

Classes

In the concept modeling interpretation of the UML standard, a class is a set or collection of individual things called *members*. The members of a class in a concept model are either things that exist in the real world around us, or things we can imagine to exist, such as unicorns. For example, depending on the stated scope of a concept model, the members of a Chair class would include the one you sit upon to do your work, or the one in a warehouse ready to be shipped to a customer.

Related Pages



Unknown macro: 'list-c