

## **A short guide to Select OMT**

### **Adding a Class**

To add a class to a diagram:

Put the mouse pointer in free space where you wish the new Class to be added and click the left mouse button

From the pop-up menu, choose Class

In the Enter Name dialog, type the Name of the new Class

Press OK.

To add a link class to an association:

Put the mouse pointer on the association and click the left mouse button

From the pop-up menu, select Add and choose Link Class

In the Enter Name dialog, type the Name of the Link Class

Press OK.

HINT: If you want to re-use a class from the dictionary, press the Browse button. This will open the Dictionary Selector.

### **Adding Attributes and Operations**

Put the mouse pointer on the Class where you want to add a property and click the left mouse button once

From the pop-up menu select Add, then choose Attribute or Operation

In the appropriate Name dialog, type the Name of the new Attribute or Operation

Press OK.

HINT: You can also add a property to a class through the Class Editor.

To open the Class Editor, click on the Class and choose Edit from the pop-up menu.

### **Adding a Link**

Follow these instructions to add a new Association, Aggregation or Generalization to a diagram:

To add a link:

Put the mouse pointer on the name of the Class where you want the link to start

Click the left mouse button once

From the pop-up menu select Add, then choose from the menu:

Put the mouse pointer anywhere within the Class where you want the link to end

Click the left mouse button once

See the new link drawn between the two Classes you selected.

HINT: To add waypoints on the fly: just click the left mouse button while you draw the link.

## **Adding Roles and Qualifiers**

You can use Roles and Qualifiers to define the ends of an Association more specifically.

### **Add a Role**

The default role has the same name as the class at the end of the association, and does not appear on the diagram. You add a Role by editing the name of the role in the Association Editor.

### **Add a Qualifier**

When the multiplicity of an association is ONE OR MORE, you may use a Qualifier to make a distinction between the many objects.

You add a Qualifier by entering a name in the When qualified by box of the Association Editor.

To open the Association Editor:

Click on the Association  
Choose Edit.

## **Code Generation (Inheritance)**

When you draw a generalization link from a sub-class to a super-class, the following statement will be written in the class header that is generated for the sub-class:

```
public <super-class name>
```

If the generalization link is set as Private Access, the statement will become:

```
private <super-class name>
```

If the generalization is then set as Virtual Base Class, the statement will become:

```
private virtual <super-class name>
```

To set the properties of a generalization:

Click on the generalization  
From the pop-up menu, choose Private Access or Virtual Base Class  
See the symbol re-drawn on the diagram.

## **Changing View Mode**

You may set the view mode to allow the visibility of Private, Public, and Protected class properties. The view mode may be set for each class independently, and there is a global override for all classes on a diagram.

To set view mode for an individual class:

Click on class name

From pop-up menu, choose View Options  
Set the View Options dialog to your requirements.

To set view mode for all classes on the diagram:

Select View from menu bar  
Choose View Options  
Set the View Options dialog to your requirements.

To remove global view override:

Select View from menu bar  
Choose View Override.

#### NOTES:

- 1 When you set View Options you may see a dash (-) in the class box; this means that there may be attributes or operations that are not being shown.
- 2 View Override may change the layout of your diagram.