

# Appendix C: The Unified Modeling Language

## Class Diagrams

UML syntax for the **attributes (variables) of a class**:

[visibility] name [: type] [= defaultValue] [{property}]

Visibility	+ - # Default:
name	
type	
defaultValue	
property	

UML syntax for the **operations (functions) of a class**:

[visibility] name [: type] [= defaultValue] [{property}]

Visibility	+ - # Default:
name	
type	
property	
parameterList	

## Example:

Player
-x: int -y: int -name: string
+SetLocation(x:int,y:int): void +SetName(name:string): void +GetName(): string