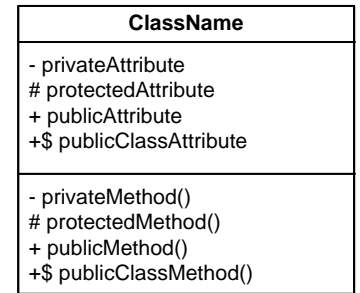
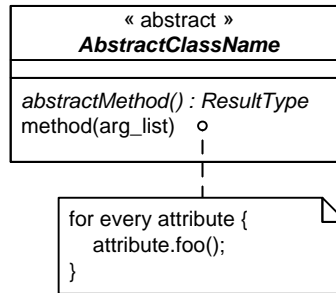
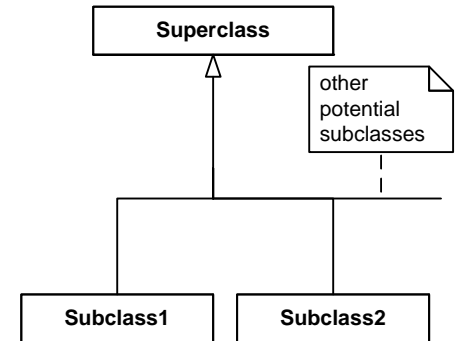
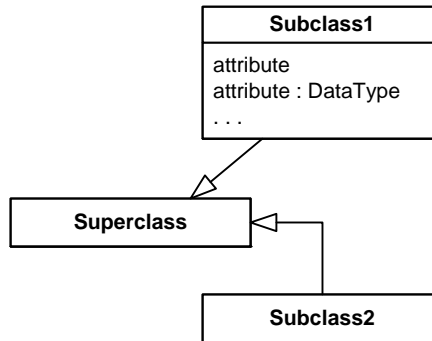
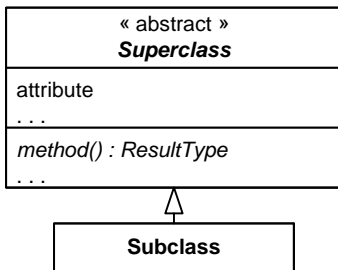


Quick UML Reference: Class Diagrams

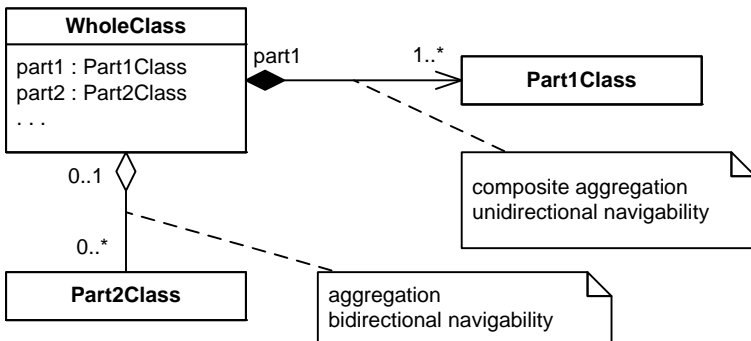
Class Diagram: A class diagram shows classes, their internal structures, and the static (compile-time) relationships among them. Following class diagrams demonstrate various levels of detail, visibility, and properties of classes



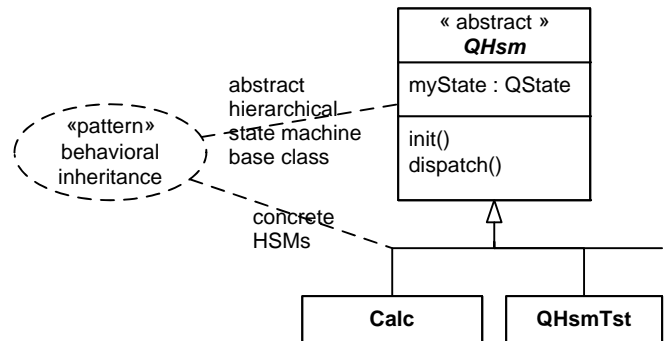
Following class diagrams demonstrate different presentation options for the generalization and specialization of classes (inheritance)



Aggregation, navigability and multiplicity

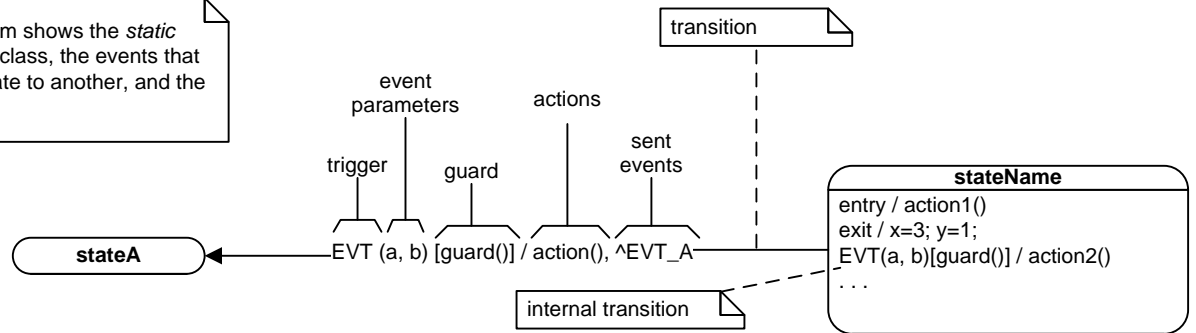


Design pattern as collaboration of classes

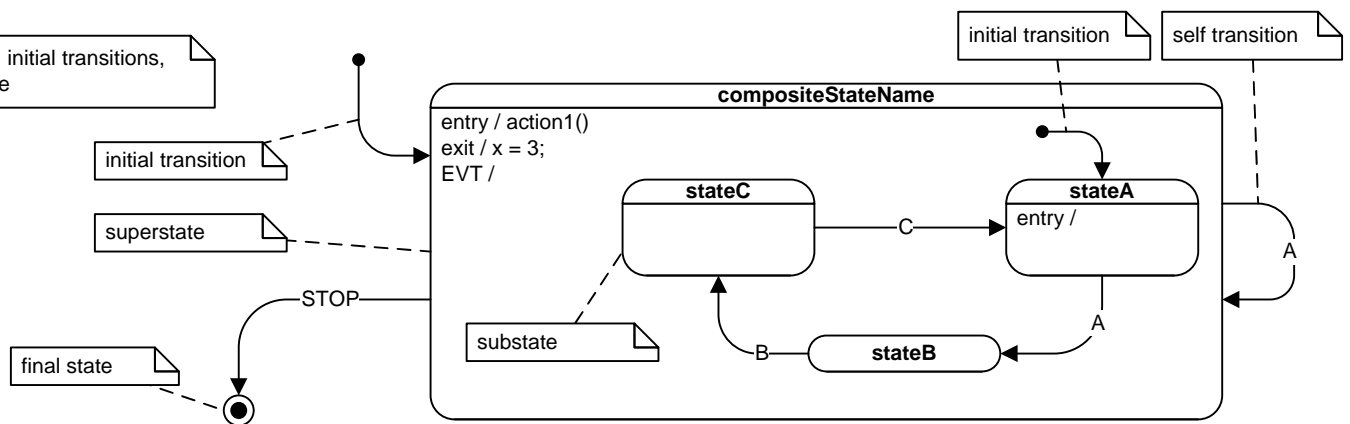


Quick UML Reference: State Diagrams

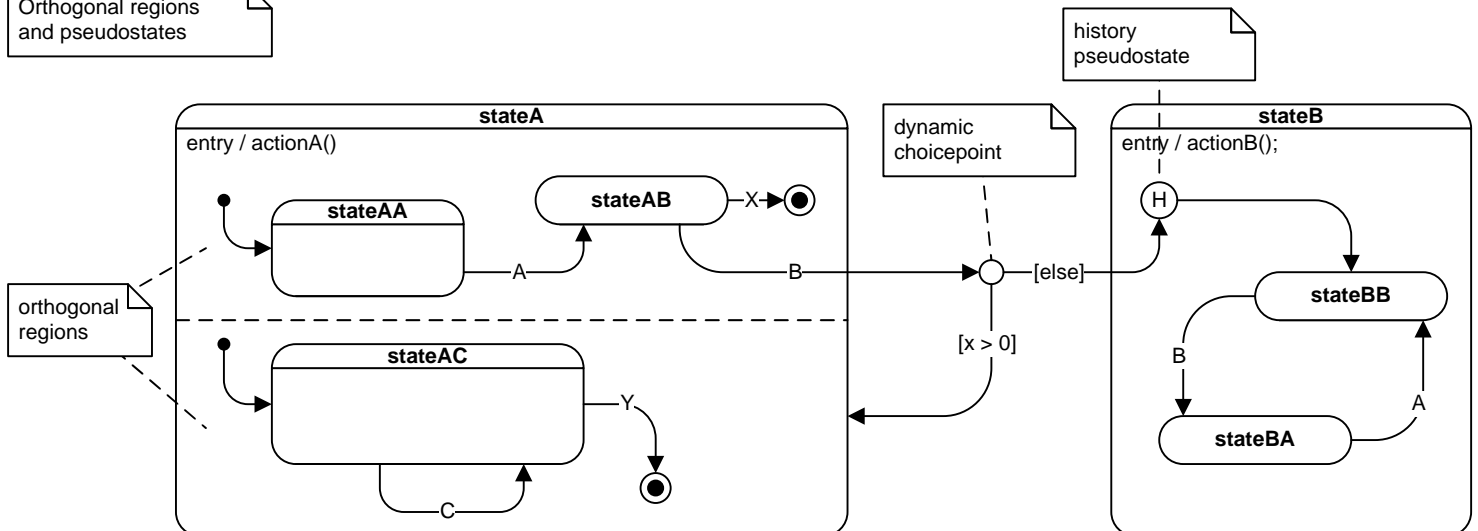
State Diagram: A state diagram shows the *static* state space of a given context class, the events that cause a transition from one state to another, and the actions that result.



Composite state, initial transitions, and the final state



Orthogonal regions and pseudostates



Quick UML Reference: Sequence Diagrams

Sequence Diagram: A sequence diagram shows a particular sequence of events exchanged among objects *at runtime*. A sequence diagram has two dimensions: the vertical dimension represents time and the horizontal dimension represents different objects. Time flows down the page. (The dimensions can be reversed, if desired.)

