

# Introduction to Poseidon

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This section provides a quick introduction to Poseidon for UML.

## Introduction to Poseidon for UML

There are many ways of creating a UML diagram. The simplest is with pen and paper, which requires no knowledge of a tool but is also hard to share and modify. Graphics tools like Visio and Photoshop capture the diagram electronically, but don't know anything about the underlying semantics of the model. At the other end of the spectrum, there are very complicated tools that are also very powerful, but they take quite an investment in time and money.

Poseidon for UML is a tool that falls in the middle, combining an easy interface with the semantics of UML. Because Poseidon actually understands the rules of UML, it won't allow you to make illegal diagrams – which is an enormous help to those just learning (and seasoned professionals, too).

When you first open Poseidon, an empty Class diagram is waiting for you. Take a few minutes to click around and create some elements in the diagram, even if you don't know what they mean at this point. Just get used to the tool and how it works.

## Layout

The four panes of Poseidon each display information about your UML model:

1. Diagram Pane

Displays the various UML diagrams and is the main working screen. Notice the toolbar at the top of the Diagram pane. We'll be using this toolbar often.

2. Properties Pane

Displays all information about selected elements, some of which may not be available in the diagram. Provides the means to add or change details of an element. This pane changes appearance based on the element that is currently selected. It also has a toolbar for creating and modifying elements.

3. Navigation Pane

Displays models and model elements based on the selected view. The Navigation pane comes in handy when working with large models that have multiple diagrams and layers of elements.

4. Overview Pane

Bird's-eye view provides another means of navigation and display control. Again, this is most useful when working on larger projects.

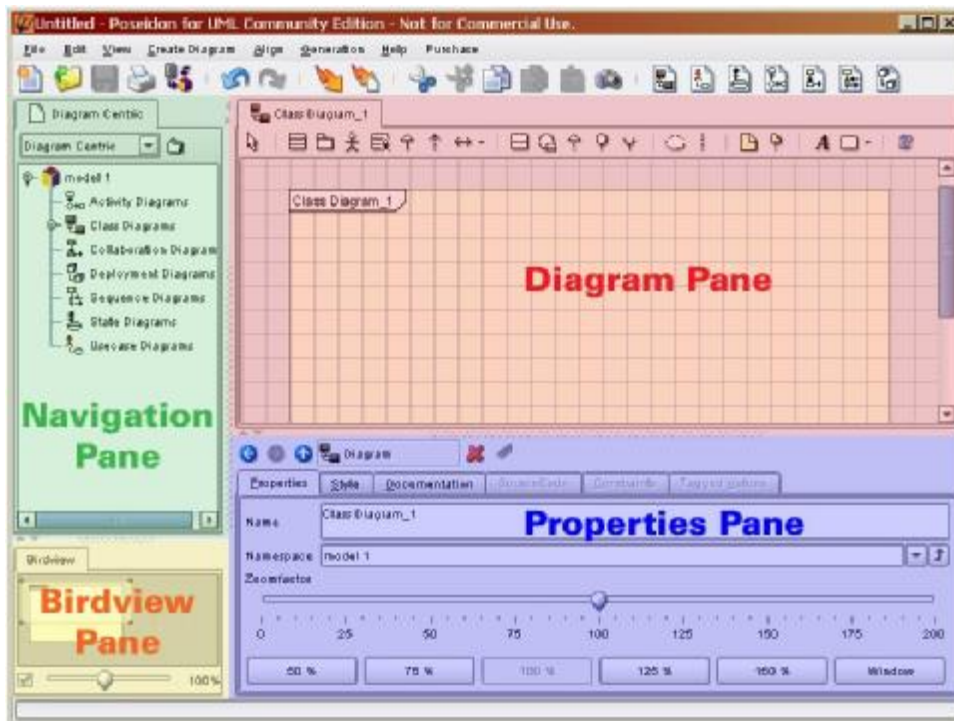


Figure 1: Poseidon for UML Panes

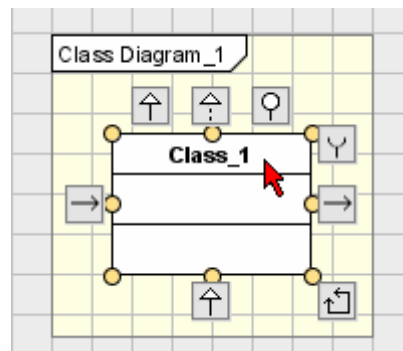
## Toolbars

The main toolbar contains basic commands like print, undo and redo, cut and paste. The diagram toolbar will change based on the diagram type – so that, for example, you won't find sequence diagram items when working with class diagrams. The properties toolbars change most often and will display options relevant to the current element.

All of the buttons in Poseidon are accompanied by tooltips, so if you forget what a button means, just hover over it with your mouse and a little note will pop up. The Poseidon User Guide is another reference option.

## Rapid Buttons

Rapid buttons speed up model creation by putting the most often used commands right into the diagram. They appear whenever you hover over a selected element.



**Figure 2:** Poseidon for UML Rapid Buttons

They behave differently depending on how they are used; for instance, to create an association between two different elements, click and drag the association rapid button from one element to another. Somewhat differently, if you simply click the rapid button, a new element will be created and the association will be made between the original element and the new element.

You most certainly do not have to use the rapid buttons; in fact, the movies included throughout the rest of this course will use the standard methods of diagram editing. But if you are feeling a bit adventurous, give them a go.

## Other Features

There is a lot more you can do with Poseidon for UML. This course will eventually take you through only a small portion of them. If you are interested in learning more, the User Guide is a great resource.



In this section we have covered the UML tool **Poseidon for UML**, which will be used throughout the course.