

The Unified Modeling Language (UML)

- It is a standardized general-purpose graphical language for modeling object-oriented software.
- This was developed in 1990's by Object Management Group.
- It combines the ideas of Rumbaugh, Booch and Jacobson and hence the name 'Unified' modeling language.
- Programmers, software architects, and analysts use modeling languages such as UML to graphically describe the design of a software.

- The UML defines a variety of diagrams such as class diagrams, use-case diagrams, interaction diagram, statechart diagrams, activity diagrams etc.
- This language is sufficiently general to be used in all software engineering domains.

UML Class Diagrams

- It gives an overview of a system by showing its classes and the relationships among them.
- These diagrams show the static structure of the model.
- The main symbols shown on a class diagram are:
 - Classes
 - Associations
 - Attributes
 - Operations
 - Generalisation

Representation of a Class

- A class is represented as a box with the name of the class inside.
- This box can have three compartments first for representing the name of the class, second for the attributes and third for operations.
- These compartments may be omitted to simplify the diagrams.

ComplexNumber

ComplexNumber
real img

ComplexNumber
input() display()

ComplexNumber
real: int img: int
input(int, int) display()

A class representing various levels of details

This is a sample, click download link to get the full Tutorial

CLICK BELOW

