

# **IT Systems Implementation – UML Class diagrams II, and implementing classes and their structural relations in Java**

**Bettina Berendt**

Humboldt-Universität zu Berlin, Institut für Wirtschaftsinformatik

<http://www.wiwi.hu-berlin.de/~berendt/lehre/2002w/isi/>

(Based on Barker, Chs. 10 and 14, and Together 6.0.1 )



# Agenda

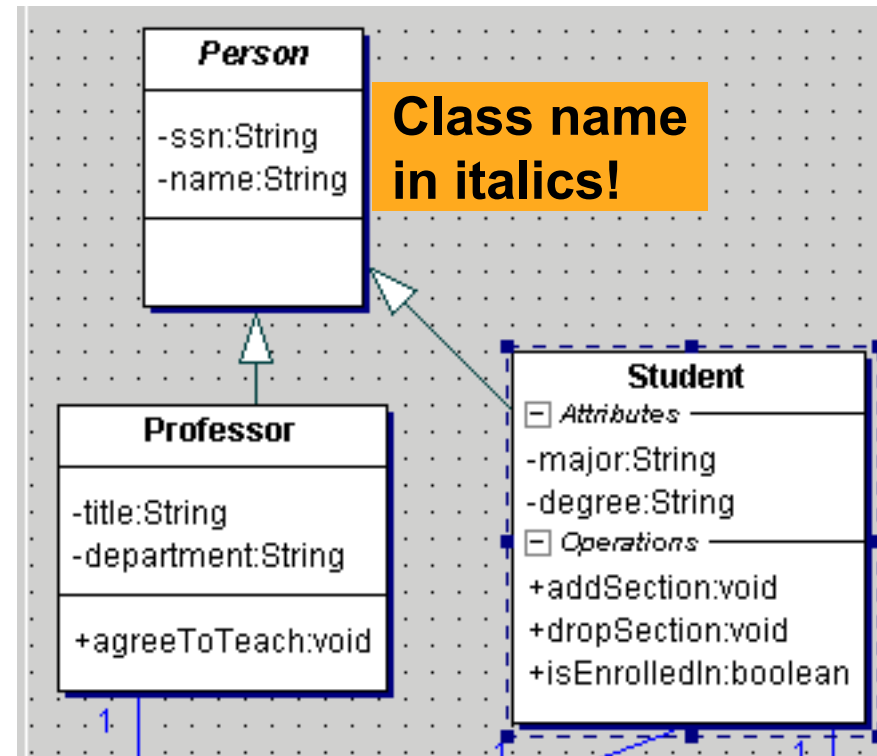
**Additional refinements of UML class diagrams**

**UML → Java conversion**

**The *Together* software**

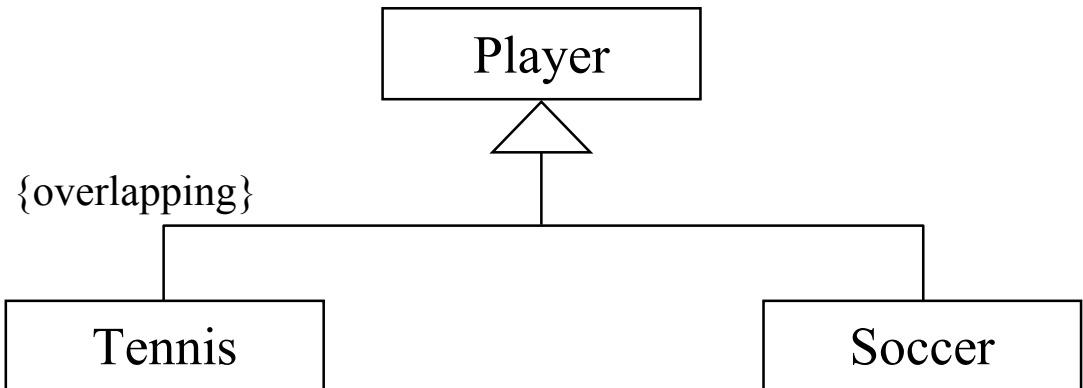
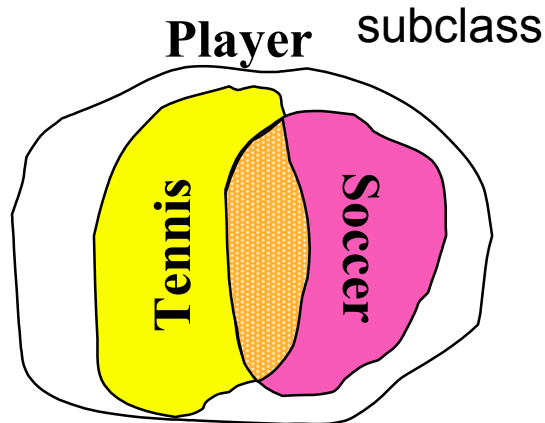
# Abstract classes

- No-one is „just a person“. Everyone is either a student, or a professor, or ...
- An abstract class is one that cannot be instantiated.
- It only serves to define all attributes and behaviours that all subclasses (or their instances) have in common.

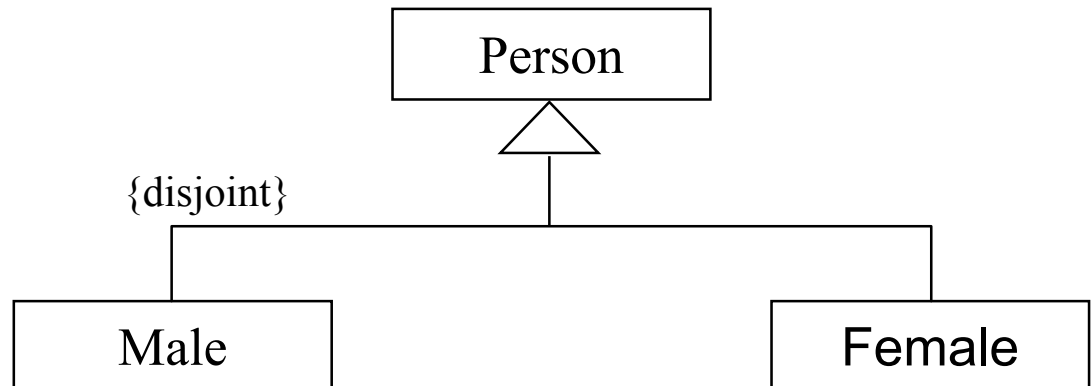
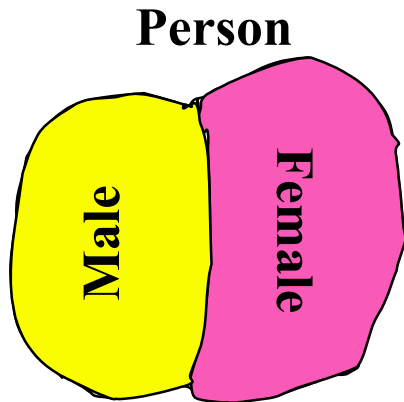


# GENERALIZATION — COVERAGE

**overlapping** - a superclass object can be a member of **more than one**

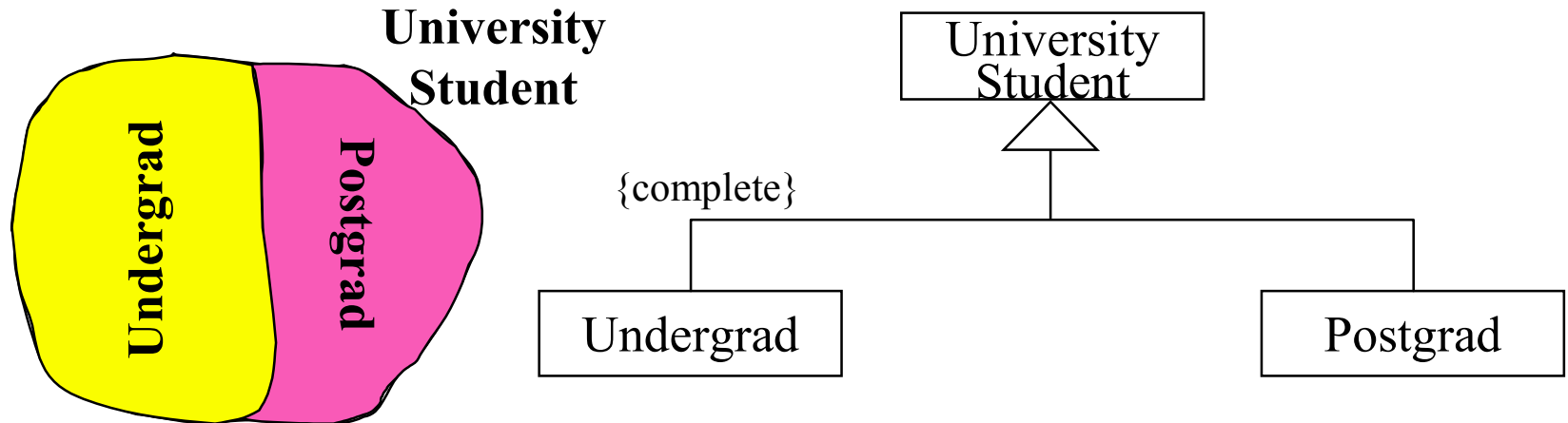


**disjoint** - a superclass object is a member of **at most one** subclass

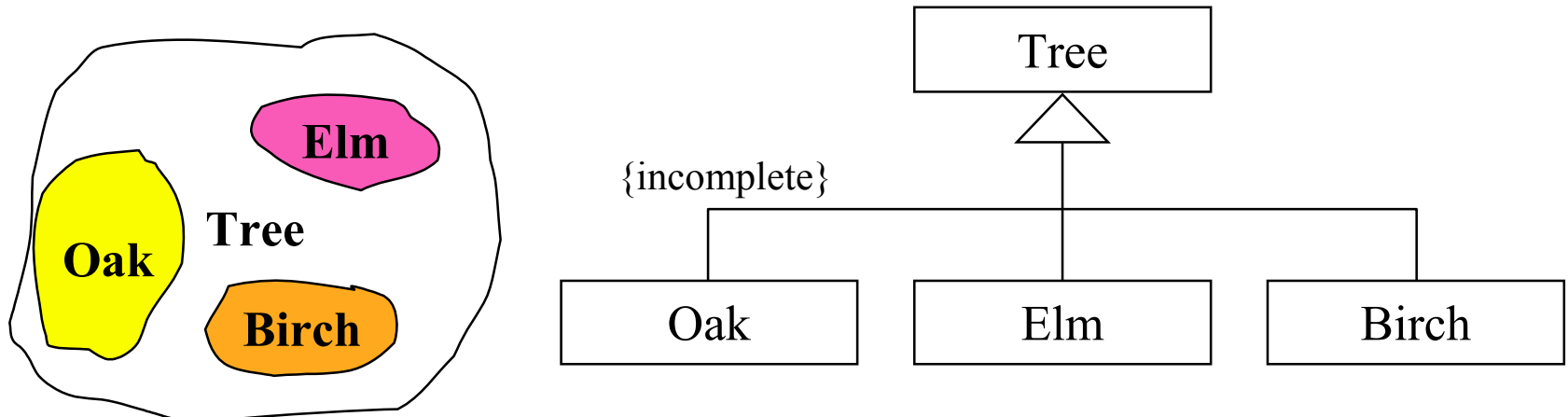


# GENERALIZATION — COVERAGE (cont'd)

**complete** - all superclass objects are also members of some subclass

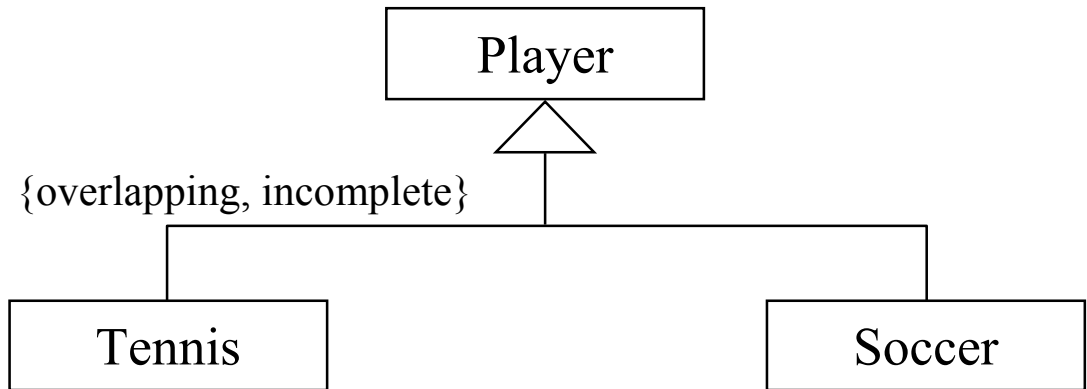
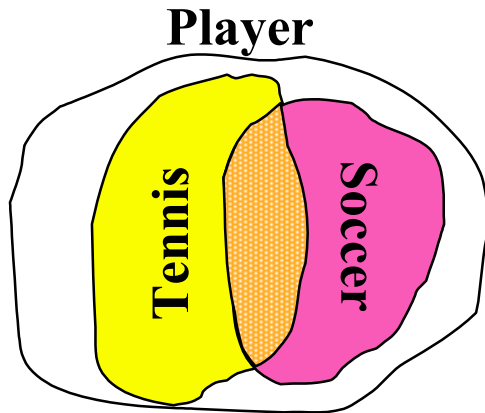


**incomplete** - some superclass object is not a member of any subclass

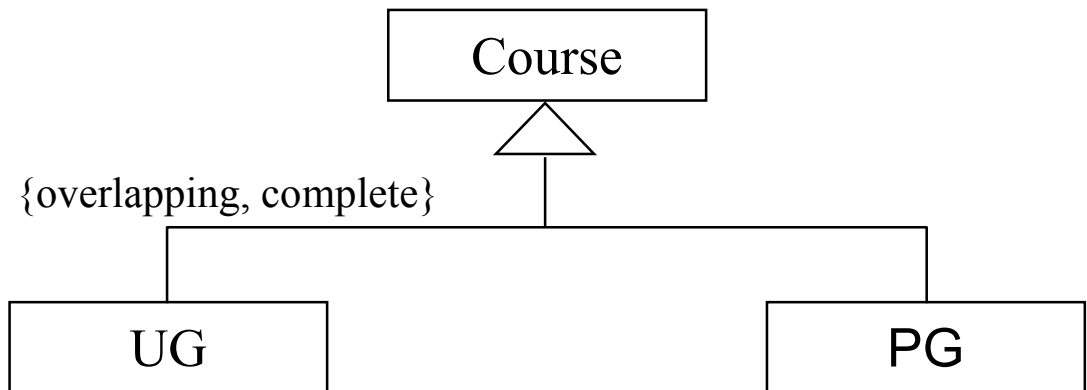
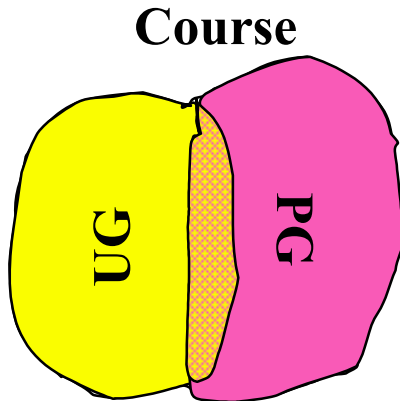


# GENERALIZATION — COVERAGE (cont'd)

## overlapping, incomplete

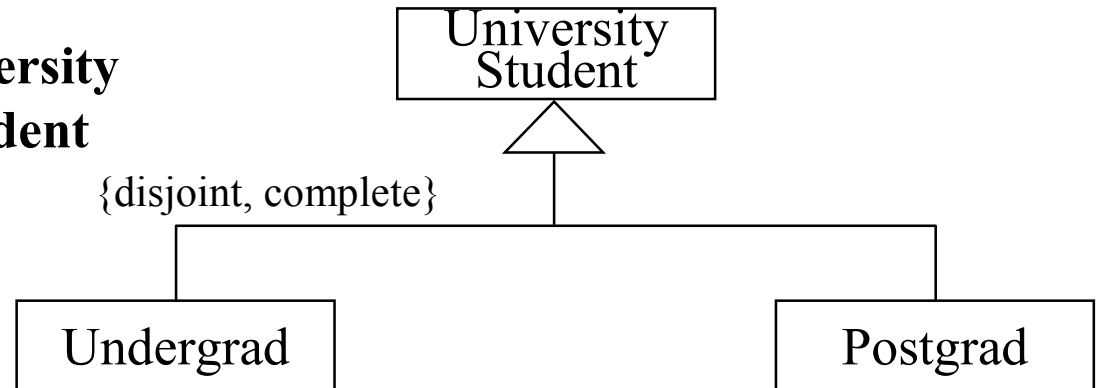
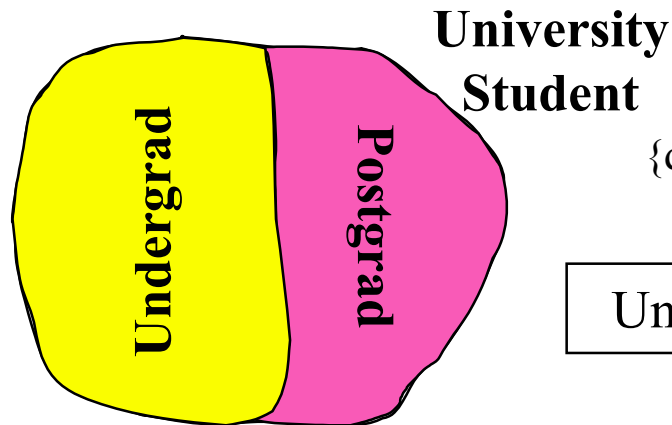


## overlapping, complete

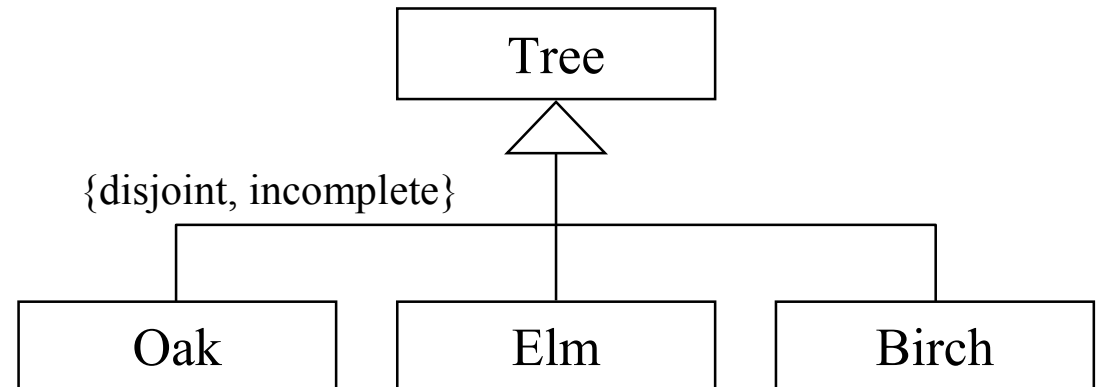
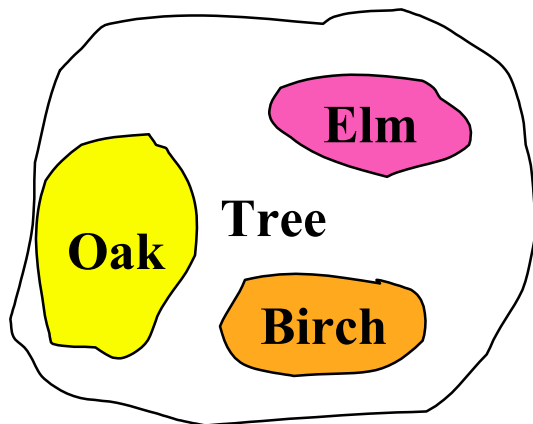


# GENERALIZATION — COVERAGE (cont'd)

## disjoint, complete

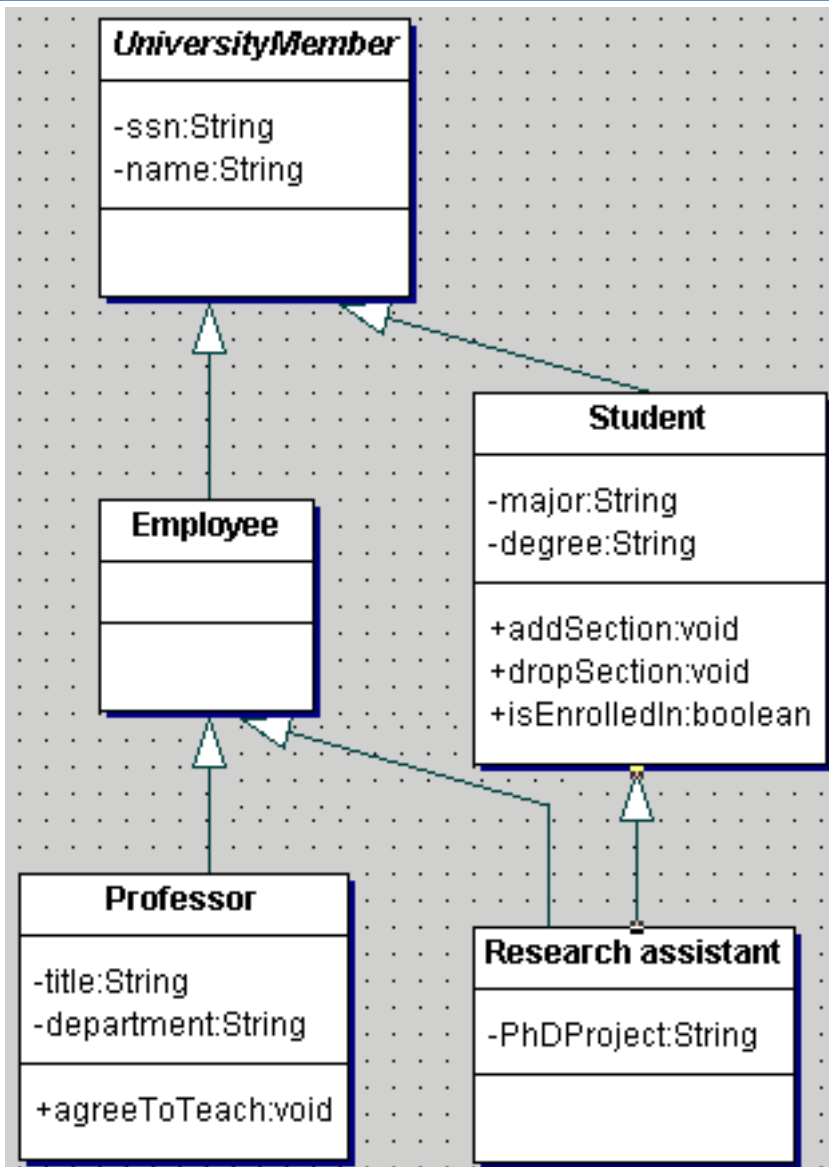


## disjoint, incomplete



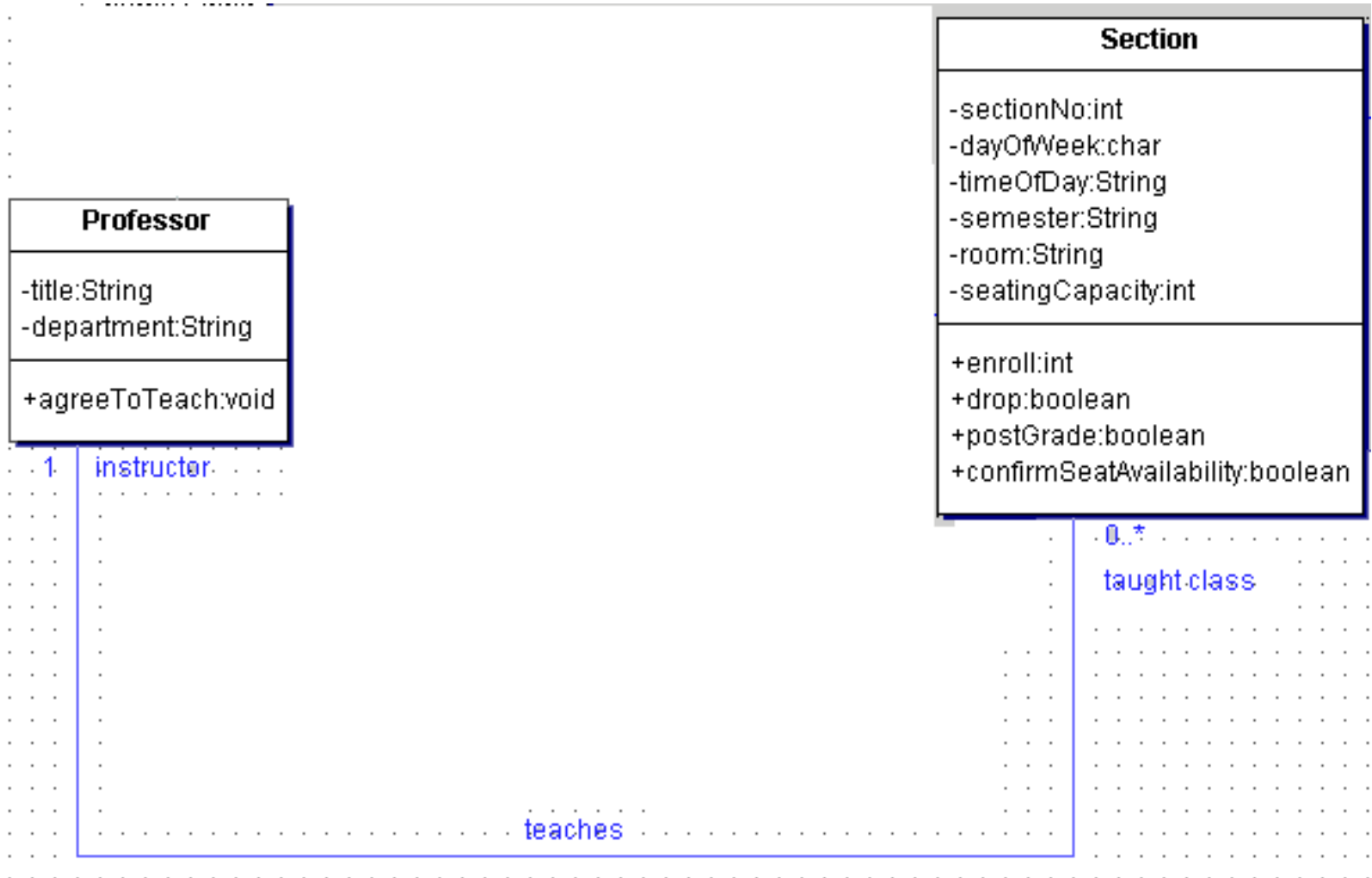
# Multiple inheritance

Not supported in Java!





# Roles in a structural relation



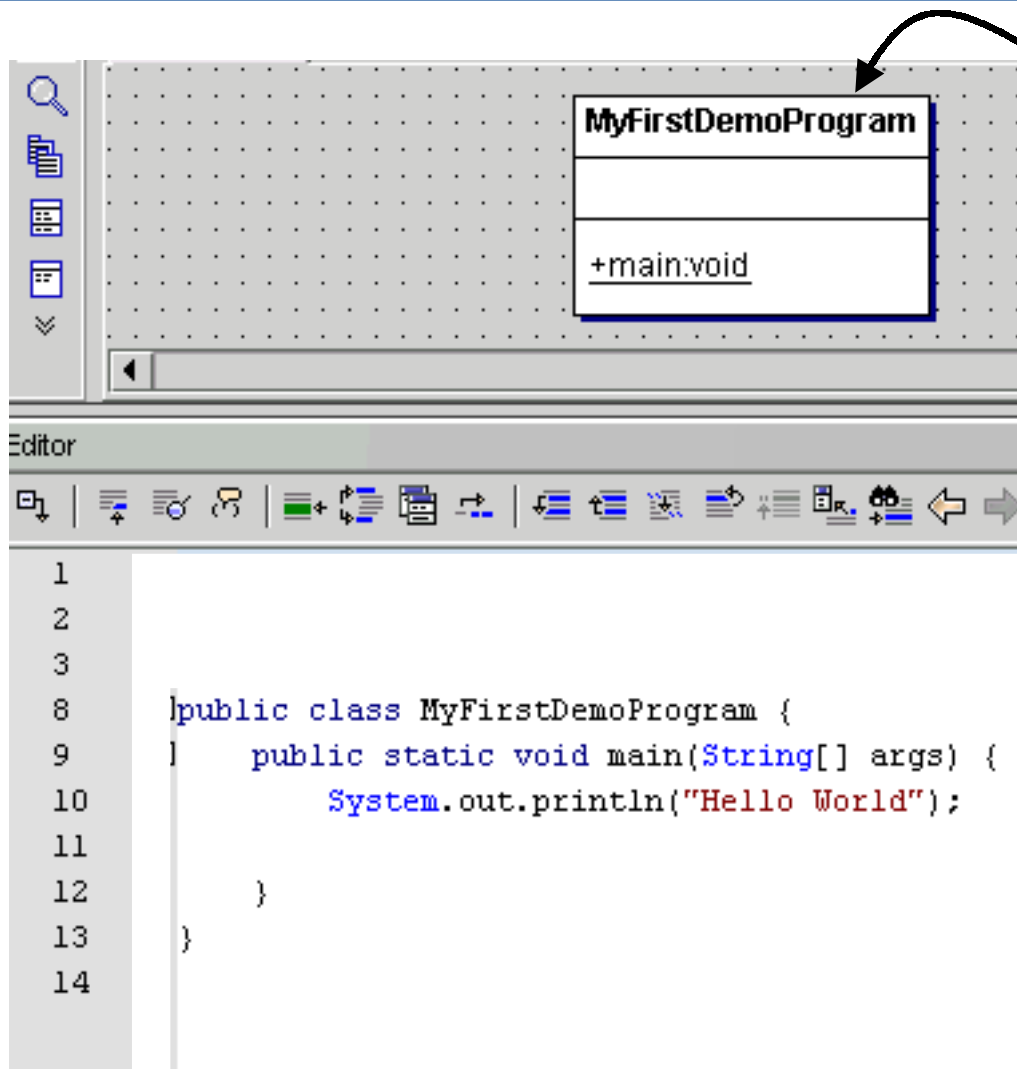
# Agenda

**Additional refinements of UML class diagrams**

**UML → Java conversion**

**The *Together* software**

# A program with just one solution space class (the one holding the main method)



The program's class structure as a UML class diagram

## The simplest Java program

### ■ 1 file:

`MyFirstDemoProgram.java`

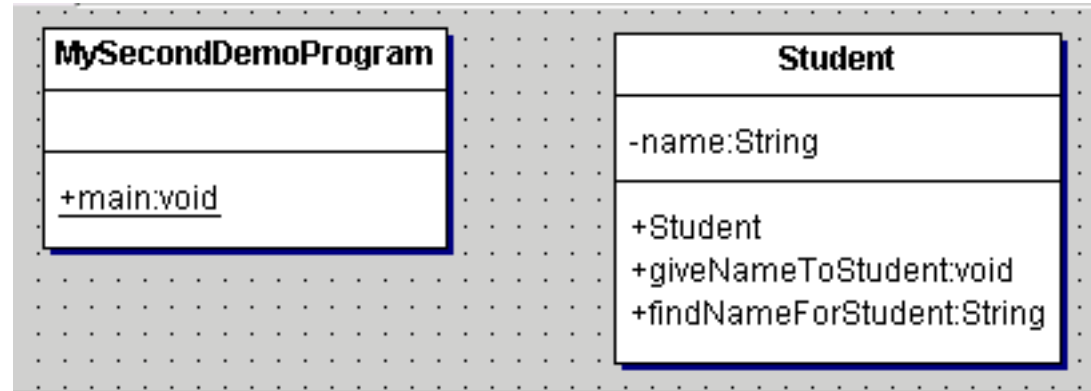
### ■ which contains 1 class: `MyFirstDemoProgram`

### ■ which contains 1 method: `main`

### ■ which contains 1 command: print „Hello World“ to the screen

# A program with one solution space class and one domain space class

**Main purpose  
of this program:**



- Show simple methods for a user-defined class (**Student** with attribute `name`, which can be set or retrieved)
- Show simple interaction between two classes
- Show differences in the Java treatment between
  - Simple datatypes (integer numbers `int` as an example; these are not classes in Java)
  - The datatype `String`, which is a standard SDK class (i.e., some simplifications are provided for handling this datatype)
  - A typical user-defined datatype (a class)

## Demo program #2: Java source code of Student

**Other classes can't access the attribute name directly ...**

```
public class Student {  
    private String name; // the attribute
```

**... they have to use the publicly available functions for this.**

```
    public void giveNameToStudent(String n) {  
        name = n;  
    }  
    public String findNameForStudent() {  
        return name;  
    }  
  
    public Student() { // a constructor  
        // ...  
    }  
}
```

**Every class  
can request  
the  
construction  
of a student  
object**

## Demo program #2: Java source code of the “driver” class (1)

```
public class MySecondDemoProgram {  
    public static void main (String[] args) {  
        System.out.println("First message");
```

```
        int i;  
        i = 4;  
        System.out.println("The variable i is first: " + i);  
        i = i + 3;  
        System.out.println("The variable i is now: " + i);
```

```
        String x;  
        x = "One word";  
        System.out.println("The variable x is first: " + x);  
        x = x + " another word";  
        System.out.println("The variable x is now: " + x);
```

## Demo program #2: Java source code of the “driver” class (2)

*(repeated from previous slide)*

```
String x;  
x = "One word";  
System.out.println("The variable x is first: " + x);  
x = x + " another word";  
System.out.println("The variable x is now: " + x);
```

```
Student s = new Student();  
s.giveNameToStudent("Alberta");  
String nn = new String();  
nn = s.findNameForStudent();  
System.out.println("The student is called " + nn);  
}  
}
```

## Demo program #2: output

---

First message

The variable i is first: 4

The variable i is now: 7

The variable x is first: One word

The variable x is now: One word another word

The student is called Alberta



# Compiling and running a Java application: From the command line

---

- **From the command line (MS DOS window or Unix shell): compile the program**

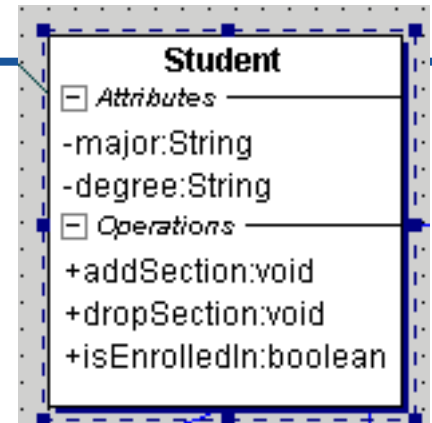
```
% javac MyProgram.java
```

**This generates the file MyProgram.class. Then run it:**

```
% java MyProgram [optional command line arguments]
```

# UML → Java: Classes with attributes and operations (called “methods” in Java)

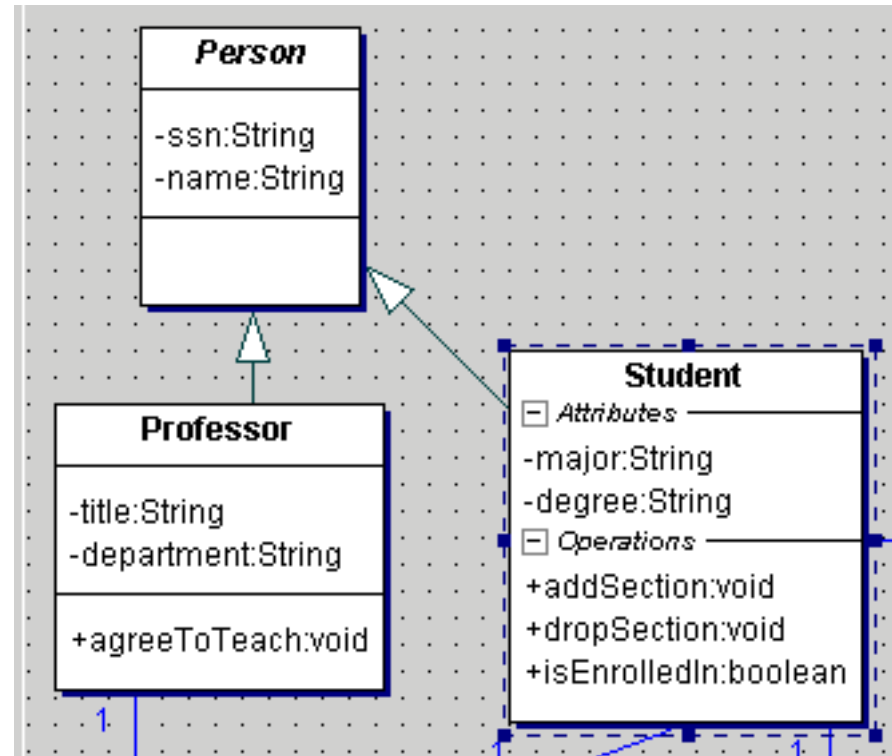
```
public class Student {  
    private String major;  
    private String degree;  
  
    public void addSection(Section s) {  
    }  
  
    public void dropSection(Section s) {  
    }  
  
    public boolean isEnrolledIn(Section s) {  
    }  
}
```



**Attributes can be put  
before or after methods;  
most programmers put them first.**

# UML → Java: Inheritance

```
public class Student extends Person {  
    // ...  
}  
  
public class Professor extends Person {  
    // ...  
}
```



# UML → Java: Structural relations – one-to-one

- Associations, aggregations, and compositions must be implemented as attributes in a Java class.
- An attribute is needed whenever an object of one class needs to access its „partner“ object of the other class.

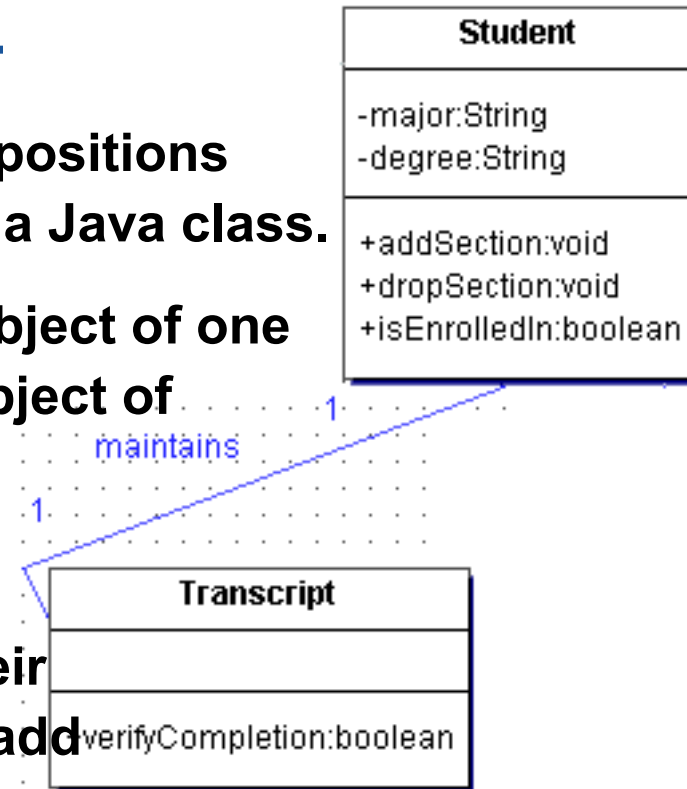
Example: the maintains association

- If Student objects need to access their corresponding Transcript objects, add

```
private Transcript transcript;  
to the Student class
```

- If Transcript objects need to access their corresponding Student objects, add

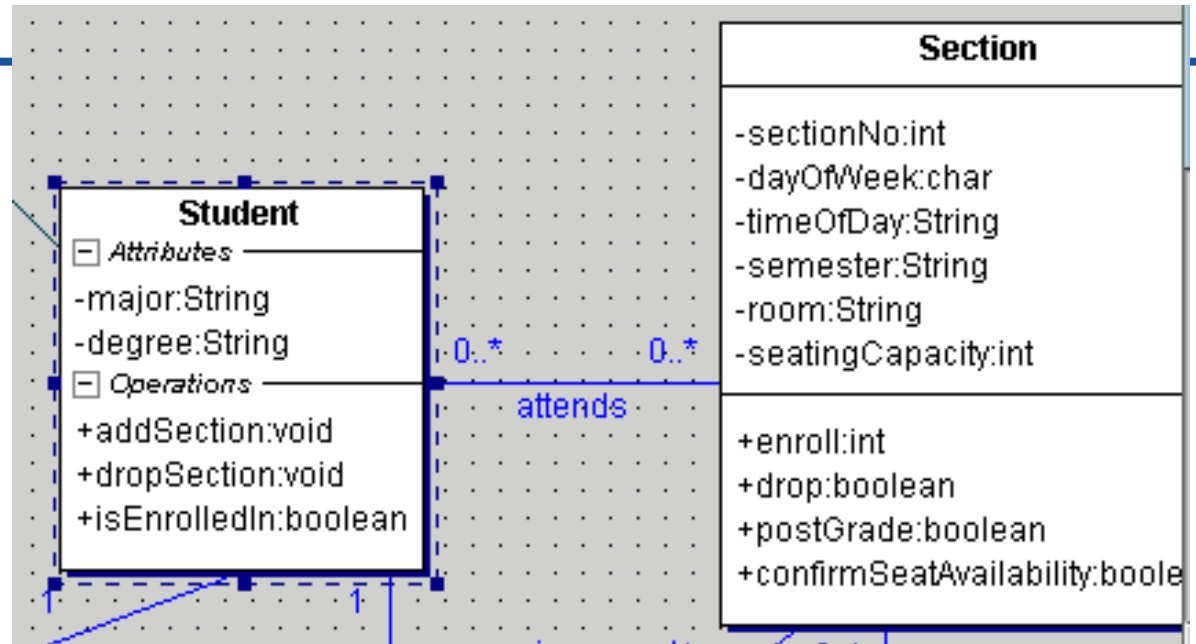
```
private Student studentOwner; to the Transcript class
```



## UML → Java: Structural relations – x-to-many (1)

- But what if the relation is one-to-many or many-to-many?
- Example: the `attends` association between `Student` and `Section`
- Solution: use a collection type, e.g.
  - a `Vector`
  - a `Hashtable`
- (both in the package `java.util`)

## UML → Java: Structural relations – x-to-many (2)



- If **Student** objects need to access their corresponding **Section** objects, we can add
- If **Section** objects need to access their corresponding **Student** objects, we can add this to the **Section** class:

`private Vector attends;` to the **Student** class

`private Hashtable enrolledStudents;`

## UML → Java: Association classes and *n*-ary associations

---

- **Java cannot represent association classes or *n*-ary associations directly**
- **So while they help to create a better and less cluttered UML diagram, they have to be broken up into binary associations for translation into Java!**
- **An example is the class TranscriptEntry, which turns from an association class of the association attends to a class which has one association with the Student class and one with the Section class.**

# Agenda

**Additional refinements of UML class diagrams**

**UML → Java conversion**

***The Together software***



## Overview (for more detail, see <http://www.togethersoft.com> )

---

- All UML diagrams can be drawn with any drawing program
- The correspondence UML diagram element – Java code element is not always unique and must be learned anyway.
- Still, tools can be helpful in supporting software and program design.
- Together is a tool that supports the design of UML diagrams
- It generates Java code from class diagrams and vice versa
- Like every tool, it has advantages and disadvantages
- The major disadvantages are
  - Handling is not 100% trivial
  - Some specifics are not 100% UML as found in textbooks (e.g., it differs from the UML used in the books used for this lecture)
  - Tool behaviour requires some reflection to be understood

# A screenshot of the *Together* software in action

The screenshot displays the Together software interface, which is used for modeling and generating code. The interface is divided into several panes:

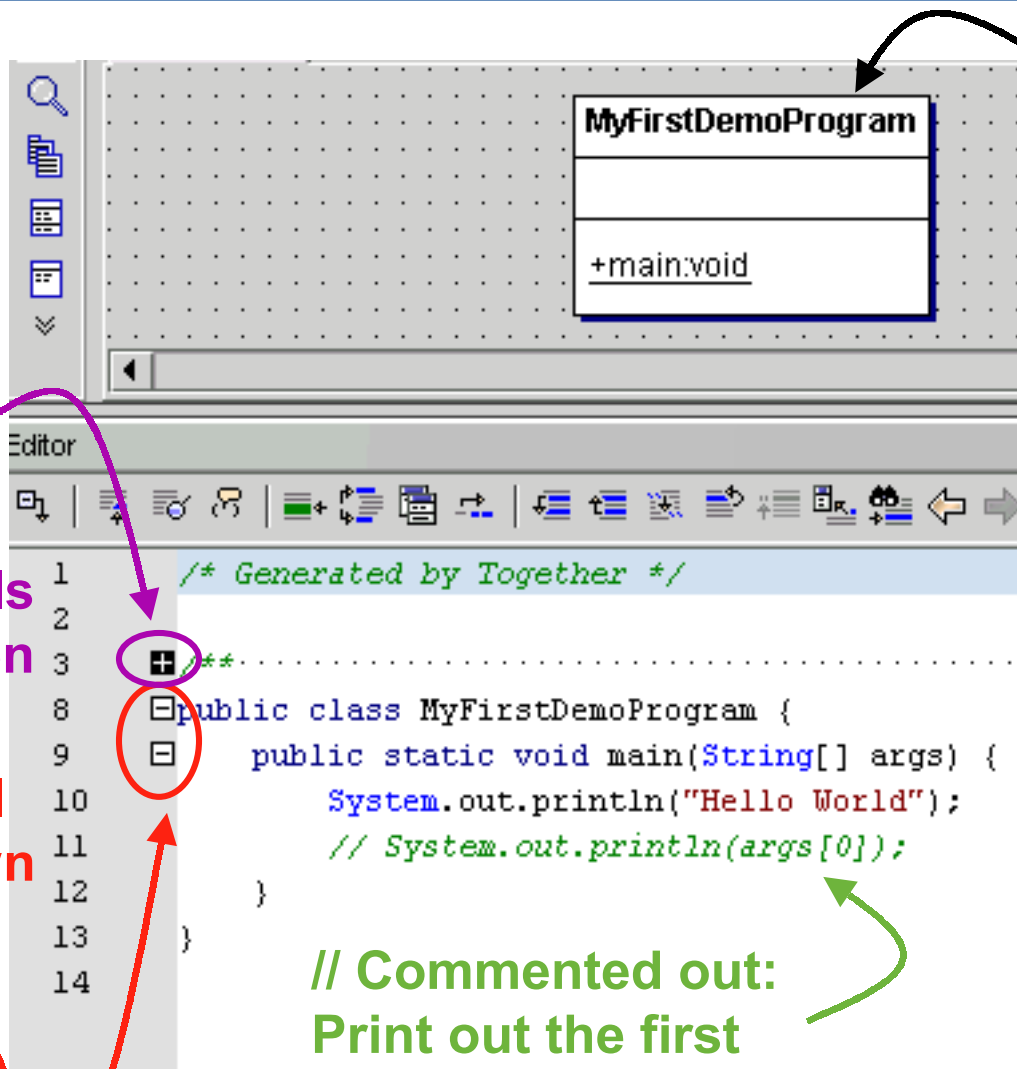
- Explorer:** Shows the project structure for 'untitled1'. The contents are:
  - <default>
  - Course
  - Person
  - Professor
  - ScheduleOfClasses
  - Section
  - Student
  - Transcript
- Inspector:** Displays details for the 'attends' association. The table below shows the configuration:

Link	Member	Description	HTMLdoc	Requirements
Name	Value			
client	Student			
supplier	Section			
label	attends			
label direction	default			
association class	TranscriptEntry			
client role				
client cardinality	0..*			
client qualifier				
supplier role				
supplier cardinality	0..*			
supplier qualifier				
directed	Automatic			
type	Association			

- Designer:** Shows a UML class diagram with the following classes and attributes:
  - Person**:
    - ssn:String
    - name:String
  - Professor** (inherits from Person):
    - title:String
    - department:String
    - +agreeToTeach:void
  - Student**:
    - major:String
    - degree:String
    - +addSection:void
    - +dropSection:void
    - +isEnrolledIn:boolean
  - Section**:
    - sectionNo:int
    - dayOfWeek:char
    - timeOfDay:String
    - semester:String
    - room:String
    - seatingCapacity:int
    - +enroll:int
    - +drop:boolean
    - +postGrade:boolean
    - +confirmSeatAvailability:booleanThe 'attends' association is shown between 'Student' and 'Section', with an association class 'TranscriptEntry'.
- Editor:** Displays the Java code for the 'isEnrolledIn' method in the 'Student' class:

```
16 public boolean isEnrolledIn(Section s) {
17 }
18
19 private String major;
20 private String degree;
21
22 /**
28 private Section lnkSection;
```

# UML and Java in *Together*: a program with just one solution space class (the one holding the main method)



The same as a UML class diagram

## The simplest Java program

### ■ 1 file:

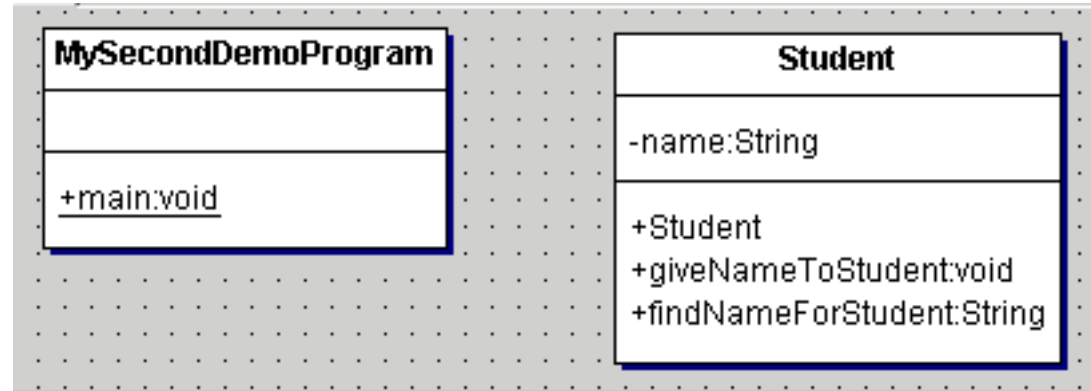
`MyFirstDemoProgram.java`

### ■ which contains 1 class: `MyFirstDemoProgram`

### ■ which contains 1 method: `main`

### ■ which contains 1 command: `print „Hello World“` to the screen

# UML and Java in *Together*: a program with one solution space class and one domain space class



# Compiling and running a Java application: From within *Together*

---

- **F9 (or “Run”) compiles and runs the program.**

## Demo program #2: output on the *Together* “command line”

... (not shown): compilation ...

The JDK is the one that is „really“ running the Java program

```
C:\jdk1.3.1_01\bin\javaw -classpath  
C:\TogetherSoft\Together6.0.1\out\classes\MySecondD  
emoProgram;C:\TogetherSoft\Together6.0.1\lib\javax.  
jar; MySecondDemoProgram
```

First message

The variable i is first: 4

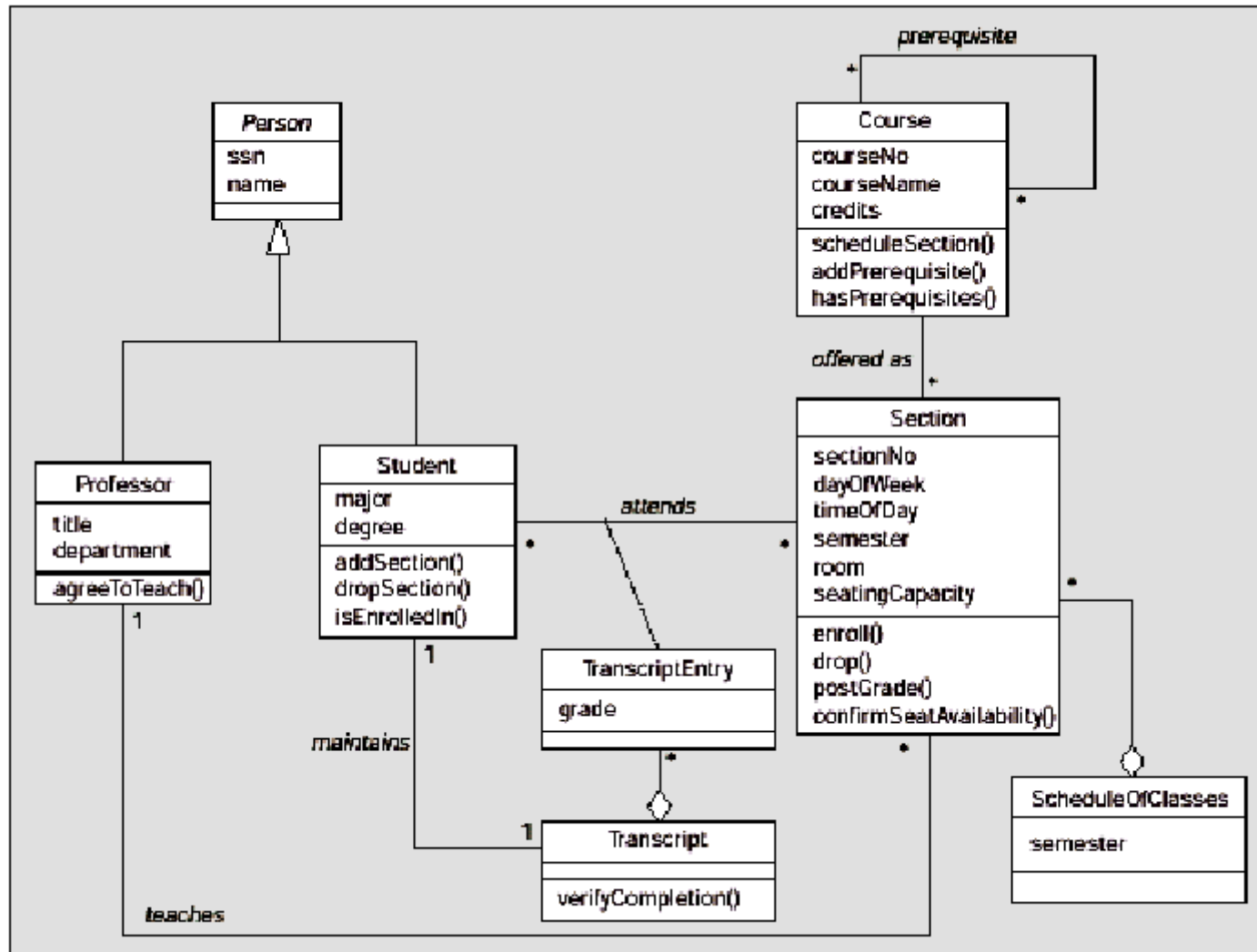
The variable i is now: 7

The variable x is first: One word

The variable x is now: One word another word

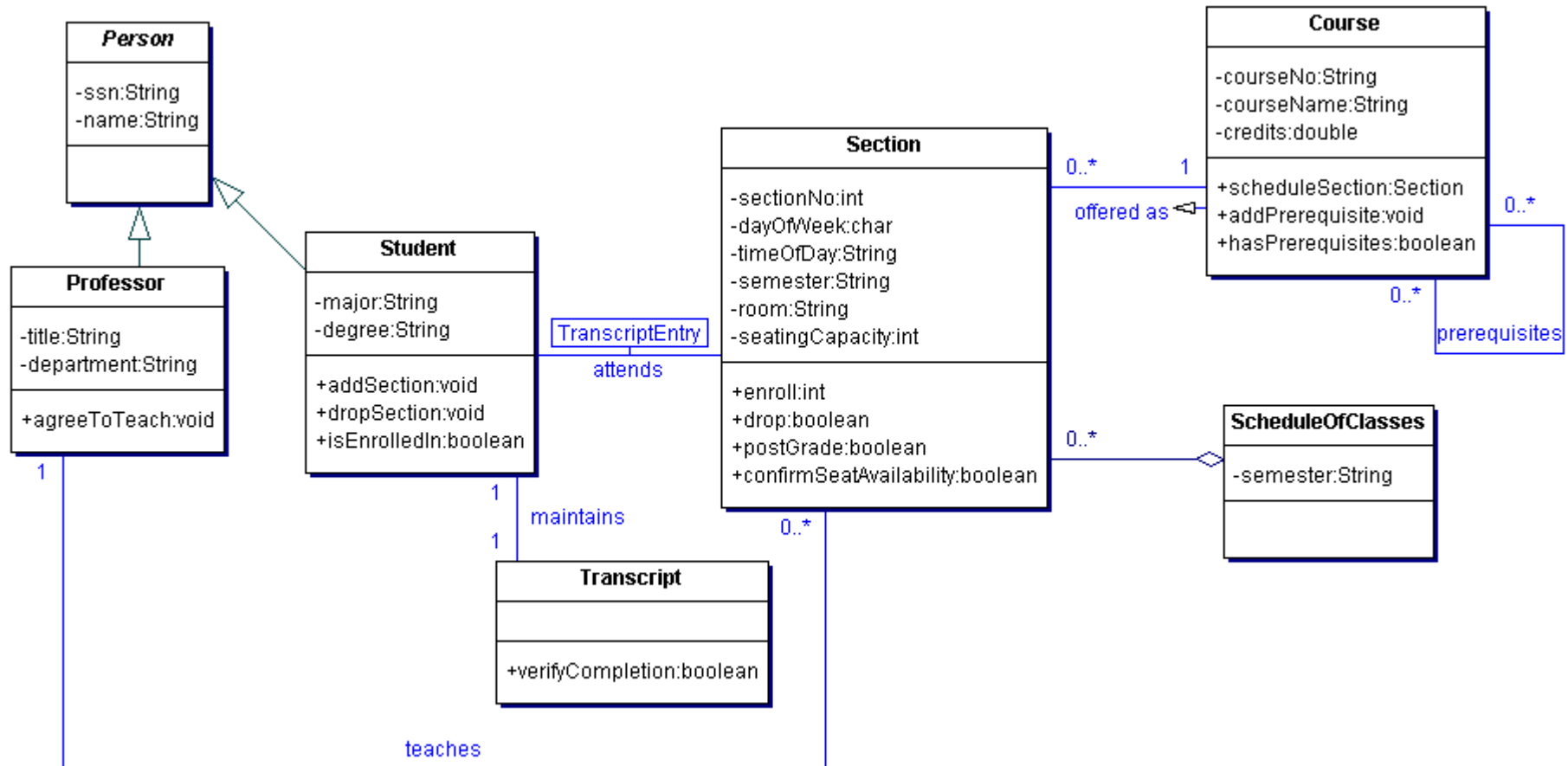
The student is called Alberta

# The UML class diagram of a Student Registration System (with attributes and operations)



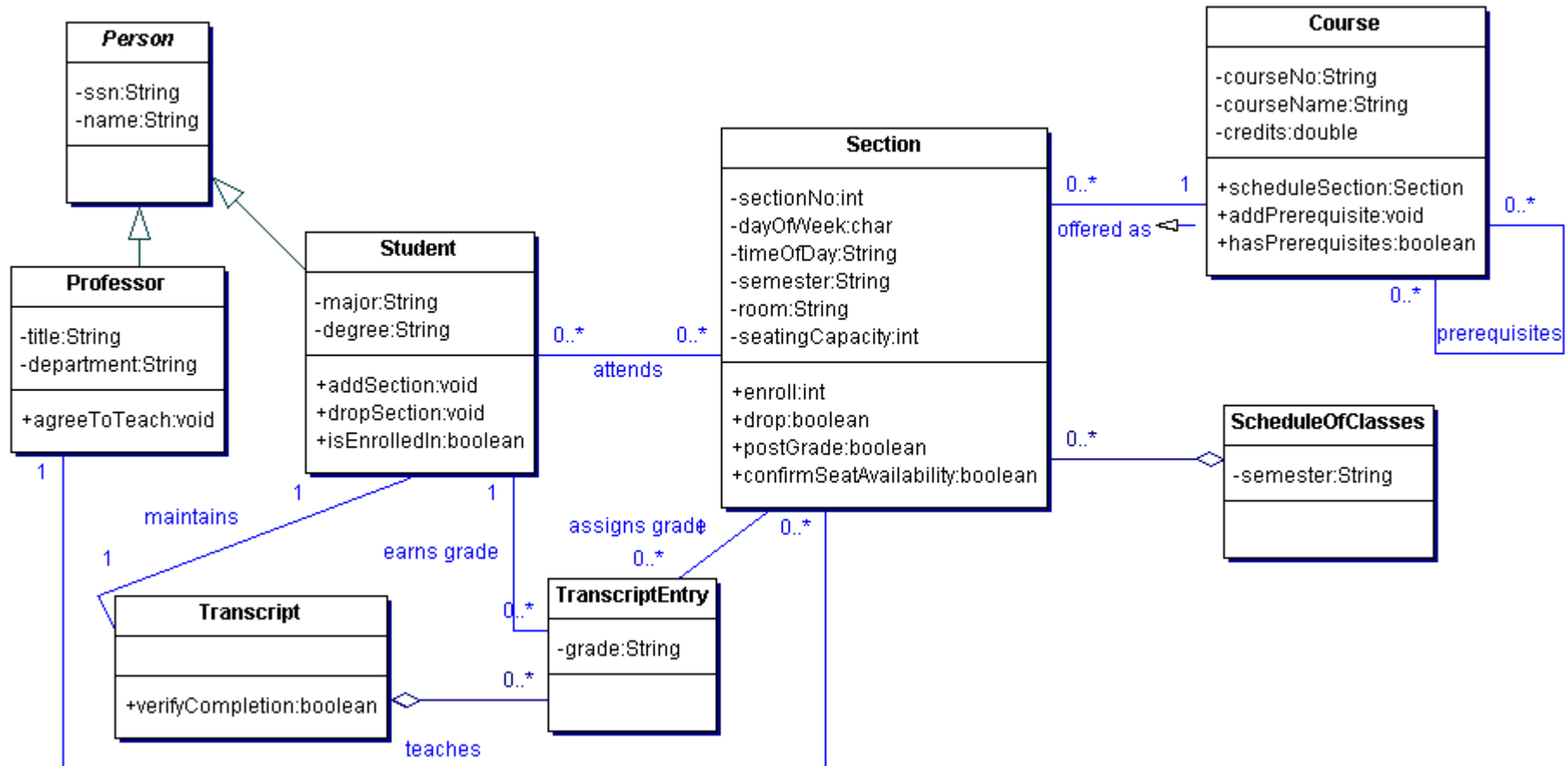
(adapted from Barker, p. 377)

# The *Together* UML class diagram A: the one that corresponds most closely to the original SRS diagram





# The *Together* UML class diagram B: The one that splits up an association class into two binary associations



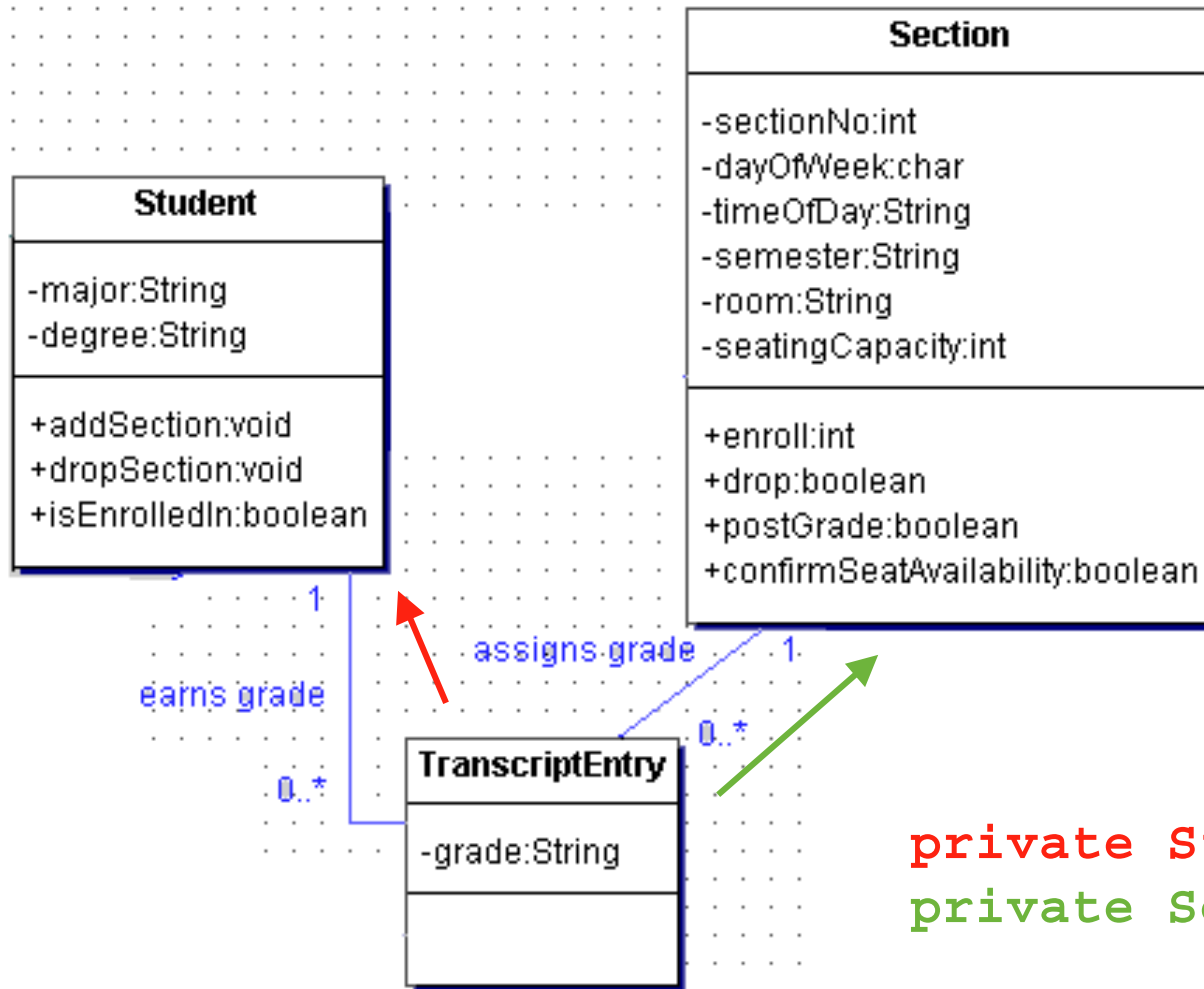
## UML → Java: Relation conversion by *Together* – some things are done automatically ...

- **Together distinguishes between a relation's *client* and *supplier* classes.**
- **This holds for associations, aggregations, and compositions.**
- **In the client Java class, it automatically generates an attribute for the relation:**

```
public class Student { // ...  
    /**  
     * @label maintains  
     * @clientCardinality 1  
     * @supplierCardinality 1  
     */  
    private Transcript lnkTranscript;}
```

- **The programmer can rename this attribute with a more useful name like `transcript`.**

# UML → Java: Relation conversion by *Together* – ... but this may not be enough



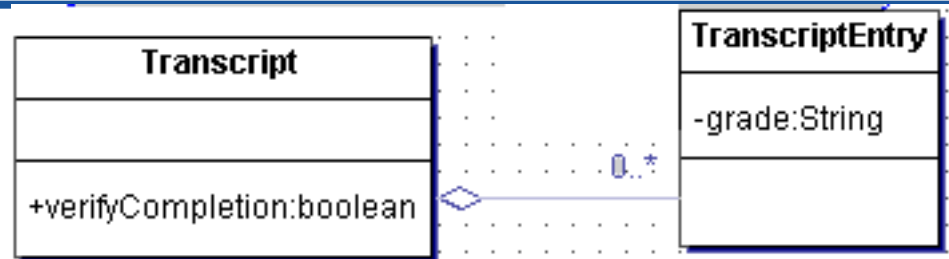
Each of these 2 associations needs at least an attribute in `TranscriptEntry`.

If `TranscriptEntry` is the *client* class of the association in *Together*, the following two attributes are generated automatically:

```
private Student lnkStudent;  
private Section lnkSection;
```

**But: We may also need access (→ attributes) in the reverse direction!**

## UML → Java: Relation conversion by *Together* – take care with x-to-many relations!



- To generate this direction of the part-whole relation, the Transcript class (the whole) must be the aggregation's client
- *Together* then produces:

```
public class Transcript {  
    // ...  
    private TranscriptEntry lnkTranscriptEntry; }  

```
- This needs to be corrected by hand in two respects:
  - The type of this attribute must be a collection!
  - A link from the TranscriptEntry may need to be added

# Using the data dictionary in *Together*

The screenshot displays the Together 6 IDE interface with the following components:

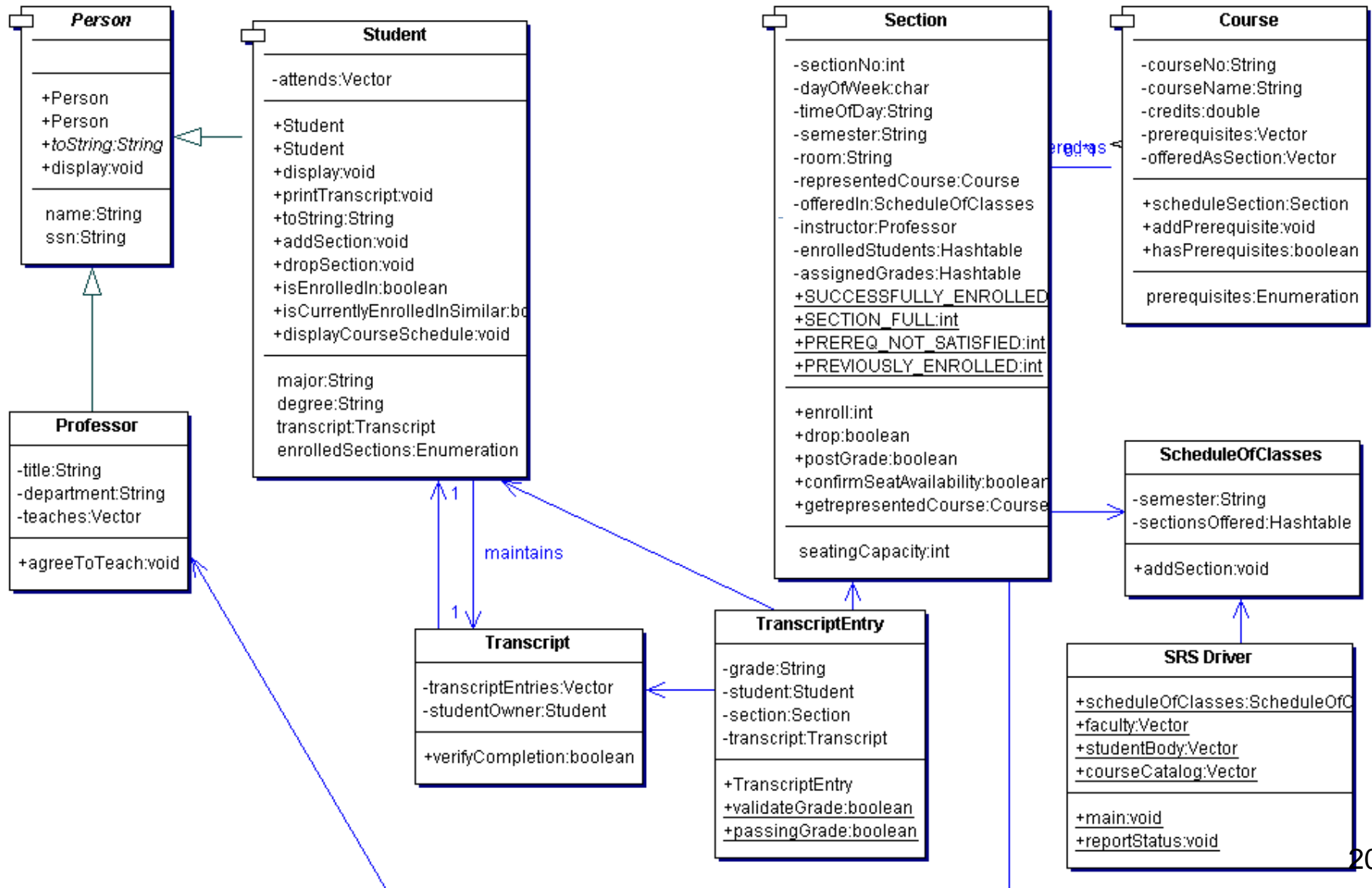
- Explorer:** Shows a project tree for 'untitled1' containing classes: <default>, Course, Person, Professor, ScheduleOfClasses, Section, Student, and Transcript.
- Inspector: Section:** Provides a detailed view of the 'Section' class, including its attributes and operations.
  - Attributes:**
    - sectionNo:int
    - dayOfWeek:char
    - timeOfDay:String
    - semester:String
    - room:String
    - seatingCapacity:int
  - Operations:**
    - +enroll:int
    - +drop:boolean
    - +postGrade:boolean
    - +confirmSeatAvailability:bool
- Designer:** Displays a UML class diagram with the following classes and relationships:
  - Person** (Base Class):
    - ssn:String
    - name:String
  - Professor** (Subclass of Person):
    - title:String
    - department:String
    - +agreeToTeach:void
  - Student** (Subclass of Person):
    - major:String
    - degree:String
    - +addSection:void
    - +dropSection:void
    - +isEnrolledIn:boolean
  - TranscriptEntry** (Association Class):
    - attends (Association with Student)
- Editor:** Shows the Java code for the 'Section' class, generated by Together:

```
1  /* Generated by Together */
2
3  /** .....
4
5
6  public class Section {
7      public int enroll(Student s) {
8      }
9
10     public boolean drop(Student s) {
```

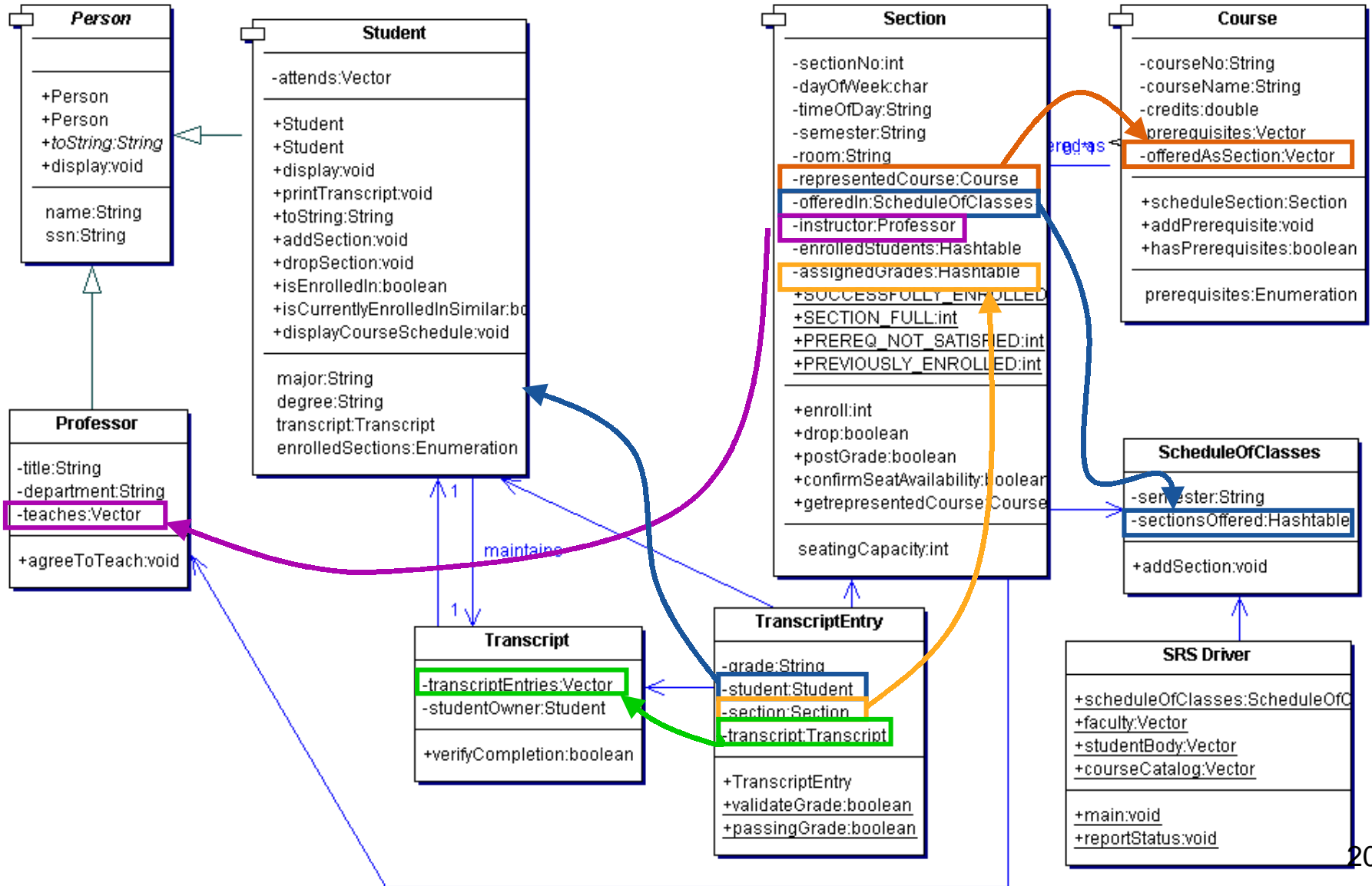
# Specifics of *Together*

- Operations are shown without parentheses and without their signature
- „+“ indicates a public attribute/operation, „-“ a private one
- Association classes are only partially supported.
- Constructor(s) are shown like other operations.
- Structural relations have a „*supplier*“ and a „*client*“ class.
- Whenever there is a „get“ and/or a „set“ method associated with an attribute, Together treats this attribute as a „*property*“, and the operation(s) are not shown in the class diagram.

# The *Together* UML class diagram C: the one that corresponds to the SRS Java source code

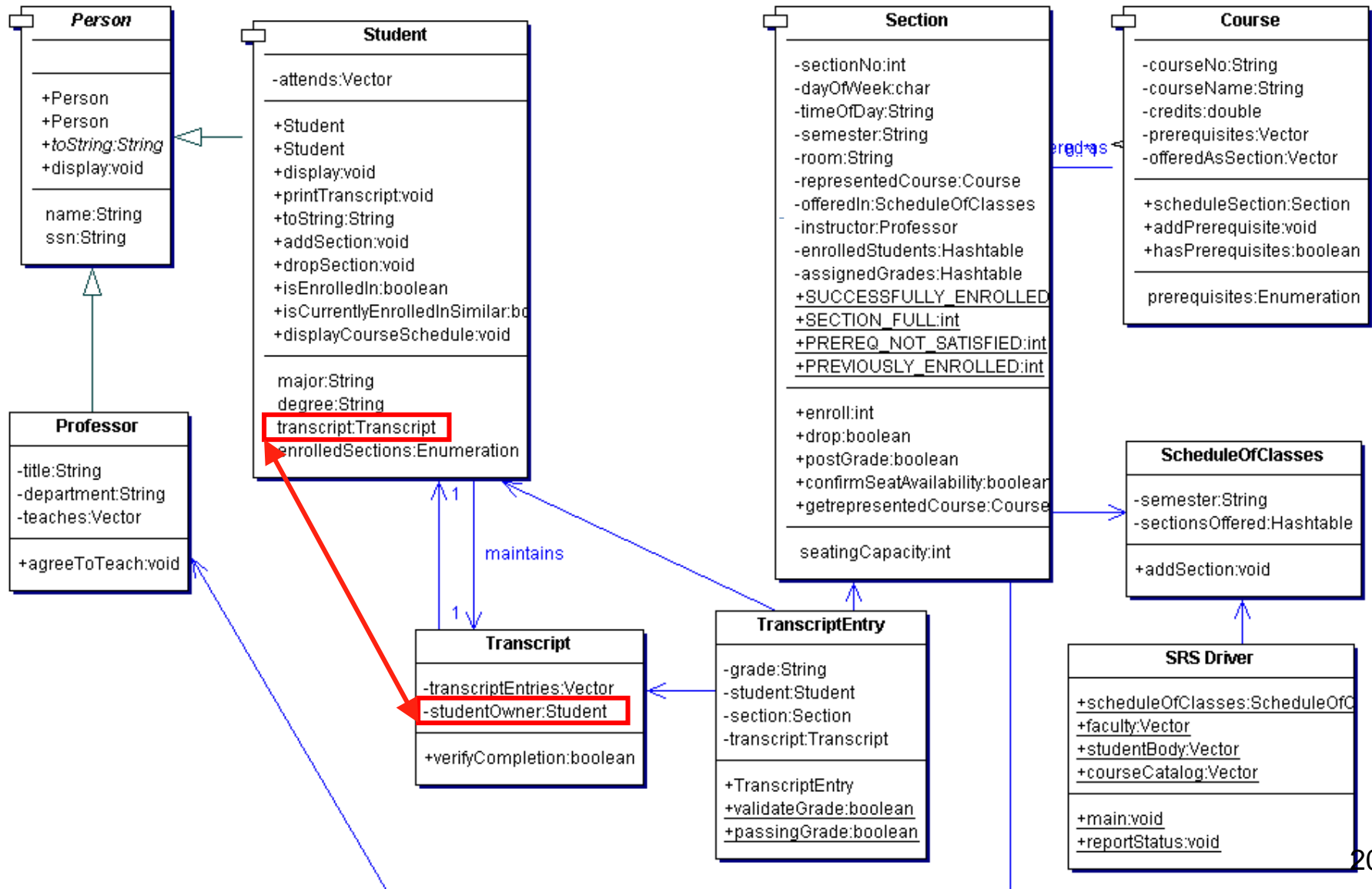


## The *Together* UML class diagram C: One-to-many associations are shown as (1 or) 2 attributes & 1 arrow

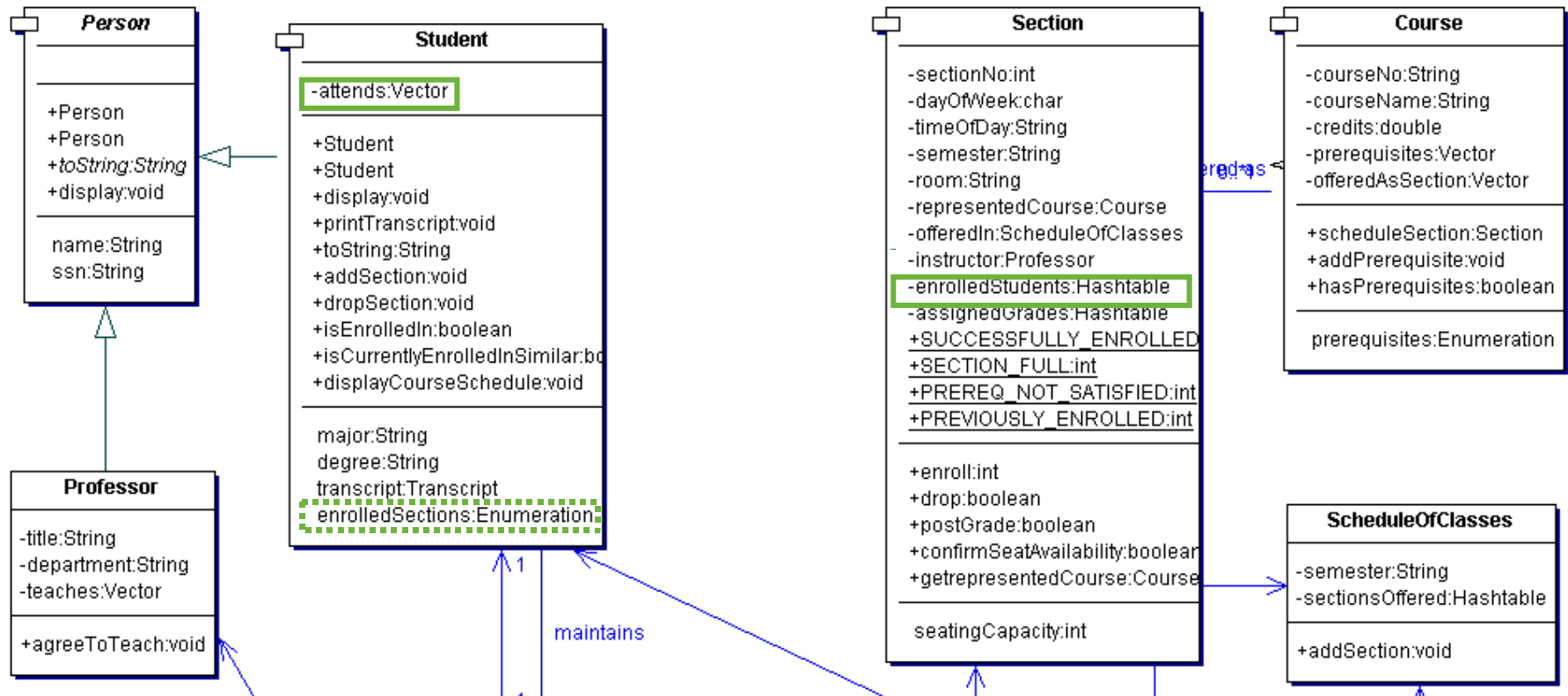




# The *Together* UML class diagram C: One-to-one associations are shown as (1 or) 2 attributes & 2 arrows



# The *Together* UML class diagram C: Many-to-many associations are shown as 2 attributes & no arrows



## Another peculiarity of *Together*:

- `attends` is an attribute: a `Vector` that holds the attended `Sections`
- `getenrolledSections` is a method that returns these `Sections`
- because of the name of this method, *Together* treats „`enrolledSections`“ as a property in the UML class diagram, and does not show the method

# Effect of renaming link variables generated by *Together* in the implementation of an associations' client class

