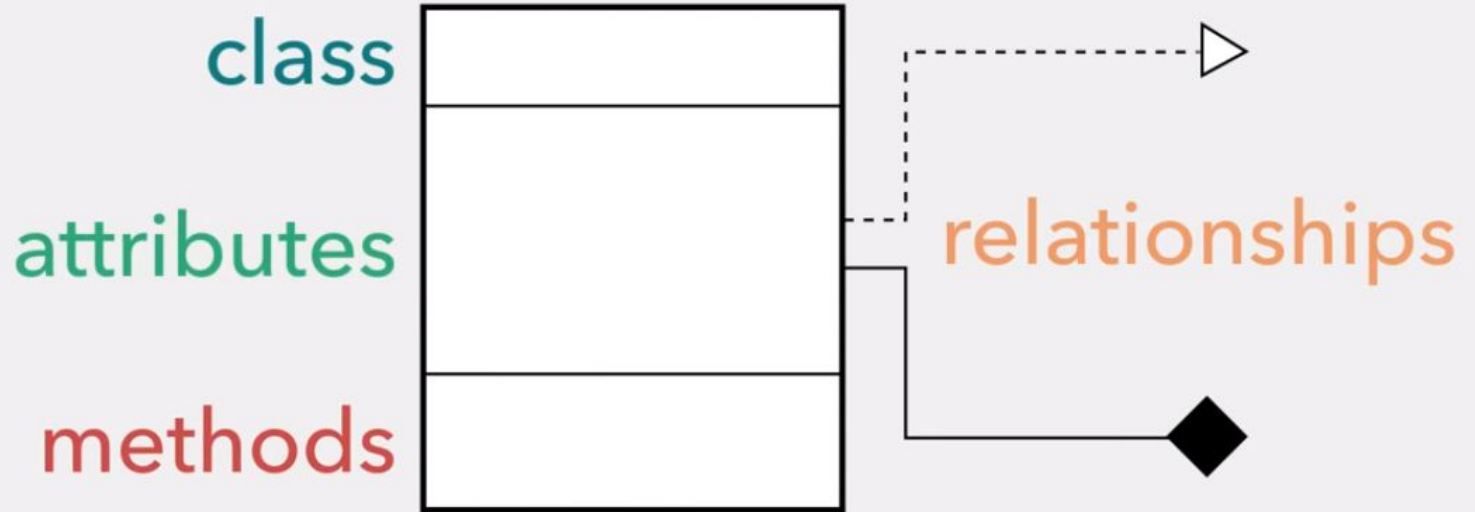


UML CLASS DIAGRAMS



Animal

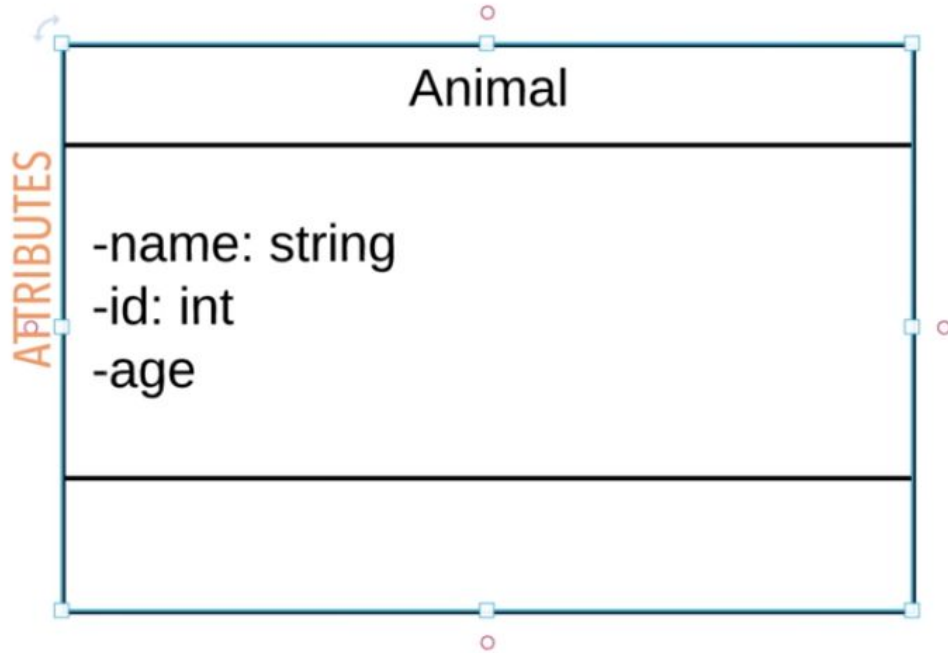
ATTRIBUTES

A significant piece of data containing values that describe each instance of that class.

Also called fields, variables, properties.



Zoo System



Zoo System

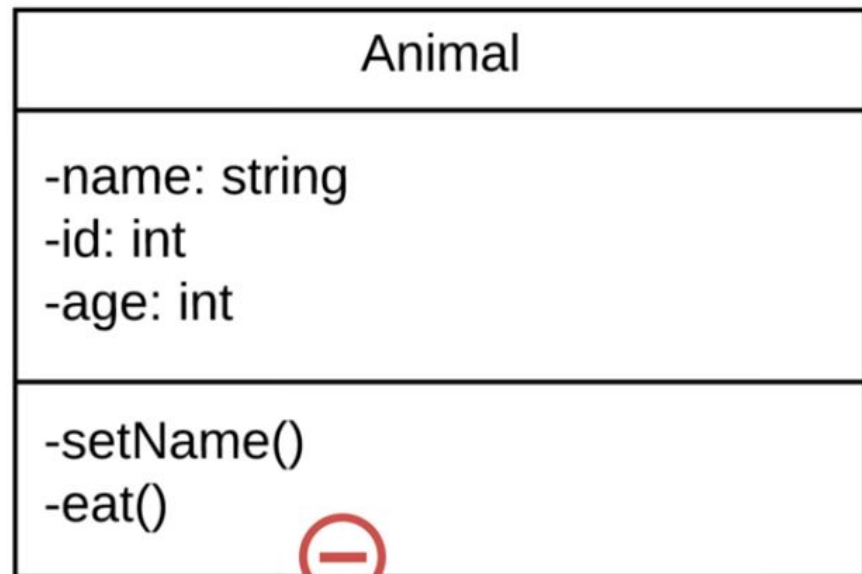
	Animal
ATTRIBUTES	-name: string -id: int -age: int
METHODS	-setName() -eat()



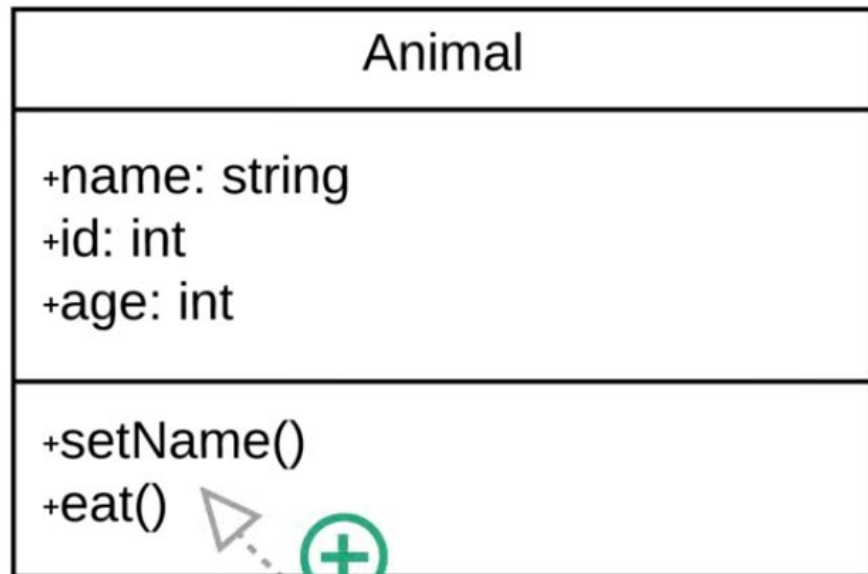
Zoo System

Visibility

- private



Zoo System

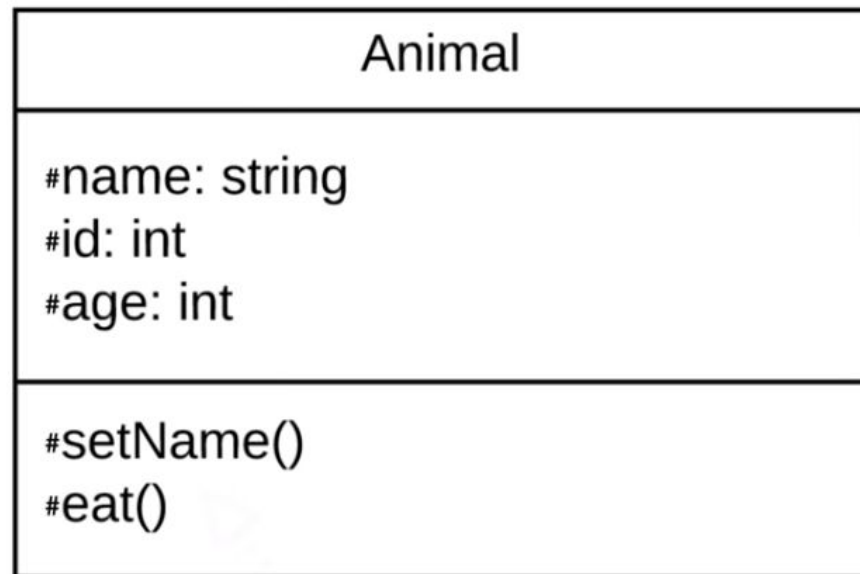


Visibility

- private
- + public



Zoo System



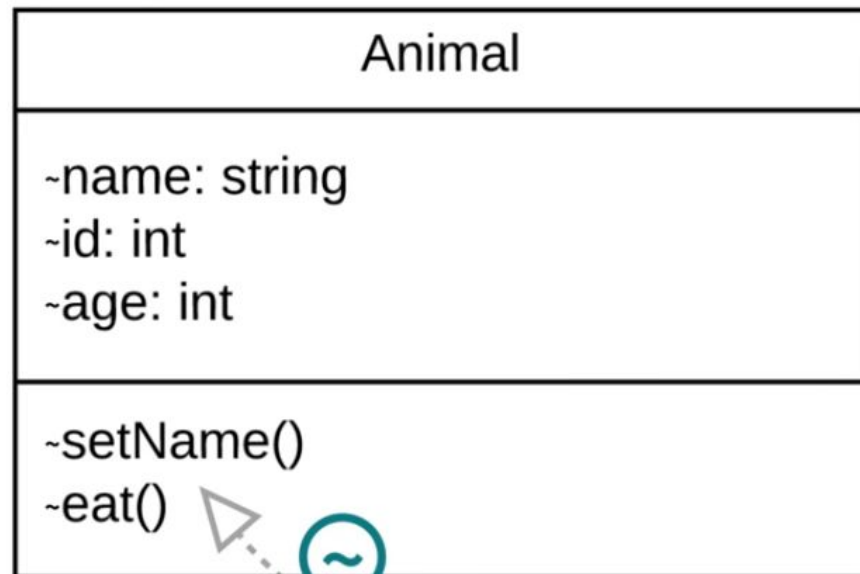
Visibility

- private
- + public
- # protected



Zoo System

Package



Visibility


- private
- + public
- # protected
- ~ package/default

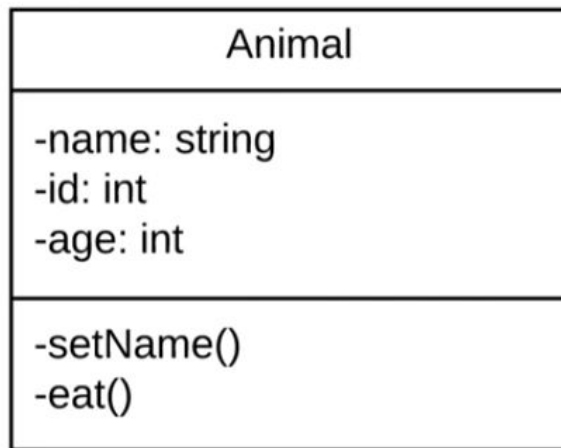


Animal
-name: string -id: int -age: int
-setName() -eat()

Employee
-name: string -employeeId: int -phone: string -department: string
+updatePhone()

Relationships

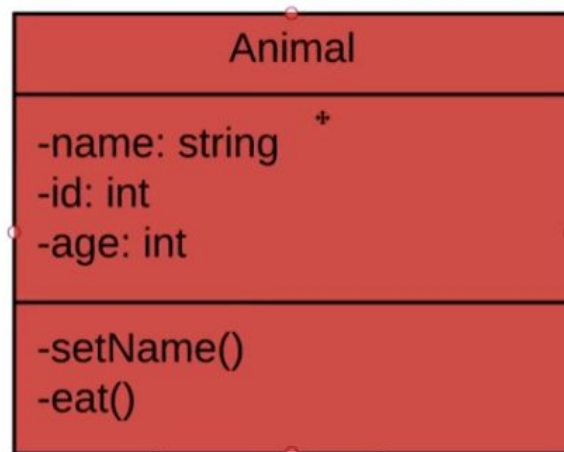
Inheritance 



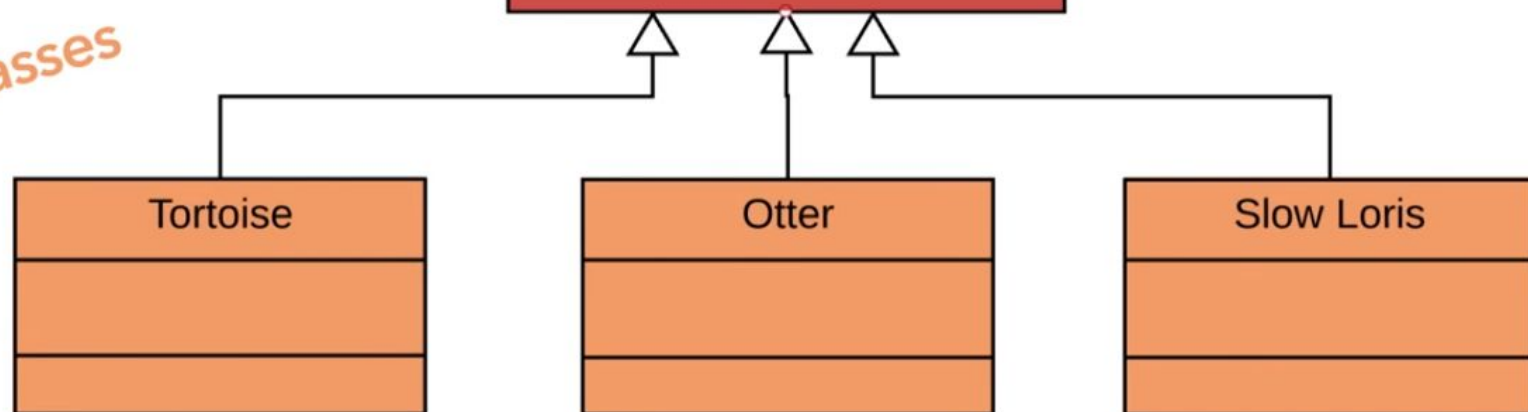
Relationships

Inheritance →

Superclass

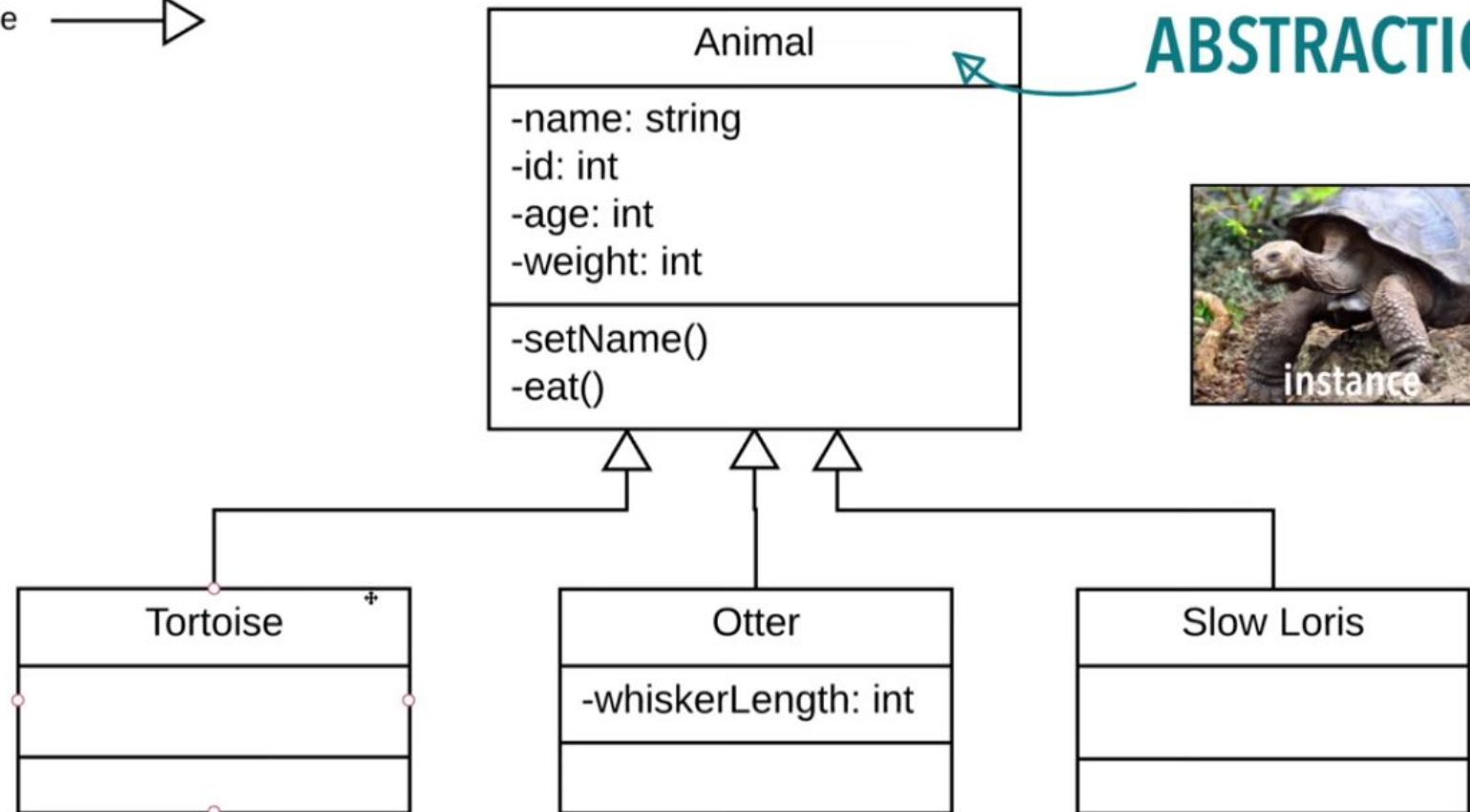


Subclasses



Relationships

Inheritance →

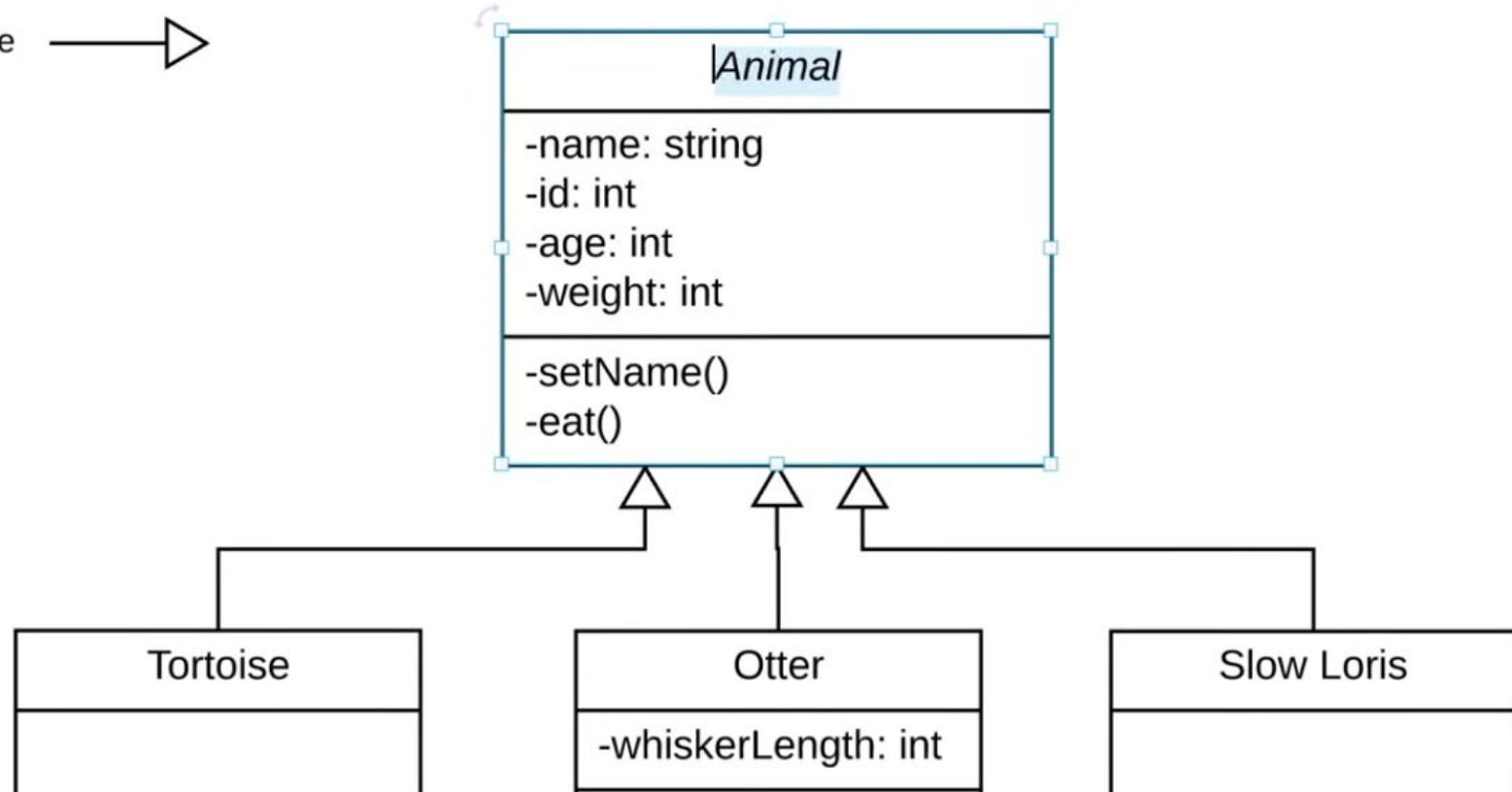


ABSTRACTION



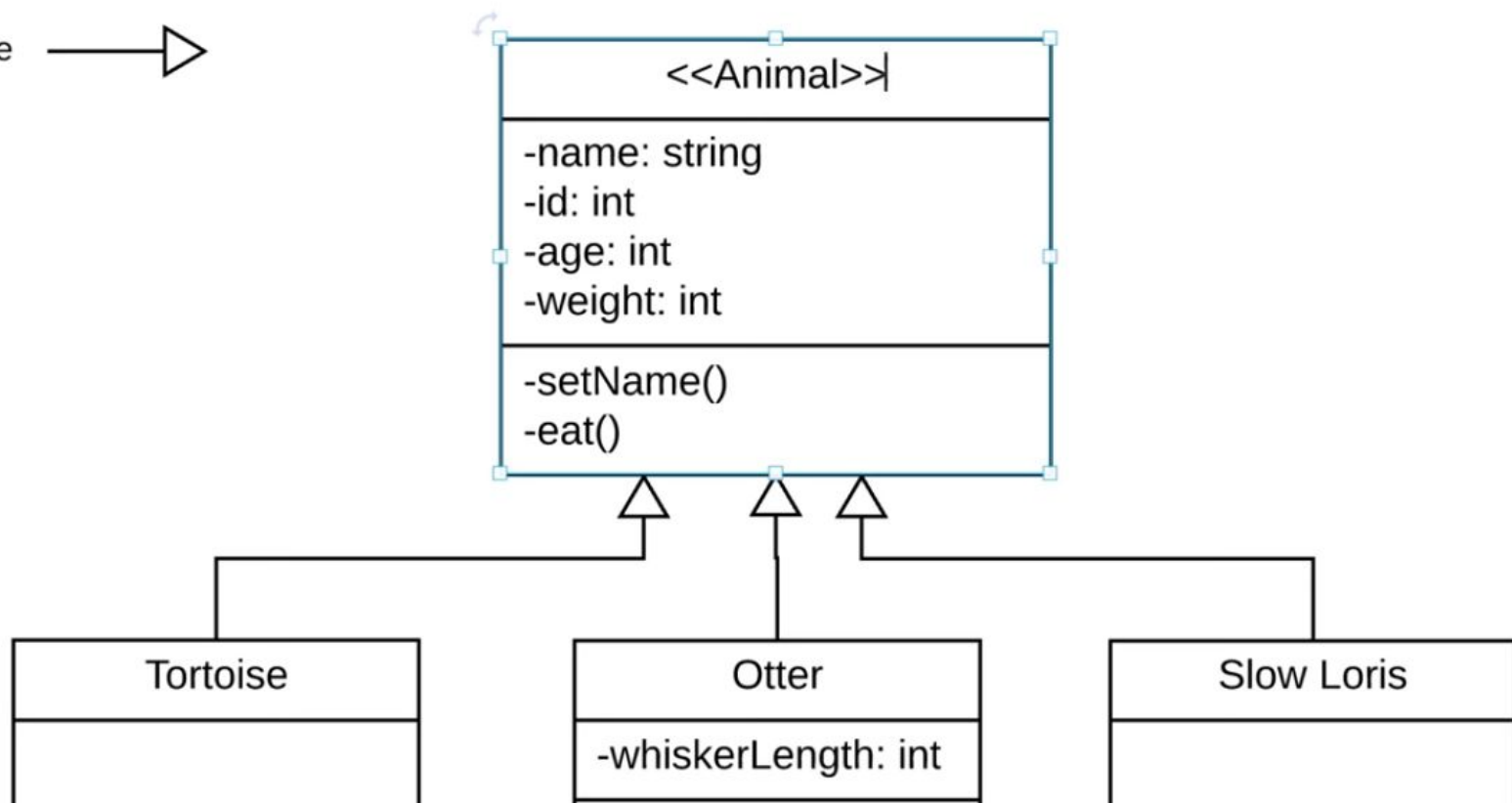
Relationships

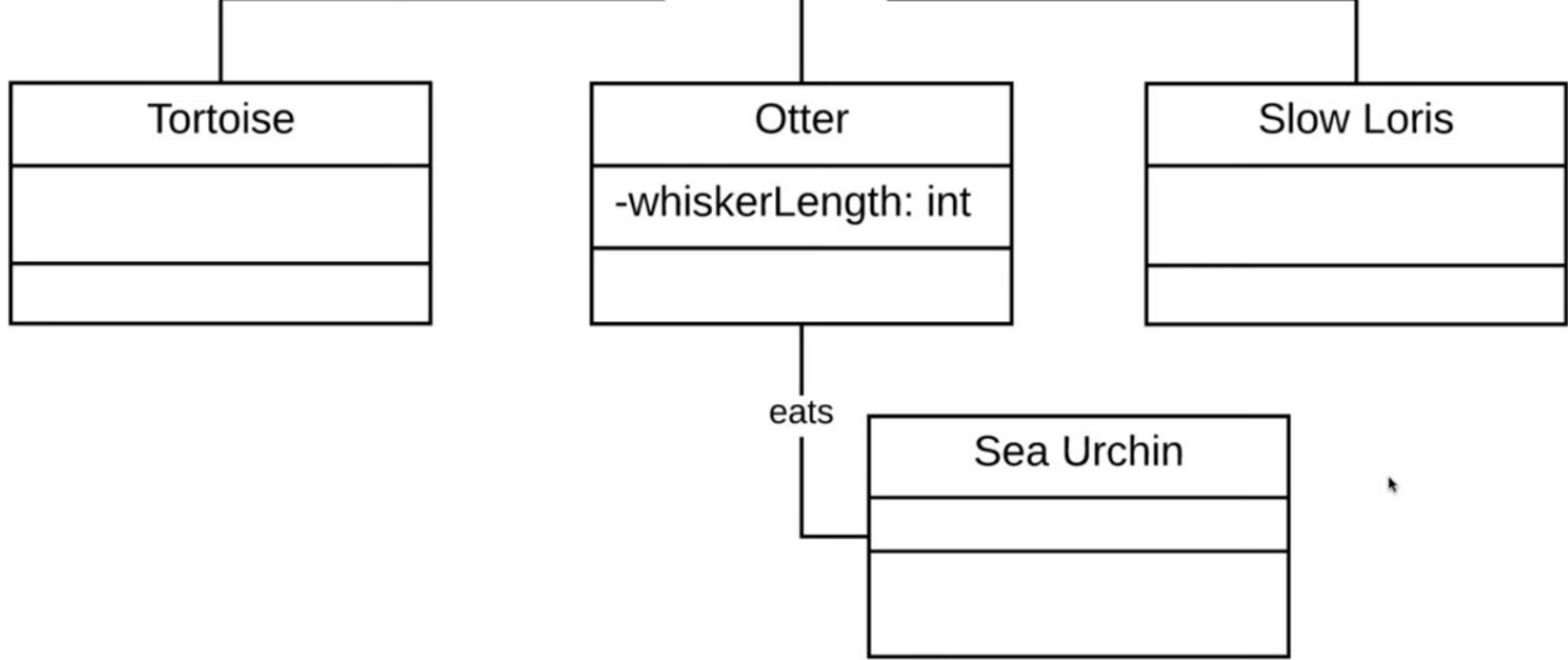
Inheritance →




Relationships

Inheritance →

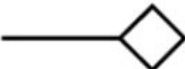


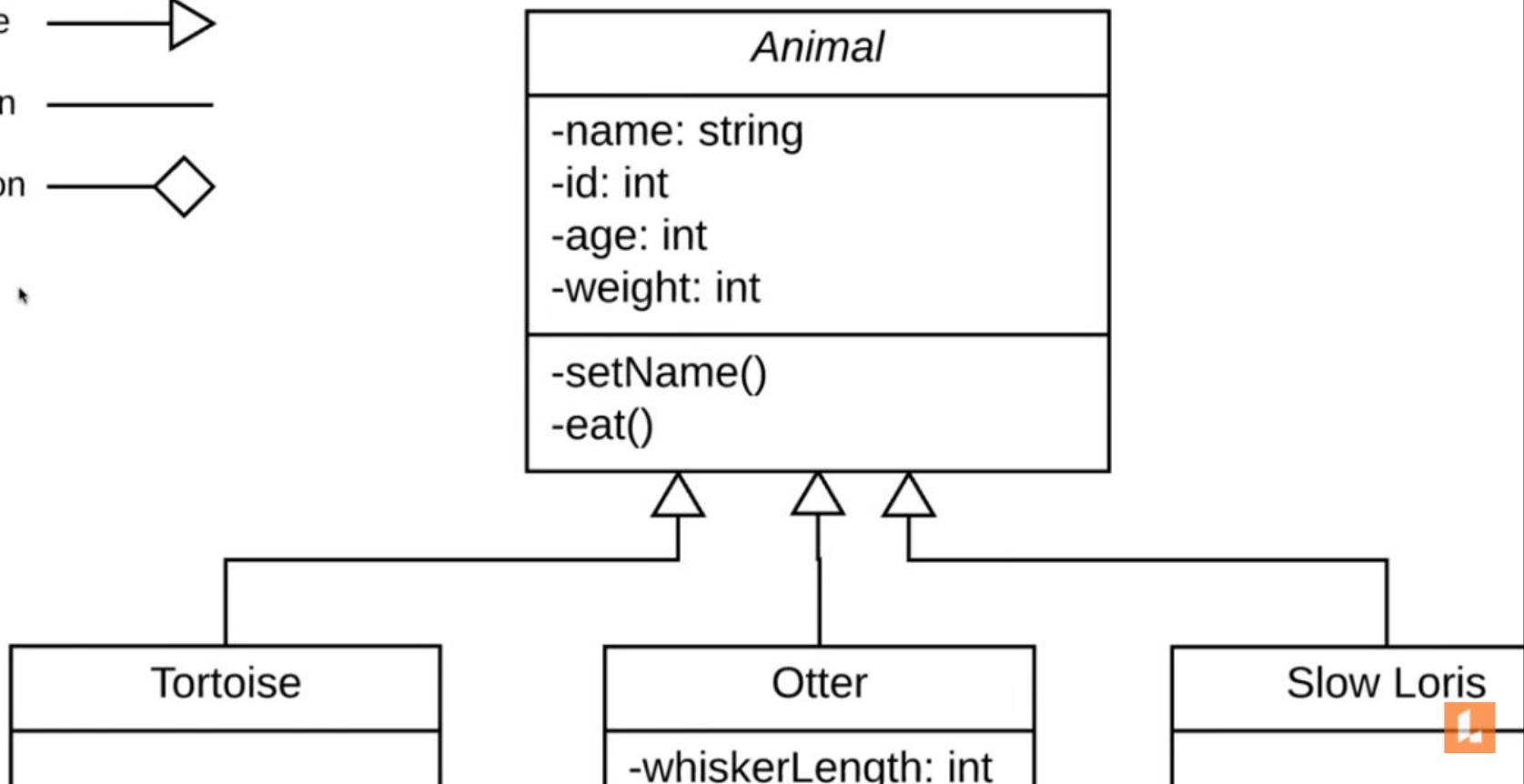


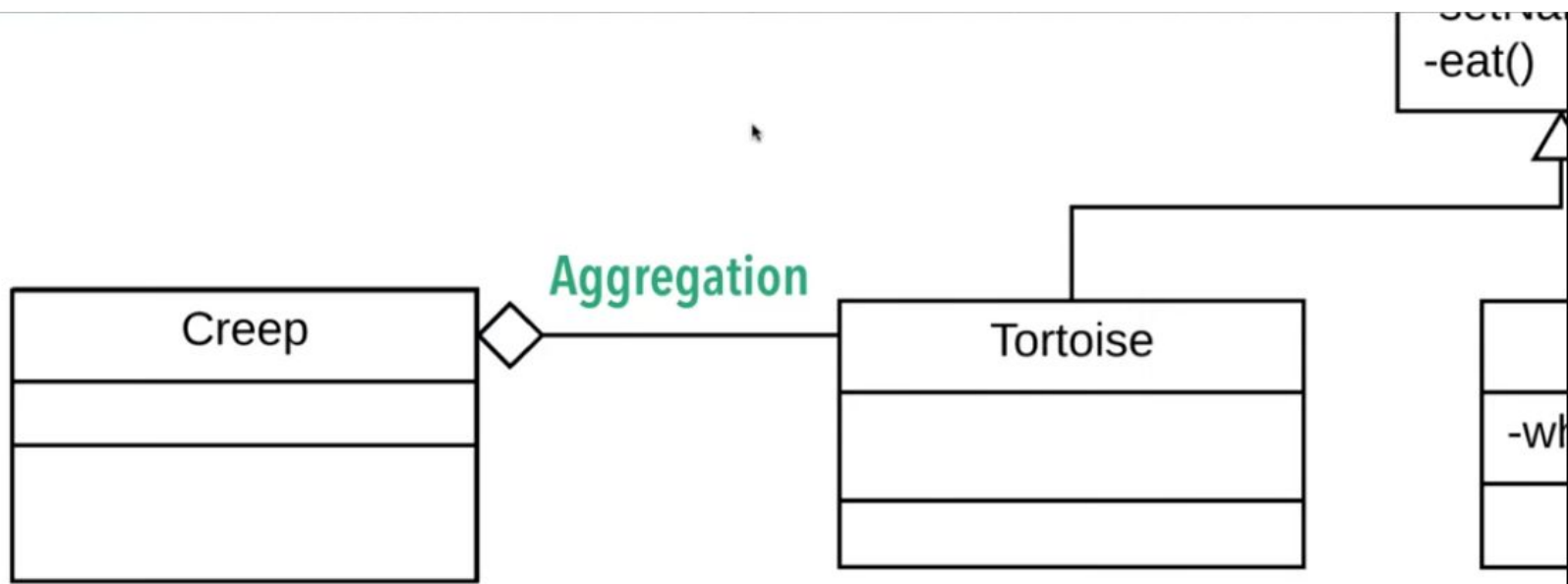
Relationships

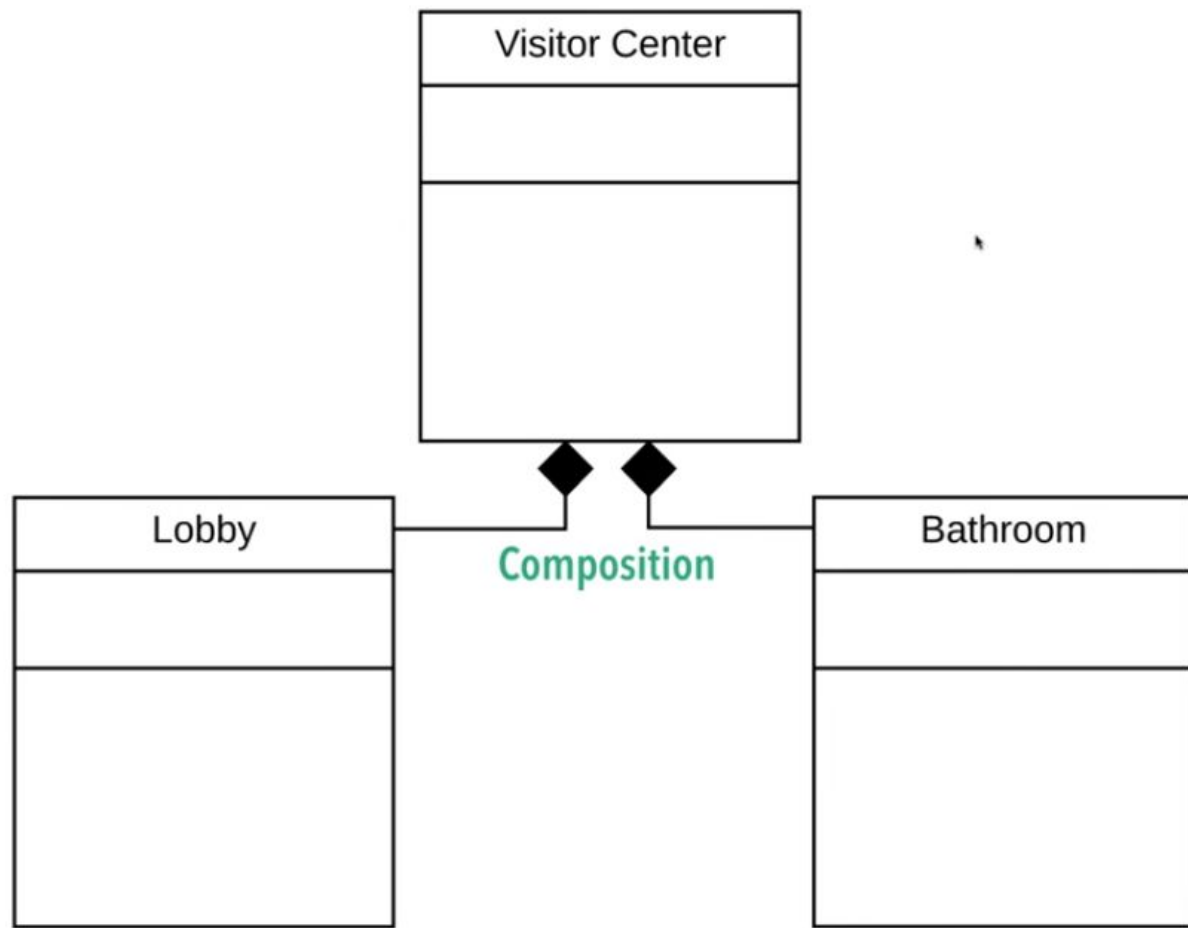
Inheritance 

Association 

Aggregation 







Multiplicity

0..1 zero to one (optional)

n specific number

0..* zero to many

1..* one to many

m..n specific number range

