Área Académica: Licenciatura En Sistemas Computacionales

Tema: Unified Modeling Language

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Keywords. UML
Abstract

It is an abstraction of objects with similar characteristics. For example: Ruth Martin Gonzalez and Jager have characteristics (attributes) and behavior (methods) similar, so it can be abstracted into a class called Person.

Keywords: UML
Analysis and object-oriented design
Contenido

1. A & D vs structured. A & DOO
2. Important concepts of A & DOO
1. A & D vs structured. A & DOO
Structured Analysis and Design

Structured Analysis

✔ Flowcharts
✔ E-R diagrams

Structured Design

✔ Modules
✔ Systems and subsystems
✔ Data Dictionary
Analysis and design objects

Analysis objects

Use cases (process or system functions)
Conceptual model (concepts, features, business rules, relationships between concepts)

Design objects

Object-code organization
Identification of relationships, properties, methods
Identify components of SW and HW
Modeling O.O

Structured modeling becomes increasingly difficult to maintain. In object-oriented modeling, the basic building block is the object, which arises from the problem domain and associated with this is code reuse through classes. For this type of modeling, you use C++, Java, SmallTalk, Visual Basic, Visual FP, among others.
What happens if we Model
Models for:

- Understand the system to build
- View the system as you wish
- Specify the structure and behavior of the system
- Have a plan to guide the construction of the system
- Document the decisions regarding the system architecture
2. Important concepts of A & DOO
Important concepts of A & DOO

- Model
- Notation
- Object
- Class
- Life of objects
- UML
Model

t is a simplified representation of reality. A model facilitates the understanding of a concept and each person requires a different view (users, developers, etc.).
Notation

The set of symbols that represent something of the reality, they are used within these models to represent real objects.
Example of notation

Persona 1 → Entrega
Example of objects

**Purpose:** Martin Gonzalez

**Attributes:** 25 years, dark, black hair, Head of Programming, etc.

**Methods:** Program, dancing, studying, walking, etc..
Class

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