- Description of classes

  A class is a template for creating behaviors and objects in a system. It's also a set of object(s) that have something in common, such as, features, meanings, and constraints; this is because each of them has an attribute that allows it to get grouped up with others with that same attribute.

- Description of attributes

  In UML models, attributes represent the information, data, or properties that belong to instances of a classifier. An attribute represents a data definition for an instance of a classifier. An attribute describes a range of values for that data definition. A classifier can have any number of attributes or none at all. Attributes describe the structure and value of an instance of a class.

- Description of operations

  In domain modeling class diagrams, an operation requests a service that a classifier or an instance of a class is called to perform. Operations are contained by classes and interfaces. A classifier can have any number of operations or none at all. Operations are implementations of functions or queries that an object might be called to perform. A well-defined operation does only one thing.