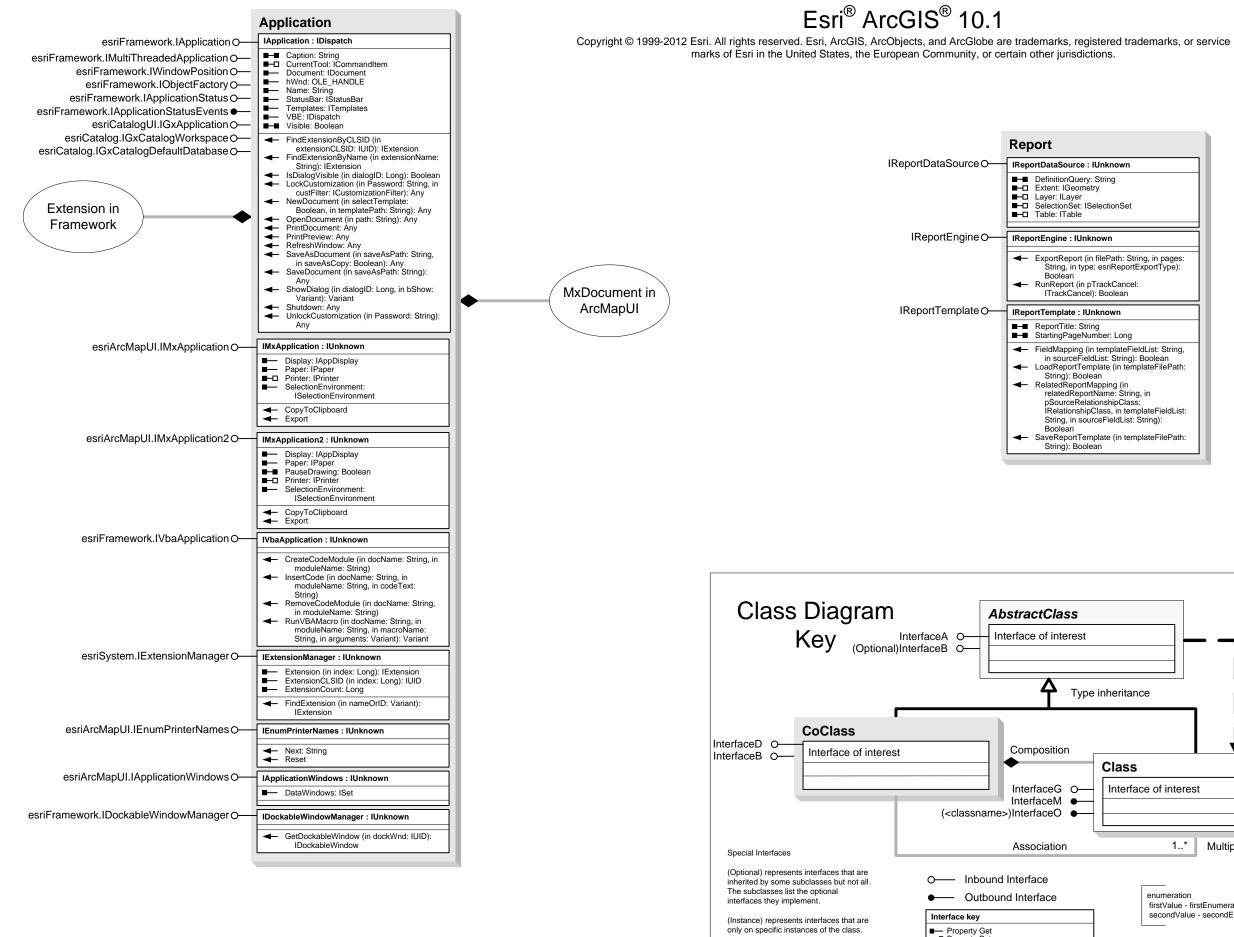
ArcMapTM Object Model



Types of Classes another class. Types of Relationships Associations represent relationships between classes. They have defined multiplicities at both ends. Instantiation subclasses. which it creates an object from another class

esriReportExportType 0 - esriReportExportHTML

1 - esriReportExportPDF 2 - esriReportExportRTF 3 - esriReportExportTIFF

4 - esriReportExportTXT 5 - esriReportExportXLS

1..* Multiplicity

Property Put
Property Get/Put
Property Put by Reference

Method

(<classname>) indicates the name of the helper class required to support this

event interface in Visual Basic.

 	enumeration firstValue - firstEnumeration secondValue - secondEnumeration	
Structure key	< <struct>></struct>	
 firstMember: Type secondMember: Type		

An abstract class cannot be used to create new objects but is a specification for instances of subclasses (through type inheritance.) A CoClass can directly create objects by declaring a new object A Class cannot directly create objects, but objects of this class can be created as a property of another class or instantiated by objects from

Type inheritance defines specialized classes of objects which share properties and methods with the superclass and have additional properties

and methods. Note that interfaces in superclasses are not duplicated in Instantiation specifies that one object from one class has a method with

Composition is a relationship in which objects from the 'whole' class control 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: 1 - One and only one (if none shown, '1' is implied)

0..1 - Zero or one M..N - From M to N (positive integers) * or 0..* - From zero to any positive integer

1..* - From one to any positive integer