

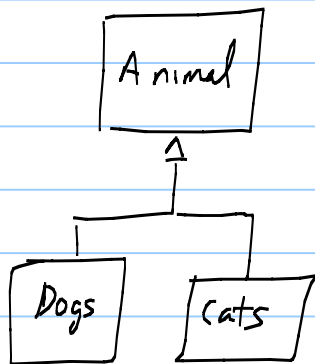
Class diagrams

Inheritance (single & multiple)

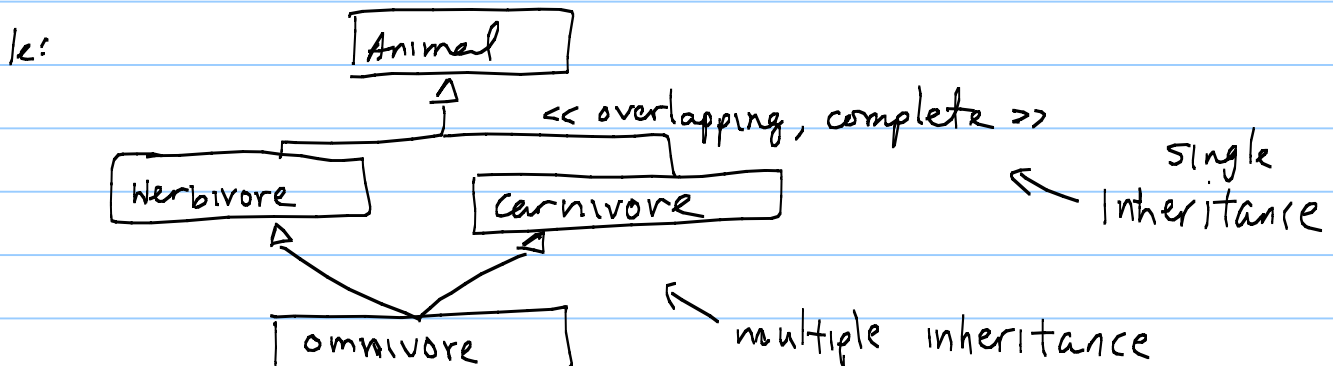
Associations

Stereotypes are annotations put over arrows in class diagrams. A collection of stereotypes is a profile.

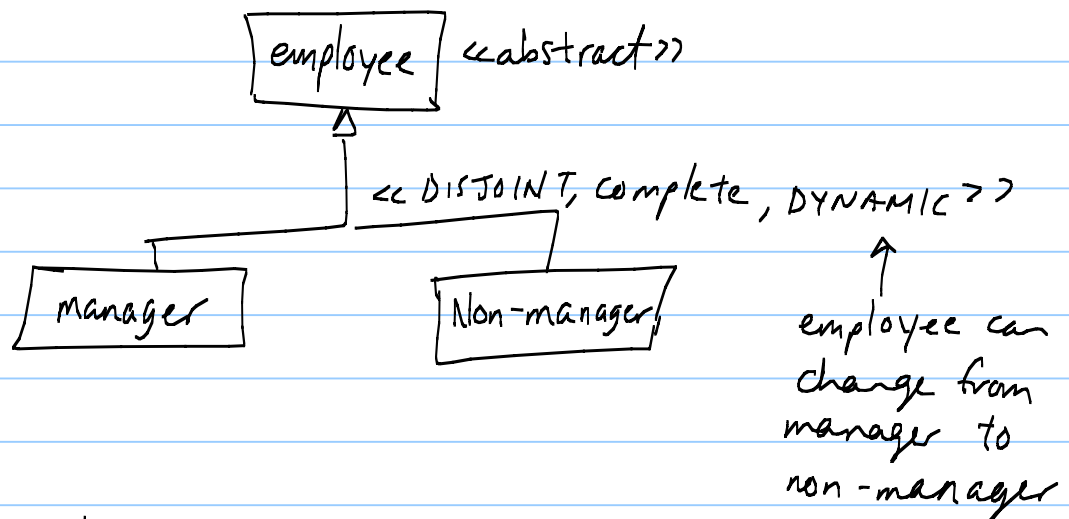
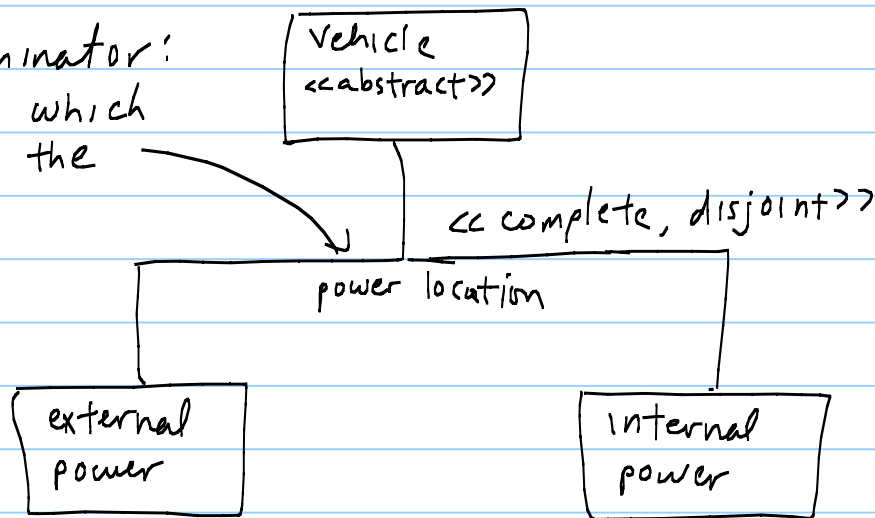
When we have classes, we can refer to set theory.



We can have DISJOINT or OVERLAPPING
Complete or non-complete
Dynamic or static



discriminator:
attribute which
separates the
types



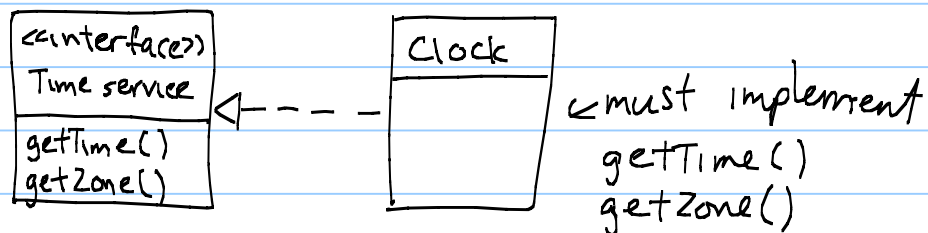
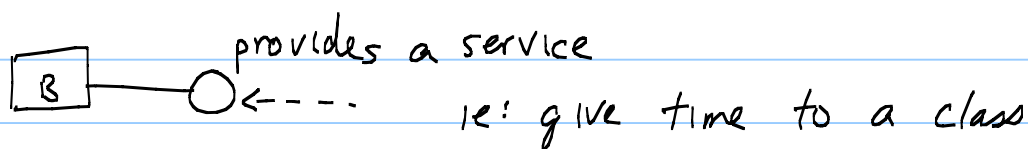
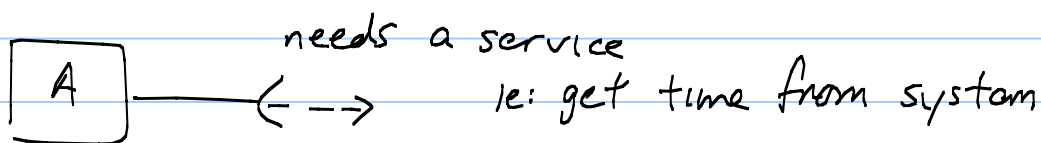
How to impl. Non Manager \leftrightarrow Manager

A: Create new object Manager. Copy fields. Destroy old object Non Manager. Same VICE-versa.

B: Flag programming: Flag if Manager or not. So, we have an object employee and it contains all the attributes for Non-manager & Manager.

Interface: declaration of a coherent set of public features and obligations used as a contract between providers & consumers of services.

---> interface (implements) --> inheritance



Can have many classes that implement an interface.
" " " interfaces " a class implements.