|  |
| --- |
| **ObjectExample** |
| -number: int  -stuff: String |
| +ObjectExample ()  +ObjectExample (number: int, stuff: String)  +setNumber(): void  +getNumber(): int  +setStuff(stuff: String): void  +getStuff(): String  +itsBehaviorMethod(): void |

When doing a UML diagram, things to keep in mind:

* Always show the visibility modifier
  + + is public
  + – is private (part 1 of data encapsulation)
  + # is protected
  + Nothing/blank is default
* the states are listed backwards: identifier: datatype
* the behaviors:
  + Constructors are listed first, then the setters and getters (any order), and lastly are the rest of the behaviors
  + the parameter list is set inside the parentheses (just like you see methods – but the listing is backwards)
  + the return type is stated after the :