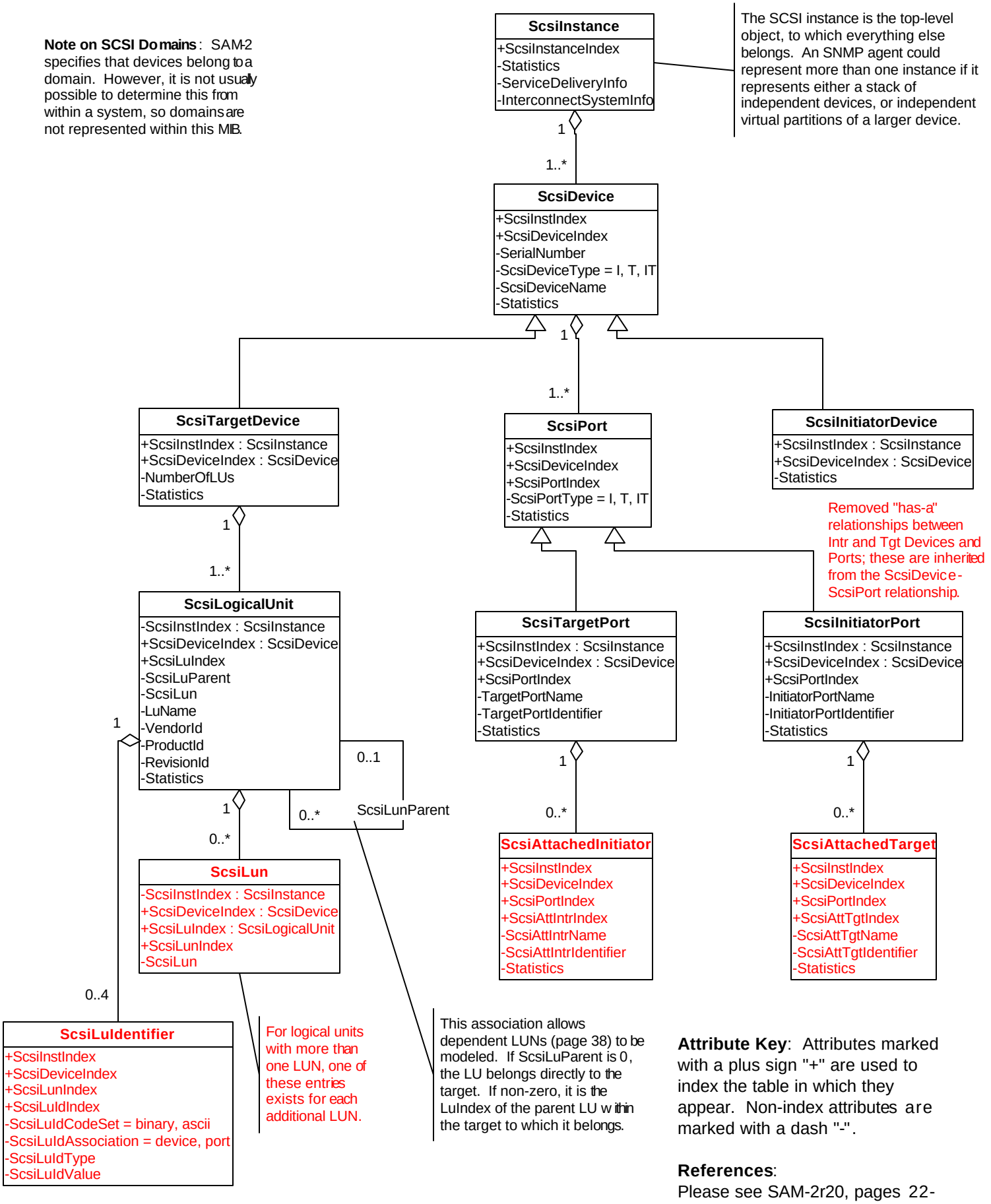
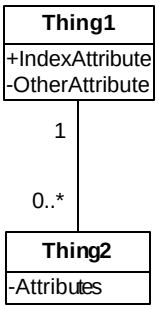
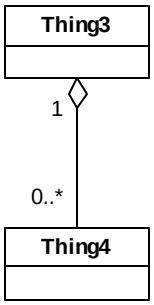
SCSI MIB UML Drawing



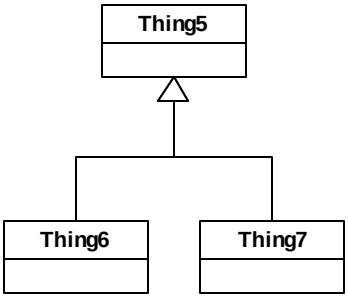
UML Drawing Key



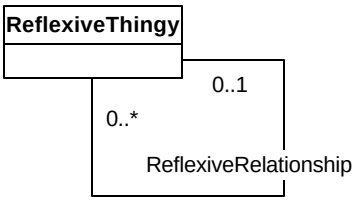
Association - There are zero or more Thing2 instances associated with each Thing1. A Thing2 is associated with exactly one Thing1.



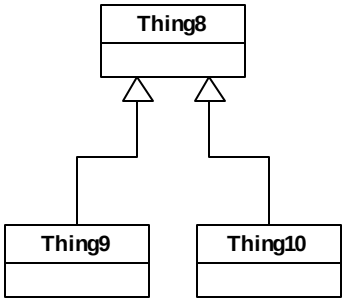
Aggregation - Each Thing3 contains zero or more Thing4 instances. A Thing4 belongs to exactly one Thing3 and cannot exist without a Thing3.



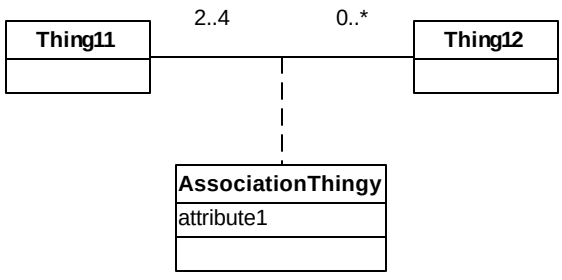
Inheritance (Exclusive OR) - Each Instance of Thing7 or Thing6 is also a Thing5. A Thing5 must be either a Thing6 or Thing7, but not both. Thing6 has the attributes of Thing5 + Thing6; Thing7 has the attributes of Thing5 + Thing7.



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