Object-Oriented Software Engineering
Using UML, Patterns, and Java

Chapter 2, Modeling with UML: UML 2 Hightlights

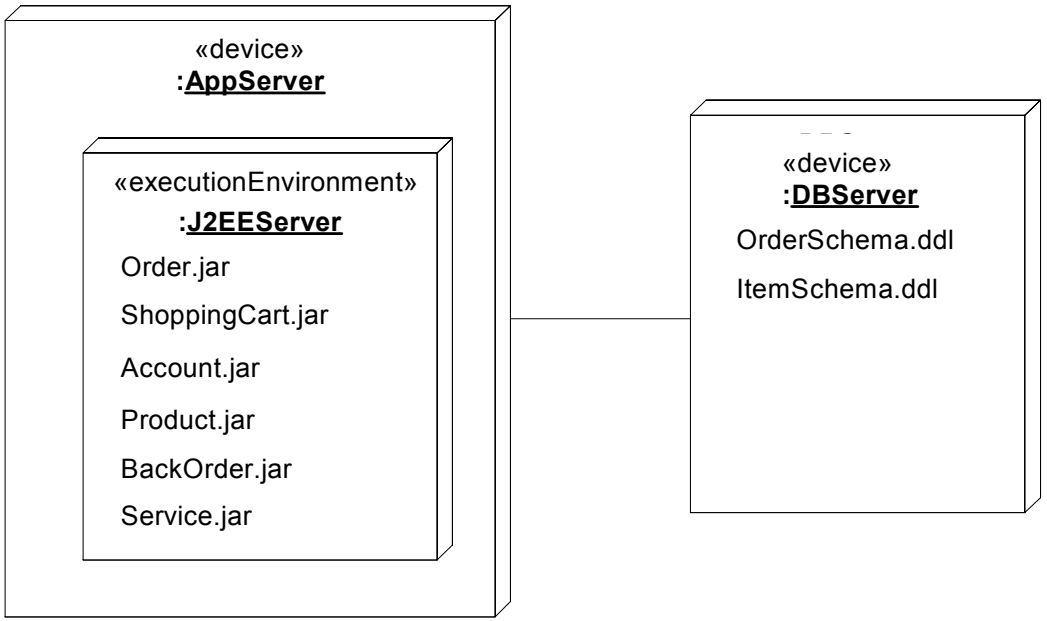
Outline for this class

- ✓ Overview of important changes in UML 2
  - ➢ Deployment diagrams
  - • Sequence diagrams

UML 2 Deployment Diagrams

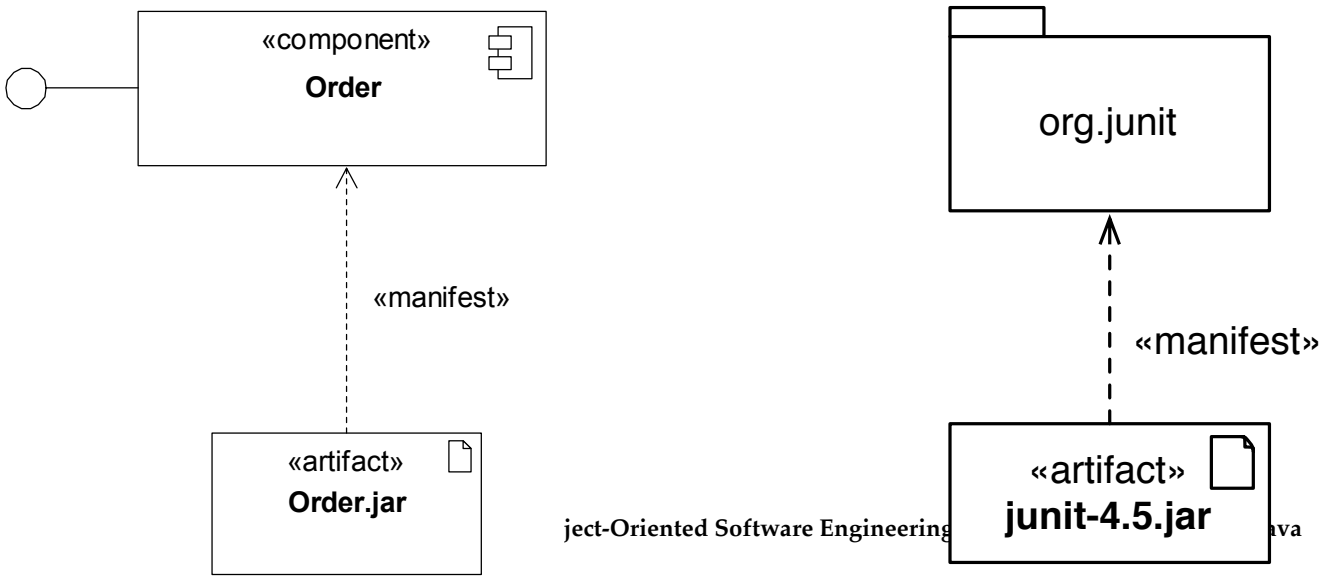
Two node types:

- Device
  - a physical computational resource with processing capability upon which artifacts may be deployed for execution.
- Execution environment
  - a node that offers an execution environment for specific types of components that are deployed on it in the form of executable artifacts.



Deployment Diagram Changes II

- Artifacts can now manifest any packageable element, not just components
  - An **artifact** is the specification of **a physical piece of information** that is used or produced by a software development process, or by deployment and operation of a system.
- Manifestation (the concrete physical rendering of one or more model elements by an artifact) is shown by a dependency with keyword «manifest»



Deployment Diagram Changes III

- A deployment diagram can have a deployment specification