

How OOA, OOD and UML Using in Software Development Process

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Abstract

The notion of object oriented analysis and design in software engineering has many rewards that aid the programmer to have an understanding of and improve the program efficaciously. Object oriented metrics helps rather a lot to a programmer or developer to comprehend and unravel the thing-oriented trouble readily and exactly. Object oriented metrics helps in examining the usefulness of object oriented applied sciences or in simple phrases Object-oriented metrics depict characteristics of object-oriented programming. The intention of this paper is to have an understanding of concerning the UML, Object oriented evaluation and design and the way it plays in UML.

Keywords: Use case, object diagram, class diagram, activity and state chart diagram, component and sequence diagram

1. Introduction

OOA, OOD, and UML-based diagrams typically used in the software development approach. OOA, OOD approaches present a excellent framework for eventualities. A use case is a widespread description of a whole transaction involving a few objects of the procedure. The UML language supplies a suitable framework for situation acquisition making use of use case diagrams like sequence, collaboration diagrams. A Scenarios is defined as an illustration of a given use case. Scenarios viewed in two exclusive approaches via sequence diagrams and collaboration diagrams. Each variety of diagrams depends on the equal underlying semantics. Conversion from one to the opposite is possible. In this paper, we propose a requirement engineering process that composes UML eventualities for receive a global description of a given service of the procedure and implementation code from the UML use case (service).

2. Review of Literature

A. Jakimi and M. El Koutbi means that, a requirement engineering procedure that composed UML eventualities for acquire a global description of a given provider of the system and implementation code from the UML use case (provider) and suggests four operators: sequential operator, concurrent operator, conditional operator and generation operator to compose a set of eventualities that describe a use case of a given approach. Their method used to be normal so it may be used to generate the low level code in other object-oriented languages and it produced routinely a worldwide specification of the entire approach in type of a three stage hierarchical colored Petri Nets (CPN).

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Sabah Al-Fedaghi proposed utilizing float as a major notion underlying working out of routine in net services and concluded that flow-established conceptualization guarantees to provide a firmer base for net functions progress on the preliminary stages of design. It is viable to integrate this flow-founded process with present methods of software progress methods.

Sunil T. D. and Dr. M. Z. Kurian evaluating object-oriented program procedure by means of alternate requirement traceability centered affect analysis methodology for non realistic requirements utilizing practical necessities. Their proposed analysis is highly dependent on an extraordinarily well outlined software standards specification and non-functional traceable requirement. Extra headquartered on exchange within the standards they have an effect on on the class diagram scan case attributes identified. Founded on the requirement traceability, which experiment cases transformed and influence of object-oriented paradigms analyzed.

3. Methodology to Design the Framework

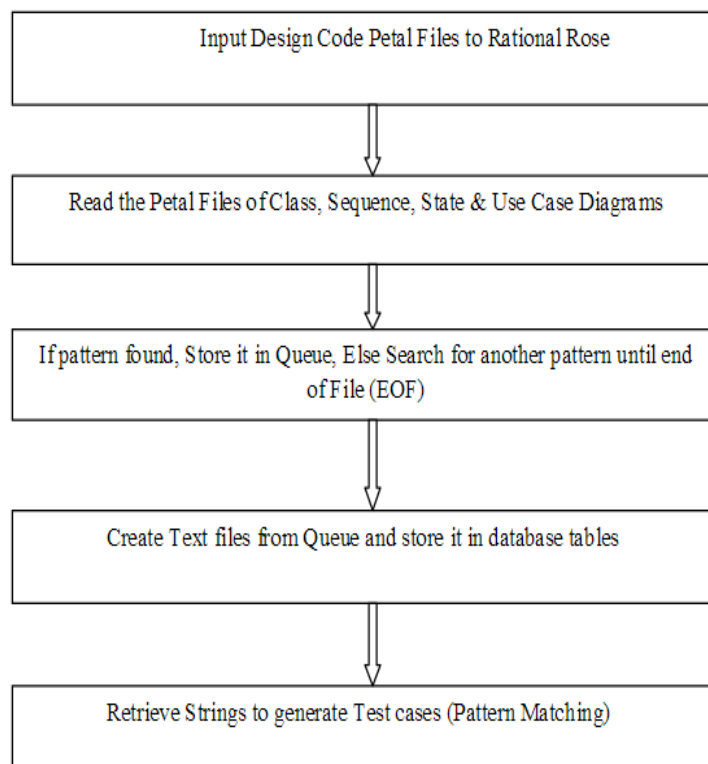


Figure 1. Methodology for Designing the Framework

3.1. Use Case Diagram:

Use case is a high-stage description of what the approach is meant to do, whose purpose is to capture the approach requirements. In different words, if a use case represents a person interplay, many variants of this user interaction can be described. UML is involved with the interplay between the approach and external actors. One use case can name upon the offerings of a different use case making use of some relations (entails, extends, makes use of, and many others).

3.2. Use Case Diagram Objects

Use case diagrams include four objects. They are Actor, Use case, method and package deal.

3.3. Actor

Actor in a use case diagram is any entity that performs a position in a single given approach. This would be an individual, group or an outside system and largely drawn like skeleton shown below.



3.4. Use Case

A use case represents a operate or a motion inside the procedure. It has drawn as an oval and named with the function.



3.5. System

System is used to outline the scope of the use case and drawn as a rectangle. This an optional aspect but useful when your visualizing gigantic programs. For illustration, we are able to create all the use instances and then use the approach object to define the scope blanketed by means of your venture. However, we will even use it to show the distinctive areas covered in unique releases.



3.6. Package

Package is an extra non-compulsory detail that is priceless in difficult diagrams. Similar to class diagrams, applications are used to workforce collectively use instances. They are drawn just like the picture shown under.



3.7. Use Case Diagram Guidelines

Even though use case diagrams can be utilized for various purposes there are some fashioned instructional materials you have to follow when drawing use cases. These comprise naming specifications, instructions of arrows, placing of use cases, usage of approach boxes, and proper usage of relationships. In relation to inspecting the

requirement of a procedure use case diagrams are 2nd to none. They are visible and almost always very effortless to realize. The next use case diagram directions will aid to create better use cases that are appreciated through clients and friends alike.

A use case diagram usually includes actors, use cases, and relationships. Extra difficult larger diagrams can incorporate techniques and limits. It is essential to do not forget that these are instructions and not ideas. It is very well to deviate if it improves the total exceptional of the diagram. To get a deep figuring out of use case diagrams assess out our use case diagram tutorial.

Relationships in Use Case Diagrams

There are three varieties of relationships in a use case diagram. They are

- Association between an actor and a use case
- Generalization of an actor and use case
- Prolong and comprise relationship between two use instances

3.8. Procedure to Create a Use Case Diagram

3.8.1. Identifying Actors: Actors are external entities that interact together with your system. It may be a man or woman, yet another procedure or an organization. In banking process essentially, the most apparent actor is the client. Different actors will also be financial institution worker or cashier depending on the role seeking to show within the use case. An illustration of an outside organization can also be the tax authority or the relevant financial institution. Loan processor is an efficient instance of outside procedure related as an actor.

3.8.2. Identifying Use Cases: Now it is time to determine the use circumstances. A great way to do this is to determine what the actors want from the system. In banking system a consumer ought to open debts, deposit and withdraw funds, request determine books and identical features and these can be viewed as use cases. Prime stage use cases will have to at all times furnish whole capabilities required by means of an actor. That may prolong or include use circumstances depending on the complexity of the procedure. When establish the actors and the top-level use case, could have general idea of the system. Now could nice tune it and add extra layers of detail to it.

3.8.3. Look for Common Functionality to Use Include: Appear for fashioned functionality that can be reused throughout the process. Finding two or more use cases that share common functionality could extract the customary features and add it to a separate use case. Then that can join it by way of the include relationship to exhibit that it is invariably known as when the fashioned use case is carried out.. Is it feasible to Generalize Actors and Use cases? There may be situations the place actors are associated with similar use circumstances even as triggering few use instances specified most effective to them. One of the vital quality examples of this is “Make fee” use case in a fee system. Additional generalize it to “Pay by way of bank card”, “Pay through cash”, “Pay by way of verify” *etc.* All of them have the attributes and the functionality of a cost with particular scenarios special to them.

3.8.4. Optional Functions or Additional Functions: There are some functions, which can be caused optionally. In such cases can use the prolong relationship and connect and extension rule to it. Within the beneath banking method instance “Calculate Bonus” is not obligatory and handiest triggers when a special is matched. Lengthen does not perpetually imply its non-compulsory. Frequently the use case linked via extend can complement the bottom use case. Thing to keep in mind is that the base use case must be in a position to participate in a perform on its possess even if the extending use case shouldn't be known as.

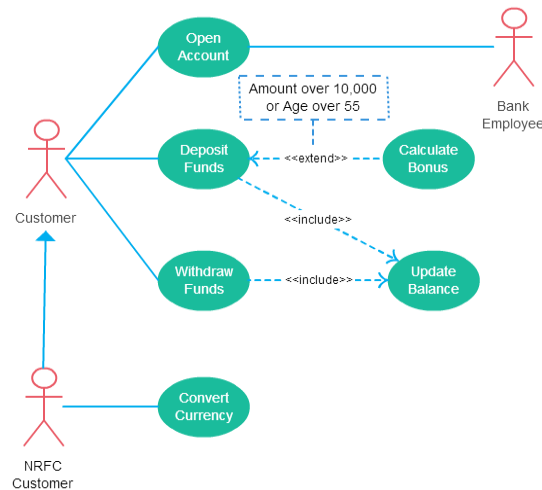


Figure 2. Example Diagram for Use Case

4. Object Diagram

Object diagrams are derived from category diagrams so object diagrams are based upon class diagrams. Object diagrams represent an example of a category diagram. The elemental ideas are identical for sophistication diagrams and object diagrams. Object diagrams also symbolize the static view of a method but this static view is a image of the system at a designated moment. Object diagrams are used to render a collection of objects and their relationships as an example.

4.1. Purpose of Object Diagram

The intent of a diagram will have to be understood certainly to put into effect it almost. The purposes of object diagrams are much like class diagrams. The change is that a category diagram represents an summary mannequin inclusive of classes and their relationships. However, an object diagram represents an illustration at an exact moment, which is concrete in nature. It approach the item diagram is extra just about the actual procedure behaviour. The intent is to capture the static view of a method at a detailed second. So the rationale of the thing diagram may also be summarized as:

- Forward and reverse engineering.
- Object relationships of a system
- Static view of an interaction.
- Understand object behaviour and their relationship from practical perspective

4.2. Procedure to Draw the Object Diagram

An object diagram is an instance of a category diagram. It implies that an object diagram consists of circumstances of matters used in a class diagram. So each diagram is made of equal common elements but in distinctive kind. At school, diagram elements are in summary type to represent the blue print and in object diagram; the elements are in concrete form to symbolize the real world object.

To capture a certain approach, numbers of class diagrams are confined. However, if we recollect object diagrams then we can have unlimited number of occasions that are detailed in nature. So most effective those occasions are considered which are having impact on the system

- First, analyze the system and decide which instances are having important data & association.
- Second, consider only those instances, which will cover the functionality.

- Third, make some optimization, as the numbers of instances are unlimited.

Before drawing an object diagrams the following things should be remembered and understood clearly:

- Object diagrams are consist of objects.
- The link in object diagram is used to connect objects.
- Objects and links are the two elements used to construct an object diagram.

Now after this the following things are to be decided before starting the construction of the diagram:

- The object diagram should have a meaningful name to indicate its purpose.
- The most important elements are to be identified.
- The association among objects should be clarified.
- Values of different elements need to be captured to include in the object diagram.
- Add proper notes at points where more clarity is required.

The following diagram is an example of an object diagram. It represents the Order management system, which we discussed in Class Diagram. The following diagram is an instance of the procedure at a specific time of purchase. It has the next objects

- Customer
- Order
- Special Order
- Normal Order

Now the customer object (C) is associated with three order objects (O1, O2 and O3). These order objects are associated with specific order and average order objects (S1, S2 and N1). The customer is having the following three orders with exclusive numbers (12, 32 and 40) for the certain time considered. Now the customer can develop number of orders in future and in that scenario the object diagram will reflect that. If order, distinctive order and traditional order objects are observed then find that they are having some values. For orders, the values are 12, 32, and 40, which suggests that the objects are having these values for the detailed second when the illustration is captured. The identical is for specific order and natural order objects, which might be having number of orders as 20, 30 and 60. If yet another time of buy is regarded then these values will alternate hence.

Therefore, the next object diagram has been drawn since all of the aspects stated above:

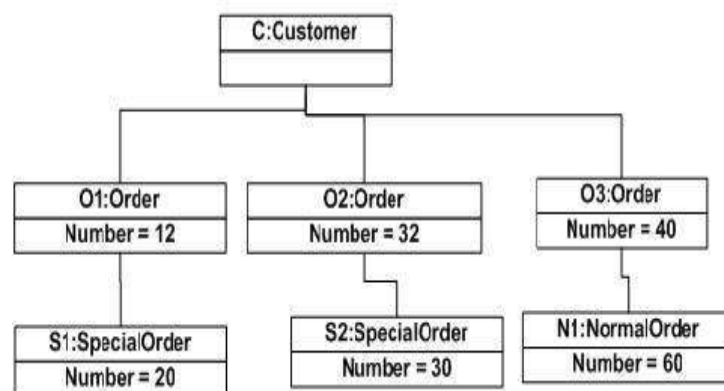


Figure 3. Object Diagram of an Order Management System

Object diagrams are used for:

- Making the prototype of a system.
- Reverse engineering.
- Modeling complex data structures.
- Understanding the system from practical perspective.

5. Class Diagram

Class diagrams describe the constitution of the classes. The use of class diagrams indicates the existence of classes and their relationship in the logical view of a system. The next figure shows the student information system. Class (student department and course) is defining with their title, attributes, and operations.

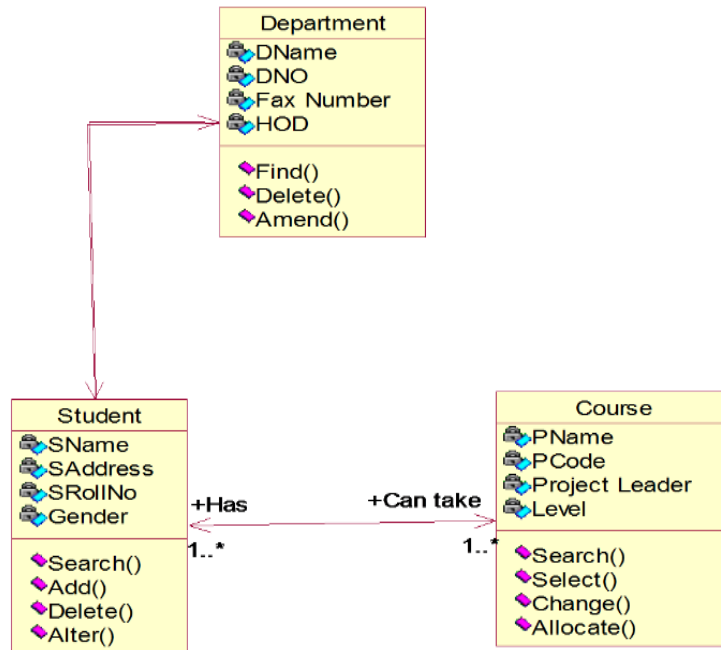


Figure 4. Class Diagram for Student Info System

6. Activity Diagram

Activity diagram is a further major diagram in UML to describe dynamic facets of the system. Activity diagram is a flow chart to symbolize the drift kind one activity to another activity. The activity can be described as an operation of the procedure. Hence, the manage go with the flow is drawn from one operation to one more. This drift may also be sequential, branched, or concurrent. Activity diagrams deals with all variety of glide manage by using extraordinary factors like fork, become a member of *etc.*

6.1. Purpose of Activity Diagram

The elemental functions of activity diagrams are much like different 4 diagrams. It captures the dynamic behaviour of the system. Different four diagrams are used to show the message flow from one object to one other however, activity diagram is used to exhibit message float from one activity to an additional. Activity is a precise operation of the system. Activity diagrams will not be handiest used for visualizing dynamic nature of a system but they're additionally used to assemble the executable procedure by means of using forward and reverse engineering tactics. The one missing factor in activity diagram is the message part. It does no longer exhibit any message drift from one endeavor to an additional. Activity diagram is a while regarded because the waft chart. Despite the fact

that the diagrams appears like a flow chart but it is not. It indicates one-of-a-kind flow like parallel, branched, concurrent, and single

So the purposes can be described as:

- Draw the activity flow of a system.
- Describe the sequence from one activity to another.
- Describe the parallel, branched and concurrent flow of the system.

6.2. Procedure to Draw the Activity Diagram

Activity diagrams are most of the time used as a drift chart includes events performed by using the system. However activity diagram usually are not exactly a drift chart as they have some further capabilities. These additional capabilities comprise branching, parallel float, swim lane and so forth. Before drawing an activity diagram, we must have a transparent figuring out concerning the elements utilized in activity diagram. The predominant aspect of an activity diagram is the exercise itself. An endeavor is an activities performed by way of the procedure. After picking the events, we must understand how they are associated with constraints and conditions.

Therefore, before drawing an activity diagram we should identify the following elements:

- Activities
- Association
- Conditions
- Constraints

Once the above-recounted parameters are identified, we ought to make a mental design of the complete float. This mental design is then transformed into an undertaking diagram. The next is an example of an endeavor diagram for order administration procedure. In the diagram, four activities are identified that are related to conditions. One fundamental point must be naturally understood that an exercise diagram could now not be precisely matched with the code. The activity diagram is made to fully grasp the go with the flow of events and mostly used by the trade customers.

The following diagram is drawn with the four main activities:

- Send order by the customer
- Receipt of the order
- Confirm order
- Dispatch order

After receiving the order request, condition exams are carried out to investigate whether it is usual or unique order. After the form of order is recognized, dispatch activity is performed and that is marked because the termination of the process.

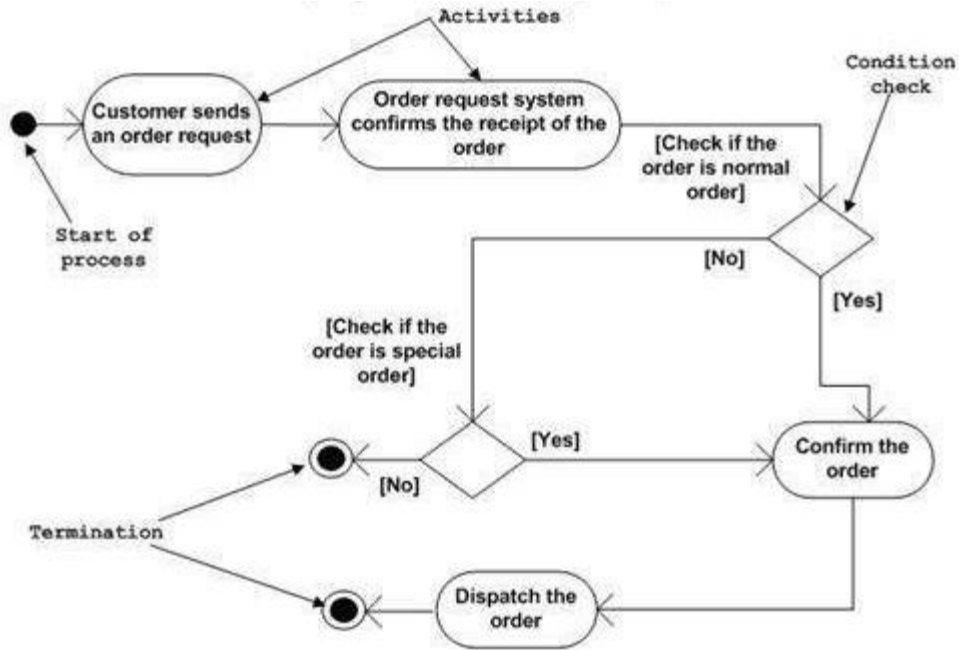


Figure 5. Activity Diagram for Order Management System

This diagram is used to model the activities which can be nothing however trade requirements. So the diagram has more affected on business working out as a substitute implementation details. Following are the main usages of activity diagram:

- Modeling work flow by using activities.
- Modeling business requirements.
- High-level understanding of the system's functionalities.
- Investigate business requirements at a later stage.

7. State Chart Diagram

A State chart diagram describes a state machine. Now to make clear it state computer can be defined as a computing device, which defines one-of-a-kind states of an object and these states are managed by way of outside or interior movements.

7.1. Purpose of State Chart Diagram

State chart diagram is one of the five UML diagrams used to mannequin dynamic nature of an approach. They outline exclusive states of an object for the duration of its lifetime. Additionally, these states are modified by way of activities. So State chart diagrams are priceless to model reactive techniques. Reactive methods may also be outlined as a system that responds to external or internal events. State chart diagram describes the glide of manage from one state to an extra state. States are defined as a condition in which an object exists and it changes when some event is precipitated. Accordingly, the fundamental rationale of State chart diagram is to mannequin lifetime of an object from creation to termination. State chart diagrams are additionally used for ahead and reverse engineering of a system. However, the fundamental rationale is to mannequin reactive system.

Following are the main purposes of using State chart diagrams:

- To model dynamic aspect of a system.
- To model lifetime of a reactive system.
- To describe different states of an object during its lifetime.
- Define a state machine to model states of an object.

7.2. Procedure to Draw the State Chart Diagram

State chart diagram is used to explain the states of one of kind objects in its lifestyles cycle. Therefore, the emphasis is given on the state changes upon some interior or outside hobbies. These states of objects are foremost to research and implement them effectively. State chart diagrams are very fundamental for describing the states. States will also be identified because the objects when a distinct occasion happens.

Before drawing a State chart diagram, we must have clarified the following points:

- Identify important objects to be analyzed.
- Identify the states.
- Identify the events.

The following is an illustration of a State chart diagram where the state of Order object is analyzed. The first state is an idle state from where the procedure begins. The subsequent states are arrived for activities like ship request, verify request, and dispatch order. These pursuits are responsible for state alterations of order object. Throughout the life cycle of an object, it goes through the following states and there may be some irregular exists also. This abnormal exit could occur because of some predicament in the process. When the complete existence cycle is complete it is considered because the complete transaction as mentioned beneath.

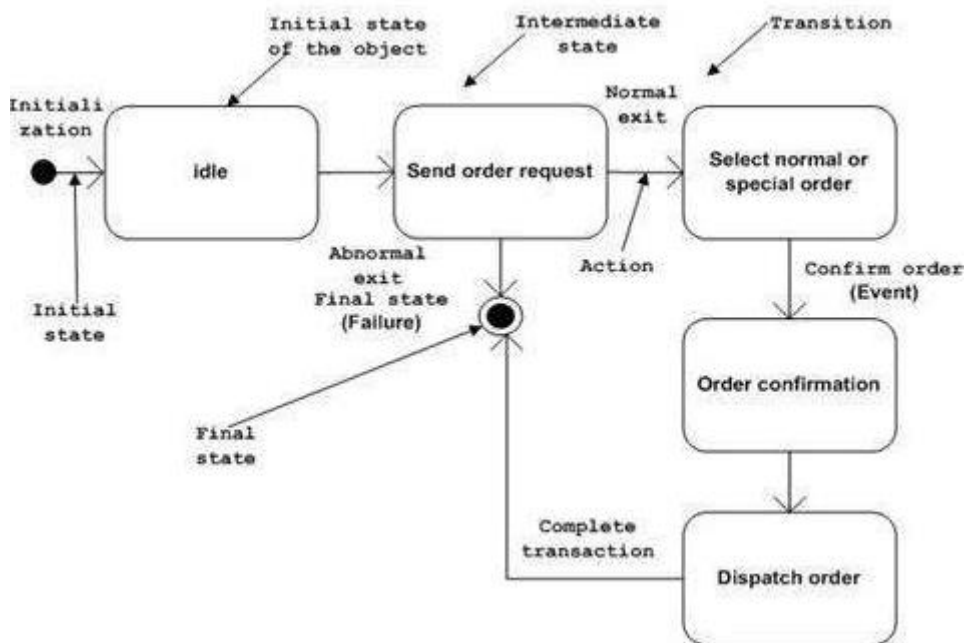


Figure 6. State Chart Diagram for Order Management System

7.4. Uses of State Chart Diagrams

State chart diagrams are used to model states and likewise movements operating on the system. When implementing a system it is rather essential to clarify distinctive states of an object for the duration of its lifetime and state chart diagrams are used for this rationale. When these states and hobbies are identified, they are used to model and these units are used for the duration of implementation of the system. So the main usages can be described as:

- To model object states of a system.
- To model reactive system. Reactive system consists of reactive objects.

- To identify events responsible for state changes.
- Forward and reverse engineering.

8. Component Diagrams

Component diagrams are one-of-a-kind in phrases of nature and behavior. Component diagrams are used to model physical features of a approach. So component diagrams are used to imagine the organization and relationships amongst add-ons in a system. These diagrams are also used to make executable techniques.

8.1. Purpose of Component Diagram

Component diagram is a unique kind of diagram in UML. The intent is also special from all other diagrams discussed so far. It does not describe the performance of the system nevertheless; it describes the components used to make these functionalities. So from that factor aspect diagrams are used to visualize the bodily accessories in a approach. These add-ons are libraries, packages, documents, and so forth. Aspect diagrams can also be described as a static implementation view of a method. Static implementation represents the group of the add-ons at a targeted moment.

A single component diagram cannot represent the entire system but a collection of diagrams is used to represent the whole.

So the purpose of the component diagram can be summarized as:

- Visualize the components of a system.
- Construct executables by using forward and reverse engineering.
- Describe the organization and relationships of the components.

8.2. Procedure to Draw Component Diagrams

Component diagrams are used to describe the physical artifacts of a system. This artifact involves documents, executables, and libraries and so on. Therefore, the motive of this diagram is specific; Component diagrams are used during the implementation phase of a utility. Nevertheless, it is ready good upfront to visualize the implementation important points. Firstly, the process is designed utilizing distinct UML diagrams and then when the artifacts are able component diagrams are used to get a notion of the implementation.

This diagram is very essential due to the fact without it the applying cannot be implemented effectively. A well-prepared component diagram is also important for different points like utility efficiency, renovation *etc.*

Therefore, before drawing a component diagram the following artifacts are to be identified clearly:

- Files used in the system.
- Libraries and other artifacts relevant to the application.
- Relationships among the artifacts.

Now after identifying the artifacts the following points needs to be followed:

- Use a meaningful name to identify the component for which the diagram is to be drawn.
- Prepare a mental layout before producing using tools.
- Use notes for clarifying important points.

The following is an aspect diagram for order management system. Right here the artifacts are documents. Therefore, the diagram indicates the records within the utility and their relationships. In exact the element diagram additionally involves dll's, libraries, and folders and so on. In the following diagram, four documents are recognized and their

relationships are produced. Component diagram cannot be matched immediately with other UML diagrams mentioned thus far. Therefore, the following factor diagram has been drawn considering the fact that all the features acknowledged above:

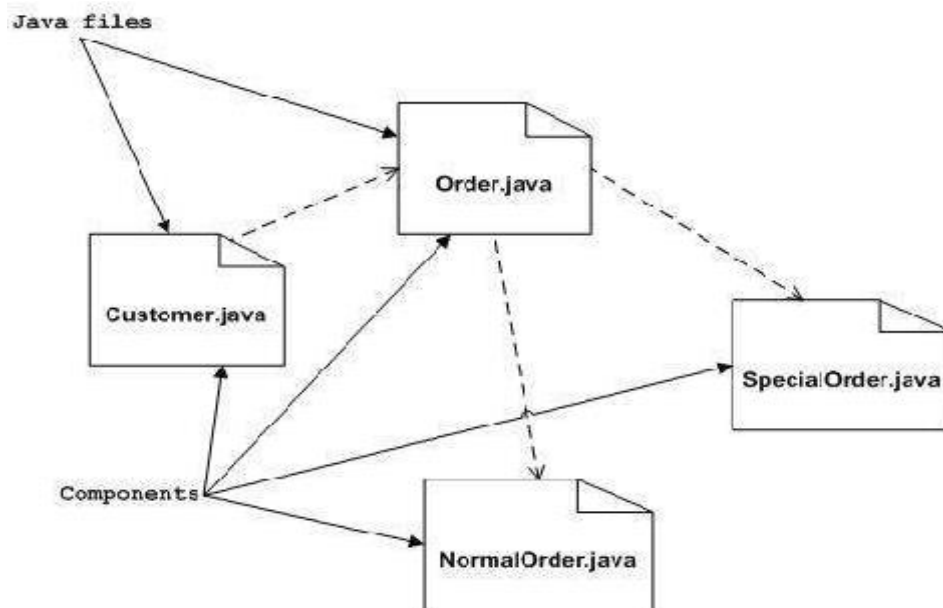


Figure 7. Component Diagram of an Order Management System

8.3. Uses of Component Diagram

Now the usage of component diagrams can be described as:

- Model the components of a system.
- Model database schema.
- Model executables of an application.
- Model system's source code.

9. Sequence Diagram

Sequence diagrams (Sequence Ds) since of their simplicity and their broad use in one-of-a-kind domains. A sequence D indicates interactions among a set of objects in temporal order, which is good for understanding timing and interplay issues. It depicts the objects via their lifelines and shows the messages they exchange in time sequence. However, it does not seize the associations among the objects. A series D has two dimensions: the vertical dimension represents time, and the horizontal dimension represents the objects. A message could also be guarded by way of a situation, annotated by iteration or concurrency understanding, and/or restricted by way of an expression. A sequence number representing the nested procedural calling sequence for the duration of the situation, and the message signature can label each message.

Sequence numbers include a record of sequence elements separated by way of dots. Each sequence aspect contains a quantity of constituents, corresponding to: an obligatory number displaying the sequential role of the message, and a letter indicating a concurrent thread

10. Conclusion

Object-oriented programming has turn out to be the typical; it is rather primary to have an understanding of the problems of retaining object-oriented software systems. Finally concluded that, through this paper the UML diagrams like use case diagram, object

diagram, class diagram, activity diagram, state chart diagram, component diagram and sequence diagram studied and understood these kind of diagrams are very useful in software engineering and it used to the programmer to realize and develop the program efficiently.

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