

# Object Oriented Analysis and Java

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# Course Schedule

Monday	Wednesday	Friday
10h40-12h10	10h40-12h40	9h-11h
Object Oriented Analysis (UML)	Software Engineering Project	Object Oriented Programming (Java)
Nga Nguyen	Nga Nguyen / Florentin Bekier	Florentin Bekier
Paper exam	Project (defense, report)	Programming exam
	Start date : 16th October	
	6 groups of 3 students	

# Object Oriented Analysis

- Course 1 :
  - Introduction
  - Use Case Diagram

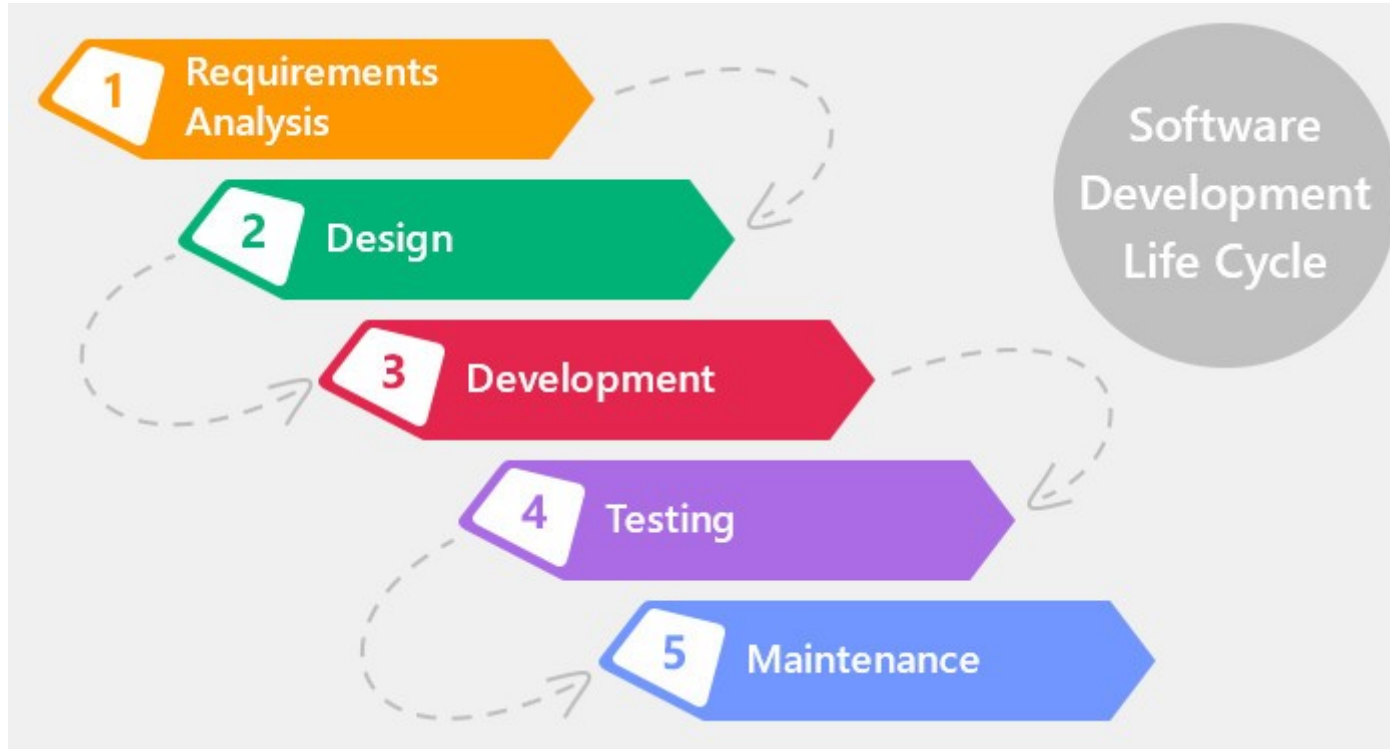
# Introduction

- What are the Software Development Life Cycle phases?

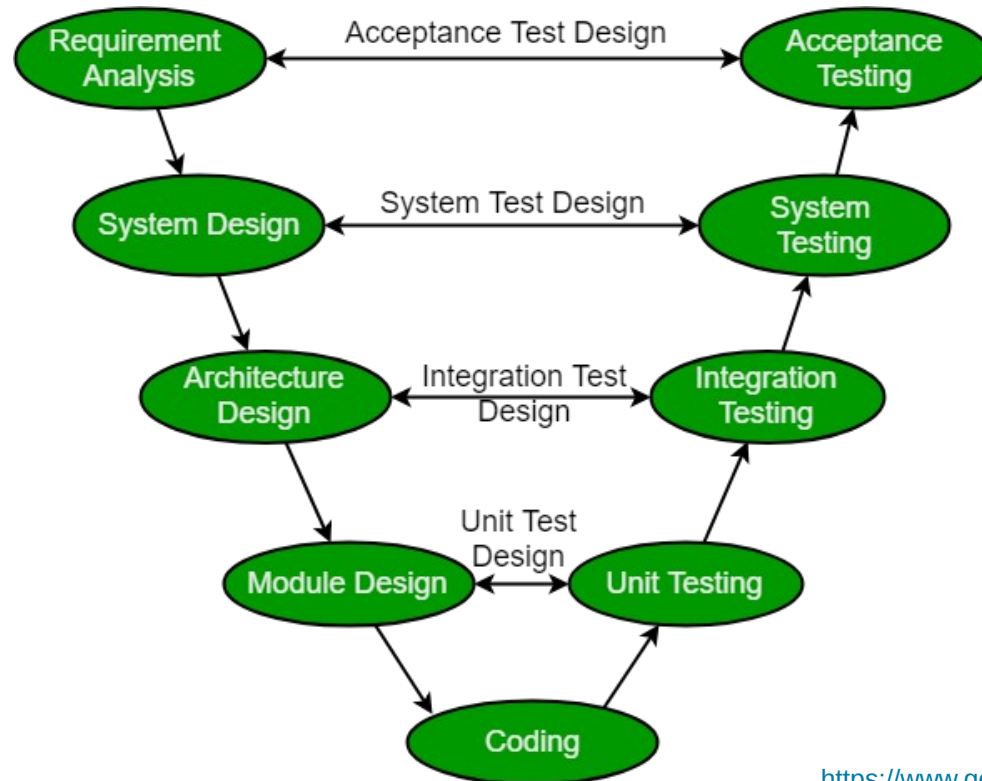
# Introduction

- What are the Software Development Life Cycle phases?
- Methodologies : Agile, Waterfall, Spiral, V Model, ...

# Introduction



# Introduction



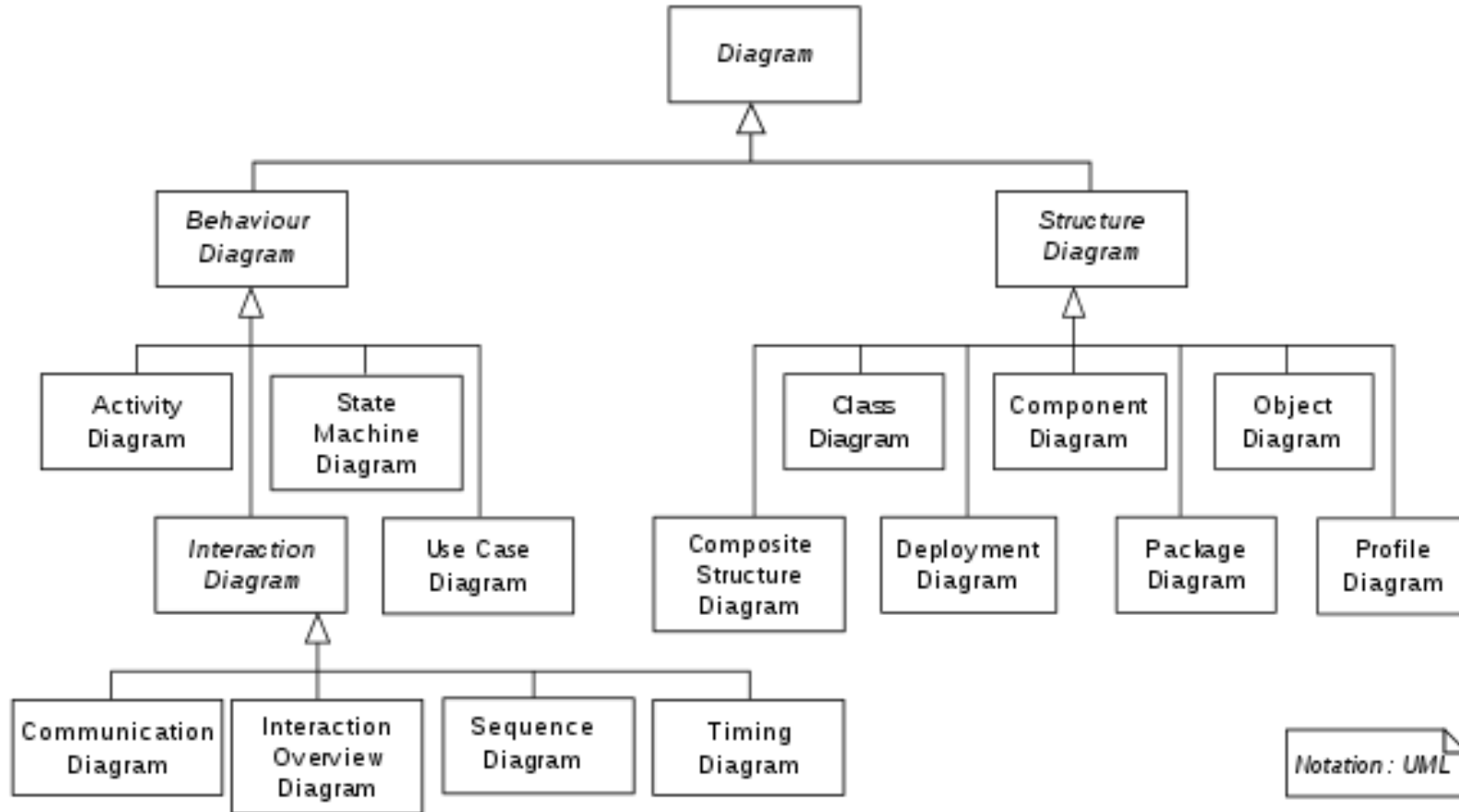
# Main steps before coding

- Analysis :
  - WHO (actors) do WHAT (system) ?
- Design :
  - HOW ?
  
- Different approaches :
  - Structured approach vs Object-Oriented Approach

# Unified Modeling Language (UML)

- Object Management Group (OMG) standard
- Fusion of 3 object-oriented modeling languages (Booch, OMT, OOSE) in 1995
- Latest version : UML 2.6.1 in 2017
- <https://www.omg.org/spec/UML/About-UML/> : a specification defining a graphical language for visualizing, specifying, constructing, and documenting the artifacts of distributed object systems

# Unified Modeling Language (UML)

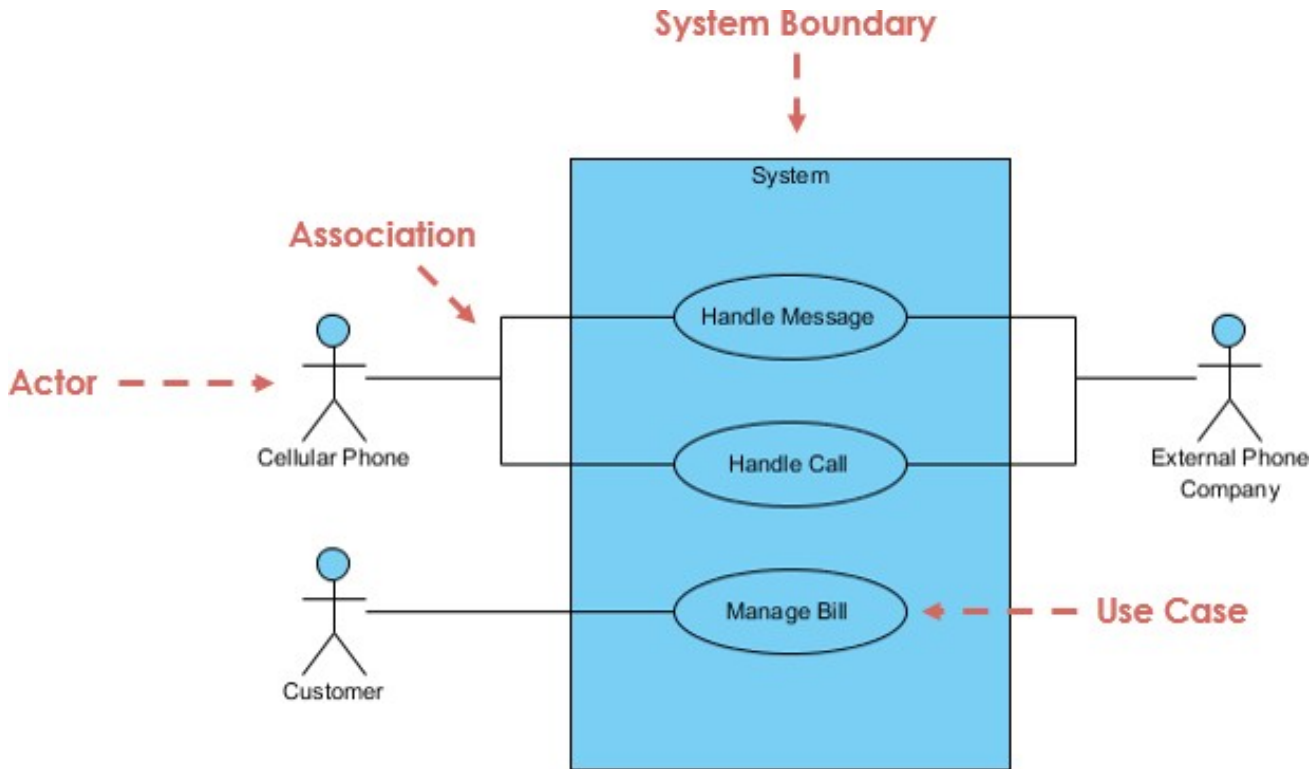


# Analysis

- The system ?
- The actors who interact with the system ?
- The actions of these actors ?

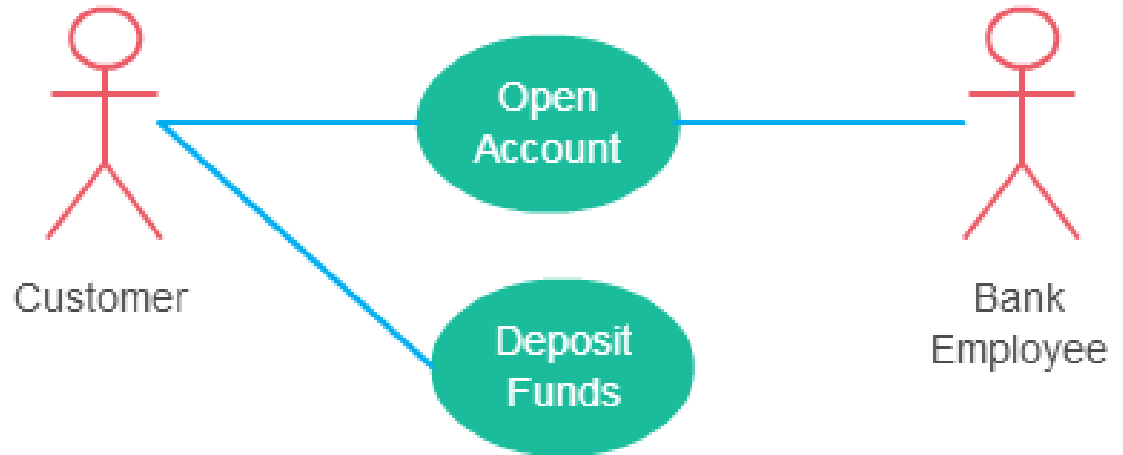
=> USE CASE DIAGRAM

# Use Case Diagram Elements



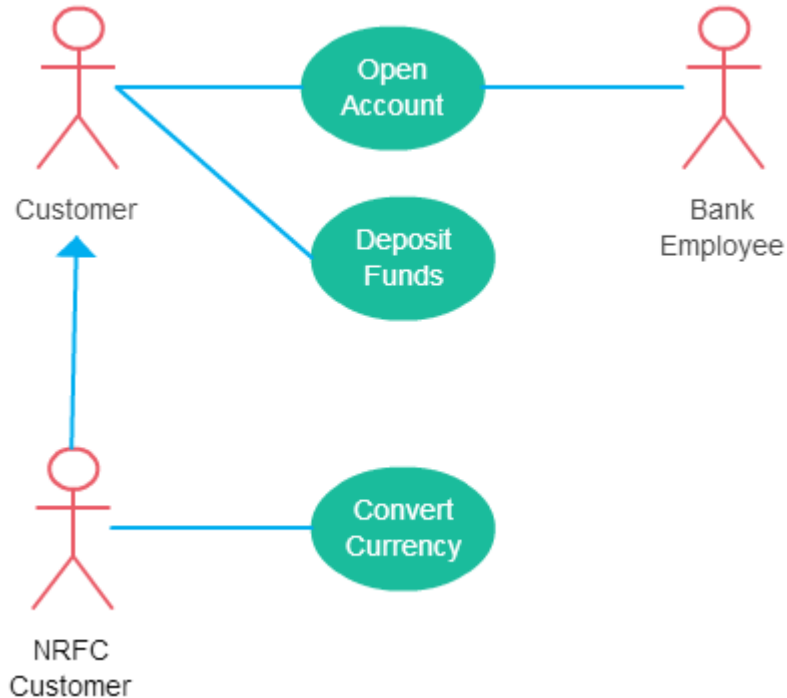
# Actors

- An actor is an external entity (person, printer, server, database, ...) that interacts with the system
  - Primary actor : use the system to achieve a goal
  - Secondary actor : the system needs assistance from to achieve the primary actor's goal.



# Relationship between Actors : Generalization

- The descendant inherits all the use cases of the ancestor.
- The descendant has one or more use cases that are specific to that role.

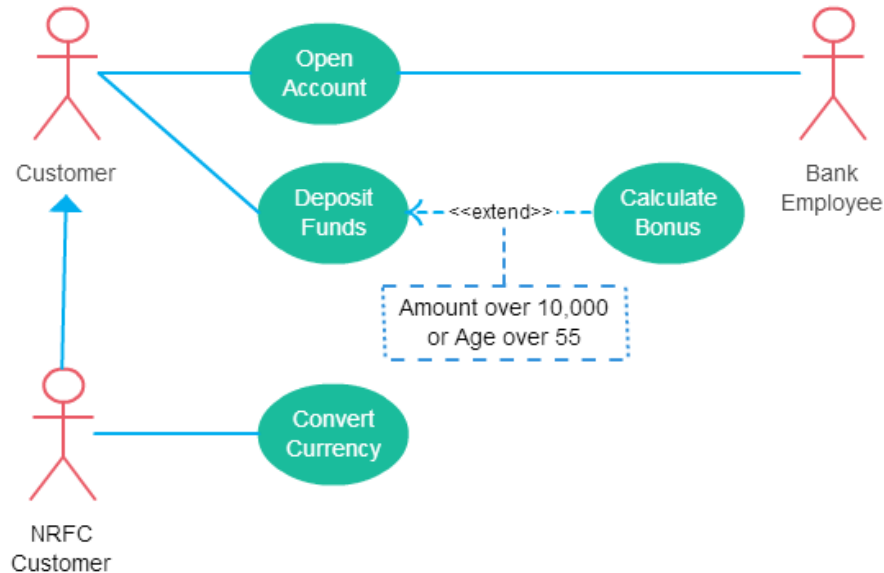


# Relationship between Use Cases

- <<include>>
- <<extend>>
- generalization

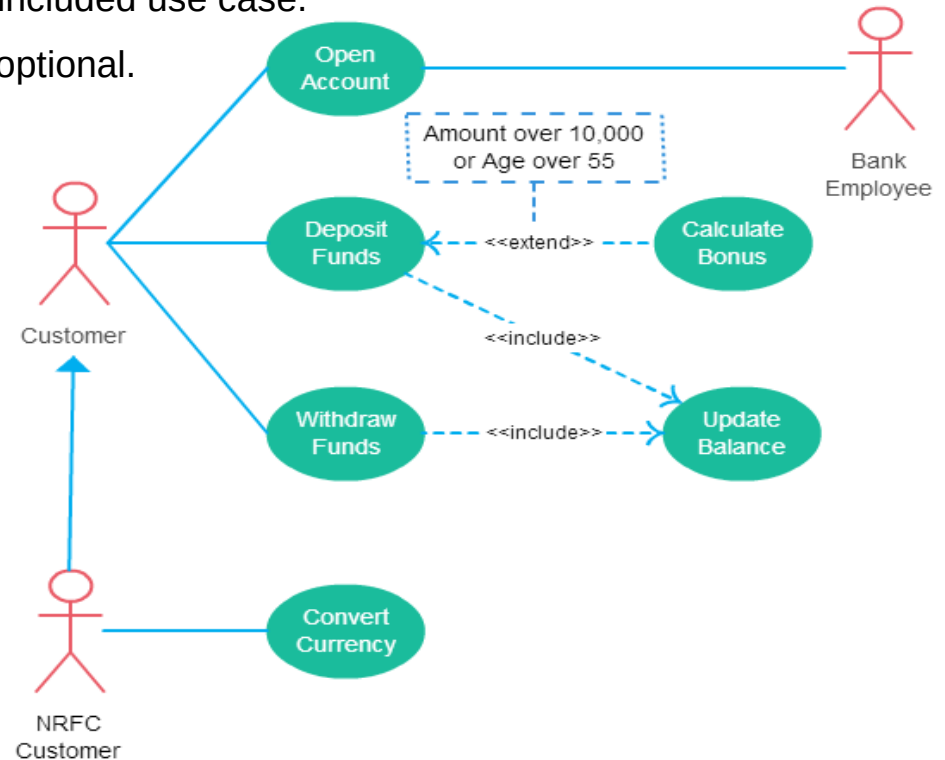
# Extend Relationship between Two Use Cases

- Extend the base use case and add more functionality to the system.
  - The extending use case is dependent on the extended (base) use case.
  - The extending use case is usually optional and can be triggered conditionally.
  - The extended (base) use case must be meaningful on its own.

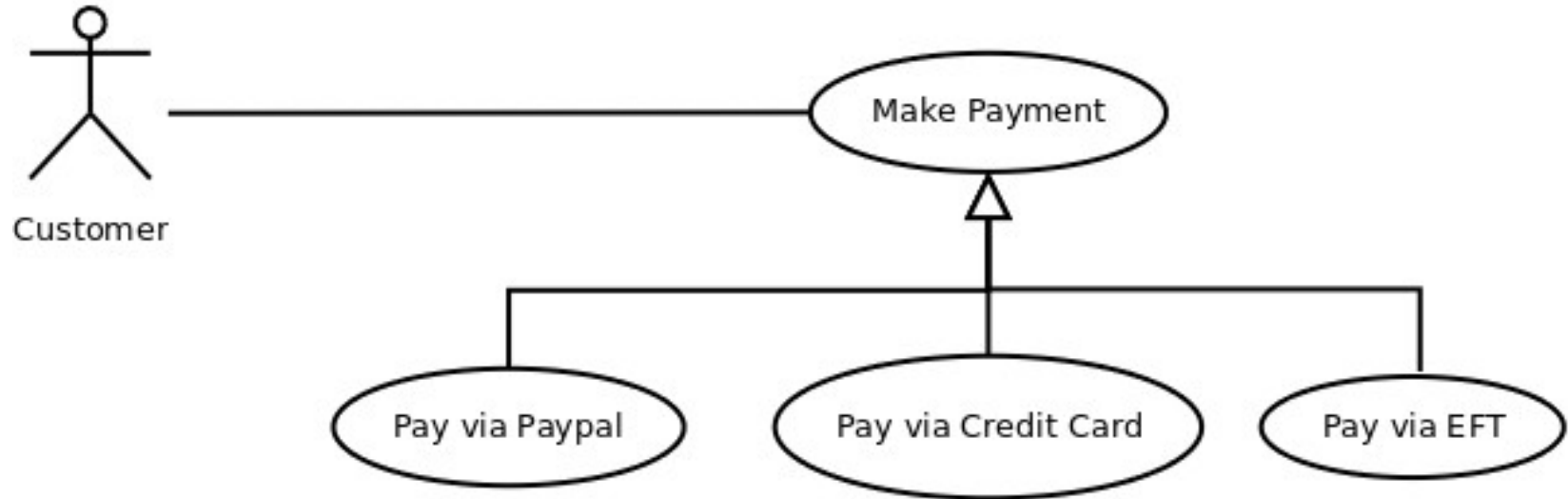


# Include Relationship between Two Use Cases

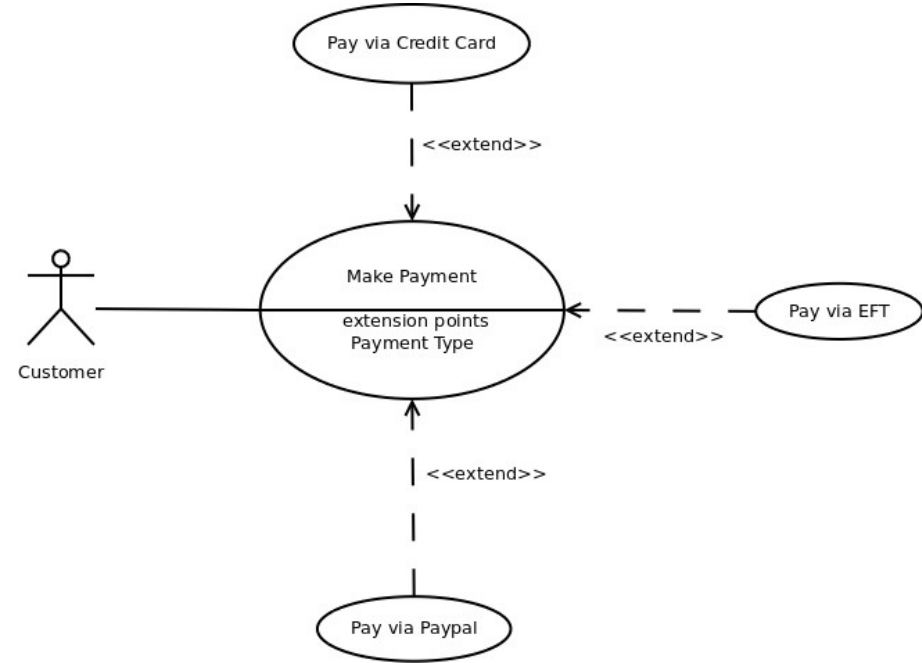
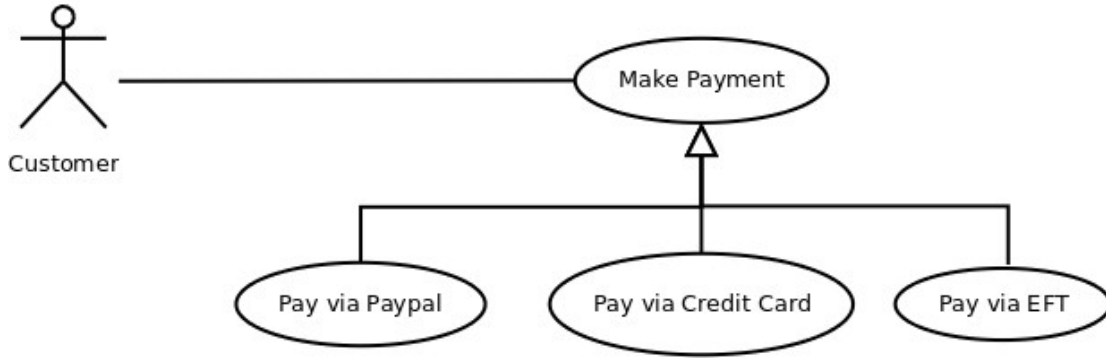
- Reuse common actions across multiple use cases. Decompose complex behavior.
  - The base use case is incomplete without the included use case.
  - The included use case is mandatory and not optional.



# Generalization of a Use Case



# What are the differences ?



# Conclusions

- Identify the actors
- Identify the use cases
  - Name use cases with verbs
  - 5-7 rule
- Use different diagrams for the same project :
  - Decomposition
  - Level of abstraction
- **NO TEMPORAL ASPECT IN A USE CASE DIAGRAM**