

Object Management

Implements the basics to work with different plugins and the other layers

IObjectManagement
<<Interface>>

MyObject Management

A designated implementation of an Object Management System

IObjectManagement Core
<<Interface>>?

Other magic

Mighty functions

Reindeer related stuff

Sherrif watches
for compatibility
issues

mandatory

optional

optional

Highly recommended

IObjectManagement

<<Interface>>

	<u>Create</u>	<u>Read</u>	<u>Update</u>	<u>Delete</u>
<u>Vertex</u>	<i>Void addVertex();</i>	<i>Collection<IVertex> getVertex(<<IQuery>>);</i>	<i>Void updateVertex(<<IQuery>>);</i>	<i>Void removeVertex(<<IQuery>>);</i>
<u>Edge</u>	<i>Void addEdge();</i>	<i>Collection<IEdge> getScheme(<<IQuery>>);</i>	<i>Void updateEdge(<<IQuery>>);</i>	<i>Void removeEdge(<<IQuery>>);</i>
<u>Scheme</u>	<i>Void addScheme();</i>	<i>Collection<IEdge> geScheme(<<IQuery>>);</i>	<i>Void updateScheme(<<IQuery>>);</i>	<i>Void removeScheme(<<IQuery>>);</i>