The Unified Modeling Language, UML, is a language for specifying, visualizing, construction, and documenting the artifacts of software systems.

Class Diagrams

The `cGame` class has a `cCritter` object

The `cCritter` class has one `cSprite` object

The `cCritter` class has zero or more `cForce` objects
"has a"

```cpp
class cGame
private:
    cCritter player;
    cCritter fruit;
    cCritter pinkMonster;
    cCritter unicyclist;
```

activity diagram

"is a"

```cpp
class cCritterBullet : public cCritter
```

```
```

class diagrams

sequence diagrams
Collision

Elaborated class diagrams

• Walls
• Bullets
• Player
• OtherCritters