

Classes

Representation of a Class

Date	Date	Date	Date
<i>just show name</i>	day month year	<i>show name & variables</i>	day month year
Stereotype	Properties	<i>show name & methods</i>	Date() getDay() getMonth() getYear() getDayOfWeek() nextDay() <u>daysBetween()</u>
«class» Date	Vehicle {abstract}	<i>show name & methods</i>	Date() getDay() getMonth() getYear() getDayOfWeek() nextDay() <u>daysBetween()</u>
<i>optional: show stereotype, in «»</i>	<i>optional: show properties, in {}</i>	Class Variables & Methods <i>Underline any class variables and methods. Or write static as part of the declaration.</i>	<i>show name, variables & methods</i>
«class» «interface»	{abstract}		

Visibility Markers

Date	- is private # is protected + is public @ is <package>*
- day - month - year	
+ Date() + getDay() + getMonth() + getYear() + getDayOfWeek() # checkDay() + nextDay() + <u>daysBetween()</u> # <u>calcDayNumber()</u>	<i>*) UML does not define a visibility marker for Java's package visibility. Using @ is our own idea. BTW: Using package visibility is not recommended.</i>

Suppressing the visibility marker does not mean the visibility is undefined or public!

Show Java Declaration

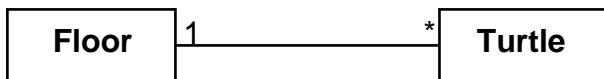
Date
- int day - int month - int year
+ Date() + int getDay() + int getMonth() + int getYear() + int getDayOfWeek() # boolean checkDay(int d, int m, int y) + void nextDay() + int <u>daysBetween(Date d1, Date d2)</u> # int <u>calcDayNumber(Date d)</u>

You can show the declaration, or just the name of methods & variables

You can show the visibility markers (+, #, -, @), show the Java visibility modifiers (public, protected, private or <package>) as part of the declaration, or suppress all visibility information.

Relationships between Classes

Association (uses a)

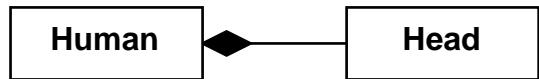


Multiplicity:

- 1 means: exactly one
- 0..1 means: zero or one
- 1..* means: one or more
- * means: zero, one or more

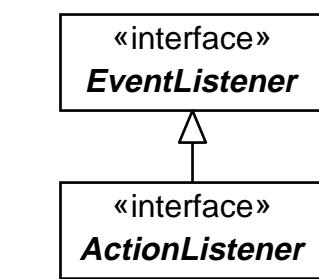
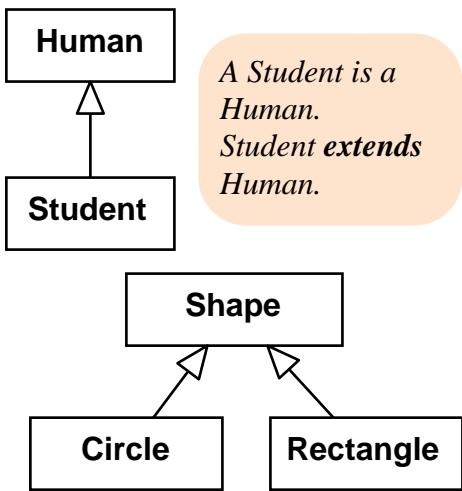
A *Turtle* walks on exactly one floor.
A floor may be used by multiple turtles.

Composition (contains a)

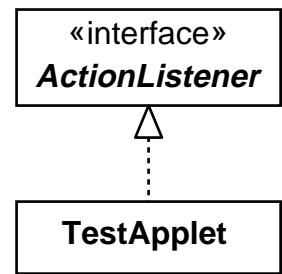


A *Human* has a *Head*. A *Head* is an inherent part of a *Human*, it is "exclusively owned" by the *Human*.

Inheritance (is a)



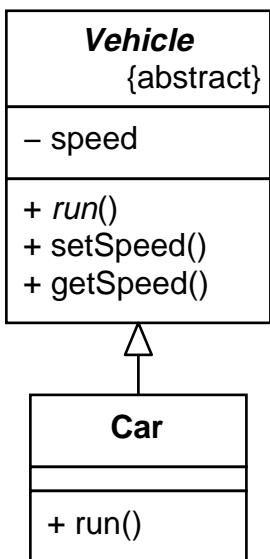
ActionListener is an *EventListener*.
ActionListener extends *EventListener*.



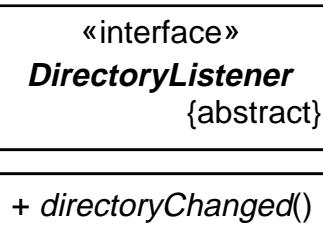
TestApplet is an *ActionListener*.
TestApplet implements *ActionListener*.

Abstract Classes, Abstract Methods & Interfaces

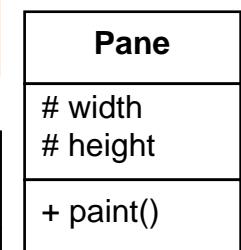
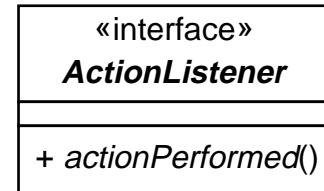
abstract class:
write name in italics or specify {abstract} property



abstract method:
write name in italics or specify {abstract} property



DirectoryPane implements *DirectoryListener* and *ActionListener*.



DirectoryPane extends *Pane*.

