

UML conventions

<<interface>>
Name
 method1()

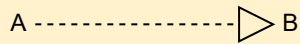
Interface: Classes implement interfaces, denoted by Generalization.

ClassName

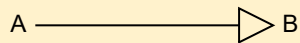
property_name: type

method(): type

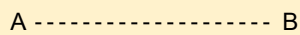
Class: Every class can have properties and methods.
 Abstract classes are identified by their *Italic* names.



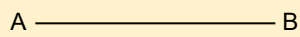
Generalization: A implements B.



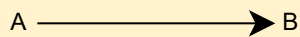
Inheritance: A inherits from B. A "is-a" B.



Use Interface: A uses interface B.



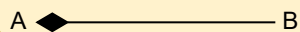
Association: A and B call each other.



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.