




## **2 Adding a class**

- { Click on the  button and then click on the drawing pane.
- { The class will be automatically named with a random name, presumably of one of the authors! Type in the name you want to give the class.

## **2 Adding the First Attribute to a Class**

- { Double click on the class name and then click on the cyan rectangle to the left of the class.
- { **OR**, right click on the class, then choose [Add] and then [Attribute].

## **2 Adding more Attributes to a Class**

- { Double click on the class name and then click on the cyan rectangle to the left of the class.
- { **OR**, right click on the class, then choose [Add] and then [Attribute].
- { **OR**, double click on an existing attribute, then click the [+] sign on the left.

## **2 Adding Methods**

- { **8adZ[YZMMVSYG\_** we do not **eZai VMS^e aX** methods on our class diagrams **Ž** too complicated i **ZW\_ S' kUSEWScWZai `ž? WZaVeeZai ` [ VMS^USEVSYG\_ ež**

## **2 Moving Classes Around**

- { Classes can be dragged around the drawing pane using the mouse in a normal drag and drop manner.
- { **OR**, you can align classes using the [Format]-[Alignment] menu item.
- { **OR**, you can use [Ctrl] and the arrow buttons to move the selected classes.
- { Connections between classes are automatically kept when the classes are moved.

## **2 Selected Objects**

- { A single object is selected by clicking on it in a normal manner.
- { Multiple objects are selected by clicking on the first one and then holding down [Shift] while clicking on the others.
- { **OR**, by using the mouse to select a region containing the objects you wish to select.

## **2 Adding Associations**

- { Choose the association from the list in the toolbar on the left.
- { Move the mouse from the class that has the non-symbol end of the relationship, to the other class.

