Software System Engineering

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Lesson 16:
Object Diagrams
Lesson Objectives

- Review Previous Lecture
- Explore Object Diagrams
- Explore Object Diagrams’ Contents
- Understand Its Common Uses
Object Diagrams

- Model the instances of things contained in class diagrams
- Show a set of objects and their relationships
- Model the static process view of a system
- Graphically, it is a collection of vertices and arcs
Common Uses

- To model object structures
  - To visualize, specify, construct, and document the existence of certain instances in your system, together with their relationships to one another
Contents

- Objects
- Links
Example of Object Diagram (1)

- **c : Company**
  - **d1 : Department**
    - name : string = Accounting
  - **d2 : Department**
    - name : string = Trading
  - **p : Person**
    - name : string = Kendall
    - ID : integer = 13
    - title : string = Poobah
  - **: ContactInfo**
    - emergencyContact : string = Laura
  - **: PersonnelInfo**
    - salary : real = 13.13
Example of Object Diagram (2)