

# Object Modeling

CSCE 740 - Lecture 16 - 10/24/2017

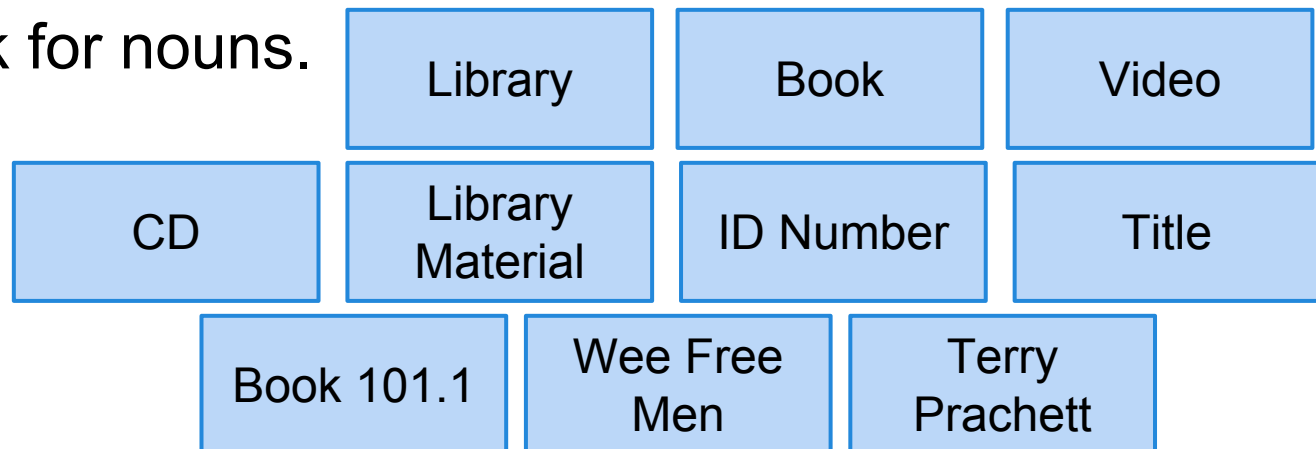
# Objectives for Today

- Introduce methods for starting an object model.
  - Identifying classes, their attributes, and their operations.
  - Identifying associations between classes.
- Get some experience with OO design.

# An Approach for Object Modeling

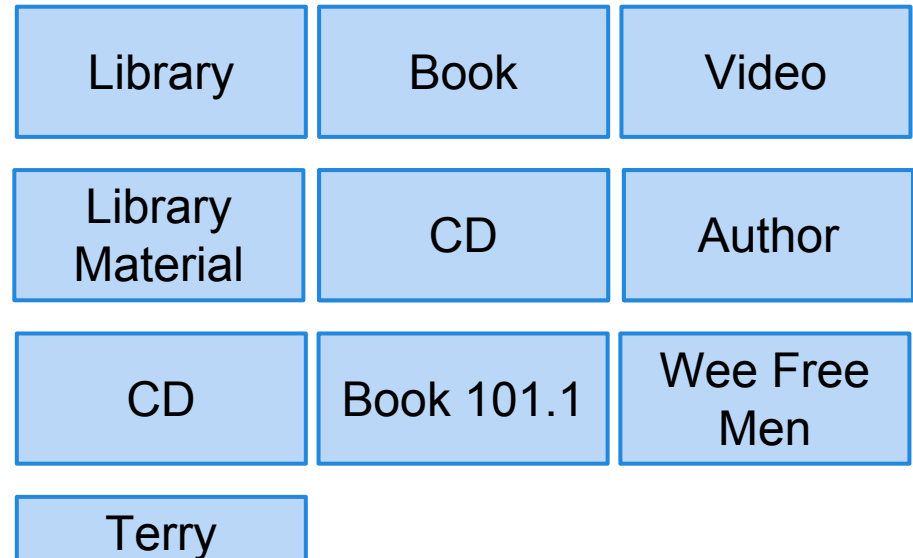
- Start with a problem statement.
  - High-level requirements
- Identify potential objects.
  - Look for nouns.

A library has books, videos, and CDs that it loans to its users. All library material has an ID number and a title. Book 101.1 is *The Wee Free Men* by Terry Prachett.



# Object Modeling Approach

- Refine and remove bad classes
  - Redundant, vague, or irrelevant.
  - Abstract objects to classes.
- Prepare data dictionary
  - Describe each class and its purpose.

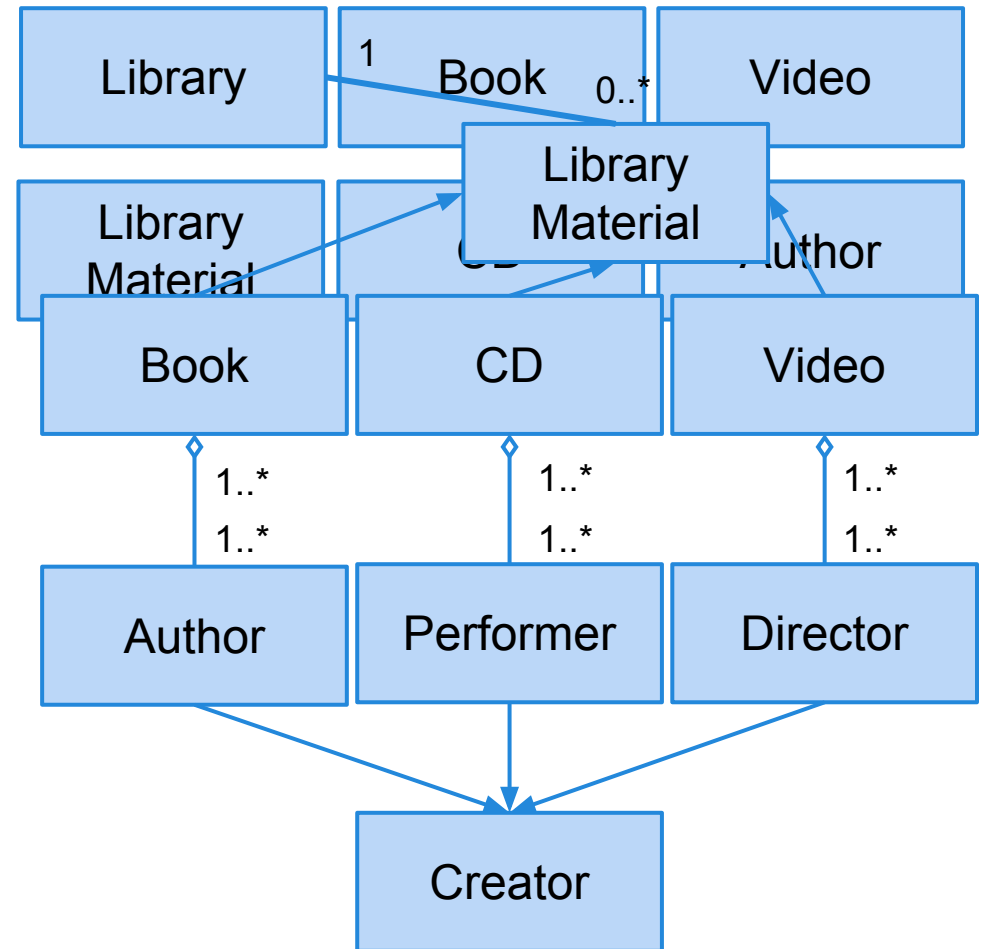


**Library Material:** An abstract class representing a generic library item that can be checked out. Has an ID and title.

**Book:** A class representing a book that can be checked out. Has an author in addition to inherited attributes ID and title.

# Object Modeling Approach

- Identify associations and aggregations.
- Identify the attributes and operations of classes.
- Organize and simplify using inheritance.



# Define Attributes and Operations

- What are the *responsibilities* of the class?
  - Use tools such as data dictionaries to define responsibilities of a class - what services must they perform or allow others to perform.
  - Classes were nouns, now look for **verbs**.
- General guidelines:
  - Responsibilities should be evenly distributed between classes.
  - Information related to a responsibility should be stored in the class responsible for that service.
    - Those are the attributes.

# Identify Associations

Classes fulfill responsibilities in two ways:

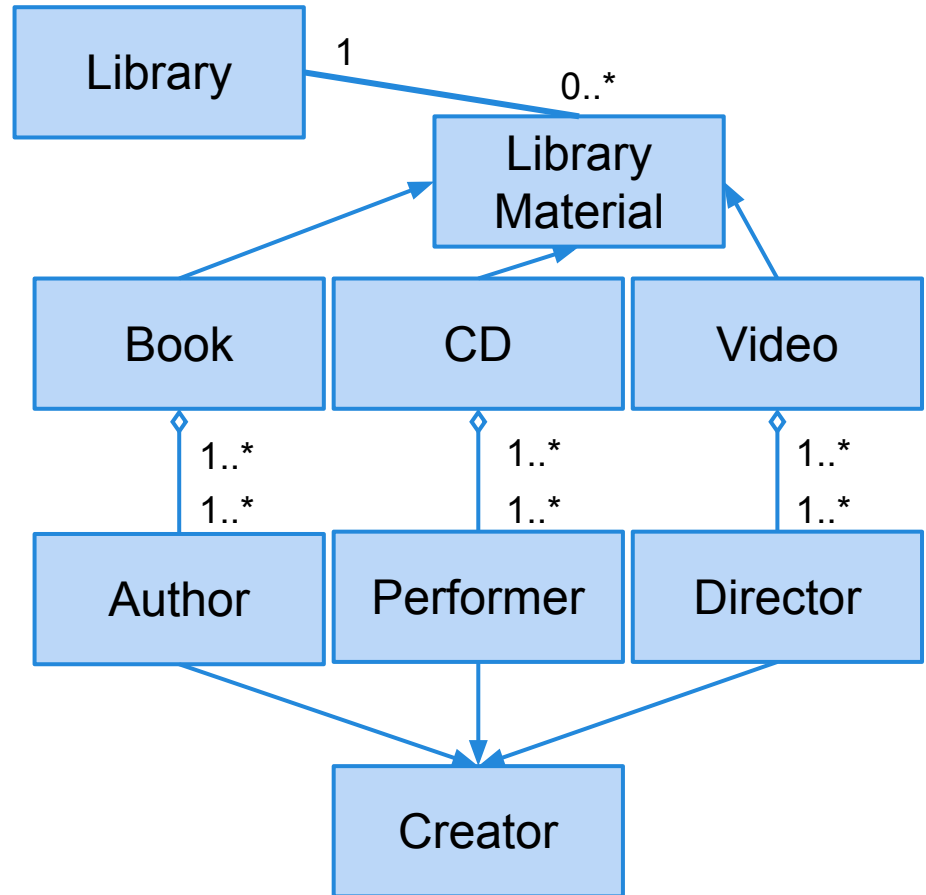
- It can use its own methods to modify its own attributes.
- It can collaborate with other classes.

If a class cannot fulfill its responsibilities alone, identify and document the associations.

- is-part-of (aggregation)
- has-knowledge-of (association)
- depends-upon (association)

# Object Modeling Approach

- Iterate and refine the model.
  - You will almost always go through multiple iterations of a design.
- Group classes into subsystems.
  - Which classes can combine to form an independent grouping?





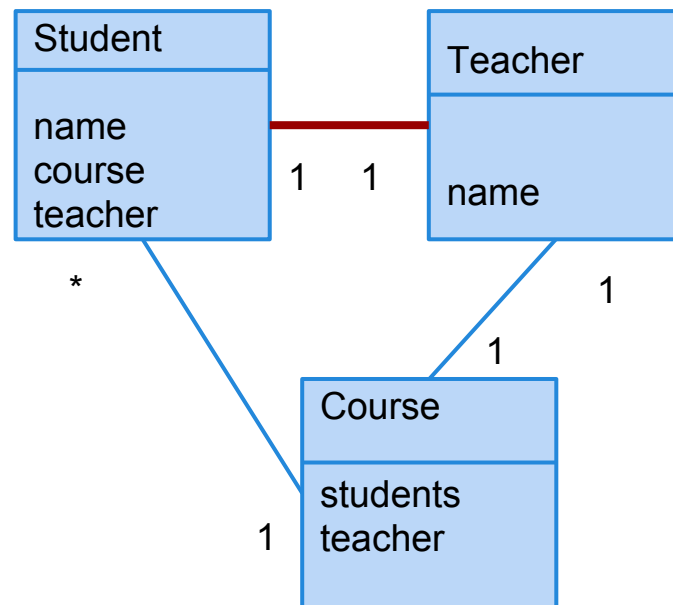
# Refinement

The software design is often not optimal. Before implementation, consider how it can be improved.

Watch for:

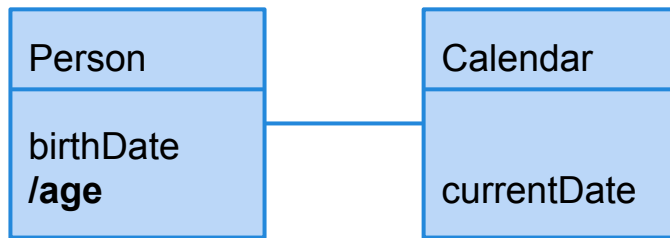
- Redundant associations.
- Attributes that can be derived at runtime.

- Remove redundant associations

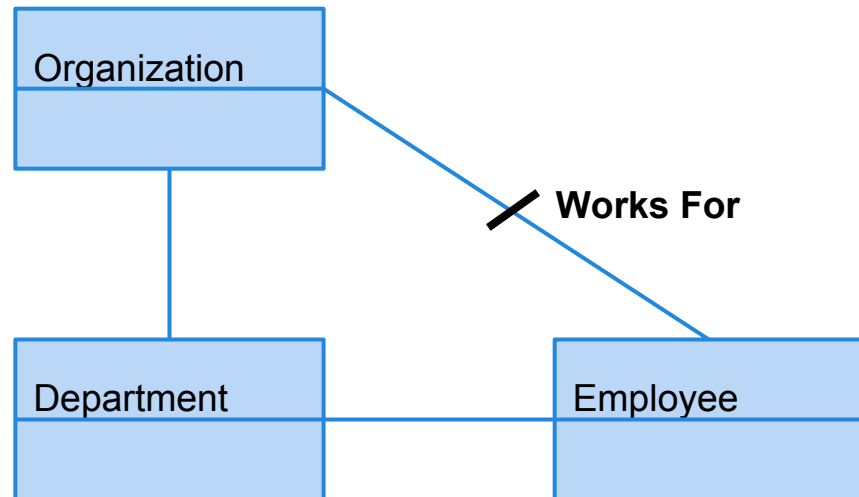


# Derived Links and Attributes

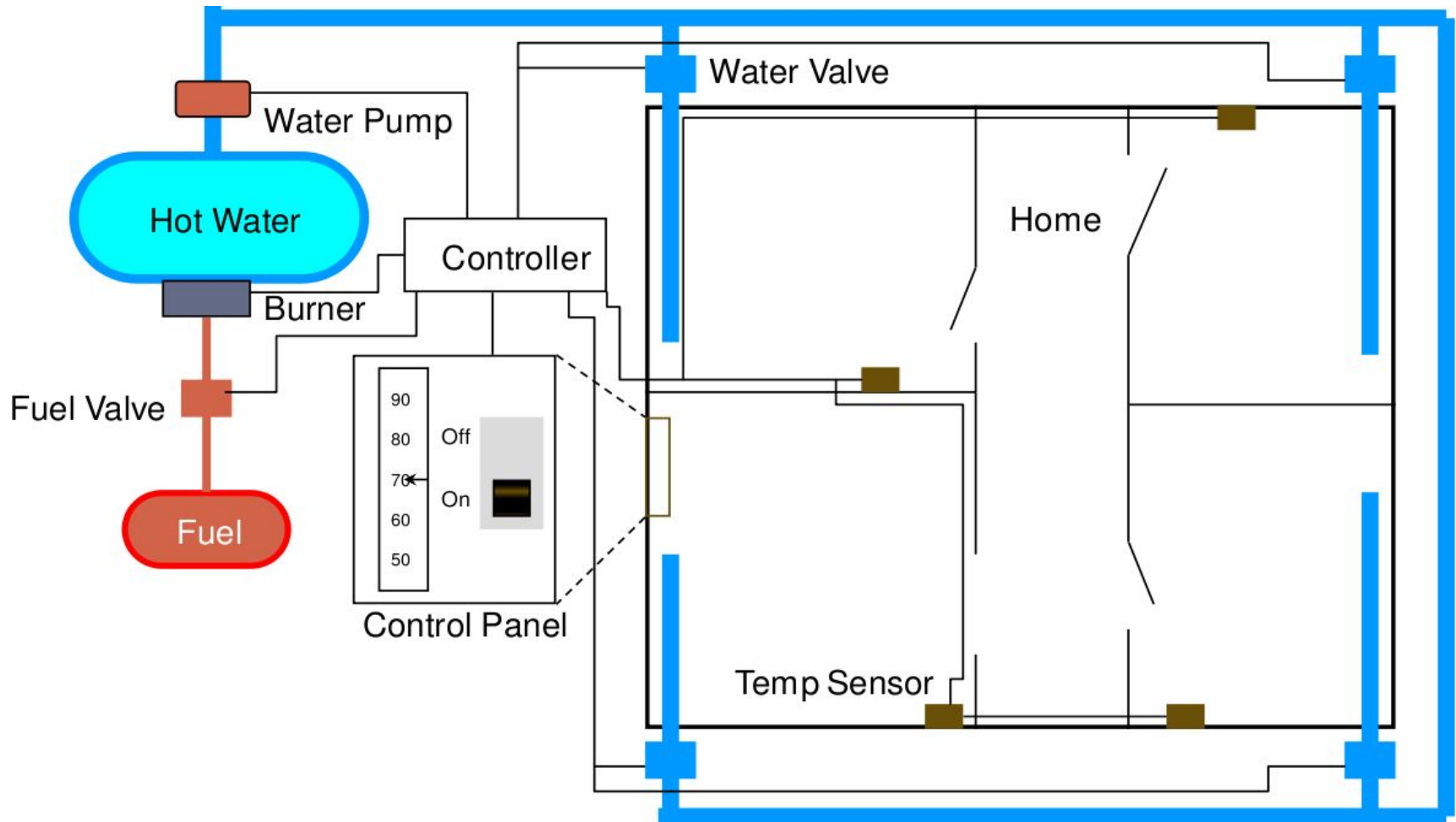
Derived entities can be calculated from other entities. Indicated by a slash. They are potentially redundant.



{age = currentDate - birthDate}



# The Home Heating System

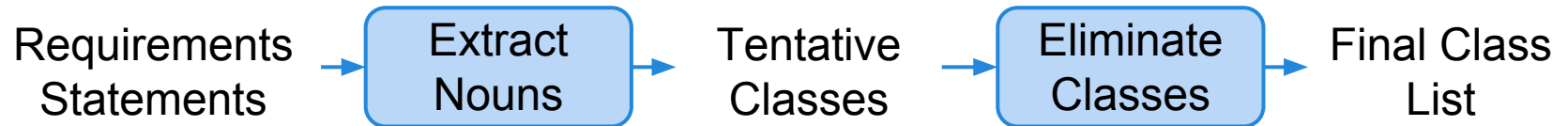


# Home Heating Requirements

The purpose of the software for the Home Heating System is to control the heating system that heats the rooms of a house. The software shall maintain the temperature of each room within a specified range by controlling the heat flow to individual rooms.

- The software shall control the heat in each room
- The room shall be heated when the temperature is 2F below desired temp
- The room shall no longer be heated when the temperature is 2F above desired temp
- The flow of heat to each room shall be individually controlled by opening and closing its water valve
- The valve shall be open when the room needs heat and closed otherwise
- The user shall set the desired temperature on the thermostat
- The operator shall be able to turn the heating system on and off
- The furnace must not run when the system is off
- When the furnace is not running and a room needs heat, the software shall turn the furnace on
- To turn the furnace on the software shall follow these steps
  - open the fuel valve
  - turn the burner on
- The software shall turn the furnace off when heat is no longer needed in any room
- To turn the furnace off the software shall follow these steps
  - close fuel valve
  - turn burner off

# Identify Object Classes



Water Pump

Hot Water

Burner

Furnace

Fuel Valve

Fuel

Desired Temperature

On-Off Switch

Heating System

House

Room

Temperature

Home

Thermostat

Range

Control Panel

Heat Flow

Home Heating System

Water Valve

Controller

Software

User

Heat

Operator

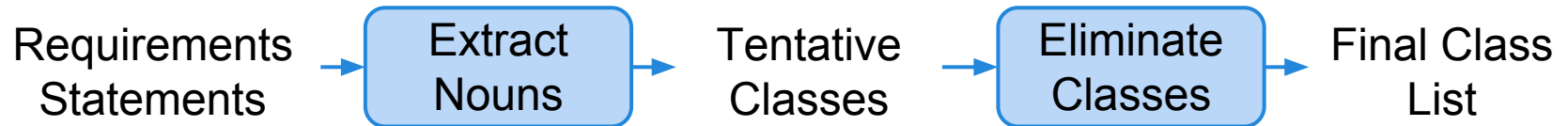
# Eliminate Bad Classes

- **Redundant Classes**
  - Classes that represent the same thing with different words.
- **Irrelevant Classes**
  - Classes we simply do not care about.
- **Vague Classes**
  - Classes with ill-defined boundaries.
- **Attributes**
  - Things that describe or make up other classes.

# Eliminate Bad Classes (Continued)

- **Operations**
  - Sequences of actions are often mistaken for classes.
- **Roles**
  - The name of a class should reflect what it is, not the role it plays.
- **Implementation Details**
  - Save those for the implementation.

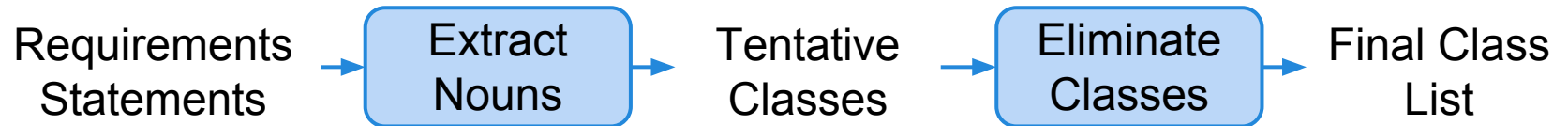
# Identify Object Classes



Water Pump	<del>House</del>	Water Valve
<del>Hot</del> Water	Room	Controller
Burner	<del>Temperature</del>	<del>Software</del>
Furnace	<del>Time</del>	<del>User</del>
Fuel Valve	Thermostat	<del>Heat</del>
<del>Fuel</del>	<del>Range</del>	Operator
<del>Desired</del> Temperature	Control Panel	
On-Off Switch	<del>Heat</del> Flow	
<del>Heating</del> System	Home Heating System	



# Classes After Elimination



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Water Pump	Water Valve
Room	Controller
Burner	Thermostat
Furnace	
Fuel Valve	
Operator	
Control Panel	
On-Off Switch	
Home Heating System	

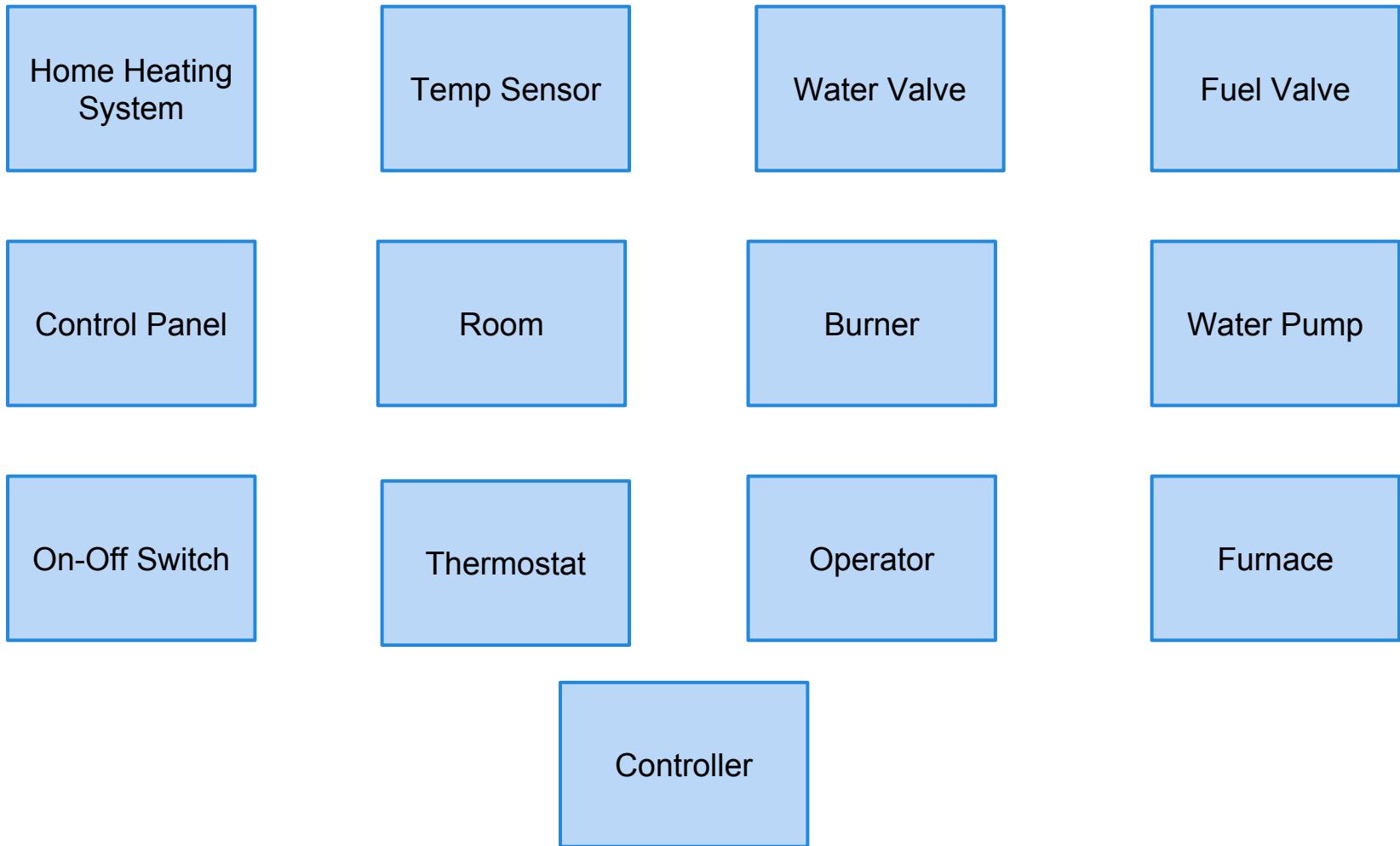
# Prepare Data Dictionary

- Describe each class and its purpose.
- What are the classes' responsibilities? What information does it need to perform those services?

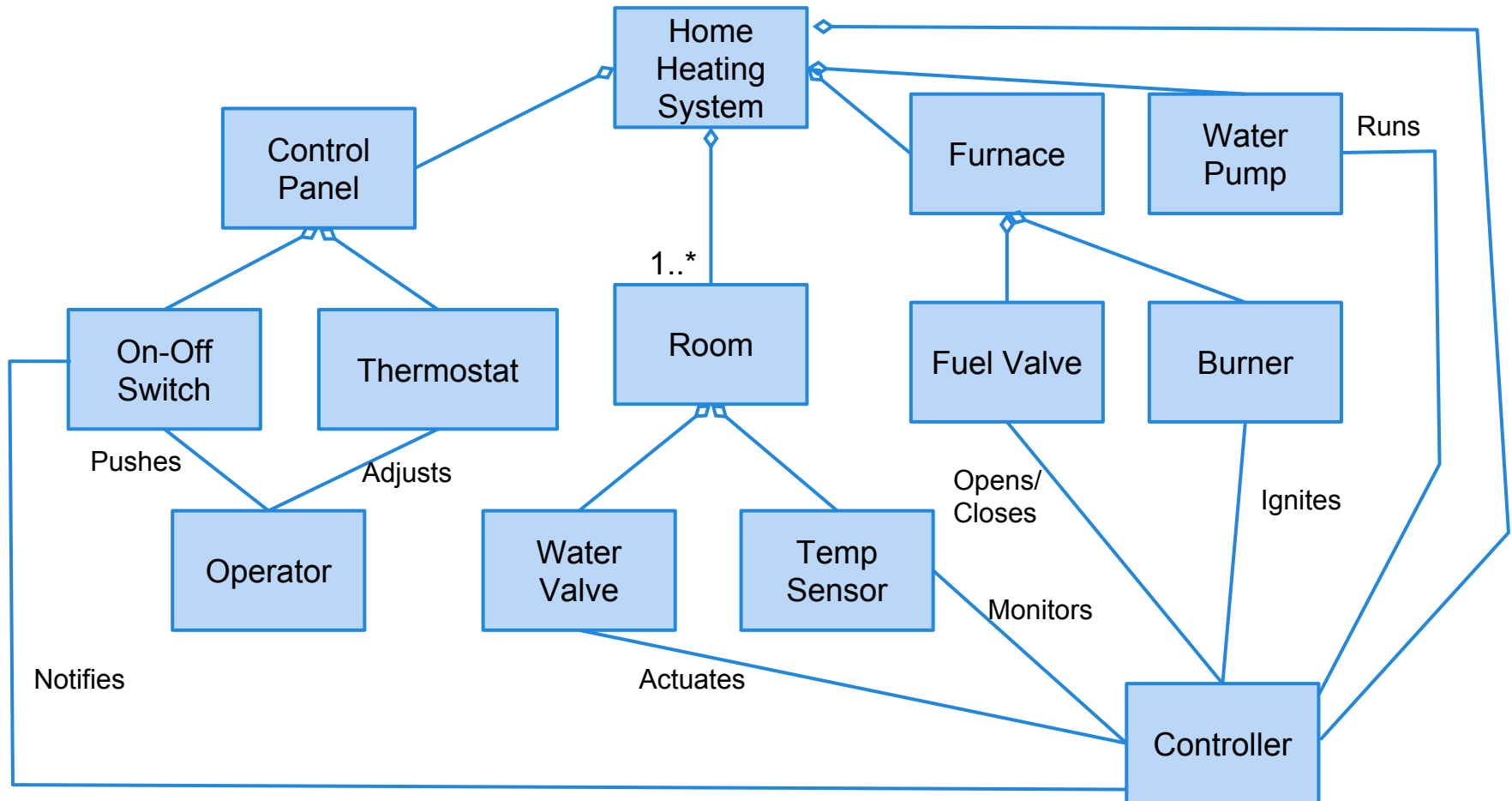
# Derive Possible Associations

- Not much information from the written requirements.
- ... but, a lot of information from the data dictionary and physical design.
- A room consists of a thermometer and a radiator
- A radiator consists of a valve and a radiator element
- The home heating system consists of a furnace, rooms, a water pump, a control panel, and a controller
- The furnace consists of a fuel pump and a burner
- The control panel consists of an on-off switch and a thermostat
- The controller controls the fuel pump, the burner, and the water pump. It monitors the temperature in each room, and opens and closes the valves in the rooms
- The operator sets the desired temperature, and turns the system on and off
- The controller gets notified of the new desired temperature

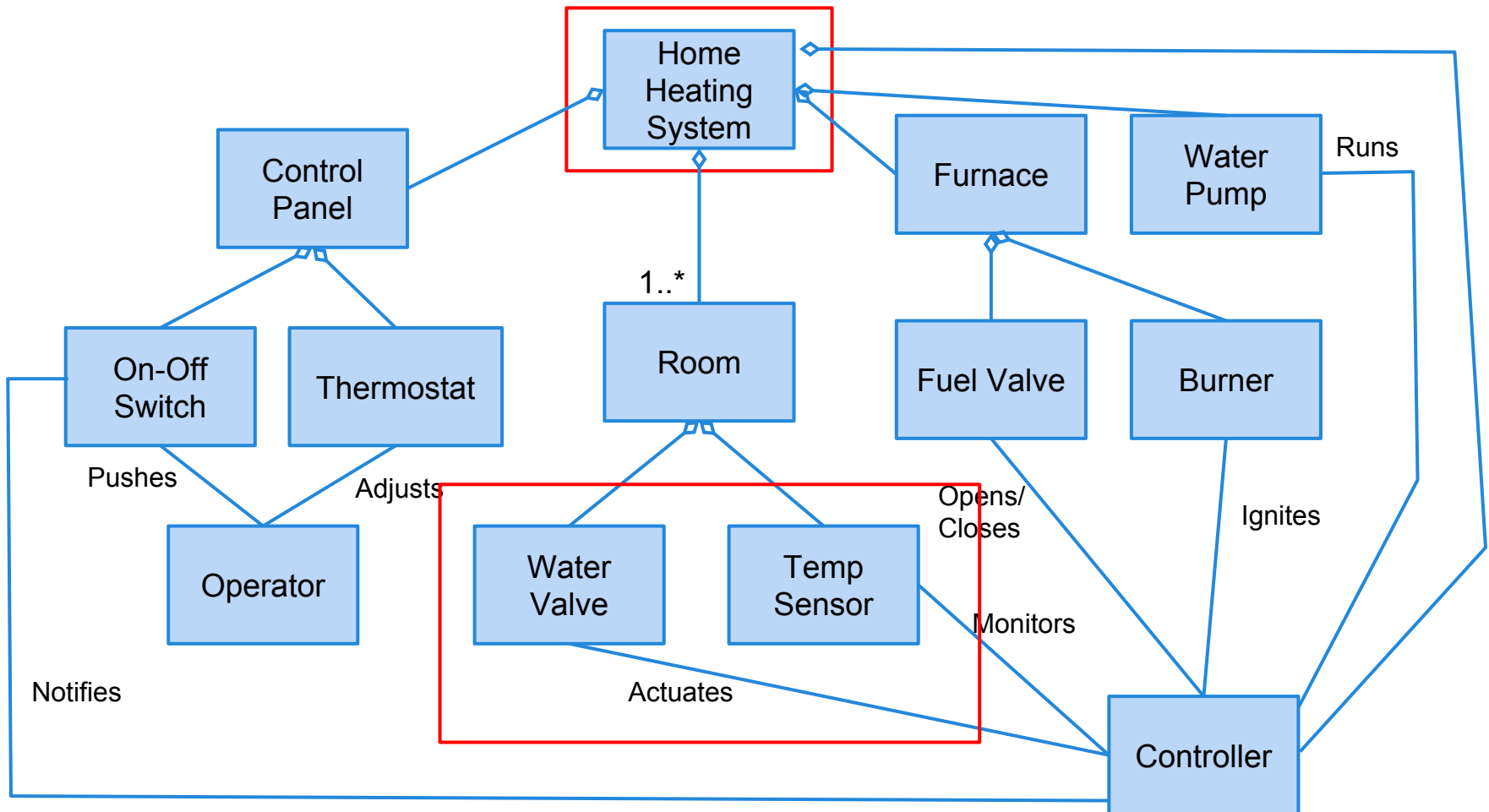
# Add Associations to Complete the Class Diagram



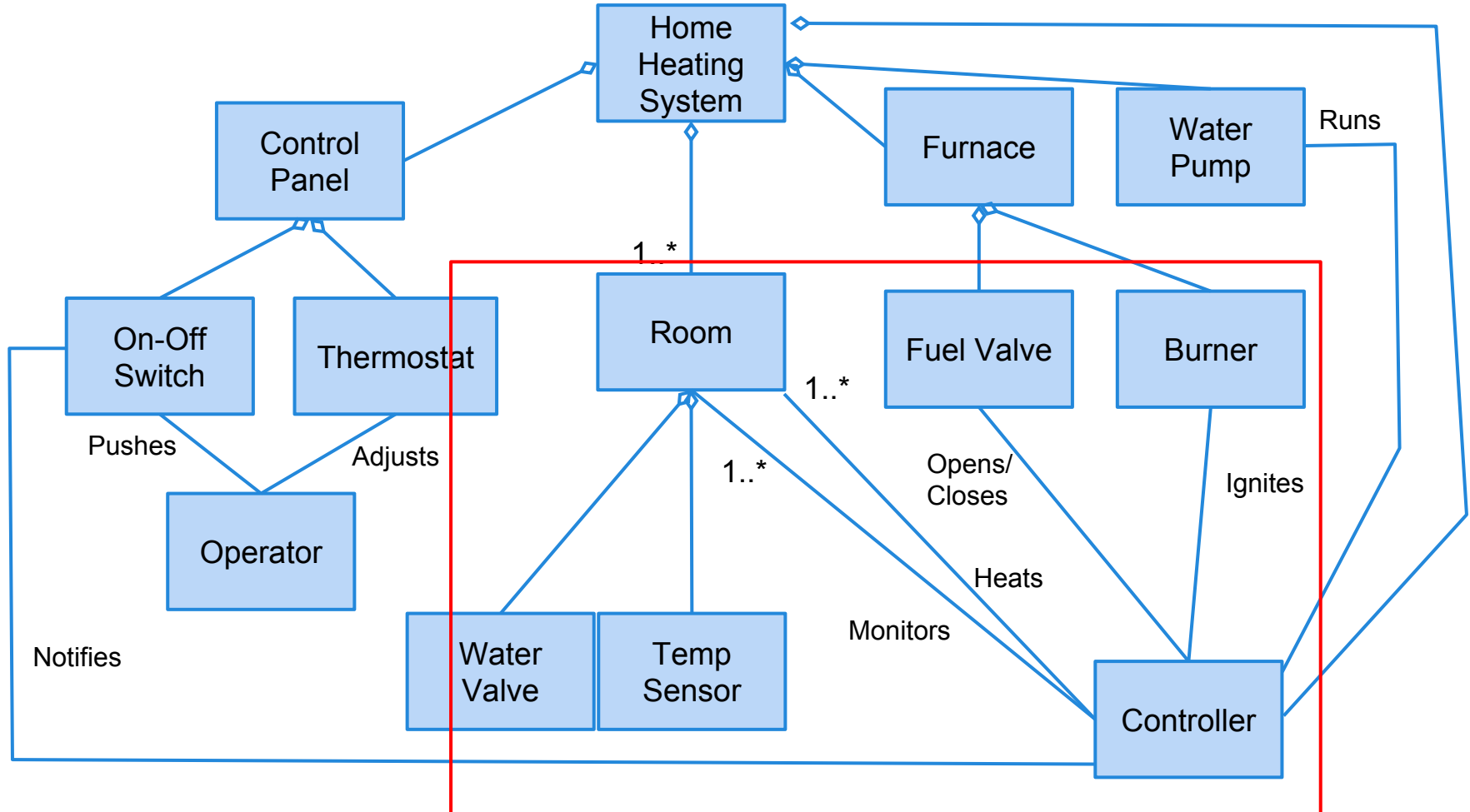
# Class Diagram



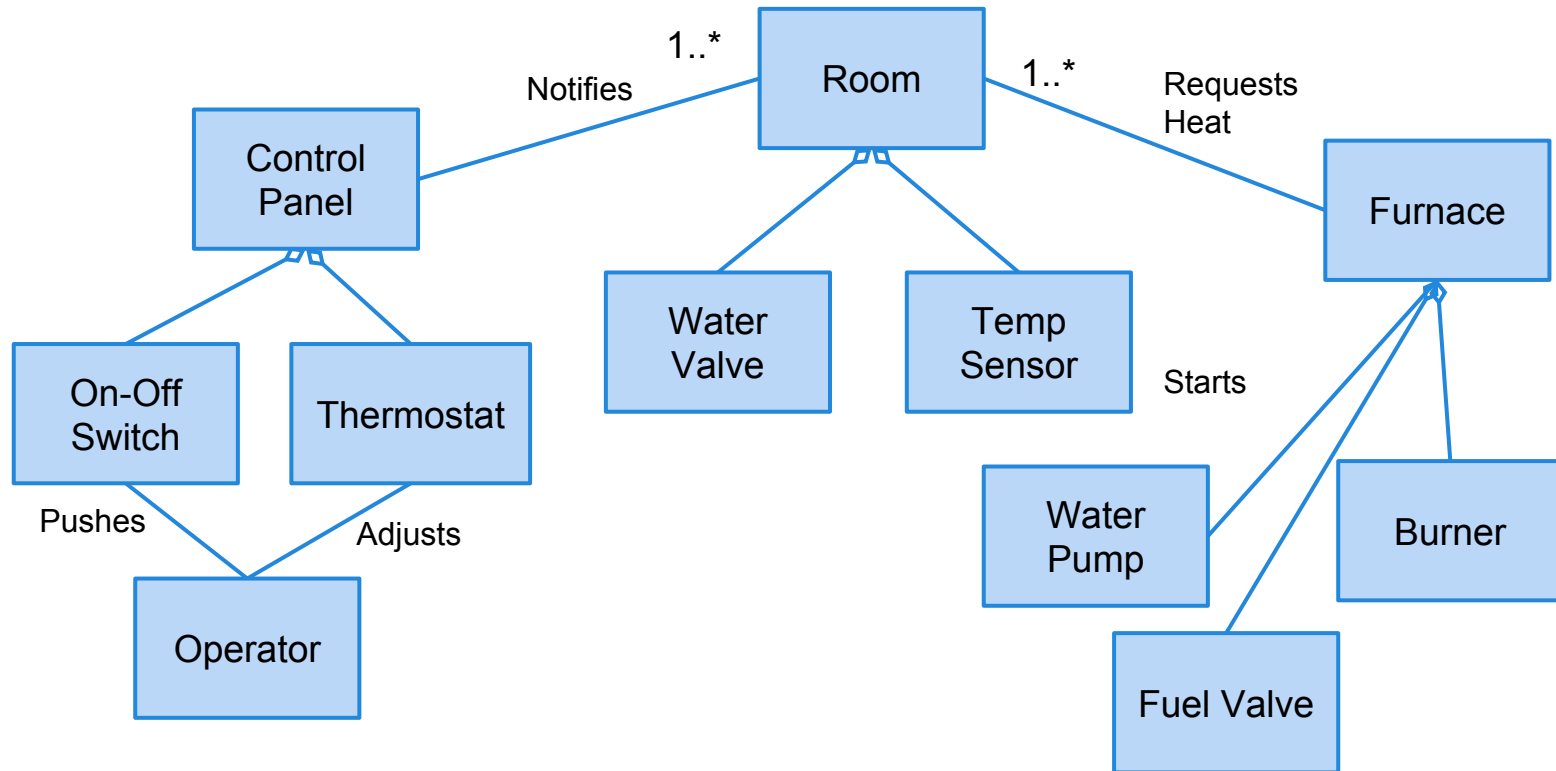
# Refinement 1 - Better?



# Class Diagram - Round 2

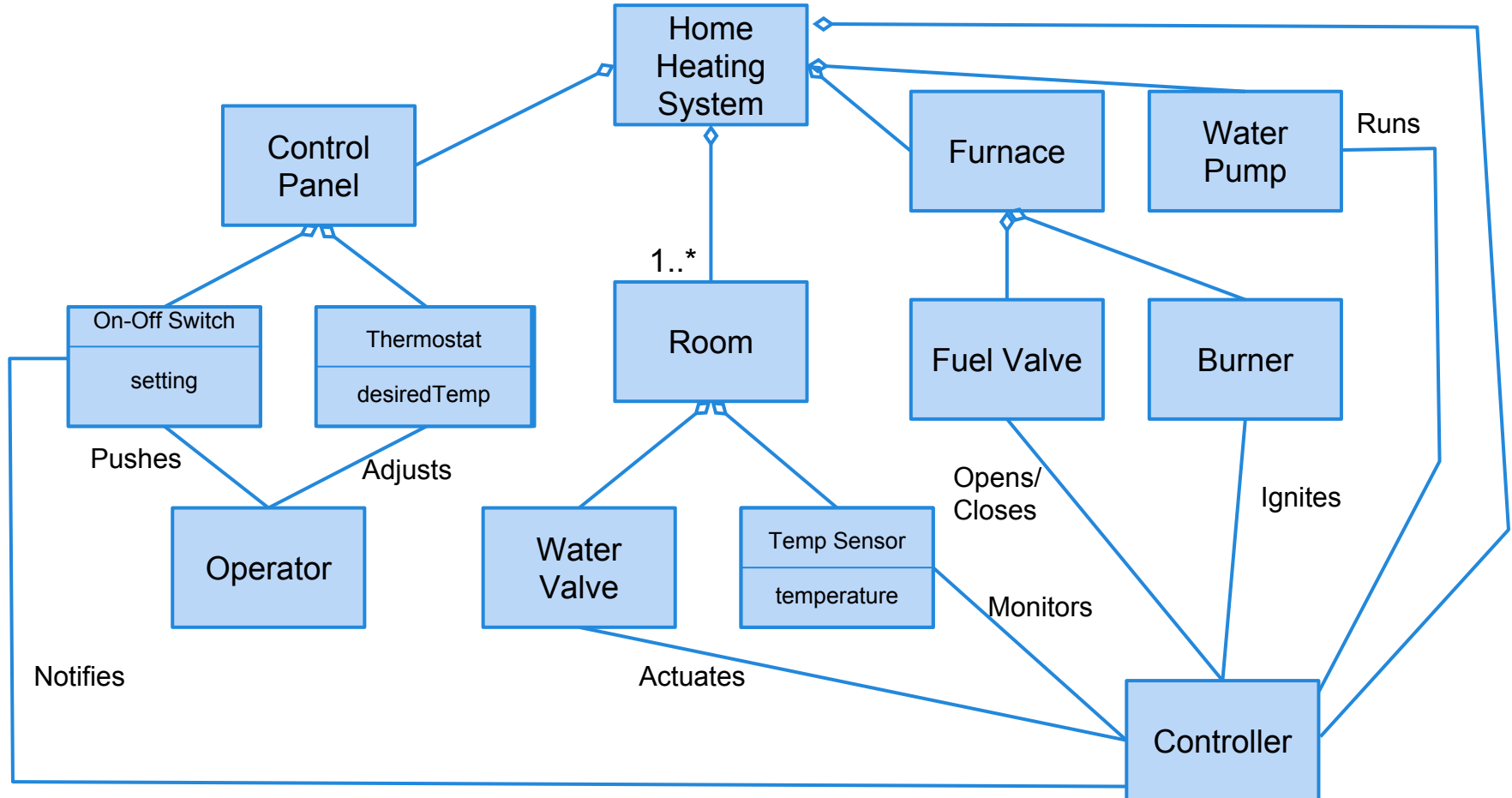


# Class Diagram - Alternate

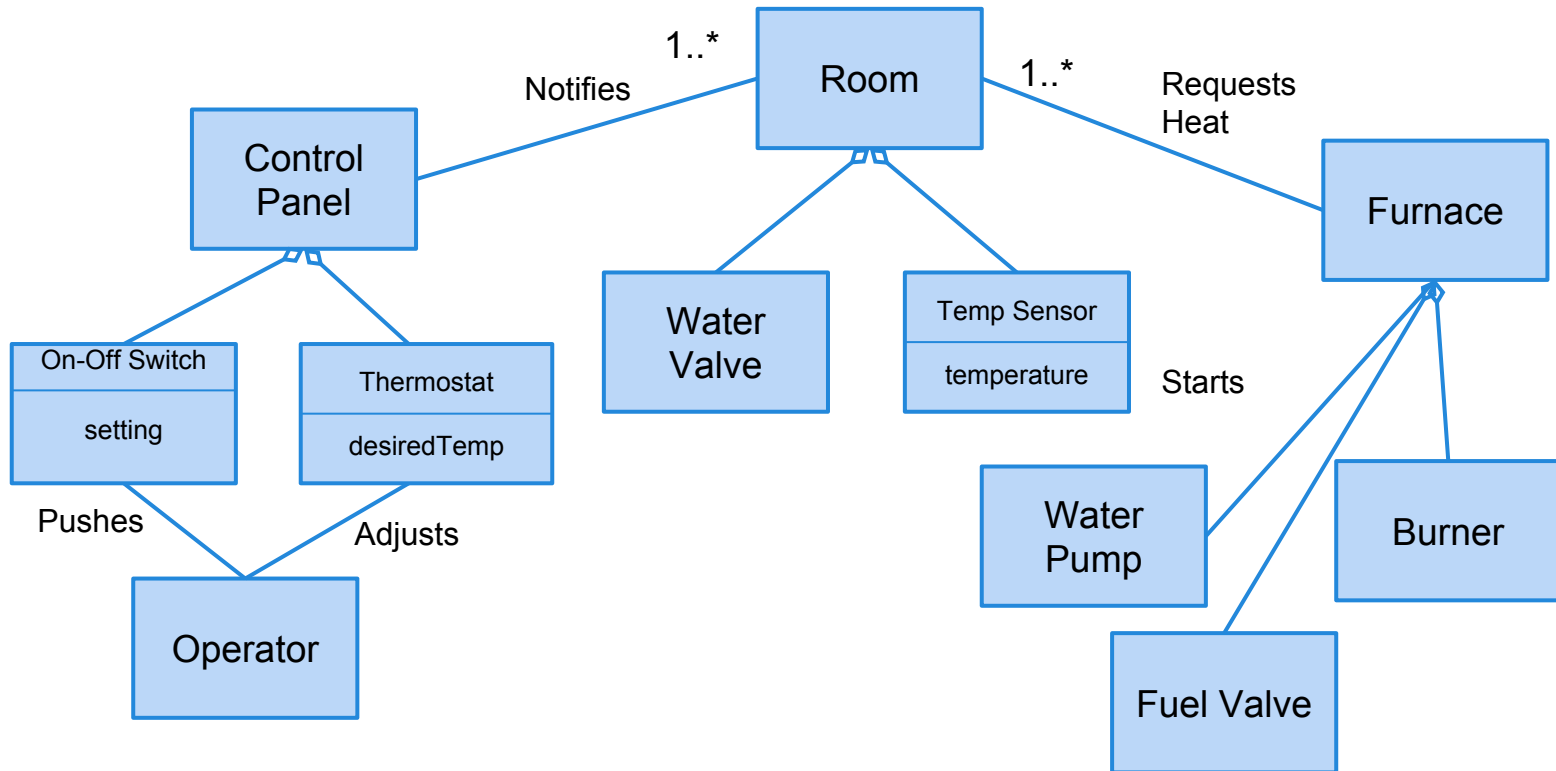




# What about Attributes?



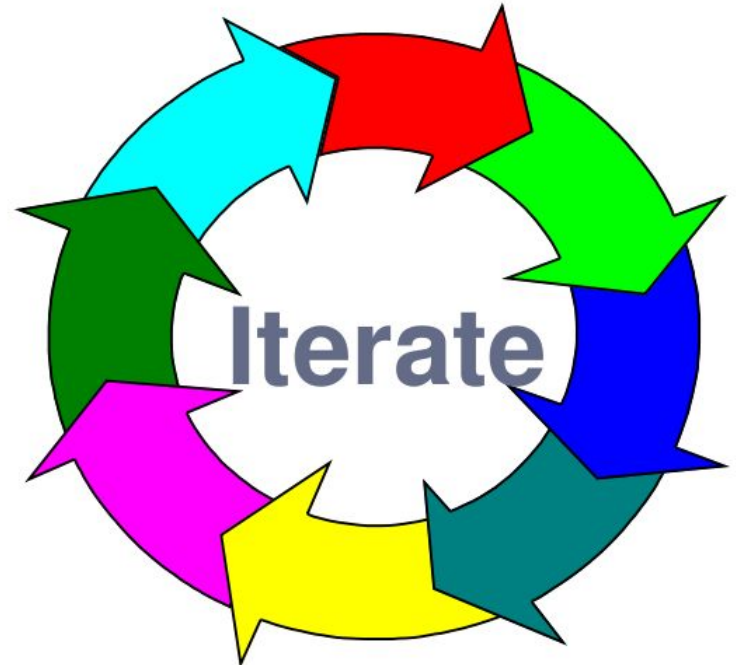
# Attributes - Alternate



# Iterate the Model

Keep on iterating until you, your customers, and your engineers are happy with the design.

Any questions on class diagrams?



# We Have Learned

- How to approach an OO modeling effort
  - Identify objects (nouns)
  - Identify operations and associations (verbs)
  - Identify attributes.
  - Refine, refine, refine!
- The model will need a lot of iteration.
  - And often requires a dynamic view of the system as well (we'll get to that soon).

# Next Time

- Design Patterns
  - Design advice for common scenarios.
- Reading
  - Sommerville, chapter 7
- Work on your design for BILL.
- Questions?