

## UML Diagram Types

<p><b>Dynamic Models</b></p> <ul style="list-style-type: none"> <li>■ activity diagrams</li> <li>■ statechart diagrams</li> <li>■ interaction diagrams             <ul style="list-style-type: none"> <li>– sequence diagrams</li> <li>– collaboration diagrams</li> </ul> </li> <li>■ use case diagrams</li> </ul>	<p><b>Structural Models</b></p> <ul style="list-style-type: none"> <li>■ class diagrams</li> <li>■ object diagrams</li> <li>■ <i>packages</i></li> </ul> <p><b>Architectural Models</b></p> <ul style="list-style-type: none"> <li>■ component diagrams</li> <li>■ deployment diagrams</li> </ul>
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## Modeling Architecture Views

*def'n:* projection into organization and structure of a system that is focused on a particular aspect of that system

**System Decomposition**

- Design View: class level design
- H/W and S/W View: h/w and s/w physical deployment
- Use Case View: system functionality view

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## Structural Family: Package

*def'n:* general purpose mechanism for organizing modeling elements into groups

- control visibility
- present different views of system's architecture
- group elements that are semantically close, and tend to change together
- cohesive within and loosely coupled between (other packages)
- mechanism to organize things in a model
- no identity outside of system

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## Package

Convention

- tabbed folder (simple or path name)
- can be nested
  - package name in a package implies that package in question is nested in an enclosing package (e.g., sensors::vision::camera)
- package may own other elements
  - classes, interfaces, components, nodes, other packages
- packages imply composition relationship
  - destroying package destroys elements in the package
- all elements are owned by 0..1 package (element cannot be owned by >1 package)

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## Visibility

- +public: visible to contents of any package that imports element's enclosing package
  - public parts of components make up the interface
  - strict definition of "interface" relevant in component diagram
- #protected: only seen by children
  - visible only to packages that inherit from a parent package
- -private: cannot be seen outside of the package in which declared

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## Importing and Exporting

*Importing def'n:* granting one-way permission for the elements of one package to access elements in another package

- not transitive

Convention

- dependency relationship with stereotype <<import>>

*Exporting def'n:* public part of a package

- visible only to the contents of those packages that explicitly import the package

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## Generalization

- Used to specify families of packages
- Children inherit public (+) and protected (#) elements of parent
- Can replace general elements and add new ones
- Specialized package can be used anywhere a more general package can

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## Standard Elements

- facade: specifies a package that is only a view of some other package
- framework: specifies a package consisting mainly of patterns
- stub: specifies a package that serves as a proxy for the public contents of another package
- subsystem: specifies a package representing an independent part of the entire system being modeled
- system: specifies representing the entire system being modeled

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## Modeling Groups

- Look for clumps that are conceptually or semantically close
- Surround with a package
- Distinguish public elements, mark all others protected or private
- Draw explicit connections of packages via an <<import>> dependency
- If possible, find generalizations and connect families of packages

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### Hints and Tips

- Package represents a crisp boundary around a set of related elements
- Package is loosely coupled with other elements but highly cohesive within package
- Are not nested deeper than 3 levels
- Is balanced (one package does not own too much work)

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