## **UML - CONTINUED**

## **DEPICTING A CLASS (CONT.)**

- Abstract classes: italicize class name (or put
  <abstract>> above it)
- Interface: <<interface>> placed above name
- Static methods/variables: underline

## **DEPICTING RELATIONSHIPS: GENERALIZATION**

- Relationship between general thing and more specific kind of it
- "is-a" relationship indicated through inheritance
- Use solid line with open arrowhead pointing from child to parent

## **DEPICTING RELATIONSHIPS: REALIZATION**

- When one thing specifies contract another must carry out
- aka, interface implemented by a class
- Use dashed line with open arrowhead pointing from class to interface