Unified Modeling Language
UML
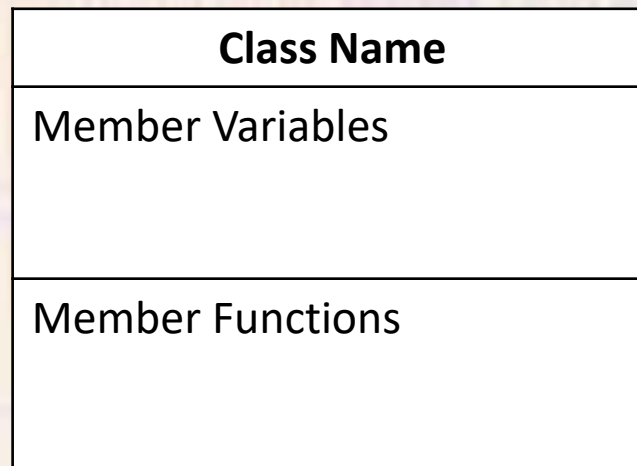
Last updated 12/19/18

UML

- UML
  - Standard method for modelling components of a software system
  - Created by the Object Management Group (OMG)
    - www.uml.org

UML

- UML Diagrams
  - UML includes 9 modeling diagrams
    - Class
    - Object
    - Use Case
    - Sequence
    - Collaboration
    - Activity
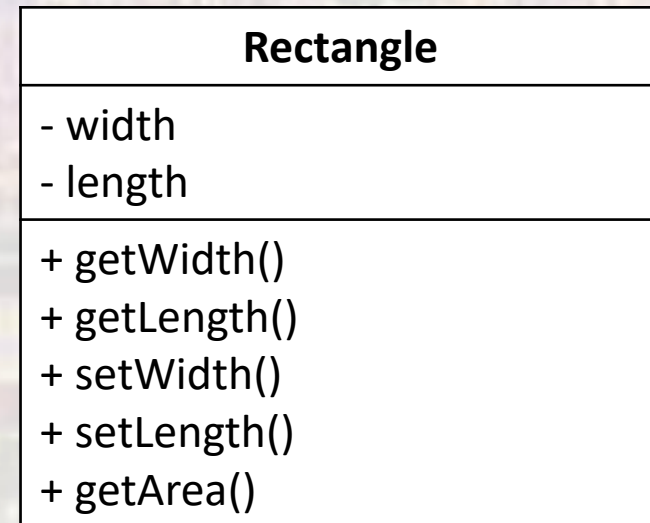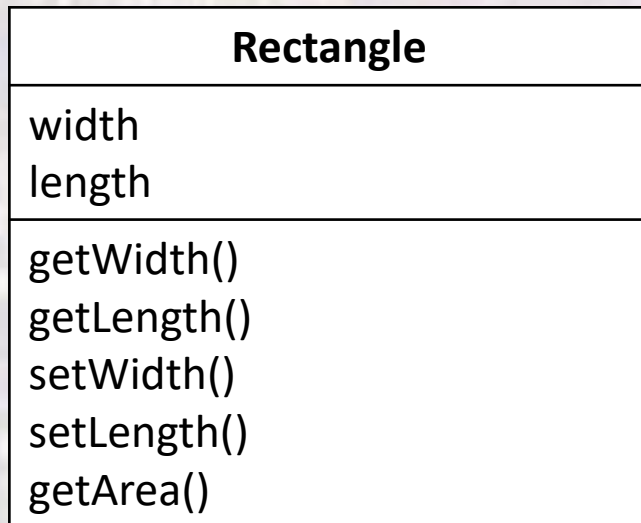   - Statechart
    - Deployment
    - Component

UML

- Class Diagram
  - Static – represents a fixed view of the application
  - Describes attributes and operations

Class Name
Member Variables
Member Functions

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UML

- Class Diagram
  - Various levels of detail

Rectangle
width
length
getWidth()
getLength()
setWidth()
setLength()
getArea()

Rectangle
- width
- length
+ getWidth()
+ getLength()
+ setWidth()
+ setLength()
+ getArea()

- Indicates private
+ Indicates public
# Indicates protected

UML

- Class Diagram
  - Various levels of detail

Variable type

Rectangle
- width : float
- length : float
+ getWidth() : float
+ getLength() : float
+ setWidth(w : float) : void
+ setLength(l : float) : void
+ getArea() : float

Return type

Parameters
Note: order

Constructors
Destructor

Rectangle
- width : float
- length : float
+ Rectangle()
+ Rectangle(w : float, l : float)
+ ~Rectangle
+ getWidth() : float
+ getLength() : float
+ setWidth(w : float) : void
+ setLength(l : float) : void
+ getArea() : float