Association
- multiplicity : OZ
- roleName : Text
- +Association(head: Class*, tail: Class*, multiplicity: OZ, roleName: Text) <<construction>>
- +getMultiplicity(): OZ
- +getRoleName(): Text

Inheritance
- +Inheritance(head: Class*, tail: Class*) <<construction>>

ClassChart
- classes: std::vector<std::unique_ptr<Class>>
- edges: std::vector<std::unique_ptr<Edge>>
- +addClass(class_: Class*)
- +addEdge(edge: Edge*)
- +getClasses(): const std::vector<std::unique_ptr<Class>>&
- +getEdges(): const std::vector<std::unique_ptr<Edge>>&

Edge
- +Edge(head: Class*, tail: Class*) <<construction>>
- +~Edge() <<destruction>>
- +getHead(): Class*
- +getTail(): Class*

Argument
- name: Text
- type: std::unique_ptr<Type>
- +Argument(name: Text, type: Type*) <<construction>>
- +getName(): Text
- +getType(): const std::unique_ptr<Type>&

Class
- name: Text
- operations: std::vector<Operation>
- attributes: std::vector<Attribute>
- +Class(name: Text) <<construction>>
- +getName(): Text
- +getOperations(): const std::vector<Operation>&
- +getAttributes(): const std::vector<Attribute>&
- +addOperation(operation: Operation&&)
- +addAttribute(attribute: Attribute&&)

Operation
- name: Text
- returnType: std::unique_ptr<Type>
- arguments: std::vector<Argument>
- abstract: Boolean
- +Operation(name: Text, returnType: Type*, arguments: std::vector<Argument>&, visibility: Visibility, abstract: Boolean) <<construction>>
- +getName(): Text
- +getReturnType(): const std::unique_ptr<Type>&
- +getArguments(): const std::vector<Argument>&
- +getVisibility(): Visibility
- +isAbstract(): Boolean

Attribute
- name: Text
- type: std::unique_ptr<Type>
- visibility: Visibility
- +Attribute(name: Text, type: Type*, visibility: Visibility) <<construction>>
- +getName(): Text
- +getType(): const std::unique_ptr<Type>&
- +getVisibility(): Visibility

Argument

getName
return name

getType
return type

Operation

getName
return name

getReturnType
return returnType

getArguments
return arguments

getVisibility
return visibility

isAbstract
return abstract

Attribute

getName
return name

getType
return type

getVisibility
return visibility

Class

getName
return name

getOperations
return operations

getAttributes
return attributes

addOperation
operations.push_back(std::move(operation))

addAttribute
attributes.push_back(std::move(attribute))

Edge

getHead
return head

getTail
return tail

Inheritance

Association

getMultiplicity
return multiplicity

getRoleName
return roleName

addClass
classes.emplace_back(class_)

addEdge
edges.emplace_back(edge)

getClasses
return classes

getEdges
return edges