



UML Extension Mechanisms



Advanced Software Engineering
 D22 - 2003/04
 UNIT 15: UML Extension Mechanisms



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UML Extension Mechanisms



Objectives:

- Introducing UML
- Brief History of UML
- What does UML do
 - Examples
- Benefits of UML
- Limitations of UML
- UML Extension Mechanisms :: A solution to UML limitations
 - Mechanisms include:
 - Constraints
 - Stereotypes
 - Tagged values
 - Examples



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Introducing UML

- UML: Unified Modeling Language
- UML is a standard language to construct and document systems (software or non software systems)
- It is a set of modeling notations
 - Graphical: Shapes to construct diagrams
 - Textual: Syntax that tells how the shapes can be combined.
- It is a modeling technique that combines Object Oriented methods and concepts.
 - Data abstraction :: Flexibility
 - Reuse :: Compatibility :: Extensibility
- UML enhances the analysis and design of software and non software projects by allowing more cohesive relationships between objects.



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History of UML

- Since early 1990s: Many different design models and methodologies.
→ A de facto standard is needed.
- UML is the outcome in response to a request for a proposal from the **OMG**. (The Object Management Group produces and maintains computer industry specifications and software standards).
- 1994: **Grady Booch** (co-founder of **Rational Software**) and **James Rumbaugh** working together in a modeling technique.
- 1995: **Ivar Jacobson** joins them – **The Three Amigos**.
- 1996: UML is born.
- January 1997: UML 1.0 is published and proposed to the OMG.
- November 1997: OMG adopts UML as the standard for Object Oriented modeling.
- Current version: UML 1.5
- UML 2.0 nearing completion.



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What does UML do I

- UML helps visualise, and document models of systems or processes, including their structure and design, in a way that meets the requirements specifications.
- Helps stakeholders understand what the system will be and what are the possible options available.
- It is language and platform independent.
- UML **assembles** the important aspects of a system while omitting the rest - abstraction mechanism - mapping of elements onto a Model.
- Models are applicable to most domains:
 - Software :: Building, plumbing... :: Electrical, Mechanical Engineering...
 - Business processes :: Telecoms, Networks...



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What does UML do II

- UML allows developers to quickly assemble programs from existing components and operations.
- It defines a wide set of concepts and diagrams to communicate information effectively. These are applicable to most domains.

Display the boundary of a system	Illustrate the boundary of a system	Represent the static structure of a system	Model the behaviour of a system	Reveal the physical implementation architecture	Extend your functionality
Use Case Diagrams	Collaboration Diagrams	Class Diagrams	State Transition Diagrams	Component Diagrams	Stereotypes
Sequence Diagrams				Deployment Diagrams	Packages

[Source: Rational Corporation]





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Limitations of UML

- UML brings a set of notations and concepts that meet the needs of typical software modeling projects but some users have found UML unable to express their modeling needs. (non software systems)
- Flexibility should be added to construct and document more heterogeneous and complex systems.
- UML lacks features that would allow to attach non-semantic information to models.
- Component models and architectural frameworks (JavaBeans, CORBA Component Model and COM+ cannot be modeled easily with UML.



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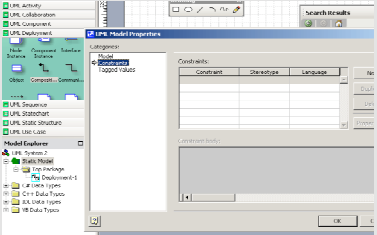
UML Extension Mechanisms I

- Limitations are removed in UML by three built-in extension mechanisms that enable new kinds of modeling elements to be added.
- These modeling elements can have distinct semantics.
- **User defined** – User edits/adds the properties of a UML model.
- Used to define process-specific or to implementation language-specific extensions.
 - Stereotypes
 - Constraints
 - Tagged Values





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UML Extension Mechanisms II

- UML model → Stereotype
- Stereotypes → May have Tagged Values and Constraints



[Source: MS Visio 2003 example library]



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UML Extension Mechanisms III

Stereotypes

- A Stereotype is a UML model element that is used to classify other UML elements.
 - A Stereotype may introduce additional **Values**, additional **Constraints** and a new **Graphical** representation.
 - A Stereotype has semantic impact.
 - Certain Stereotypes are already defined in UML.
 - User defined Stereotypes share attributes and operations of their base classes.
- (See slide 11 – Static Model = base class)



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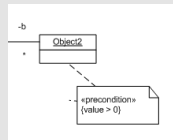
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UML Extension Mechanisms IV

Constraints

- A Constraint is a condition or restriction attached to a Model Element or a collection of Model Elements.
- Some Constraints are predefined in UML others may be user-defined.
- A Constraint has semantic impact.
- Any Constraints attached to a Stereotype, apply to each Model Element that has this Stereotype.
- Constraints are expressed as text within braces ({ }).



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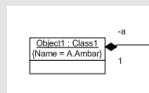
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UML Extension Mechanisms V

Tagged Values

- A Tagged Value is a name-value pair denoting a characteristic of a Model Element or collection.
- It also has semantic impact to the Model.
- Some Tagged Values are predefined in UML but equally to Constraints they can be user defined.
- Tagged Values are expressed as text within braces ({Name = Value})



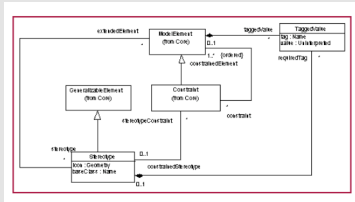
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UML Extension Mechanisms VI

- Constraints or Tagged Values associated with a particular Stereotype are used to extend the semantics of Model Elements.



[Source: <http://etna.int-evry.fr/COURS/UML/semantics/semant6.html>]

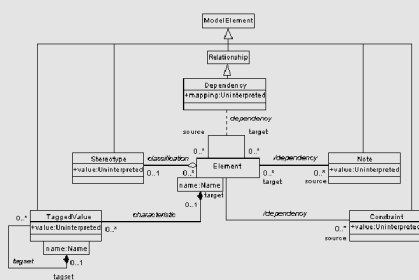


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UML Extension Mechanisms VI



[Source: www.uml.crespim.uha.fr/documentation/version1.0/semantics/semantics_ch3.html]



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