**Object diagram in UML**

An object diagram focuses on the attributes of a set of objects and how those objects relate to each other. In this object diagram below, there are four instances, which are:

1. Car with MakeName Land Rover from Class Car
2. Order with ID 3 from Class Order
3. Customer with ID 10014 from Class Customer
4. Store with ID 1 from Class Store

Class attributes are represented by a rectangle that indicates a software element.

Links are the lines that connect two shapes of an object diagram to each other.

A developer will find object diagrams useful in many cases:

1. Examining a specific iteration of a general system.
2. Getting a high-level overview of the system you will develop.
3. Testing a class diagram you’ve created for the overall structure of the system, using object diagrams for specific use cases.

