List the parts of a UML diagram

write a brief description of each part.

Define which modifiers can be used to indicate the visibility of each property or method.

Class Name – How the object class is named for easy reference. This is the container or template for everything that will make up that class.

Data fields – The properties or attributes of the class. Strings, ints, doubles etc. This is what defines what the class can do and what attributes it expects.

Constructors and methods – The behavior or actions a class can do. These are defined in a generic term as getters, setters and constructors. The constructor will set values for any data field defined as part of the class. Methods are not limited to just getters and setters, you could also have other methods that perform other actions like simple math problems.

Public – Can be accessed from any other class. If this is not defined, then it is assumed that the class has access to any other class within the package.

Private – Makes data fields only accessible within its own class. (often used in setters)

Liang, Y.D. (2015). Introduction to Java Programming. (10th Edition). Retrieved from

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