

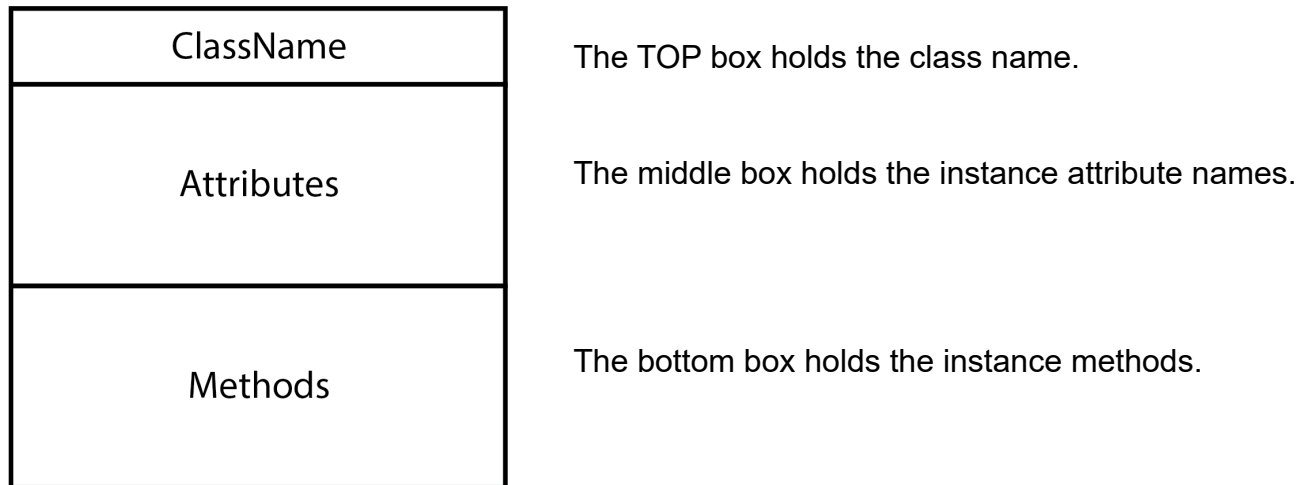
UML Class Diagram Quick Reference

How to Create a UML Class Diagram

A UML Class Diagram is a planning tool commonly used by programmers to describe a class for an object-oriented program.

UML stands for **Unified Modeling Language**. Project Managers, Systems Analysts and Software Engineers use the standardized diagrams of **UML** to illustrate the parts and processes of an object-oriented software system.

A UML Class Diagram consists of three stacked boxes:



The **class name** is usually Capitalized CamelCase.

The **attribute names** and **method names** are preceded by a plus or minus sign.

+ indicates public access

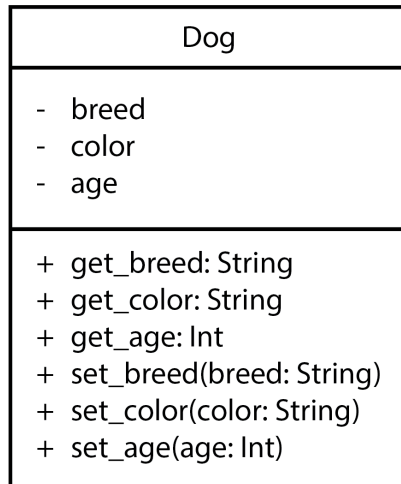
- indicates private access

Attribute names are followed by a colon and data type.

Methods returning a value are followed by a colon and data type of the returned value.

Parameters to **methods** are usually included along with their data types.

Example:



Inheritance between classes is illustrated using an arrow that points from the child to the parent.

