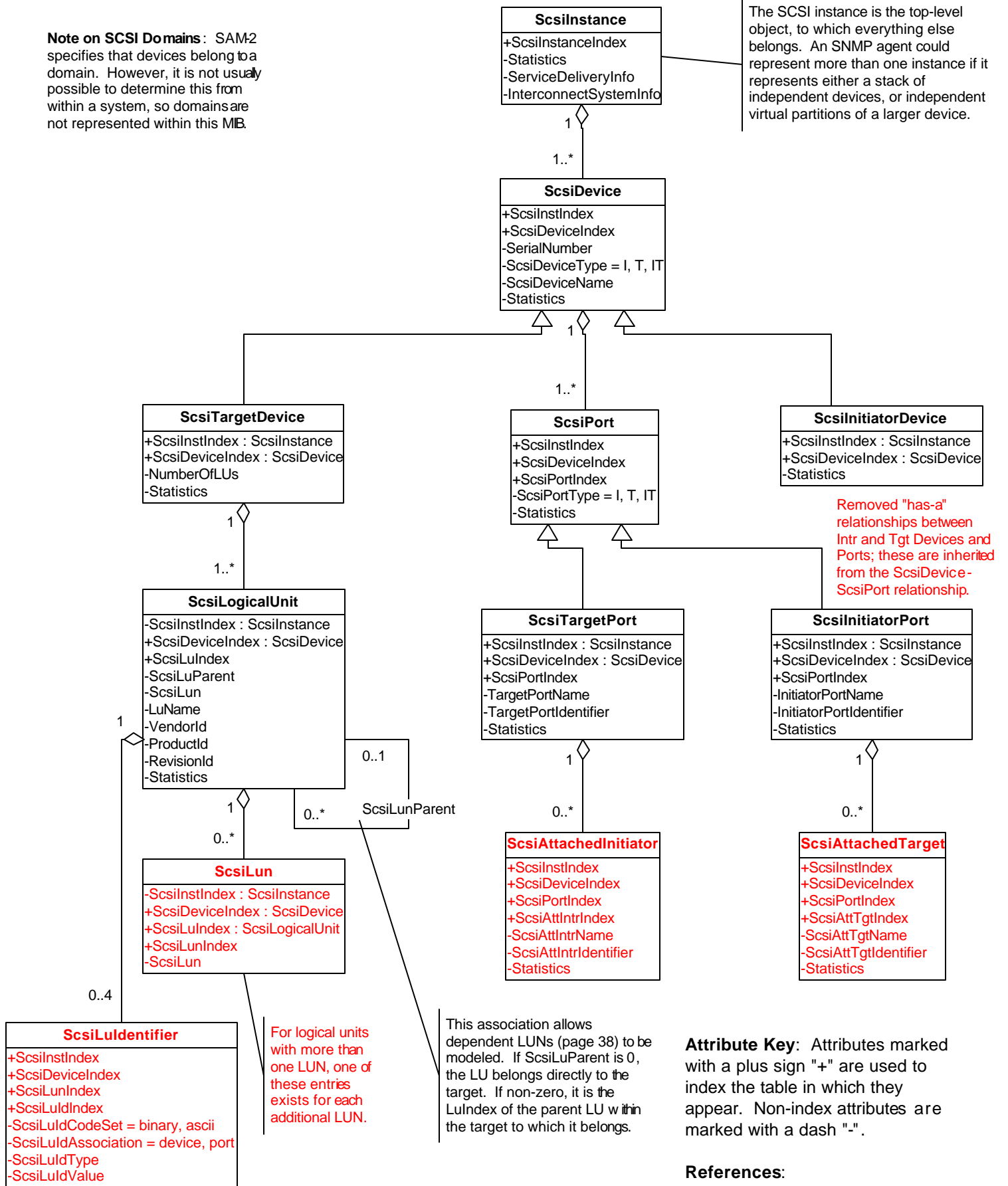


SCSI MIB UML Drawing

Note on SCSI Domains: SAM2 specifies that devices belong to a domain. However, it is not usually possible to determine this from within a system, so domains are not represented within this MB.

The SCSI instance is the top-level object, to which everything else belongs. An SNMP agent could represent more than one instance if it represents either a stack of independent devices, or independent virtual partitions of a larger device.



Removed "has-a" relationships between Intr and Tgt Devices and Ports; these are inherited from the ScsiDevice-ScsiPort relationship.

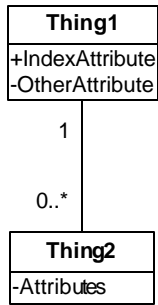
For logical units with more than one LUN, one of these entries exists for each additional LUN.

This association allows dependent LUNs (page 38) to be modeled. If ScsiLuParent is 0, the LU belongs directly to the target. If non-zero, it is the LuIndex of the parent LU within the target to which it belongs.

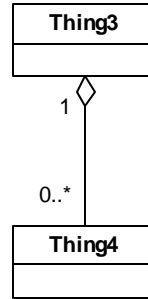
Attribute Key: Attributes marked with a plus sign "+" are used to index the table in which they appear. Non-index attributes are marked with a dash "-".

References:
Please see SAM-2r20, pages 22-26.

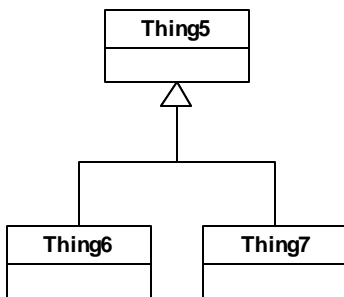
UML Drawing Key



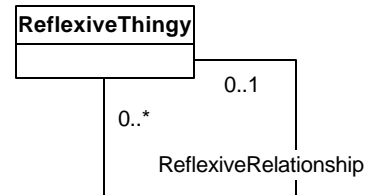
Association - There are zero or more Thing2 instances associated with each Thing1. A Thing2 is associated with exactly one Thing1.



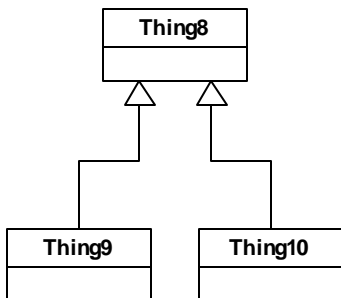
Aggregation - Each Thing3 contains zero or more Thing4 instances. A Thing4 belongs to exactly one Thing3 and cannot exist without a Thing3.



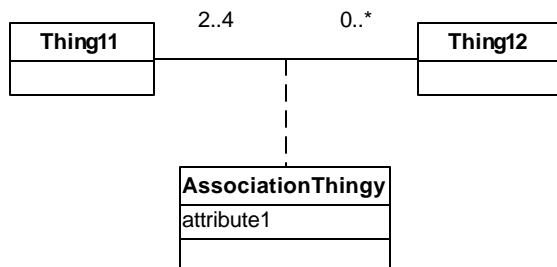
Inheritance (Exclusive OR) - Each Instance of Thing7 or Thing6 is also a Thing5. A Thing5 must be either a Thing6 or Thing7, but not both. Thing6 has the attributes of Thing5 + Thing6; Thing7 has the attributes of Thing5 + Thing7.



Reflexive Relationship - Each ReflexiveThingy can be related to zero or one "parent" ReflexiveThingy; each ReflexiveThingy can be the parent of zero or more other ReflexiveThingies. This basically specifies a tree structure.



Inheritance (Logical OR) - Each Instance of Thing10 or Thing9 is also a Thing8. A Thing8 must be either a Thing9, a Thing10, or both.



Association Class - For each relationship between a Thing11 and a Thing12, an AssociationThingy exists, with whatever attributes are specified. A Thing12 can be related to at least two, but not more than four Thing11s. A Thing11 can be related to zero or more Thing12s.

Reading UML: "I will pick up the hook. You will see something new. Two Things. And I call them Thing One and Thing Two." -- Dr. Seuss