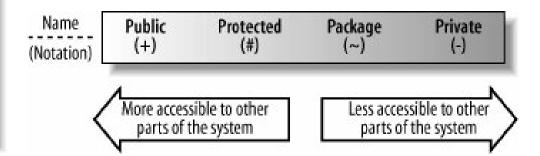
UML

Class Diagram

Class in UML

Guitarist

- instrument : Instrument
- + getInstrument(): Instrument + setInstrument(instrument: Instrument): void
- + play(): void
- + main(args : String[]) : void



ClassName

Attribute Attribute

Operation Operation

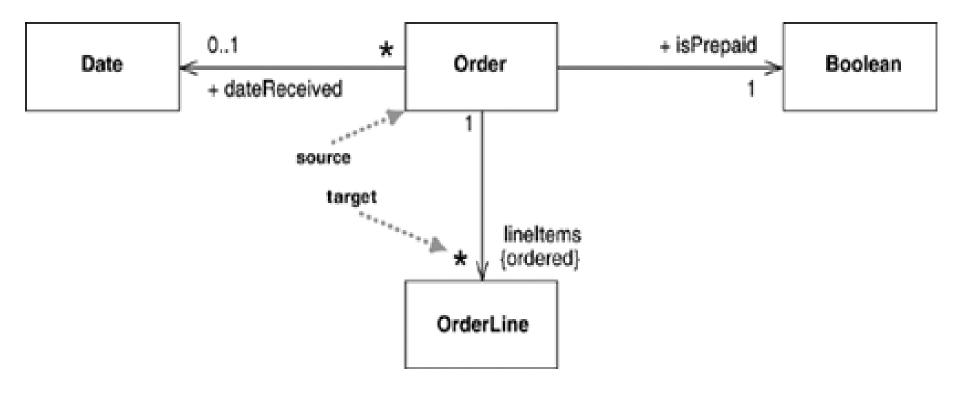
ClassName

Attribute Attribute

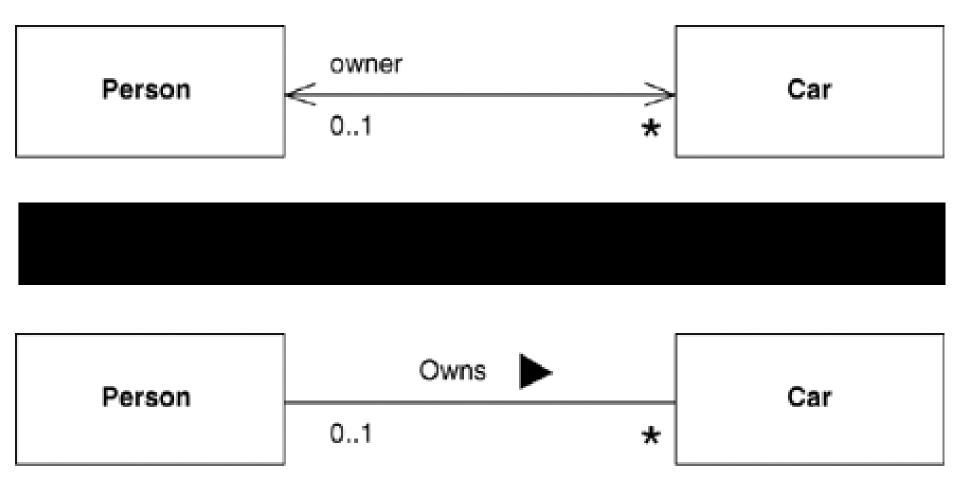
ClassName

Operation 1 4 1 Operation ClassName

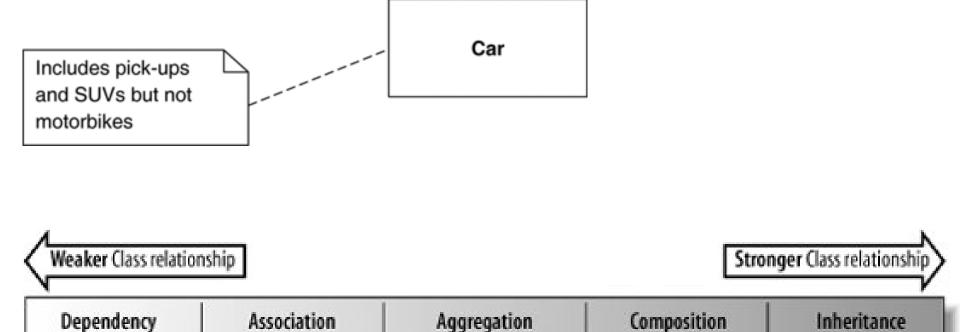
Class Diagram



Class Diagram



Comments and Relationships



When objects of one class work briefly with objects of another class

Dashed Arrow

When objects of one class work with objects of another class for some prolonged amount of time

Simple Connecting Line

When one class owns but shares a reference to objects of another class

Empty Diamond Arrow

When one class contains objects of another class

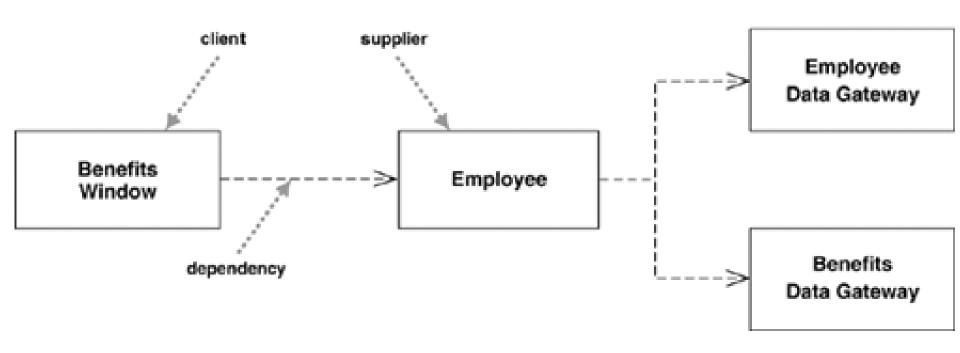
Filled Diamond Arrow

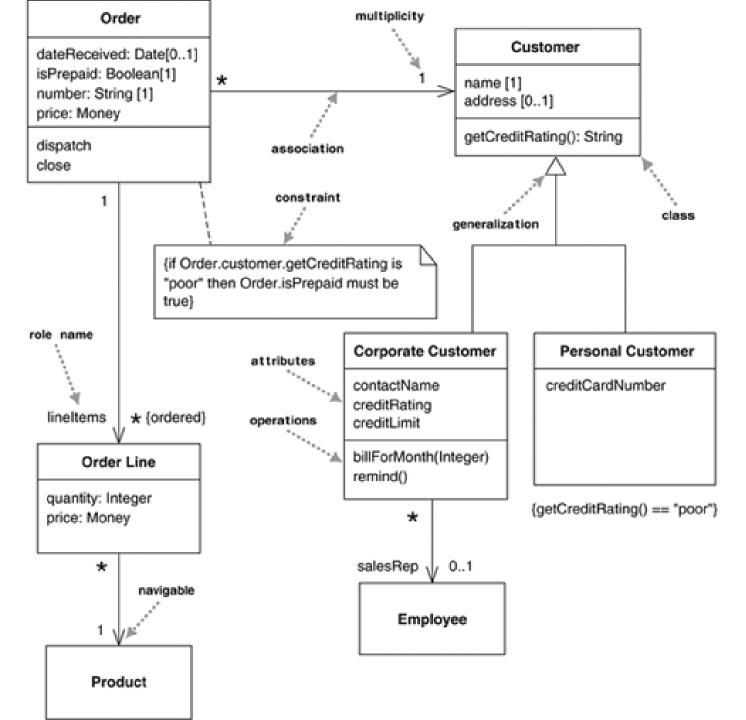
When one class is a type of another class

Empty Arrow

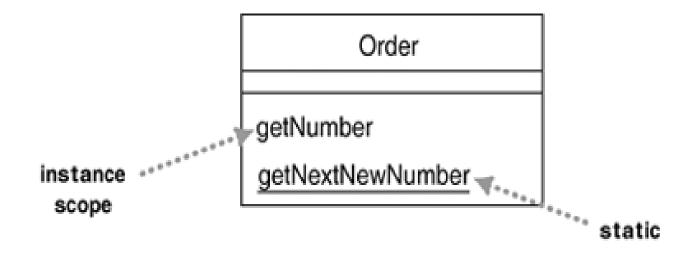
4-Feb-20 7:46 PM / 5

Dependency



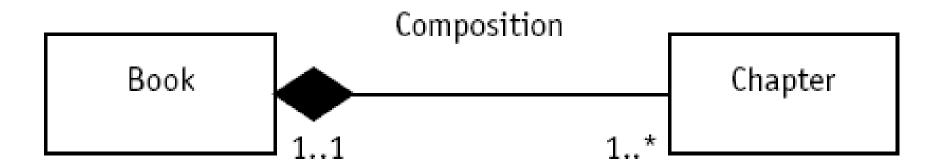


Notation



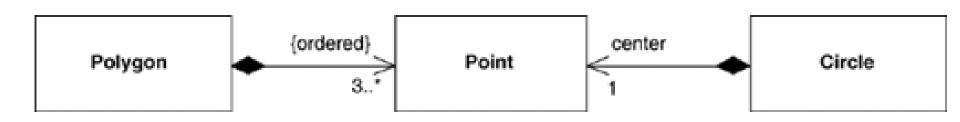
Aggregation & Composition





Aggregation & Composition





Interface notation

<<interface>>
EmailSystem

+ send(message : Message) : void

Stereotype Notation

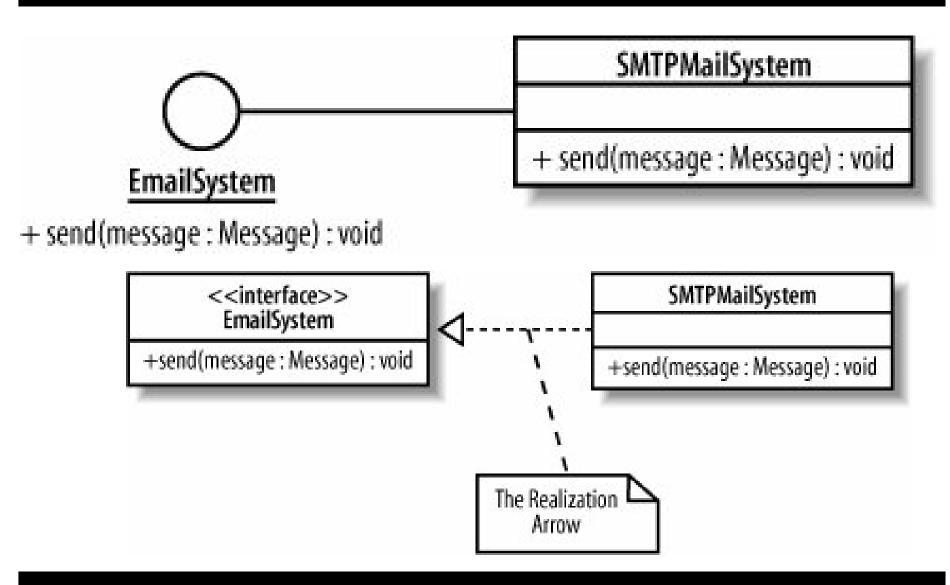
Or

EmailSystem

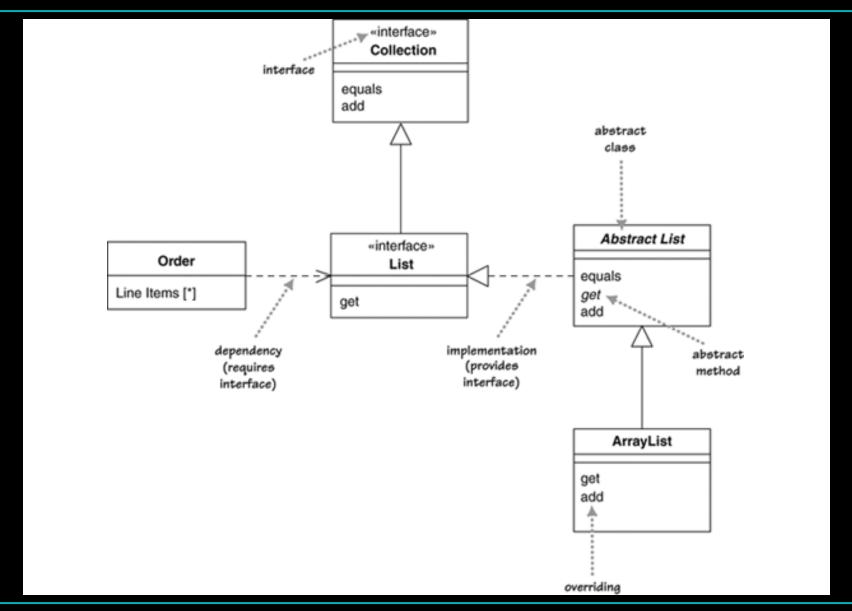
+ send(message : Message) : void

"Ball" Notation

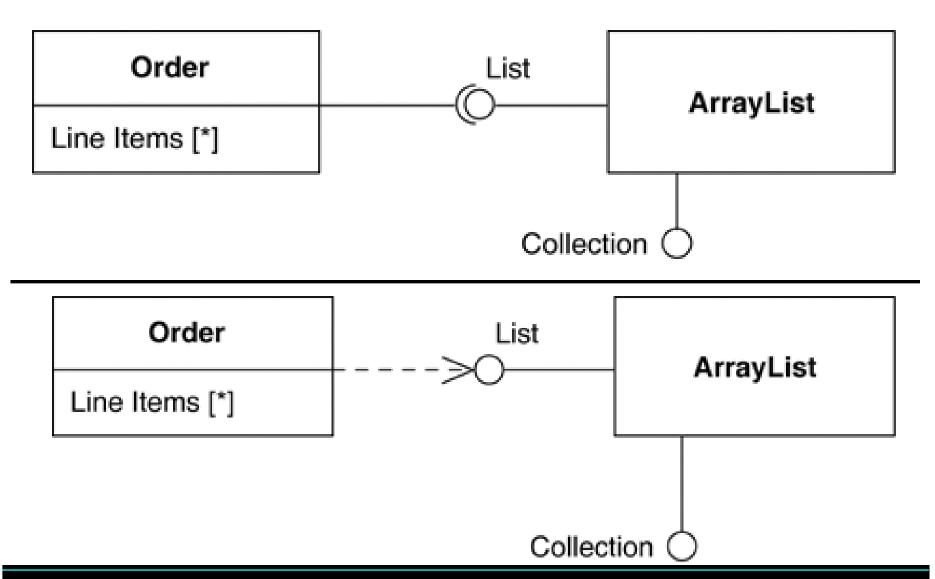
Class implementing Interface



Interface & Abstract classes



Interface



Constraints

Senior Citizen Group

0..1

 $\{person.age > 60\}$

0..*

Person

The End

"Out of intense complexities, intense simplicities emerge."

—Winston Churchill