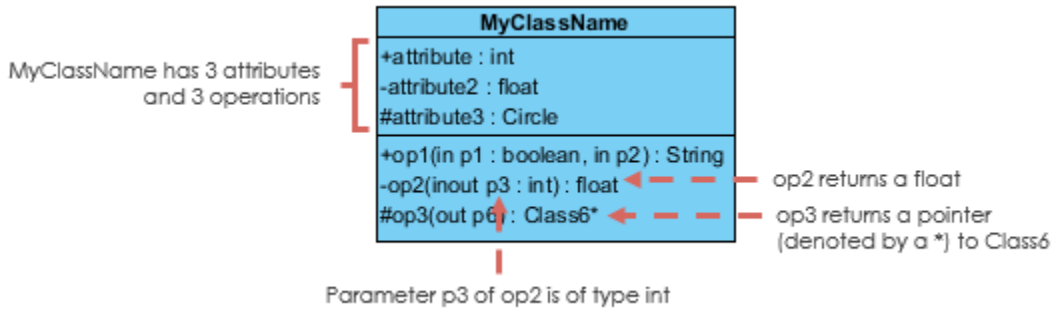
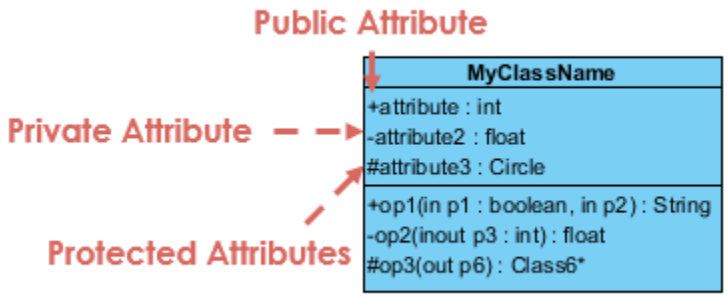
UML

A UML(Unified Modeling Language) diagram is a graphical notation used to construct and visualize object oriented systems. These diagrams include: classes, attributes, methods and relationship between objects.

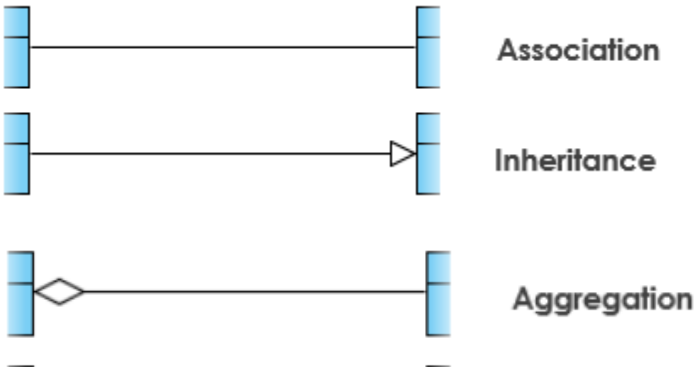


Class Visibility

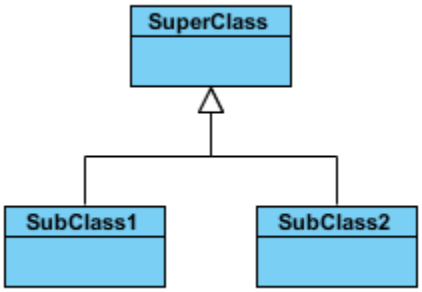
The +, - and # symbols before an attribute and method name in a class denote the visibility of the attribute and operation.



Relationships



Inheritance



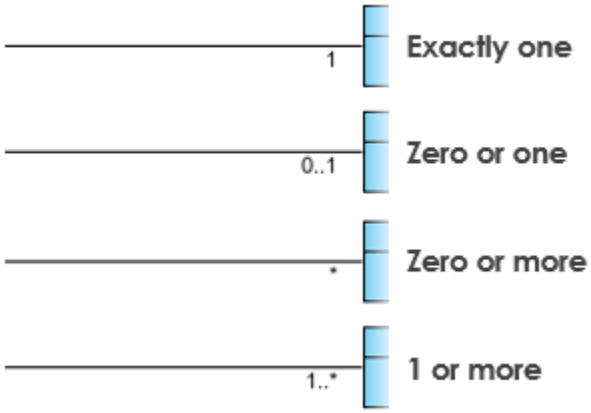
Association

Relationships between classes. They are represented by a solid line between classes. Associations are typically named using a verb or verb phrase which reflects the real world problem domain.

Cardinality

Cardinality is expressed in terms of:

- one to one
- one to many
- many to many



Aggregation

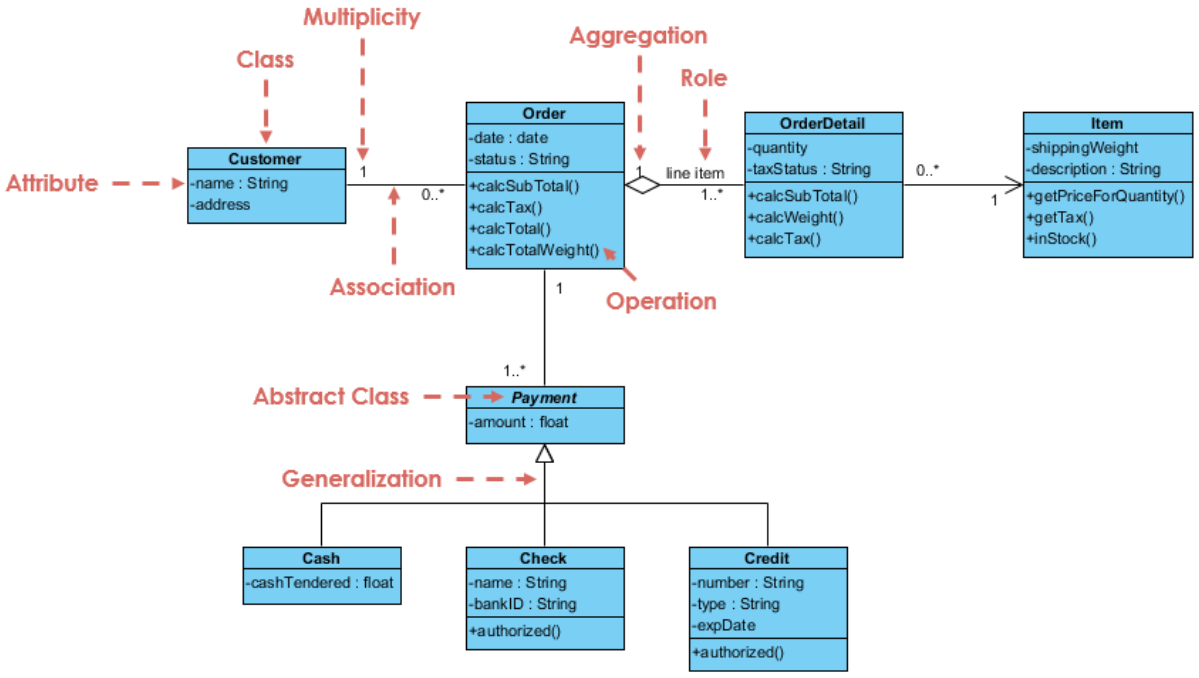
A special type of association.

- It represents a "part of" relationship.

Dependency

An object of one class might use an object of another class in the code of a method. If the object is not stored in any field, then this is modeled as a dependency relationship.

- A special type of association.
- Exists between two classes if changes to the definition of one may cause changes to the other (but not the other way around).
- Class1 depends on Class2



CREAR BRANCH LOCAL DEMO1
Git branch demo1
CREAR EL BRANCH EN EL REMOTO ORIGIN (GITHUB)
Git push origin demo1
// ling branch local with remote github

Make a change
git push --set-upstream origin demo1

Clone somewher else
// IF OTHERS WANT TO GET
git checkout -b demo1 origin/demo1

CI=OMINTG PUSH EN SU BRANCH
SE VA A MAIN Y HACE GIT M
ERGE WI
GIT MERGE DEMO1\
Git push