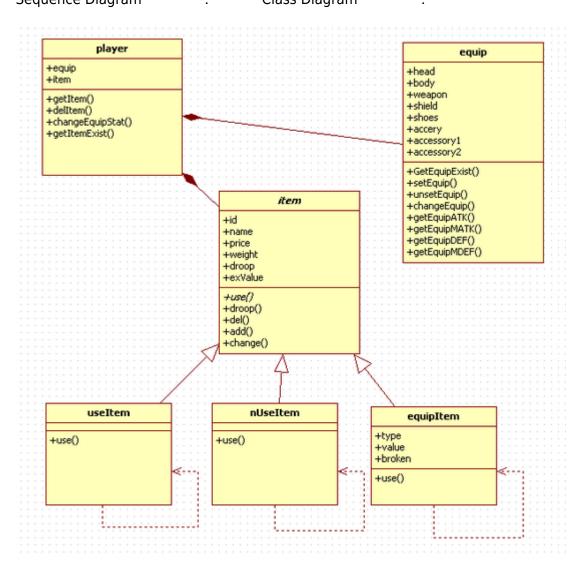
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UML

UML(Unified Modeling Lauguage)



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

Class Diagram

UML 가

	Person
2	- age: int
variables	+ name: String
1411440100	+ sex: String = female
-	+ eat(String) : void
metohds	- sleep() : void

type 가 . (ActionScript 3.0 ,)

variable method

	+	public
	-	private
	#	protected

가

, suppress

가 가

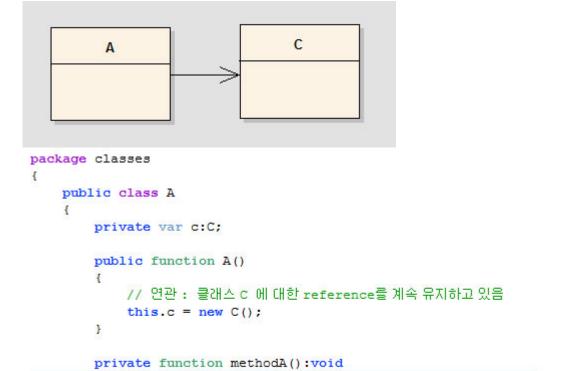
```
지하고 있는지?

reference를 계속 유지하고 있는지?

-의존 관계( dependency )
```

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life cycle(,)

aggregation, composition

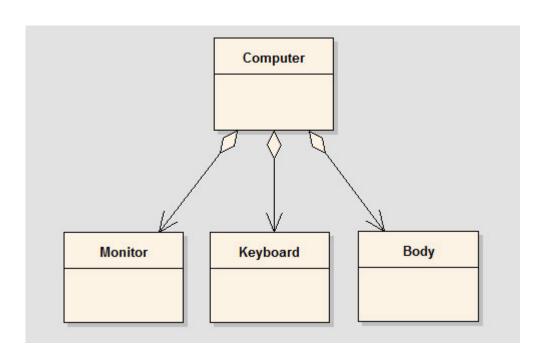
}

this.c.methodC();

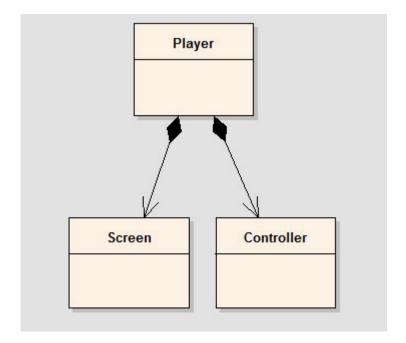
aggregation

}

}



composition

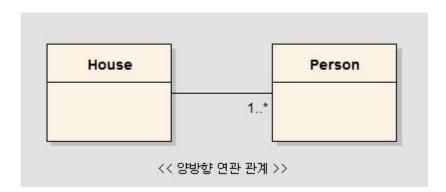


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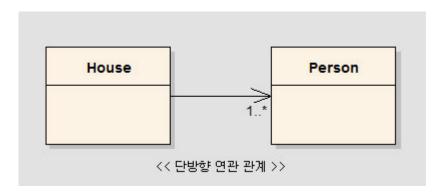
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```
public class Player
{
    private var screen:Screen;
    private var controller:Controller;

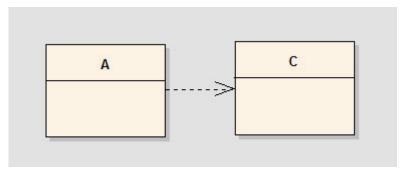
    public function Player()
    {
        // 합성: 집합 관계 중에서도 강한 집합체의 의미를 가짐
        // 부분을 이루는 객체가 없이는 전체가 아무 의미를 갖지 못함
        // Player 클래스가 사라져 버리면 내부에서 생성된 screen, controller도 같이 사라짐
        this.screen = new Screen();
        this.controller = new Controller();
    }
}
```



. UML House Person , House .



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



```
StarUML 5.0 가 UML - ( ) UML:
```

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