AMSS Lecture 6: UML Structural Diagrams

Traian Florin Șerbănuță

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Agenda

Object Diagrams

Object Diagrams

Definition
An object diagram shows a snapshot of the system at a particular time — instances of classes and the links between them.
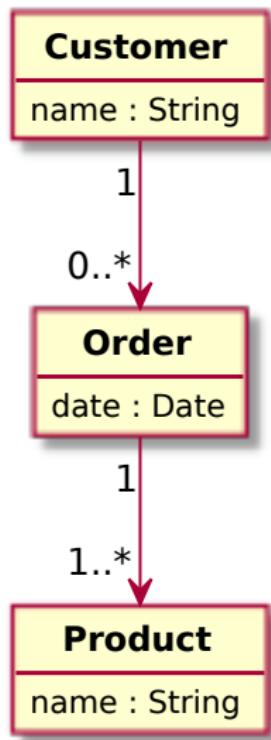
Purpose
▶ Visualize examples of how objects are related at runtime.
▶ Understand class diagram structure by concrete examples.
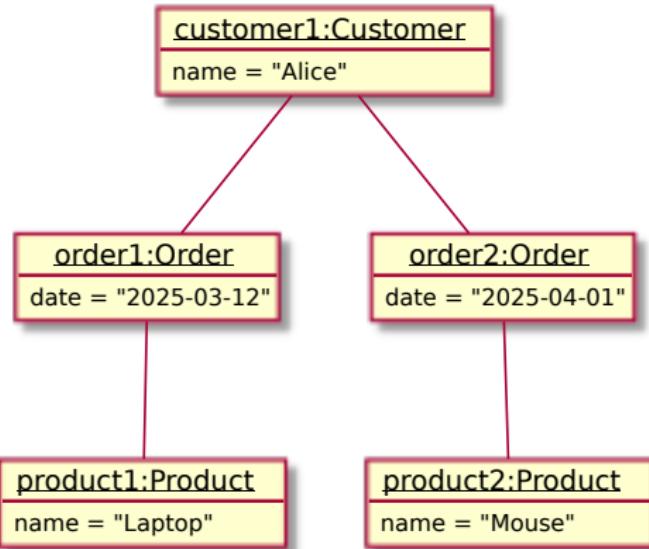
Key Elements
Objects, attribute values, and links.

Example: E-commerce System

Class diagram

```
┌─────────────────────┐
│     Customer        │
├─────────────────────┤
│  name : String      │
└─────────────────────┘
          1
          │
         0..*
          ▼
┌─────────────────────┐
│      Order          │
├─────────────────────┤
│  date : Date        │
└─────────────────────┘
          1
          │
         1..*
          ▼
┌─────────────────────┐
│     Product         │
├─────────────────────┤
│  name : String      │
└─────────────────────┘
```

Example object diagram

```
                    ┌──────────────────────────┐
                    │  customer1:Customer      │
                    ├──────────────────────────┤
                    │  name = "Alice"          │
                    └──────────────────────────┘
                       /                 \
                      /                   \
┌──────────────────────────┐   ┌──────────────────────────┐
│  order1:Order            │   │  order2:Order            │
├──────────────────────────┤   ├──────────────────────────┤
│  date = "2025-03-12"     │   │  date = "2025-04-01"     │
└──────────────────────────┘   └──────────────────────────┘
           │                              │
┌──────────────────────────┐   ┌──────────────────────────┐
│  product1:Product        │   │  product2:Product        │
├──────────────────────────┤   ├──────────────────────────┤
│  name = "Laptop"         │   │  name = "Mouse"          │
└──────────────────────────┘   └──────────────────────────┘
```
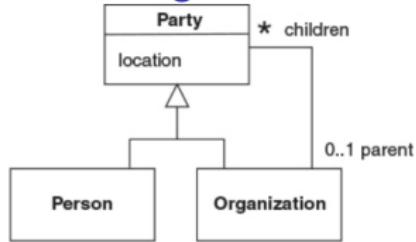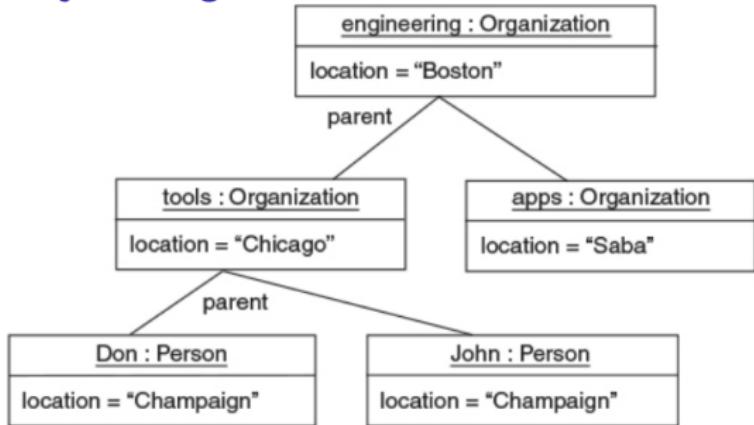
Example: Parties

Class diagram

Object diagram

Interactive Task

Assume we want to model arithmetic expressions with variables:

`Expr ::= Const Int | Var String | Plus Expr Expr | Times Ex`

Tasks

▶ Draw a class diagram for the given model

▶ Draw an *object diagram* containing at least one instance every class, all connected.

Package Diagrams

Package Diagrams

Definition
Package diagrams organize elements (classes, components, other packages, …) into groups.

Purpose
Manage large models and clarify dependencies among system parts.
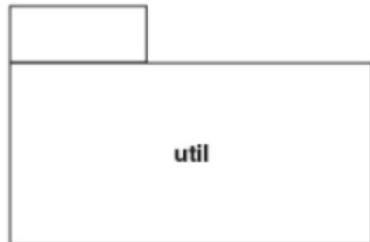
Key Elements
Packages, dependencies, imports, merges.
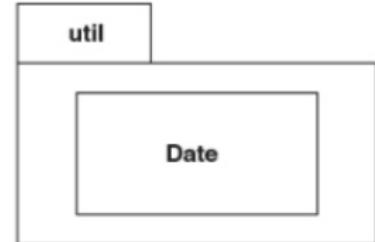
Structure
▶ each element is part of a single package
▶ same package can contain both (sub)packages and other elements
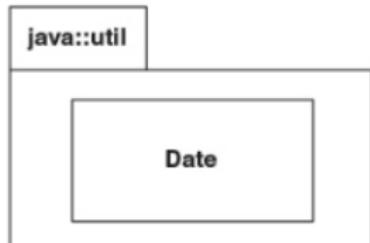
Ways of showing packages on diagrams

util

util

Date
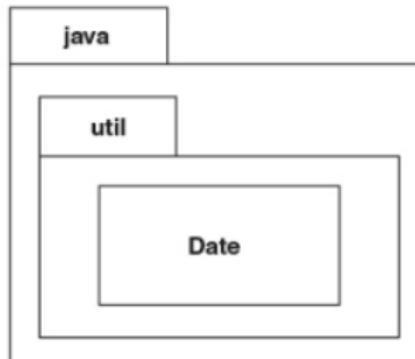
Contents listed in box

util

Date

Contents diagramed in box

java::util

Date
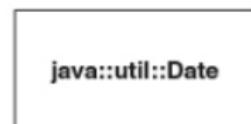
Fully qualified package name

java

util

Date

Nested packages

java::util::Date

Fully qualified class name

# Example: E-commerce Application Packages
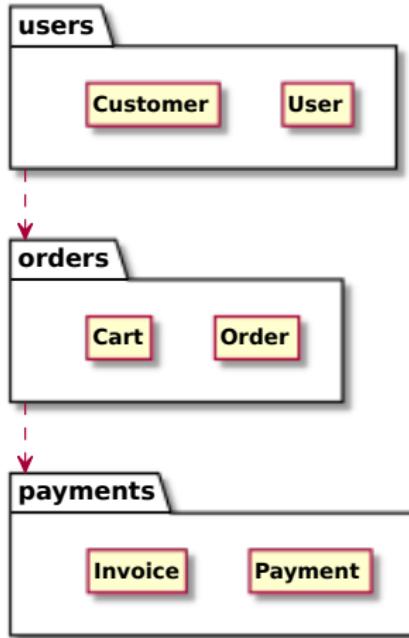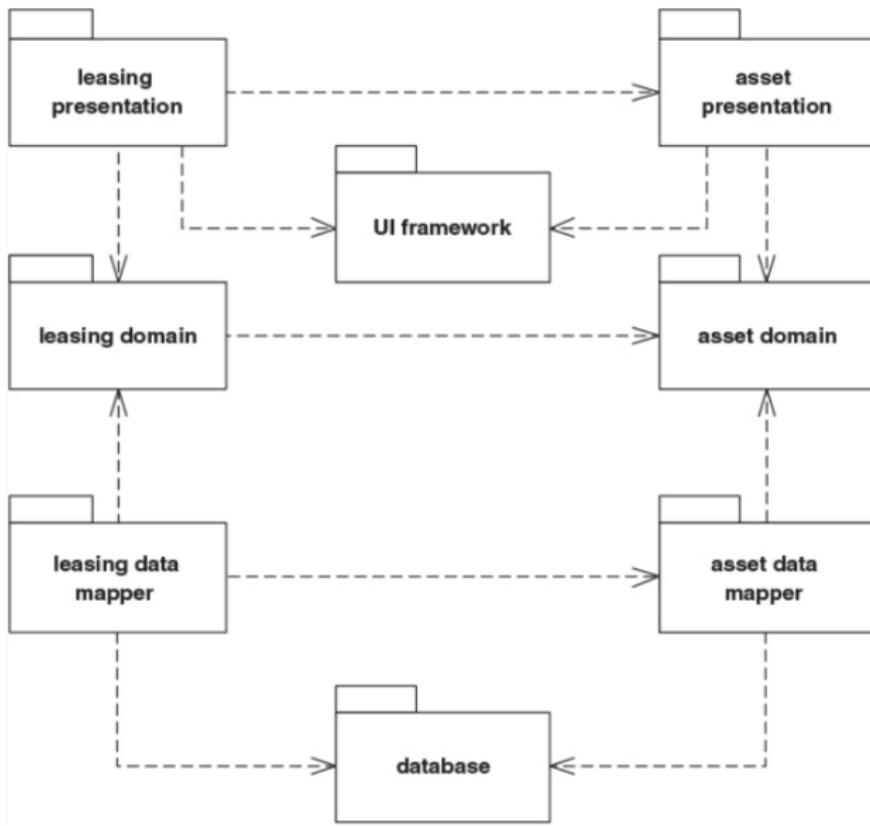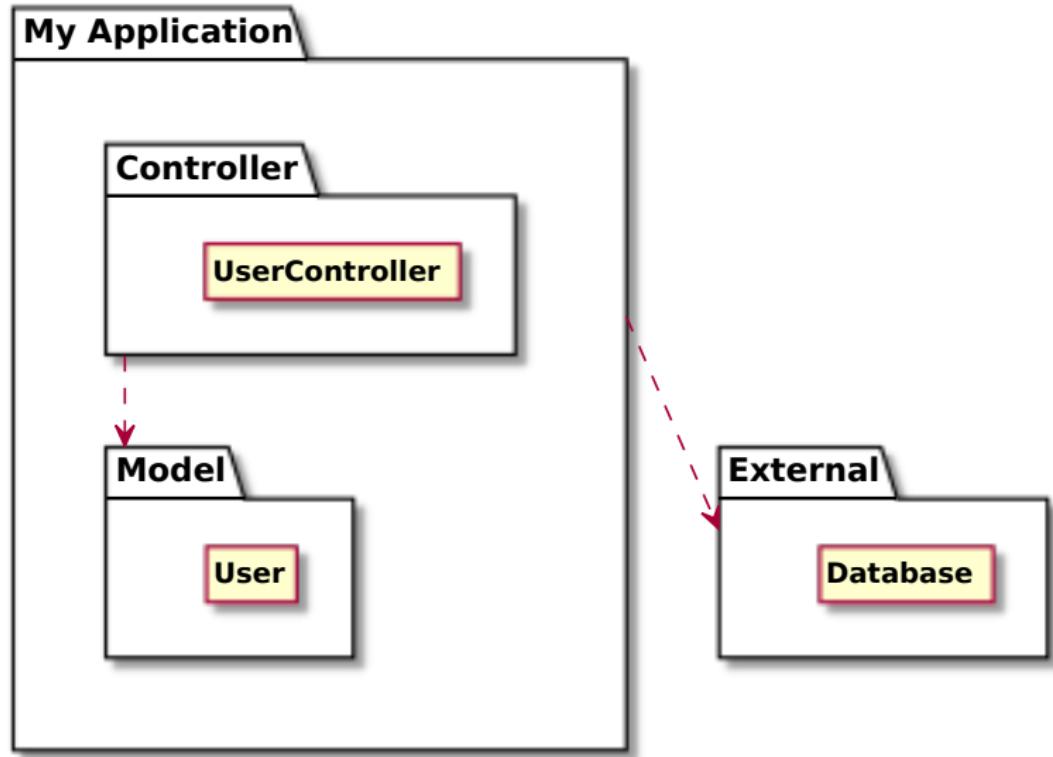
Figure 1: Package structure for an e-comerce app

Example: Well-structured, clear flow diagram

Example: Package structure for a web service

Interactive Exercise

Task: Given several classes/Packages (`Website`, `Mobile App`, `Payment`, `CustomerService`, `Cart`, `ProductDB`, `CustomerDB`), propose a modular package structure.

Goal: Reduce coupling and improve clarity.

Component Diagrams

Component Diagrams

UML 1 notation   UML 2 notation

Definition
Describe how software components (subsystems, modules, libraries)
are connected.

Purpose
Model large-scale structure and interactions between replaceable
parts.
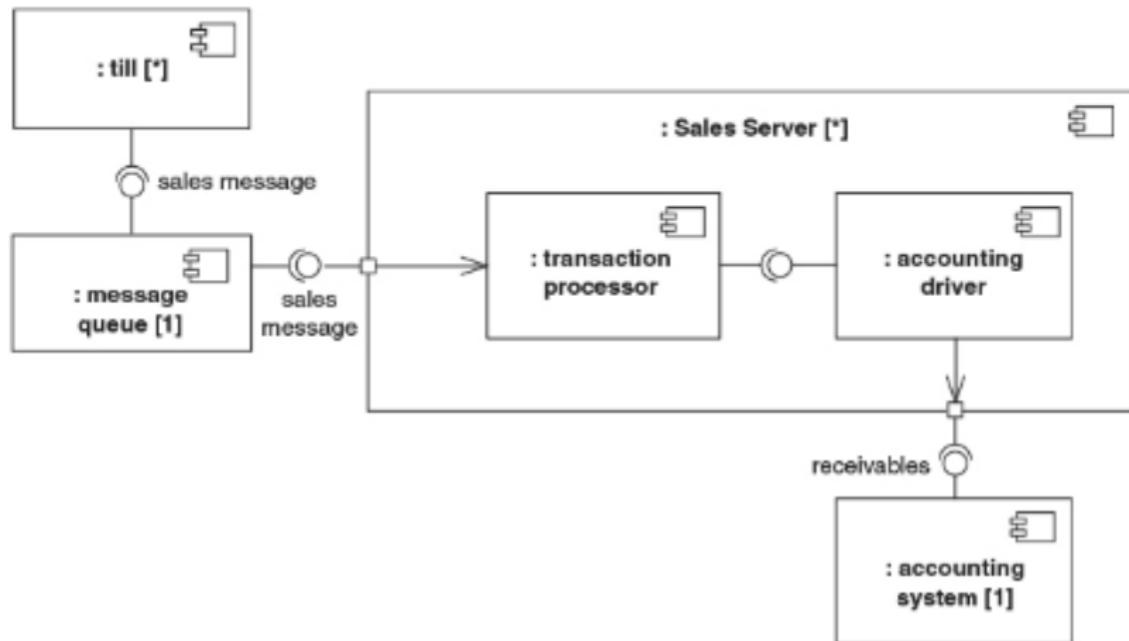
Key Elements
Components, interfaces, ports, dependencies.

Component diagrams: Key takes

Components represent pieces that are independently purchasable and upgradeable

▶ They are about how customers want to relate to software

▶ Buy components one piece at a time

▶ Upgrade one component or another at any time

  ▶ old and new components should work seamlessly

▶ Mix and match pieces from different providers

Example: Sales server component diagram

Interactive Task

You are given a system for online learning (students, courses, and grading services).

Identify 3–5 major components and describe their provided and required interfaces.

Deployment Diagrams

Deployment Diagrams

Definition
Represent the physical deployment of software artifacts on hardware nodes.
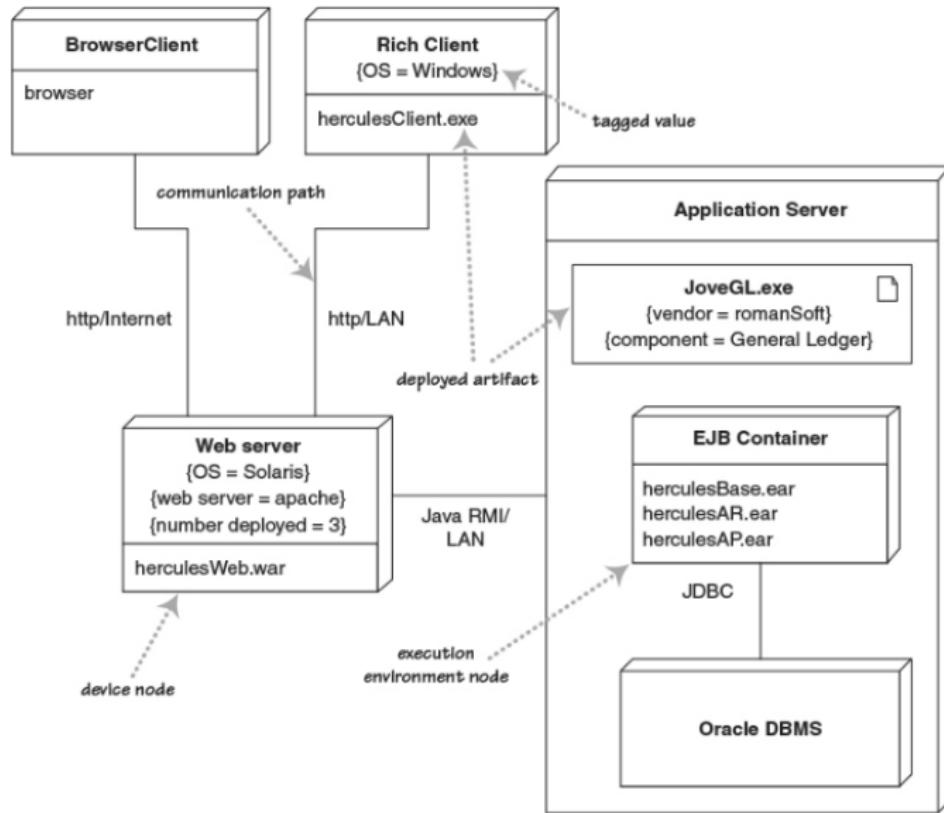
Purpose
Model distributed systems and deployment topologies.

Key Elements
Nodes (devices, servers), artifacts (software units), communication links.

Example: Application Deployment

Exercise

Given a system that includes (but is not limited to) a mobile app, a REST API backend, and a cloud database, create a simple deployment diagram.

Wrap-Up

Diagram Type	What It Models	Typical Use
Object	Instances and links at runtime	Example snapshots
Package	Logical grouping of elements	Modular organization
Component	Subsystem/module structure	Software architecture
Deployment	Physical topology	System infrastructure

Takeaway: Structural diagrams complement behavioral ones by showing the static "shape" of a system.