

Analiza și Modelarea Sistemelor Software - Lab 3¹

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¹Thanking Andrian Babii @ Endava for slide content

Agenda

- ▶ Class diagrams
- ▶ Package diagrams
- ▶ Component diagrams

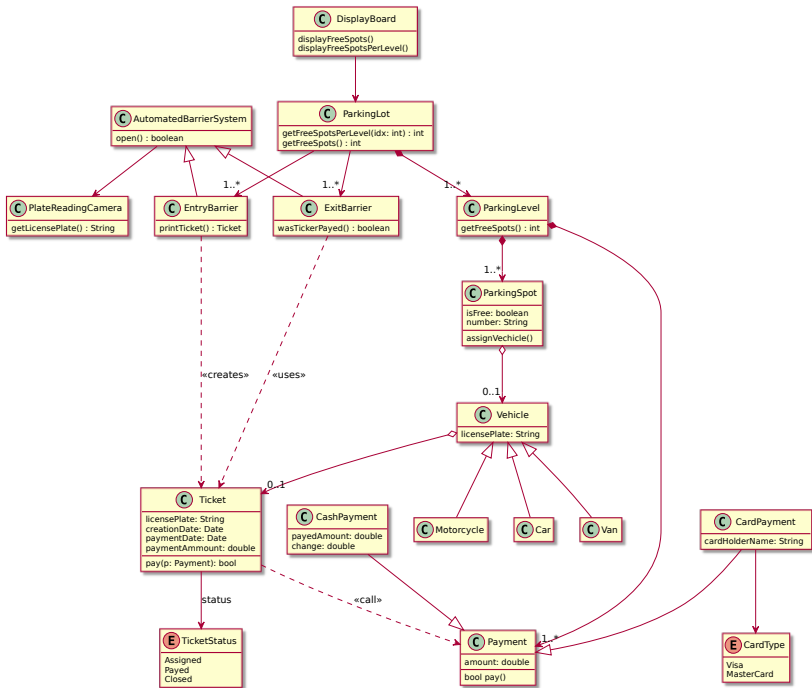
Tools

- ▶ Lucidchart — component and package diagrams
- ▶ Mermaid.js — class diagrams

Parking Lot Exercise

Scenario: Airport parking lot

- ▶ Contains multiple levels
- ▶ Sensors at each parking slot to detect if a slot is free or not
- ▶ Multiple entrances and exits
- ▶ By the entrances there are displays showing:
 - ▶ Total free spots
 - ▶ Free spots per level
- ▶ Both entrance and exit have cameras that reads license plates
- ▶ Entrance generates a ticket
- ▶ Exit Opens the barrier if the ticket was paid
- ▶ Multiple payment kiosks on each level
- ▶ Payment can be made with **cash** or **credit card**

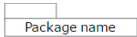



Package Diagram

- ▶ A **package** is a collection of logically related UML elements.
 - ▶ Simplify complex class diagrams by grouping classes into *packages*.

Package diagrams are commonly used to:

- ▶ Provide a visual organization of layered architecture
- ▶ Represent logical structure within UML classifiers (like software systems)

| Symbol | Name | Description |
|---|------------|--|
|  | Package | Groups common elements based on data, behavior, or user interaction |
|  | Dependency | Depicts the relationship between one element (package, named element, etc) and another |

Dependencies in Package Diagrams

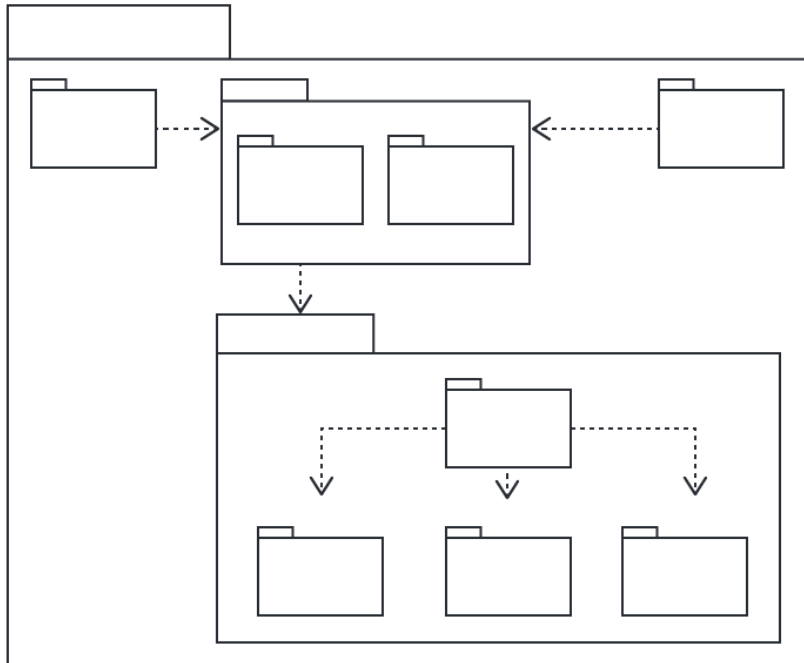
There are two main types of dependencies between packages:

1. **Import dependency** — allows access to all public elements of another package



2. **Access dependency** — limits access to specific elements only








Exercise

Create a **package diagram** based on the **class diagram** for the **parking lot**.

Component Diagrams

- ▶ Specialized class diagrams that focus on a system's **components**.
- ▶ Used to model the **static implementation view** of a system.

| Symbol | Name | Description |
|---|--------------------|---|
|  | Component | Modular part of a system that encapsulates its contents and whose manifestation is replaceable within its environment |
|  | Required interface | Represents the services needed/used by the component |
|  | Provided interface | Represents the services delivered by the component |

Exercise

Create a **component diagram** based on the **class diagram** for the **parking lot**.