## **UML**

#### 1 Introduction to UML

ntroduction to UNIL
Introduction to the Object-Oriented Paradigm
Encapsulation
Inheritance
Polymorphism
What Is Visual Modeling?
Systems of Graphical Notation
Booch Notation
Object Management Technology (OMT)
Unified Modeling Language (UML)
Understanding UML Diagrams
Business Use Case Diagrams
Use Case Diagrams
Activity Diagrams
Sequence Diagrams
Collaboration Diagrams
Class Diagrams
Statechart Diagrams
Component Diagrams
Deployment Diagrams
Visual Modeling and the Software Development Process

Inception

Elaboration

Construction

Transition

#### 2 A Tour of Rose

What Is Rose?

Getting Around in Rose

Parts of the Screen

Exploring Four Views in a Rose Model

Use Case View

Logical View

Component View

Deployment View

Working with Rose

Creating Models

Saving Models

**Exporting and Importing Models** 

Publishing Models to the Web

Working with Controlled Units

Using the Model Integrator

Working with Notes

Working with Packages

Adding Files and URLs to Rose Model Elements

Adding and Deleting Diagrams

Setting Global Options

Working with Fonts

Working with Colors

#### 3 Business Modeling

Introduction to Business Modeling

Why Model the Business?

Do I Need to Do Business Modeling?

Business Modeling in an Iterative Process

**Business-Modeling Concepts** 

**Business Actors** 

**Business Workers** 

**Business Use Cases** 

Business Use Case Diagrams

**Activity Diagrams** 

**Business Entities** 

Organization Unit

Where Do I Start?

Identifying the Business Actors

Identifying the Business Workers

Identifying the Business Use Cases

Showing the Interactions

Documenting the Details

Creating Business Use Case Diagrams

Deleting Business Use Case Diagrams

The Use Case Diagram Toolbar

Adding Business Use Cases

**Business Use Case Specifications** 

Assigning a Priority to a Business Use Case

Viewing Diagrams for a Business Use Case

Viewing Relationships for a Business Use Case

Working with Business Actors

Adding Business Actors

Adding Actor Specifications

Assigning an Actor Stereotype

Setting Business Actor Multiplicity

Viewing Relationships for a Business Actor

Working with Relationships

Association Relationship

Generalization Relationship

Working with Organization Units

Adding Organization Units

**Deleting Organization Units** 

**Activity Diagrams** 

Adding an Activity Diagram

Adding Details to an Activity Diagram

### 4 Use Cases and Actors

Use Case Modeling Concepts	
	Actors
	Use Cases
	Traceability
	Flow of Events
	Relationships
Use C	Case Diagrams
Activ	ity Diagrams
	Activity
	Start and End States
	Objects and Object Flows
	Transitions
	Synchronization
Work	ing with Use Cases in Rational Rose
	The Use Case Diagram Toolbar
	Creating Use Case Diagrams
	Deleting Use Case Diagrams
	Adding Use Cases
	Deleting Use Cases
	Use Case Specifications
	Naming a Use Case
	Viewing Participants of a Use Case
	Assigning a Use Case Stereotype

Assigning a Priority to a Use Case Creating an Abstract Use Case Viewing Diagrams for a Use Case Viewing Relationships for a Use Case Working with Actors Adding Actors **Deleting Actors** Actor Specifications Naming Actors Assigning an Actor Stereotype Setting Actor Multiplicity Creating an Abstract Actor Viewing Relationships for an Actor Viewing an Actor's Instances Working with Relationships Association Relationship Includes Relationship Extends Relationship Generalization Relationship Working with Activity Diagrams The Activity Diagram Toolbar Creating Activity Diagrams **Deleting Activity Diagrams** Exercise **Problem Statement** 

#### 5 Object Interaction

#### Interaction Diagrams

What Is an Object?

What Is a Class?

Where Do I Start?

Finding Objects

Finding the Actor

Using Interaction Diagrams

Sequence Diagrams

The Sequence Diagram Toolbar

Collaboration Diagrams

The Collaboration Diagram Toolbar

Working with Actors on an Interaction Diagram

Working with Objects

Adding Objects to an Interaction Diagram

Deleting Objects from an Interaction Diagram

**Setting Object Specifications** 

Naming an Object

Mapping an Object to a Class

Setting Object Persistence

Using Multiple Instances of an Object

#### Working with Messages

Adding Messages to an Interaction Diagram

Adding Messages to a Sequence Diagram

Deleting Messages from a Sequence Diagram

Reordering Messages in a Sequence Diagram

Message Numbering in a Sequence Diagram

Viewing the Focus of Control in a Sequence Diagram

Adding Messages to a Collaboration Diagram

Deleting Messages from a Collaboration Diagram

Message Numbering in a Collaboration Diagram

Adding Data Flows to a Collaboration Diagram

Setting Message Specifications

Naming a Message

Mapping a Message to an Operation

Setting Message Synchronization Options

Setting Message Frequency

End of a Lifeline

Working with Scripts

Switching Between Sequence and Collaboration Diagrams

Two-Pass Approach to Interaction Diagrams

Exercise

**Problem Statement** 

Create Interaction Diagrams

#### 6 Classes and Packages

Logical View of a Rose Model Class Diagrams What Is a Class? Finding Classes Creating Class Diagrams Deleting Class Diagrams Organizing Items on a Class Diagram Using the Class Diagram Toolbar Working with Classes Adding Classes Class Stereotypes Analysis Stereotypes Class Types Interfaces Web Modeling Stereotypes Other Language Stereotypes Class Specifications Naming a Class Setting Class Visibility Setting Class Multiplicity Setting Storage Requirements for a Class Setting Class Persistence

Setting Class Concurrency

Creating an Abstract Class

Viewing Class Attributes

Viewing Class Operations

Viewing Class Relationships

Using Nested Classes

Viewing the Interaction Diagrams That Contain a Class

Setting Java Class Specifications

Setting CORBA Class Specifications

Working with Packages

Adding Packages

**Deleting Packages** 

Exercise

**Problem Statement** 

Creating a Class Diagram

### 7 Attributes and Operations

Working with Attributes

Finding Attributes

Adding Attributes

**Deleting Attributes** 

Setting Attribute Specifications

Setting the Attribute Containment

Making an Attribute Static

Specifying a Derived Attribute

## Working with Operations Finding Operations **Adding Operations Deleting Operations Setting Operation Specifications** Adding Arguments to an Operation Specifying the Operation Protocol Specifying the Operation Qualifications Specifying the Operation Exceptions Specifying the Operation Size Specifying the Operation Time Specifying the Operation Concurrency Specifying the Operation Preconditions Specifying the Operation Postconditions Specifying the Operation Semantics Displaying Attributes and Operations on Class Diagrams Showing Attributes **Showing Operations Showing Visibility Showing Stereotypes** Mapping Operations to Messages Mapping an Operation to a Message on an Interaction Diagram Exercise **Problem Statement** Add Attributes and Operations

#### 8 Relationships

# Relationships Types of Relationships Finding Relationships Associations Using Web Association Stereotypes Creating Associations **Deleting Associations** Dependencies Creating Dependencies **Deleting Dependencies** Package Dependencies Creating Package Dependencies Deleting Package Dependencies Aggregations Creating Aggregations **Deleting Aggregations** Generalizations Creating Generalizations **Deleting Generalizations** Working with Relationships Setting Multiplicity

Using Relationship Names

Using Stereotypes
Using Roles
Setting Export Control
Using Static Relationships
Using Friend Relationships
Setting Containment
Using Qualifiers
Using Link Elements
Using Constraints
Exercise
Problem Statement
Adding Relationships

#### 9 Object Behavior

Statechart Diagrams

Creating a Statechart Diagram

Adding States

Adding State Details

**Adding Transitions** 

**Adding Transition Details** 

Adding Special States

Using Nested States and State History

Exercise

**Problem Statement** 

#### 10 Component View

What Is a Component?

Types of Components

Component Diagrams

Creating Component Diagrams

Adding Components

Adding Component Details

Adding Component Dependencies

Exercise

**Problem Statement** 

### 11 Deployment View

Deployment Diagrams

Opening the Deployment Diagram

Adding Processors

Adding Processor Details

Adding Devices

Adding Device Details

Adding Connections

Adding Connection Details

Adding Processes

Exercise

**Problem Statement** 

Create Deployment Diagram

#### 12 Introduction to Code Generation and Reverse Engineering Using

#### Rational Rose

Preparing for Code Generation

Step One: Check the Model

Step Two: Create Components

Step Three: Map Classes to Components

Step Four: Set the Code-Generation Properties

Step Five: Select a Class, Component, or Package

Step Six: Generate Code

What Gets Generated?

Introduction to Reverse Engineering Using Rational Rose

Model Elements Created During Reverse Engineering

Round-Trip Engineering

Summary

## 13 Java Code Generation and Reverse Engineering

Overview

Introduction to Rose J

Beginning a Java Project

Selecting a Java Framework

Linking to IBM VisualAge for Java

## Linking to Microsoft Visual J++ Java Code-Generation Properties **Project Properties** Class Properties **Attribute Properties** Operation Properties Module Properties **Role Properties** Generating Code Generated Code Classes Attributes Operations **Bidirectional Associations Unidirectional Associations** Associations with a Multiplicity of One to Many Associations with a Multiplicity of Many to Many Reflexive Associations Aggregations Dependency Relationships Generalization Relationships Interfaces Java Beans Support for J2EE **EJBs**

Servlets

JAR and WAR Files

Automated J2EE Deployment

Reverse Engineering

Summary

#### 14 Rose Data Modeler

Object Models and Data Models

Creating a Data Model

Logic in a Data Model

Adding a Database

Adding Tablespaces

Adding a Schema

Creating a Data Model Diagram

Creating Domain Packages and Domains

Adding Tables

Adding Columns

Setting a Primary Key

**Adding Constraints** 

Adding Triggers

Adding Indexes

Adding Stored Procedures

Adding Relationships

Adding Referential Integrity Rules

Working with Views

Generating an Object Model from a Data Model

Generating a Data Model from an Object Model

Generating a Database from a Data Model

Updating an Existing Database

Reverse Engineering a Database