

# Class

A Class is drawn as a solid-outline rectangle with three compartments separated by horizontal lines. The top name compartment holds the Class name and other general properties of the Class (including [stereotype](#)); the middle list compartment holds a list of properties; the bottom list compartment holds a list of operations. The property and operation compartments are optional, and you can [suppress](#) them.

A Class is a descriptor for a set of objects with similar structures, behaviors, and relationships. The model is concerned with describing the intention of the Class, which are the rules that define it. The run-time execution provides its extension that are its [instances](#).

A Class represents a concept within the system being modeled. It has a data structure, [Behavior](#), and relationships to other elements. The name of a Class has a scope within the package in which it is declared, and the name must be unique, among Class names, within its [Package](#).

Classes are declared in the [Class diagrams](#) and are used in most of other diagrams. UML provides a graphical notation for declaring and using these Classes as well as a textual notation for referencing Classes within the descriptions of other model elements.

## What To Do With Classes

- [Working with Classes](#)
- [Creating a Structured Class](#)
- [Design Patterns](#)
- [Creating Class Elements](#)
- [Attribute](#)
- [Operation](#)

## Related Pages

- [Class diagram](#)
- [Class Diagram Wizard](#)
- [Behavior](#)
- [Package](#)
- [Model Elements](#)