

Unified Markup Language

Class Diagrams

Unified Markup Language (UML) Class Diagram

- Boxes = Classes

- Name of class in top section
- Data members in second section
- Member functions in third section
- + for public, # for protected,
- for private

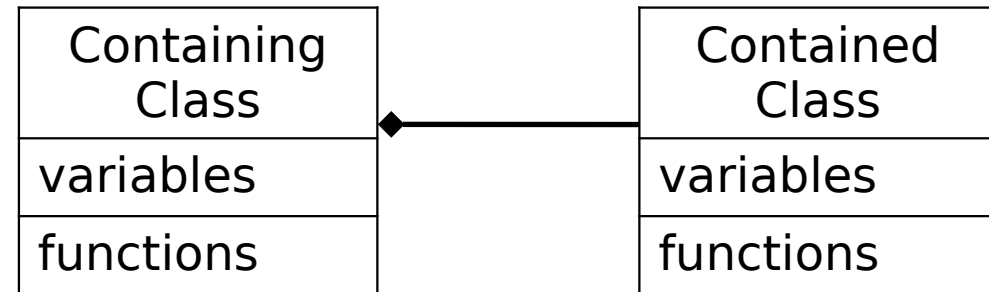
Class Name
variables
functions

Temperature
- value_ : double - units_ : string
+ Temperature(double, string) + Print() : void + SetValue(double) : void + SetUnits(string) : void + GetValue() : double + GetUnits() : string + Convert(string) : string + ToString() : string + operator <(Temperature&) : bool ...

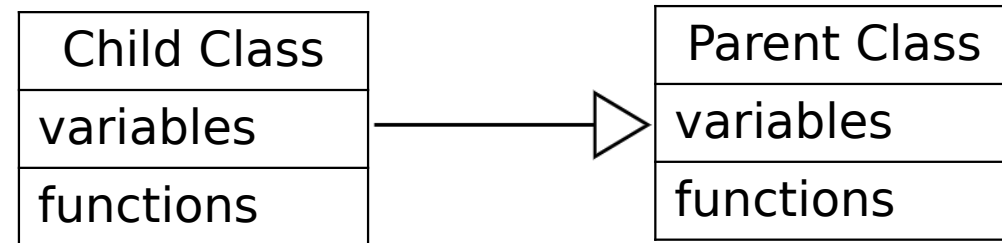
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- Arrows for relationships

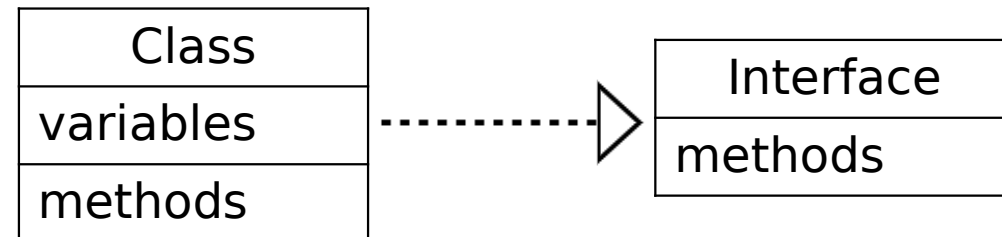
- Composition 



- Inheritance 



- Implement Interface 



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