

```
#[pos(0, 1)]
class Foo as X {
  - attr
  attr2: X
  + op()
}
```

```
#[pos(1, 0)]
interface Bar
```

```
#[pos(2, 1)]
abstract class Baz {
  # bars: "List<Bar>"
  + op(x: X, y: Y): Z
}
```

```
#[bend(45deg)]
X ..|> Bar
#[via((1, 0.4), (2, 0.4))]
Bar <-x-o Baz
```

