



An UMLet class is: a) class name, b) class fields, and methods. Here are a few examples.

Shape	Circle	Rectangle
--	--	--
#mX:int	<u>+PI:double</u>	-mHeight:int
#mY:int	-mRadius:int	-mWidth:int
#mColor:Color	--	--
--	+Circle(int, int, Color, int)	+Rectangle(int, int, Color, int, int)
+Shape(int, int, Color)	+draw() const : void	+draw() const : void

Symbol	Meaning
+	public
-	private
#	protected
underlined (starts with _ ends with _)	static
	inheritance (direction matters)
	composition (direction matters) single instance
	composition (direction matters) multiple instances
italics	abstract