Unified Modeling Language (UML)

static members are underlined.
abstract elements are italicized.

Access Levels	
+	public
-	private
#	protected
~	default

fields are given as access level followed by variable name, a :, then type
Example: -x:int

methods are given as access level followed by name(params), a :, then return type
Example: #foo(a:int,b:int):int

constructor is identified via the «constructor» stereotype
Example: +«constructor»MyClass(x:int,y:int)

interfaces are given the «interface» annotation

enumerations are given the «enumeration» annotation

Relationship	Diagram	Meaning
Generalization		A generalizes B B is a subclass of A In Java this is B extends A
Realization		B realizes the interface defined in A In Java this is B implements A

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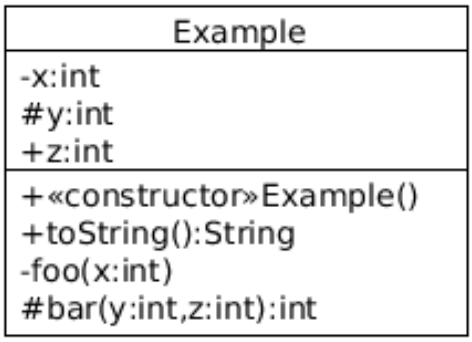
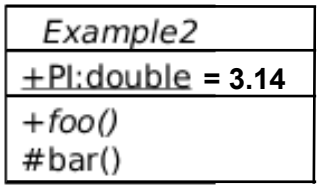
```
public class Example {
  private int x;
  protected int y;
  public int z;
  public Example() { ... }
  public String toString() { ... }
  private void foo(int x) { ... }
  protected int bar(int y, int z) { ... }
}
```




```
public abstract class Example2 {
  public static final double PI = 3.14;
  public abstract void foo() { ... }
  protected void bar() { ... }
                  }
```




```
public interface FooListener {
  public void foo();
}
```