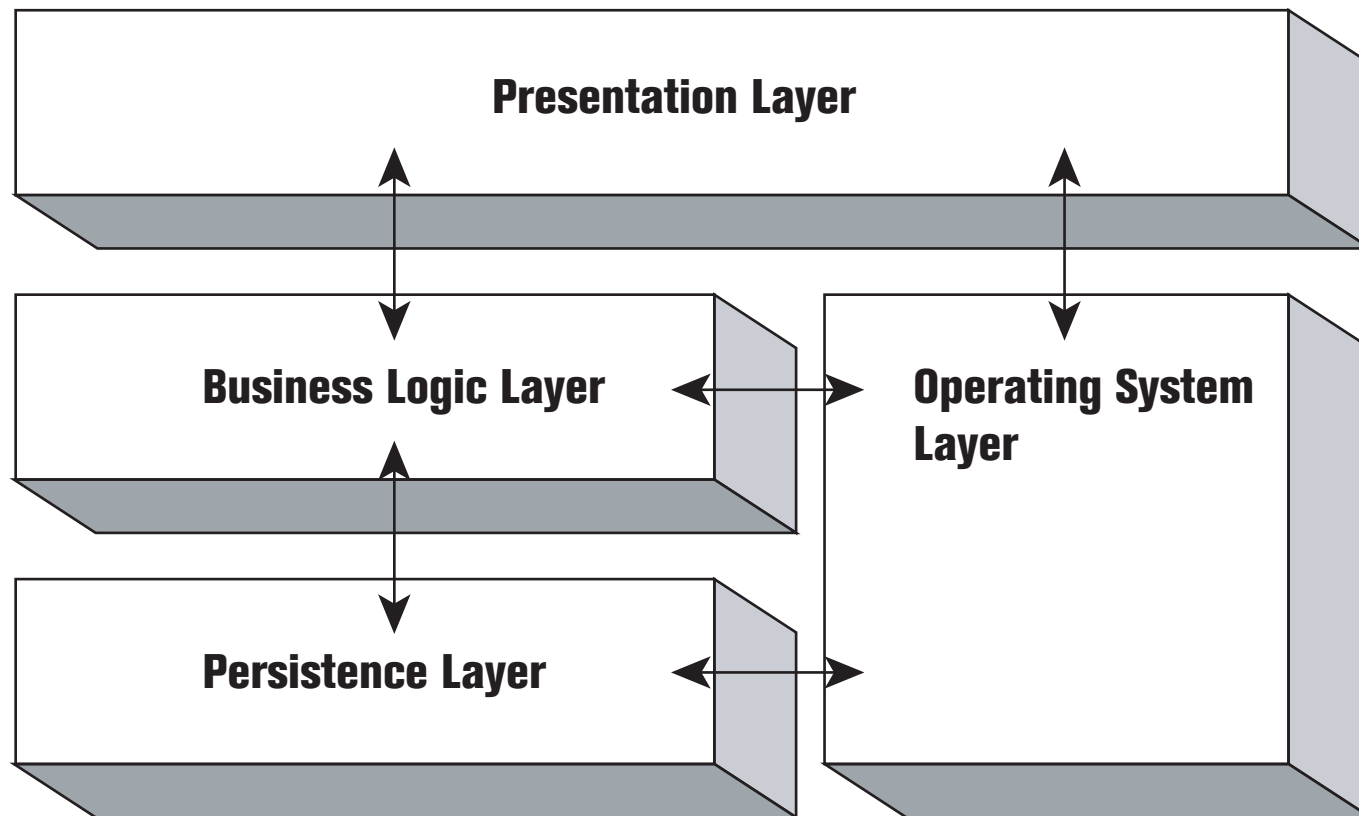


## **n-Tier Application Architecture**



**A Class can be a:**

- Person
- Place
- Thing
- Screen
- Report
- Concept
- Principle

<b>Class</b> Definition of what forms a unique instance	
<b>Responsibilities</b>  <b>&gt;Properties</b>  <b>&gt;Methods</b>  <b>What does the class know?</b>  <b>What does the class do?</b>  <b>Does it belong to this class alone?</b>	<b>Collaborators</b>  <b>Other classes this class needs to work with in order to do or know something</b>

## Some UML Class Symbols

