

OOM - UML 2 © LJWaguespack February 13, 2007

| Modeler's Name: | Problem: | | Evaluator's Name: |
|-----------------------------------------------------------------------------------|----------------------------------------------------------------------------|--------|----------------------------------|
| 1. Class, Inheritance, Polymorphism E | Definition | Yes | Notes: (example: 1.b, 2.a, etc.) |
| a. Are there any abstract classes indicated italics?) {Should there be?} | l in the model? (class name in | | |
| b. Are there any abstract services / method | ds indicated? (defined in an abstract class?) | | |
| c. Is there any class inheritance indicated | in the model? ("gen/spec?") | | - |
| d. Is each child class distinctive from its p modified services?) | parent? (additional attributes / additional or | | |
| e. Do the class definitions indicate polynor modified inherited service from a pa | orphism? (same service name in another class rent class?) Should there be? | s, | |
| f. Does the name of each attribute indica | te a single value for an "atomic" concept? | | |
| g. Does the name of each method / service | ee indicate "present, imperative action?" | | |
| 2. Object Relationship, Cardinality, Ownership Responsibility | | | |
| a. Are there "whole/part" relationships of | type "composition?" (Is cardinality 1-1 or 1-n?) | | |
| b. Are there aggregations where the card | inality of the whole is 1 and not optional? | | |
| c. Does the existence of a "whole/owner" | depend on the child? | | |
| d. Does the existence of a "part" depend of | on the "whole/owner?" | | |
| e. Is the "whole/owner" responsible for "c | reating/destroying" the "part?" | | |
| f. Does the "whole/owner" indicate a serve "parts?" | ice for "visiting" or iterating to each of the | | |



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| 3. Attribute and Service Descriptions | Notes: (example: 1.b, 2.a, etc.) |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| a. Does each attribute description indicate the type of value remembered? | |
| b. Do the services of the class indicate how each attribute value is set / updated? | |
| c. Does each service description avoid referring to <u>other</u> services that invoke <u>this</u> | |
| service (in this class or others)? | |
| d. Does each service description indicate which <u>other</u> services are needed to | |
| accomplish this service's responsibilities (in this class or others)? | |
| e. If another service will be needed to accomplish this service's function, does the class have a relationship (whole/part or instance connection) that will allow the message | |
| to find it's way to the receiver object? | |
| f. Does each service description indicate which attributes of this class are used? | |
| (recall that some attributes may be inherited from a parent class) | |
| 4. Prose Use Case Descriptions | |
| a. Are both pre- and post- conditions of the use case actions clearly indicated? | |
| b. Are both success and failure possibilities clearly indicated? | |
| c. Are all actors or primary business objects also found in the class diagram? | |
| 5. Sequence Diagrams | |
| a. Is each message arrow labeled with a service name found in the receiving object? | |
| b. Is every message line supported by a relationship of some kind between the objects? (Indicated in the class diagram) | |
| c. Do nested messages (self-delegation) indicate services of the calling object? | |
| d. Do message labels indicate the attributes for parameter / return values if required? | |
| e. Are synchronous and asynchronous messages indicated by the proper arrows? | |