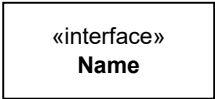
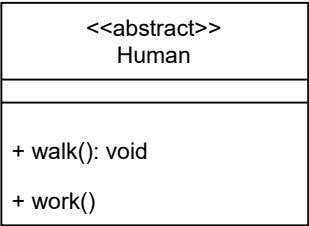
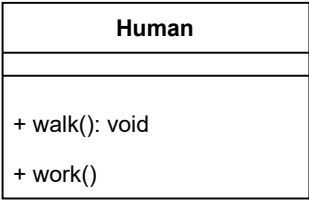
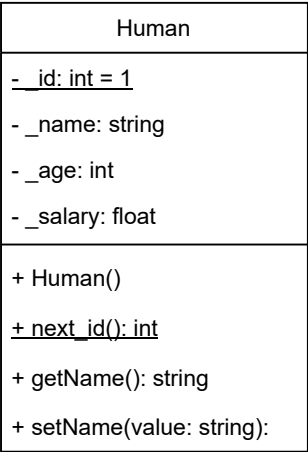


Classname - simple class
Classname - abstract class
Classname - interface



+ public
- private
protected

underLine - static field or method



—————> **Generalization / Inheritance**

-----> **Realization / Implementation**

parent child **Association 1**

—————> **Association 2**

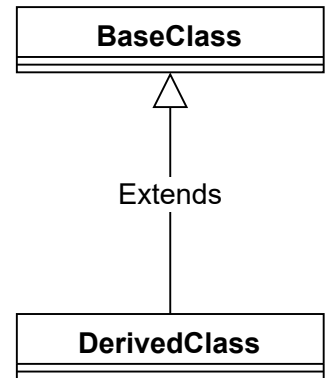
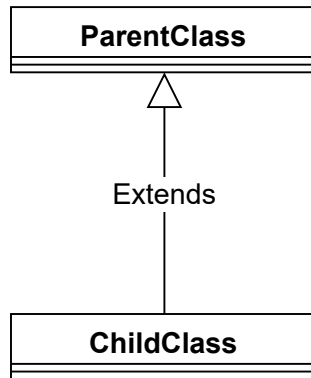
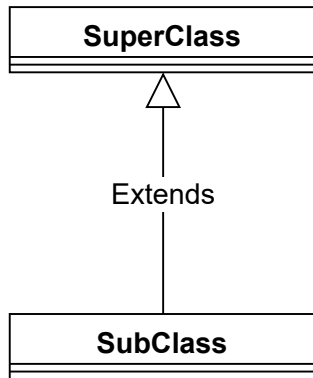
-----> **Dependency**

—————◆ **Composition 1**

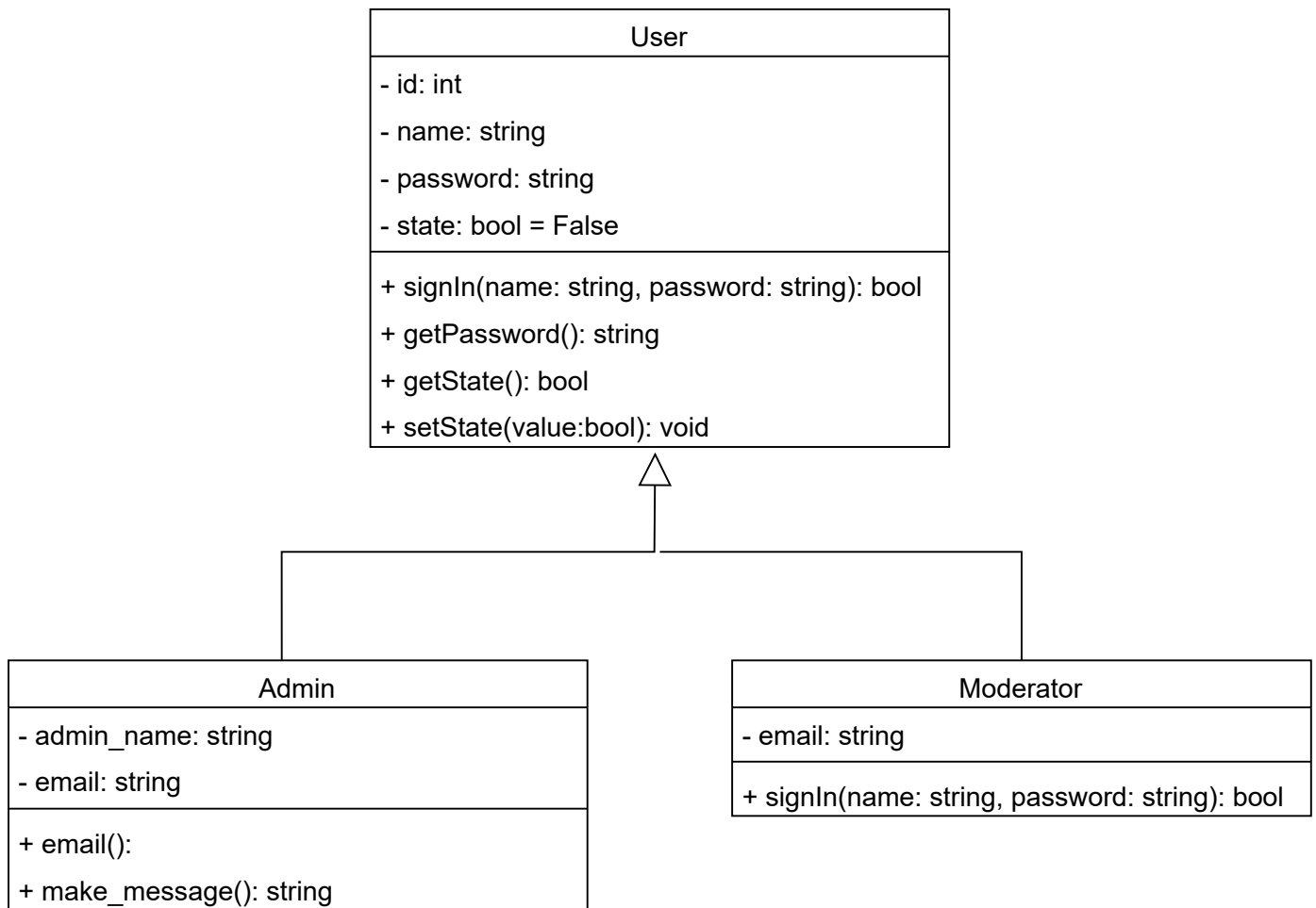
1
◆ —————> **Composition 2**

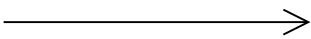
—————◇ **Agregation 1**

1
◇ —————> **Agregation 2**



→ **Generalization / Inheritance**





Association 2

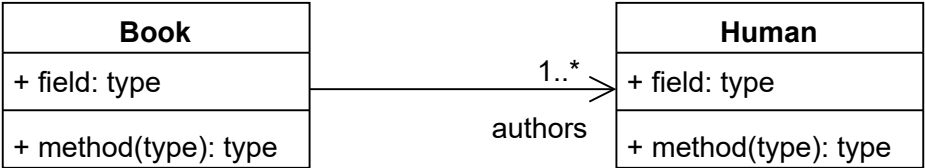
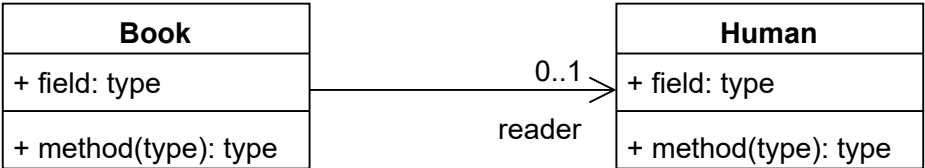
[n..m]

Multiplicity

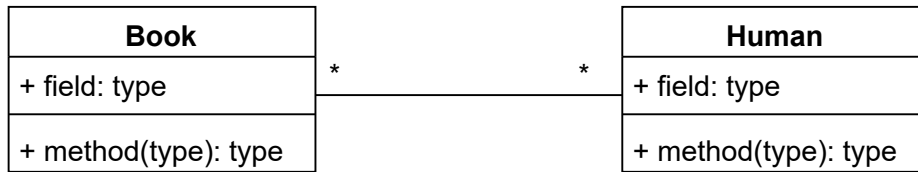
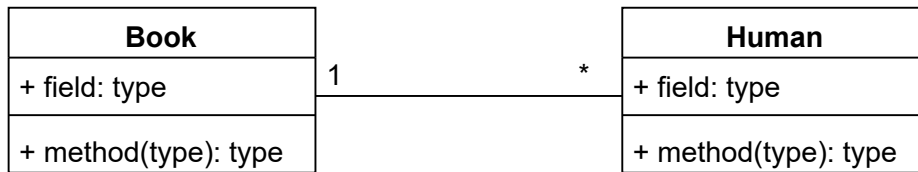
- 0
- 0..1
- 1
- 1..1
- 0..*
- *
- 1..*
- 5..10

SoccerTeam
- gk: Player[1]
- df: Player[3..4]
- fw: Player[1..2]
- mp: Player[1..2]

Uni-directional Association



Bi-directional Association



Reflexive/Self Association

