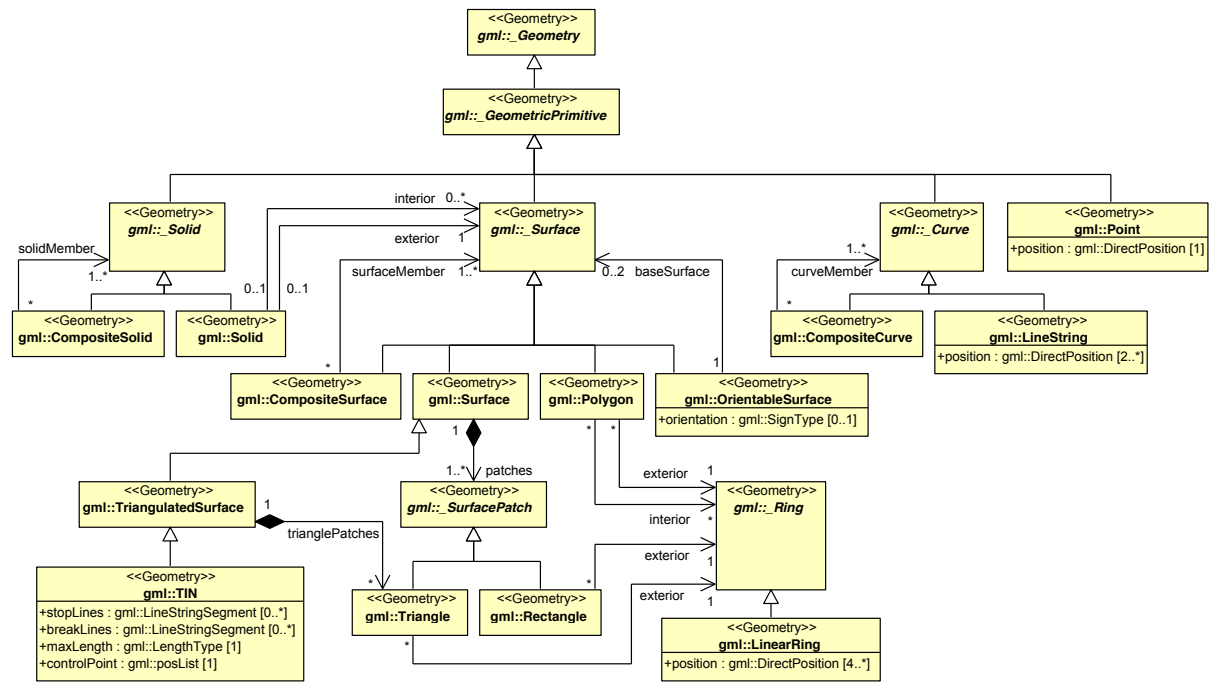
<<Geometry>>
gml::_Geometry
<<Geometry>>
gml::_GeometricPrimitive
<<Geometry>>
gml::_Solid
<<Geometry>>
gml::_Surface
<<Geometry>>
gml::_Curve
<<Geometry>>
gml::Point
+position : gml::DirectPosition [1]
interior 0..*
exterior 1
solidMember
1..*
surfaceMember 1..*
0..1
0..1
0..2 baseSurface
curveMember
1..*
<<Geometry>>
gml::CompositeSolid
<<Geometry>>
gml::Solid
<<Geometry>>
gml::CompositeCurve
<<Geometry>>
gml::LineString
+position : gml::DirectPosition [2..*]
<<Geometry>>
gml::CompositeSurface
<<Geometry>>
gml::Surface
<<Geometry>>
gml::Polygon
<<Geometry>>
gml::OrientableSurface
+orientation : gml::SignType [0..1]
1..* patches
<<Geometry>>
gml::TriangulatedSurface
<<Geometry>>
gml::_SurfacePatch
<<Geometry>>
gml::_Ring
trianglePatches
exterior
interior
<<Geometry>>
gml::TIN
+stopLines : gml::LineStringSegment [0..*]
+breakLines : gml::LineStringSegment [0..*]
+maxLength : gml::LengthType [1]
+controlPoint : gml::posList [1]
<<Geometry>>
gml::Triangle
<<Geometry>>
gml::Rectangle
<<Geometry>>
gml::LinearRing
+position : gml::DirectPosition [4..*]