

**UML**

# UML

- Unified Modeling Language
- Not associated with a specific programming language
- Depicts structure of OO system
- Show classes and interfaces and relationships between them

# DEPICTING A CLASS

- Classes (and interfaces) are represented as rectangles
- Rectangle has 3 sections
  - Name
  - Instance variables
  - Methods
- Each method/variable has visibility indicator
  - + public
  - – private
  - # protected

# DEPICTING A CLASS

- One instance variable per line
- Each instance variable lists type
- Example

```
+ name : String
```

# DEPICTING A CLASS

- One method per line
- Each method lists parameters (and type for each), followed by return type
- Example

```
+ main(args : String[]) : void  
+ getName() : String
```