

:UI

:UMLProject

1 openProject(projectName)

par

[UC01-EditUML]

2 selectDiagram(diagramName)

3 addGadget(gadgetType, point)

4 selectComponent(point)

5 addAssociation(AssociationType)

6 startDragging(point)

7 stopDragging(point)

8 unselectAllComponents()

9 selectComponent(point)

10 editAttribute(attributeName, newValue)

:UI

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