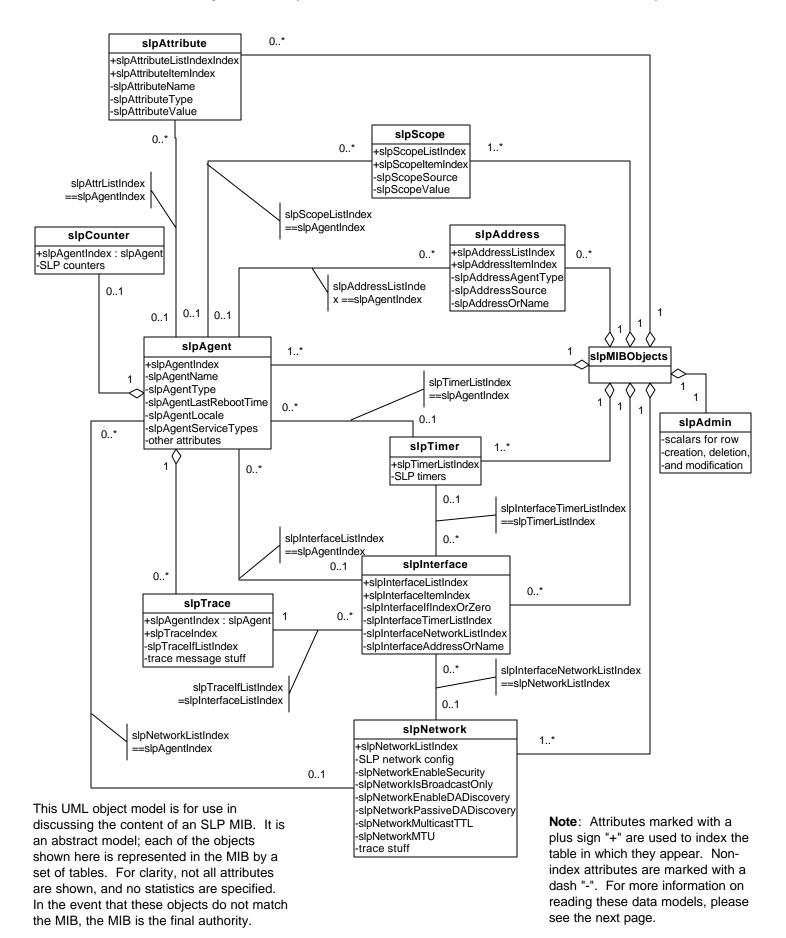
## SLP MIB Object Model (draft-mcdonald-syrloc-mib-00 - November 2001)



## **UML** (more or less) Drawing Key

MyObject

+indexAttribute1 : Thing1 +indexAttribute2 -otherAttribute1 -otherAttribute2 UML objects appear as boxes with a class name and a set of attributes. The example on the left is for the class "MyObject".

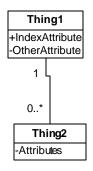
Attributes marked with a plus sign "+" are used to index the table in which they appear. This notation is a departure from formal UML models. Some index attributes will have a ": <otherobject>" after them to indicate that an index from another object is used as part of the index for this one. In the example on the left, MyObject is indexed by "indexAttribute1" from the class Thing1, along with its own index. This makes MyObject a sub-table of Thing1.

Non-index attributes are marked with a dash "-".

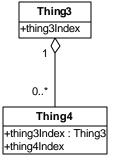
For those more familiar with UML, we did not define any methods for these objects, since these are just used as simple data models.

We are using three types of UML relationships:

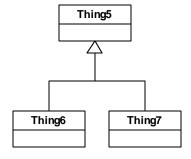
- Association
- Aggregation
- Inheritance



Association - There are zero or more Thing2 instances associated with each Thing1. A Thing2 is associated with exactly one Thing1.



Aggregation - Each Thing3 contains zero or more Thing4 instances. A Thing4 belongs to exactly one Thing3 and cannot exist without a Thing3.



Inheritance - Each Instance of Thing7 or Thing6 is also a Thing5. A Thing5 must be either a Thing6 or Thing7. Thing6 has the attributes of Thing5 + Thing6; Thing7 has the attributes of Thing5 + Thing7. This sounds complicated, but we are not using this relation anyway.

<sup>&</sup>quot;I will pick up the hook. You will see something new. Two Things. And I call them Thing One and Thing Two." -- Dr. Seuss