

Ingineria Sistemelor de Programare

UML – Object Diagrams

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Reprezentarea obiectelor

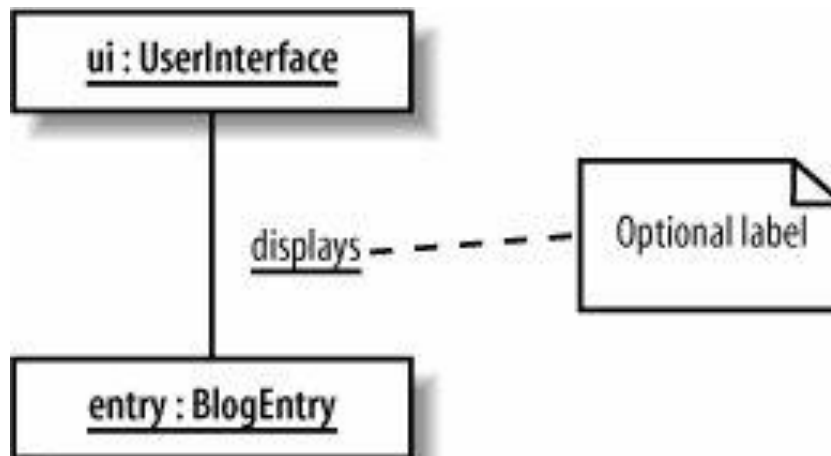
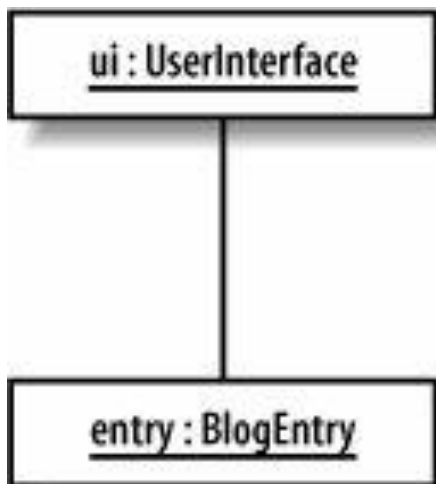
entry

entry : BlogEntry

<u>: ActionListener</u>
+ void actionPerformed(ActionEvent e)

Legaturi intre obiecte

- Comunicarea intre obiecte modelata prin legaturi (eng. Links)



Utilitatea diagramelor de obiecte

- Modelarea structurilor complexe de date
- Prototipizarea sistemelor
- Vizualizarea starii unui sistem (relatia dintre obiecte) la un moment dat