UtilityNetworkADE
NetworkCore

<<Feature>>
core::_CityObject

<<Feature>>
gml::_Feature

<<Feature>>
gml::_FeatureCollection

<<Feature>>
_NetworkFeature

<<Feature>>
Network

<<Feature>>
NetworkGraph

<<Feature>>
FeatureGraph

<<Feature>>
Node

<<Geometry>>
gml::Point

<<Geometry>>
gml::_Curve

<<Feature>>
Edge

<<Feature>>
InteriorFeatureLink

<<Feature>>
InterFeatureLink

<<Feature>>
NetworkLink

<<Enumeration>>
NodeType
+exterior
+interior

<<Enumeration>>
InterFeatureLinkType
+connects
+contains

<<DataType>>
(LinkControl

<<DataType>>
(Signature

Constraints:
Both nodes must belong to the same FeatureGraph

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1. Each node must belong to a different FeatureGraph
2. Each node type must be exterior
3. The connectionSignature of both nodes must be compatible / identical
4. Both nodes must belong to the same Network

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