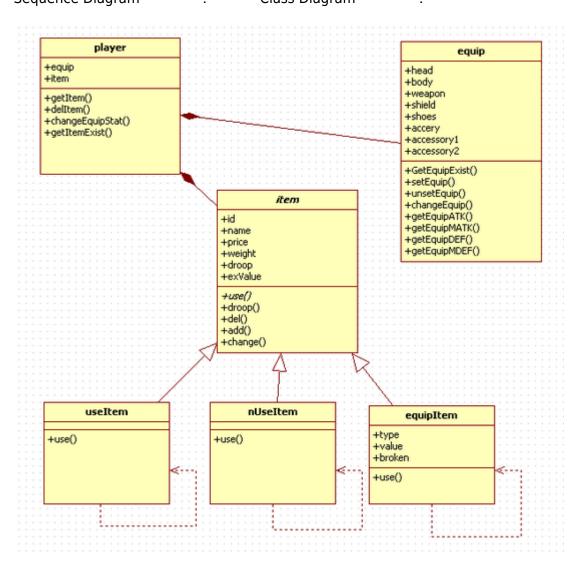
2025/12/13 16:48 1/6 UML

UML

UML(Unified Modeling Lauguage)



• http://sourceforge.net/projects/staruml/files/staruml/5.0/

Class Diagram

UML 가

	Person
variables	- age: int + name: String
	+ sex: String = female
metohds	+ eat(String) : void - sleep() : void

. (ActionScript 3.0 가 type

variable method

+	public
-	private
#	protected

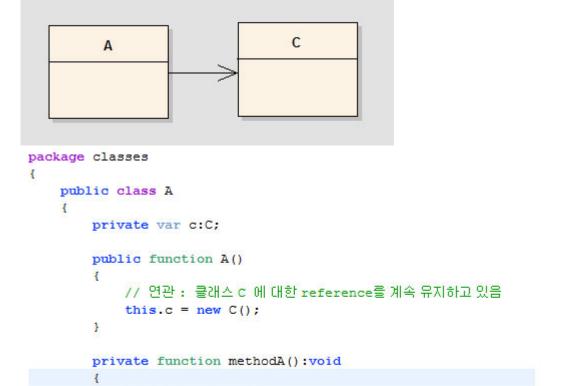
가

suppress

가 가

```
일반 연관 ( association )
                          전체와 부분의 관계인지?
                                                             집합 연관 ( aggregation )
             ( association )
                                                 life cycle이 같은지?
reference를 계속 유지하고 있는지?
                                                             합성 연관 ( composition )
              -의존 관계( dependency )
```

http://obg.co.kr/doku/ Printed on 2025/12/13 16:48 2025/12/13 16:48 3/6 UML



life cycle(,)

aggregation, composition

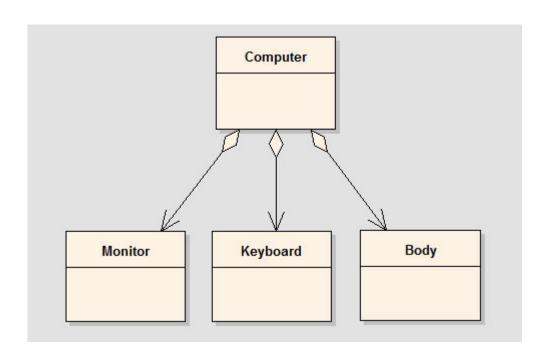
}

this.c.methodC();

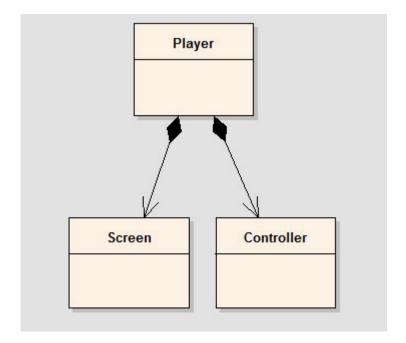
aggregation

}

}



composition

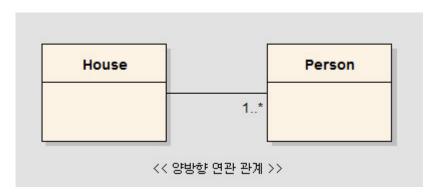


http://obg.co.kr/doku/ Printed on 2025/12/13 16:48

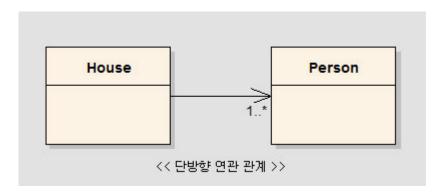
2025/12/13 16:48 5/6 UML

```
public class Player
{
    private var screen:Screen;
    private var controller:Controller;

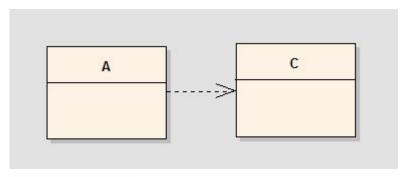
    public function Player()
    {
        // 합성 : 집합 관계 중에서도 강한 집합체의 의미를 가짐
        // 부분을 미루는 객체가 없이는 전체가 아무 의미를 갖지 못함
        // Player 클래스가 사라져 버리면 내부에서 생성된 screen, controller도 같이 사라짐
        this.screen = new Screen();
        this.controller = new Controller();
    }
}
```



. UML House Person .



House Person , Person House . House Person 가 , Person House 가 , Person 가 , Person House



```
StarUML 5.0 가
UML - ( )
UML:
```

From:

http://obg.co.kr/doku/ - OBG WiKi

Permanent link:

http://obg.co.kr/doku/doku.php?id=programming:design_pattern:uml

Last update: 2020/11/29 14:09



http://obg.co.kr/doku/ Printed on 2025/12/13 16:48