The Unified Modeling Language

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Motivation

- In the early 90s: Development of about 10 OOAD notations
- Used for communicating about objects
  - Static vs. dynamic properties
  - Type vs. instance properties
- In 96/97: Unification of major notations by 3 amigos (Booch,Rumbaugh,Jacobson)
- In Nov. 97: Adoption as OMG standard
- Will be de-facto industry standard notation
- Here: use for design of distributed objects

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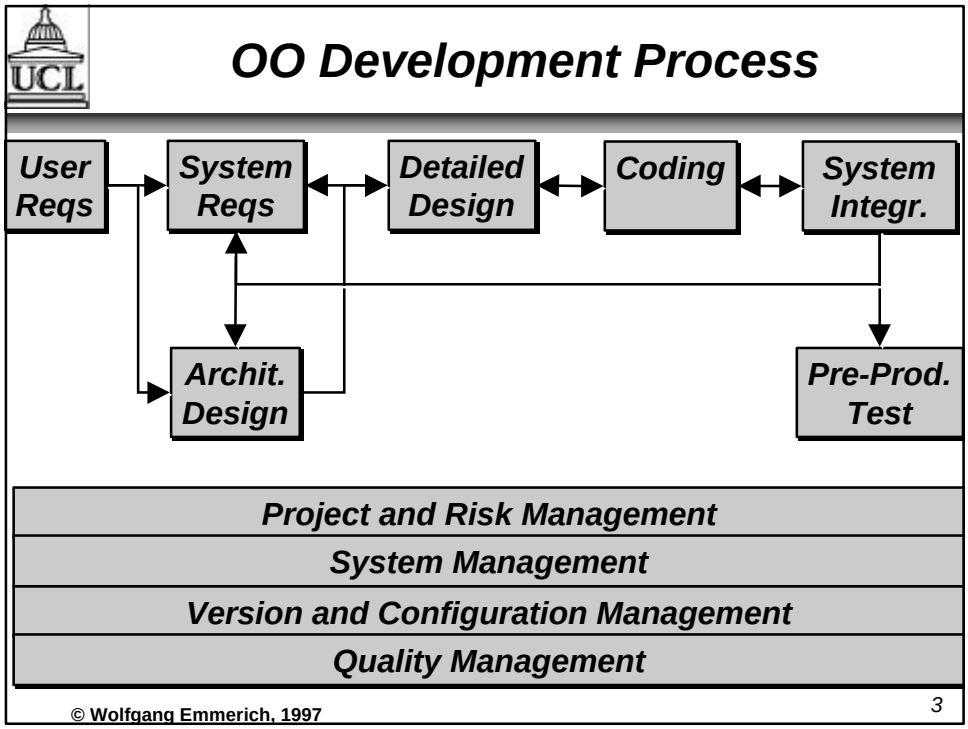
OO Development Process
User Reqs
System Reqs
Detailed Design
Coding
System Integr.
Archit. Design
Pre-Prod. Test
Project and Risk Management
System Management
Version and Configuration Management
Quality Management
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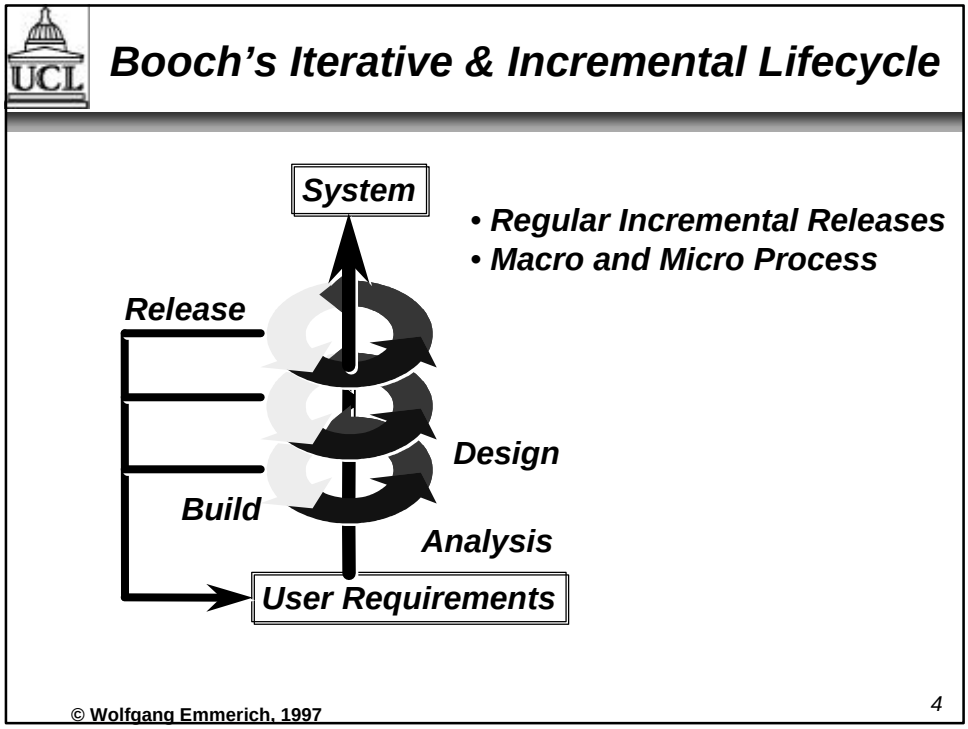
3


Booch's Iterative & Incremental Lifecycle
System
• Regular Incremental Releases
• Macro and Micro Process
Release
Design
Build
Analysis
User Requirements
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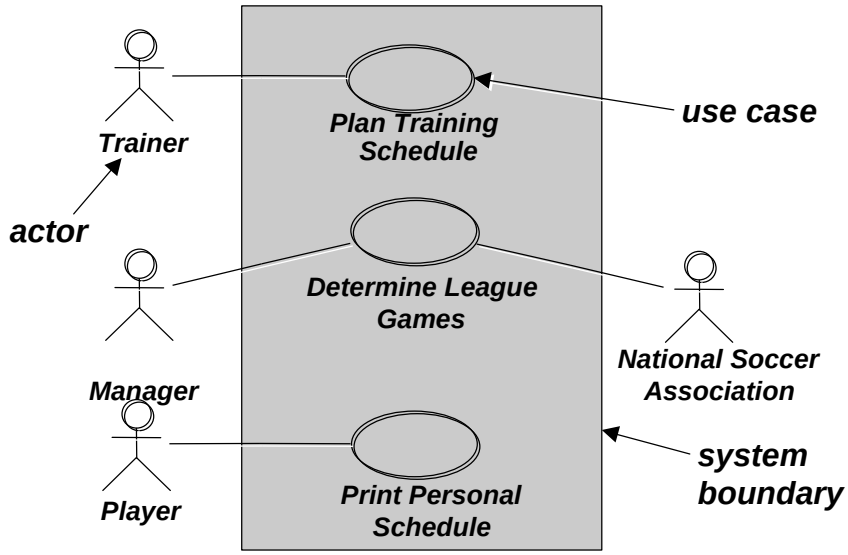
4

Use Case Diagrams



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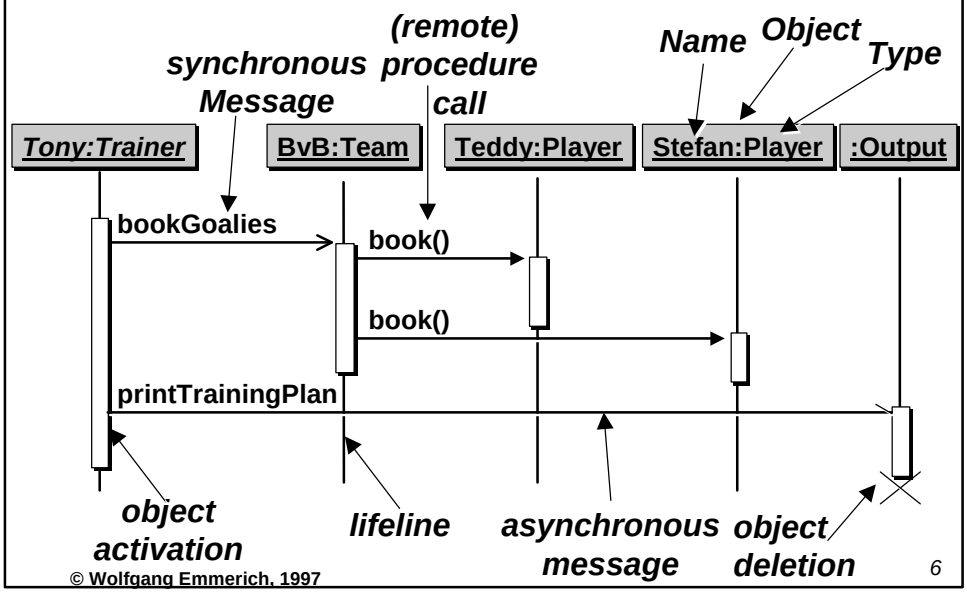
Sequence Diagrams



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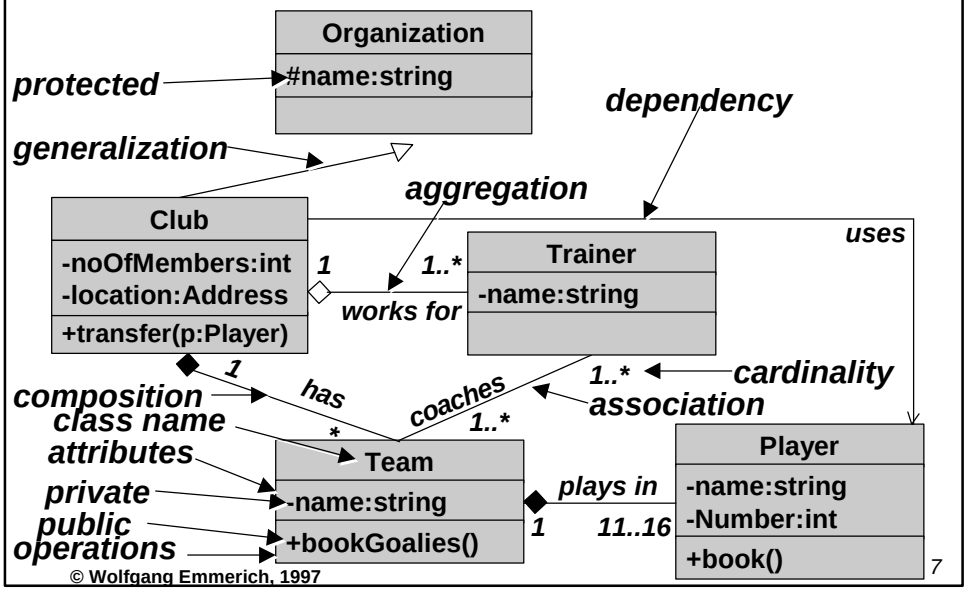
Class Diagrams



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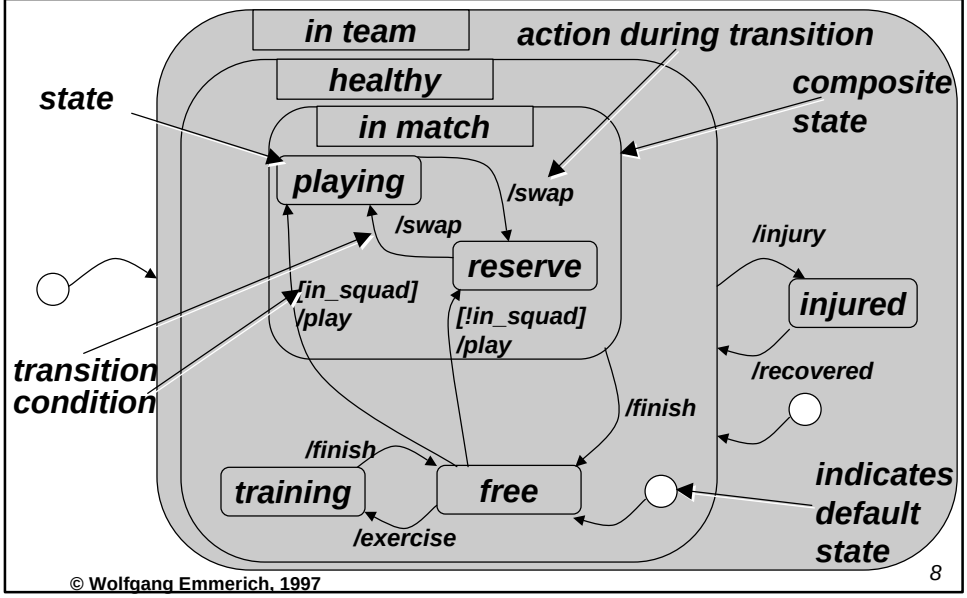
State Diagrams



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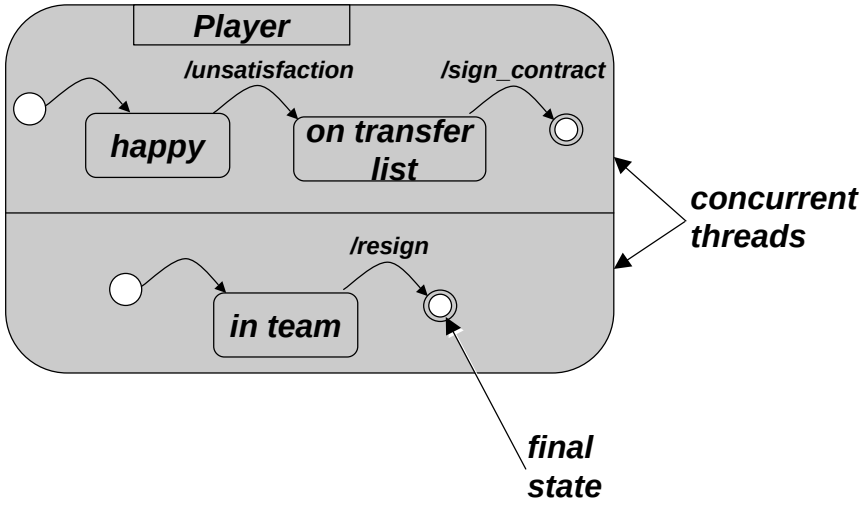
Parallel State Composition



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