USING UML

SOFTWARE ENGINEERING
WITH OBJECTS AND COMPONENTS
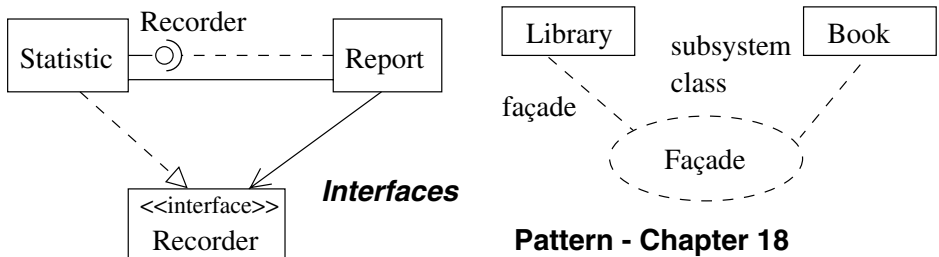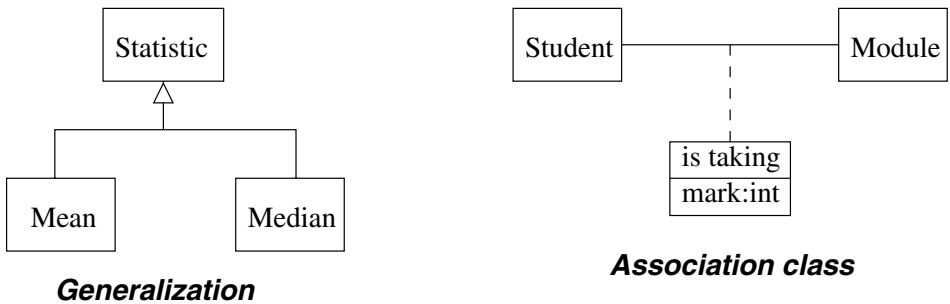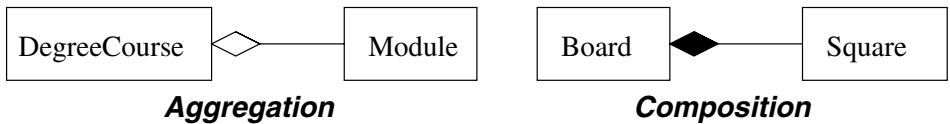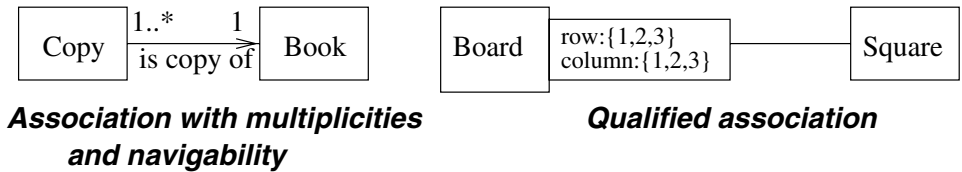
PERDITA STEVENS

WITH ROB POOLEY

SECOND EDITION

Additional student support
at www.pearson.co.uk/stevens

Classes : Chapters 5 and 6

Copy

Simple class

Report
- stats : Collection
+ report() : void

**Class with attribute
and operation**

T

List	
+ add(t:T,pos:int)	
+ get(i:int) : T	

List<Game>

<<bind>>⟨Student⟩

StudentList

**Parameterized class
and its uses**

Copy —1..*——1→ Book
is copy of

**Association with multiplicities
and navigability**

| Board | row:{1,2,3}
column:{1,2,3} | Square |

Qualified association

DegreeCourse ◇—— Module

Aggregation

Board ◆—— Square

Composition

Statistic

Mean   Median

Generalization

Student ———— Module

is taking
mark:int

Association class

Statistic —○ Recorder - - - Report

<<interface>>
Recorder

Interfaces

Library

subsystem
class

Book

façade

Façade

Pattern - Chapter 18

Using UML

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