

UML conventions

<<interface>>
Name
method1()

Interface: Classes implement interfaces, denoted by Generalization.

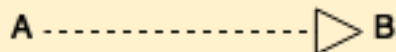
ClassName

property_name: type

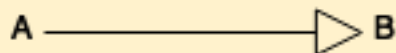
method(): type

Class: Every class can have properties and methods.

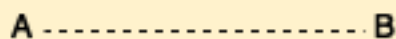
Abstract classes are identified by their *Italic* names.



Generalization: A implements B.



Inheritance: A inherits from B. A "is-a" B.



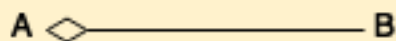
Use Interface: A uses interface B.



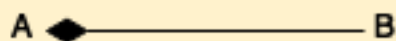
Association: A and B call each other.



Uni-directional Association: A can call B, but not vice versa.



Aggregation: A "has-an" instance of B. B can exist without A.



Composition: A "has-an" instance of B. B cannot exist without A.