

Training: Analysis and Design with UML 2.0

The Object Approach

abstraction
Objects
classes
encapsulation
Specialization and generalization
The legacy
Composition
Abstract and concrete classes
Polymorphism
the notion of stereotype in UML

Requirements modeling

use cases
Actor
Scenario
Communication relationship
Relationship between use cases
The extension relationship
Specialization and generalization of use cases

Representation of interactions between objects

The sequence diagram
Sending message
The lifeline of an object
The notion of interaction framework
The communication diagram

The life cycle of an object

States
events
transitions
stock

Properties and state identification

Static modeling of objects

The representation of classes

Associations between objects

The representation of associations between classes

The cardinality of associations

Differences between composition and aggregation