










-  Inheritance
-  Association
-  Association with WEAK reference
-  Aggregation
-  Aggregation with WEAK reference
-  Composition Aggregation
-  Equivalent to: 0 .. n
-  Experimental Class or Property
-  Deprecated Class or Property

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AdjacentSlots
SlotA: ref Slot {key, *} SlotB: ref Slot {key, *} DistanceBetweenSlots : real32 {units} SharedSlots : boolean

ElementCapacity
Capacity: ref PhysicalCapacity {key, *} Element: ref PhysicalElement {key, 1..n}

PhysicalMediaInLocation
Antecedent: ref StorageMediaLocation {0..1} Dependent: ref PhysicalMedia {*} Orientation: uint16 {enum} TimeOfLastPlacement: datetime

Dependency
Antecedent: ref ManagedElement {key, *} Dependent: ref ManagedElement {key, *}

ConnectedTo
Antecedent: ref PhysicalConnector {*} Dependent: ref PhysicalConnector {*}

SlotInSlot
Antecedent: ref Slot {*} Dependent: ref Slot {0..1}

Docked
Antecedent: ref Chassis {0..1} Dependent: ref Chassis {0..1}

ElementsLinked
Antecedent: ref PhysicalLink {*} Dependent: ref PhysicalElement {*}

HomeForMedia
Antecedent: ref StorageMediaLocation {0..1} Dependent: ref PhysicalMedia {0..1}

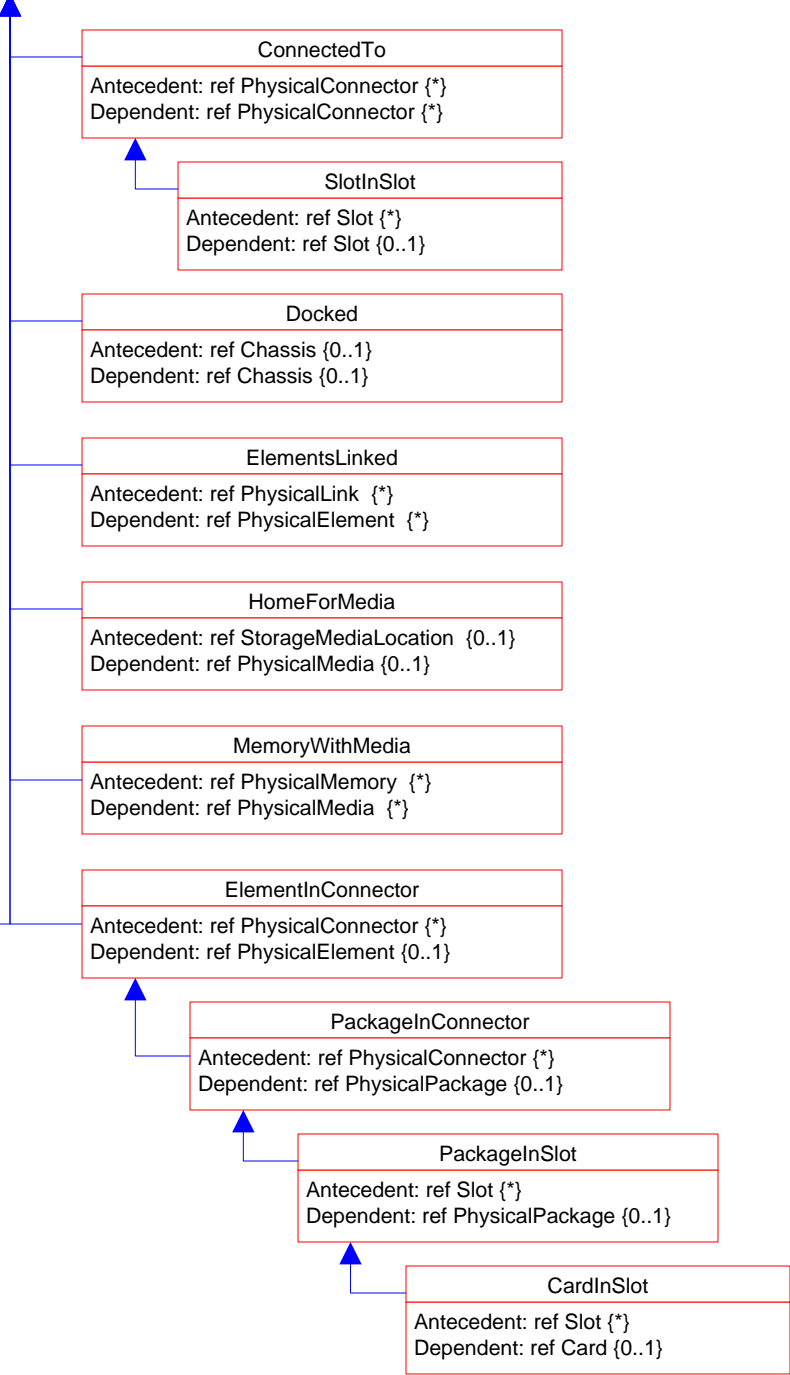
MemoryWithMedia
Antecedent: ref PhysicalMemory {*} Dependent: ref PhysicalMedia {*}

ElementInConnector
Antecedent: ref PhysicalConnector {*} Dependent: ref PhysicalElement {0..1}

PackageInConnector
Antecedent: ref PhysicalConnector {*} Dependent: ref PhysicalPackage {0..1}

PackageInSlot
Antecedent: ref Slot {*} Dependent: ref PhysicalPackage {0..1}

CardInSlot
Antecedent: ref Slot {*} Dependent: ref Card {0..1}



Page 8 - Aggregation Hierarchy

