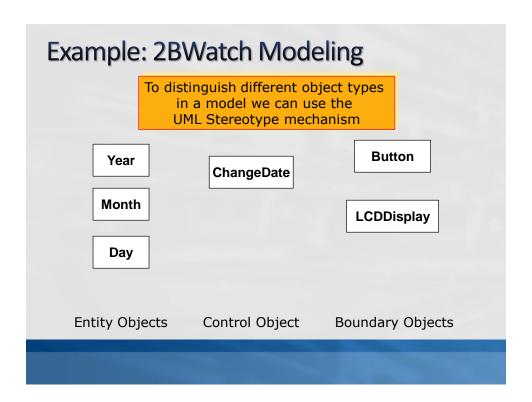


There are different types of Objects

- Entity Objects
 - Represent the persistent information tracked by the system (Application domain objects, also called "Business objects")
- Boundary Objects
 - Represent the interaction between the user and the system
- Control Objects
 - Represent the control tasks performed by the system.



Naming Object Types in UML

- UML provides the stereotype mechanism to introduce new types of modeling elements
 - A stereotype is drawn as a name enclosed by angled double-quotes ("guillemets") (<<,
 >>) and placed before the name of a UML element (class, method, attribute,)
 - Notation: <<String>>Name

