Geodatabase Object Model
Network Diagrams

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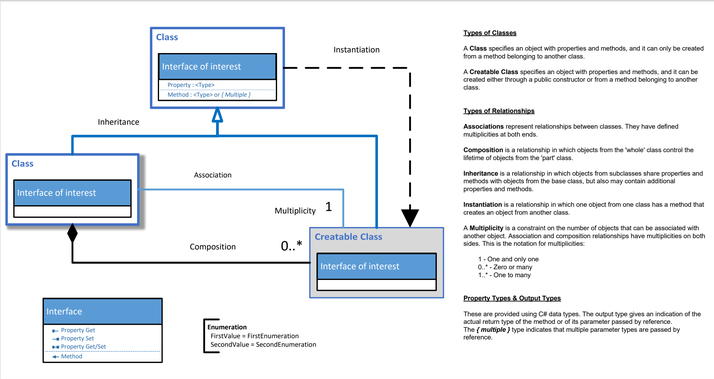


Types of Classes

A **Class** specifies an object with properties and methods, and it can only be created from a method belonging to another class.

A **Creatable Class** specifies an object with properties and methods, and it can be created either through a public constructor or from a method belonging to another class.

Types of Relationships

Associations represent relationships between classes. They have defined multiplicities at both ends.

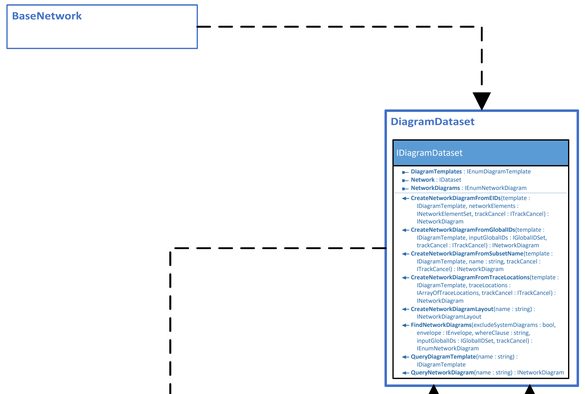
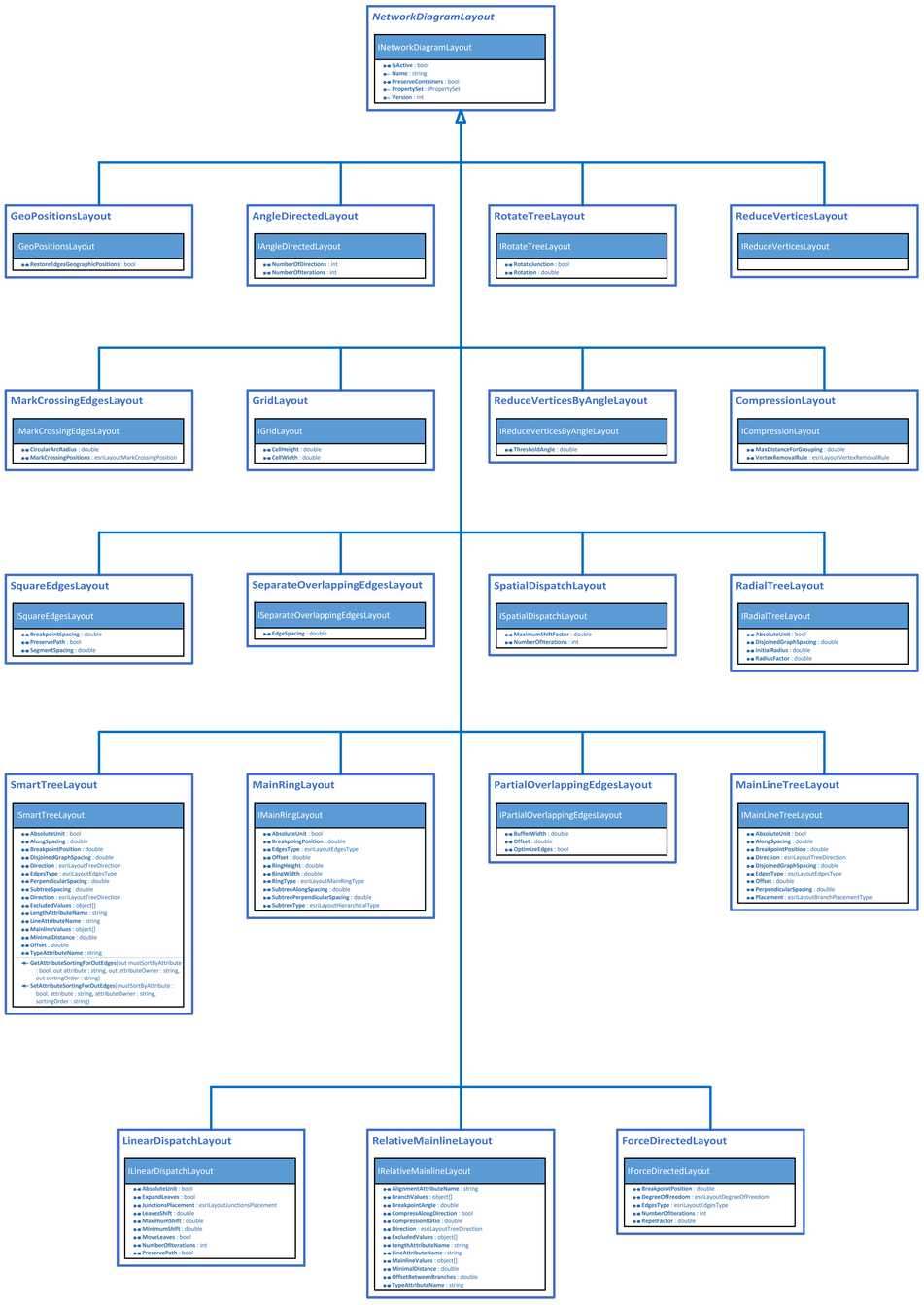
Composition is a relationship in which objects from the 'whole' class control the lifetime of objects from the 'part' class.

Inheritance is a relationship in which objects from subclasses share properties and methods with objects from the base class, but also may contain additional properties and methods.

Instantiation is a relationship in which one object from one class has a method that creates an object from another class.

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:

1 - One and only one
0..* - Zero or many
1..* - One to many

Property Types & Output Types

These are provided using C# data types. The output type gives an indication of the actual return type of the method or of its parameter passed by reference.
The **(multiple)** type indicates that multiple parameter types are passed by reference.