## 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:

ClassName

The TOP box holds the class name.

**Attributes** 

The middle box holds the instance attribute names.

Methods

The bottom box holds the instance methods.

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:

## Dog - breed - color - age + get\_breed: String + get\_color: String + get\_age: Int + set\_breed(breed: String) + set\_color(color: String) + set\_age(age: Int)

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

