Class Diagram Editor

Summary

This tool provides a convenient way to draw class diagrams.

Description

Select: Enables selecting entities from the editor.

Marquee: Enables selecting multiple entities.

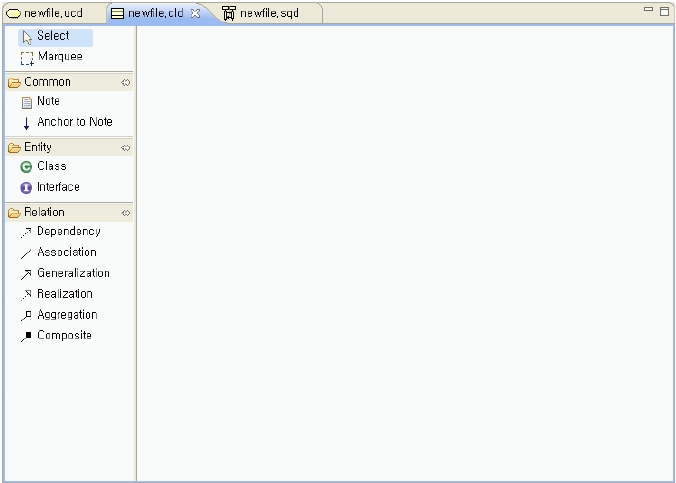
Note: Enables annotation.

Anchor to Note: Enables connecting notes to entities.

Class: Enables defining classes.

Interface: Enables defining interfaces.

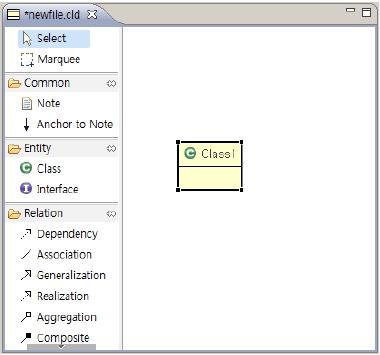
Arrows: Enables drawing relationship arrows between entities.



Manual

1. Choose eGovFrame > Design > New Class Diagram to create class diagrams.

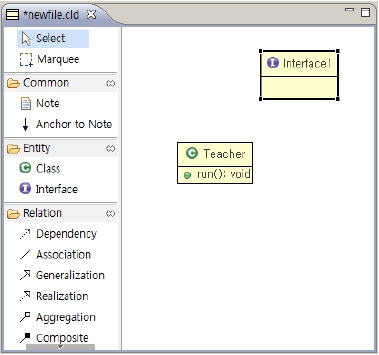
2. Choose a class icon, and draw the class entity in the editor.



3. Double click to change the class name. [Teacher]

4. Define attributes and methods for the class. [run()]

5. Click the interface icon to create an interface in the editor.



6. Double click to change the class name again. [Work]

7. Define attributes and methods for the interface. [run()]

8. Create arrows to define relationships between entities.

9. Choose Java > Export to generate Java source code for the entities.

Example

