

Software Engineering Workshops

Worksheet 4: Class Diagrams

Objective

The objective of today's session is to understand how to use class diagrams to model the structure of your system, which will be developed using an object-oriented approach. Upon the completion of this session, you should be able to use the UML to:

- Model a class
- Model class attributes
- Model class operations

Exercise 1:

Visualize the class that represents online posts such as "Facebook posts" or "tweets", the choice is yours! Based on your use of such services, decide which properties would be required for this class and add getters and setters to get and set the values of all attributes (Note that the post text should be "read only" and posts might be commented for unknown times).

Exercise 2:

If the following UML class were to be mapped to Java, what would be the generated code?

