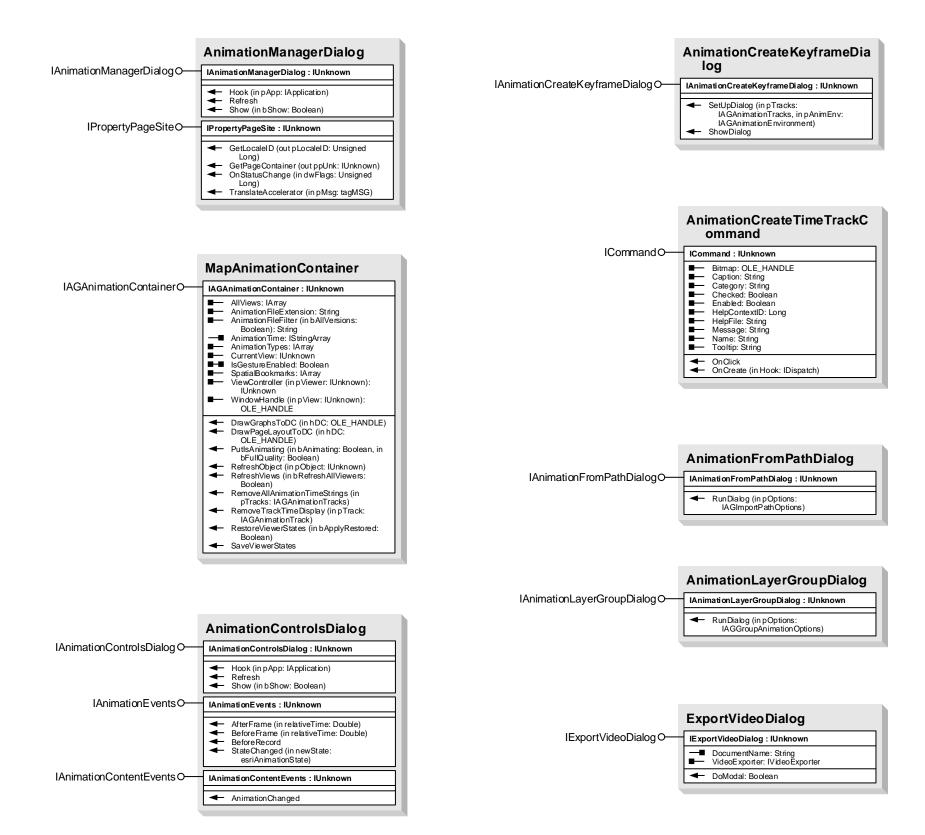
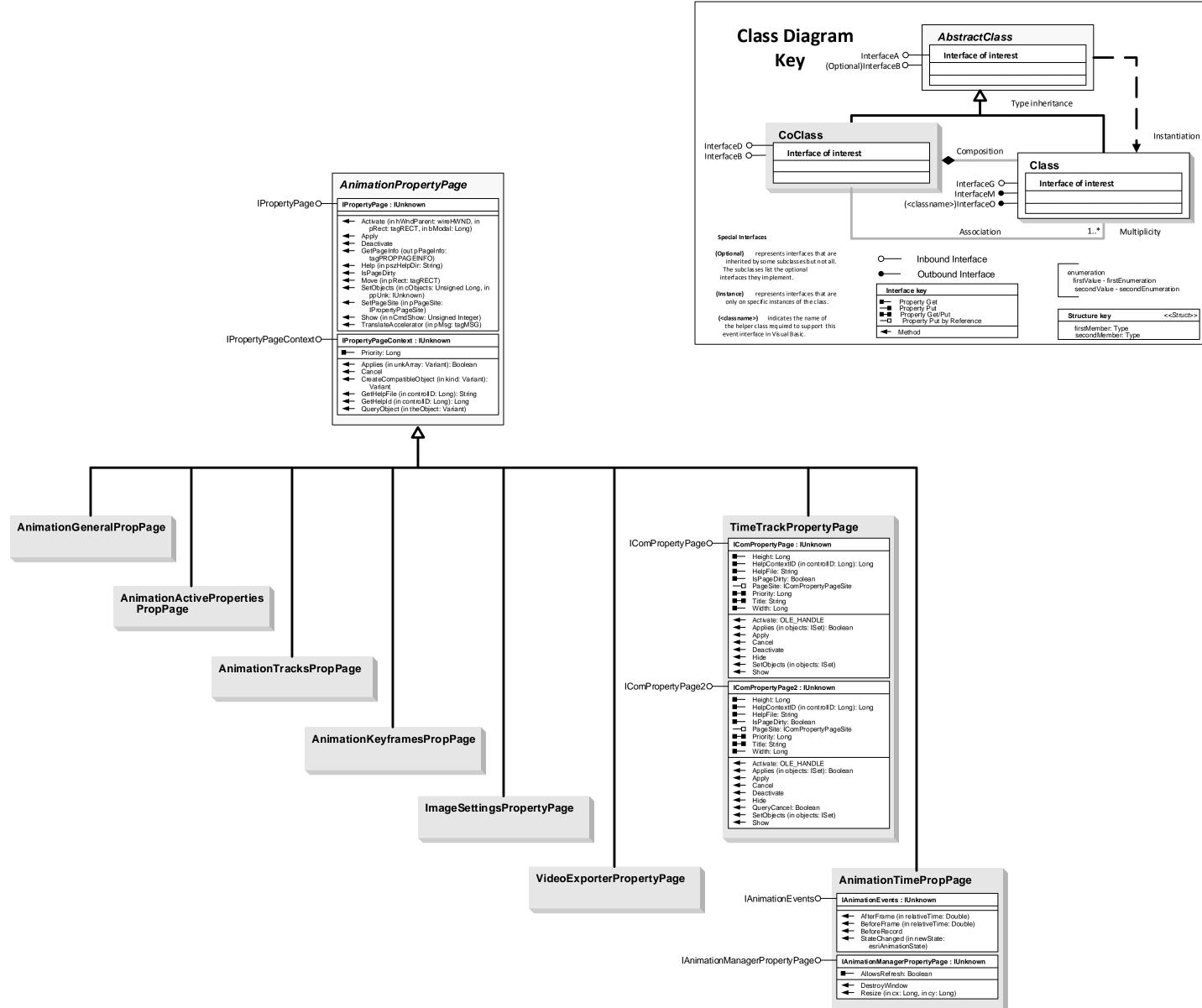
AnimationUI Object Model

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Types of Classes

- An **abstract class** cann ot be used to create new objects but is a specification for instances of subclasses (through type inheritance.)
- A **Co Class** can directly create o bjects by declaring a new o bject. A **Class** cannot directly create objects, bu to bjects of this class can be
- created as a property of another class or instantiated by objects from another class.

Types of Relation ships

- Association s represent relationships between classes. They have defined multiplicities at both ends. Type inheritance defines specialized classes of objects which share properties and methods with the su perclass and have additional properties
- and methods. Note that interfaces in superclasses are not duplicated in sub classe:
- Instantiation specifies that one object from one class has a method with which it creates an object from another class.
- Composition is a relationship in which objects from the 'whole' class contro the lifetime of objects from the 'part' class. An N-ary association specifies that more than two classes are associated. A diamond is placed at the intersection of the association branches.
- A Multiplicity is a constraint on the number of objects that can be associated with another object. Association and composition relationships have multiplicities on both sides. This is the notation for multiplicities:
- On e and o nly one (if no ne shown, '1' is implied) 0..1 - Zero or o ne
- M...N From M to N (positive integers)
- * or **0..*** From zero to any positive integer 1..* - From one to any positive in teger