Summary for UML Class Diagrams		
Relation	Symbol	Description
Inheritance	Language Java C++	Also called an " is a " relationship, because the child class is a type of the parent class. Generalization is the basic type of relationship used to define reusable elements in the class diagram. Literally, the child classes "inherit" the common functionality defined in the parent class.
Realization	Parser HTMLParser	In a realization relationship, one entity (normally an interface) defines a set of functionalities as a contract and the other entity (normally a class) "realizes" the contract by implementing the functionality defined in the contract.
Dependency		The operation of one object C1 depends on the presence of another entity C2 → changes in one would affect the other C1 depends on C2 if C1 • uses C2 as a method parameter, local method variable, or method return type • uses any of C2's static methods
Bidirectional Association 01 1*	Student Studies College	When two classes are connected to each other in any way, an association relation is established. For example: A "student studies in a college"
Multiplicity 01 1*	Student * Studies College	An example of this kind of association is many students belonging to the same college. Hence, the relation shows a star sign near the student class (one to many, many to many, and so forth kind of relations).

