Ex No: 3   **UML Object Diagram for Student Management System**

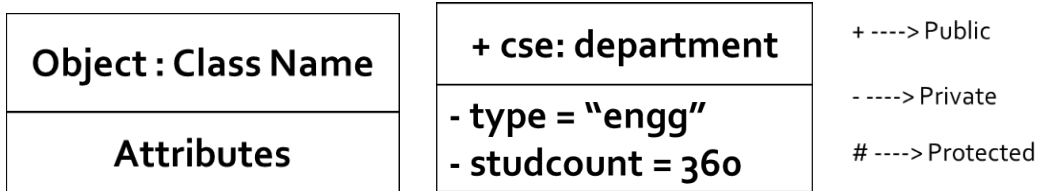**Aim:**   To draw UML Object diagram for student management system.

Procedure:

An Object is an instance of a class at a particular time. An Object diagram is an instance of the class diagram. It show a snapshot of the system at a point in time.

Object Diagram Notations

In UML an object is represented as a rectangle. It has two parts in it.
- ▪ Object Name
- ▪ Attributes with value

Object : Class Name
Attributes

+ cse: department
- type = "engg" - studcount = 360

+ ----> Public

- ----> Private

----> Protected

Object Link

When objects/methods of one class use objects/methods from another class they are defined using Link. Relationships in class diagram can be used or simple lines can be drawn

Result:

Thus UML Class diagram for student management system is drawn successfully.

Ex3

Java: Subjects
#sub_id = 2
-sub_name = "Java Programming"

cse: course_name
#id = 1052
-cname = "Computer"

Course: Enroll
#stud_id = 1001
#sub_id = 2
-enrolled = true

Student: role
#reg_no = 1001
-name = "Person1"
-instructor_id = 3001

Fees: Transactions
#stud_id = 1001
#sub_id = 2
-amount = 1000
-card_num = 0011
-payment_status = true

Instructor: role
#id = 3001
-name = "Instructor1"
-password = "3210"
-sub_id = 2