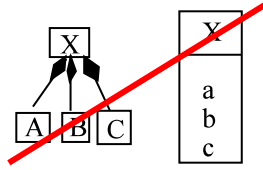
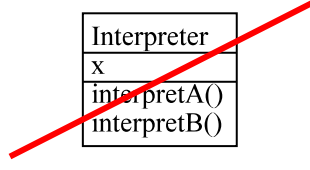
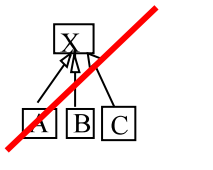


CS320 High Level Computer Languages

Common UML Errors

1. Failing to review and revise your first thoughts to make sure the diagram says something true.
2. Trying to use the UML to say everything in the given syntax.
 - Beware of copying the syntax of lexemes. Lexemes belong in BNF.
 - Trying to express *jokes* and *comments* in a specification.
 - Showing compartments that are empty to mean "I don't know" what goes here.
3. Beware of using C/C++ syntax to describe attributes or operations in UML.
 - Not *Type name*, but *name : Type*.
 - No **void**
 - not *Type op(...)* but *op(...): Type*
5. Filled in arrow heads -- they are not used in UML.
7. Putting diamonds or arrows on all links. Conceptual relations are plain associations.
 - For example: an expression does NOT contain the value it produces when evaluated.
8. Don't show *Compiler*, *Interpreter*, or *Operating-System* as classes.
 - They are components, operations, or artifacts not Classes -- See figure below.
9. Showing an "A Part Of" when the relation is "A Kind Of" and *vice versa*. See figure below.
10. In a semantic diagram all parts of a program have execute, evaluate, and/or interpret operations.
 - But beware of showing operations for different alternatives in one class
 - use polymorphism instead. See figure below.

Syntax	$x ::= a \mid b \mid c.$	$x ::= a \mid b$	$x ::= a \ b \ c.$
Probably Wrong			
Often Correct	