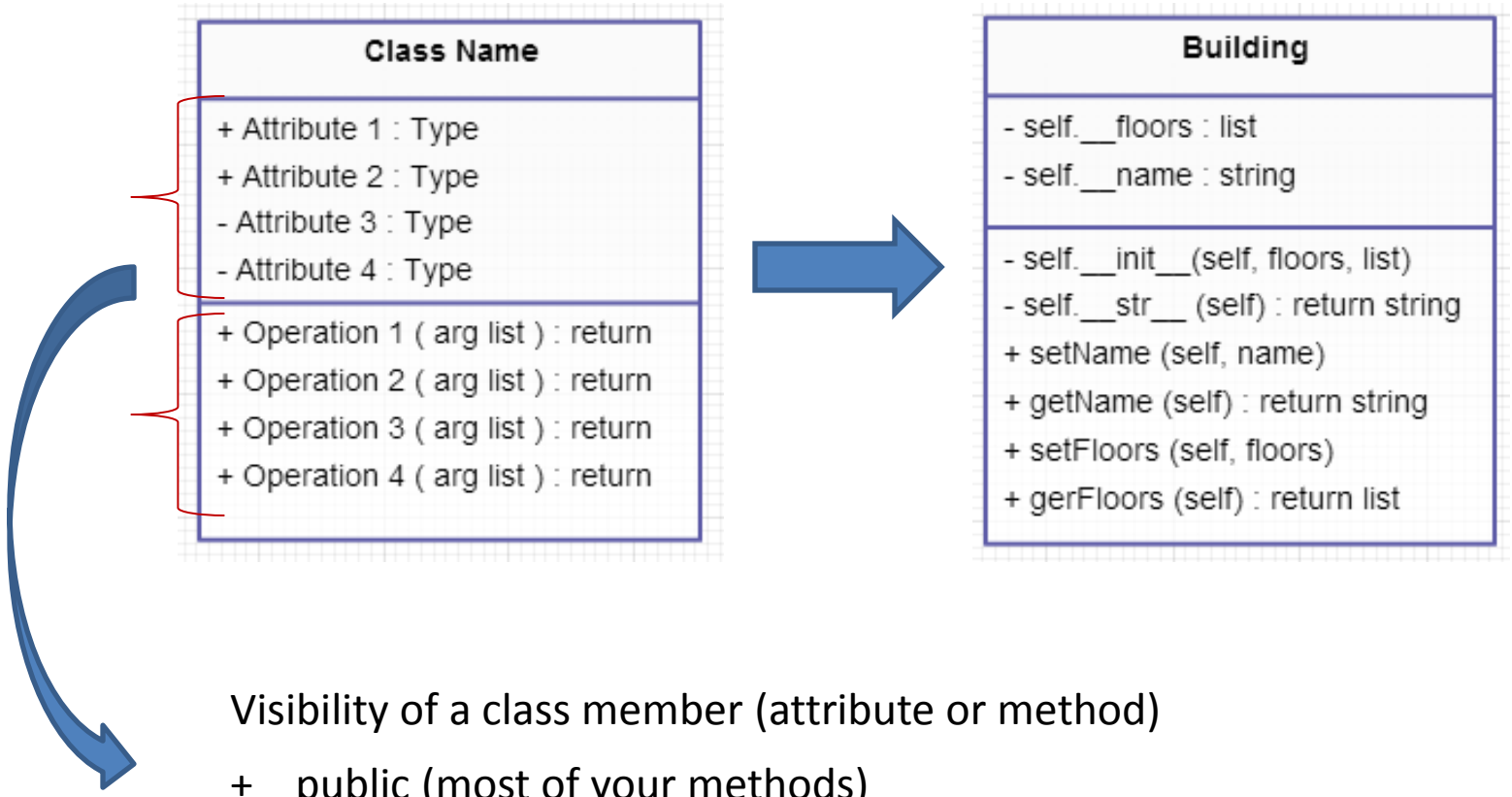
Quick UML

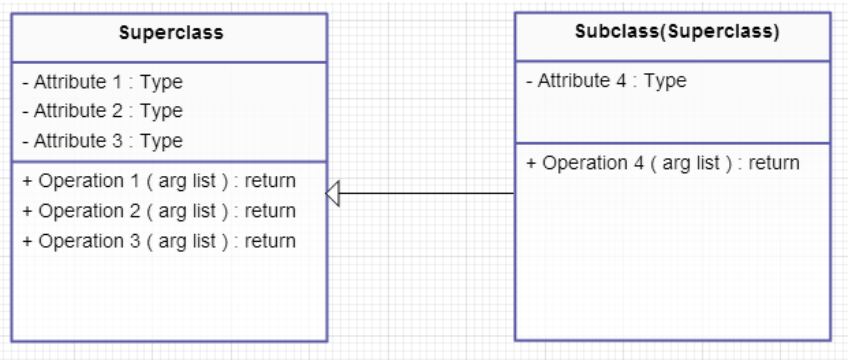
Class Box

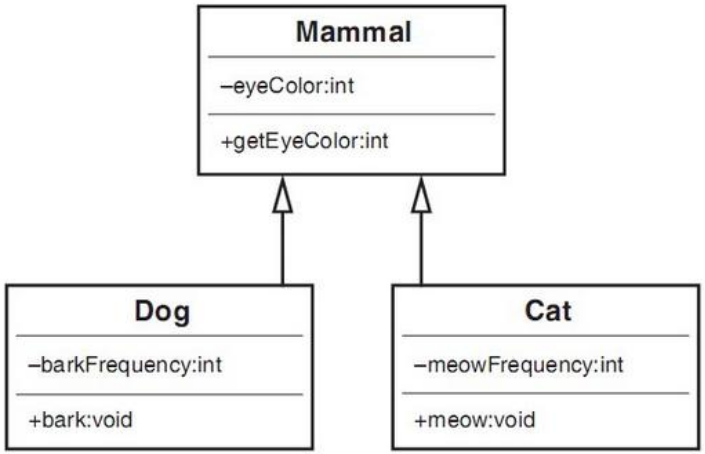


Visibility of a class member (attribute or method)

+ public (most of your methods)
- private (most of your attributes)

Inheritance (Generalization)

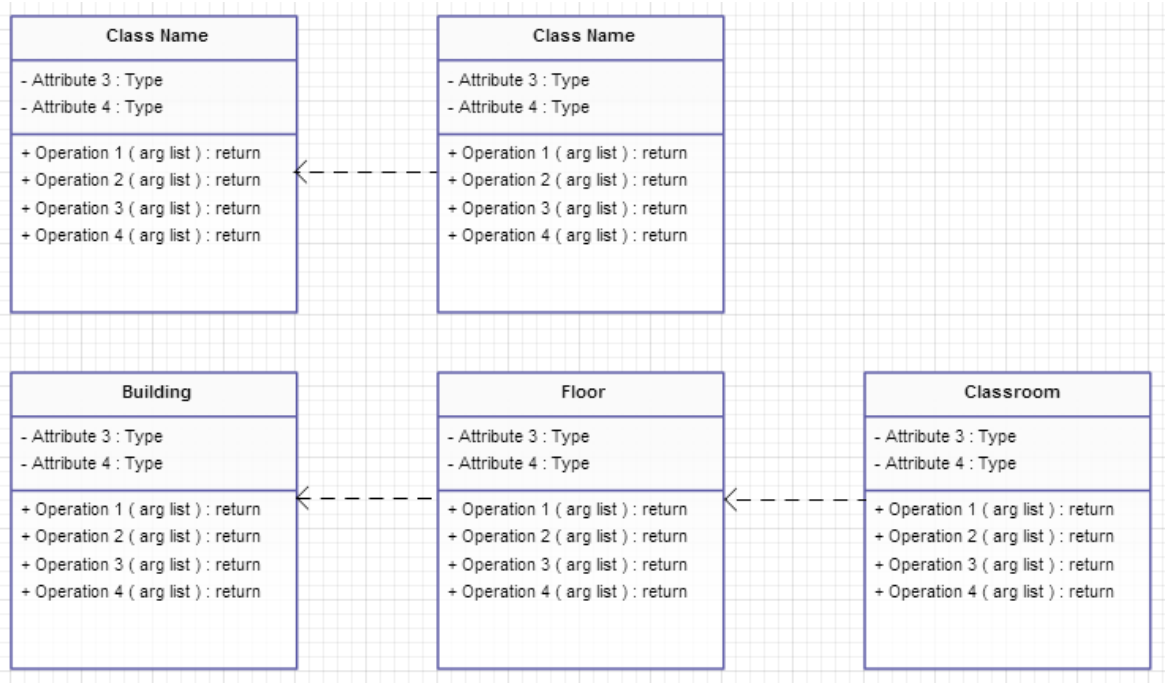
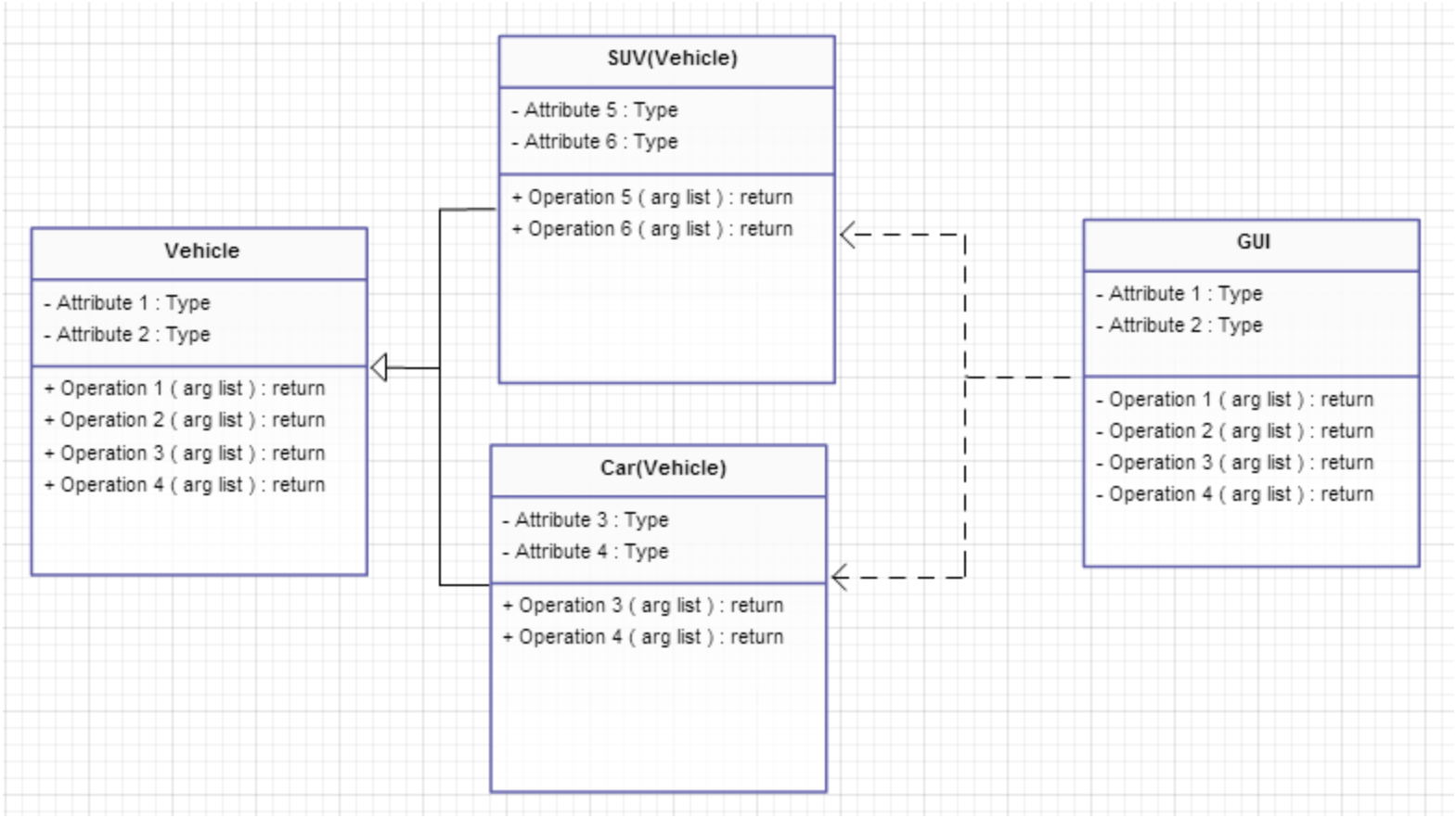




- No need to show attributes/methods of superclass in subclass
- Use unfilled closed arrow head

Uses (Dependency)

- One class uses an instance of the other
- Use open arrow head:



Put it all together