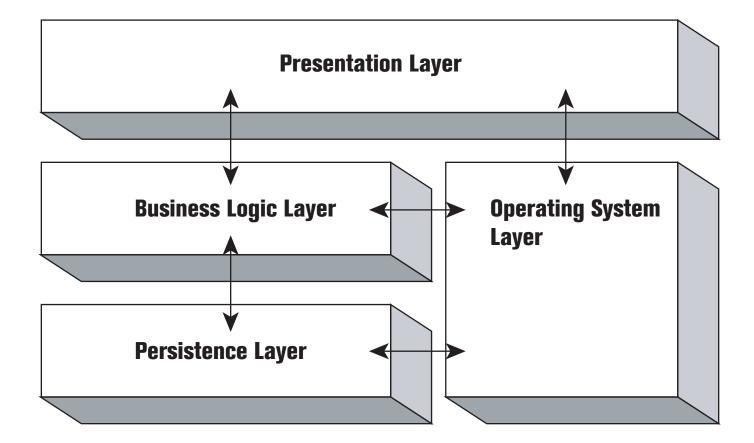
Logical Model ——		Physical Model —	Implementation
Abstract Semantics Structure	    	Concrete Structure Syntax	In-use
Consists of:			
Knowledge Domain Shared Definitions Class List Properties & Methods Scope & Scale Refinement Process		Documentation Version Control Communication Channels Refinement Process	Development Testing & QA Production Reiteration Change Management
Examples:			
CRC Process other modeling methods	       	Documentation Version Control Communication Channels Refinement Process	XML Documents Application Codebase Database

## **n-Tier Application Architecture**

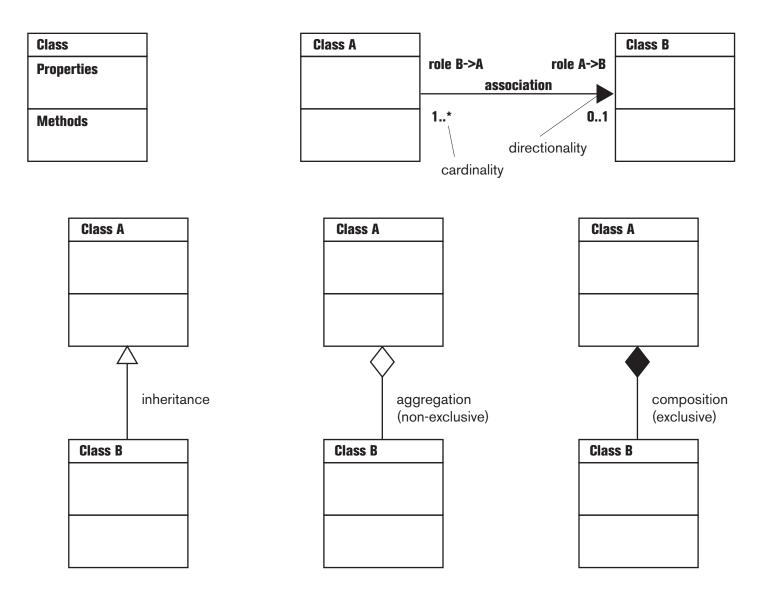


## A Class can be a:

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

Responsibilities	Collaborators	
>Properties	Other classes this class needs to work with in order to do or know something	
>Methods		
What does the class know?		
What does the class do?		
Does it belong to		

## Some UML Class Symbols



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