ClassName (e.g. Car) Usually starts with an uppercase letter.

Attributes [(also known as variables, fields or properties) (description of an instance) e.g. weight or colour]: data type (e.g. boolean or string)
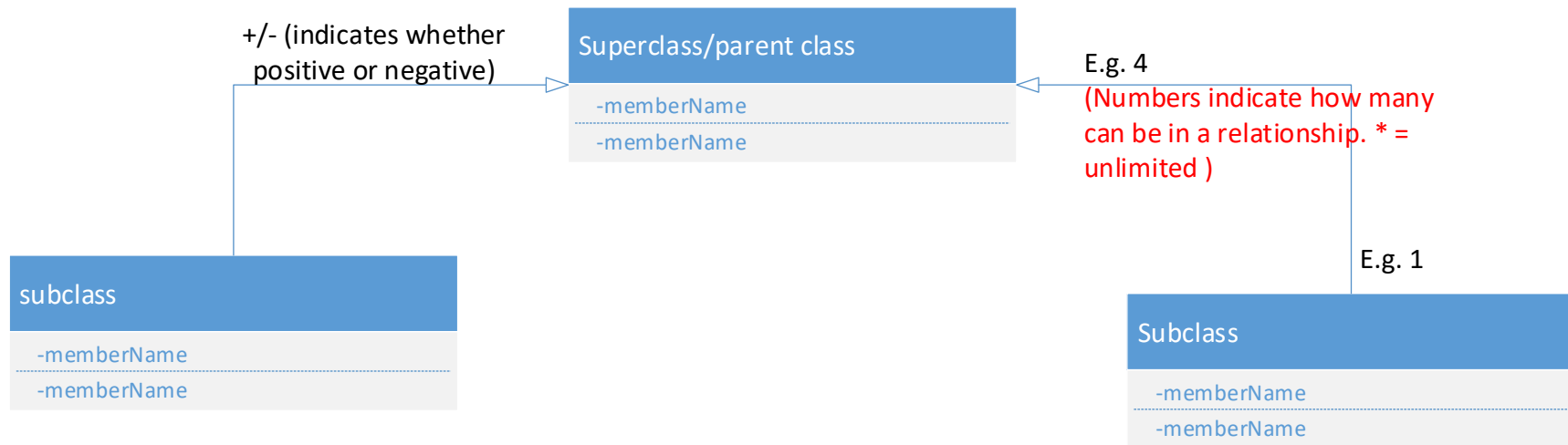
-Behaviours (e.g. change name)
Use set/get to indicate modifying/ retrieving)

Inheritance:
Subclasses inherit all the properties and behaviours from superclass/parent class whilst adding new ones
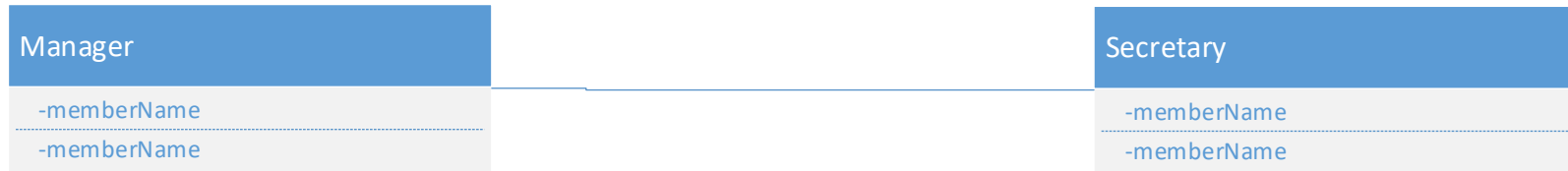Think of inheritence as showing 'Is a kind/type of" something.
Can go down multiple levels

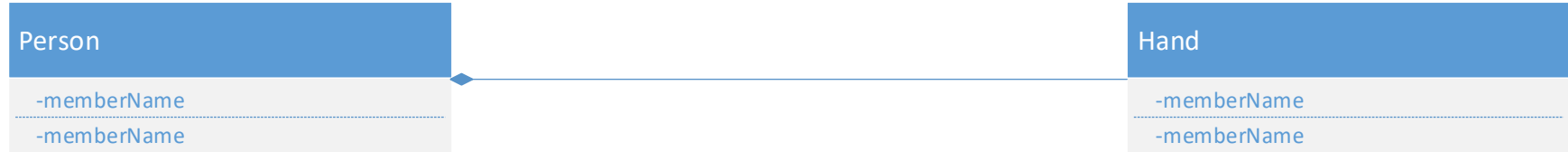+/- (indicates whether positive or negative)

Superclass/parent class

-memberName
-memberName

E.g. 4
(Numbers indicate how many can be in a relationship. * = unlimited)

subclass

-memberName
-memberName

E.g. 1

Subclass

-memberName
-memberName

Association
A simple relationship (no dependency)

Manager
-memberName
-memberName

Secretary
-memberName
-memberName

Composition
Think of composition as a has a (or has many) relationship

Person
-memberName
-memberName

Hand
-memberName
-memberName

Aggregation
(like composition, but usually used if you want to emphasise that one class doesn't rely on the existence of another class). Some commentators suggest this isn't used as much any more in UML diagrams nowadays and recommend using an association instead.

Fleet
-memberName
-memberName

Spaceship
-memberName
-memberName