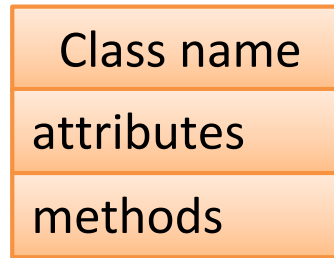
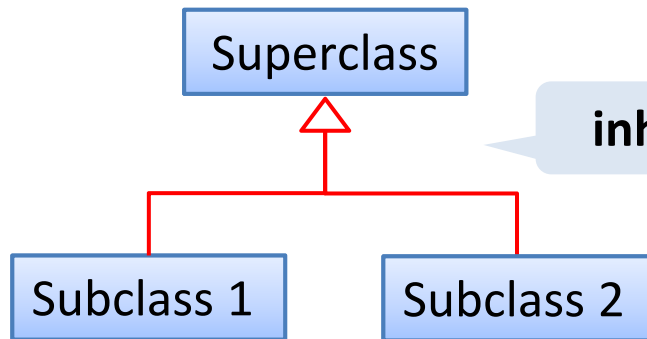
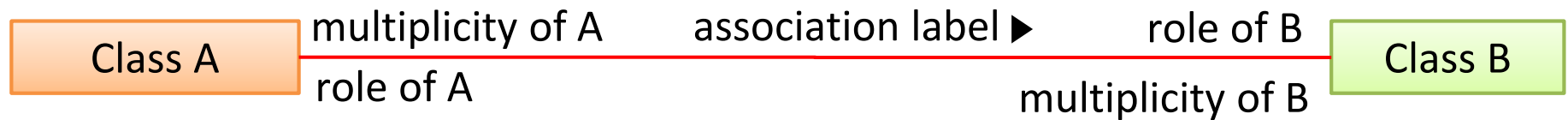


# Class diagrams

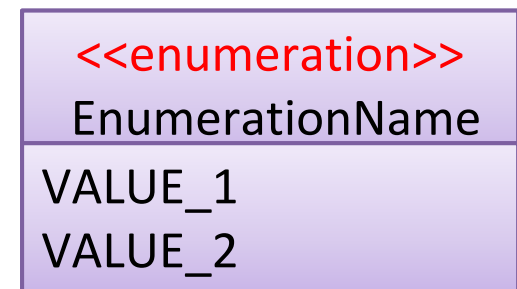


**association**



**inheritance**

**enumerations**



**composition**



**aggregation**



Class name
visibility name : type multiplicity = default-value
visibility name (parameter-list) : return-type

**abstract/ static**

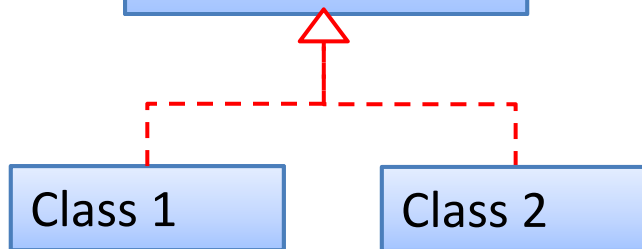
**{abstract}**  
AbstractClass

classLevelAttribute

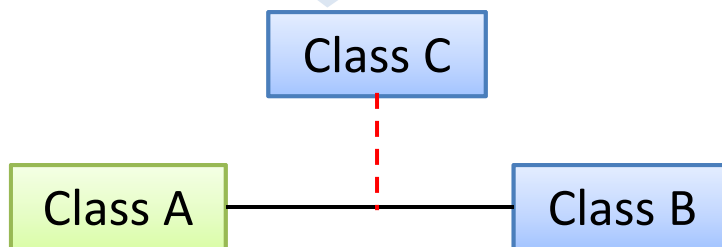
abstractOperation {abstract}  
classLevelOperation

**interfaces**

**<<interface>>**  
Interface name



**Association class**



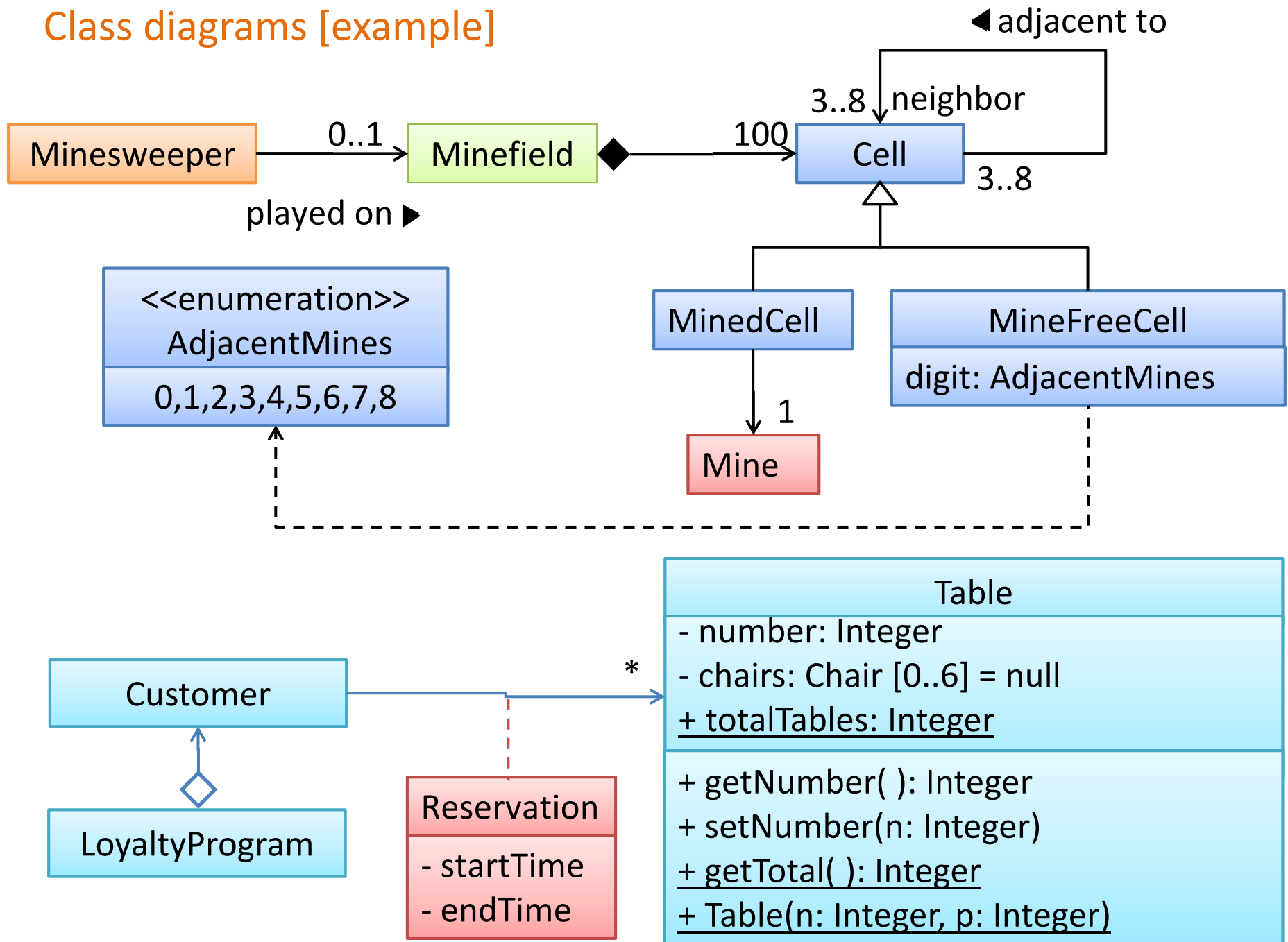
**navigability**



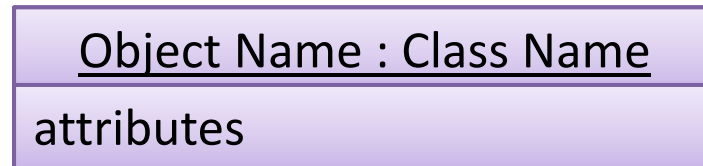
**dependency**



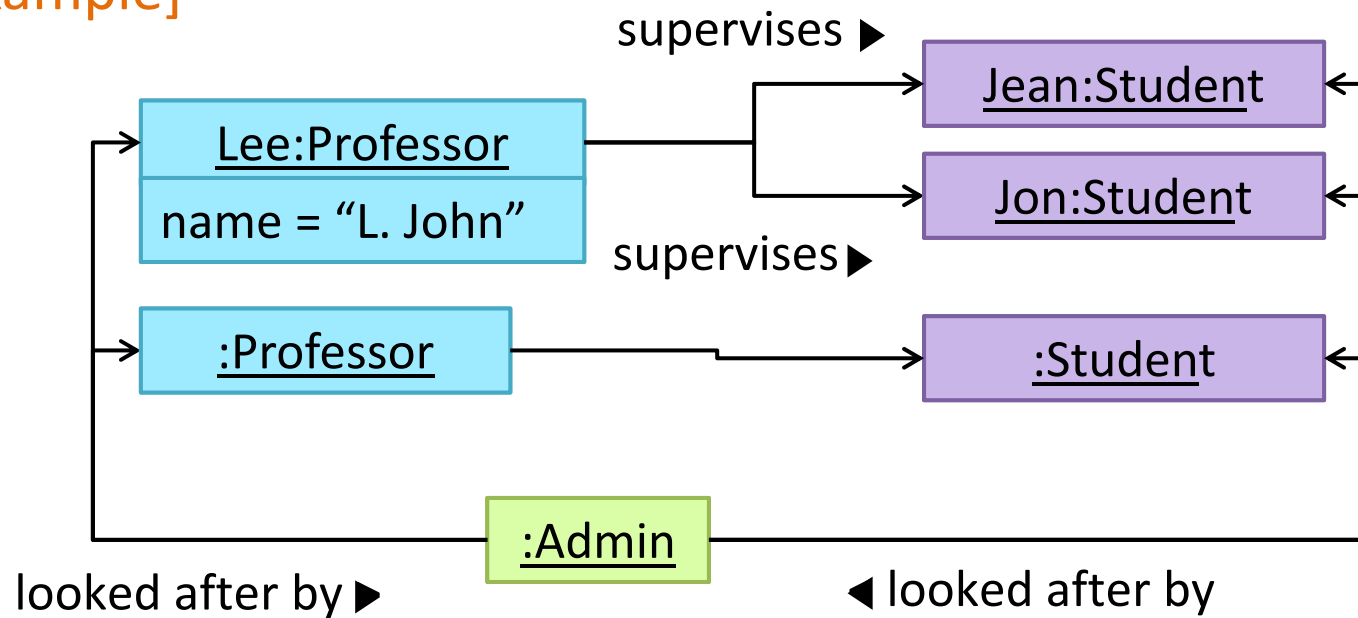
## Class diagrams [example]



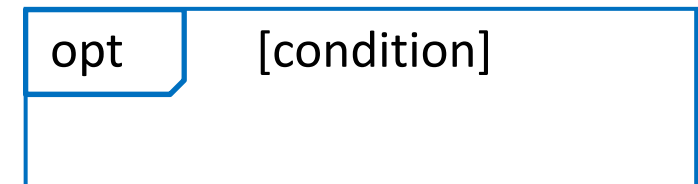
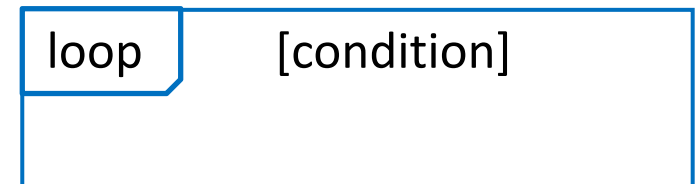
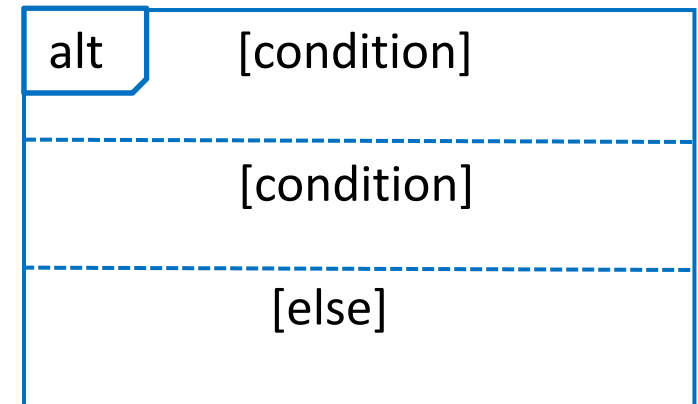
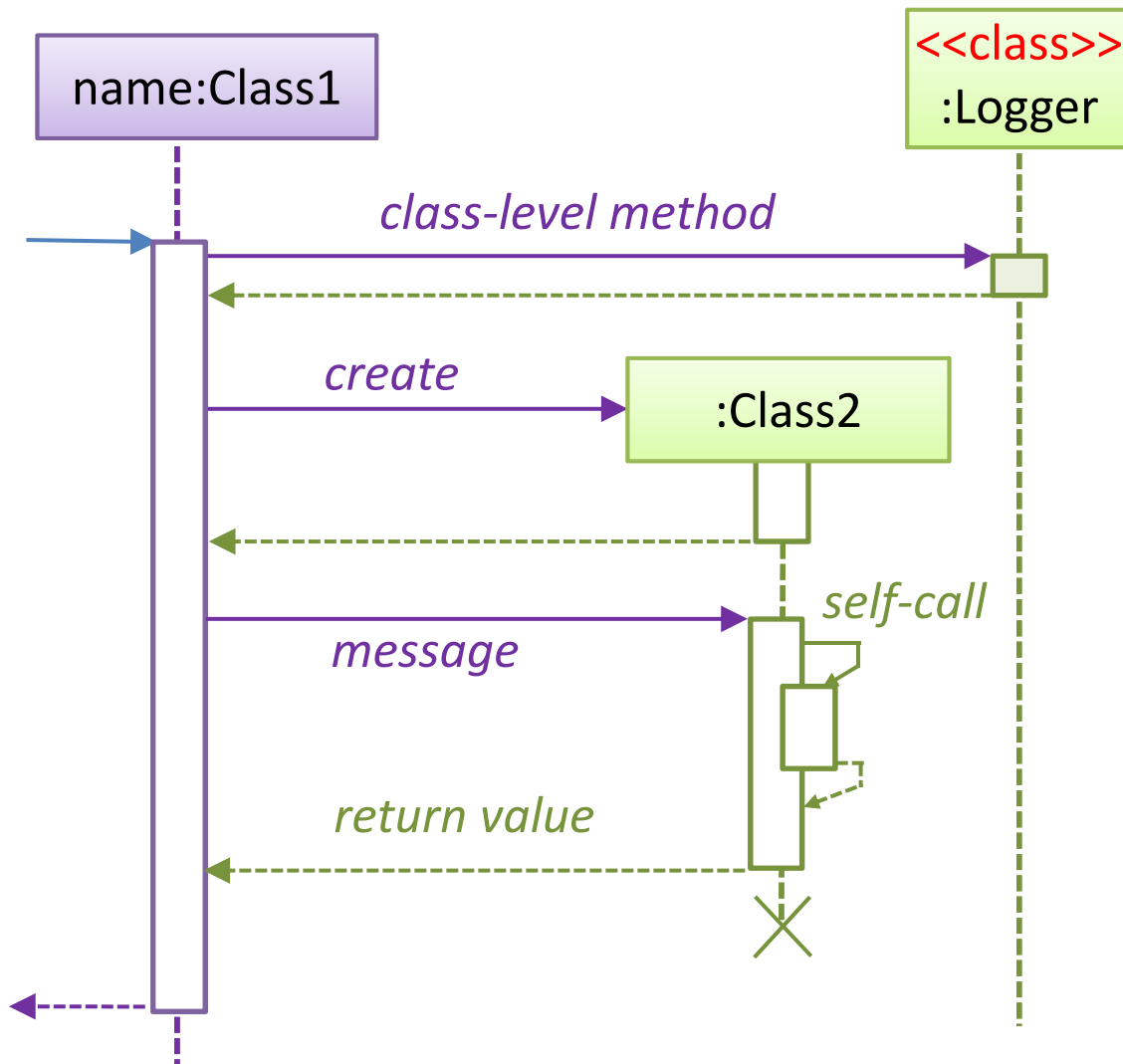
# Object diagrams



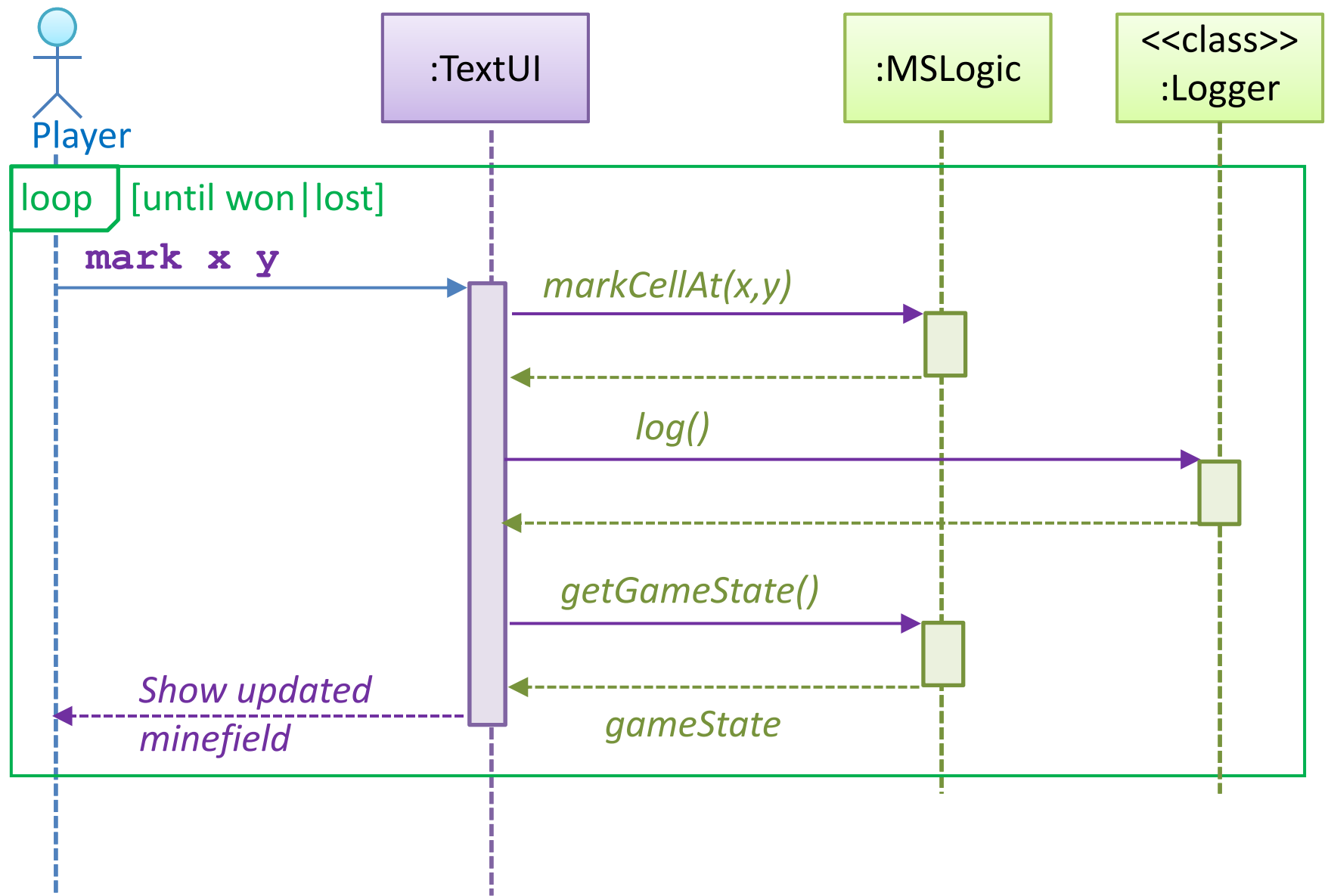
[example]



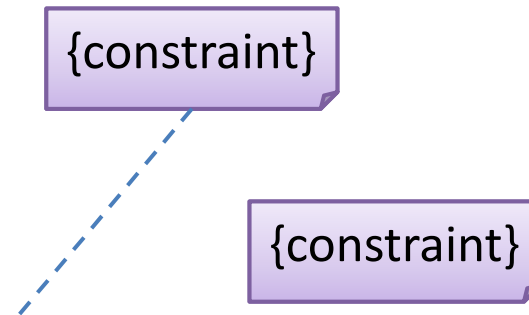
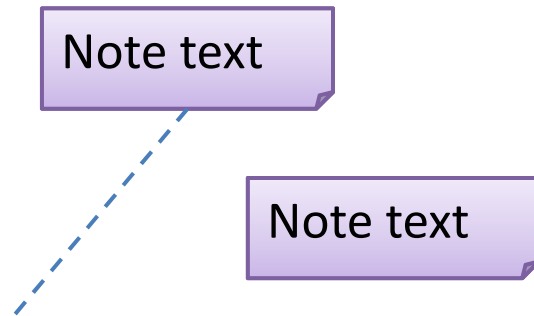
# Sequence diagrams



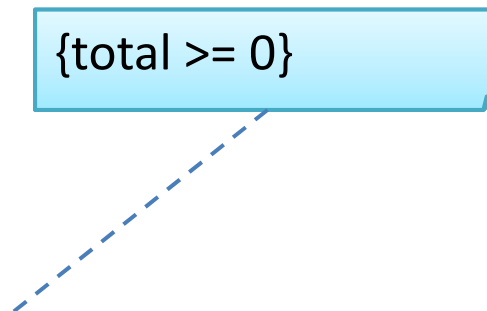
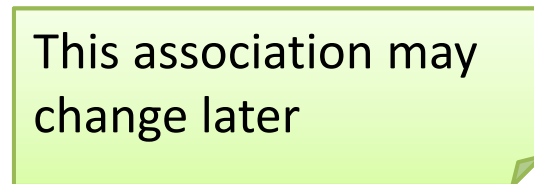
## Sequence diagrams [example]



# Notes and constraints



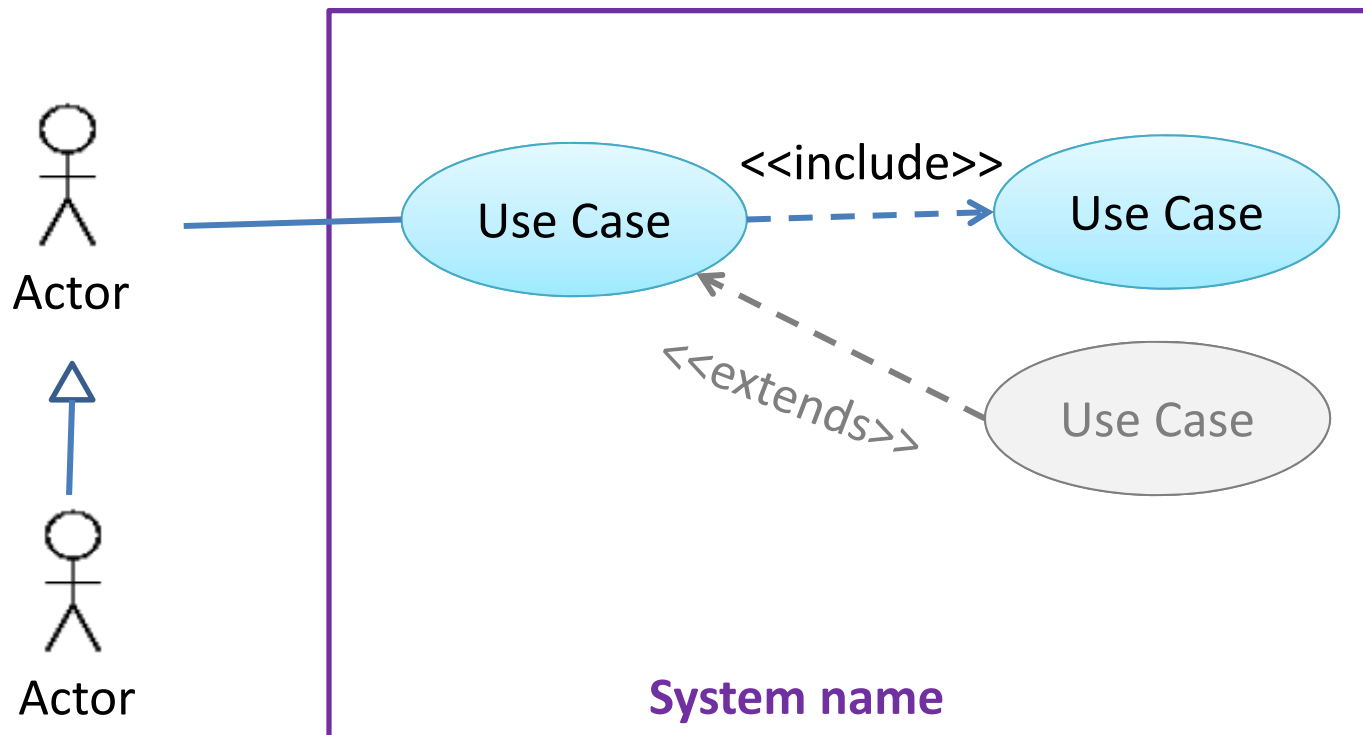
## [examples]



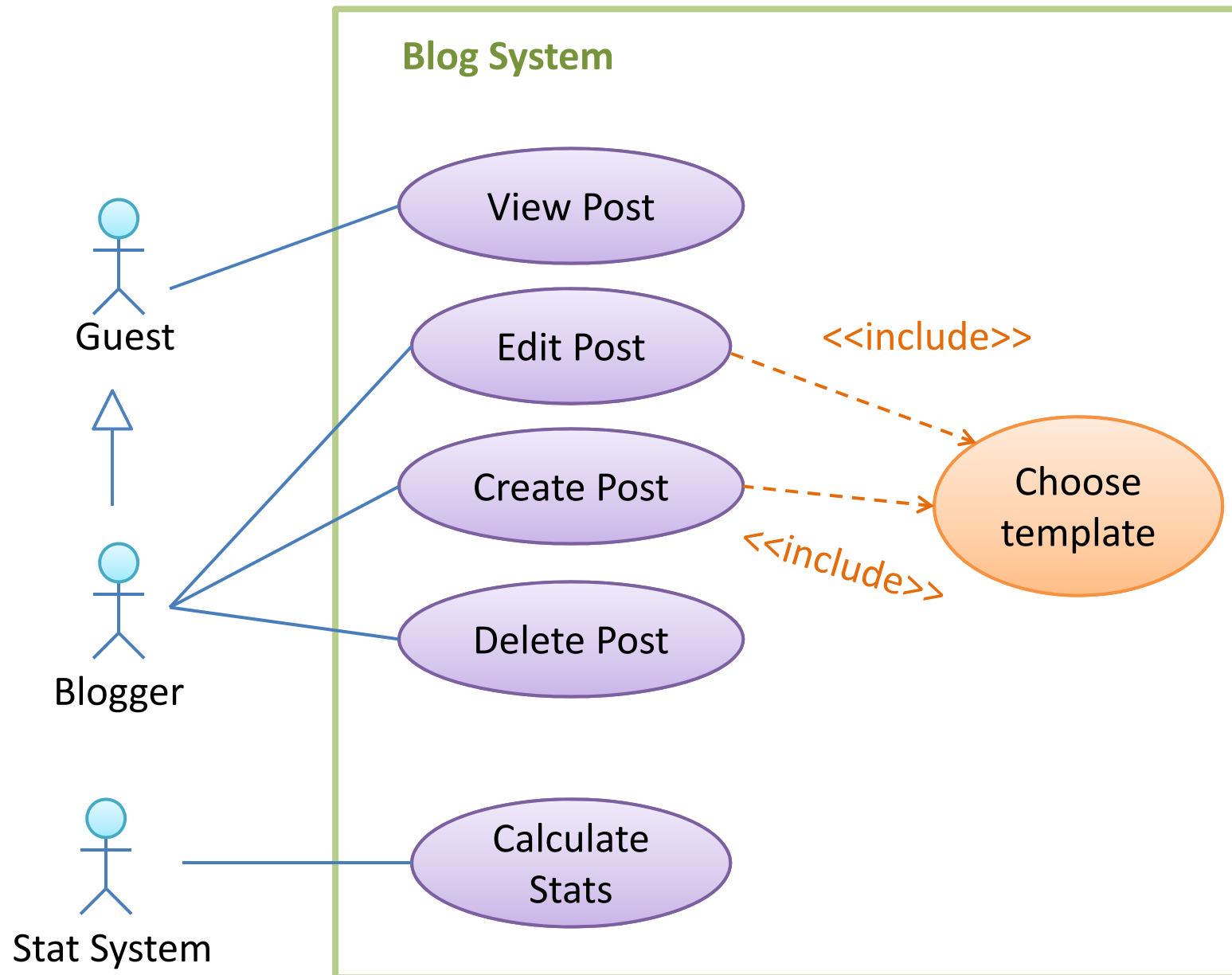
NOTE: Use case diagram and Activity diagrams  
are optional topics and for your own learning



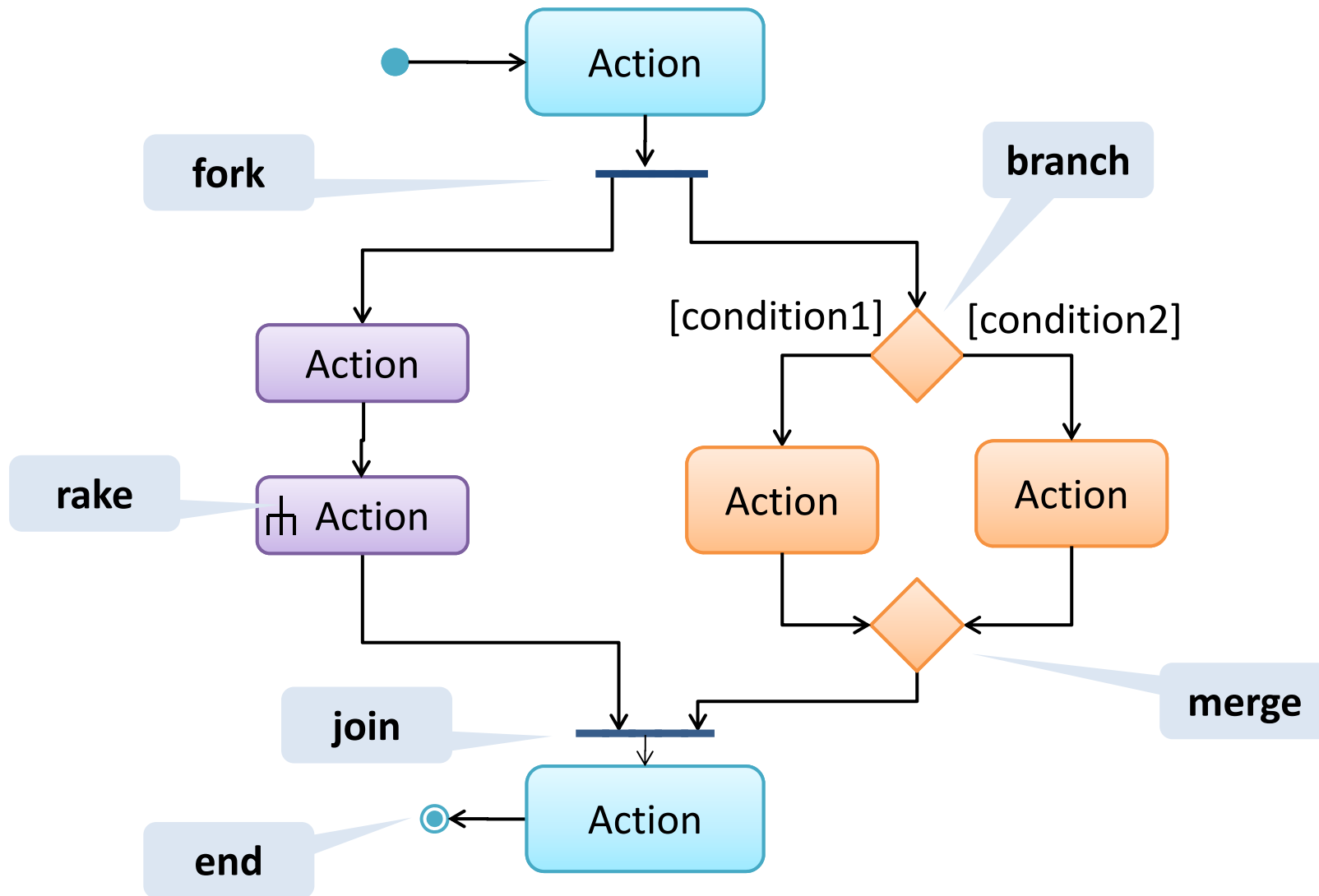
# Use case diagrams



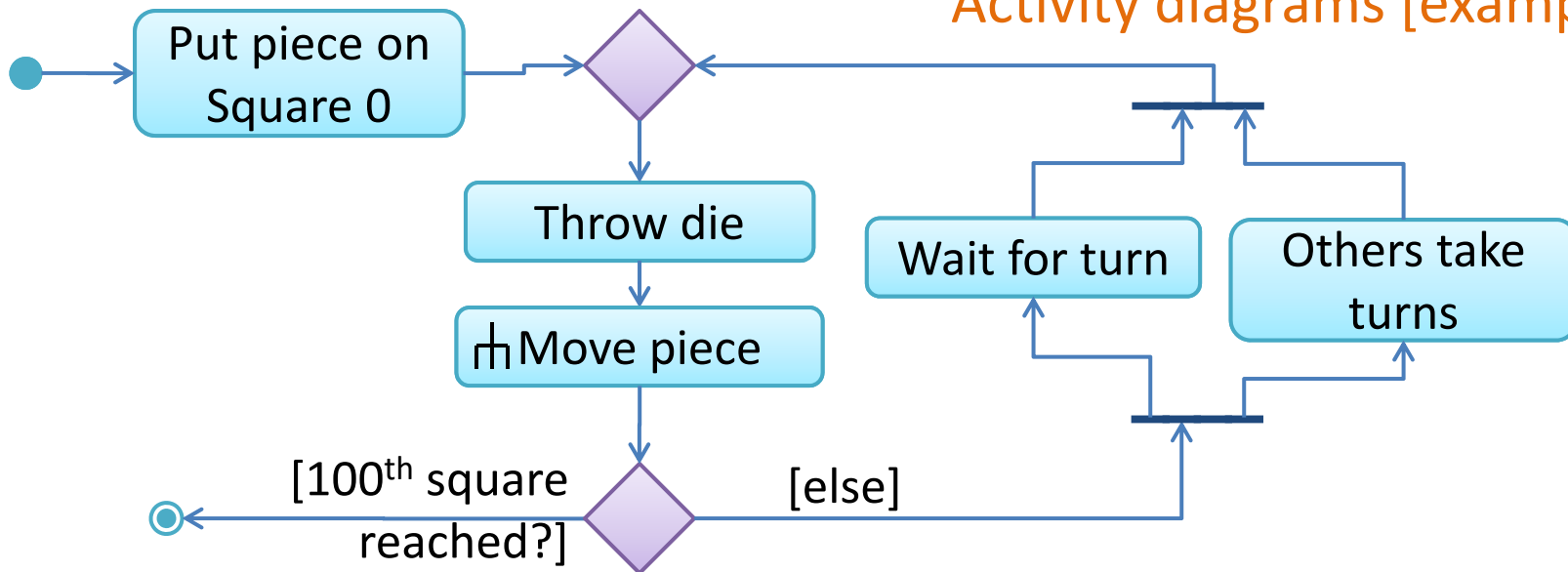
## Use case diagrams [example]



# Activity diagrams



## Activity diagrams [example]



### Activity: Move piece

