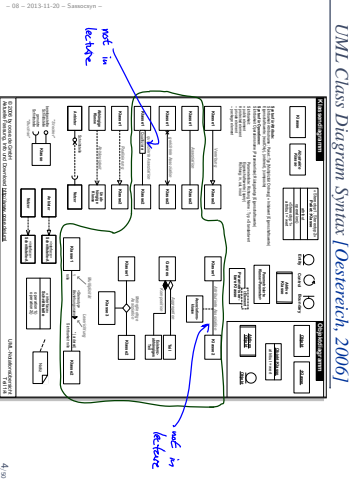


Software Design, Modelling and Analysis in UML

Lecture 08: Class Diagrams II

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 Albert-Ludwigs-Universität Freiburg, Germany



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Contents & Goals

Last Lectures:

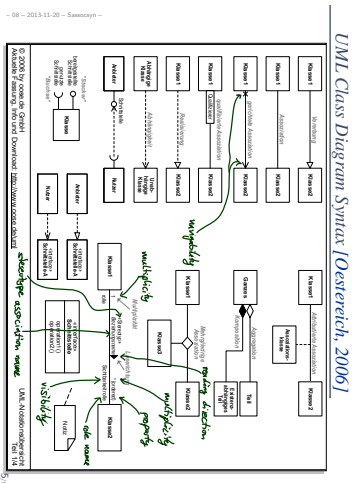
- class diagram — except for associations; visibility within OCL type system

This Lecture:

- **Educational Objectives:** Capabilities for following tasks/questions
  - Phrase explain this class diagram with associations.
  - Which annotations of an association arrow are semantically relevant?
  - What's a role name? "What's it good for?"
  - What's "multiplicity"? How did we treat them semantically?
  - What is "reading direction"? "navigability", "ownership", "..."?
  - What's the difference between "aggregation" and "composition"?
- **Content:**
  - Study concrete syntax for "associations", "Roles by Name" (**Rolponomy**) extend signature, define mapping from diagram to signature. Study effect on OCL.
  - Where do we put OCL constraints?

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Associations: Syntax



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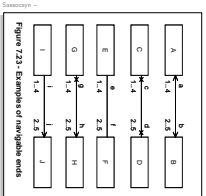
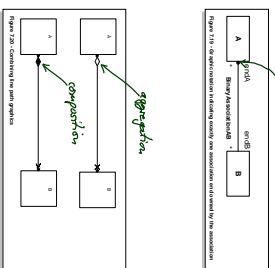


Figure 723 - Examples of navigable ends



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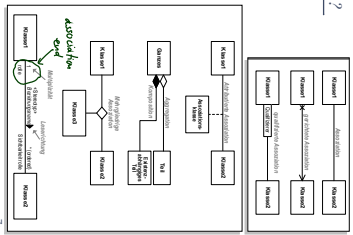
UML Class Diagram Syntax [OMG, 2007b, 61-63]

08 - 2013-11-20 - main -

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What Do We (Have to) Cover?

- An association has **just a link to**
  - a name,
  - at least two ends,
  - a reading direction, and **the order of**
- Each end has
  - a set of stereotypes
  - a role name,
  - a multiplicity,
  - a set of properties such as **unique, ordered**, etc.
- Qualifiers, (**not in lecture**)
- visibility,
- a navigability,
- an ownership,
- and possibly a diamond (**case-idea**)



(Temporarily) Extend Signature: Associations

- Only for the course of Lectures 08/09 we assume that each attribute in  $\mathcal{V}$ 
  - either is  $(v : \tau, \xi, \text{exp}_0, P_1)$  with  $\tau \in \mathcal{D}$  (as before)
  - or is an association of the form

$$(r : \langle \text{role}_1 : C_1, \mu_1, P_1, S_1, \nu_1, \alpha_1 \rangle, \dots, \langle \text{role}_n : C_n, \mu_n, P_n, S_n, \nu_n, \alpha_n \rangle)$$

*the class roles here are identical*

- where
  - $n \geq 2$  (at least two ends),
  - $r_i, \text{role}_i$  are just names,  $C_i \in \mathcal{C}, 1 \leq i \leq n$ ,
  - $\mu_i$  is the multiplicity  $\mu_i$  is an expression of the form  $\mu_i ::= \mathbb{N} \mid \mathbb{N} \cdot * \mid \mathbb{N} \cdot * \mid \mu_i \mu$  ( $\mathbb{N}, M \in \mathbb{N}$ )
  - $P_i$  is a set of properties (as before),
  - $S_i \in \{+, -, \# \}$  (as before),
  - $\nu_i \in \{x, \rightarrow, \sim\}$  is the navigability,
  - $\alpha_i \in \mathbb{B}$  is the ownership.

(Temporarily) Extend Signature: Basic Type Attributes

- Also only for the course of this lecture
    - we only consider **basic type attributes** to "belong" to a class (to appear in  $\text{atr}(C)$ ).
    - associations are not "owned" by a particular class (do not appear in  $\text{atr}(C)$ ), but live on their own.
- Formally, we only call
- $$(\mathcal{S}, \mathcal{C}, \mathcal{V}, \text{atr})$$
- a signature (extended for associations) if
- $$\text{atr} : \mathcal{C} \rightarrow 2^{\{c \in \mathcal{V} \mid r \in \mathcal{D}\}}.$$

(Temporarily) Extend Signature: Associations

- Only for the course of Lectures 08/09 we assume that each attribute in  $\mathcal{V}$ 
  - either is  $(v : \tau, \xi, \text{exp}_0, P_1)$  with  $\tau \in \mathcal{D}$  (as before)
  - or is an association of the form

$$(r : \langle \text{role}_1 : C_1, \mu_1, P_1, S_1, \nu_1, \alpha_1 \rangle, \dots, \langle \text{role}_n : C_n, \mu_n, P_n, S_n, \nu_n, \alpha_n \rangle)$$

*Alternative syntax for multiplicities:*

$$\mu ::= \mathbb{N}, M \mid \mathbb{N} \cdot * \mid \mu_i \mu$$

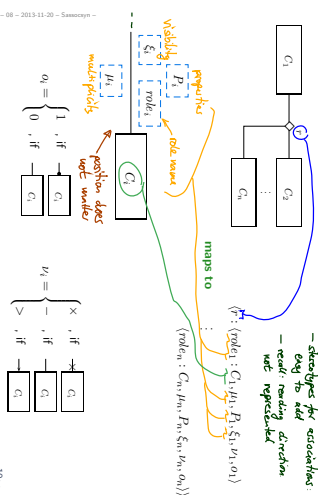
$(\mathbb{N}, M \in \mathbb{N})$

*and define \* and N as abbreviations.*

**Note:** N could abbreviate 0, N, 1, N, or N.N. We use last one

- $r_i, \text{role}_i$  are just names,  $C_i \in \mathcal{C}, 1 \leq i \leq n$
- $\mu_i$  is the multiplicity  $\mu_i$  is an expression of the form  $\mu_i ::= \mathbb{N} \mid \mathbb{N} \cdot * \mid \mathbb{N} \cdot * \mid \mu_i \mu$  ( $\mathbb{N}, M \in \mathbb{N}$ )
- $P_i$  is a set of properties (as before),
- $S_i \in \{+, -, \# \}$  (as before),
- $\nu_i \in \{x, \rightarrow, \sim\}$  is the navigability,
- $\alpha_i \in \mathbb{B}$  is the ownership.

From Association Lines to Extended Signatures



$$a_i = \begin{cases} 1, & \text{if } C_i \\ 0, & \text{if } \neg C_i \end{cases}$$

$$\nu_i = \begin{cases} x, & \text{if } C_i \\ -, & \text{if } \neg C_i \\ \sim, & \text{if } C_i \end{cases}$$

Association Example



Signature:

$$\mathcal{S} = (\{ \text{Int}, \mathbb{Z}, \mathbb{C}, \mathbb{D} \}, \{ x, \rightarrow, \sim \})$$

$$\langle r : \langle C, 0..*, \emptyset, - \rangle, D, 1..1, \rightarrow \rangle$$

*only basic type attributes here*

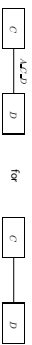
## What If Things Are Missing?

Most components of associations or association end may be omitted. For instance [OMG, 2007b, 17], Section 6.4.2, proposes the following rules:

- **Name:** Use  $A(C_1, \dots, C_n)$

if the name is missing.

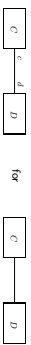
**Example:**



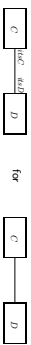
- **Reading Direction:** no default.

- **Role Name:** use the class name at that end in lower-case letters

**Example:**



**Other convention:** (used e.g. by modelling tool Rhapsody)  $pkc\>v\>clde\>stard\>cl\>K\>L\>$



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## What If Things Are Missing?

- **Multiplicity:** 1. In my opinion, it's safer to assume 0, 1 or \* if there are no fixed, written, agreed conventions ("expect the worst").
- **Properties:**  $\emptyset$
- **Visibility:** public
- **Navigability and Ownership:** not so easy. [OMG, 2007b, 43]

"Various options may be chosen for showing navigation arrows on a diagram. In practice, it is often convenient to suppress some of the arrows and crosses and just show exceptional situations."

- Show all arrows and x's. Navigation and its absence are made completely explicit.
- Suppress all arrows and x's. No inference can be drawn about navigation. This is similar to any situation in which information is suppressed from a view.
- Suppress arrows for associations with navigability in both directions, and show arrows only for associations with one-way navigability.
- In this case, the two-way navigability cannot be distinguished from situations where there is no navigation at all; however, the latter case occurs rarely in practice."

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## Wait, If Omitting Things...

- ...is causing so much trouble (e.g. leading to misunderstanding), why does the standard say "In practice, it is often convenient..."?
- Is it a good idea to trade **convenience** for **precision/unambiguity**?

### It depends.

- Convenience as such is a legitimate goal.
- In UML-As-Sketch mode, precision "doesn't matter", so convenience (for writer) can even be a primary goal.

- In UML-As-Blueprint mode, **precision is the primary goal**. And misunderstandings are in most cases annoying.

**But:** (even in UML-As-Blueprint mode)

- If all associations in your model have multiplicity \*, then it's probably a good idea not to write all these \*s.
- So: tell the reader about it and leave out the \*s.

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Rhapsody Demo

Association Semantics

## Overview

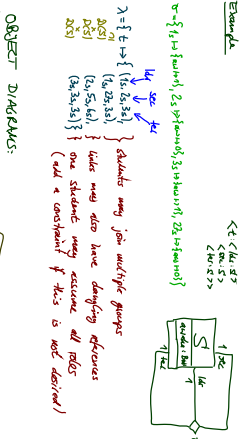
What's left? Named association with at least two typed ends, each having

- a role name,
- a set of properties,
- a navigability, and
- a multiplicity,
- a visibility,
- an ownership.

### The Plan:

- Extend system states, introduce so-called links as instances of associations — depends on name and on type and number of ends.
- Integrate role name and multiplicity into OCL syntax/semantics.
- Extend typing rules to care for visibility and navigability
- Consider multiplicity also as part of the constraints set  $Inv(CD)$ .
- Properties: for now assume  $P_n = \{uniques\}$ .
- Properties (in general) and ownership: later.

### Association Semantics: The System State Aspect



### Associations in General

**Recall:** We consider associations of the following form:

$$\langle r : \langle \text{role}_1 : C_1, \text{role}_2 : P_1, \text{role}_3 : A_1, \text{role}_4 : \dots, \text{role}_n : C_n, \text{role}_{n+1} : P_{n+1}, \text{role}_{n+2} : A_{n+2}, \text{role}_{n+3} : \dots \rangle \rangle$$

Only these parts are relevant for extended system states:

$$\langle r : \langle \text{role}_1 : C_1, \dots, \text{role}_n : C_n, \dots, \text{role}_{n+1} : P_{n+1}, \dots \rangle \rangle$$

(recall: we assume  $P_i = P_n = \{ \text{unique} \}$ )

The UML standard thinks of associations as **n-ary relations** which **live on their own** in a system state.

That is: **links** (= association instances)

- do not belong (in general) to certain objects (in contrast to pointers, e.g.)
- are "first-class citizens" next to objects.
- are (in general) not directed (in contrast to pointers).

### Association/Link Example



**Signature:**

$$\mathcal{S} = \{ \{ \text{role}_1 \}, \{ C, D \}, \{ c : \text{role}_1, d : \text{role}_2 \} \}$$

$$\langle \text{ACLD} : \langle c : C, 0..*, +, \{ \text{unique} \}, \times, 1, \rangle, \langle d : D, 0..*, +, \{ \text{unique} \}, >, 0 \rangle \rangle, \{ C \rightarrow \emptyset, D \rightarrow \{ x \} \}$$

A system state of  $\mathcal{S}$  (some reasonable  $\mathcal{S}$ ) is  $(\sigma, \lambda)$  with:

$$\sigma = \{ (c \mapsto \emptyset, 3, 0) \mapsto \{ x \mapsto 1 \}, (d \mapsto 1, 7, 0) \mapsto \{ x \mapsto 2 \} \}$$

$$\lambda = \{ \text{ACLD} \mapsto \{ (1, c, 3, 0), (1, c, 7, 0) \} \}$$

### Links in System States

**Only** for the course of lectures 08/09 we change the definition of system states:

**Definition.** Let  $\mathcal{S}$  be a structure of the (extended) signature  $\mathcal{S} = (\mathcal{S}, \mathcal{F}, V, \text{obj})$ .

A system state of  $\mathcal{S}$  wrt.  $\mathcal{S}$  is a pair  $(\sigma, \lambda)$  consisting of

- a type-consistent mapping  $\sigma : \mathcal{S}(\mathcal{F}) \mapsto \text{Obj}(\mathcal{S}) \mapsto \mathcal{S}(\mathcal{S})$
- a mapping  $\lambda$  which assigns each association  $\langle r : \langle \text{role}_1 : C_1, \dots, \text{role}_n : C_n \rangle \rangle \in V$  a relation  $\lambda(r) \subseteq \mathcal{S}(C_1) \times \dots \times \mathcal{S}(C_n)$  (i.e. a set of type-consistent  $n$ -tuples of identities).

*Handwritten notes:*

- for association
- we have
- we have
- we have

### Extended System States and Object Diagrams

**Legitimate question:** how do we represent system states such as

$$\sigma = \{ (1, c \mapsto \emptyset, 3, 0) \mapsto \{ x \mapsto 1 \}, (d \mapsto 1, 7, 0) \mapsto \{ x \mapsto 2 \} \}$$

$$\lambda = \{ \text{ACLD} \mapsto \{ (1, c, 3, 0), (1, c, 7, 0) \} \}$$

as object diagram?

## References

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## References

- [Osterwech, 2006] Osterwech, B. (2006). *Analyse und Design mit UML 2.1. 8. Auflage*. Oldenbourg, 8. edition.
- [OMG, 2007a] OMG (2007a). Unified modeling language: Infrastructure, version 2.1.2. Technical Report formal/07-11-04.
- [OMG, 2007b] OMG (2007b). Unified modeling language: Superstructure, version 2.1.2. Technical Report formal/07-11-02.

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