



GEOG 178/258

Week 6:

UML, Poisson Distributions & Midterm Prep

mike johnson



PART 1: UML





Unified Modeling Language

Week



6

UML



UML is a **standardized** modeling language consisting of diagrams

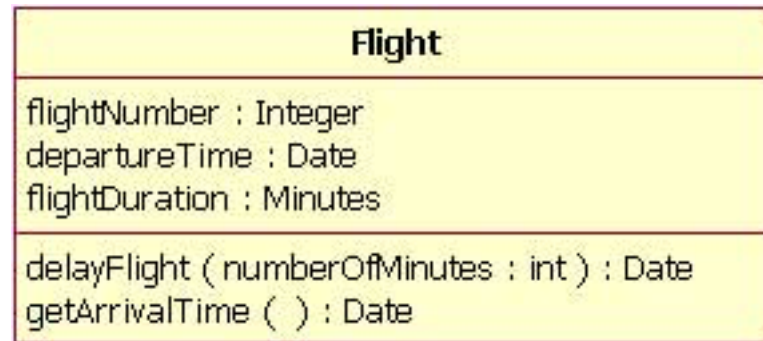
1. Developed to help system and software developers specify, visualize, document and construct software systems.
2. UML is another way of modeling an abstraction of reality

UML Class

Week

6

UML



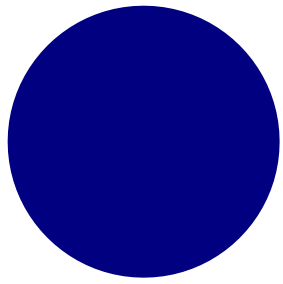
Classes are represented as rectangles with stacked compartments:

The top compartment shows the **class name** (Flight)

The middle: the **class attributes**

The last: the class operations (aka methods)

Think about how this already mirrors our structure of (**Attributes, Constructors, Getters& Setters, Methods**)

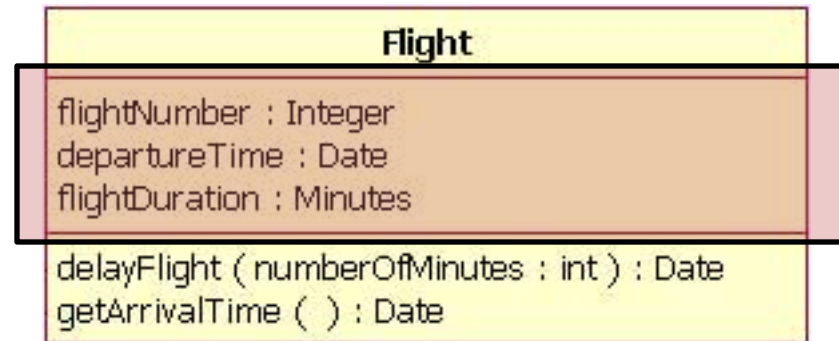


UML Class

Week

6

UML



Attribute lines are optional but if included are written in the following structure:

Name : attribute type

In many “everyday” class diagrams, the attribute types usually show units that make sense to readers (i.e., minutes, dollars, etc.). However, a class diagram that will be used to generate code needs classes whose attribute types are limited to the types provided by the programming language, or types included in the model that will also be implemented in the system.

Often default values will be provided as well:

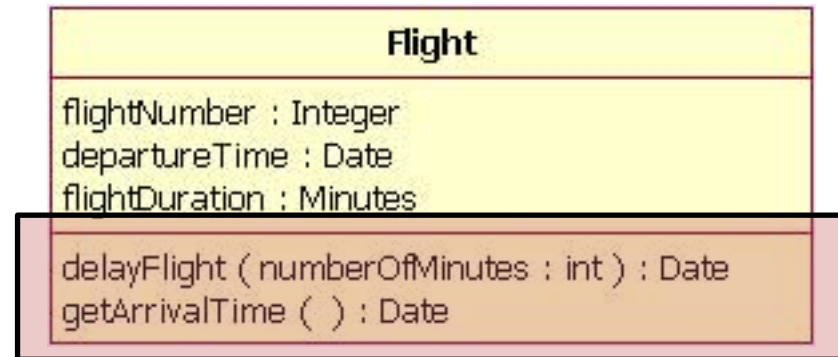
MyBank: double = 0

UML Class

Week

6

UML



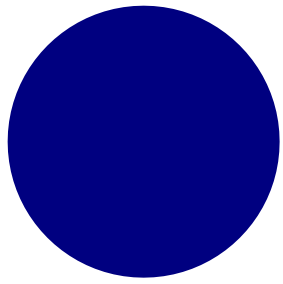
Operations are documented as a list format in the following notation:

Name(parameter list) : type of value returned

(think to the signature of your methods like isInside!)

When parameters are needed the name and type should be explicitly provided:

isInside (P1 : Point, P2: Point) : Boolean



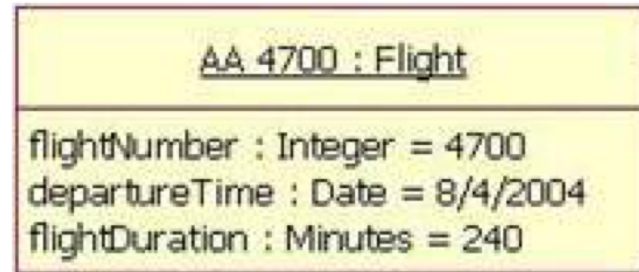
UML Class

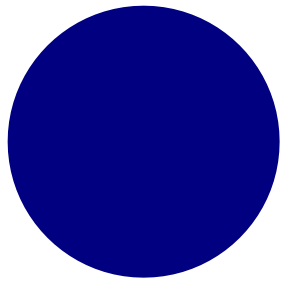
Week

6

UML

In important (or specific cases) UML can be used to diagram a particular instance of a class





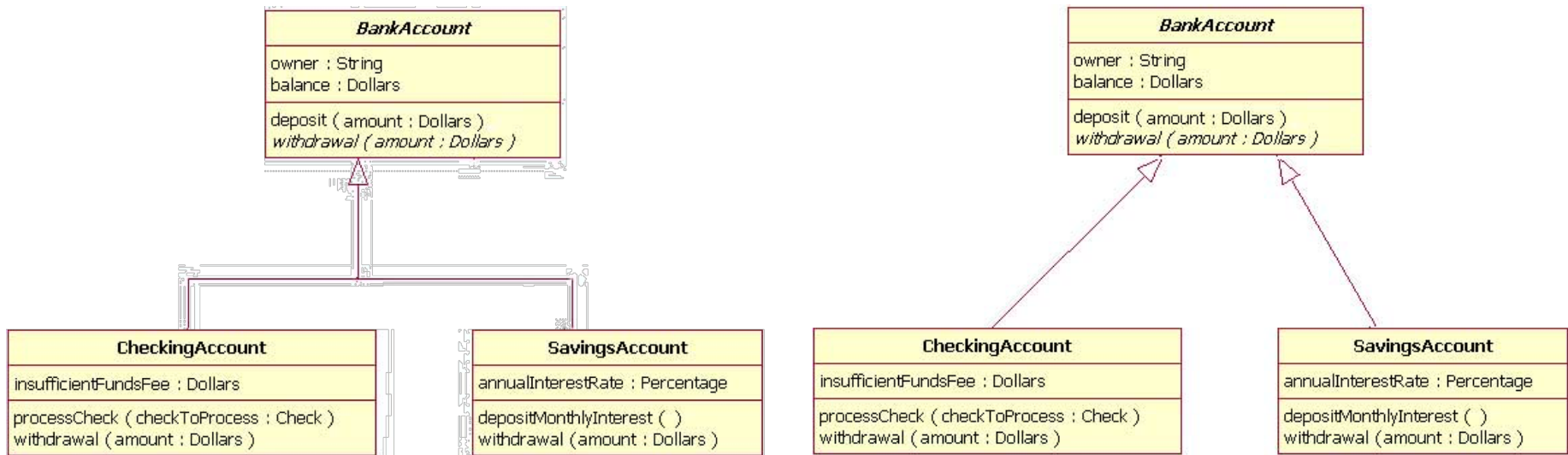
UML Inheritance

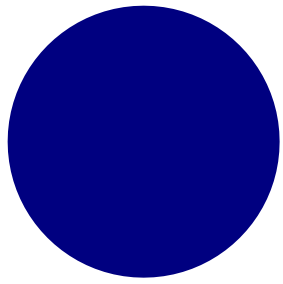
REVIEW: inheritance refers to the ability of one class (child class) to inherit the identical functionality of another class (super class), and then add new functionality of its own.

Week

6

UML





Symbol Descriptions

Week

6

UML



Generalization



Inheritance



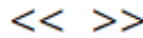
Composition



Aggregation



Dependencies



Properties



Multiplicity



For Public



For Private



For Protected



For Derived



For Package

[For more look here](#)

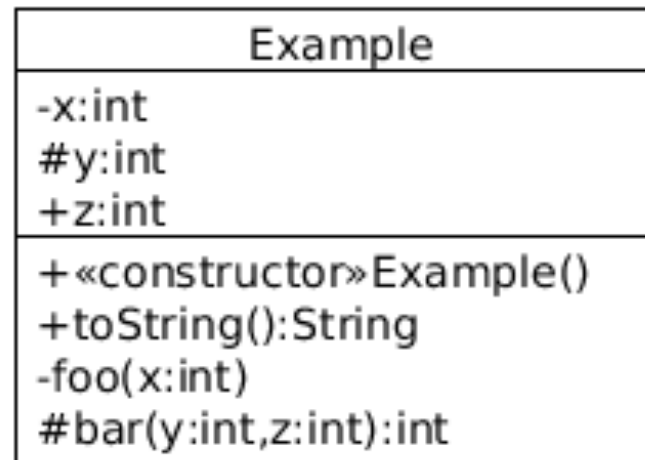
UML Class Generic Example

Week

6

UML

```
public class Example {  
    private int x;  
    protected int y;  
    public int z;  
  
    public Example() { ... }  
  
    public String toString() { ... }  
    private void foo(int x) { ... }  
    protected int bar(int y, int z) { ... }  
}
```



OGC Point

Week

6

UML

Private variables

<i>Geometry</i>	
Point	
+	X(): Double
+	Y(): Double
+	Z(): Double
+	M(): Double

Figure 4: Point

6.1.4.2 Methods

- **X**():Double — The *x*-coordinate value for *this* Point.
- **Y**():Double — The *y*-coordinate value for *this* Point.
- **Z**():Double — The *z*-coordinate value for *this* Point, if it has one. Returns NIL otherwise.
- **M**():Double — The *m*-coordinate value for *this* Point, if it has one. Returns NIL otherwise.

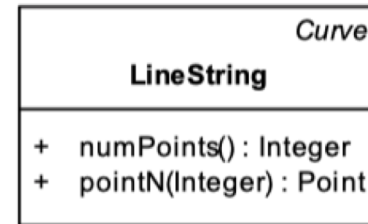
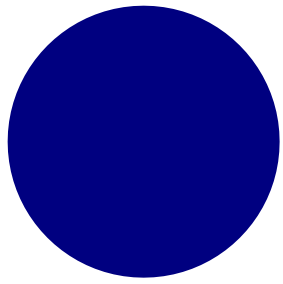
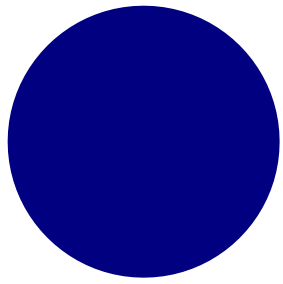


Figure 7: LineString

6.1.7.2 Methods

- **NumPoints** (): Integer — The number of Points in *this* LineString.
- **PointN** (N: Integer): Point — Returns the specified Point N in *this* LineString.

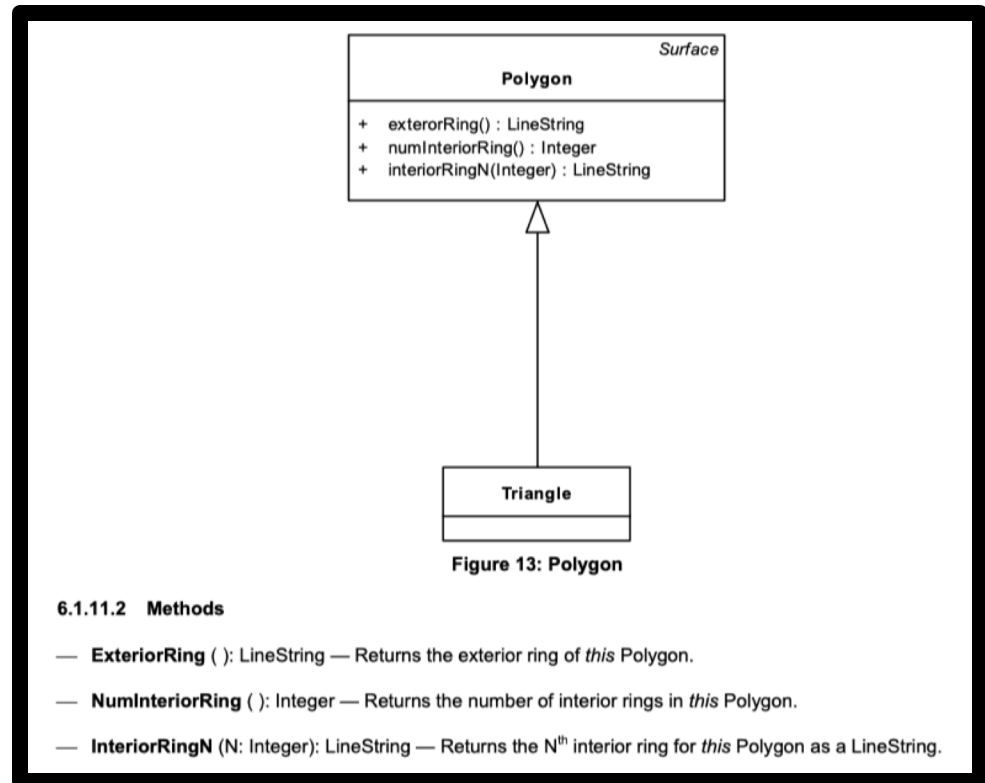


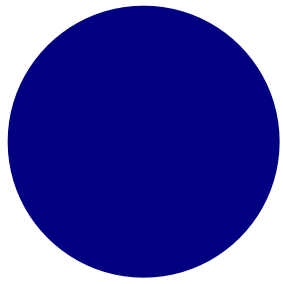
OGC Polygon

Week

6

UML





OGC. PolyhedralSurface

Week

6

UML

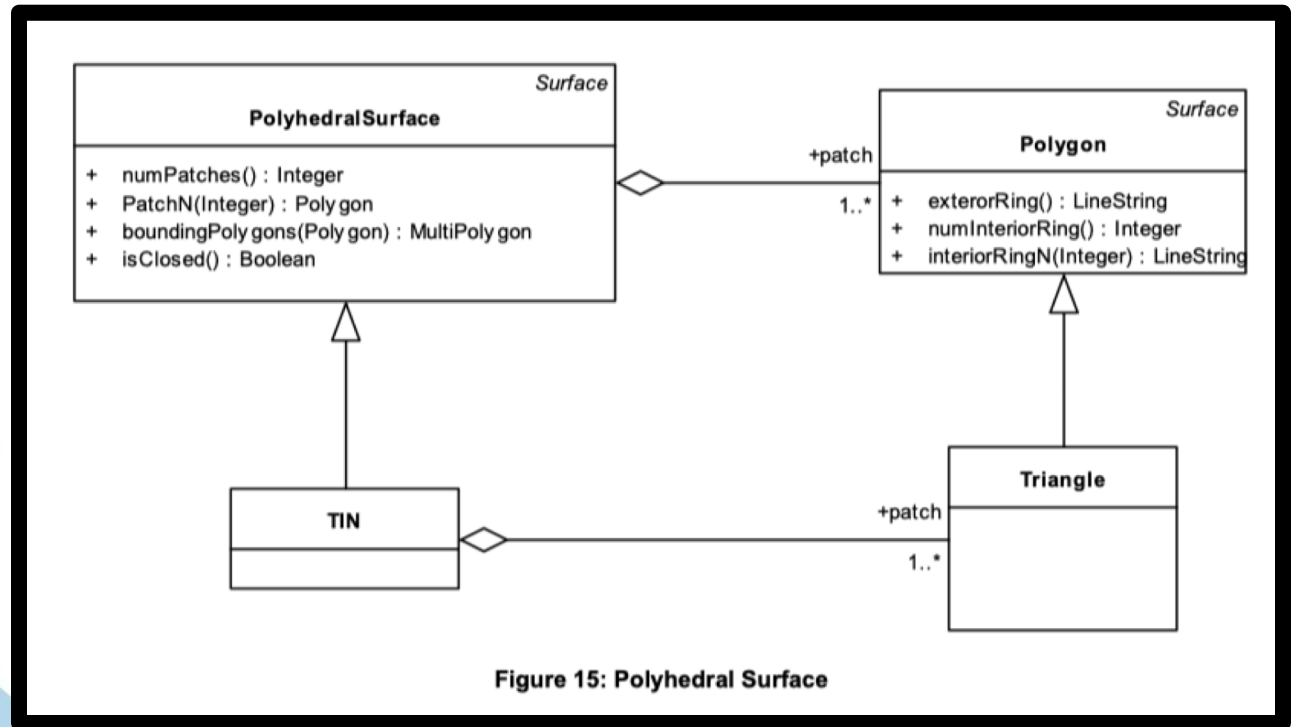
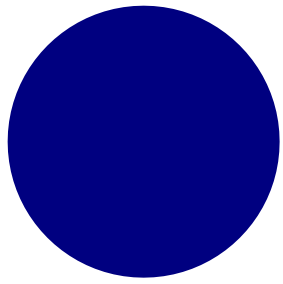


Figure 15: Polyhedral Surface



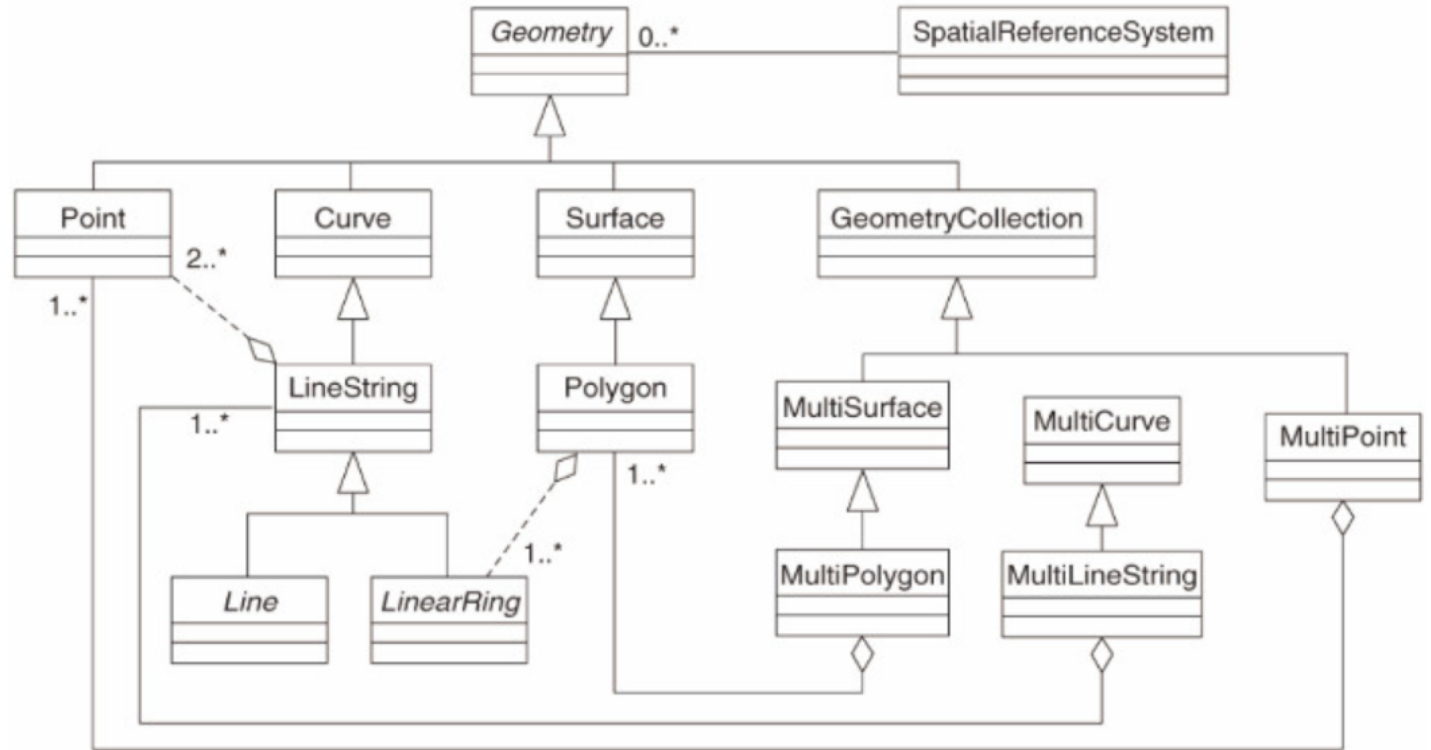
OGC Simple Features

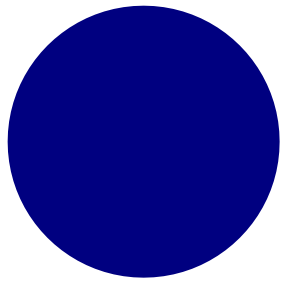
Week

6

UML

OGC Simple Feature Access





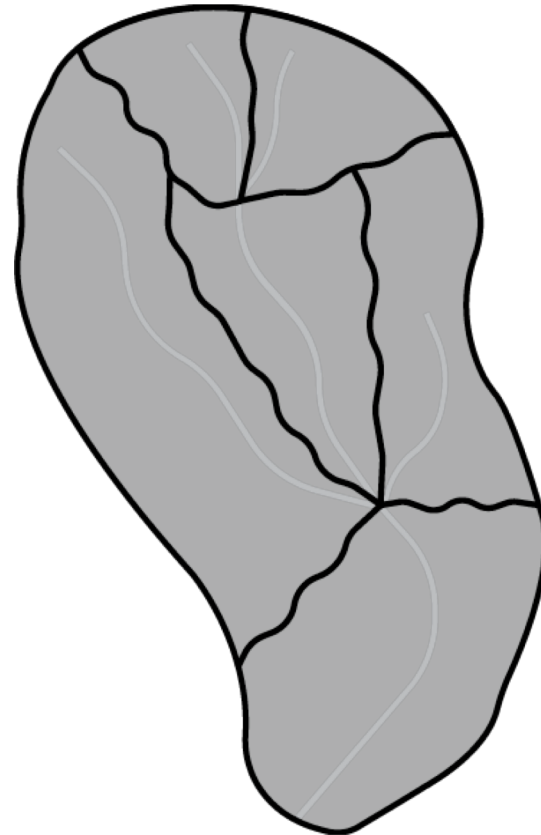
Real Life UML Data Modeling

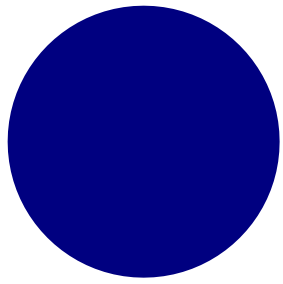
Week

6

UML

WaterML (click me)





UML in Eclipse

Week

6

UML

Home Applications Technologies Downloads Documentation Community

Papyrus Modeling environment


Papyrus 4.2.0 2018-12 Released
Posted Dec 19, 2018

The Eclipse Papyrus 4.2.0 2018-12 release is now available! Go to the [Download](#) page to install it as an update site or a zip archive. The associated RCP will be released during the following week.

Papyrus 4.2.0 Nightly RCP
Posted Oct 25, 2018


“ The development of TARANIS on-board software and the project itself are demonstrations that put in evidence benefits of using Eclipse Papyrus as modeling tool ”

Johan Hardy, Software Engineer at Spacebel




Standard based

Implemented standards: UML 2.5, SysML 1.1 & 1.4, fUML 1.2.1, ALF 1.0.1, MARTE 1.1, BPMNProfile 1.0, BMM 1.3, SMM 1.1, PSCS 1.0, PSSM 1.0b, FMI 2.0 and ISO/IEC 42010.



Domain Specific

To address any specific domain, every part of Papyrus may be customized: UML profile, model explorer, diagram notation and style, properties views, palette and creation menus, and much more...



Enabler

Papyrus enables model-based techniques: model-based simulation, model-based formal testing, safety analysis, performance/trade-offs analysis, architecture exploration...

<https://www.eclipse.org/papyrus/>

PART 2: Poisson Distributions





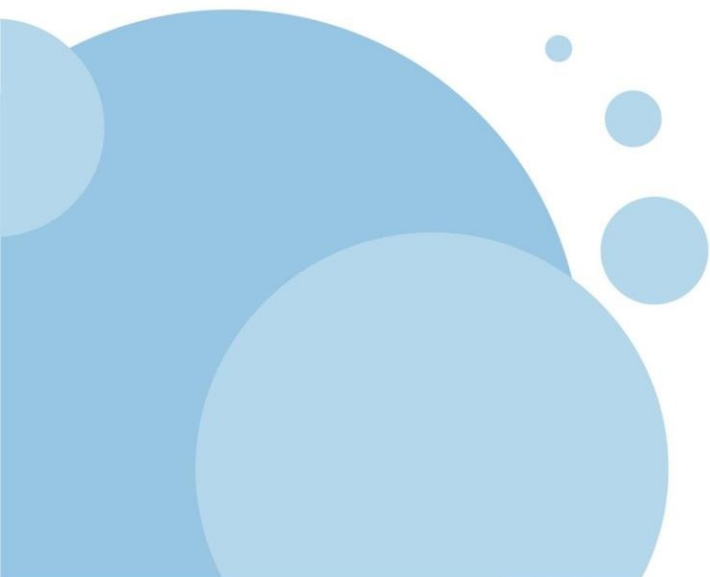
Poisson Distribution

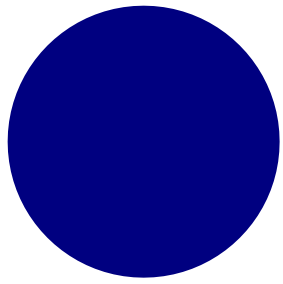
Week

6

Poisson

The Poisson Distribution is a **discrete** probability distribution that expresses the **probability** that a given number of events, occurring in a **fixed interval** of time or space with a **known constant rate** and **independently of the time since the last event**.

$$P = \frac{\textit{average}^i}{i! \times e^{\textit{average}}}$$




Story

Week

6

Poisson



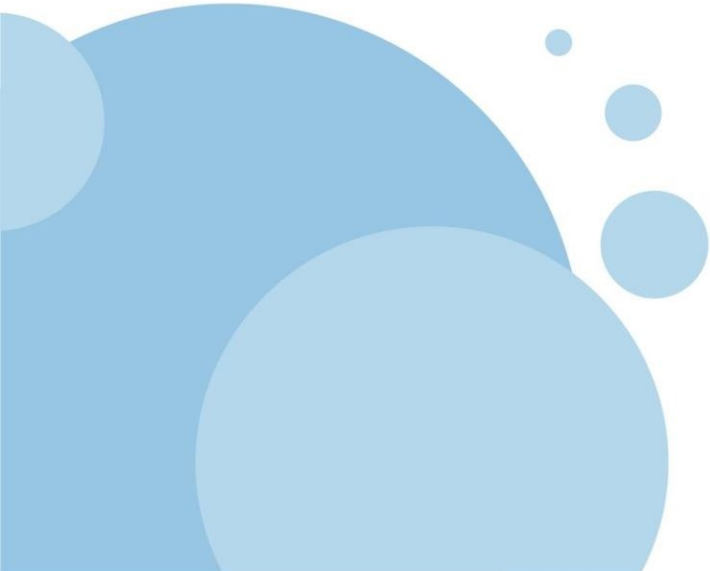
Number of Campers	Number of Plots
1	278
2	92
3	25
4	4
5	0
6	0
7	1

Our goal:

1. What is the Poisson Distribution of these campers ?
2. Can campers/plots able to be described by such a discrete distribution?

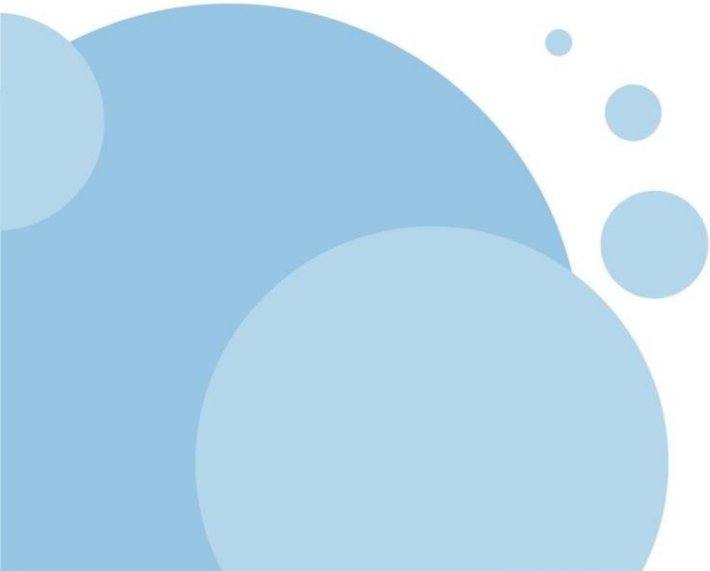
EXAMPLE # 1

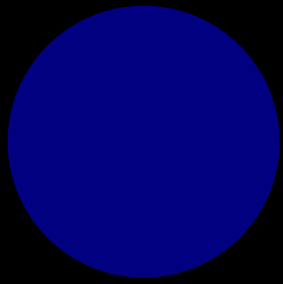
Campers, Plots and Poisson



EXAMPLE # 2

Getting Poisson to Github



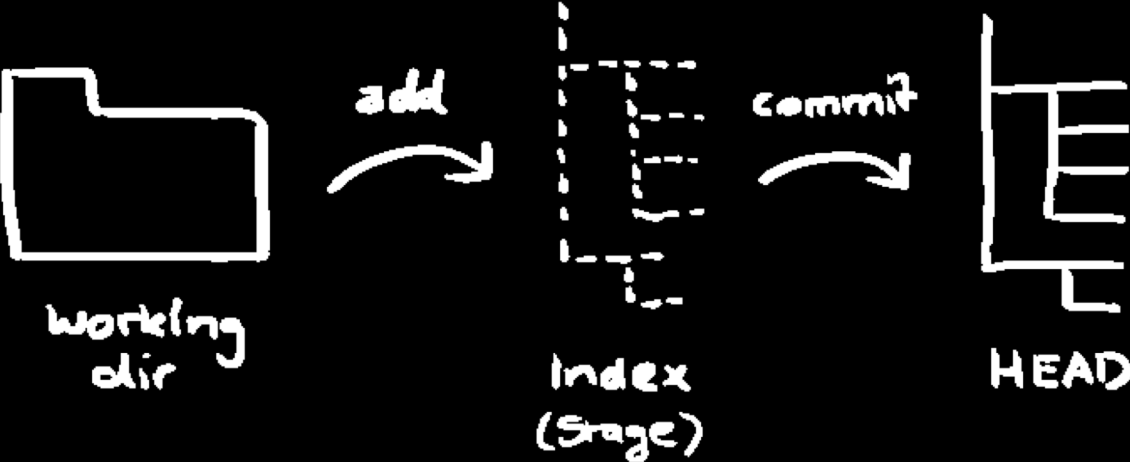


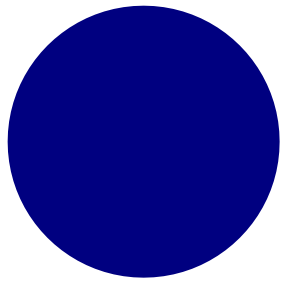
Version Control

Week

6

Github





Github Workflows

Week

6

Cheat sheet

Create a new git repository: *git init*

Checkout an existing Repo: *git clone <path>*

Connecting to remote repo: *git remote add origin <server path>*

Adding files: *git add <filename>*

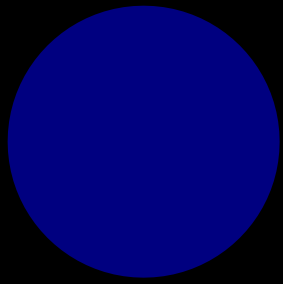
Adding all files: *git add **

Committing to HEAD: *git commit -m message*

Pull files: *git pull origin master* *master can be subbed for any branch

Pull files and realign: *git pull -rebase*

Push files: *git push origin master* *master can be subbed for any branch



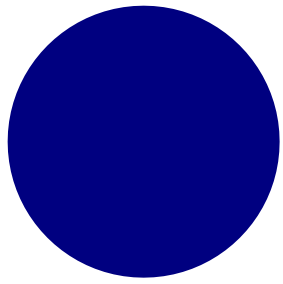
Branching

Week

6

Github





Branching Workflow

Week

6

**Cheat
sheet**

Create a new branch called “new_feature”:

```
git checkout -b new_feature
```

Switch back to master:

```
git checkout master
```

Switch back to branch

```
git checkout new_feature
```

Combine branches (from master)

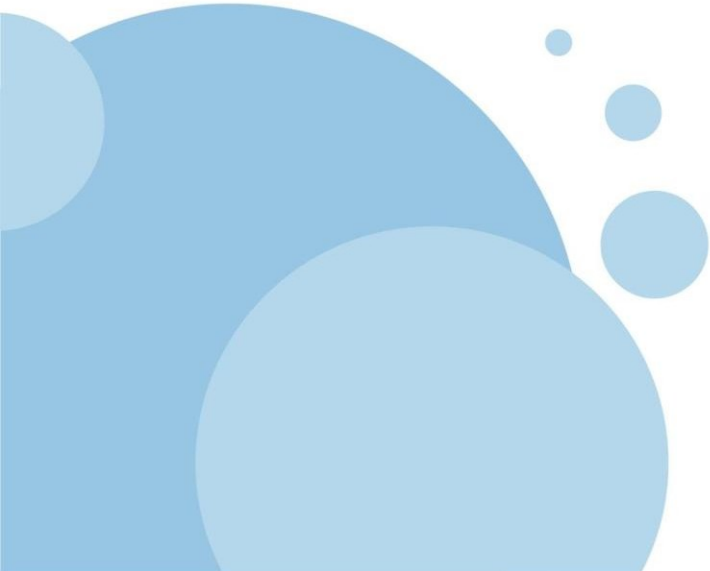
```
git checkout master *be sure your in master
```

```
git merge new_feature
```

** Sometimes conflicts will occur between branches that make merging impossible. You have to fix these manually and add them back in via `git add <file>`

*** If you really mess up a file you can get the original back:
`git checkout <filename>`

PART 3: HW and MT Hints



Homework Hints!

Week

6

Homework Hints

Interfaces

Geometry {getLength, getArea}

BoundingBox {isInside}[G]

Polygons {getPoints, setPoints, getPointCount} [G]

Needed Classes:

BoundingBox (BA)

Circle (G)

Point (G)

PointBuffer (BA)

Polygon (PP)

Polyline (PP)

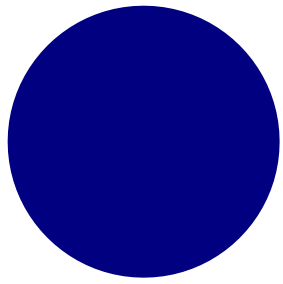
Rectangle (G)

Square (G)

Test (NA)

() implements

[] extends



Midterm Examples

Week

6

MT

Check out the class site for an example set of MT questions

