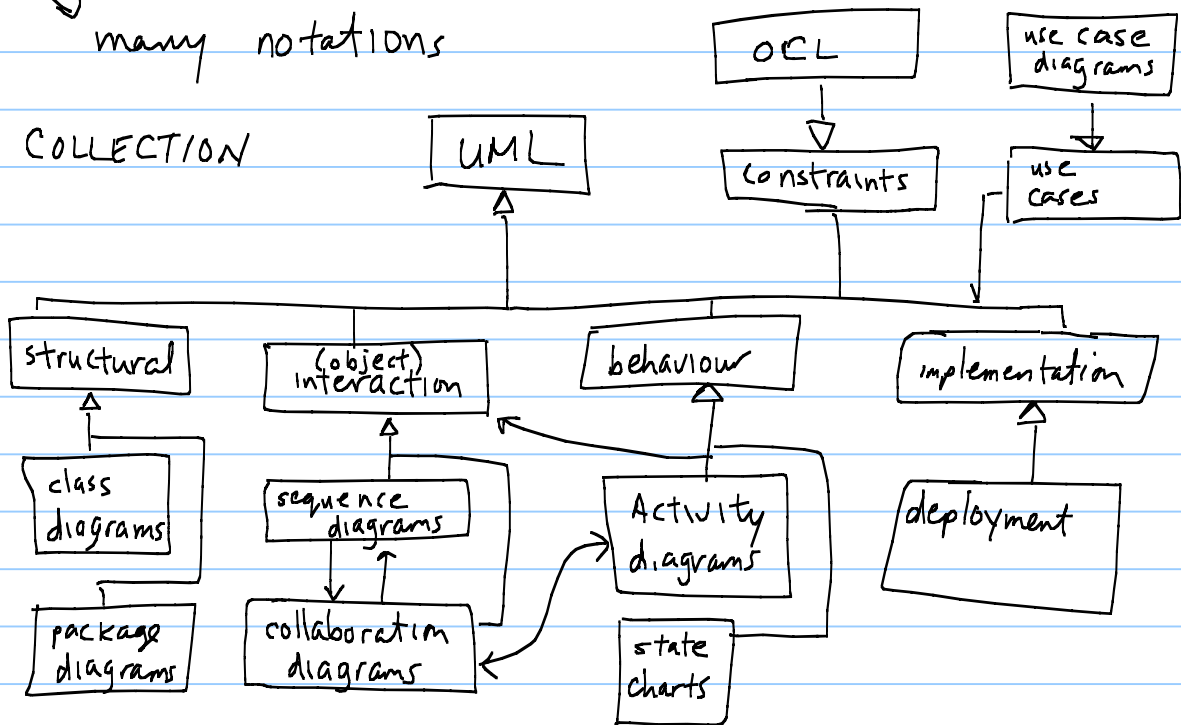


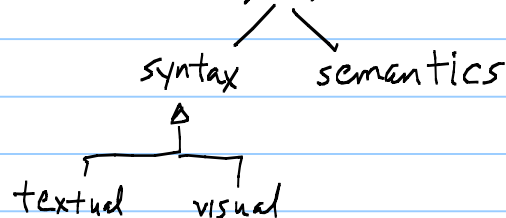
# Unified Modelling Language (UML)

many notations



OCL = object constraint language

UML? is a language

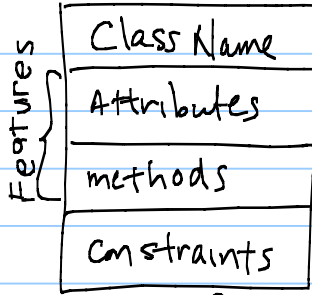


UML is used thru whole process :  
req's, analysis, design, deployment

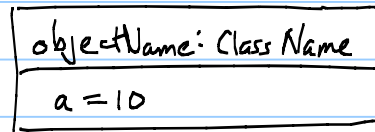
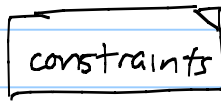
# Classes

**ClassName** ← upper Camel/Case

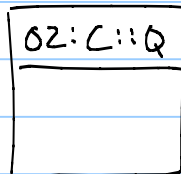
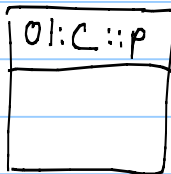
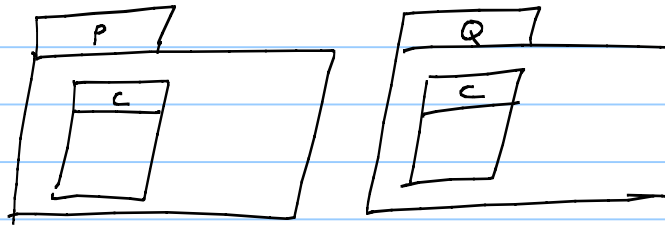
objectName ← lower camel case



↑  
or  
with a note

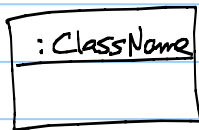


Packages:

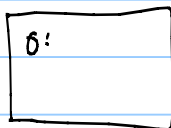


02: C  
↑  
object is of type C

C::P ← class C is part of package P

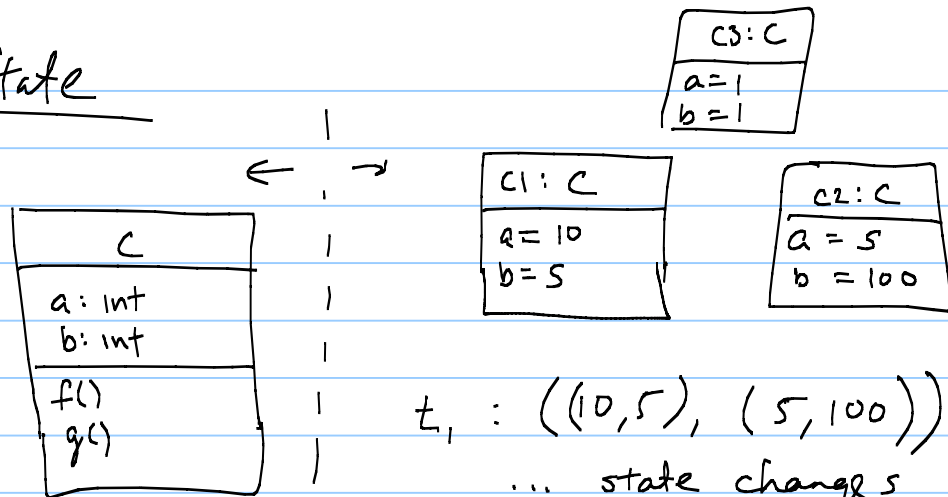


← don't know objectName ... OK



← don't know ClassName ... NOT GOOD  
should always know this.

## State



Snapshots

$\forall t$

$\rightarrow t_2 : ((11, 5), (4, 100))$

$t_3 : (4, 100)$

$t_4 : ((4, 100), (1, 1))$

$t_2$ : increment or decrement "a"

$t_3$ : delete C1

$t_2$ : create C3

Cause of Change:

- Obj. sends msg to other obj.
- Method Call
  - attribute change
  - send msg
  - creation/deletion of obj

Visibility: i.e.

slashed means  
"derived" attribute  
i.e. gettable, not settable

