

## UML conventions

<<interface>>  
**Name**  
 method1()

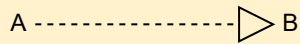
**Interface:** Classes implement interfaces, denoted by Generalization.

**ClassName**

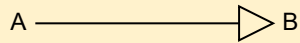
property\_name: type

method(): type

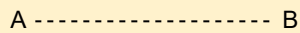
**Class:** Every class can have properties and methods.  
 Abstract classes are identified by their *Italic* names.



**Generalization:** A implements B.



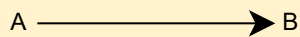
**Inheritance:** A inherits from B. A "is-a" B.



**Use Interface:** A uses interface B.



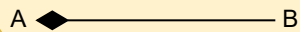
**Association:** A and B call each other.



**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.