

# Object diagram

## Overview

An Object diagram falls under the structural diagramming family. An Object diagram is an instance of a Class diagram that shows a complete or a partial view of the structure. This type of diagram displays instances of classifiers and links (instances of associations) between them.

## Purpose

An Object diagram is usually used in the early phases of a project to model examples that show a possible snapshot of the system execution, for example, what the system can look like at some point in time. Additionally, it focuses on the attributes of a set of objects and helps to analyze how these objects relate to each other.

## Usage

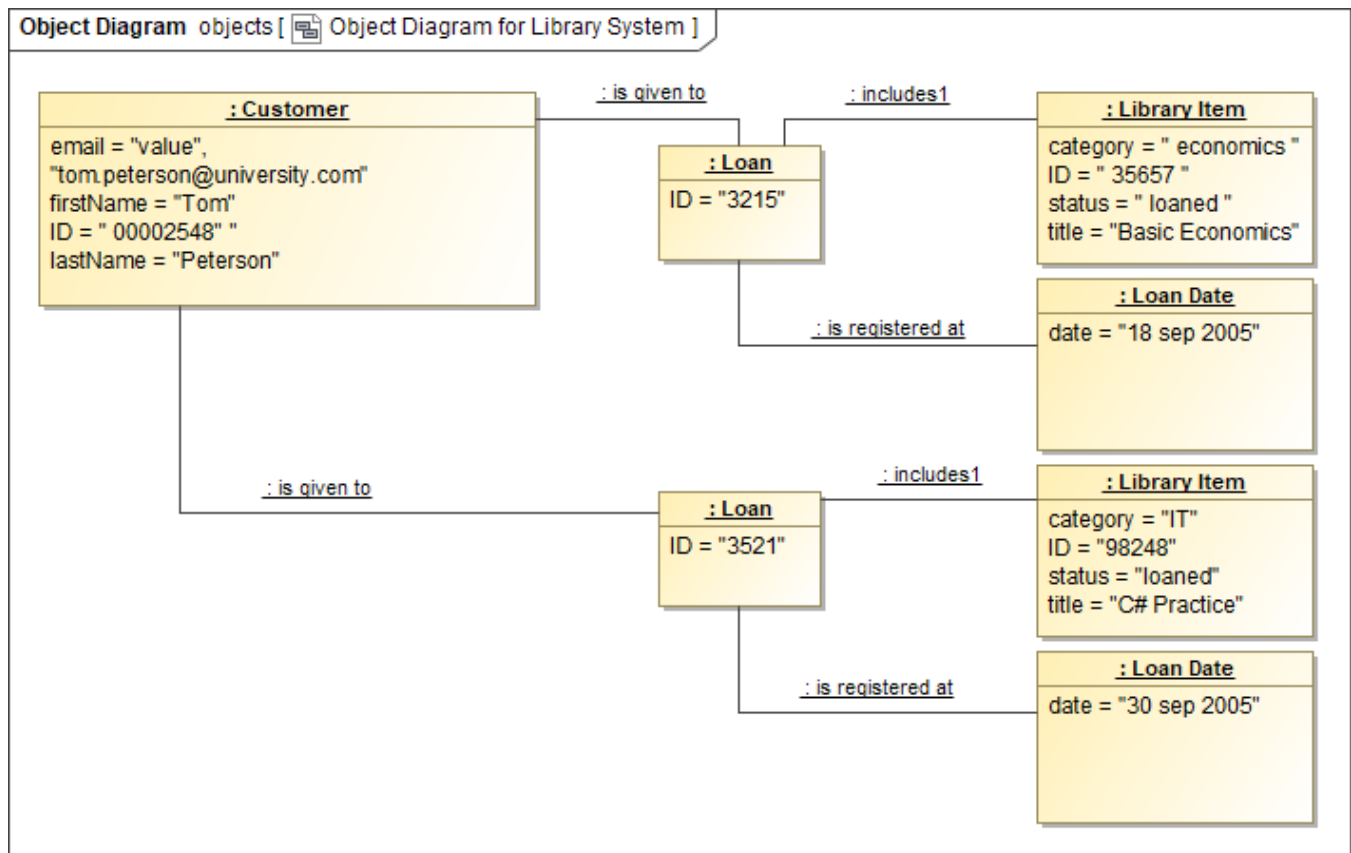
An Object diagram can be used to:

- represent a class instance
- describe the static aspect of the system
- understand the behavior of a particular object
- analyze object relations
- perform forward and reverse engineering on chosen systems.

## Summary

Object diagrams are valuable because they:

- can be used to model test cases in order to validate the Class diagram
- support the investigation of requirements by modeling examples from the problem domain
- examine a specific iteration of a general system
- later in the project, model test cases to see whether the created Class diagram is correct and complete
- allows users to get a high-level overview of the system.



Example of an Object diagram

## Related pages

- [Creating diagrams](#)