

UML STYLE GUIDE

-by ComSSA-

Class Formatting

*At bare minimum only ClassName is required,
be as detailed as you want or are required to otherwise

<<interface/abstract>> ClassName
- classfieldName: type - classfieldName[]: type
+ methodName(type): exportType: abstract + methodName(importName: type): exportType
- methodName(type): exportType - methodName(importName: type): exportType

If the class is an interface or abstract state so inside << >>
above the ClassName

Before classfield and method names, you can
place '-' or '+' which stand for private and
public respectively

For arrays, append "[]" to the field name

Constructors are optional

State if a method is abstract

The import names are optional inside method
declarations, be consistent with your usage

Private methods should be written in a separate
section of the class, usually at the bottom

"type" refers to the data type of the imported/classfield data.

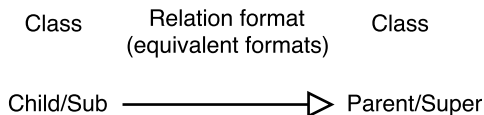
"exportType" refers to the data type of the exported(returned) data from the method

The data types should be as non-language specific as possible. Boolean or true/false is okay, and
when using generics either use "E" (or the appropriate character) or "generic"

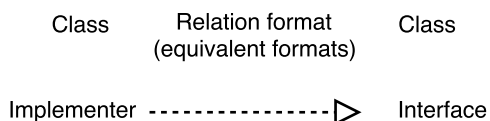
Class Relationship Formatting

*Aggregation with multiplicity is optional

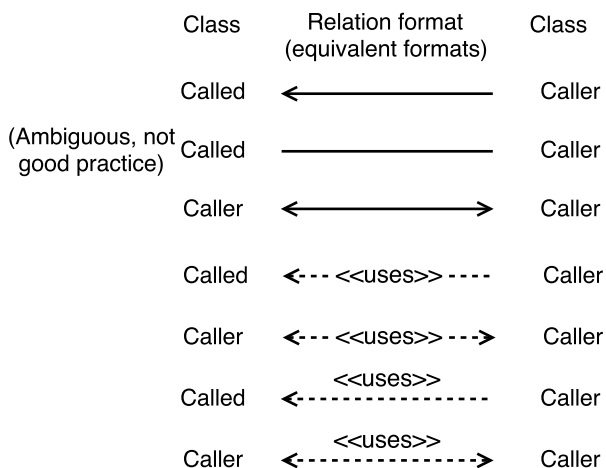
Inheritance



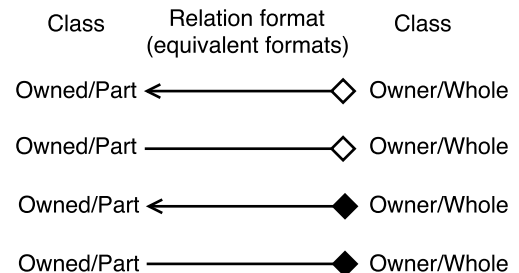
Inheritance from interface



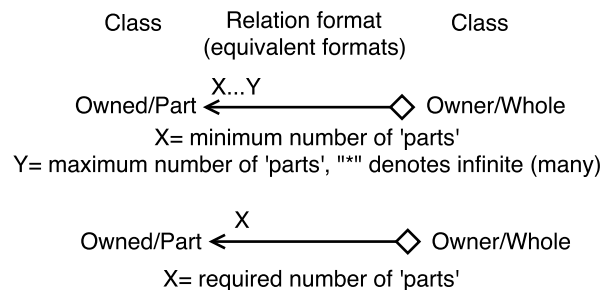
Association



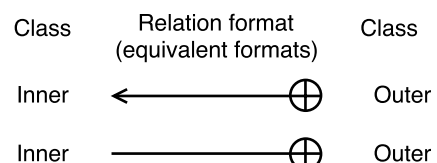
Aggregation



Aggregation with multiplicity (more detailed format)

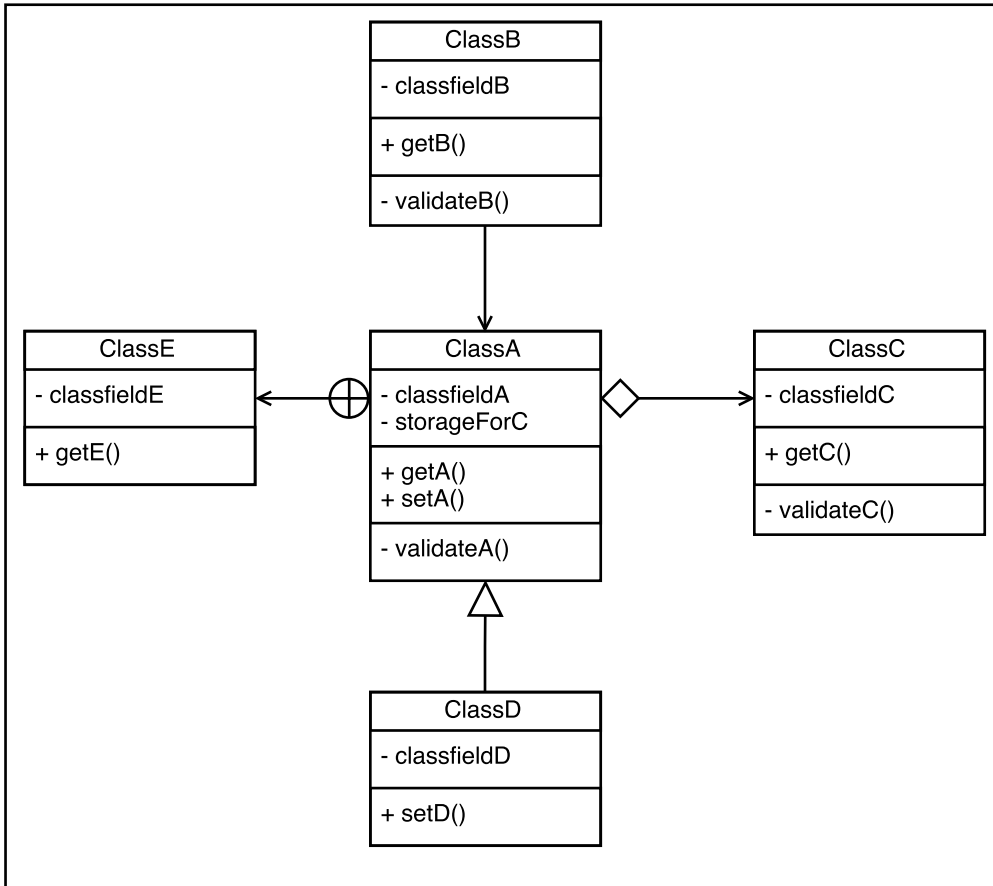


Private Class



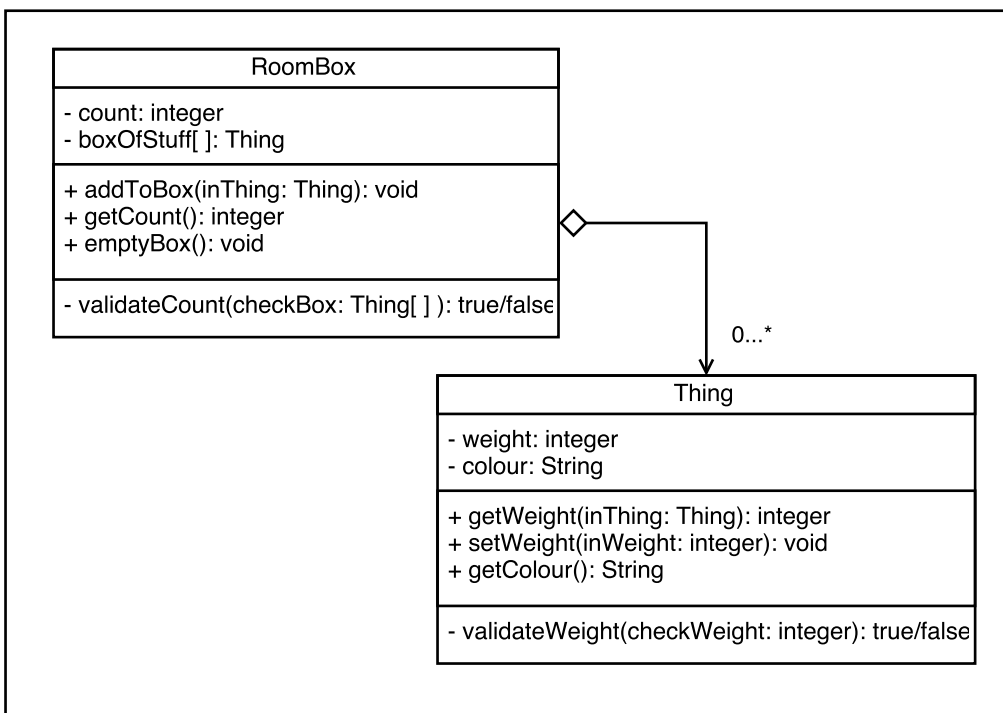
Example

UML



Relationships

ClassB	→	Class A
ClassB	associates with a.k.a	ClassA
ClassB	"calls/interacts" with	ClassA
ClassA	◊→	ClassC
ClassA	aggregates a.k.a	ClassC
ClassA	"has" a	ClassC
ClassD	→	ClassA
ClassD	inherits from a.k.a	ClassA
ClassD	"is" a	ClassA
ClassD	"is the child of"	ClassA
ClassE	←	ClassA
ClassE	is a private class of a.k.a	ClassA
ClassE	is declared inside of	ClassA



RoomBox	◊→	0..*	Thing
RoomBox	aggregates 0 to many of	Thing	
RoomBox	"has" 0 to many of	Thing	