

Object-Oriented Modeling —2nd Part #1/7

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Object-Oriented Modeling —2nd Part #1/7

1 Introduction

2 UML Functional Diagrams

- Use Case
- Activity

3 UML Static Diagrams

- Class
- Package
- Component
- Deployment

4 UML Dynamic Diagrams

- Statechart
- Sequence
- Collaboration

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Objectives

- modeling / designing a software project
- introduction to a method

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Use Case (1/1)

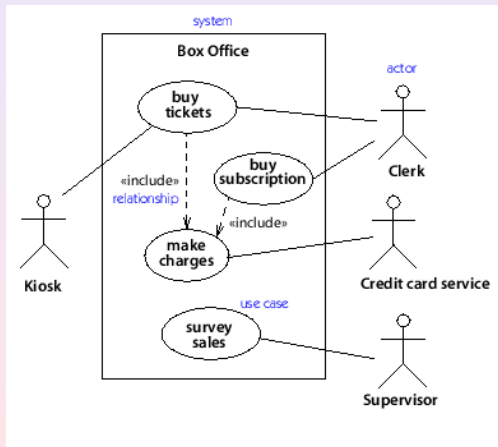


Figure 3-2. Use case diagram

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Activity (1/3)

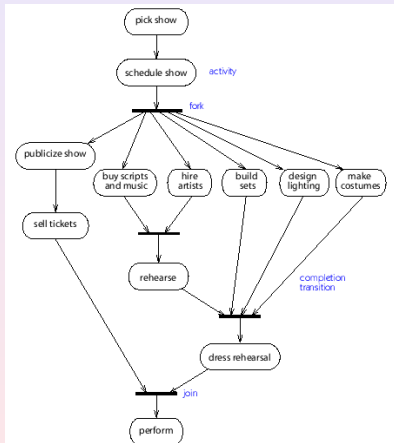


Figure 3-6. Activity diagram

Activity (2/3)

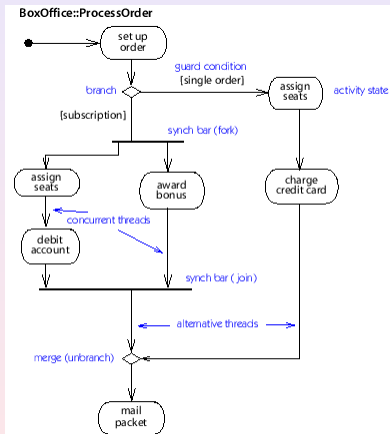


Figure 7-1. Activity diagram

Activity (3/3)

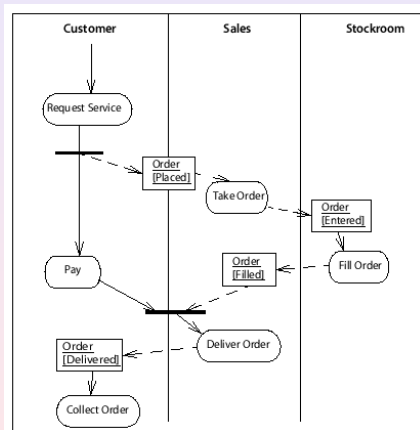


Figure 7-2. Swimlanes and object flows

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Class (1/2)

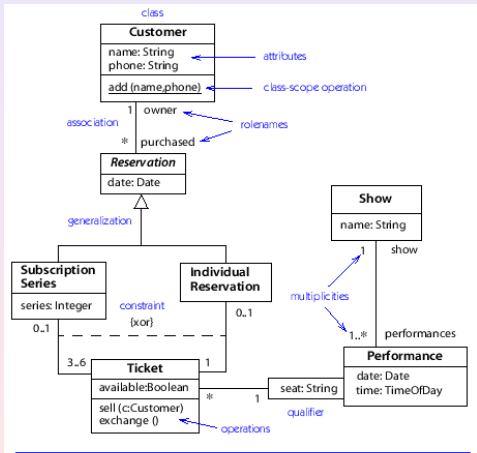


Figure 3-1. Class diagram

Class (2/2)

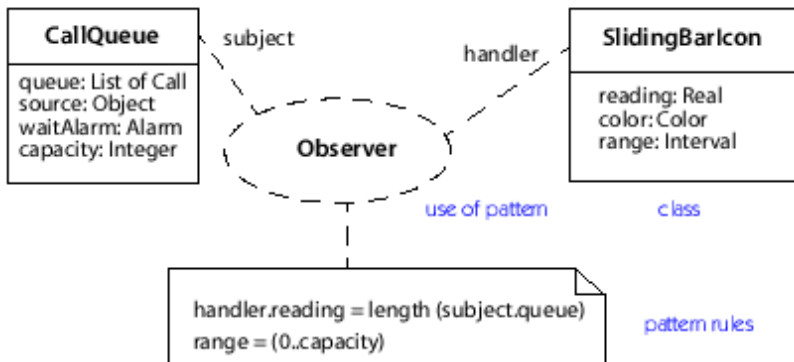


Figure 8-5. *Pattern usage*

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Package (1/2)

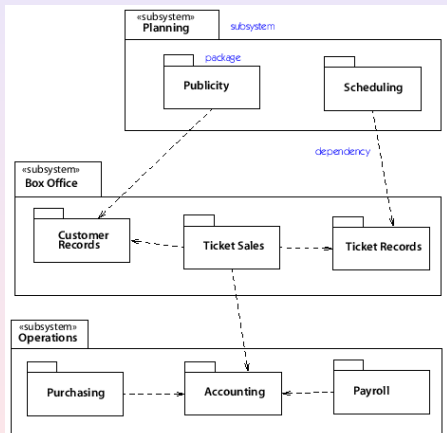


Figure 3-10. Packages

Package (2/2)

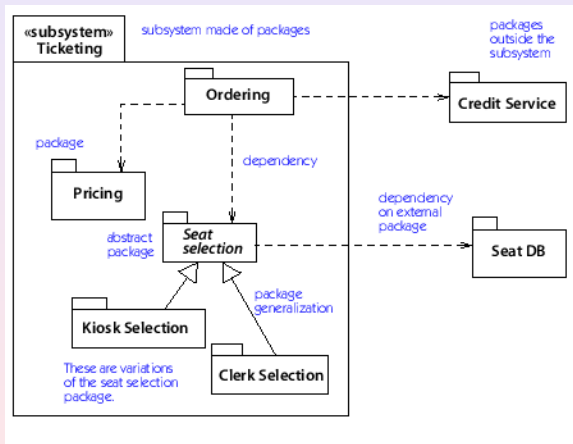


Figure 10-1. Packages and their relationships

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Component (1/1)

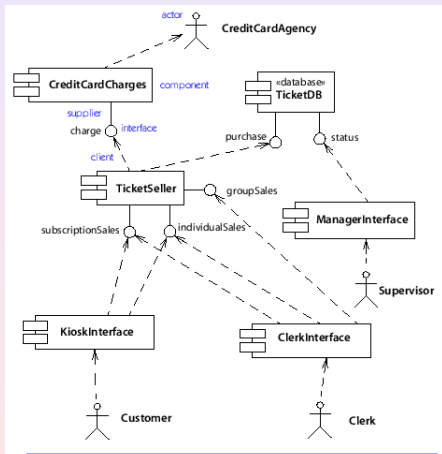


Figure 3-7. Component diagram

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Deployment (1/2)

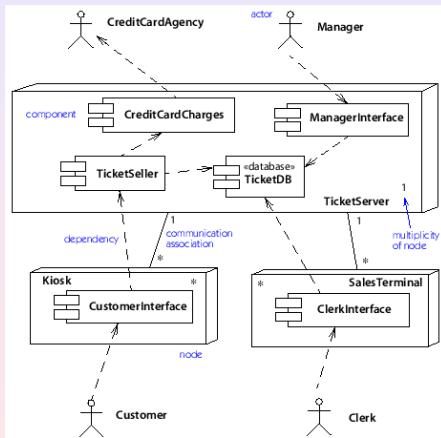


Figure 3-8. Deployment diagram (descriptor level)

Deployment (2/2)

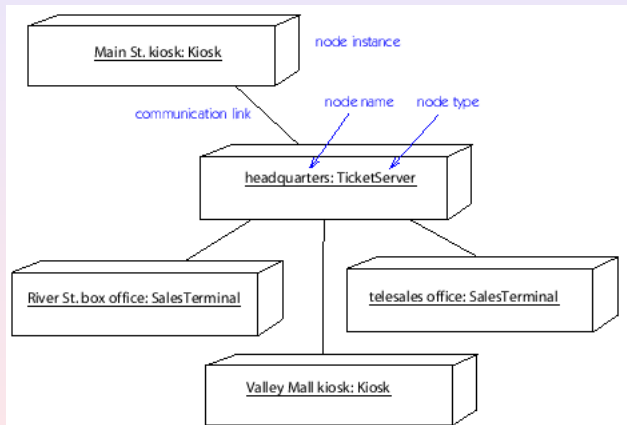
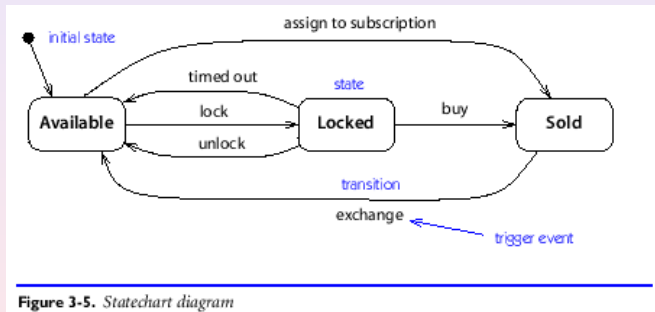


Figure 3-9. Deployment diagram (instance level)

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Statechart (1/4)



Statechart (2/4)

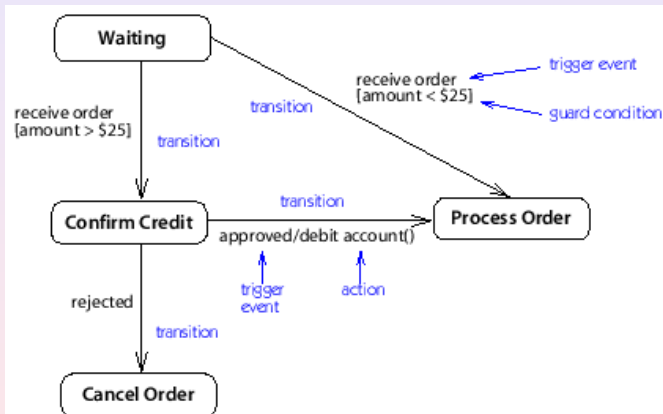


Figure 6-3. External transitions

Statechart (3/4)

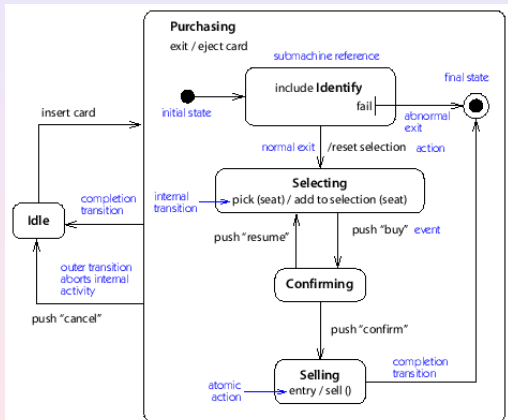


Figure 6-5. State machine

Statechart (4/4)

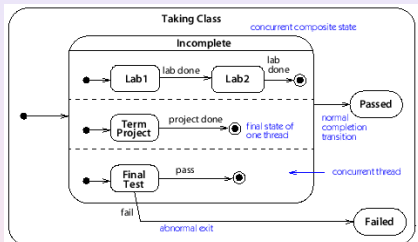


Figure 6-6. State machine with concurrent composite state

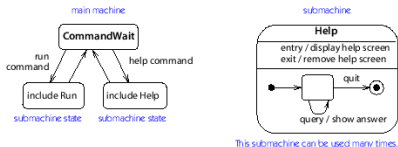


Figure 6-7. Submachine state

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Sequence (1/3)

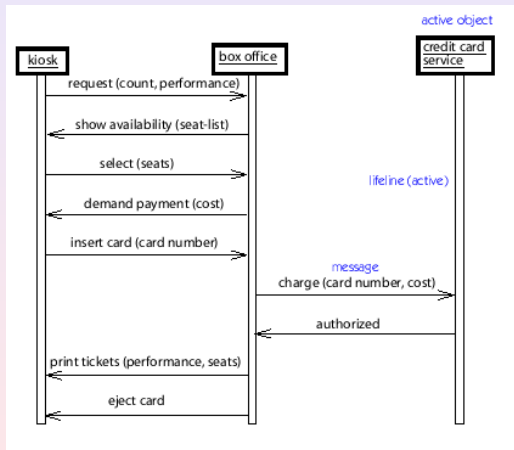


Figure 3-3. Sequence diagram

Sequence (2/3)

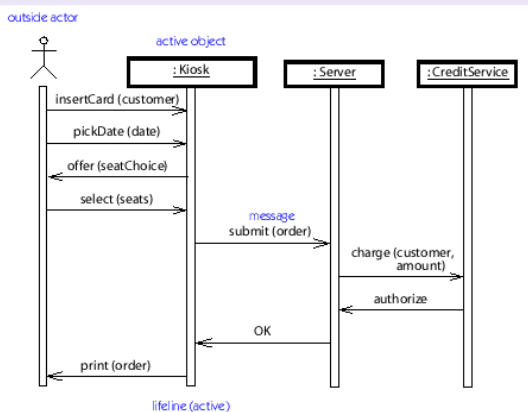


Figure 8-1. Sequence diagram

Sequence (2/3)

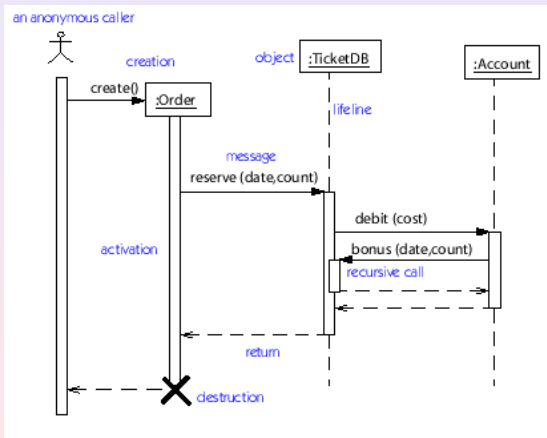


Figure 8-2. Sequence diagram with activations

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Collaboration (1/2)

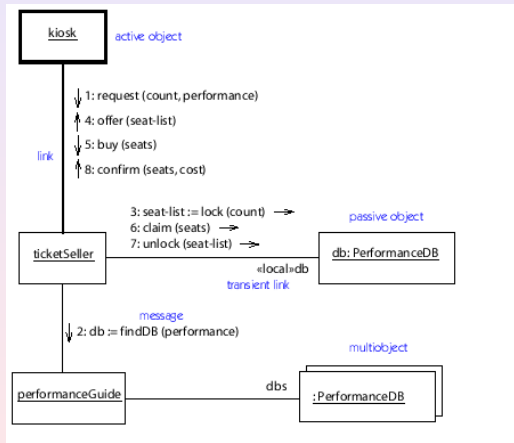


Figure 3-4. Collaboration diagram

Collaboration (2/2)

