships between objects.



3. Sequence Diagram

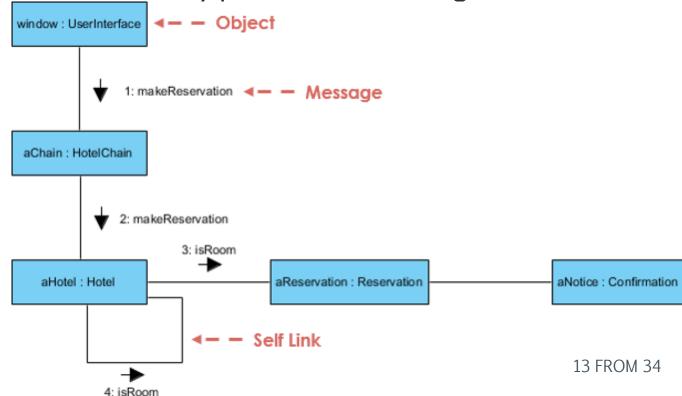
- is a model for communication between objects in a sequential manner
 - It shows the exact order of objects, classes and roles and information involved in a scenario. It consists of vertical lines belonging to lifelines and horizontal lines of messages.

3. Sequence Diagram



4. Communication (Collaboration) Diagram

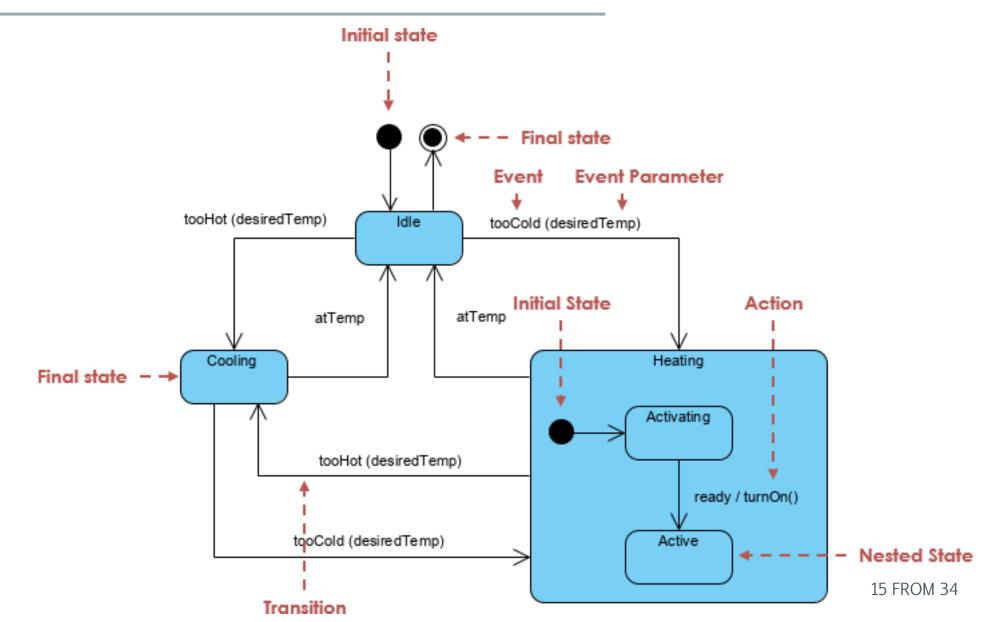
- > shows the interaction between objects and parts in the form of messages, which are represented by lifelines.
 - A communication diagram is a modified form of a UML sequence diagram, but differs from it in that its elements do not need to be horizontally ordered and can have any position in the diagram.



6. State Machine Diagram

- > describes the state of an entity (device, process, program, software, module, etc.) and the transitions between states.
 - The conditions specify when a transition from one state to another can be used.

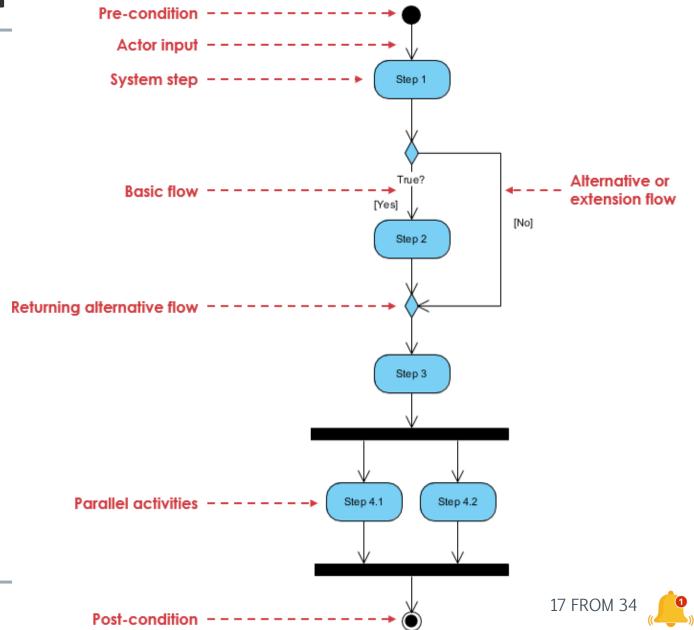
6. State Machine Diagram



5. Activity Diagram

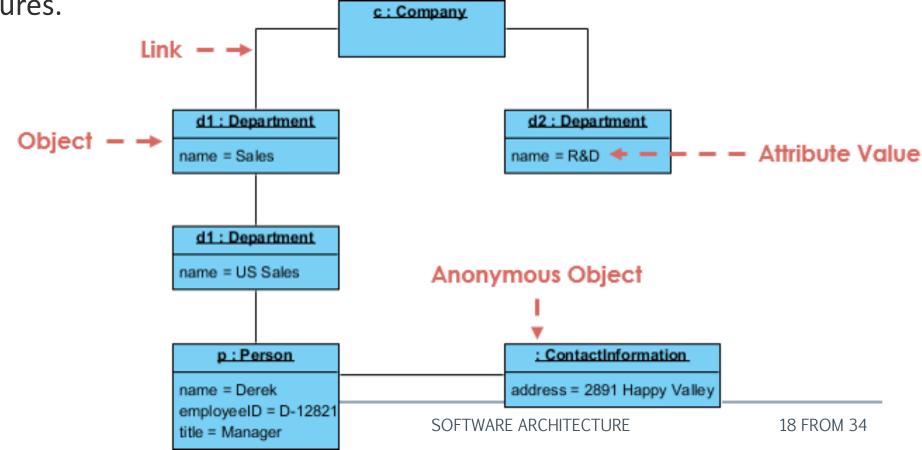
- > shows a scenario in terms of the flow of actions
 - graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency
 - used by developers to understand the flow of programs on a high level.

5. Activity Diagram



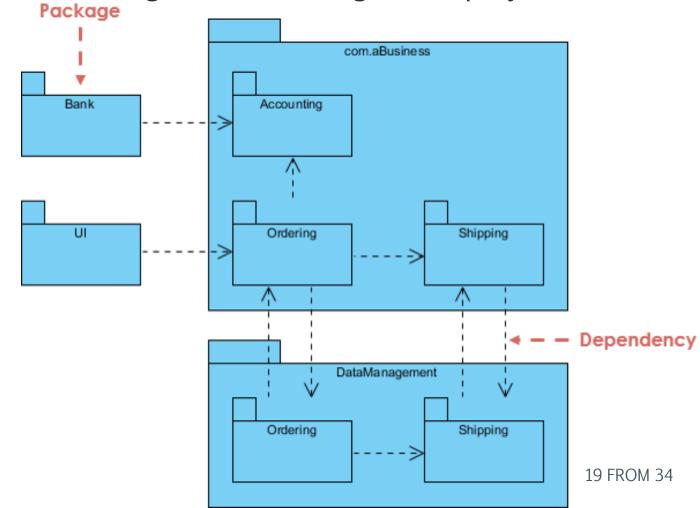
7. Object Diagram

- > is a structured UML diagram
 - It describes a system or its parts at a particular time. It models instances, their values and relationships. It can be used to show examples of data structures.



8. Package Diagram

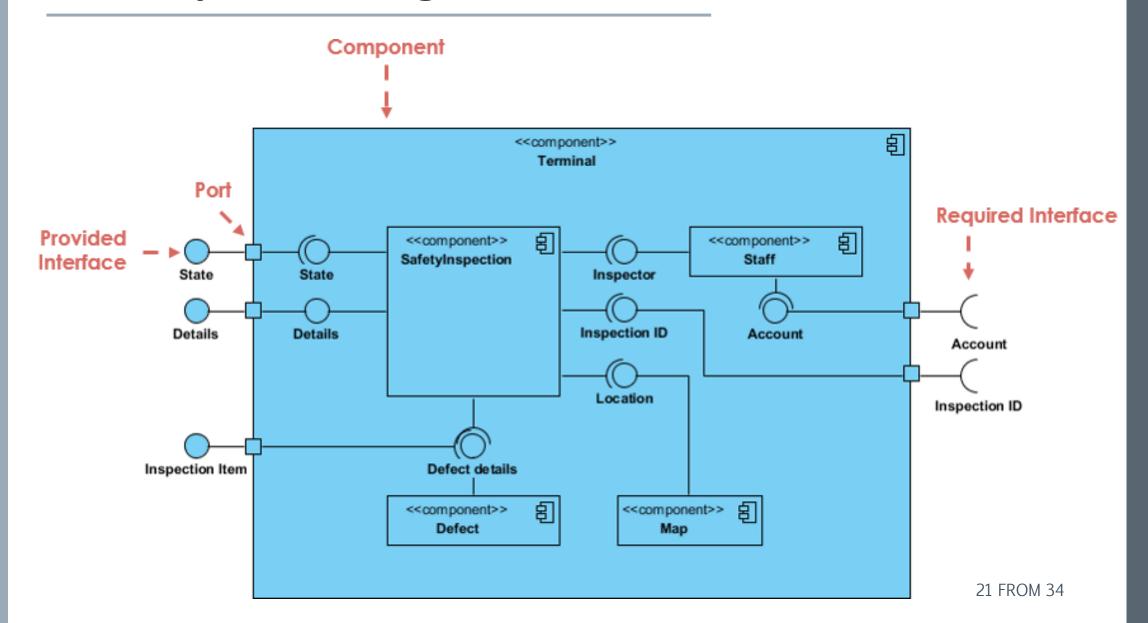
- > shows the dependencies between packages in a model.
 - It describes the structure and organization of large-scale projects



9. Component Diagram

- > provides a view of a complex system
 - It describes the interfaces provided and/or required by the various parts of the system and the relationships between the parts. These parts are represented by components and other artifacts.

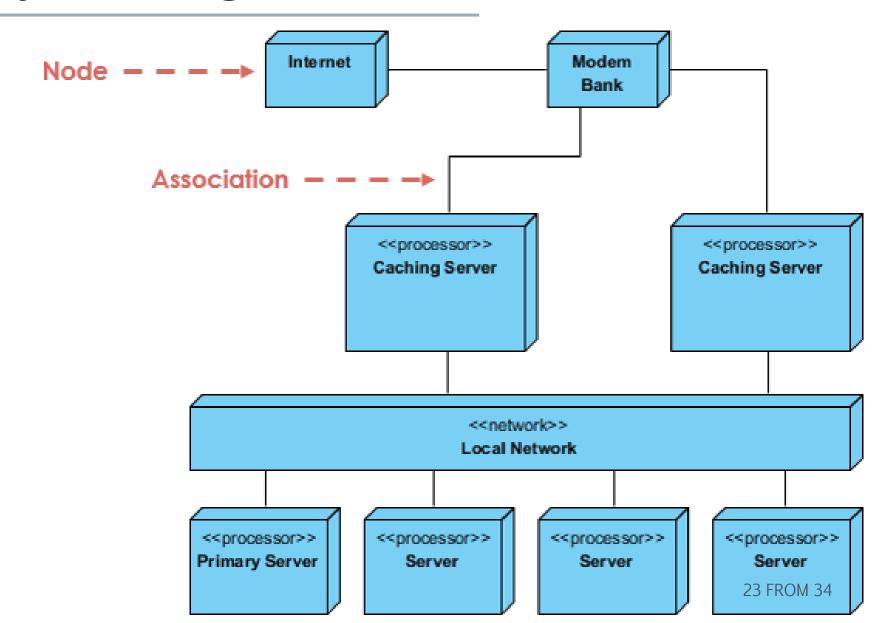
9. Component Diagram



10. Deployment Diagram

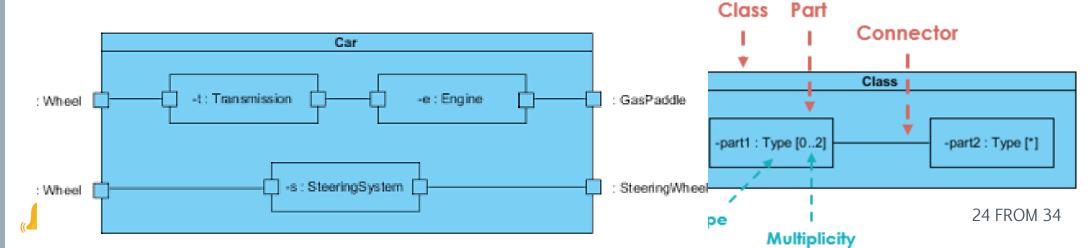
- > describes the deployment of artifacts on a network node
 - It is used to show the location of artifacts (software, systems, modules, etc.) on physical nodes (hardware, servers, databases, etc.) and the relationships between specific parts of the solution.

10. Deployment Diagram



11. Composite Structure Diagram

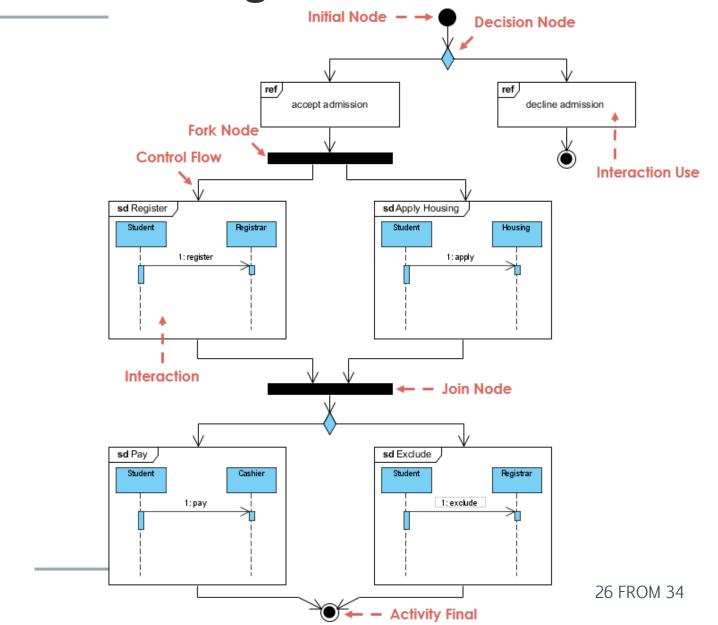
- contains classes, interfaces, packages, and their relationships
- provides a logical view of all, or part of a software system.
- It shows the internal structure (including parts and connectors) of a structured classifier or collaboration.
- performs a similar role to a class diagram, but allows you to go into further detail in describing the internal structure of multiple classes and showing the interactions between them.
- You can graphically represent inner classes and parts and show associations both between and within classes.



12. Interaction Overview Diagram

- > provides a high level view of the interactions in a system or subsystem.
 - It describes processes in a similar way to activity diagrams, but it uses other interaction diagrams and interaction references rather than action nodes.

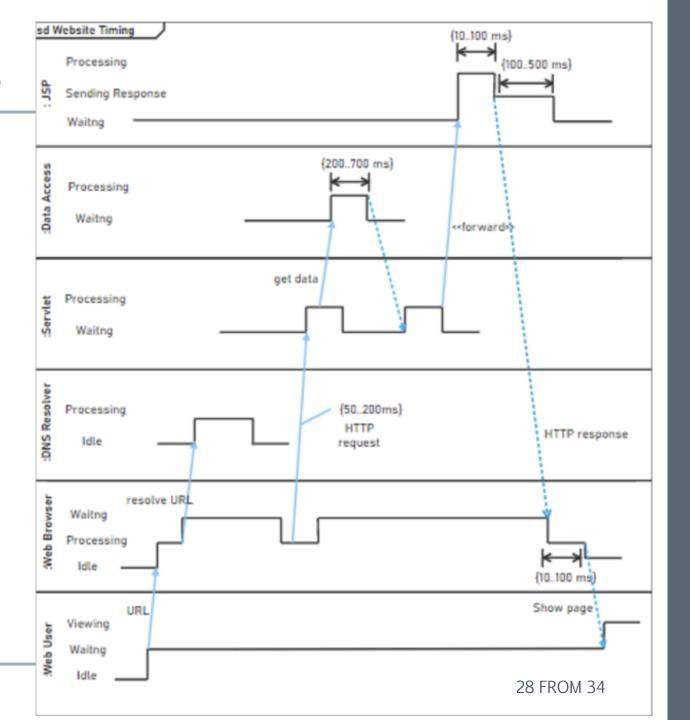
12. Interaction Overview Diagram



13. Timing Diagrams

- > focuses primarily on time
 - are somewhat similar to sequence diagrams, as they represent the object's behavior in the given time.
 - The timelines are stacked vertically, with time increasing from left to right.

13. Timing Diagrams



14. Profile Diagram

- > describes and defines extensions to the UML language.
 - The extension mechanism allows you to adapt the language to a specific domain or platform.
 - Extensions are defined by stereotyping.

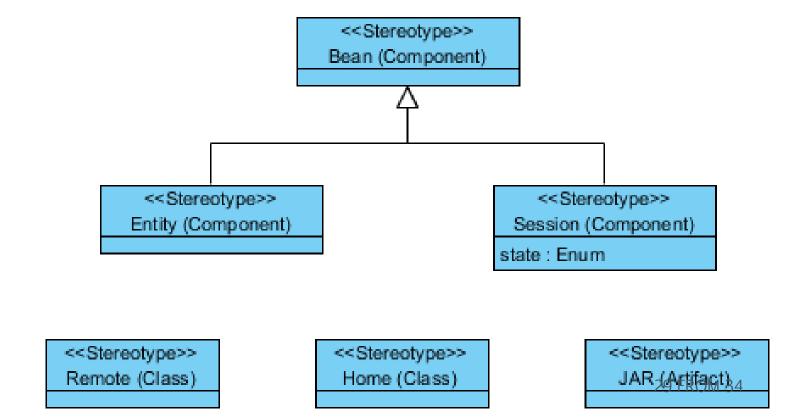
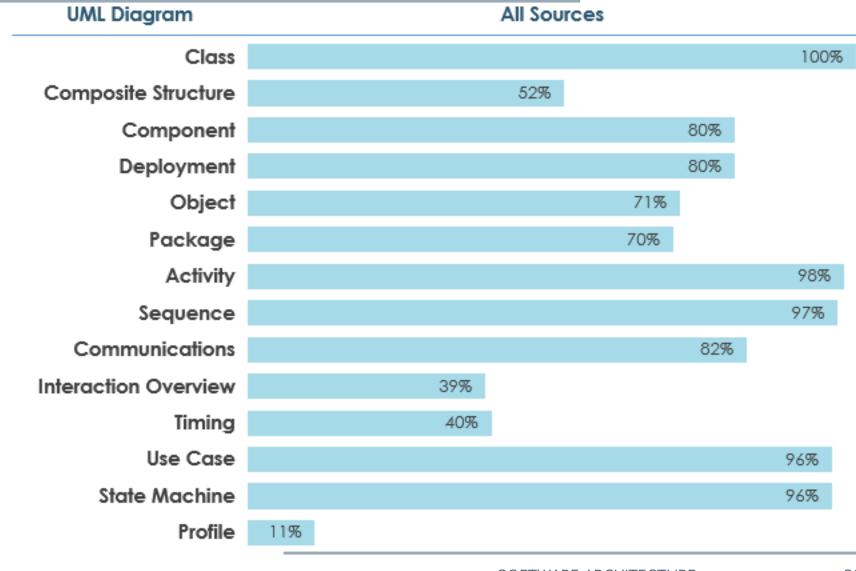


Diagram frequency use



UML Vs. ER Diagram

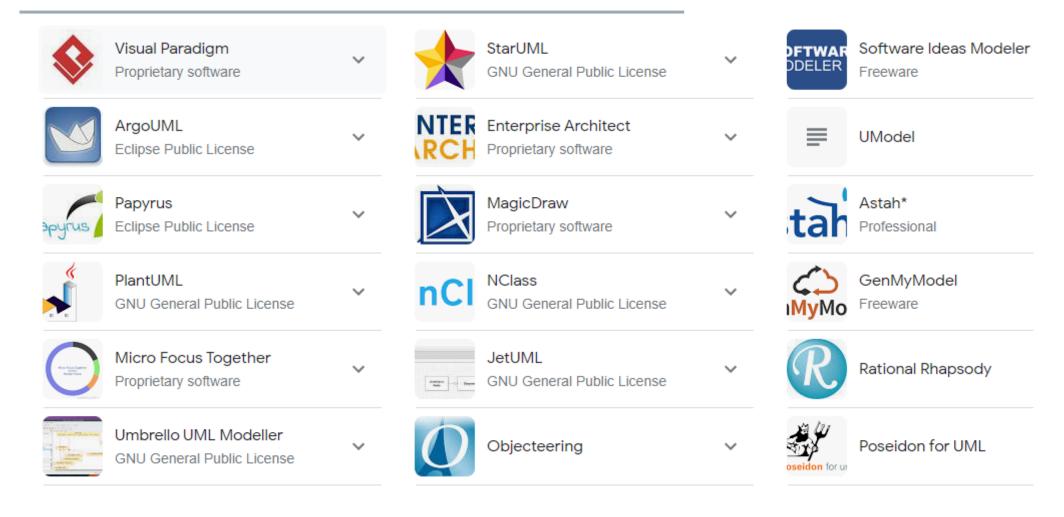
	Unified Modeling language (UML)	Entity Relationship Diagram
Definition	UML diagrams represent the main objects used in software development, and allow visualization of these objects. This is also referred to as a blueprint for how an application will be built.	In ER diagrams, the objects and their relationships are represented graphically.
Relationships	UML diagrams are supersets of ER diagrams.	The ER diagram corresponds to the UML diagram.
Usage	Design and tracking the entire software architecture are done with it.	In it, database designs and implementations are handled.

UML

Entity
Relationship
Diagram

31 FROM 34

UML tools

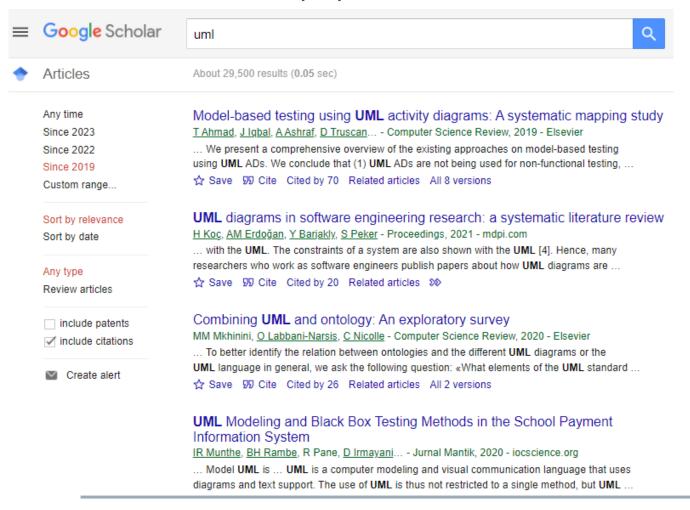


- Everybody test a tool, all the class provide a comparative report



UML research?

- Everybody report a desired related paper



Question?



Bioinformation.ir info@Bioinformation.ir