

UML Modeling与 Together For VS.NET

?? Gordon Li
Borland大中华首席技术官

Agenda

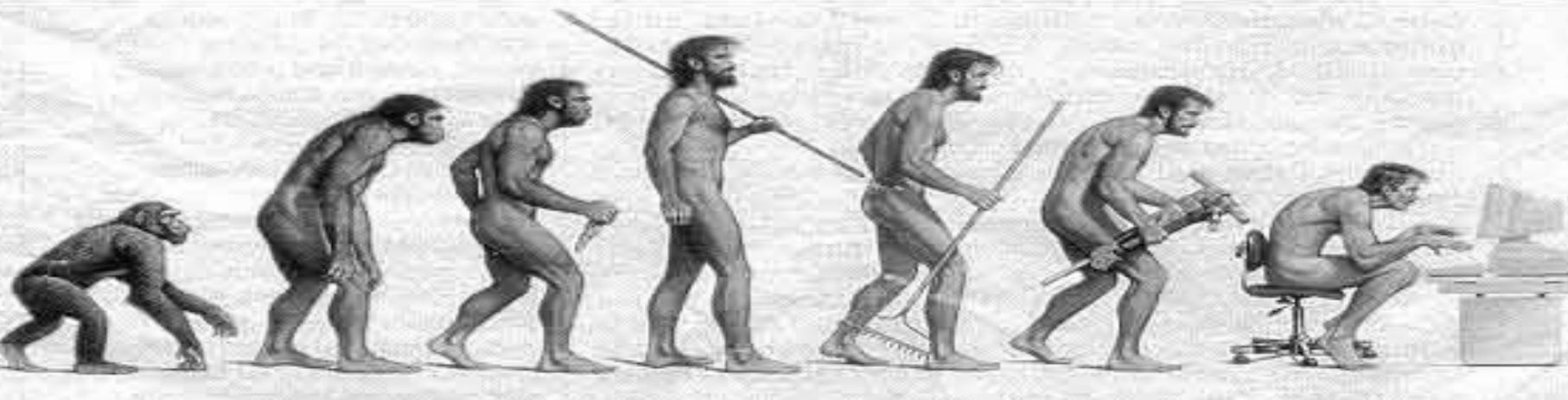
- ? ? ? ? ? Modeling
- Best Practices
- UML? ?
- UML Diagrams and Extensions
- Design pattern
- ? ? Borland Together For .NET? ? Modeling?
? ? ? ?

为什么需要Modeling

其实我们一直在做**Modeling!**

为什么需要Modeling

其实我们一直在做Modeling!



Modeling
Cycle

Modeling
Process

Modeling
Development

Modeling Code

Borland®

为什么需要Modeling

- 问一个简单的问题, 您了解你的产品/项目吗?
 - ◆ Microsoft Duwamish范例

为什么需要Modeling

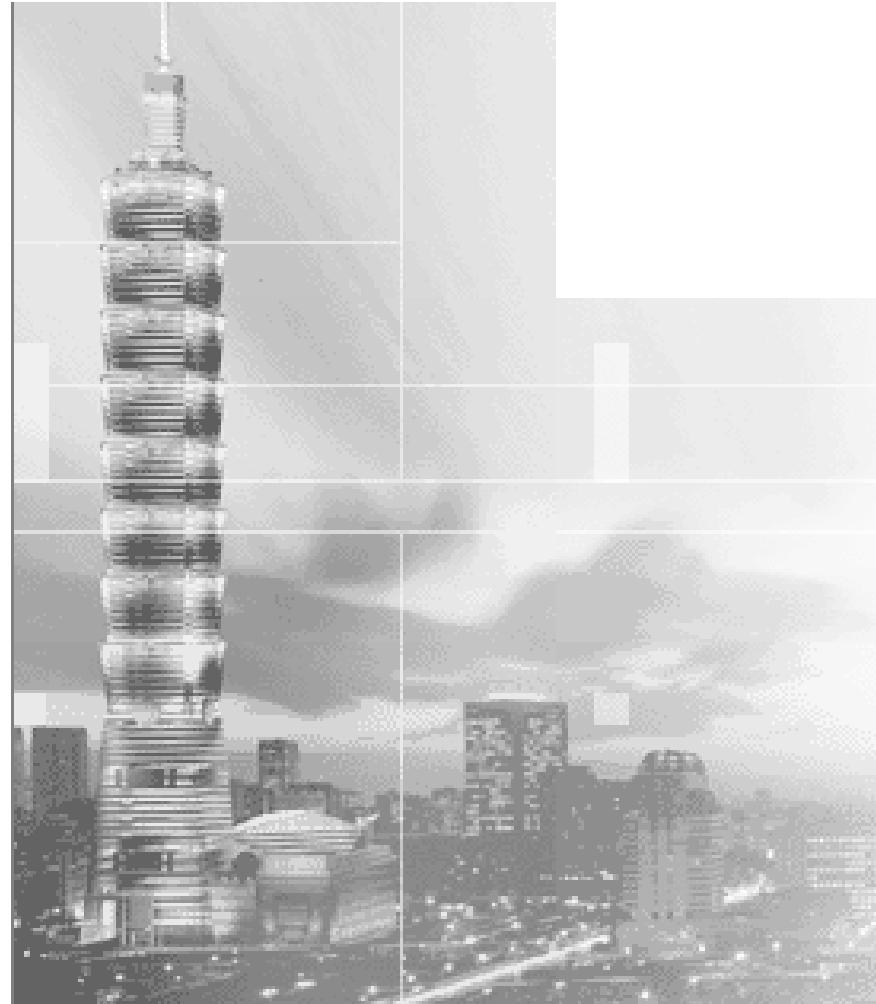
Simple vs. Complex

One man vs. Team work

Non-Critical vs. Critical



VS.



Model & Blueprint

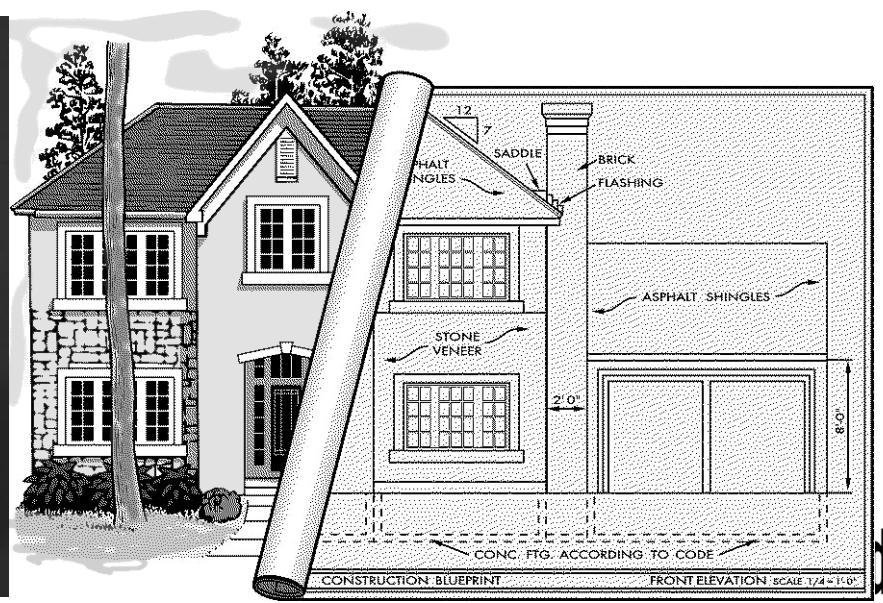
模型与蓝图是所有参与者的沟通根据

Business Model

Requirement Model

Analysis Model – Platform Independent Model

Design Model – Blueprint for implementation



Best Practices

- Develop Iteratively
- Manage Requirements
- Use Component Architectures
- Model Visually (UML)
- Continuously Verify Quality
- Manage Change

Component architectures is evolved into Service Oriented architecture.

Once Upon A Time ...



® ™ & ©? ? ? ? ? ? ? ? ? ?

Borland®

If you only knew
the power of the dark side.



®™ & ©? ? ? ? ? ? ? ?

Borland®

Preparation and Recommendation

Mindset

- ◆ Not religion, but rigorous
- ◆ Incremental adoption

Training

- ◆ Learning & Training
- ◆ Apprenticeship
- ◆ Mentors

Tools are required

Agile Process

Start Small

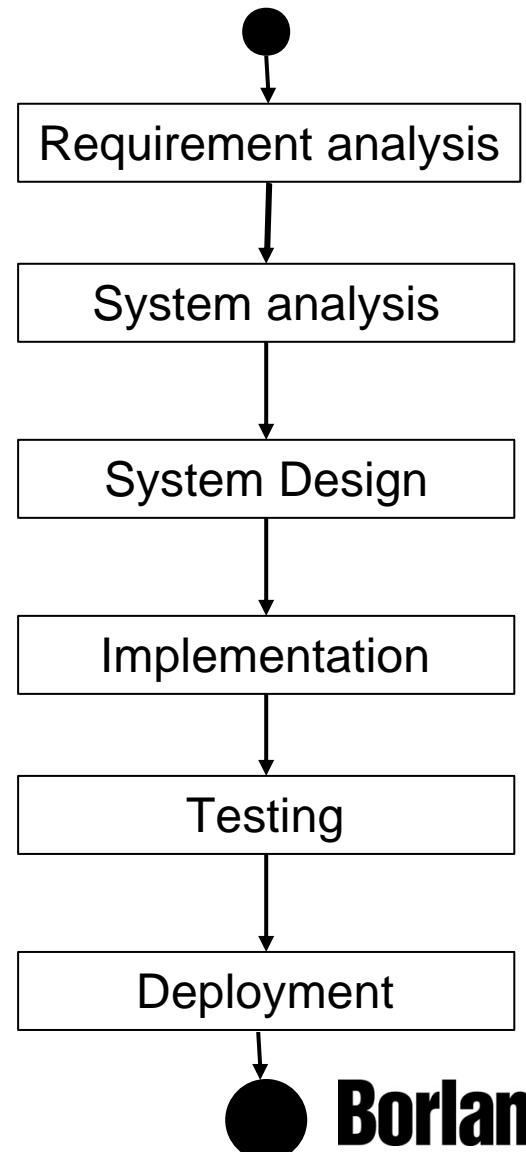


® ™ & © ? ? ? ? ? ? ? ? ? ? ?

The Process

- Business Model
- Requirement Model
- User Experience Model
 - ◆ look-Feel & Interaction
- Analysis Model
- Design Model
 - ◆ Architecture design
 - ◆ Data Model
- Implementation Model
- Test Model
- Deployment Model

From IBM Rational - RUP



UML: Unified Modeling Language

The UML is the standard language for visualizing specifying, constructing, and documenting the artifacts of a software-intensive system

From IBM Rational - RUP



UML? ? ? ?

UML: *The Language of Software Development*



The Value of the UML

Is a standard

Supports the entire software development lifecycle

Supports diverse applications areas

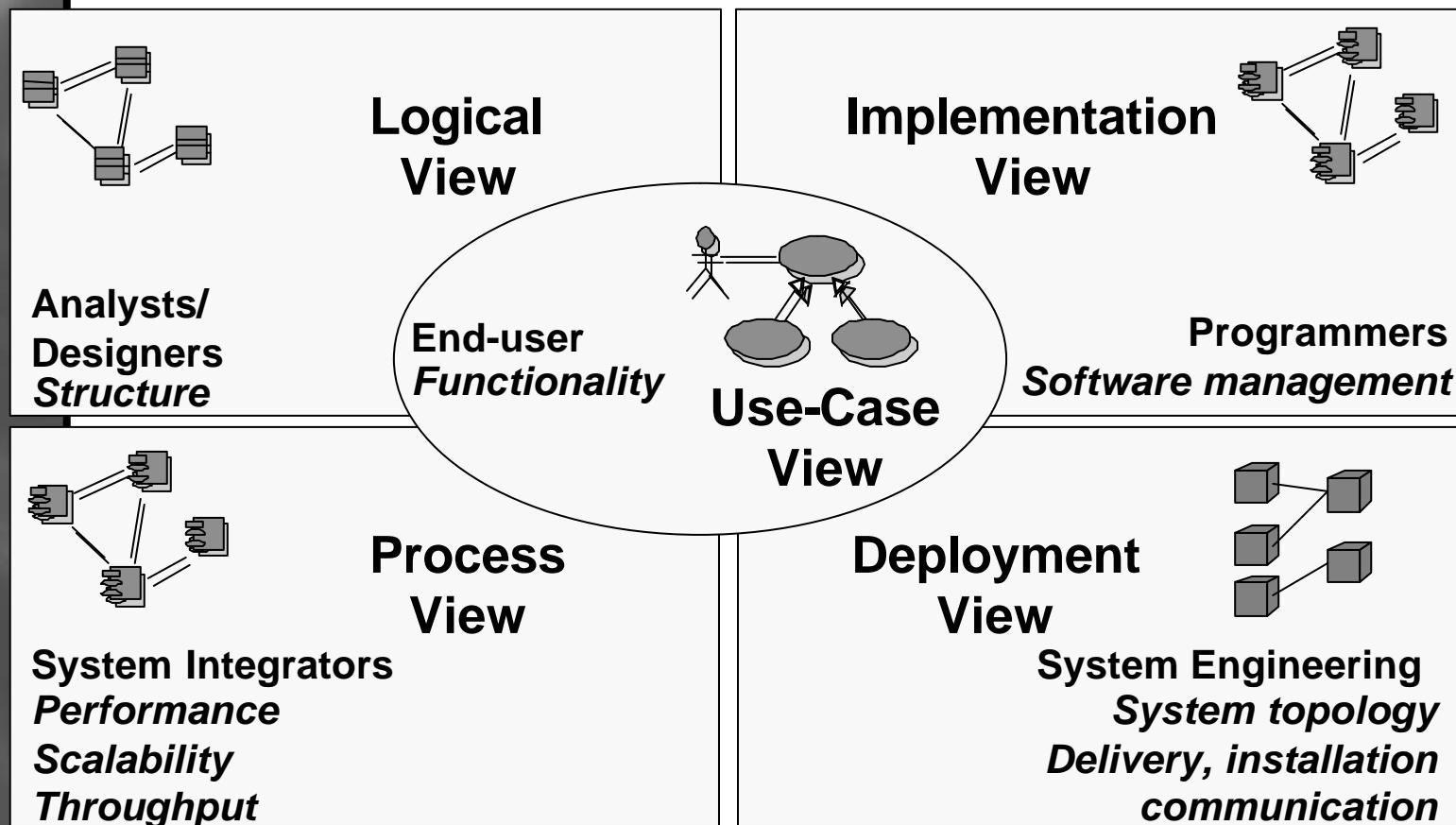
Is based on experience and needs of the user community

Supported by many tools

Model, View, Diagram

Model contains views for different purposes.

View contains multiple diagrams.



UML 12 Diagrams

Behavior :

- ◆ Use Case
- ◆ Activity
- ◆ Sequence
- ◆ Collaboration
- ◆ State Chart

Model Management:

Packages (class diagram contains packages)

Subsystems (class diagram contains subsystems)

Models (class diagram contains models)

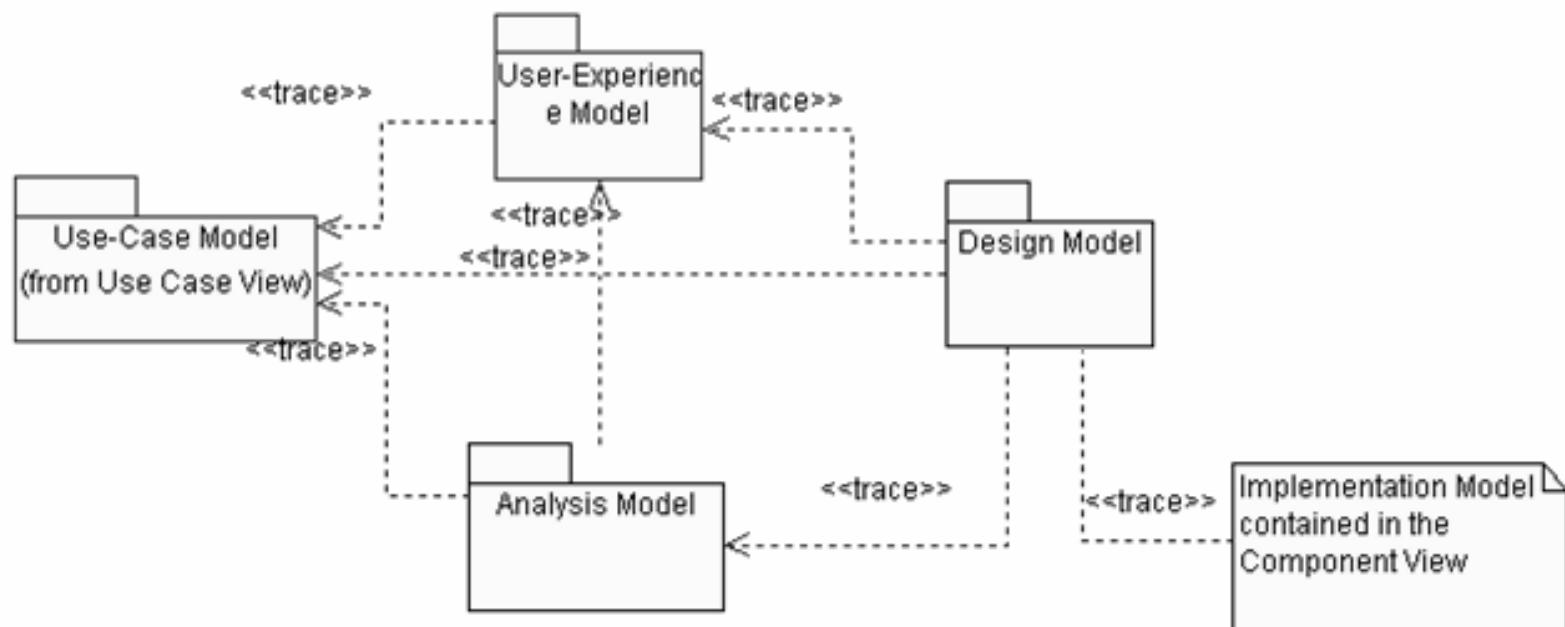
Structural:
Class
Component
Deployment
Object

Model Diagram

使用Model Diagram描述所要执行的Modeling工作

The packages shown on this diagram represent the major system models and the traceability relationships that exist between the models.

For more information on these models, view their documentation and/or browse their contents using the Rose Browser.



需求模型： Use-Case Model

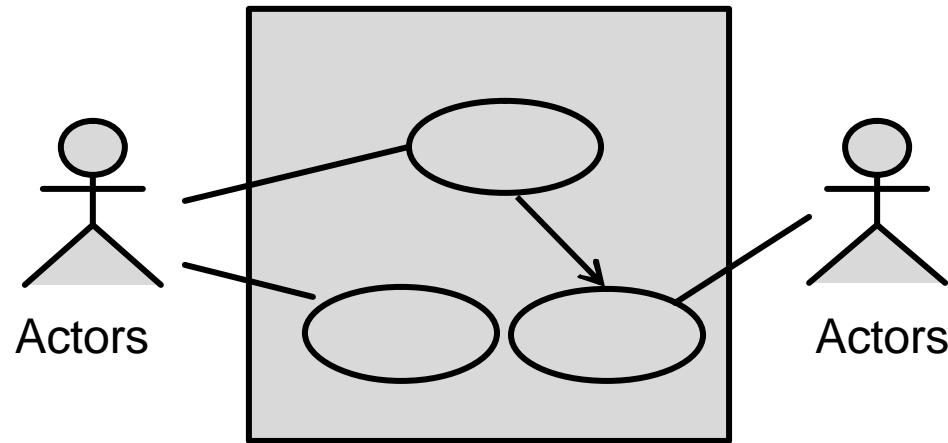
Use case model描述系统功能，是与客户沟通的工具

Use Cases: 系统行为或功能

Actors: 系统的各种使用者

Use Cases Diagrams

Use-Case Reports or Use-Case Specifications



Use-Case Diagram

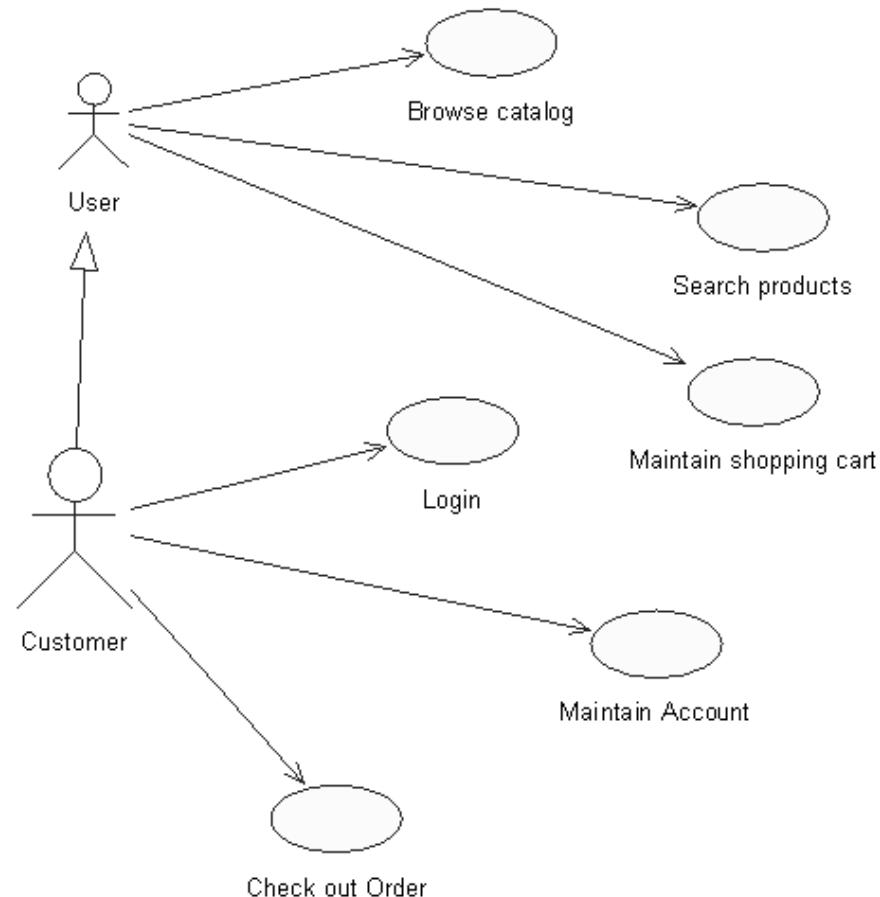
网络购物系统的需求模型

Use cases:

- ◆ Browse catalog
- ◆ Search products
- ◆ Maintain shopping cart
- ◆ Logon
- ◆ Maintain account
- ◆ Check out order

Actors

- ◆ User
- ◆ Customer



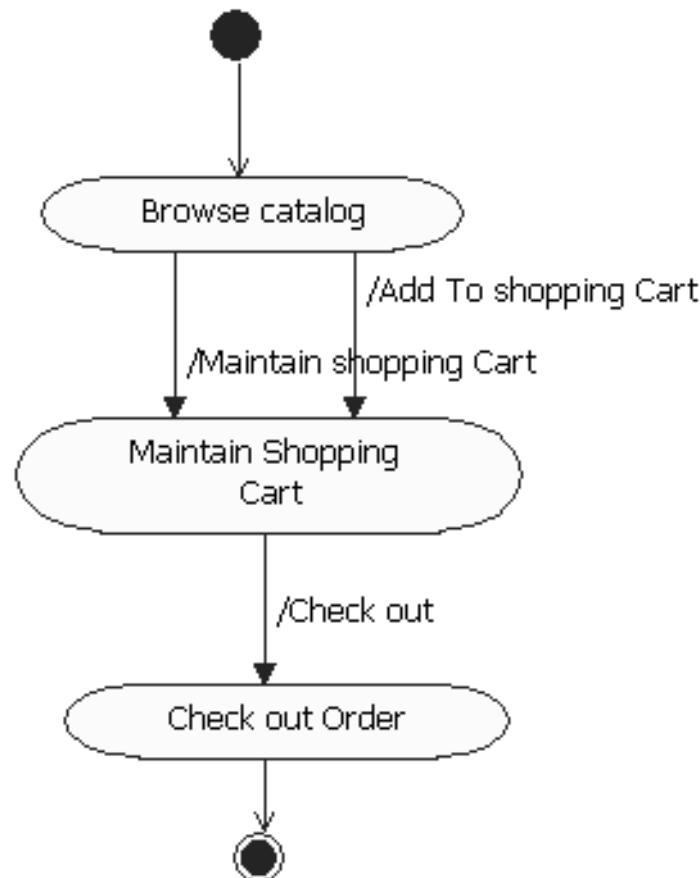
Use case report

This is requirement model version.

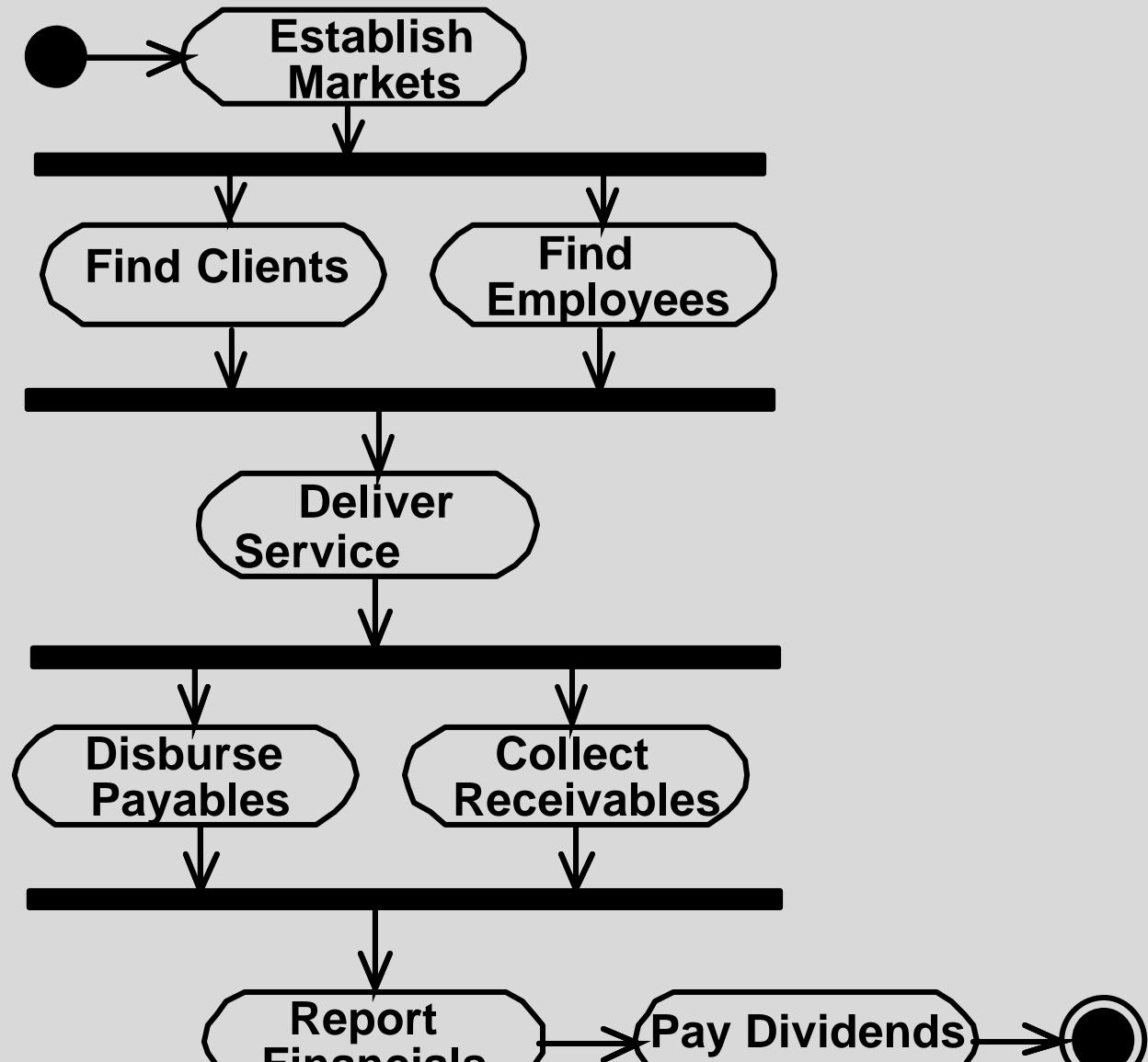
1. Name: Browse Product Catalog
2. Flow of Events
 - 2.1 Basic flow: 显示所有的次类别及促销产品
 - 1.使用者开启首页
 - 2.系统显示所有的次类别, 与当时的促销产品
 - 3.使用者选取次类别
 - 4.系统显示该类别的全部产品简介
 - 5.使用者选择产品
 - 6.系统显示该产品的信息

Activity diagram

描述Business process或use case的操作流程



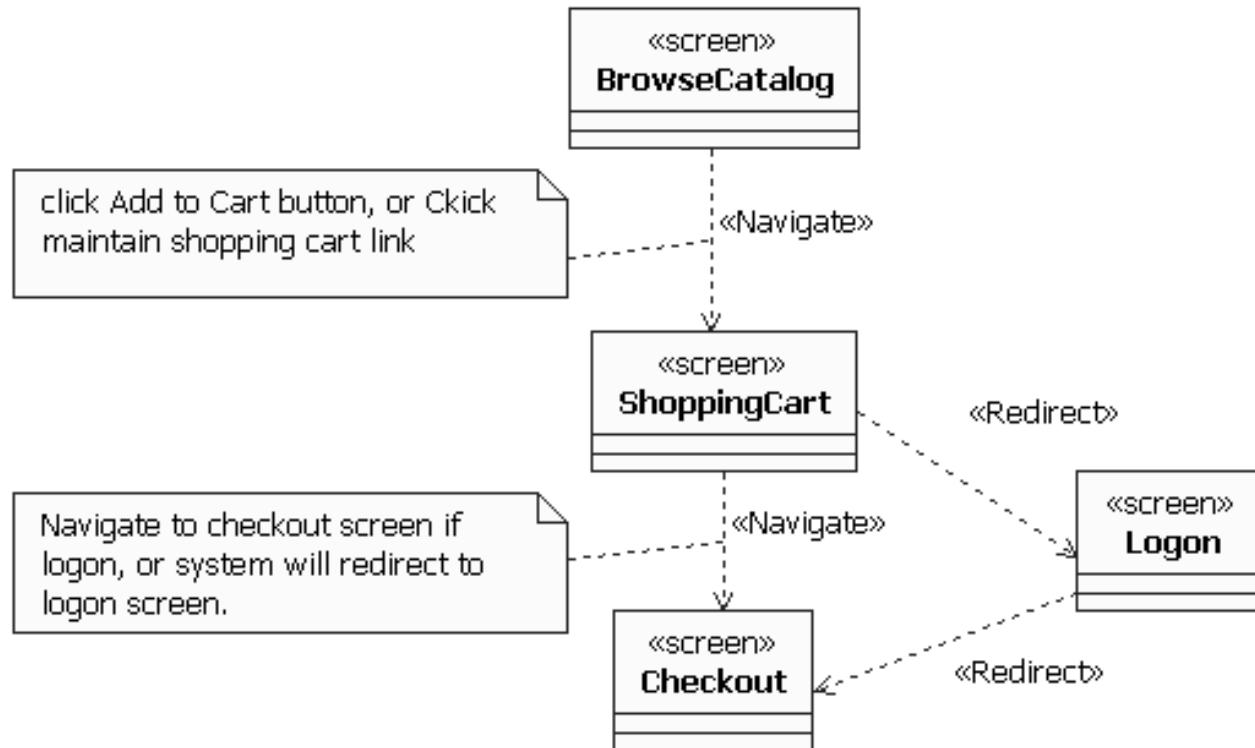
Business Modeling



User Experience Model

UI Prototype

Navigate flow: use UI class with screen stereotype



More Detailed Use Case

This is User Experience Model version, Optional.

1. Name: Browse Product Catalog

2. Flow of Events

2.1 Basic flow: ? ? ? ? ? ? ? ? ? ? ? ?

1. ? ? ? ? ? ? ?

2. ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

3. ? ? ? ? ? ? ? ? ? pick of today? ? ? ? ? ? ?

4. ? ? ? ? ? ? ?

5. ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

6. ? ? ? ? ? ? ?

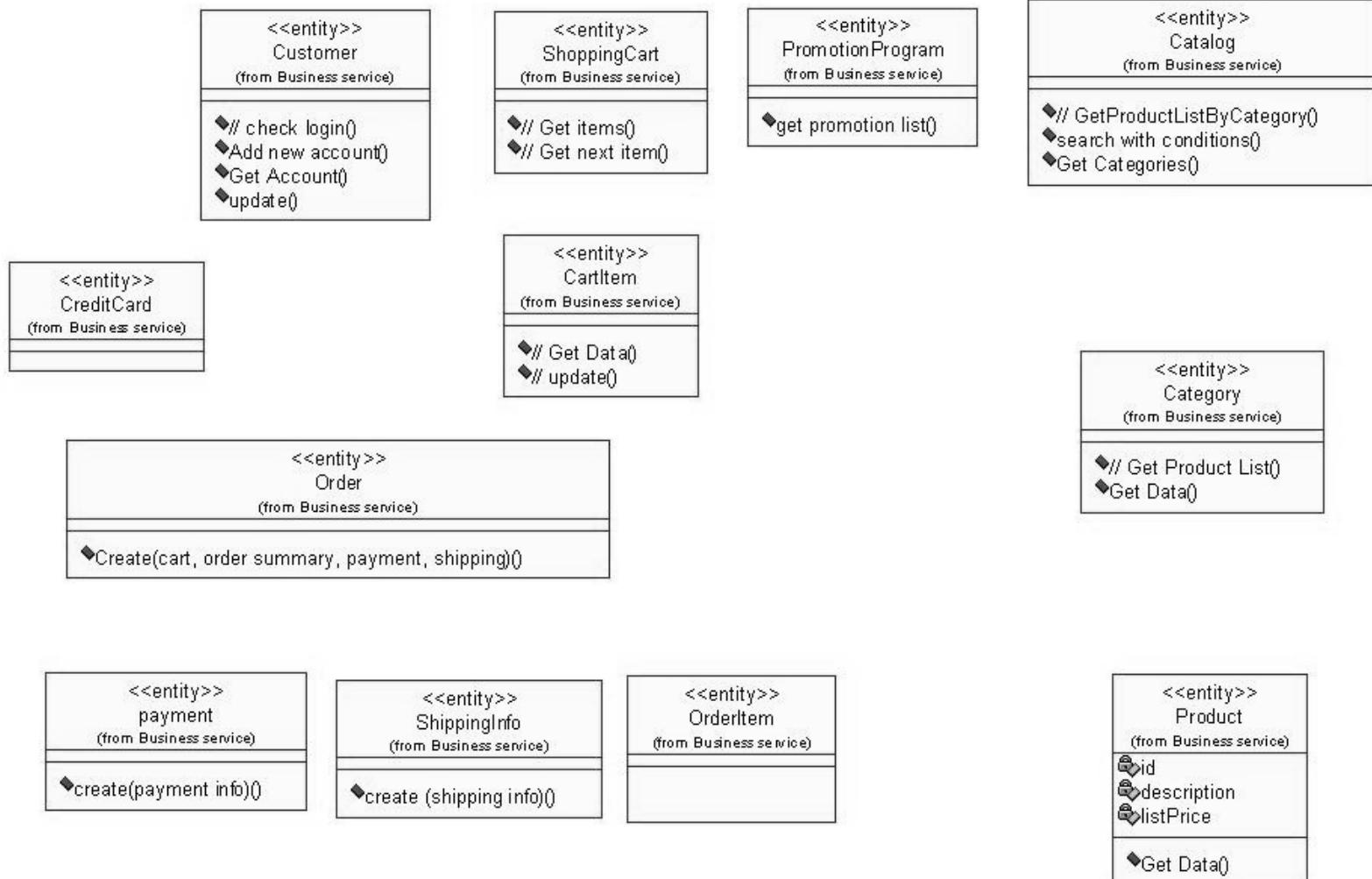
7. ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? , ? ? ? AddToCart?

Analysis model

- Platform Independent Model
- 找出完成use cases 所需要的类别
 - ◆ Analysis classes
- 规划Classes的relationship
- 指派use-case behaviors给适当的类别
 - ◆ ? ? Operations
- 找出每个class的attributes

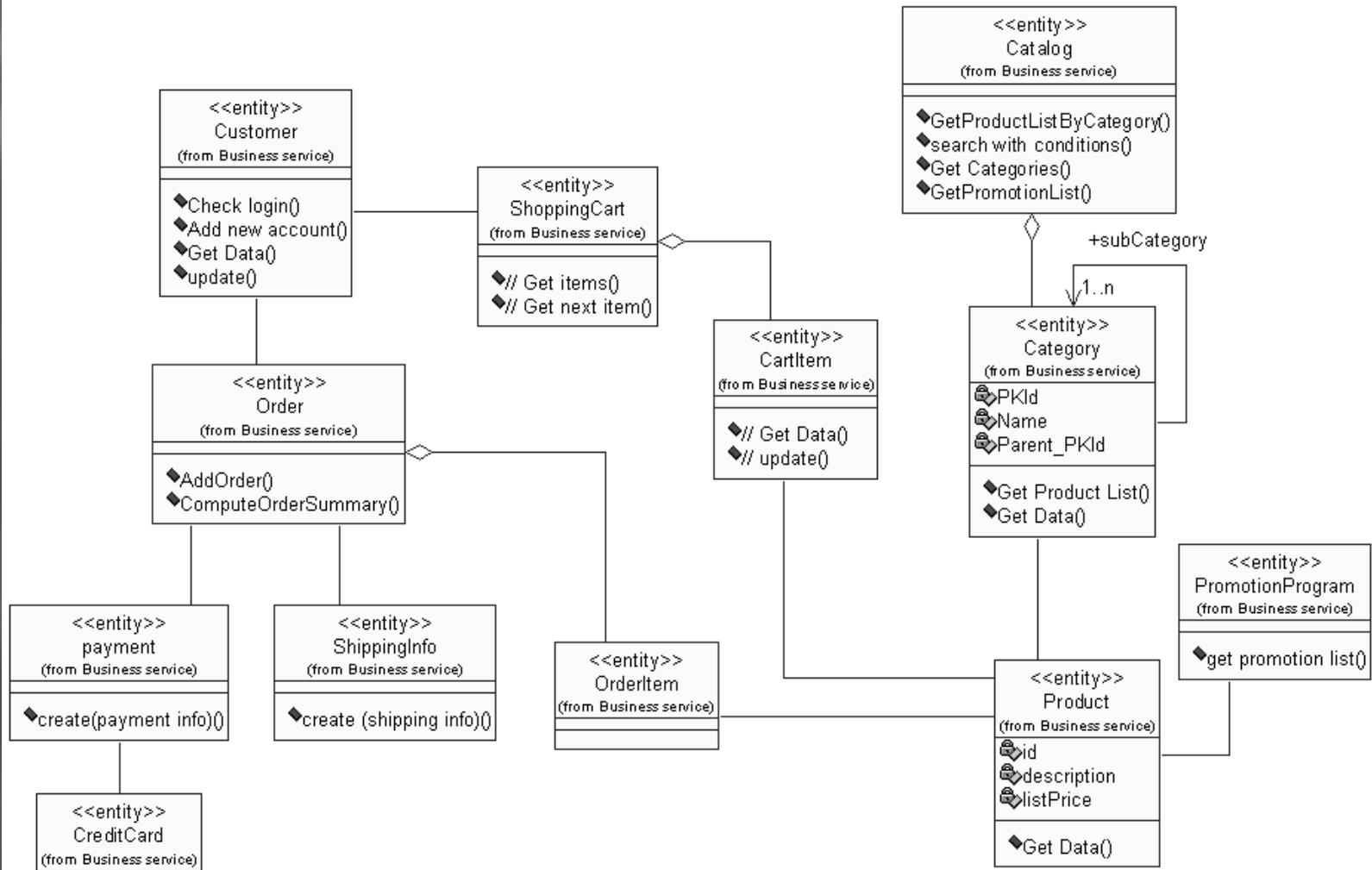
Analysis Classes

Class name, operations, attributes



Class diagram

Find Relationships, be care of being too complex



Architecture design

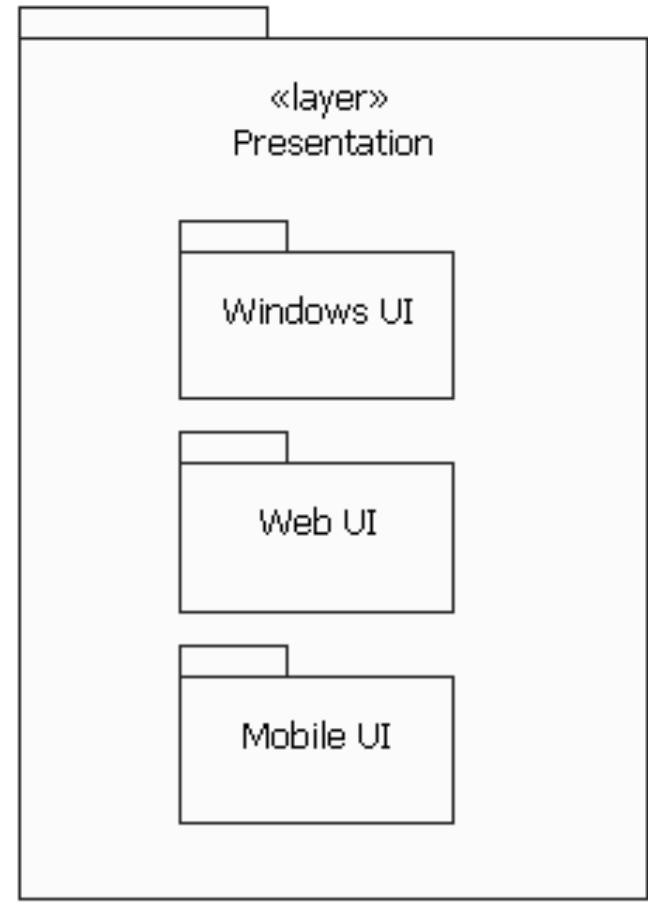
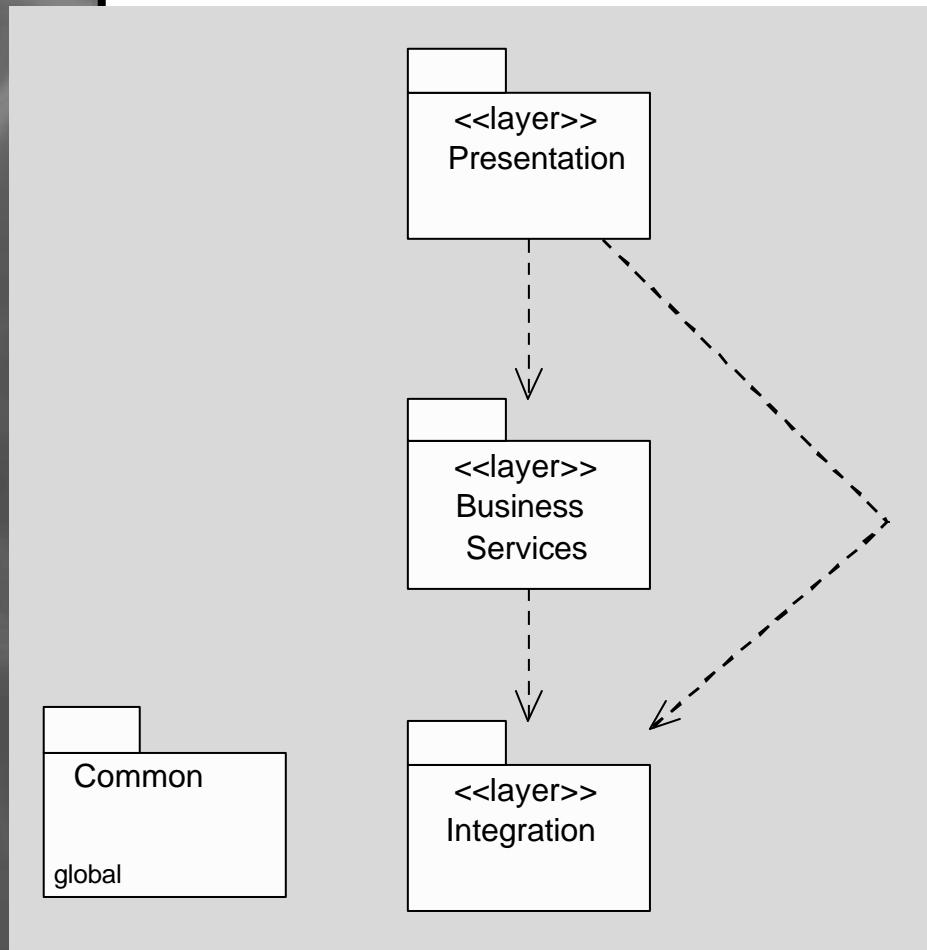
Architecture design 处理较高层次的设计组件，包括 package, Subsystem, Interface。

使用 Package 组织设计组件。

Subsystem 包含多个 classes, 透过 Interfaces 展现功能。

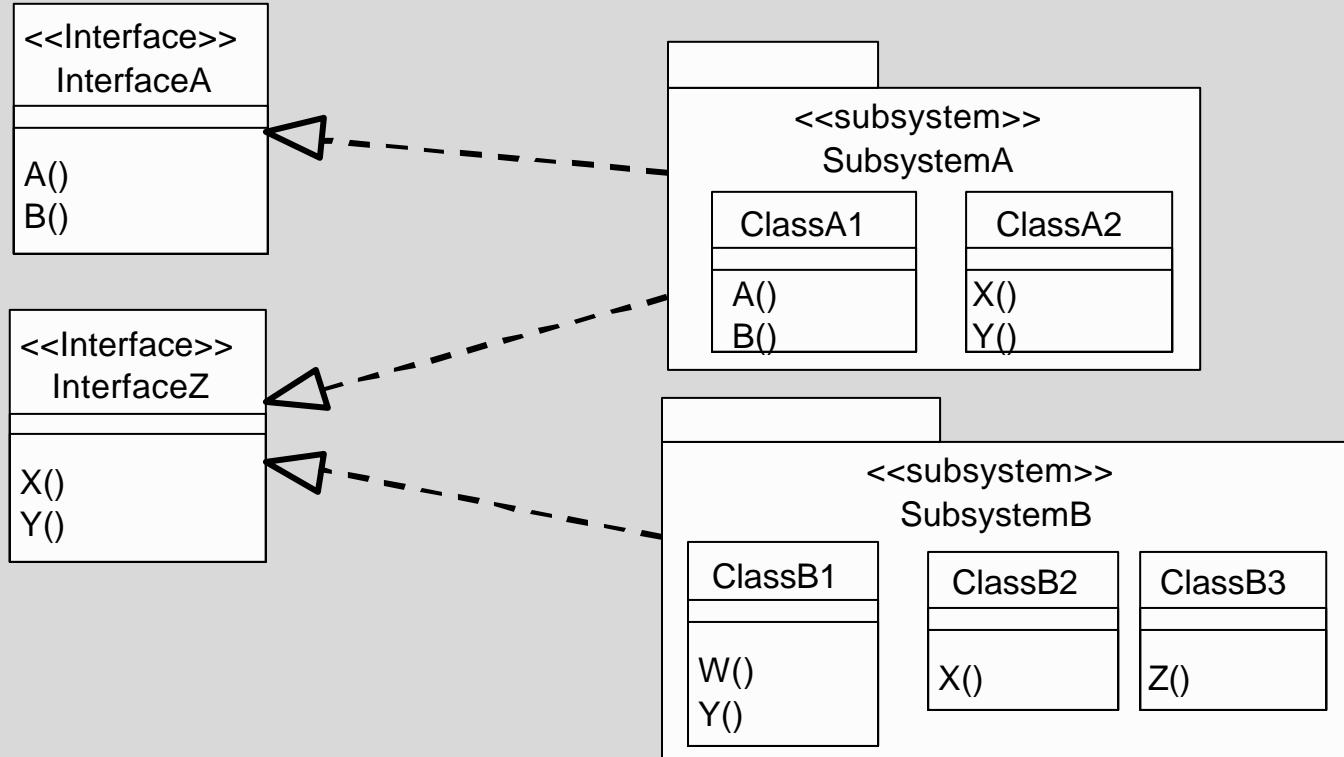
Package diagram

Package diagram is a class diagram which contains packages.



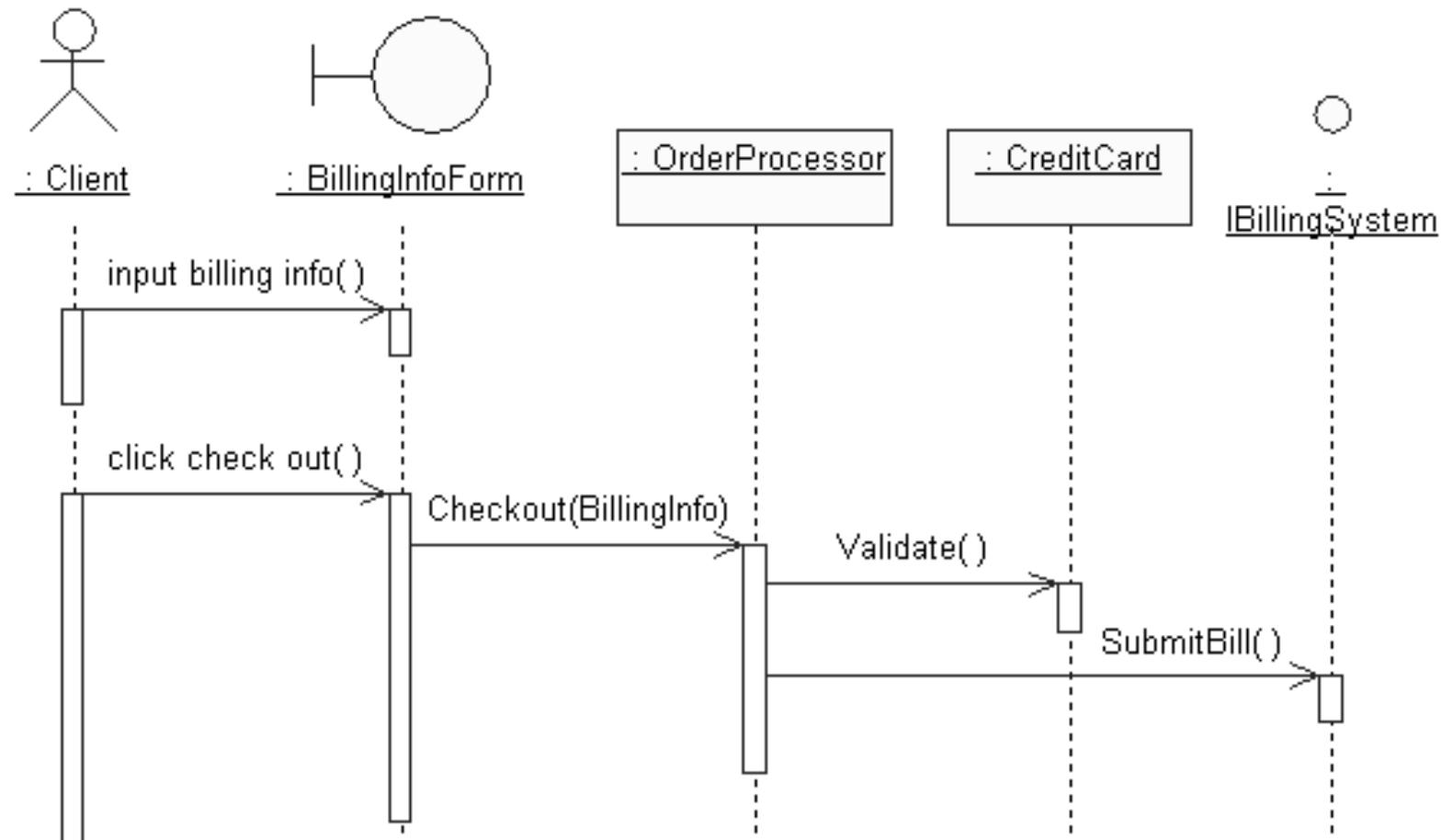
Subsystem diagram

Subsystem可以realize两个以上的接口
一个接口可以被二个以上的子系统realize



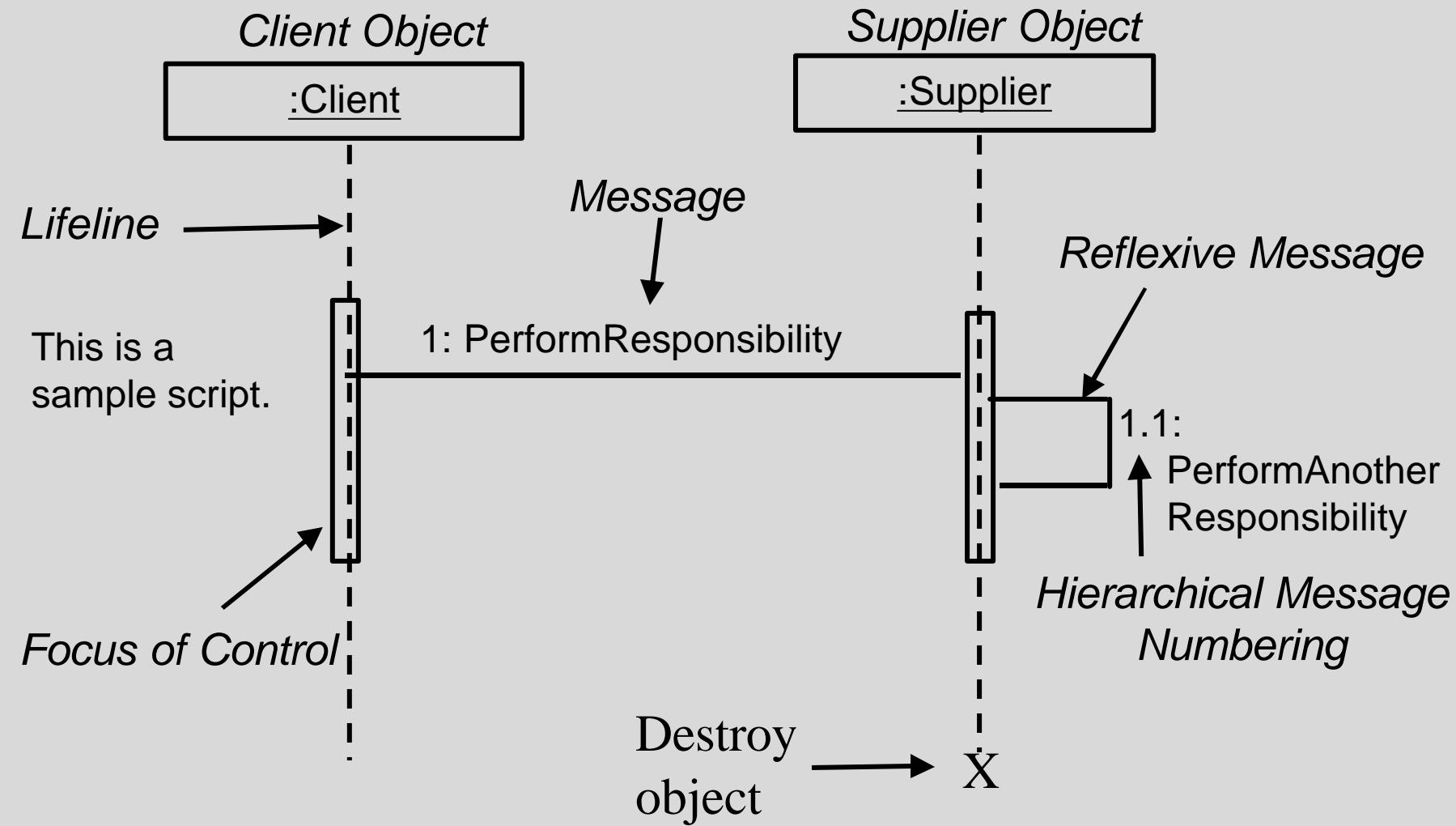
Use Case Design

Walk thru flow of events in use case by sequence diagram



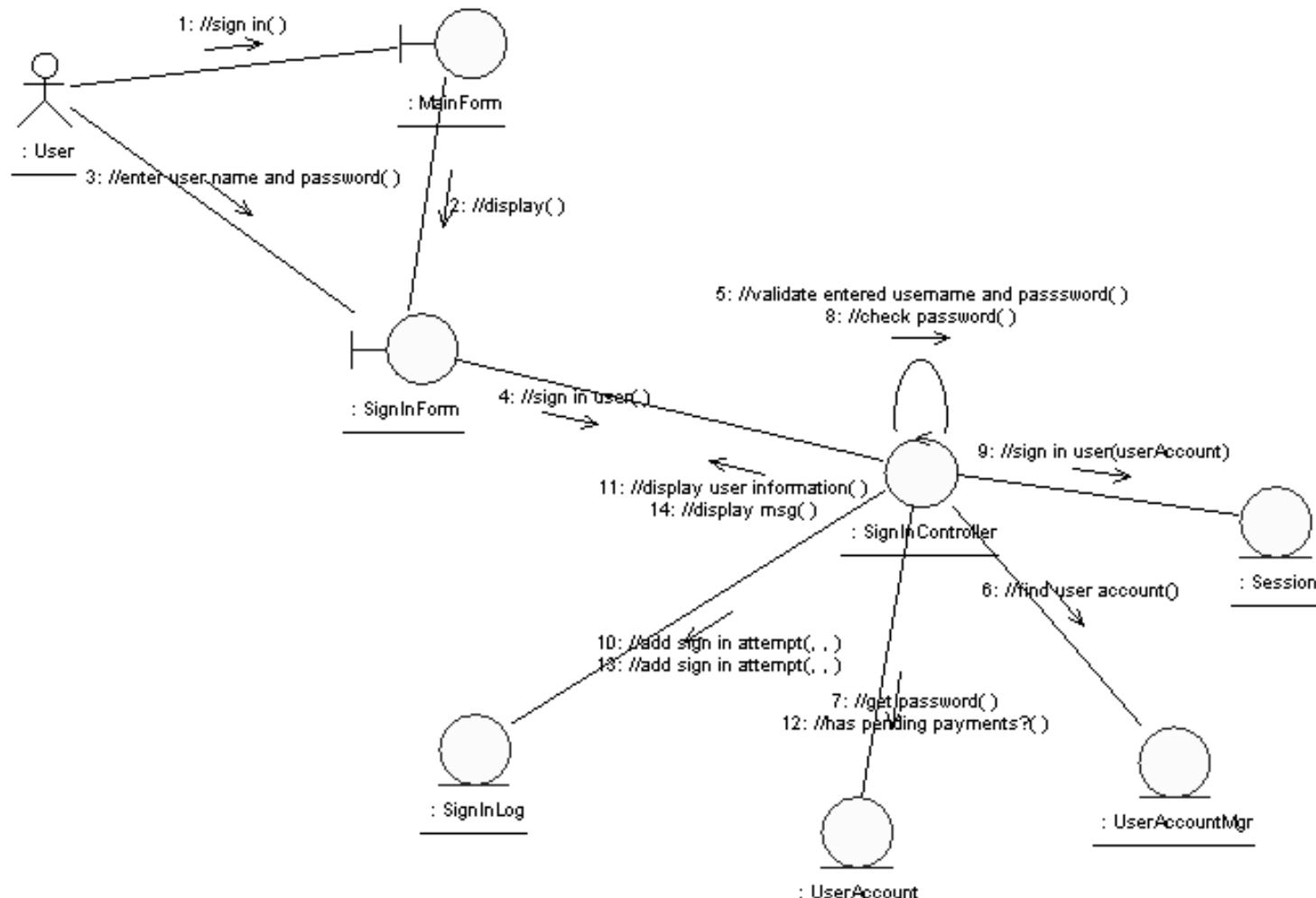
Sequence Diagrams

A sequence diagram displays object interactions arranged in a time sequence



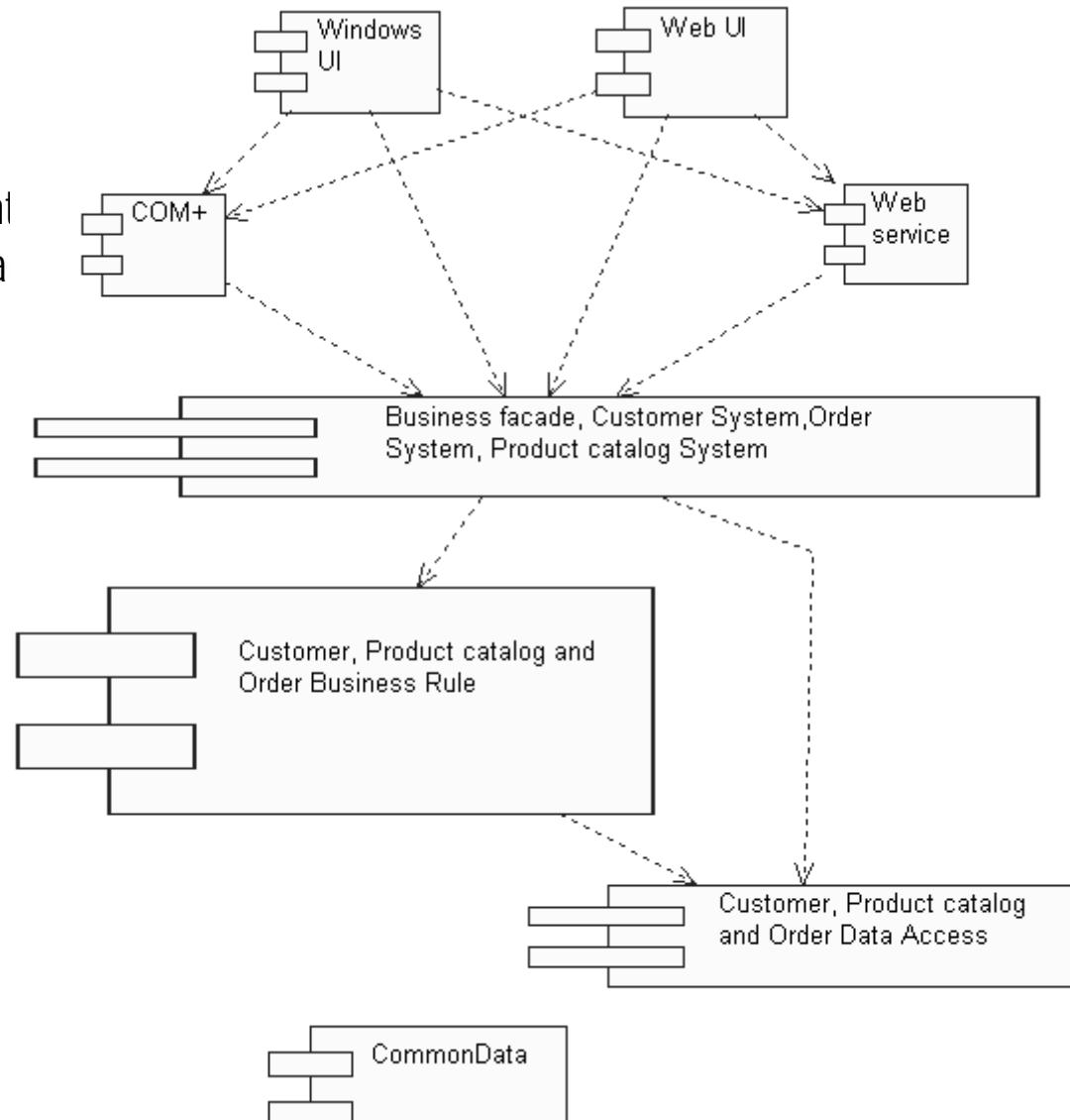
Collaboration Diagram

A collaboration diagram displays object interactions organized around objects and their links to one another

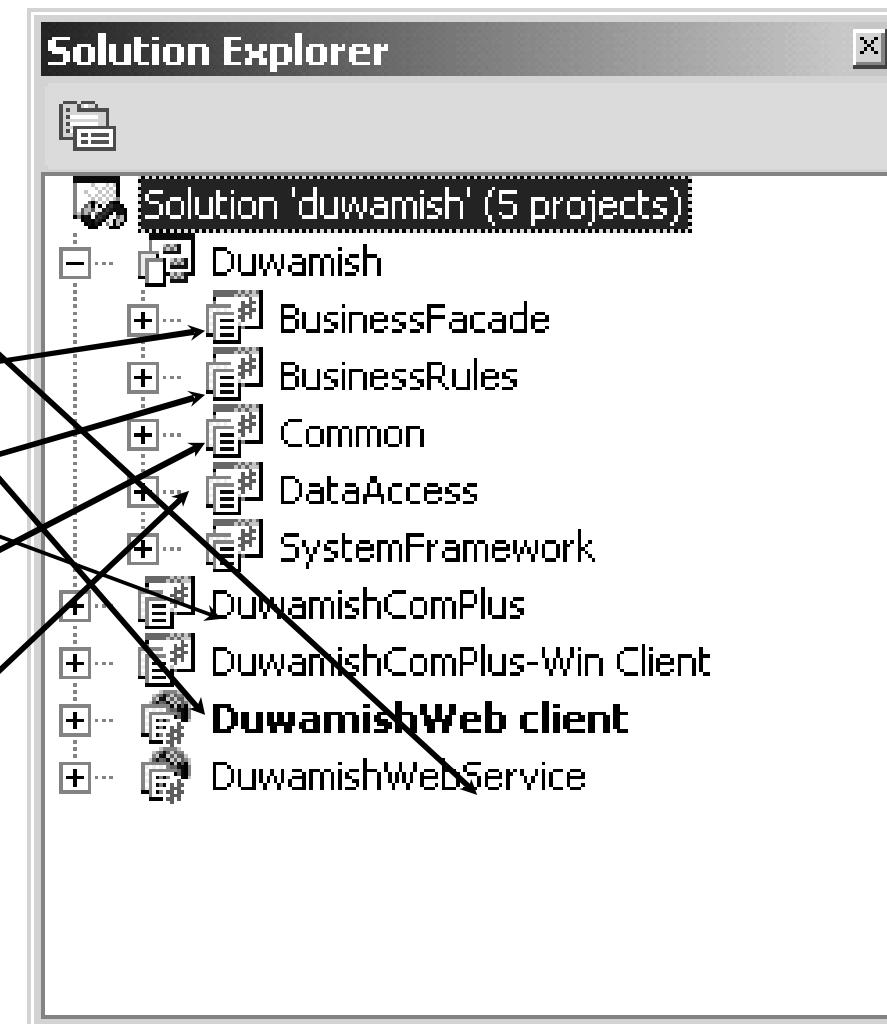
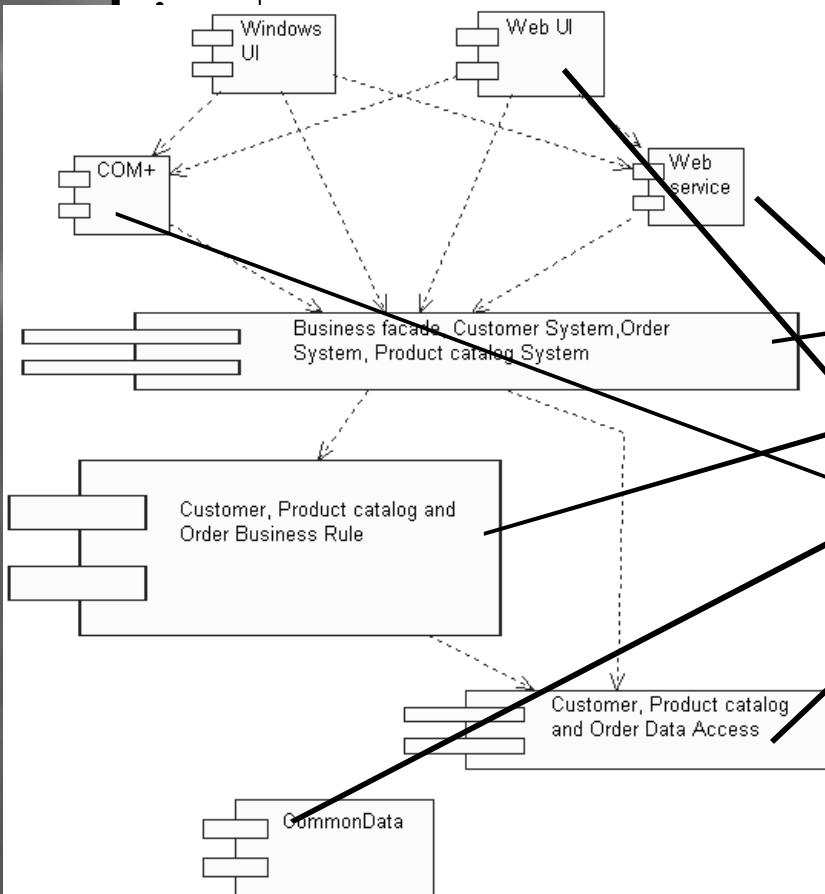


Implementation Model and Component Diagram

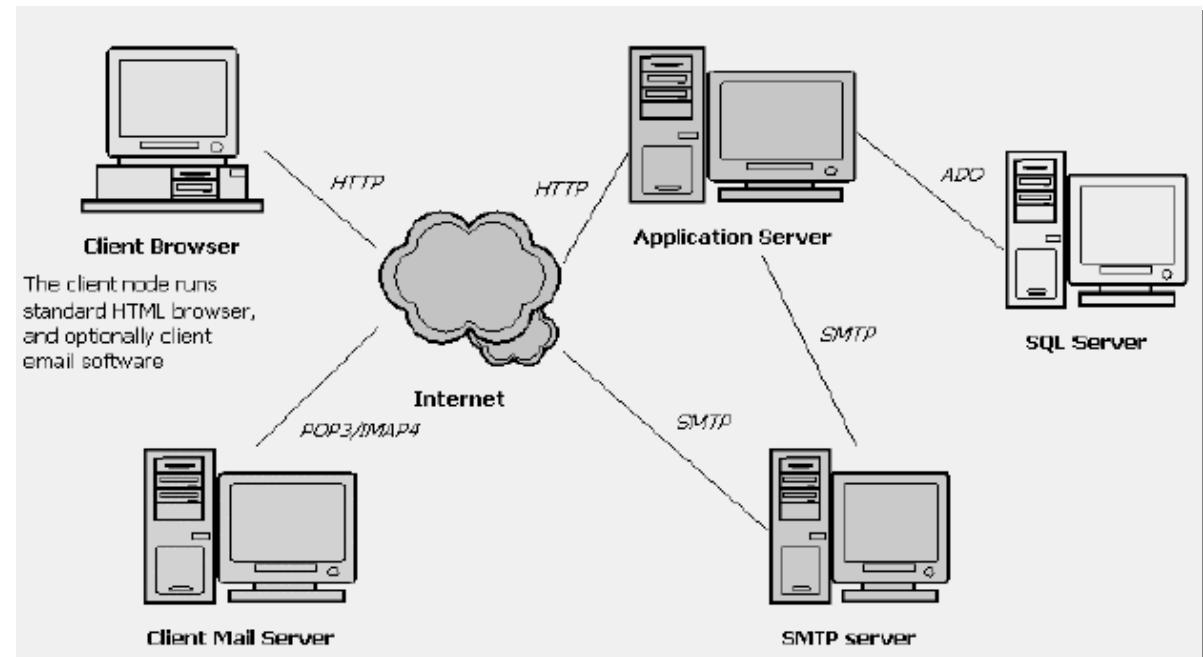
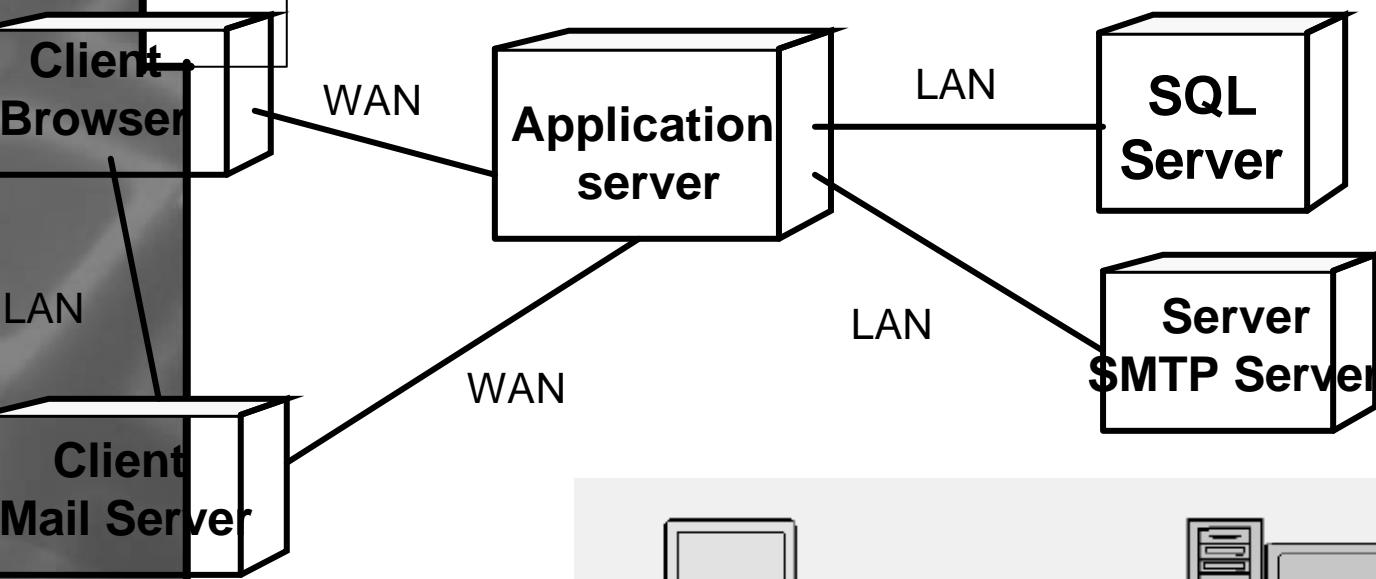
For small system, we use
Business facade component
Business rule component, a
Data access component.



组件设计与VS.NET项目规划



Deployment Diagram



What we learn about UML Diagrams ?

Behavior :

- ✓ Use Case
- ✓ Activity
- ✓ Sequence
- ✓ Collaboration
- ❑ State Chart

Structural:
Class
Component
Deployment
Object

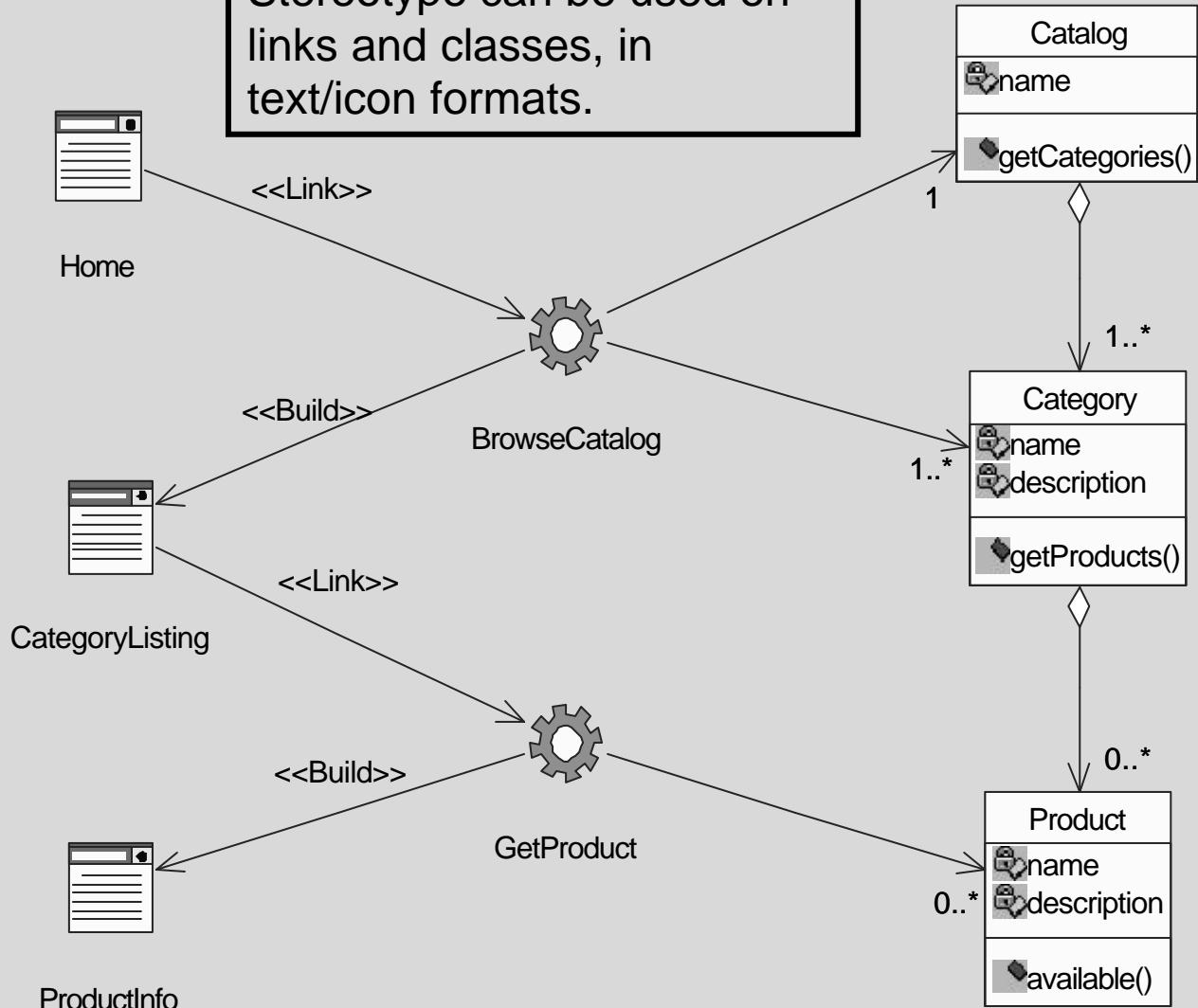
Model Management:

- Packages (class diagram contains packages)
- Subsystems (class diagram contains subsystems)
- Models (class diagram contains models)

扩充UML的描述能力

Stereotype
Note
Tag

Stereotype can be used on
links and classes, in
text/icon formats.



Design Pattern

A pattern is a solution to a problem in a context, it documents in an abstract and compact form

- the problem
- the context in which it occurs
- a good solution
- ✓ and it embodies wisdom about how the solution addresses the problem.

Different levels

- ◆ basic building blocks
- ◆ design patterns
- ◆ architecture patterns

Façade Design Pattern

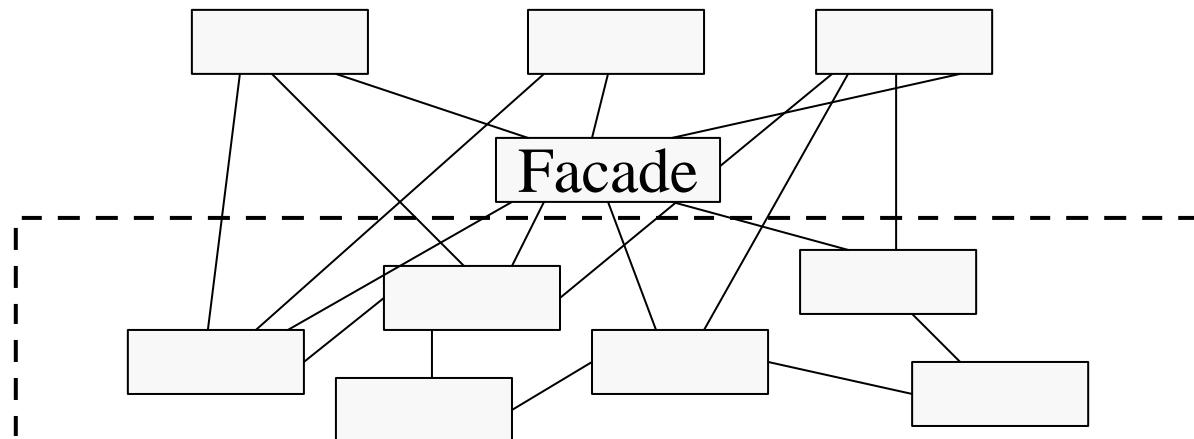
Façade: defines a clean, high-level interface to a subsystem.

Context: building easy-to-use and maintain subsystems

Problem: Each class in the subsystem provides part of the subsystem's functionality, clients has to know the inside, changes to the subsystem may require changes to the clients.

Solution: Add an interface class (the façade class) that knows the structure of the subsystem and forwards requests...

Consequences: no or less dependency of client from structure of subsystem, ideal for layered subsystems



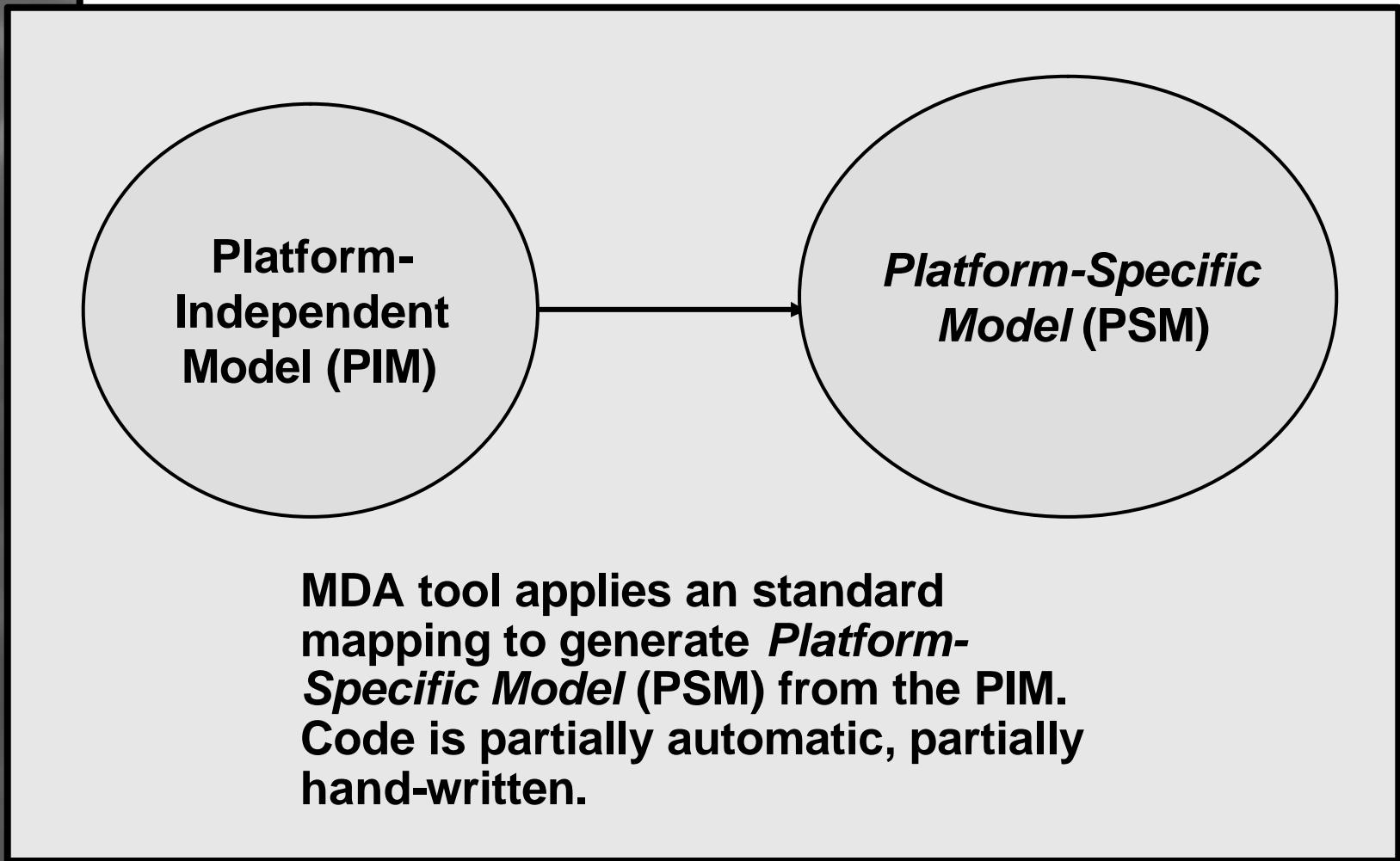
What is Model Driven Architecture?

A New Way to Specify and Build Systems

- ◆ 2001年由 OMG 制定的新开发架构
- ◆ 以 UML 塑模为基础
- ◆ 支持完整开发周期 : analysis, design, implementation, deployment, maintenance, evolution & integration with later systems
- ◆ 内建协同运作性及跨平台性
- ◆ 降低开发初期成本及提高 ROI

- ◆ 可套用至你所使用的任何环境 :
 - Programming language
 - Network
 - Operating system
 - Middleware

Model Driven Architecture



开发流程

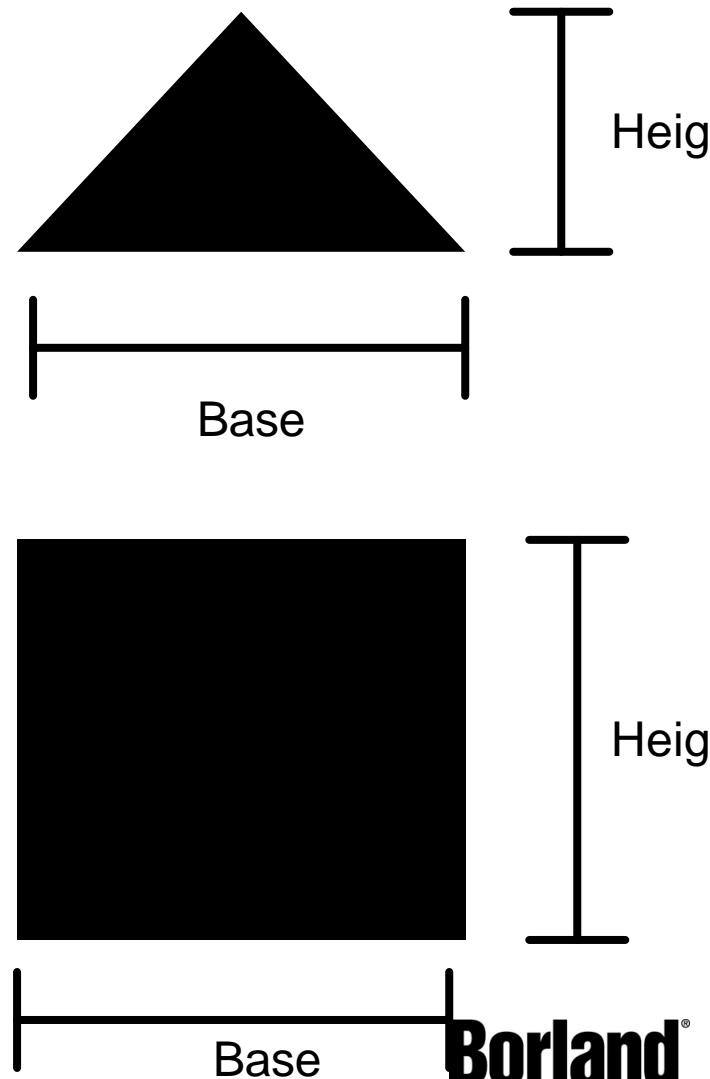
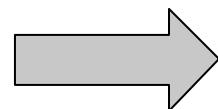
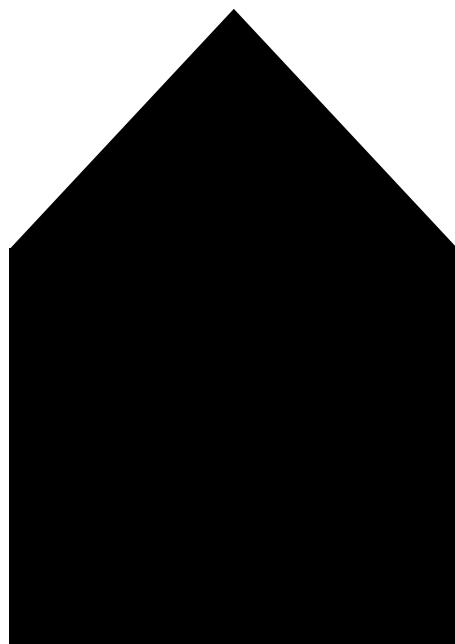
- Analysis Model
- Design Model
 - Architecture design
 - Data Model
 - User Experience Model
 - look-Feel & Interaction
- Implementation Model

**Platform-
Independent
Model (PIM)**

***Platform-Specific
Model (PSM)***

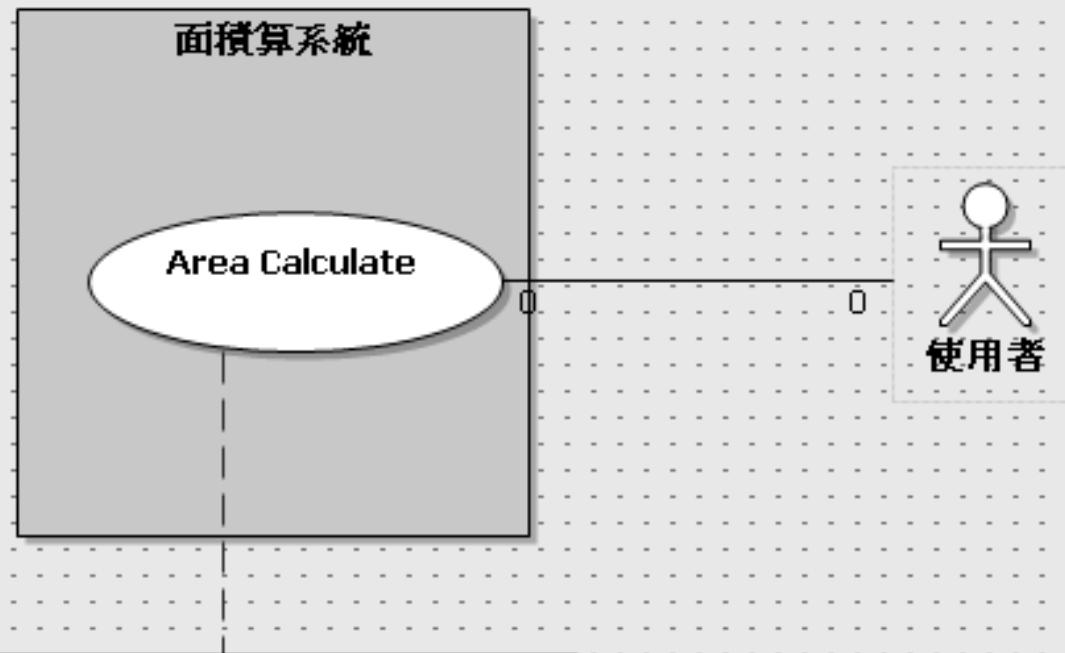
展示实例

面积计算



Use Case Model

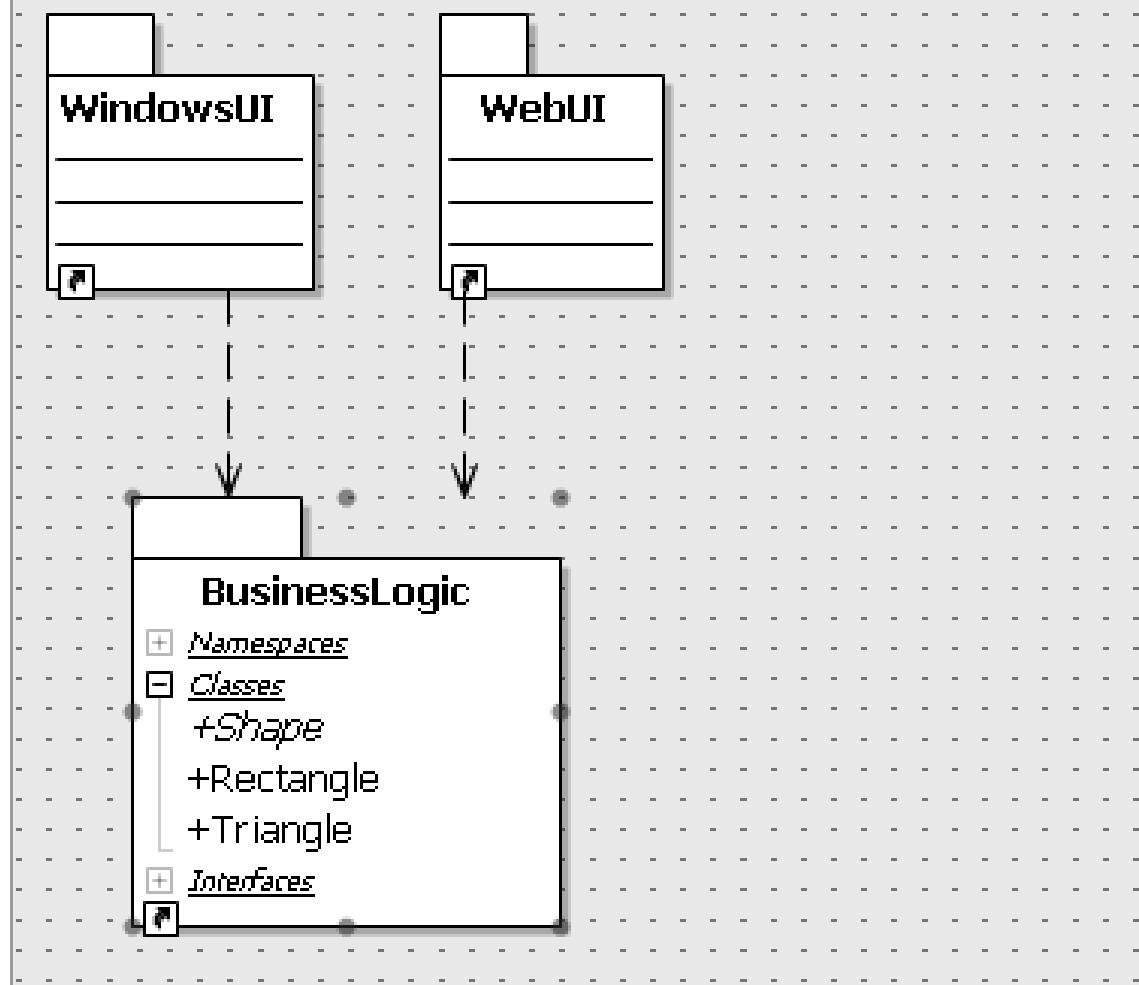
File | Form1.cs [Design]* | Form1.cs* | default [Diagram] 面積計算系統 [Diagram] 架構模型 ◀ ▶ ×



矩形面積公式 = Base x Height
三角形面積公式 = Base x Height / 2

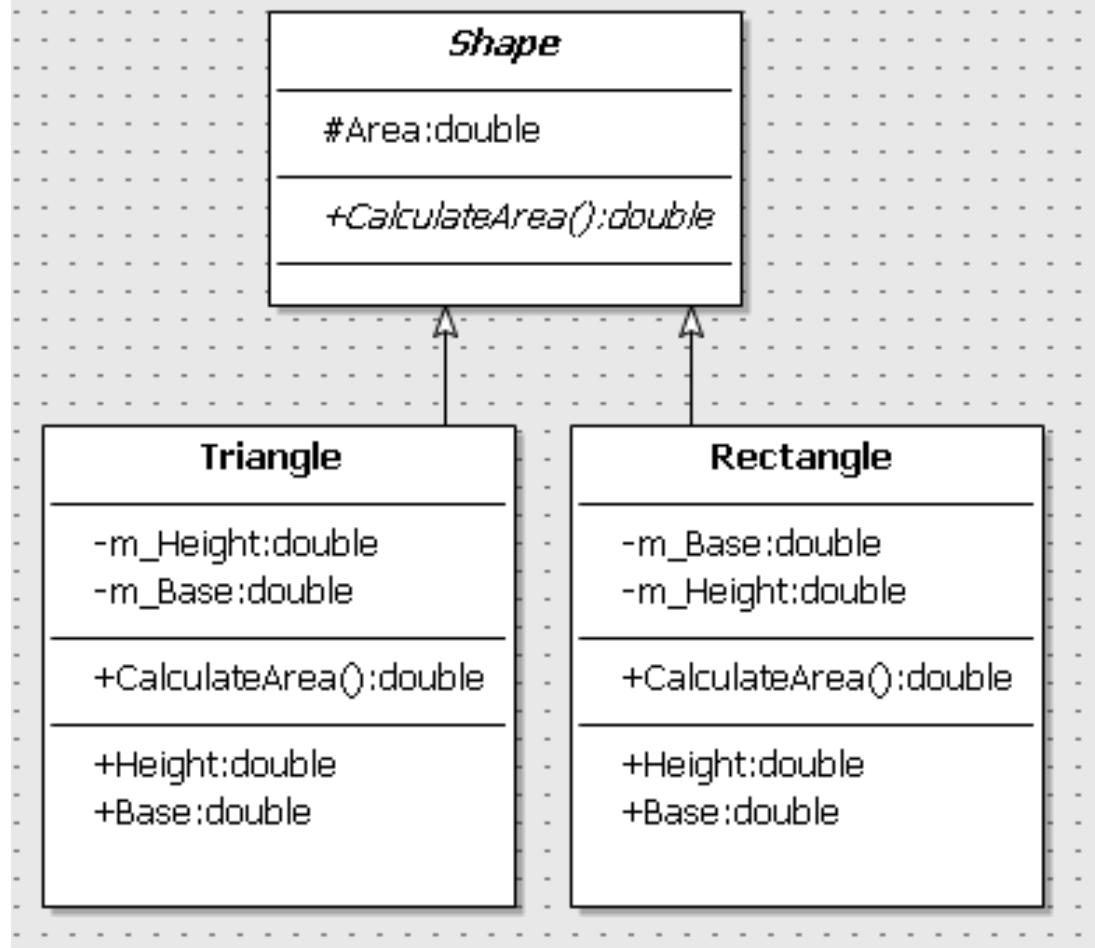
架构设计

Diagram] 架構模型 [Diagram] | BusinessLogic [Diagram] | Class1.cs



系统设计

UML [Diagram] | 面積計算系統 [Diagram] | 架構模型 [Diagram] **Business**



Business Logic

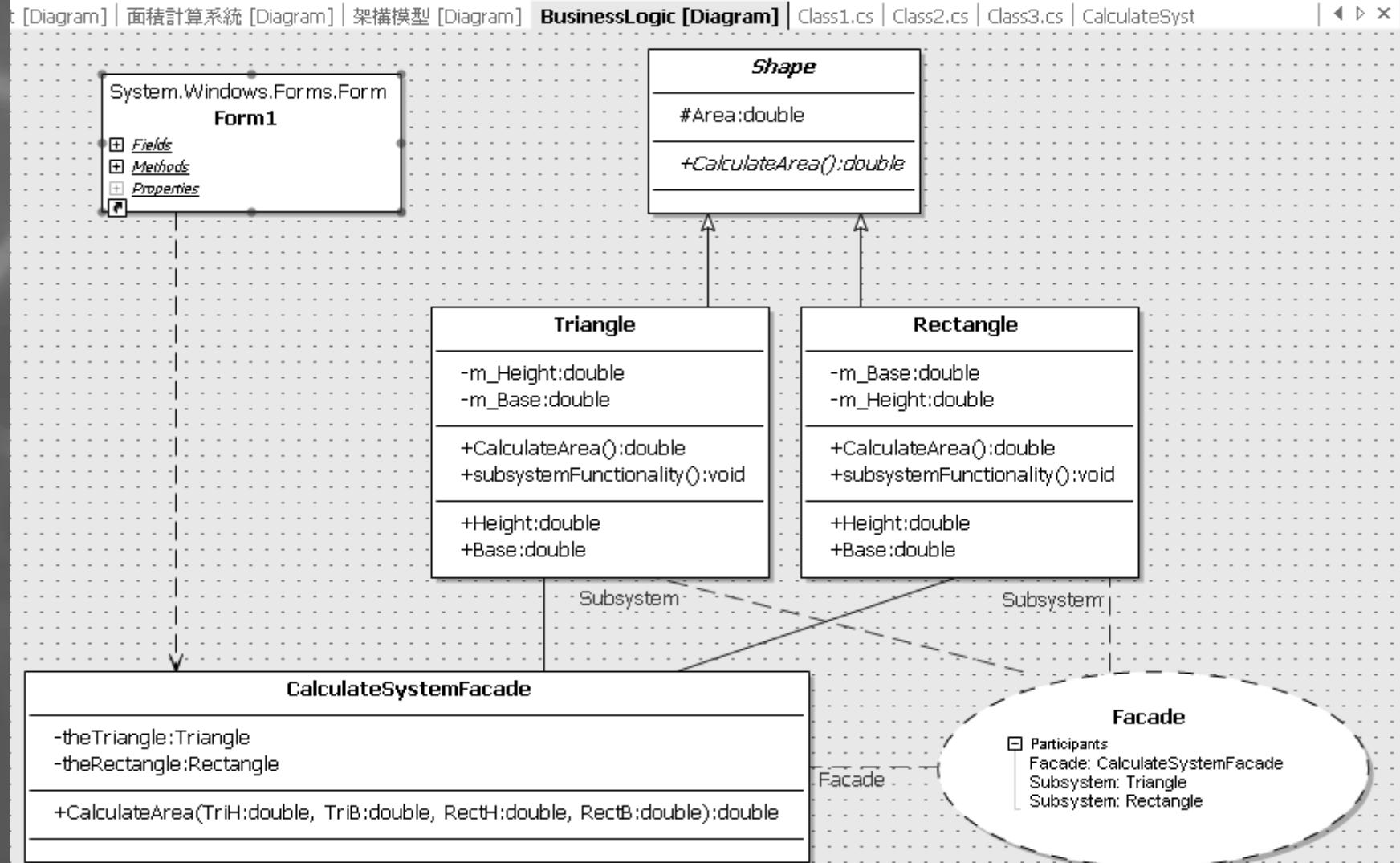
```
namespace BusinessLogic
{
    public class Triangle: Shape
    {
        public override double CalculateArea()
        {
            this.Area = this.m_Base * this.m_Height / 2;
            return (this.Area);
        }
        private double m_Height;
        private double m_Base;
        public double Height {
            get {
                return (m_Height);
            }
            set {
                m_Height = value;
            }
        }
    }
}
```

Presentation Layer

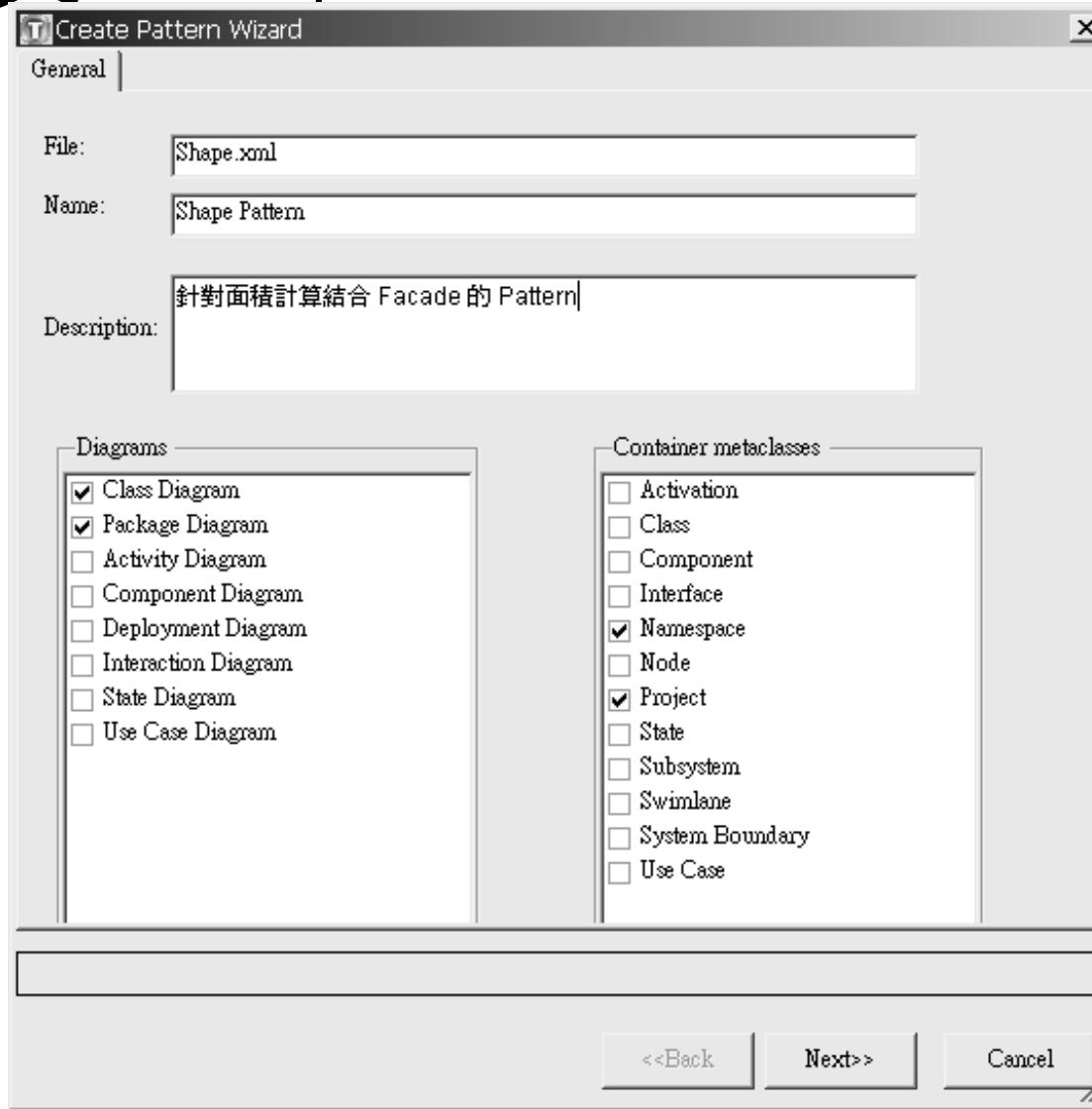


```
theRectangle.Base = RectB;  
theRectangle.Height = RectH;  
theTriangle.Base = TriB;  
theTriangle.Height = TriH;  
result = theTriangle.CalculateArea() + theRectangle.CalculateArea();
```

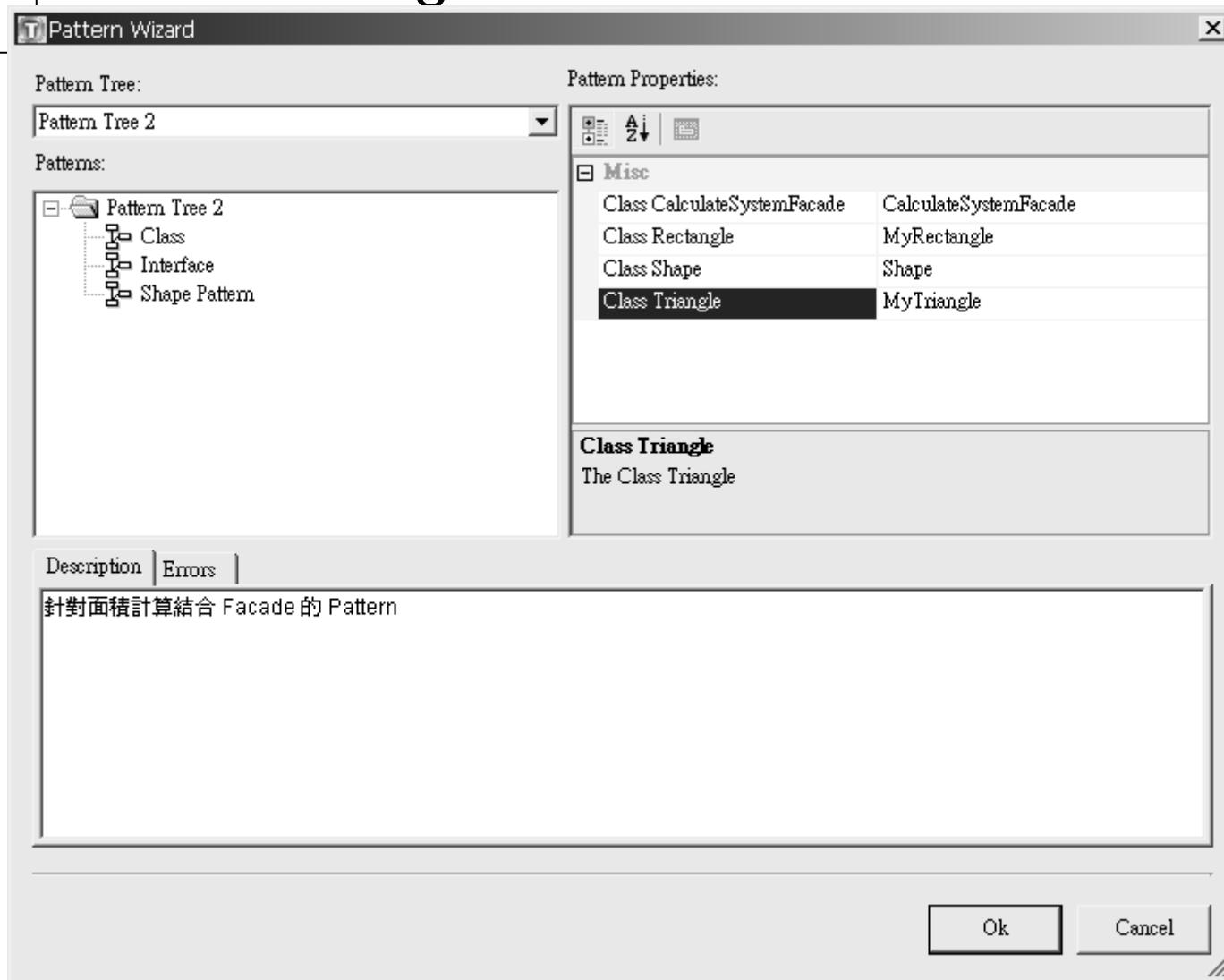
Façade Design Pattern



定义 Design Pattern



Reuse Design Pattern



Together Edition for Microsoft Visual Studio .NET

UML Diagram 绘制功能

LiveSource™ 技术实时同步 Model 与程序代码

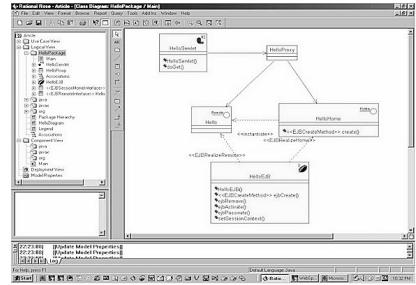
深度整合 Microsoft Visual Studio .NET 自动化文件产生

支援 Pattern

支持 XMI 汇入与汇出

LiveSource™技术

IBM/Rational



Binary
Repository

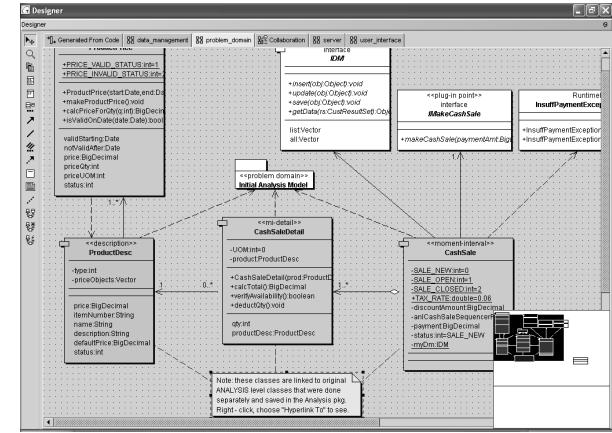
```

114     {
115         DatabaseTable nt = reader.CreateTable();
116         nt.AddCallbackName("nt.Add");
117         nt.AddCallbackName("nt.Add (name, nc.Add)");
118         resCallbackbs = EnsureEnumerable(resCallbackbs);
119         resCallbackbs.Add(nt);
120         typeCallbackbs.Add(nt);
121         typeCallbackbs.Add(nc);
122     }
123 
124     protected void AddTarget(int id, object o)
125     {
126         if (id != null)
127             if (targets[id] == null)
128                 targets.Add(id, o);
129         else
130             if (o != null)
131                 targets[id] = o;
132             else
133                 noIDTargets = EnsureArrayList(noIDTargets);
134             noIDTargets.Add(o);
135     }
136 
137     private string CurrentTag()
138     {
139         switch (reader.NodeType)
140         {
141             case XMLNodeType.Nomel:
142                 return String.Format("%{0}.value['{1}']", reader.LocalName,
143                                     reader.NamespaceURI);
144             case XMLNodeType.Attribute:
145                 return reader.Value;
146             case XMLNodeType.Text:
147                 return "TEXT";
148         }
149     }

```

? ? ?

Borland Together



? ? ? ?

```

114     {
115         if (id != null)
116             targets = EnsureEnumerable(targets);
117             if (targets[id] == null)
118                 targets.Add(id, o);
119             else
120                 if (o != null)
121                     noIDTargets = EnsureArrayList(noIDTargets);
122                     noIDTargets.Add(o);
123     }
124 
125     protected void AddTarget(int id, object o)
126     {
127         if (id != null)
128             targets = EnsureEnumerable(targets);
129             if (targets[id] == null)
130                 targets.Add(id, o);
131             else
132                 if (o != null)
133                     noIDTargets = EnsureArrayList(noIDTargets);
134                     noIDTargets.Add(o);
135     }
136 
137     private string CurrentTag()
138     {
139         switch (reader.NodeType)
140         {
141             case XMLNodeType.Nomel:
142                 return String.Format("%{0}.value['{1}']", reader.LocalName,
143                                     reader.NamespaceURI);
144             case XMLNodeType.Attribute:
145                 return reader.Value;
146             case XMLNodeType.Text:
147                 return "TEXT";
148         }
149     }

```

深度整合 Microsoft Visual Studio .NET

Microsoft Development Environment [design] - data_objects [Diagram]

File Edit View Project Build Debug Tools Window Help

Start Page | Class1.cs | CashSalesMain.cs | ConsoleApplication1 [Diagram] | DgrUseCase1 [Diagram] | user_interface [Diagram] |

Developer

<<worker>> C# Developer

<<worker>> VB.NET Developer

Borland Products

Develop

Test

data_objects [Diagram]

This is a cool diagram

IPresentView

- Operations
 - +bool hasLinearAttributes
 - +bool hasTableAttributes
 - +int getLinearAttrCount
 - +string getLinearAttrName
 - +string getLinearAttrValue
 - +int getTableAttrCount
 - +int getTableRowCount
 - +string getTableAttrName
 - +string getTableAttrValue
- Properties

Utils

- Attributes
- Operations
 - +void Utils
 - +string AsCurrency
 - +string Int2Str
- Properties
- Classes

Solut... Class... Mode...

Properties Note

General

Text This is a cool diagram

Text Only false

General

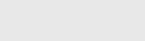
Properties Dynamic Help

The screenshot shows the Microsoft Development Environment (Visual Studio) in design mode. The main area displays a UML class diagram titled 'Borland Products'. It contains three classes: 'Developer' (represented by a stick figure icon), 'C# Developer' (with the note '<<worker>>'), and 'VB.NET Developer' (with the note '<<worker>>'). There are associations between 'Developer' and 'C# Developer' (multiplicity 0..1), 'C# Developer' and 'Borland Products' (multiplicity 0..1), and 'VB.NET Developer' and 'Borland Products' (multiplicity 0..1). The 'Borland Products' class has two associated ovals labeled 'Develop' and 'Test' (multiplicity 0..1 each). To the right, the 'Model View' pane shows a tree view of the project structure, including 'ConsoleApplication1', 'DgrUseCase1', and 'CashSales' with various files like 'Class1.cs', 'CashSaleContainer', 'Product', etc. At the bottom, the 'Properties' window is open for a selected element, showing 'Text' set to 'This is a cool diagram' and 'Text Only' set to 'false'. The code editor at the bottom shows a partial class definition for 'IPresentView' and 'Utils'.

自动化文件产生

Microsoft Development Environment [design] - Browse - C:\Documents and Settings\tlee.BORLANDTWN\My Documents\Visual Studio Projects\Windows...

File Edit View Project Build Debug Tools Window Help

Debug |  | 

Model View | Diagram | Sequence Diagram1 [Diagram] | Use Case Diagram1 [Diagram] | **Browse - C:\...\doc\index.html**

WindowsApplication1
 WindowsApplication1
 Form1
 Sequence Diagram1
 Object1
 Object2
 Object3
 Use Case Diagram1
 Actor1
 System Boundary1
 WindowsApplication1
 Form1
 default

Actor1

System Boundary1

Solution... | Dynamic... | Model V...

Properties

Use Case Diagram1 Diagram

Project Overview

Overview Namespace Classifier Tree Index Help

PREV DIAGRAM NEXT DIAGRAM FRAMES NO FRAMES

WindowsApplication1
Use Case Diagram Use Case Diagram1

Actor Summary

Actor1

Ready

nd

支援 Design Pattern

Pattern Wizard

Pattern Tree:

Pattern Tree 1

Patterns:

- Pattern Tree 1
 - Gof
 - Behavioral
 - Chain of Responsibility
 - Command
 - Interpreter
 - Iterator
 - Mediator
 - Memento
 - Observer
 - State
 - Strategy
 - Template Method
 - Visitor
 - Creational
 - Abstract Factory
 - Builder
 - Factory Method

Description | Errors |

Intent

Avoid coupling the sender of a request to its receiver by giving more than one object a chance to handle the request. Chain the receiving objects and pass the request along the chain until an object handles it.

Participants

Handler defines an interface for handling requests.
(optional) implements the successor link.

Pattern Properties:

Class	Type
ConcreteHandler,...	ConcreteHandler
Handler	Handler

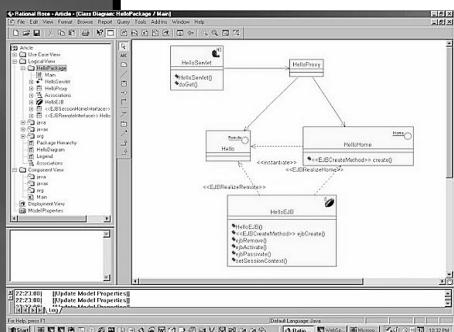
Class ConcreteHandler,...

Type Class name for ConcreteHandler

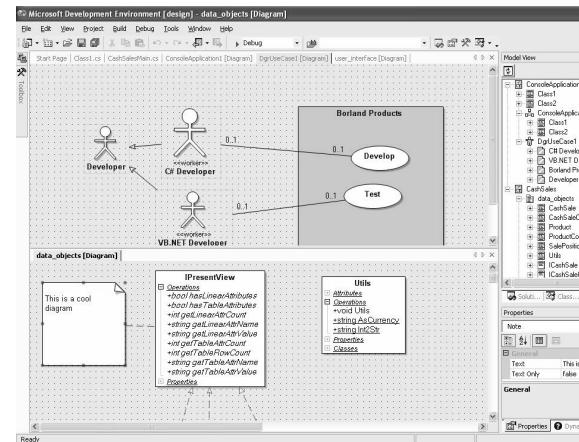
Ok Cancel

支持 XMI 汇入与汇出

IBM/Rational



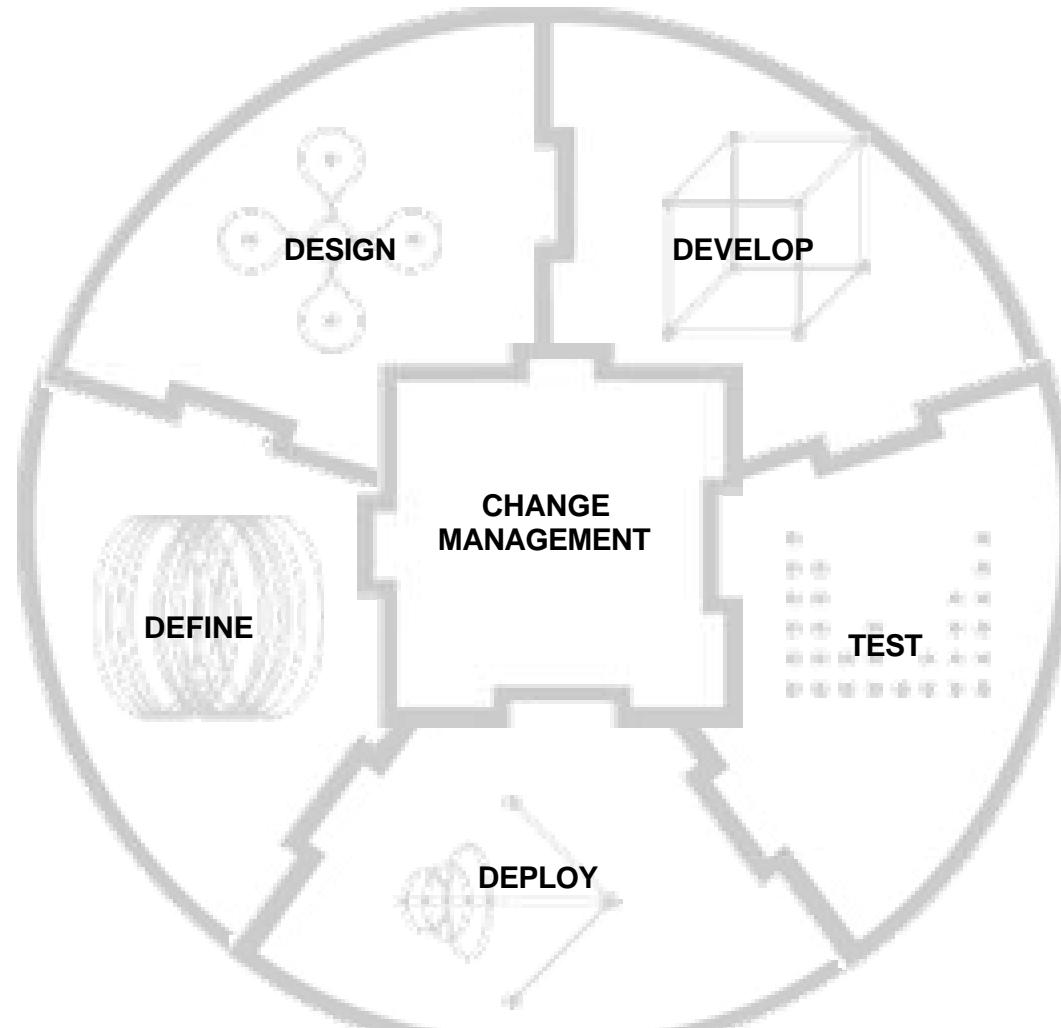
Borland Together



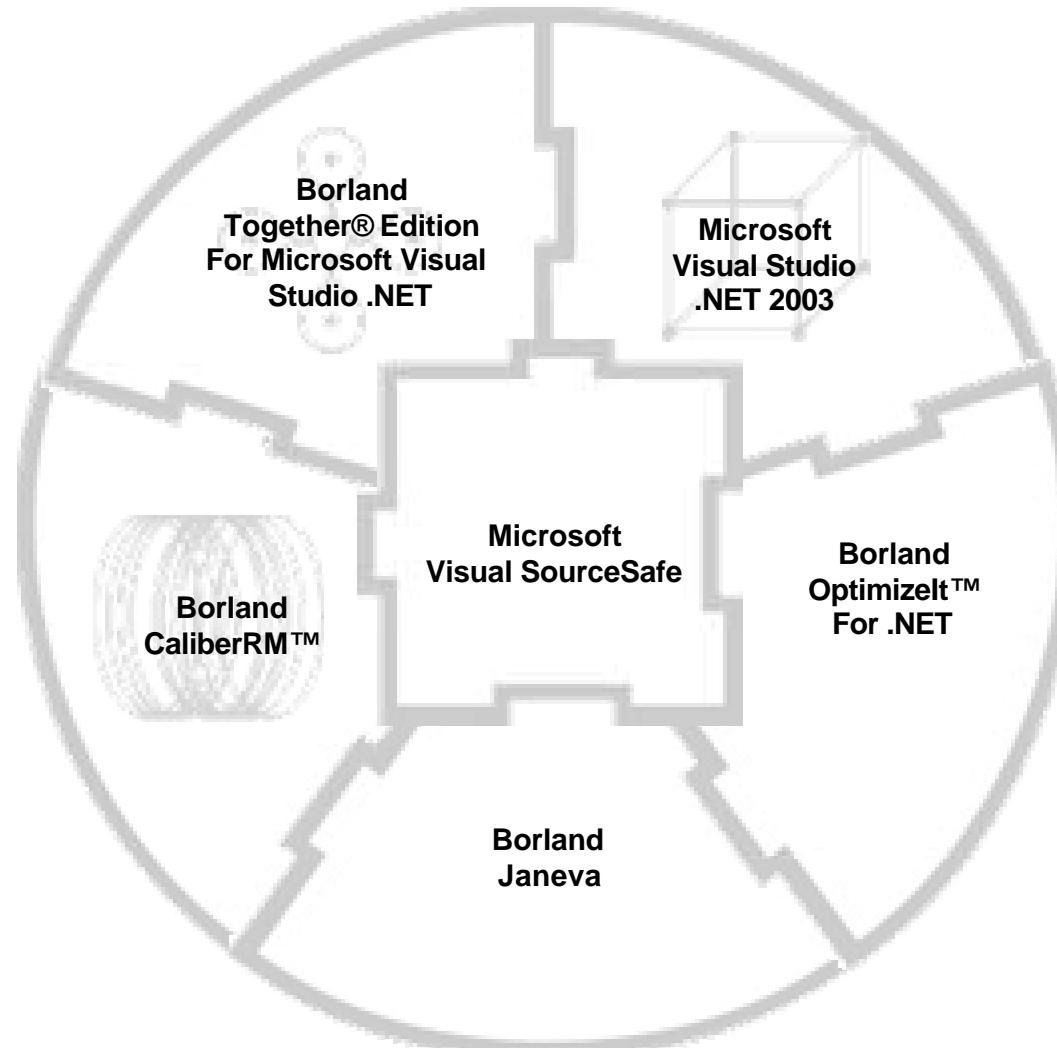
XMI ? ? ? ?

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Borland ALM ? ? ? ? - .NET



Borland ALM ? ? ? ? - .NET



总结

Learn UML

Follow a process

Try a modeling tools

Find supports

- ◆ Time,
- ◆ Budget,
- ◆ Mentoring

May The Power
Be With You !!



Resources

需搭配 Microsoft Visual Studio .NET 2003

试用版下载网址

[http://www.borland.com/products/downloads/download
_together.html](http://www.borland.com/products/downloads/download_together.html)



Thank You

Q&A