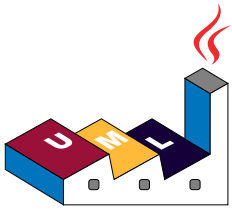
使用 PlantUML 绘制的 UML



PlantUML 语言参考指引

(Version 1.2020.23)

PlantUML 是一个开源项目，支持快速绘制：

- 时序图
- 用例图
- 类图
- 对象图
- 活动图
- 组件图
- 部署图
- 状态图
- 定时图

同时还支持以下非 UML 图:

- JSON Data
- Network diagram (nwdiag)
- 线框图形界面
- 架构图
- 规范和描述语言 (SDL)
- Ditaa diagram
- 甘特图
- MindMap diagram
- Work Breakdown Structure diagram
- 以 AsciiMath 或 JLaTeXMath 符号的数学公式
- Entity Relationship diagram

通过简单直观的语言来定义这些示意图。

1 时序图

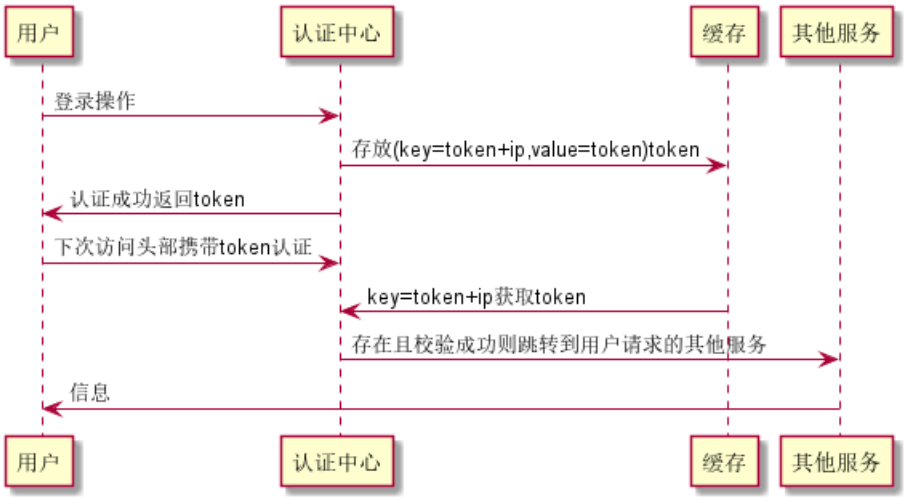
1.1 简单示例

你可以用 -> 来绘制参与者之间传递的消息，而不必显式地声明参与者。

你也可以使用 --> 绘制一个虚线箭头。

另外，你还能用 <- 和 <--，这不影响绘图，但可以提高可读性。注意：仅适用于时序图，对于其它示意图，规则是不同的。

```
@startuml
用户 -> 认证中心: 登录操作
认证中心 -> 缓存: 存放(key=token+ip,value=token)token

用户 <- 认证中心 : 认证成功返回token
用户 -> 认证中心: 下次访问头部携带token认证
认证中心 <- 缓存: key=token+ip获取token
其他服务 <- 认证中心: 存在且校验成功则跳转到用户请求的其他服务
其他服务 -> 用户: 信息
@enduml
```



1.2 声明参与者

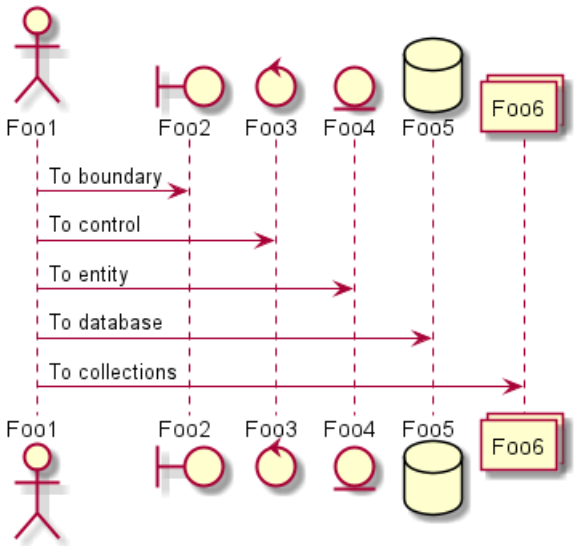
关键字 participant 用于改变参与者的先后顺序。

你也可以使用其它关键字来声明参与者：

- actor
- boundary
- control
- entity
- database
- collections

```
@startuml
actor Foo1
boundary Foo2
control Foo3
entity Foo4
database Foo5
collections Foo6
```

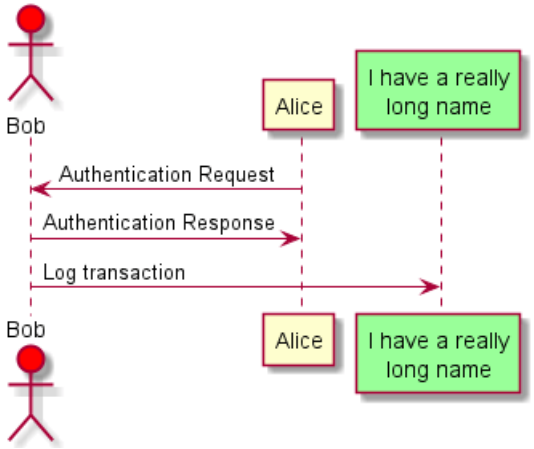
```
Foo1 -> Foo2 : To boundary
Foo1 -> Foo3 : To control
Foo1 -> Foo4 : To entity
Foo1 -> Foo5 : To database
Foo1 -> Foo6 : To collections

@enduml
```



关键字 as 用于重命名参与者

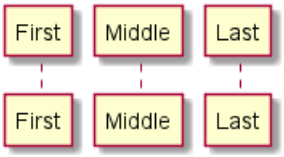
你可以使用 RGB 值或者颜色名修改 actor 或参与者的背景颜色。

```
@startuml
actor Bob #red
' The only difference between actor
'and participant is the drawing
participant Alice
participant "I have a really\nlong name" as L #99FF99
/' You can also declare:
   participant L as "I have a really\nlong name"  #99FF99
  '/

Alice->Bob: Authentication Request
Bob->Alice: Authentication Response
Bob->L: Log transaction
@enduml
```



您可以使用关键字 order 自定义顺序来打印参与者。

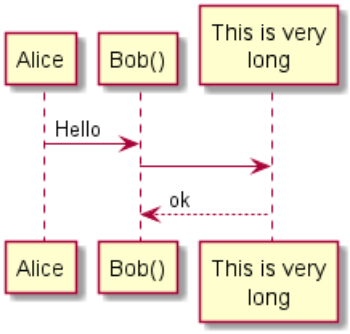
```
@startuml
participant Last order 30
participant Middle order 20
participant First order 10
@enduml
```



1.3 在参与者中使用非字母符号

你可以使用引号定义参与者，还可以用关键字 as 给参与者定义别名。

```
@startuml
Alice -> "Bob()" : Hello
"Bob()" -> "This is very\nlong" as Long
' You can also declare:
' "Bob()" -> Long as "This is very\nlong"
Long --> "Bob()" : ok
@enduml
```

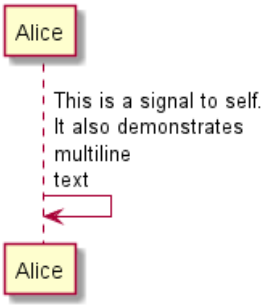


1.4 给自己发消息

参与者可以给自己发信息，

消息文字可以用来换行。

```
@startuml
Alice->Alice: This is a signal to self.\nIt also demonstrates\nmultiline \ntext
@enduml
```

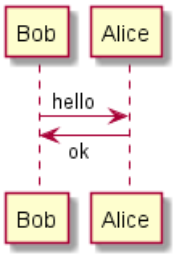


1.5 Text alignment

1.5.1 Text of response message below the arrow

You can put the text of the response message below the arrow, with the `skinparam responseMessageBelowArrow true` command.

```
@startuml
skinparam responseMessageBelowArrow true
Bob -> Alice : hello
Alice -> Bob : ok
@enduml
```



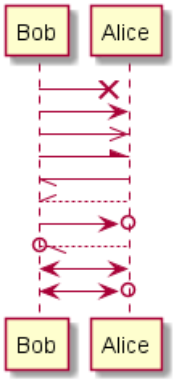
TODO: TODO Link to Text Alignment on skinparam page.

1.6 修改箭头样式

修改箭头样式的方式有以下几种:

- 表示一条丢失的消息：末尾加 `x`
- 让箭头只有上半部分或者下半部分：将 `<` 和 `>` 替换成 `\` 或者 `/`
- 细箭头：将箭头标记写两次 (如 `>>` 或 `//`)
- 虚线箭头：用 `--` 替代 `-`
- 箭头末尾加圈：`->o`
- 双向箭头：`<->`

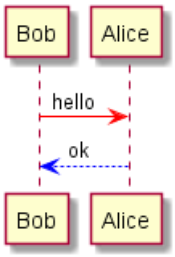
```
@startuml
Bob ->x Alice
Bob -> Alice
Bob ->> Alice
Bob -\ Alice
Bob \\- Alice
Bob //-- Alice

Bob ->o Alice
Bob o\\-- Alice

Bob <-> Alice
Bob <->o Alice
@enduml
```



1.7 修改箭头颜色

你可以用以下记号修改箭头的颜色：

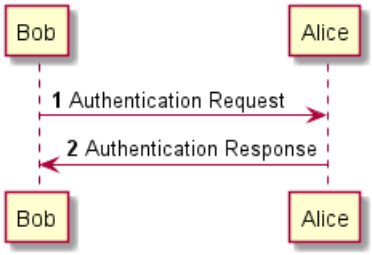
```
@startuml
Bob -[#red]> Alice : hello
Alice -[#0000FF]->Bob : ok
@enduml
```



1.8 对消息序列编号

关键字 `autonumber` 用于自动对消息编号。

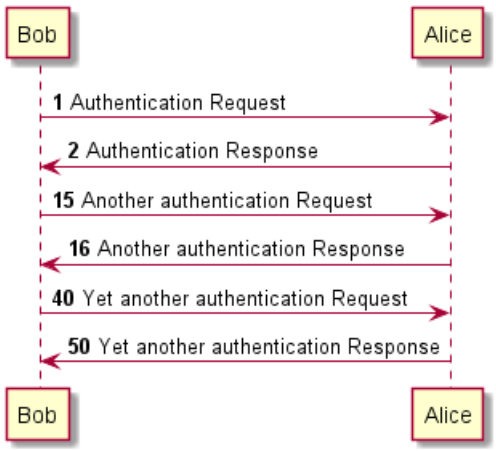
```
@startuml
autonumber
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response
@enduml
```



语句 `autonumber //start//` 用于指定编号的初始值，而 `autonumber //start// //increment//` 可以同时指定编号的初始值和每次增加的值。

```
@startuml
autonumber
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response

autonumber 15
```

```
Bob -> Alice : Another authentication Request
Bob <- Alice : Another authentication Response

autonumber 40 10
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response

@enduml
```

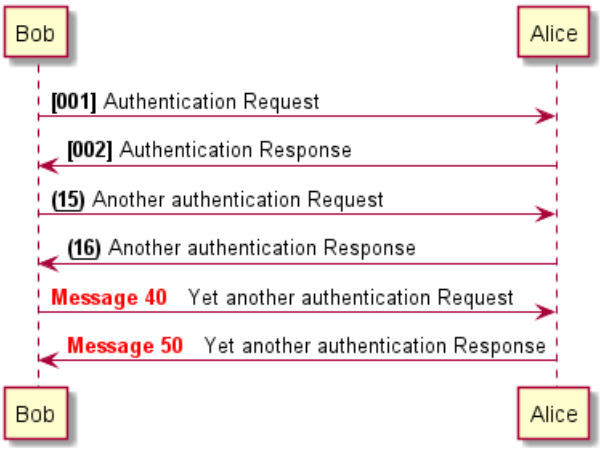


你可以在双引号内指定编号的格式。

格式是由 Java 的 `DecimalFormat` 类实现的：(0 表示数字；# 也表示数字，但默认为 0)。

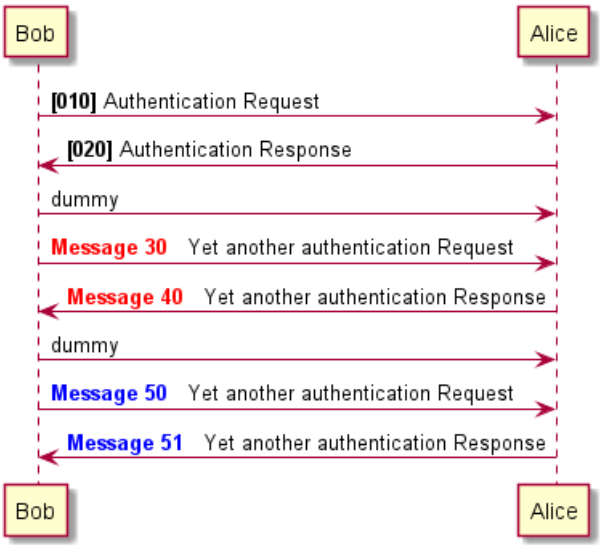
你也可以用 HTML 标签来制定格式。

```
@startuml
autonumber "<b>[000]"
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response

autonumber 15 "<b>(<u>##</u>)"
Bob -> Alice : Another authentication Request
Bob <- Alice : Another authentication Response

autonumber 40 10 "<font color=red><b>Message 0  "
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response

@enduml
```



你还可以用语句 `autonumber stop` 和 `autonumber resume //increment// //format//` 来表示暂停或继续使用自动编号。

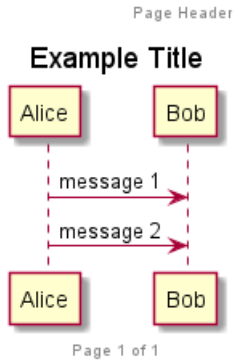
```
@startuml
autonumber 10 10 "<b>[000]"
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response

autonumber stop
Bob -> Alice : dummy

autonumber resume "<font color=red><b>Message 0  "
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response

autonumber stop
Bob -> Alice : dummy

autonumber resume 1 "<font color=blue><b>Message 0  "
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response
@enduml
```



1.9 页面标题, 页眉, 页脚

使用 `title` 关键词增加标题
使用 `header` 关键词增加页眉
使用 `footer` 关键词增加页脚

```
@startuml

header Page Header
footer Page %page% of %lastpage%

title Example Title

Alice -> Bob : message 1
Alice -> Bob : message 2

@enduml
```



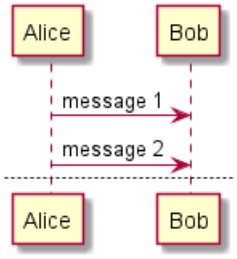
1.10 分割示意图

关键字 newpage 用于把一张图分割成多张。

在 newpage 之后添加文字，作为新的示意图的标题。

这样就能很方便地在 *Word* 中将长图分几页打印。

```
@startuml

Alice -> Bob : message 1
Alice -> Bob : message 2

newpage

Alice -> Bob : message 3
Alice -> Bob : message 4

newpage A title for the\nlast page

Alice -> Bob : message 5
Alice -> Bob : message 6
@enduml
```



1.11 组合消息

我们可以通过以下关键词将组合消息：

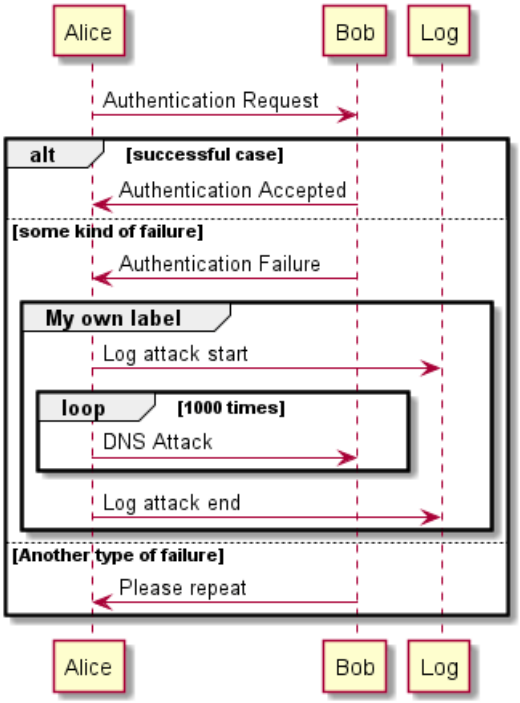
- alt/else
- opt
- loop
- par
- break
- critical
- group, 后面紧跟着消息内容

可以在标头 (header) 添加需要显示的文字 (group 除外)。

关键词 end 用来结束分组。

注意，分组可以嵌套使用。

```
@startuml
Alice -> Bob: Authentication Request

alt successful case

    Bob -> Alice: Authentication Accepted

else some kind of failure

    Bob -> Alice: Authentication Failure
    group My own label
    Alice -> Log : Log attack start
        loop 1000 times
            Alice -> Bob: DNS Attack
        end
    Alice -> Log : Log attack end
    end

else Another type of failure

   Bob -> Alice: Please repeat

end
@enduml
```

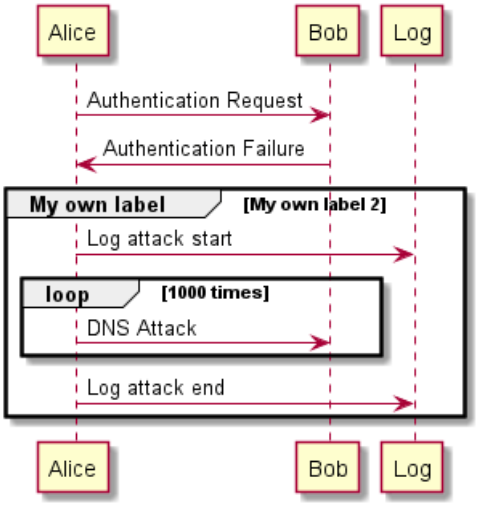


1.12 Secondary group label

For group, it is possible to add, between [and], a secondary text or label that will be displayed into the header.

```
@startuml
Alice -> Bob: Authentication Request
```

```
Bob -> Alice: Authentication Failure
group My own label [My own label 2]
    Alice -> Log : Log attack start
    loop 1000 times
        Alice -> Bob: DNS Attack
    end
    Alice -> Log : Log attack end
end
@enduml
```



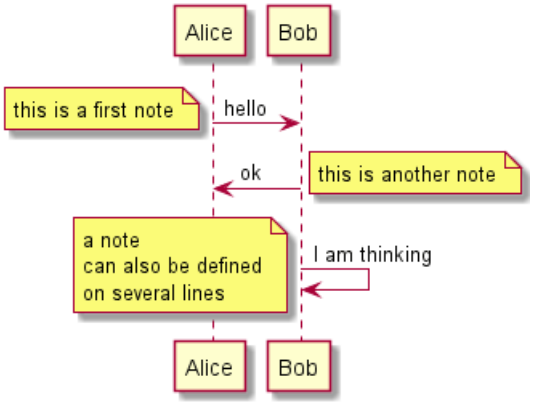
[Ref. QA-2503]

1.13 给消息添加注释

我们可以通过在消息后面添加 `note left` 或者 `note right` 关键词来给消息添加注释。

你也可以通过使用 `end note` 来添加多行注释。

```
@startuml
Alice->Bob : hello
note left: this is a first note

Bob->Alice : ok
note right: this is another note

Bob->Bob : I am thinking
note left
a note
can also be defined
on several lines
end note
@enduml
```



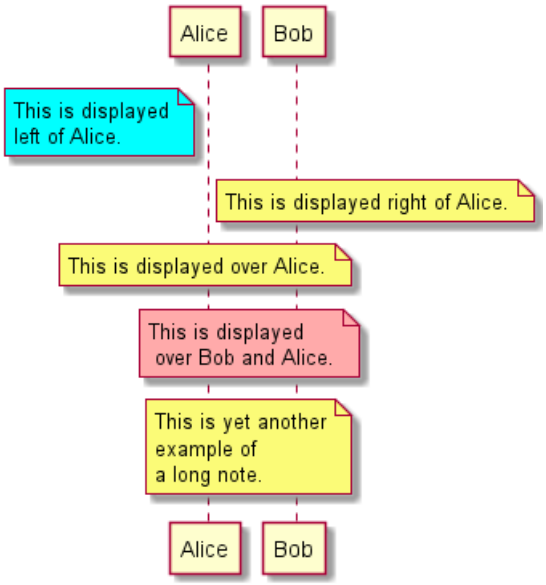
1.14 其他的注释

可以使用 `note left of`，`note right of` 或 `note over` 在节点 (participant) 的相对位置放置注释。

还可以通过修改背景色来高亮显示注释。

以及使用关键字 `end note` 来添加多行注释。

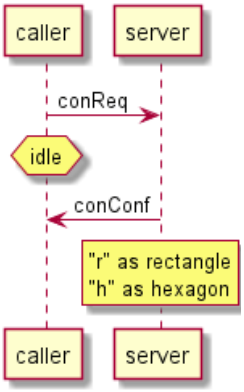
```
@startuml
participant Alice
participant Bob
note left of Alice #aqua
This is displayed
left of Alice.
end note

note right of Alice: This is displayed right of Alice.

note over Alice: This is displayed over Alice.

note over Alice, Bob #FFAAAA: This is displayed\n over Bob and Alice.

note over Bob, Alice
This is yet another
example of
a long note.
end note
@enduml
```



1.15 改变备注框的形状

你可以使用 `hnote` 和 `rnote` 这两个关键字来修改备注框的形状。

```
@startuml
caller -> server : conReq
hnote over caller : idle
caller <- server : conConf
rnote over server
 "r" as rectangle
 "h" as hexagon
endrnote
@enduml
```

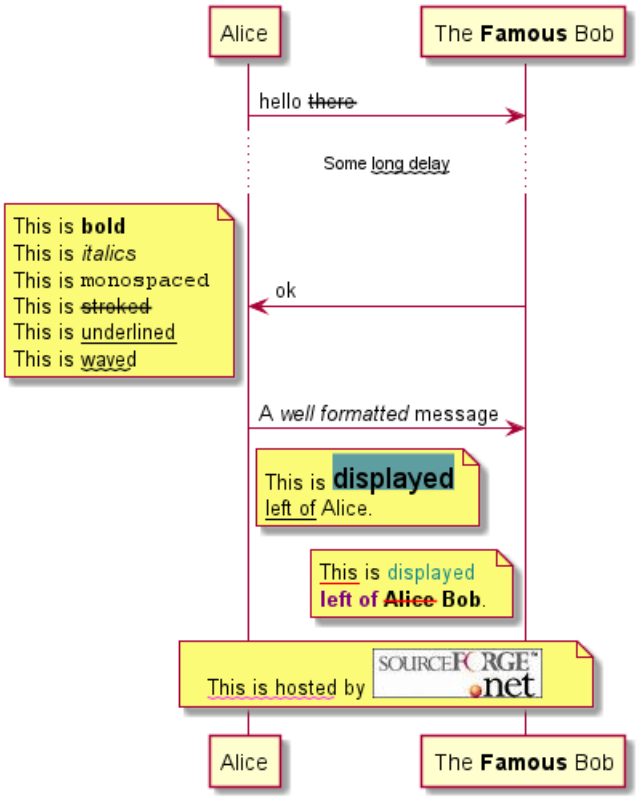


1.16 Creole 和 HTML

可以使用 creole 格式。

```
@startuml
participant Alice
participant "The **Famous** Bob" as Bob

Alice -> Bob : hello --there--
... Some ~~long delay~~ ...
Bob -> Alice : ok
```

```
note left
  This is **bold**
  This is //italics//
  This is ""monospaced""
  This is --stroked--
  This is __underlined__
  This is ~~waved~~
end note

Alice -> Bob : A //well formatted// message
note right of Alice
 This is <back:cadetblue><size:18>displayed</size></back>
 __left of__ Alice.
end note
note left of Bob
 <u:red>This</u> is <color #118888>displayed</color>
 **<color purple>left of</color> <s:red>Alice</strike> Bob**.
end note
note over Alice, Bob
 <w:#FF33FF>This is hosted</w> by <img sourceforge.jpg>
end note
@enduml
```

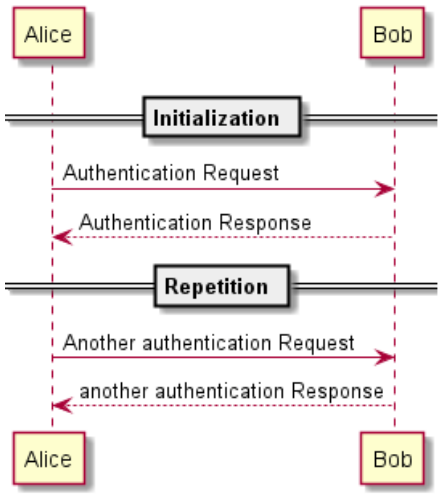


1.17 分隔符

你可以通过使用 == 关键词来将你的图表分割多个步骤。

```
@startuml

== Initialization ==

Alice -> Bob: Authentication Request
```

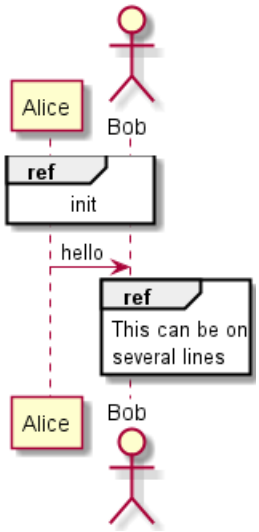
```
Bob --> Alice: Authentication Response

== Repetition ==

Alice -> Bob: Another authentication Request
Alice <-- Bob: another authentication Response

@enduml
```



1.18 引用

你可以在图中通过使用 `ref over` 关键词来实现引用

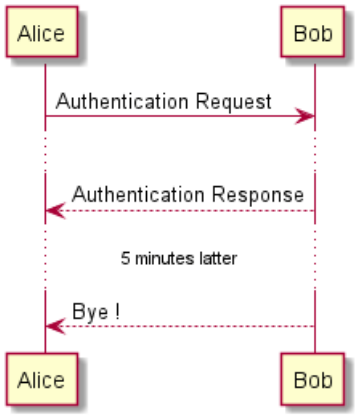
```
@startuml
participant Alice
actor Bob

ref over Alice, Bob : init

Alice -> Bob : hello

ref over Bob
  This can be on
  several lines
end ref
@enduml
```



1.19 延迟

你可以使用... 来表示延迟，并且还可以给延迟添加注释。

```
@startuml

Alice -> Bob: Authentication Request
...
Bob --> Alice: Authentication Response
...5 minutes latter...
Bob --> Alice: Bye !

@enduml
```

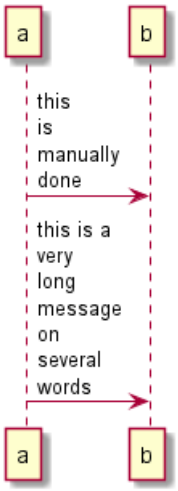


1.20 Text wrapping

To break long messages, you can manually add in your text.

Another option is to use `maxMessageSize` setting:

```
@startuml
skinparam maxMessageSize 50
participant a
participant b
a -> b :this\nis\nmanually\ndone
a -> b :this is a very long message on several words
@enduml
```

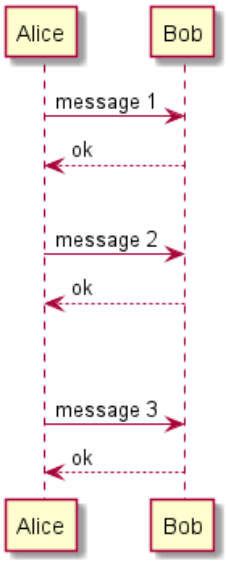


1.21 空间

你可以使用 `|||` 来增加空间。

还可以使用数字指定增加的像素的数量。

```
@startuml

Alice -> Bob: message 1
Bob --> Alice: ok
|||
Alice -> Bob: message 2
Bob --> Alice: ok
||45||
Alice -> Bob: message 3
Bob --> Alice: ok

@enduml
```



1.22 生命线的激活与撤销

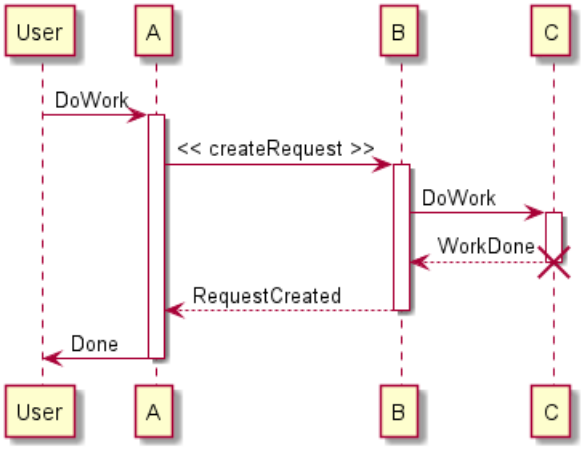
关键字 `activate` 和 `deactivate` 用来表示参与者的生命活动。

一旦参与者被激活，它的生命线就会显示出来。

activate 和 deactivate 适用于以上情形。

destroy 表示一个参与者的生命线的终结。

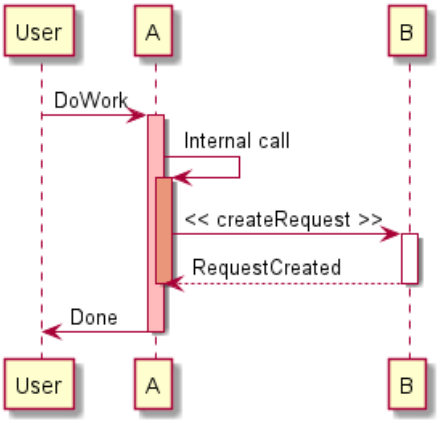
```
@startuml
participant User

User -> A: DoWork
activate A

A -> B: << createRequest >>
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: RequestCreated
deactivate B

A -> User: Done
deactivate A

@enduml
```



还可以使用嵌套的生命线，并且运行给生命线添加颜色。

```
@startuml
participant User

User -> A: DoWork
activate A #FFBBBB

A -> A: Internal call
activate A #DarkSalmon

A -> B: << createRequest >>
activate B

B --> A: RequestCreated
deactivate B
deactivate A
A -> User: Done
```

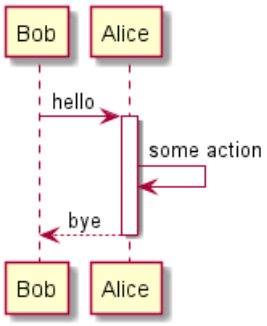
```
deactivate A

@enduml
```



1.23 Return

A new command `return` for generating a return message with optional text label. The point returned to is the point that cause the most recently activated life-line. The syntax is simply return label where label, if provided, can be any string acceptable on conventional messages.

```
@startuml
Bob -> Alice : hello
activate Alice
Alice -> Alice : some action
return bye
@enduml
```

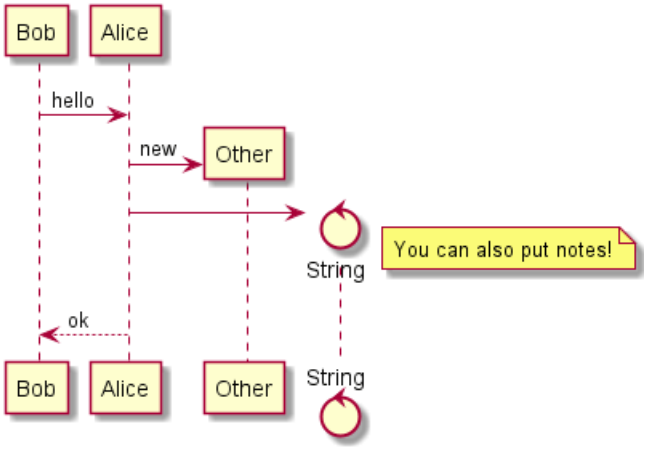


1.24 创建参与者

你可以把关键字 `create` 放在第一次接收到消息之前，以强调本次消息实际上是在创建新的对象。

```
@startuml
Bob -> Alice : hello

create Other
Alice -> Other : new

create control String
Alice -> String
note right : You can also put notes!

Alice --> Bob : ok
```

```
@enduml
```

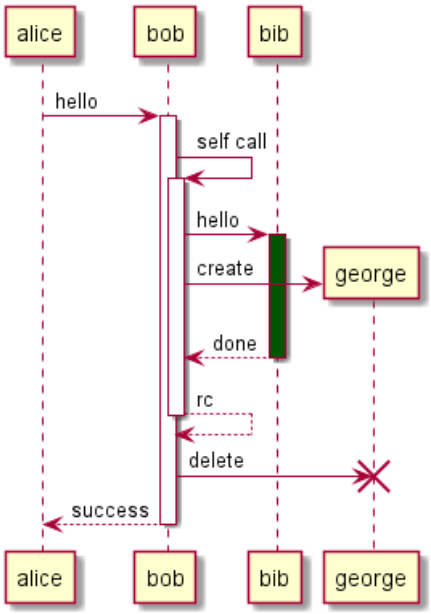


1.25 Shortcut syntax for activation, deactivation, creation

Immediately after specifying the target participant, the following syntax can be used:

- `++` Activate the target (optionally a #color may follow this)
- `--` Deactivate the source
- `**` Create an instance of the target
- `!!` Destroy an instance of the target

```
@startuml
alice -> bob ++ : hello
bob -> bob ++ : self call
bob -> bib ++  #005500 : hello
bob -> george ** : create
return done
return rc
bob -> george !! : delete
return success
@enduml
```

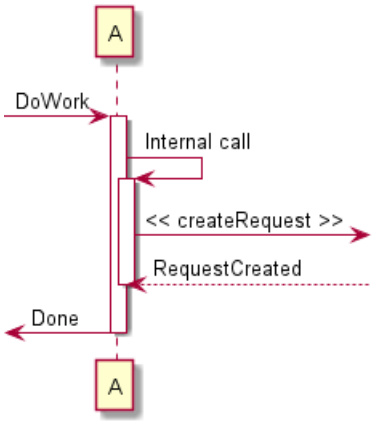


1.26 进入和发出消息

如果只想关注部分图示，你可以使用进入和发出箭头。

使用方括号 [和] 表示图示的左、右两侧。

```
@startuml
[-> A: DoWork

activate A

A -> A: Internal call
activate A

A ->] : << createRequest >>

A<--] : RequestCreated
deactivate A
[<- A: Done
deactivate A
@enduml
```



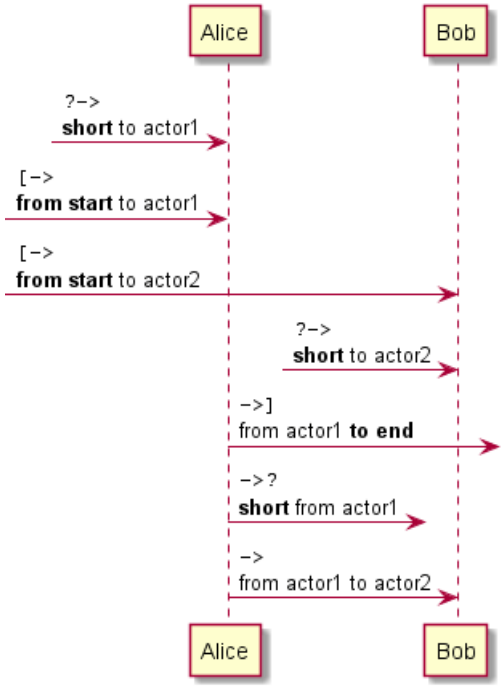
还可以使用下面的语法:

```
@startuml
[-> Bob
[o-> Bob
[o->o Bob
[x-> Bob

[<- Bob
[x<- Bob

Bob ->]
Bob ->o]
Bob o->o]
Bob ->x]

Bob <-]
Bob x<-]
@enduml
```

1.27 Short arrows for incoming and outgoing messages

You can have **short** arrows with using `?`.

```
@startuml
?-> Alice    : ""?->""\n**short** to actor1
[-> Alice    : ""[->""\n**from start** to actor1
[-> Bob      : ""[->""\n**from start** to actor2
?-> Bob      : ""?->""\n**short** to actor2
Alice ->]    : ""->]""\nfrom actor1 **to end**
Alice ->?    : ""->?""\n**short** from actor1
Alice -> Bob : ""->"" \nfrom actor1 to actor2
@enduml
```



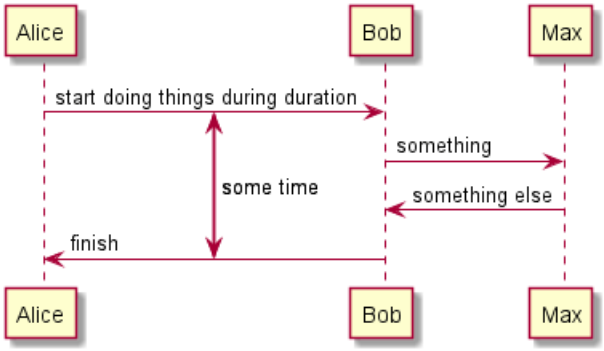
[Ref. QA-310]

1.28 Anchors and Duration

With `teoz` usage it is possible to add anchors to the diagram and use the anchors to specify duration time.

```
@startuml
```

```
!pragma teoz true

{start} Alice -> Bob : start doing things during duration
Bob -> Max : something
Max -> Bob : something else
{end} Bob -> Alice : finish

{start} <-> {end} : some time

@enduml
```

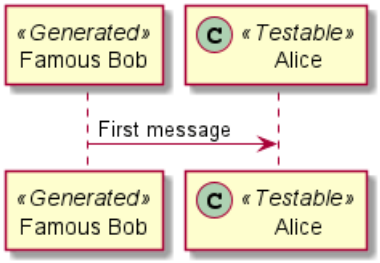


1.29 构造类型和圈点

可以使用 << 和 >> 给参与者添加构造类型。

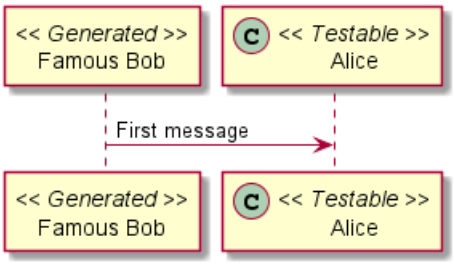
在构造类型中，你可以使用 (X,color) 格式的语法添加一个圆圈圈起来的字符。

```
@startuml

participant "Famous Bob" as Bob << Generated >>
participant Alice << (C,#ADD1B2) Testable >>

Bob->Alice: First message

@enduml
```

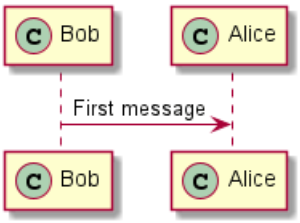


默认使用 *guillemet* 字符来显示构造类型。你可以使用外观参数 guillemet 来修改显示行为。

```
@startuml

skinparam guillemet false
participant "Famous Bob" as Bob << Generated >>
participant Alice << (C,#ADD1B2) Testable >>

Bob->Alice: First message

@enduml
```



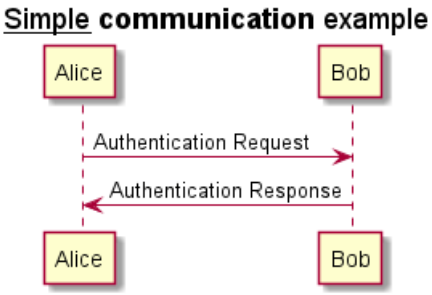

```
@startuml

participant Bob << (C,#ADD1B2) >>
participant Alice << (C,#ADD1B2) >>

Bob->Alice: First message

@enduml
```



1.30 更多标题信息

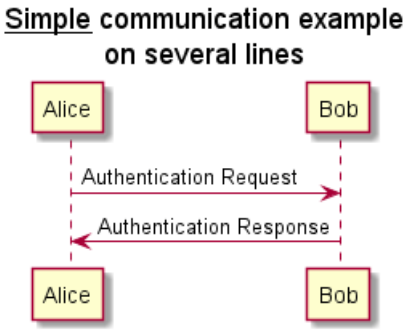
你可以在标题中使用 creole 格式。

```
@startuml

title __Simple__ **communication** example

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml
```



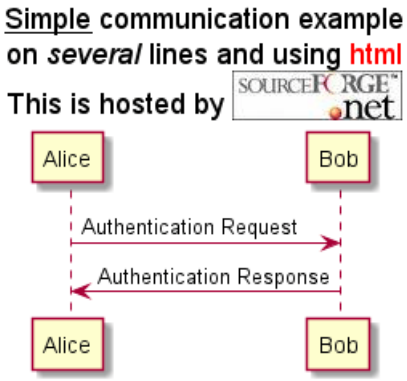
在标题描述中使用表示换行。

```
@startuml

title __Simple__ communication example\non several lines

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml
```



还可以使用关键字 `title` 和 `end title` 定义多行标题。

```
@startuml

title
 <u>Simple</u> communication example
 on <i>several</i> lines and using <font color=red>html</font>
 This is hosted by <img:sourceforge.jpg>
end title

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml
```

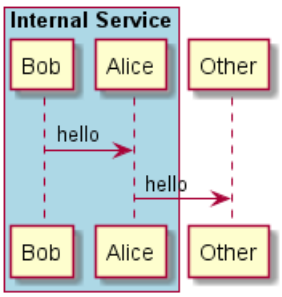


1.31 包裹参与者

可以使用 `box` 和 `end box` 画一个盒子将参与者包裹起来。

还可以在 `box` 关键字之后添加标题或者背景颜色。

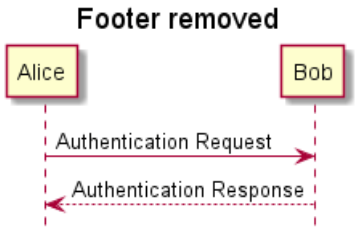
```
@startuml

box "Internal Service" #LightBlue
participant Bob
participant Alice
end box
participant Other

Bob -> Alice : hello
Alice -> Other : hello

@enduml
```



1.32 移除脚注

使用 `hide footbox` 关键字移除脚注。

```
@startuml

hide footbox
title Footer removed

Alice -> Bob: Authentication Request
Bob --> Alice: Authentication Response

@enduml
```



1.33 外观参数 (skinparam)

用 skinparam 改变字体和颜色。

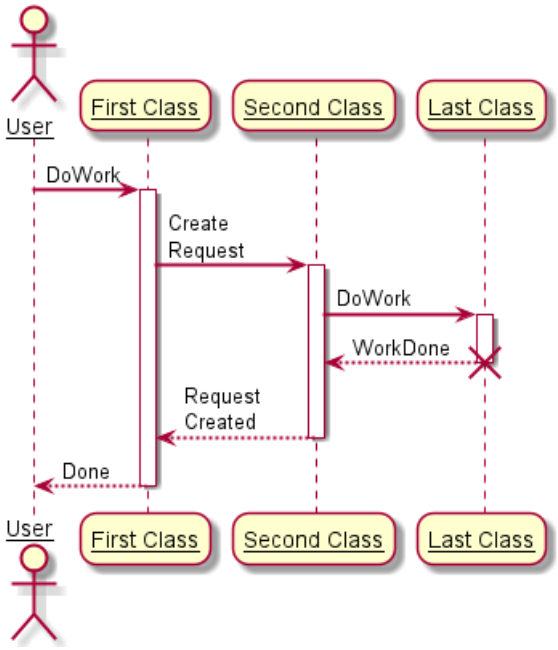
可以在如下场景中使用：

- 在图示的定义中，
- 在引入的文件中，
- 在命令行或者 ANT 任务提供的配置文件中。

你也可以修改其他渲染元素，如以下示例：

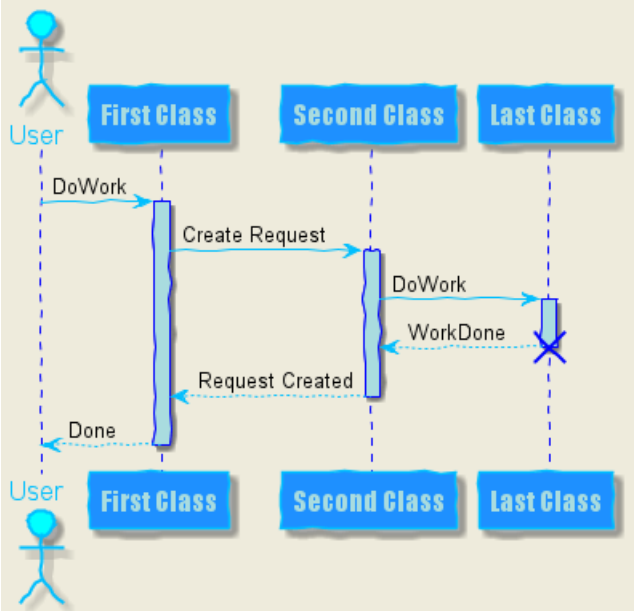
```
@startuml
skinparam sequenceArrowThickness 2
skinparam roundcorner 20
skinparam maxmessagesize 60
skinparam sequenceParticipant underline

actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A
```

```
A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A

@enduml
```




```
@startuml
skinparam backgroundColor #EEEBDC
skinparam handwritten true

skinparam sequence {
ArrowColor DeepSkyBlue
ActorBorderColor DeepSkyBlue
LifeLineBorderColor blue
LifeLineBackgroundColor #A9DCDF

ParticipantBorderColor DeepSkyBlue
ParticipantBackgroundColor DodgerBlue
ParticipantFontName Impact
ParticipantFontSize 17
ParticipantFontColor #A9DCDF

ActorBackgroundColor aqua
ActorFontColor DeepSkyBlue
ActorFontSize 17
ActorFontName Aapex
}
```

```
actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A

A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A

@enduml
```

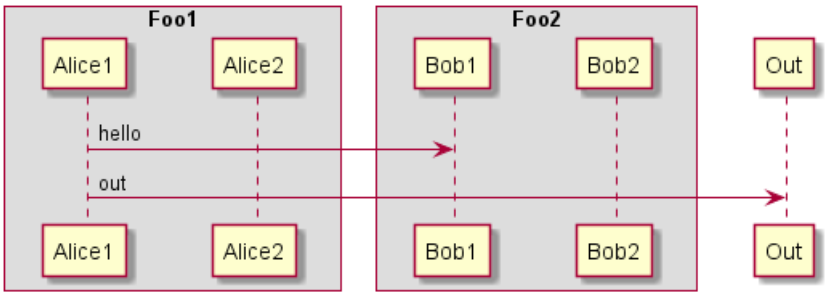


1.34 填充区设置

可以设定填充区的参数配置。

```
@startuml
skinparam ParticipantPadding 20
skinparam BoxPadding 10

box "Foo1"
participant Alice1
participant Alice2
end box
box "Foo2"
participant Bob1
participant Bob2
```

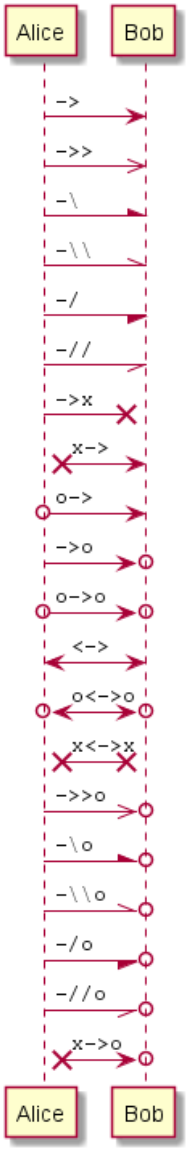
```
end box
Alice1 -> Bob1 : hello
Alice1 -> Out : out
@enduml
```



1.35 Appendice: Examples of all arrow type

1.35.1 Normal arrow

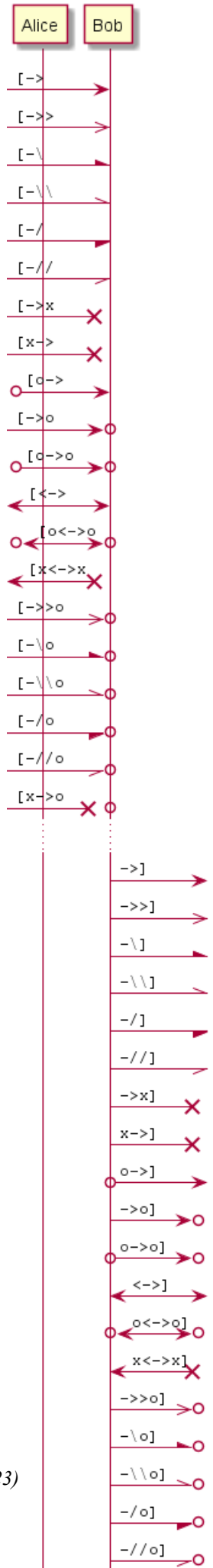
```
@startuml
participant Alice as a
participant Bob   as b
a ->     b : ""->   ""
a ->>    b : ""->>  ""
a -\     b : ""-\   ""
a -\\    b : ""-\\\\""
a -/     b : ""-/   ""
a -//    b : ""-//  ""
a ->x    b : ""->x  ""
a x->    b : ""x->  ""
a o->    b : ""o->  ""
a ->o    b : ""->o  ""
a o->o   b : ""o->o ""
a <->    b : ""<->  ""
a o<->o  b : ""o<->o""
a x<->x  b : ""x<->x""
a ->>o   b : ""->>o ""
a -\o    b : ""-\o  ""
a -\\o   b : ""-\\\\o""
a -/o    b : ""-/o  ""
a -//o   b : ""-//o ""
a x->o   b : ""x->o ""
@enduml
```



1.35.2 Incoming and outgoing messages (with '[', ']')

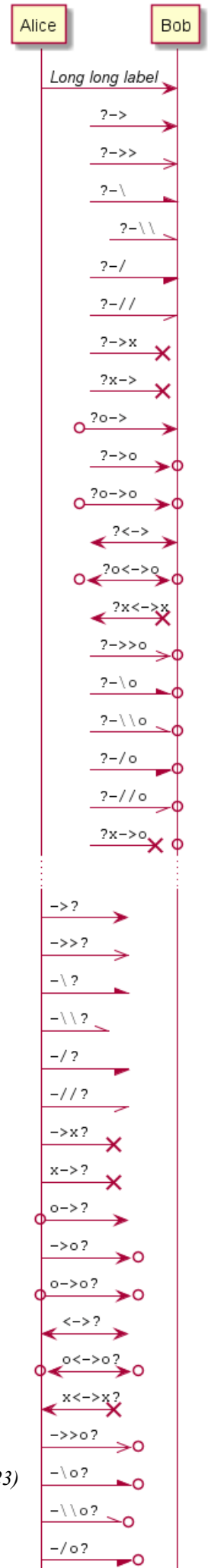
```
@startuml
participant Alice as a
participant Bob   as b
[->      b : ""[->   ""
[->>     b : ""[->>  ""
[-\      b : ""[-\   ""
[-\\     b : ""[-\\\\""
[-/      b : ""[-/   ""
[-//     b : ""[-//  ""
[->x     b : ""[->x  ""
[x->     b : ""[x->  ""
[o->     b : ""[o->  ""
[->o     b : ""[->o  ""
[o->o    b : ""[o->o ""
[<->     b : ""[<->  ""
[o<->o   b : ""[o<->o""
[x<->x   b : ""[x<->x""
[->>o    b : ""[->>o ""
```

```
[-\o     b : ""[-\o  ""
[-\\o    b : ""[-\\\\o""
[-/o     b : ""[-/o  ""
[-//o    b : ""[-//o ""
[x->o    b : ""[x->o ""
...
b ->]      : ""->]   ""
b ->>]     : ""->>]  ""
b -\]      : ""-\]   ""
b -\\]     : ""-\\\\]""
b -/]      : ""-/]   ""
b -//]     : ""-//]  ""
b ->x]     : ""->x]  ""
b x->]     : ""x->]  ""
b o->]     : ""o->]  ""
b ->o]     : ""->o]  ""
b o->o]    : ""o->o] ""
b <->]     : ""<->]  ""
b o<->o]   : ""o<->o]""
b x<->x]   : ""x<->x]""
b ->>o]    : ""->>o] ""
b -\o]     : ""-\o]  ""
b -\\o]    : ""-\\\\o]""
b -/o]     : ""-/o]  ""
b -//o]    : ""-//o] ""
b x->o]    : ""x->o] ""
@enduml
```


Alice
Bob
[->
[->>
[-\
[-\\
[-/
[-//
[->x
[x->
[o->
[->o
[o->o
[<->
[o<->o
[x<->x
[->>o
[-\o
[-\\o
[-/o
[-//o
[x->o
->]
->>]
-\]
-\\]
-/]
-//]
->x]
x->]
o->]
->o]
o->o]
<->]
o<->o]
x<->x]
->>o]
-\o]
-\\o]
-/o]
-//o]

1.35.3 Short incoming and outgoing messages (with '?')

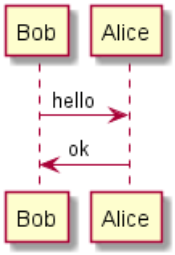
```
@startuml
participant Alice as a
participant Bob   as b
a ->     b : //Long long label//
?->      b : ""?->   ""
?->>     b : ""?->>  ""
?-\      b : ""?-\   ""
?-\\     b : ""?-\\\\""
?-/      b : ""?-/   ""
?-//     b : ""?-//  ""
?->x     b : ""?->x  ""
?x->     b : ""?x->  ""
?o->     b : ""?o->  ""
?->o     b : ""?->o  ""
?o->o    b : ""?o->o ""
?<->     b : ""?<->  ""
?o<->o   b : ""?o<->o""
?x<->x   b : ""?x<->x""
?->>o    b : ""?->>o ""
?-\o     b : ""?-\o  ""
?-\\o    b : ""?-\\\\o ""
?-/o     b : ""?-/o  ""
?-//o    b : ""?-//o ""
?x->o    b : ""?x->o ""
...
a ->?      : ""->?   ""
a ->>?     : ""->>?  ""
a -\?      : ""-\?   ""
a -\\?     : ""-\\\\?""
a -/?      : ""-/?   ""
a -//?     : ""-//?  ""
a ->x?     : ""->x?  ""
a x->?     : ""x->?  ""
a o->?     : ""o->?  ""
a ->o?     : ""->o?  ""
a o->o?    : ""o->o? ""
a <->?     : ""<->?  ""
a o<->o?   : ""o<->o?""
a x<->x?   : ""x<->x?""
a ->>o?    : ""->>o? ""
a -\o?     : ""-\o?  ""
a -\\o?    : ""-\\\\o?""
a -/o?     : ""-/o?  ""
a -//o?    : ""-//o? ""
a x->o?    : ""x->o? ""
@enduml
```


Alice
Bob
Long long label
?->
?->>
?-\
?-\\
?-/
?-//
?->x
?x->
?o->
?->o
?o->o
?<->
?o<->o
?x<->x
?->>o
?-\o
?-\\o
?-/o
?-//o
?x->o
->?
->>?
-\?
-\\?
-/?
-//?
->x?
x->?
o->?
->o?
o->o?
<->?
o<->o?
x<->x?
->>o?
-\o?
-\\o?
-/o?

1.36 Specific SkinParameter

1.36.1 By default

```
@startuml
Bob -> Alice : hello
Alice -> Bob : ok
@enduml
```

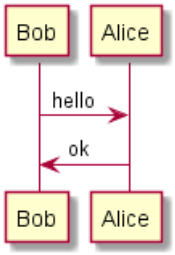


1.36.2 lifelineStrategy solid

In order to have solid life line in sequence diagrams, you can use:

- `skinparam lifelineStrategy solid`

```
@startuml
skinparam lifelineStrategy solid
Bob -> Alice : hello
Alice -> Bob : ok
@enduml
```



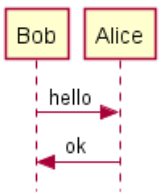
[Ref. QA-2794]

1.36.3 style strictuml

To be conform to strict UML (*for arrow style: emits triangle rather than sharp arrowheads*), you can use:

- `skinparam style strictuml`

```
@startuml
skinparam style strictuml
Bob -> Alice : hello
Alice -> Bob : ok
@enduml
```

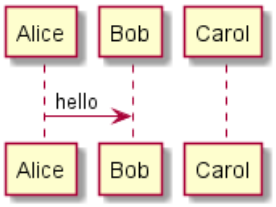


[Ref. QA-1047]

1.37 Hide unlinked participant

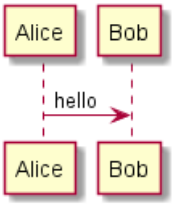
By default, all participants are displayed.

```
@startuml
participant Alice
participant Bob
participant Carol

Alice -> Bob : hello
@enduml
```



But you can `hide unlinked` participant.

```
@startuml
hide unlinked
participant Alice
participant Bob
participant Carol

Alice -> Bob : hello
@enduml
```



[Ref. QA-4247]

2 用例图

Let's have few examples :

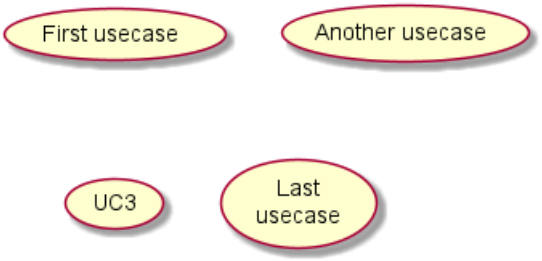
Note that you can disable the shadowing using the `skinparam shadowing false` command.

2.1 用例

用例用圆括号括起来。

也可以用关键字 `usecase` 来定义用例。还可以用关键字 `as` 定义一个别名，这个别名可以在以后定义关系的时候使用。

```
@startuml

(First usecase)
(Another usecase) as (UC2)
usecase UC3
usecase (Last\nusecase) as UC4

@enduml
```



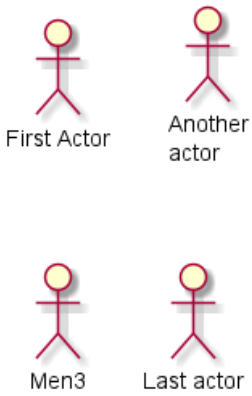
2.2 角色

角色用两个冒号包裹起来。

也可以用 `actor` 关键字来定义角色。还可以用关键字 `as` 来定义一个别名，这个别名可以在以后定义关系的时候使用。

后面我们会看到角色的定义是可选的。

```
@startuml

:First Actor:
:Another\nactor: as Men2
actor Men3
actor :Last actor: as Men4

@enduml
```



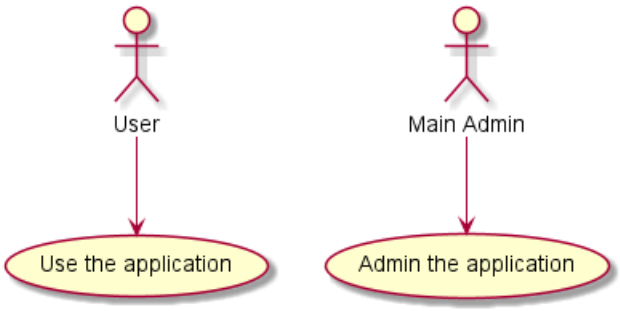
2.3 Change Actor style

You can change the actor style from stick man *(by default)* to:

- an awesome man with the `skinparam actorStyle awesome` command;
- a hollow man with the `skinparam actorStyle hollow` command.

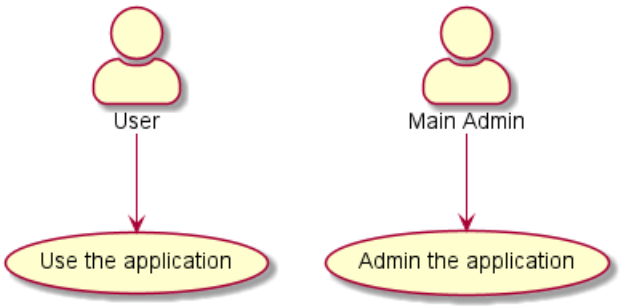
2.3.1 Stick man *(by default)*

```
@startuml
:User: --> (Use)
"Main Admin" as Admin
"Use the application" as (Use)
Admin --> (Admin the application)
@enduml
```



2.3.2 Awesome man

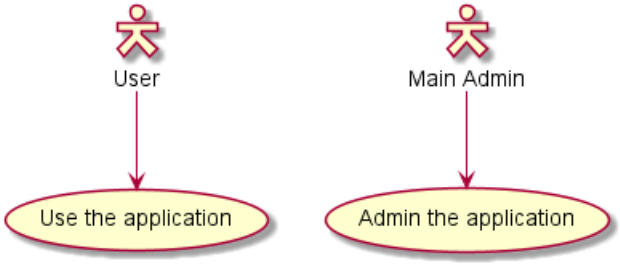
```
@startuml
skinparam actorStyle awesome
:User: --> (Use)
"Main Admin" as Admin
"Use the application" as (Use)
Admin --> (Admin the application)
@enduml
```



[Ref. QA-10493]

2.3.3 Hollow man

```
@startuml
skinparam actorStyle Hollow
:User: --> (Use)
"Main Admin" as Admin
"Use the application" as (Use)
Admin --> (Admin the application)
@enduml
```



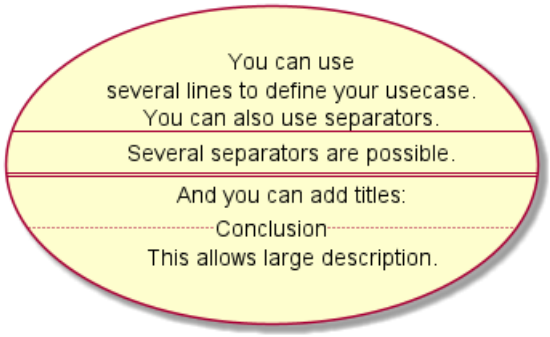
[Ref. PR#396]

2.4 用例描述

如果想定义跨越多行的用例描述，可以用双引号将其裹起来。

还可以使用这些分隔符：`--` `..` `==` `__`。并且还可以在分隔符中间放置标题。

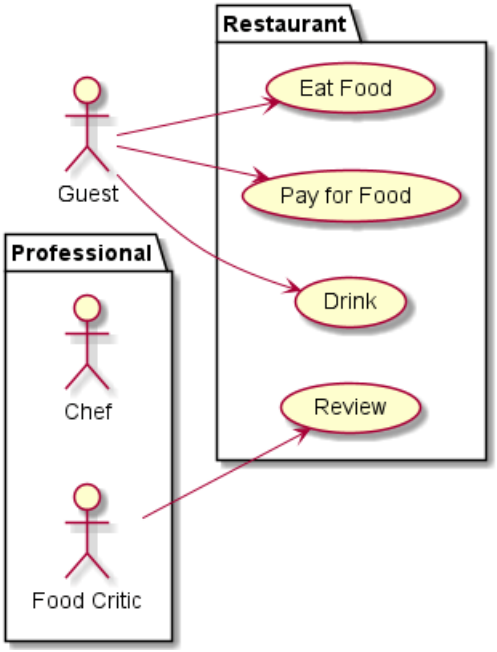
```
@startuml

usecase UC1 as "You can use
several lines to define your usecase.
You can also use separators.
--
Several separators are possible.
==
And you can add titles:
..Conclusion..
This allows large description."

@enduml
```



2.5 Use package

You can use packages to group actors or use cases.

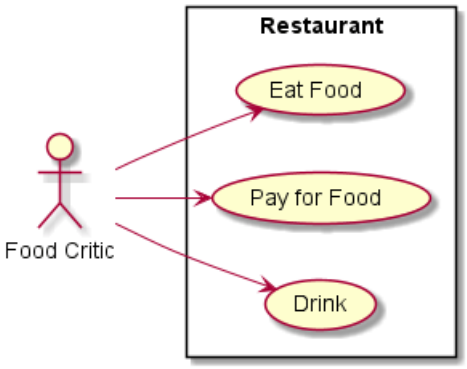
```
@startuml
left to right direction
actor Guest as g
package Professional {
  actor Chef as c
  actor "Food Critic" as fc
}
package Restaurant {
  usecase "Eat Food" as UC1
  usecase "Pay for Food" as UC2
  usecase "Drink" as UC3
  usecase "Review" as UC4
}
fc --> UC4
g --> UC1
g --> UC2
g --> UC3
@enduml
```



You can use `rectangle` to change the display of the package.

```
@startuml
```

```
left to right direction
actor "Food Critic" as fc
rectangle Restaurant {
  usecase "Eat Food" as UC1
  usecase "Pay for Food" as UC2
  usecase "Drink" as UC3
}
fc --> UC1
fc --> UC2
fc --> UC3
@enduml
```



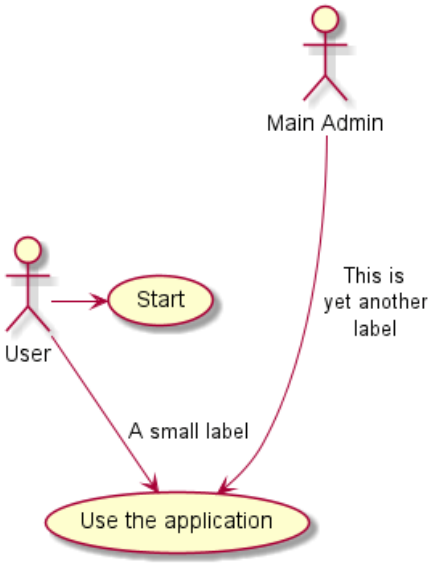
2.6 基础示例

用箭头 `-->` 连接角色和用例。

横杠 `-`越多，箭头越长。通过在箭头定义的后面加一个冒号及文字的方式来添加标签。

在这个例子中，*User* 并没有定义，而是直接拿来当做一个角色使用。

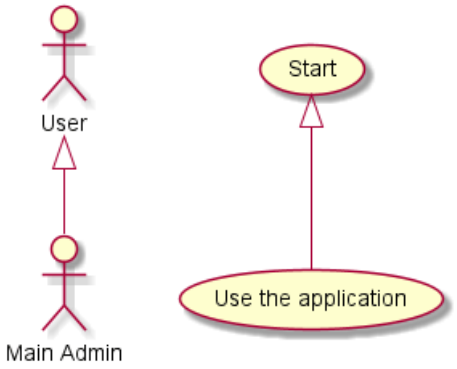
```
@startuml

User -> (Start)
User --> (Use the application) : A small label

:Main Admin: ---> (Use the application) : This is\nyet another\nlabel

@enduml
```



2.7 继承

如果一个角色或者用例继承于另一个，那么可以用 <|--符号表示。

```
@startuml
:Main Admin: as Admin
(Use the application) as (Use)

User <|-- Admin
(Start) <|-- (Use)

@enduml
```

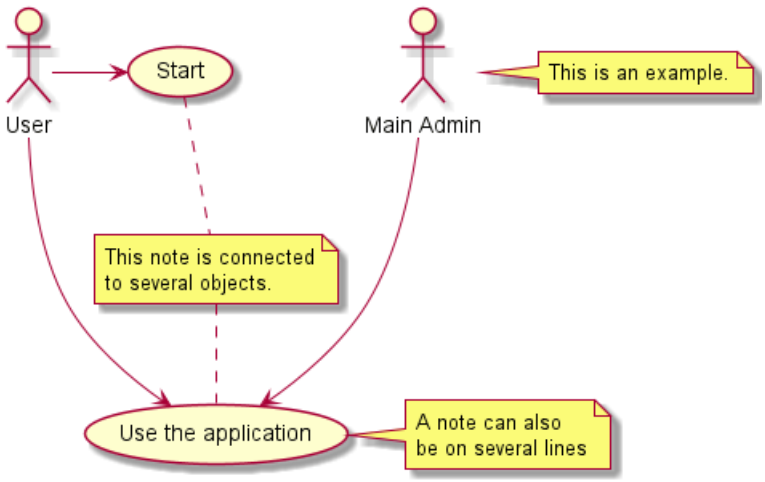


2.8 使用注释

可以用 note left of , note right of , note top of , note bottom of 等关键字给一个对象添加注释。

注释还可以通过 note 关键字来定义，然后用.. 连接其他对象。

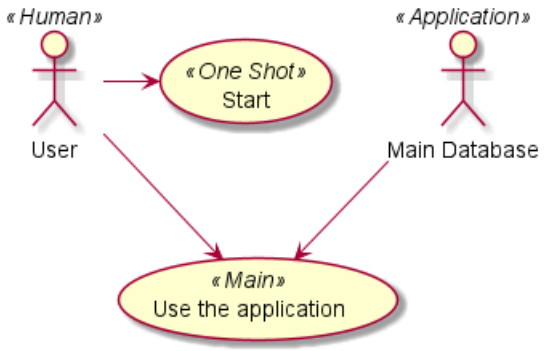
```
@startuml
:Main Admin: as Admin
(Use the application) as (Use)

User -> (Start)
User --> (Use)

Admin ---> (Use)

note right of Admin : This is an example.

note right of (Use)
  A note can also
  be on several lines
end note

note "This note is connected\nto several objects." as N2
(Start) .. N2
N2 .. (Use)
@enduml
```



2.9 构造类型

用 << 和 >> 来定义角色或者用例的构造类型。

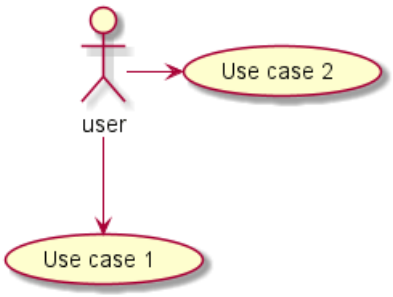
```
@startuml
User << Human >>
:Main Database: as MySql << Application >>
(Start) << One Shot >>
(Use the application) as (Use) << Main >>

User -> (Start)
User --> (Use)

MySql --> (Use)

@enduml
```



2.10 改变箭头方向

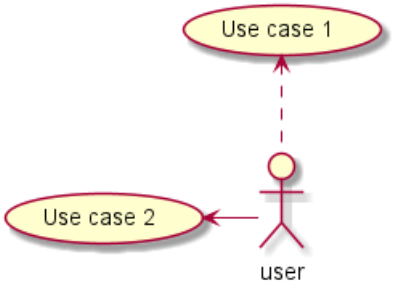
默认连接是竖直方向的，用 --表示，可以用一个横杠或点来表示水平连接。

```
@startuml
:user: --> (Use case 1)
:user: -> (Use case 2)
@enduml
```



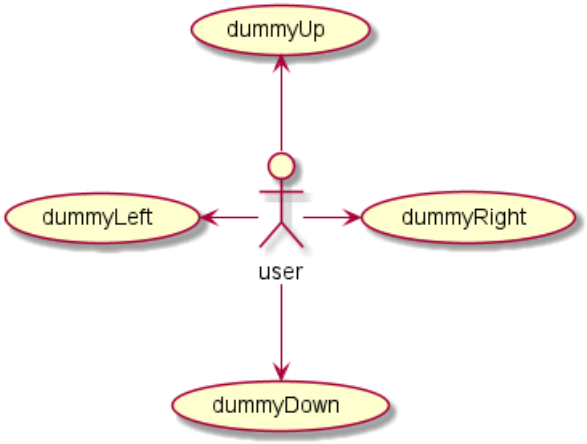
也可以通过翻转箭头来改变方向。

```
@startuml
(Use case 1) <.. :user:
(Use case 2) <- :user:
@enduml
```



还可以通过给箭头添加 `left`, `right`, `up` 或 `down` 等关键字来改变方向。

```
@startuml
:user: -left-> (dummyLeft)
:user: -right-> (dummyRight)
:user: -up-> (dummyUp)
:user: -down-> (dummyDown)
@enduml
```



这些方向关键字也可以只是用首字母或者前两个字母的缩写来代替。

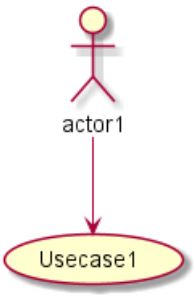
但是请注意，这样的缩写不要乱用，Graphviz 不喜欢这样。

2.11 分割图示

用 `newpage` 关键字将图示分解为多个页面。

```
@startuml
:actor1: --> (Usecase1)
newpage
```

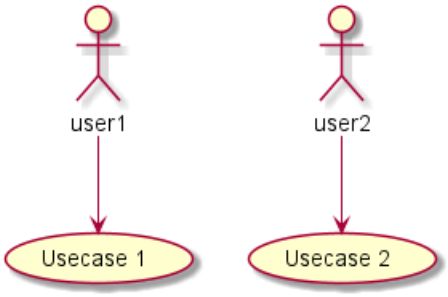
```
:actor2: --> (Usecase2)
@enduml
```



2.12 从左向右方向

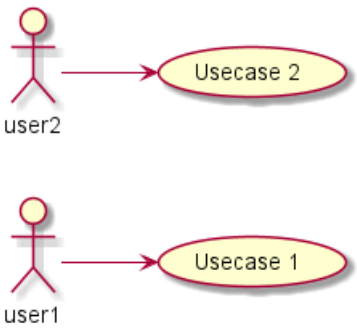
默认从上往下构建图示。

```
@startuml
'default
top to bottom direction
user1 --> (Usecase 1)
user2 --> (Usecase 2)

@enduml
```



你可以用 `left to right direction` 命令改变图示方向。

```
@startuml

left to right direction
user1 --> (Usecase 1)
user2 --> (Usecase 2)

@enduml
```



2.13 显示参数

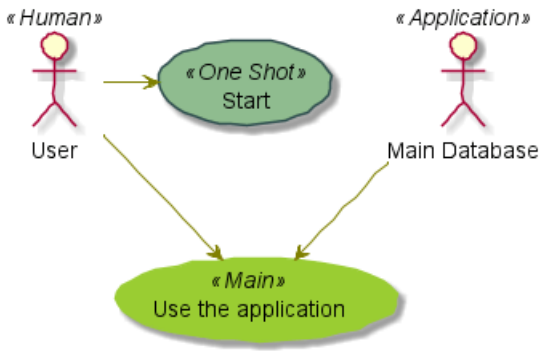
用 skinparam 改变字体和颜色。

可以在如下场景中使用：

- 在图示的定义中，
- 在引入的文件中，
- 在命令行或者 ANT 任务提供的配置文件中。

你也可以给构造的角色和用例指定特殊颜色和字体。

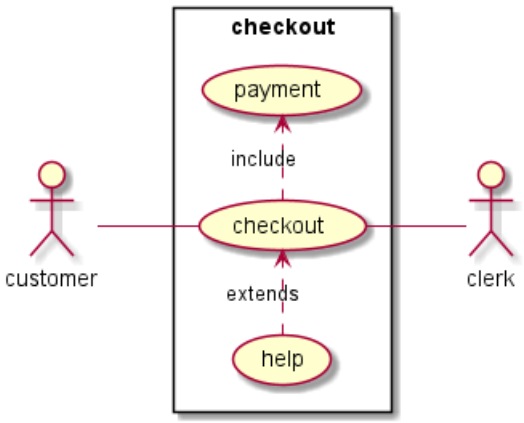
```
@startuml
skinparam handwritten true

skinparam usecase {
BackgroundColor DarkSeaGreen
BorderColor DarkSlateGray

BackgroundColor<< Main >> YellowGreen
BorderColor<< Main >> YellowGreen

ArrowColor Olive
ActorBorderColor black
ActorFontName Courier

ActorBackgroundColor<< Human >> Gold
}

User << Human >>
:Main Database: as MySql << Application >>
(Start) << One Shot >>
(Use the application) as (Use) << Main >>

User -> (Start)
User --> (Use)

MySql --> (Use)

@enduml
```



2.14 一个完整的例子

```
@startuml
left to right direction
skinparam packageStyle rectangle
actor customer
actor clerk
rectangle checkout {
  customer -- (checkout)
```

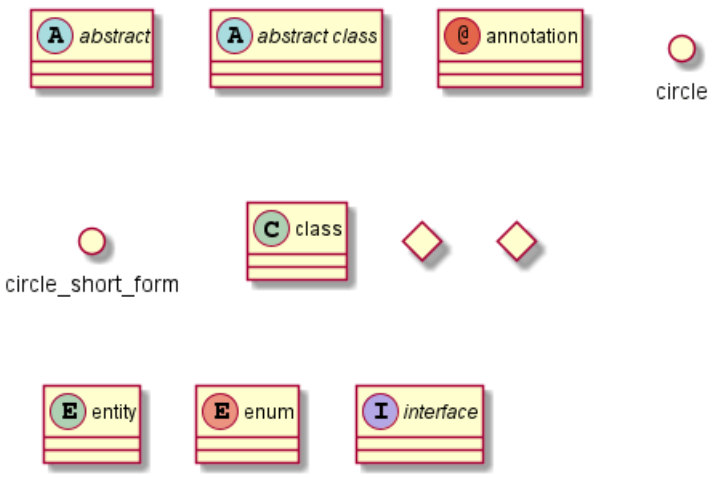
```
  (checkout) .> (payment) : include
  (help) .> (checkout) : extends
  (checkout) -- clerk
}
@enduml
```



3 类图

3.1 Declaring element

```
@startuml
abstract        abstract
abstract class  "abstract class"
annotation      annotation
circle          circle
()              circle_short_form
class           class
diamond         diamond
<>              diamond_short_form
entity          entity
enum            enum
interface       interface
@enduml
```



3.2 类之间的关系

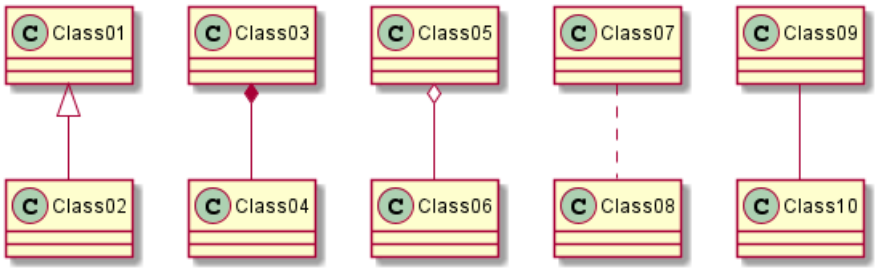
类之间的关系通过下面的符号定义:

Type	Symbol	Drawing
Extension（扩展）	`<|--`	
Composition（组合）	`*--`	
Aggregation（聚合）	`o--`	

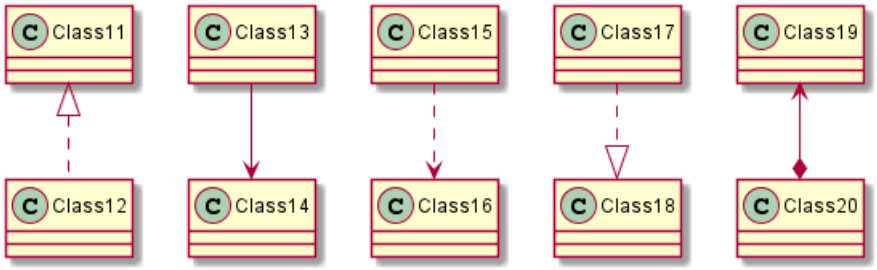
使用 `..` 来代替 `--` 可以得到点线.

在这些规则下，也可以绘制下列图形

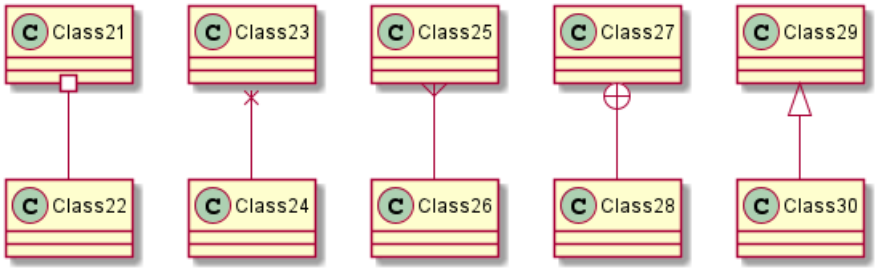
```
@startuml
Class01 <|-- Class02
Class03 *-- Class04
Class05 o-- Class06
Class07 .. Class08
Class09 -- Class10
@enduml
```




```
@startuml
Class11 <|.. Class12
Class13 --> Class14
Class15 ..> Class16
Class17 ..|> Class18
Class19 <--* Class20
@enduml
```




```
@startuml
Class21 #-- Class22
Class23 x-- Class24
Class25 }-- Class26
Class27 +-- Class28
Class29 ^-- Class30
@enduml
```

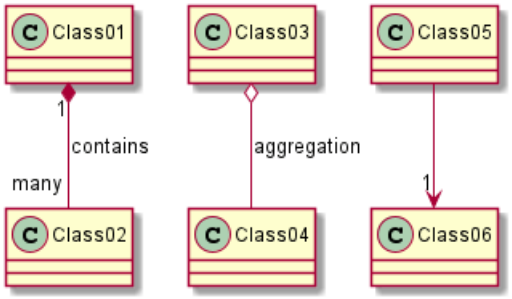


3.3 关系上的标识

在关系之间使用标签来说明时, 使用：后接标签文字。

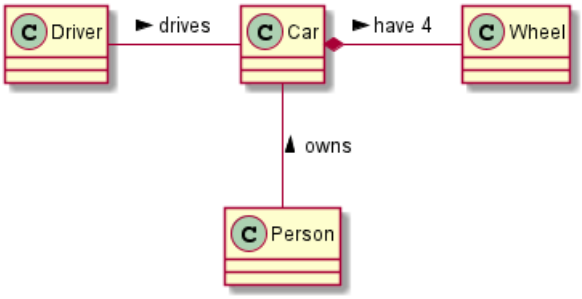
对元素的说明，你可以在每一边使用 "" 来说明.

```
@startuml

Class01 "1" *-- "many" Class02 : contains

Class03 o-- Class04 : aggregation

Class05 --> "1" Class06

@enduml
```



在标签的开始或结束位置添加 < 或 > 以表明是哪个对象作用到哪个对象上。

```
@startuml
class Car

Driver - Car : drives >
Car *- Wheel : have 4 >
Car -- Person : < owns

@enduml
```

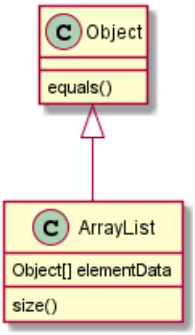


3.4 添加方法

为了声明字段 (对象属性）或者方法，你可以使用后接字段名或方法名。

系统检查是否有括号来判断是方法还是字段。

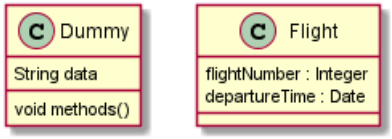
```
@startuml
Object <|-- ArrayList

Object : equals()
ArrayList : Object[] elementData
ArrayList : size()

@enduml
```



也可以使用 {} 把字段或者方法括起来

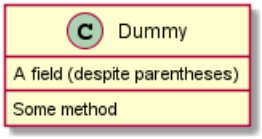
注意，这种语法对于类型/名字的顺序是非常灵活的。

```
@startuml
class Dummy {
  String data
  void methods()
}

class Flight {
   flightNumber : Integer
   departureTime : Date
}
@enduml
```



你可以（显式地）使用 `{field}` 和 `{method}` 修饰符来覆盖解析器的对于字段和方法的默认行为

```
@startuml
class Dummy {
  {field} A field (despite parentheses)
  {method} Some method
}

@enduml
```

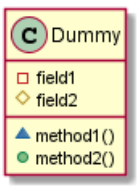


3.5 定义可访问性

一旦你定义了域或者方法，你可以定义相应条目的可访问性质。

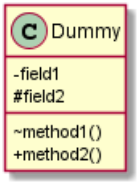
Character	Icon for field	Icon for method	Visibility
-			private
#			protected
~			package private
+			public

```
@startuml

class Dummy {
 -field1
 #field2
 ~method1()
 +method2()
}

@enduml
```



你可以采用以下命令停用这些特性 `skinparam classAttributeIconSize 0`：

```
@startuml
skinparam classAttributeIconSize 0
class Dummy {
 -field1
 #field2
 ~method1()
 +method2()
}

@enduml
```

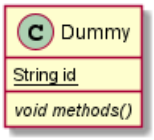


3.6 抽象与静态

通过修饰符 `{static}` 或者 `{abstract}`，可以定义静态或者抽象的方法或者属性。

这些修饰符可以写在行的开始或者结束。也可以使用 `{classifier}` 这个修饰符来代替 `{static}`.

```
@startuml
class Dummy {
  {static} String id
  {abstract} void methods()
}
@enduml
```



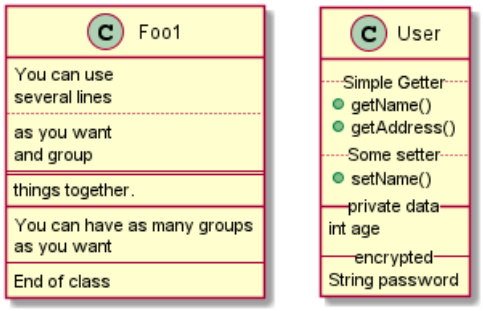
3.7 高级类体

PlantUML 默认自动将方法和属性重新分组，你可以自己定义分隔符来重排方法和属性，下面的分隔符都是可用的：`--` `..` `==` `__`.

还可以在分隔符中添加标题：

```
@startuml
class Foo1 {
  You can use
  several lines
  ..
  as you want
  and group
  ==
  things together.
  --
  You can have as many groups
  as you want
  --
  End of class
}
```

```
class User {
  .. Simple Getter ..
  + getName()
  + getAddress()
  .. Some setter ..
  + setName()
  __ private data __
  int age
  -- encrypted --
  String password
}

@enduml
```



3.8 备注和模板

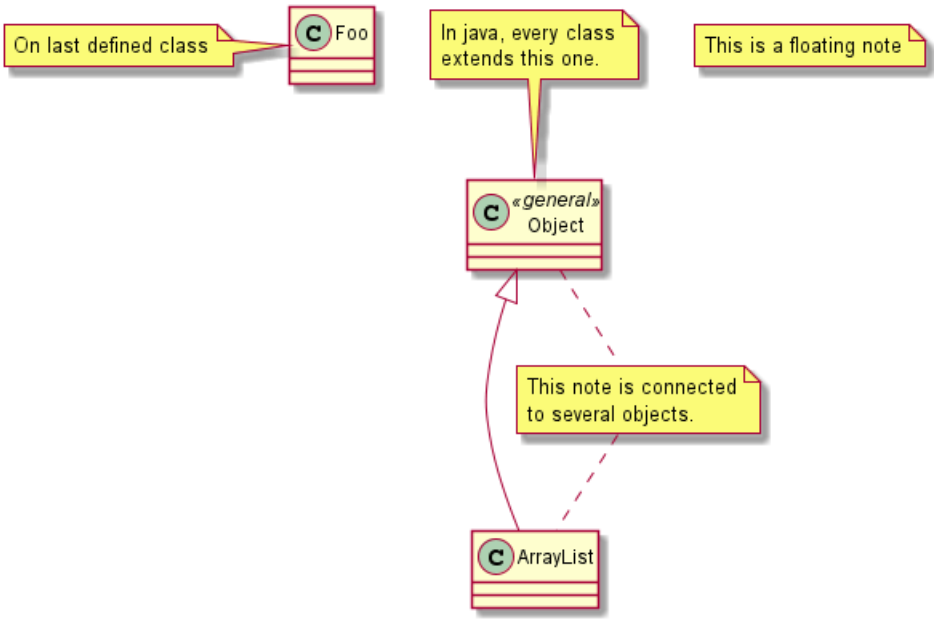
模板通过类关键字 ("<<" 和">>") 来定义

你可以使用 `note left of`, `note right of`, `note top of`, `note bottom of` 这些关键字来添加备注。

你还可以在类的声明末尾使用 `note left`, `note right`, `note top`, `note bottom` 来添加备注。

此外，单独用 `note` 这个关键字也是可以的，使用 `..` 符号可以作出一条连接它与其它对象的虚线。

```
@startuml
class Object << general >>
Object <|--- ArrayList

note top of Object : In java, every class\nextends this one.

note "This is a floating note" as N1
note "This note is connected\nto several objects." as N2
Object .. N2
N2 .. ArrayList

class Foo
note left: On last defined class

@enduml
```



3.9 更多注释

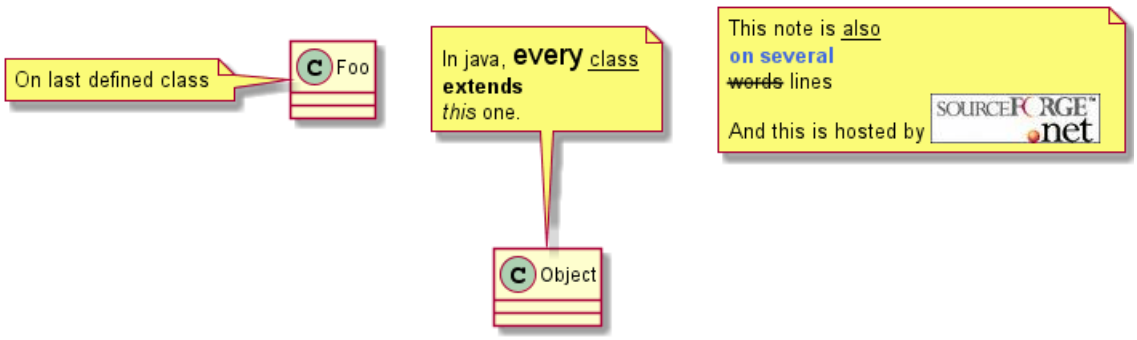
可以在注释中使用部分 html 标签：

- `<b>`
- `<u>`
- `<i>`
- `<s>`, `<del>`, `<strike>`
- `<font color="#AAAAAA">` or `<font color="colorName">`
- `<color:#AAAAAA>` or `<color:colorName>`
- `<size:nn>` to change font size
- `<img src="file">` or `<img:file>`: the file must be accessible by the filesystem

你也可以在注释中展示多行。

你也可以在定义的 class 之后直接使用 `note left`, `note right`, `note top`, `note bottom` 来定义注释。

```
@startuml

class Foo
note left: On last defined class

note top of Object
  In java, <size:18>every</size> <u>class</u>
  <b>extends</b>
  <i>this</i> one.
end note

note as N1
  This note is <u>also</u>
  <b><color:royalBlue>on several</color>
  <s>words</s> lines
  And this is hosted by <img:sourceforge.jpg>
end note

@enduml
```

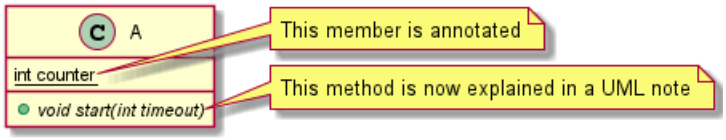


3.10 Note on field (field, attribut, member) or method

It is possible to add a note on field (field, attribut, member) or on method.

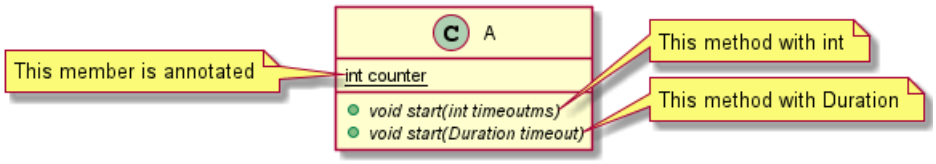
3.10.1 Note on field or method

```
@startuml
class A {
{static} int counter
+void {abstract} start(int timeout)
}
note right of A::counter
  This member is annotated
end note
note right of A::start
  This method is now explained in a UML note
end note
@enduml
```



3.10.2 Note on method with the same name

```
@startuml
class A {
{static} int counter
+void {abstract} start(int timeoutms)
+void {abstract} start(Duration timeout)
}
note left of A::counter
  This member is annotated
end note
note right of A::"start(int timeoutms)"
  This method with int
end note
note right of A::"start(Duration timeout)"
  This method with Duration
end note
@enduml
```



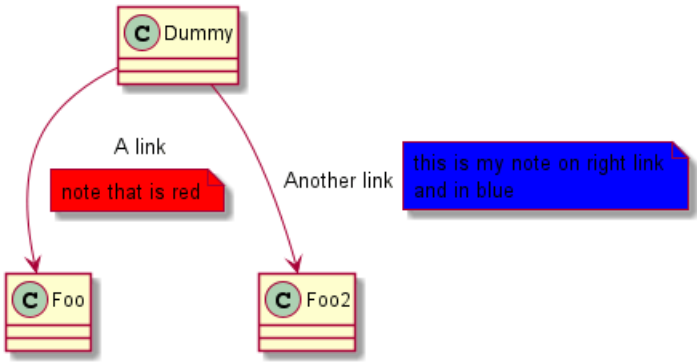
[Ref. QA-3474 and QA-5835]

3.11 链接的注释

在定义链接之后，你可以用 `note on link` 给链接添加注释

如果想要改变注释相对于标签的位置，你也可以用 `note left on link`，`note right on link`，`note bottom on link`。（对应位置分别在 label 的左边，右边，下边）

```
@startuml

class Dummy
Dummy --> Foo : A link
note on link #red: note that is red

Dummy --> Foo2 : Another link
note right on link #blue
this is my note on right link
and in blue
end note

@enduml
```

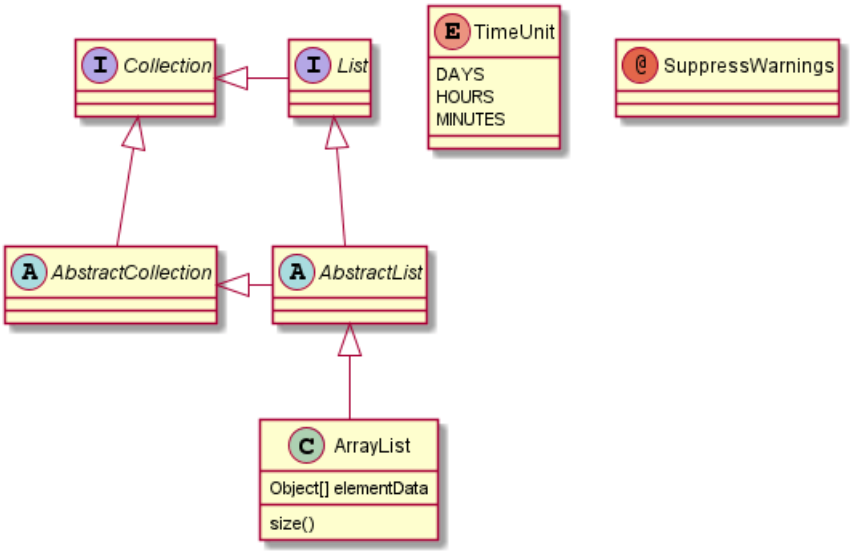


3.12 抽象类和接口

用关键字 `abstract` 或 `abstract class` 来定义抽象类。抽象类用斜体显示。也可以使用 `interface`, `annotation` 和 `enum` 关键字。

```
@startuml

abstract class AbstractList
abstract AbstractCollection
interface List
interface Collection

List <|-- AbstractList
Collection <|-- AbstractCollection

Collection <|- List
AbstractCollection <|- AbstractList
```

```
AbstractList <|-- ArrayList

class ArrayList {
  Object[] elementData
  size()
}

enum TimeUnit {
  DAYS
  HOURS
  MINUTES
}

annotation SuppressWarnings

@enduml
```

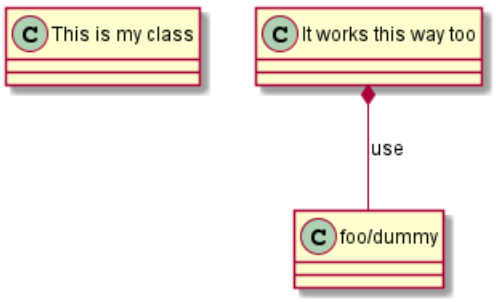


3.13 使用非字母字符

如果你想在类（或者枚举）的显示中使用非字母符号，你可以：

- 在类的定义中使用 as 关键字
- 在类名旁边加上 ""

```
@startuml
class "This is my class" as class1
class class2 as "It works this way too"

class2 *-- "foo/dummy" : use
@enduml
```



3.14 隐藏属性、函数等

通过使用命令“hide/show”，你可以用参数表示类的显示方式。

基础命令是: hide empty members. 这个命令会隐藏空白的方法和属性。

除 empty members 外，你可以用:

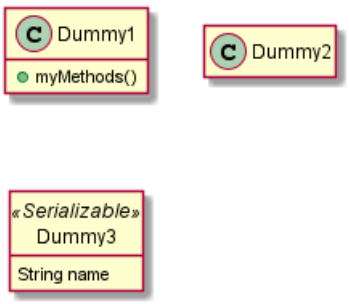
- empty fields 或者 empty attributes 空属性,
- empty methods 空函数，
- fields 或 attributes 隐藏字段或属性，即使是被定义了
- methods 隐藏方法，即使是被定义了
- members 隐藏字段 和 方法，即使是被定义了
- circle 类名前带圈的，
- stereotype 原型。

同样可以使用 hide 或 show 关键词，对以下内容进行设置：

- class 所有类，
- interface 所有接口，
- enum 所有枚举，
- <<foo1>> 实现 *foo1* 的类，
- 一个既定的类名。

你可以使用 show/hide 命令来定义相关规则和例外。

```
@startuml

class Dummy1 {
  +myMethods()
}

class Dummy2 {
  +hiddenMethod()
}

class Dummy3 <<Serializable>> {
String name
}

hide members
hide <<Serializable>> circle
show Dummy1 methods
show <<Serializable>> fields

@enduml
```



3.15 隐藏类

你也可以使用 `show/hide` 命令来隐藏类

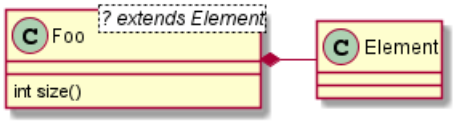
如果你定义了一个大的!included 文件，且想在文件包含之后隐藏部分类，该功能会很有帮助。

```
@startuml

class Foo1
class Foo2

Foo2 *-- Foo1

hide Foo2

@enduml
```

3.16 泛型（**generics**）

你可以用 < 和 > 来定义类的泛型。

```
@startuml

class Foo<? extends Element> {
  int size()
}
Foo *- Element

@enduml
```



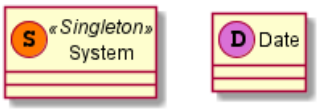
It is possible to disable this drawing using `skinparam genericDisplay old` command.

3.17 指定标记（**Spot**）

通常标记字符 (C, I, E or A) 用于标记类 (classes), 接口（interface）, 枚举（enum）和抽象类（abstract classes）.

但是当你想定义原型时，可以增加对应的单个字符及颜色，来定义自己的标记（spot），就像下面一样：

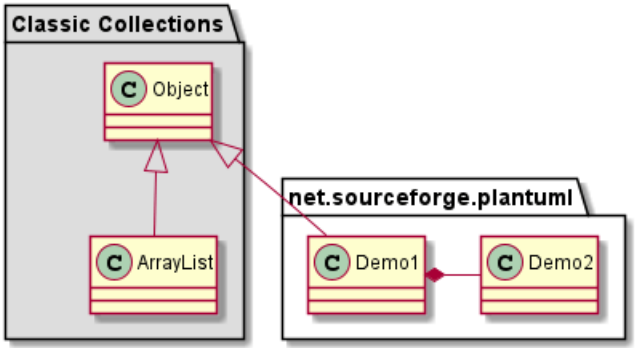
```
@startuml

class System << (S,#FF7700) Singleton >>
class Date << (D,orchid) >>
@enduml
```



3.18 包

你可以通过关键词 package 声明包，同时可选的来声明对应的背景色（通过使用 html 色彩代码或名称）。
注意：包可以被定义为嵌套。

```
@startuml

package "Classic Collections" #DDDDDD {
  Object <|-- ArrayList
}

package net.sourceforge.plantuml {
  Object <|-- Demo1
  Demo1 *- Demo2
}

@enduml
```

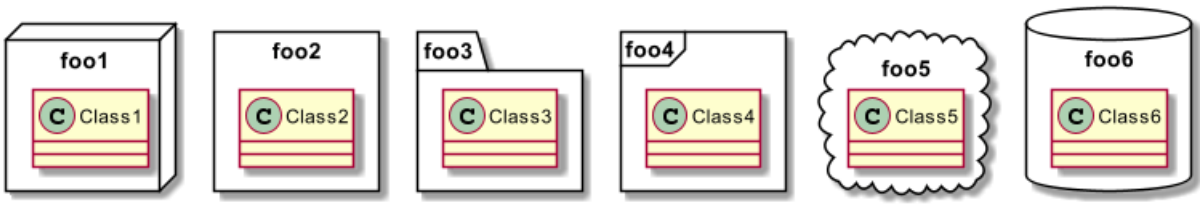


3.19 包样式

包可以定义不同的样式。
你可以通过以下的命令来设置默认样式: skinparam packageStyle, 或者对包使用对应的模板:

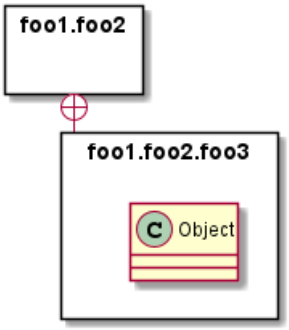
```
@startuml
scale 750 width
package foo1 <<Node>> {
  class Class1
}

package foo2 <<Rectangle>> {
  class Class2
}

package foo3 <<Folder>> {
  class Class3
}

package foo4 <<Frame>> {
  class Class4
}
```

```
package foo5 <<Cloud>> {
  class Class5
}

package foo6 <<Database>> {
  class Class6
}

@enduml
```



你也可以参考下面的示例来定义包之间的连线:

```
@startuml

skinparam packageStyle rectangle

package foo1.foo2 {
}

package foo1.foo2.foo3 {
  class Object
}

foo1.foo2 +-- foo1.foo2.foo3

@enduml
```



3.20 命名空间（Namespaces）

在使用包（package）时（区别于命名空间），类名是类的唯一标识。也就意味着，在不同的包（package）中的类，不能使用相同的类名。

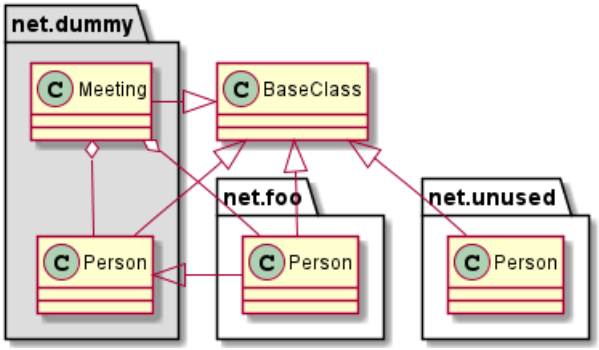
在那种情况下（译注：同名、不同全限定名类），你应该使用命名空间来取而代之。

你可以从其他命名空间，使用全限定名来引用类，默认命名空间（译注：无名的命名空间）下的类，以一个 “.” 开头（的类名）来引用（译注：示例中的 `BaseClass`).

注意：你不用显示地创建命名空间：一个使用全限定名的类会自动被放置到对应的命名空间。

```
@startuml

class BaseClass
```

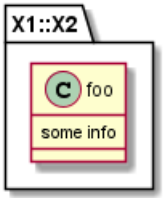
```
namespace net.dummy #DDDDDD {
    .BaseClass <|-- Person
    Meeting o-- Person

    .BaseClass <|- Meeting
}

namespace net.foo {
  net.dummy.Person  <|- Person
  .BaseClass <|-- Person

  net.dummy.Meeting o-- Person
}

BaseClass <|-- net.unused.Person

@enduml
```



3.21 自动创建命名空间

使用命令 `set namespaceSeparator ???` 你可以自定义命名空间分隔符（为“.”以外的字符）.

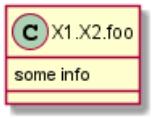
```
@startuml

set namespaceSeparator ::
class X1::X2::foo {
  some info
}

@enduml
```



禁止自动创建包则可以使用 `set namespaceSeparator none`.

```
@startuml

set namespaceSeparator none
class X1.X2.foo {
  some info
}
```

```
@enduml
```

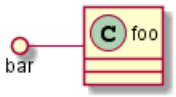


3.22 棒棒糖接口

需要定义棒棒糖样式的接口时可以遵循以下语法:

- `bar ()- foo`
- `bar ()-- foo`
- `foo -() bar`

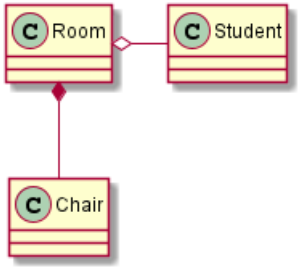
```
@startuml
class foo
bar ()- foo
@enduml
```



3.23 改变箭头方向

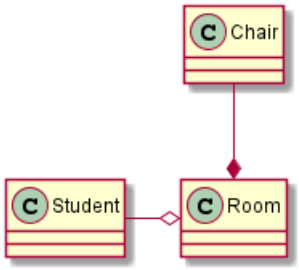
类之间默认采用两个破折号 -- 显示出垂直方向的线. 要得到水平方向的可以像这样使用单破折号 (或者点):

```
@startuml
Room o- Student
Room *-- Chair
@enduml
```



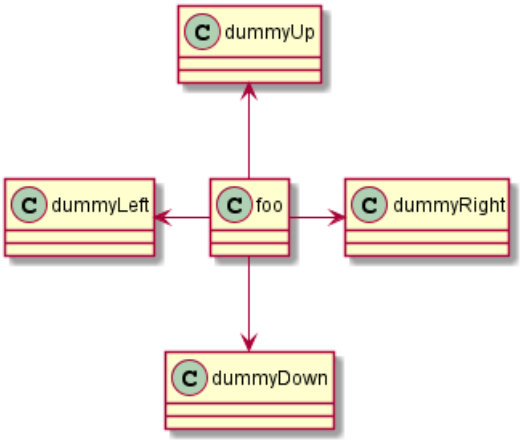
你也可以通过改变倒置链接来改变方向

```
@startuml
Student -o Room
Chair --* Room
@enduml
```



也可通过在箭头内部使用关键字，例如 `left`, `right`, `up` 或者 `down`，来改变方向

```
@startuml
foo -left-> dummyLeft
foo -right-> dummyRight
foo -up-> dummyUp
foo -down-> dummyDown
@enduml
```



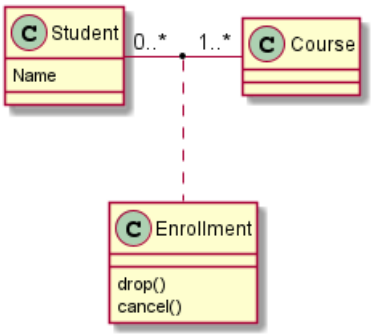
You can shorten the arrow by using only the first character of the direction (for example, `-d-` instead of `-down-`) or the two first characters (`-do-`).

Please note that you should not abuse this functionality : *Graphviz* gives usually good results without tweaking.

3.24 “关系”类

你可以在定义了两个类之间的关系后定义一个 关系类 *association class* 例如:

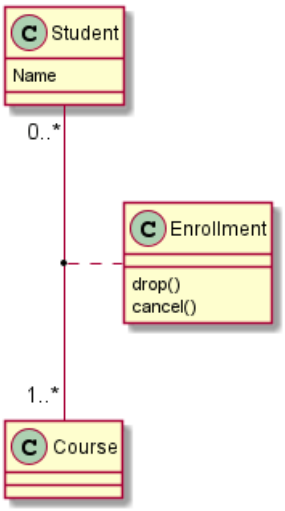
```
@startuml
class Student {
  Name
}
Student "0..*" - "1..*" Course
(Student, Course) .. Enrollment

class Enrollment {
  drop()
  cancel()
}
@enduml
```



也可以用另一种方式:

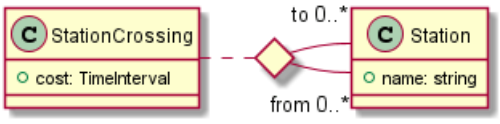
```
@startuml
class Student {
```

```
  Name
}
Student "0..*" -- "1..*" Course
(Student, Course) . Enrollment

class Enrollment {
  drop()
  cancel()
}
@enduml
```



3.25 Association on same classe

```
@startuml
class Station {
    +name: string
}

class StationCrossing {
    +cost: TimeInterval
}

<> diamond

StationCrossing . diamond
diamond - "from 0..*" Station
diamond - "to 0..* " Station
@enduml
```



[Ref. Incubation: Associations]

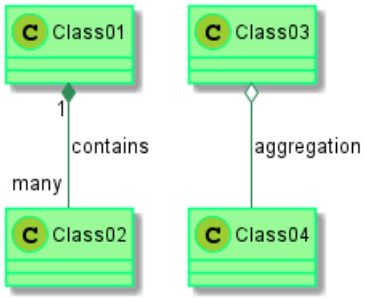
3.26 皮肤参数

用 skinparam 改变字体和颜色。

可以在如下场景中使用：

- 在图示的定义中，
- 在引入的文件中，
- 在命令行或者 ANT 任务提供的配置文件中。

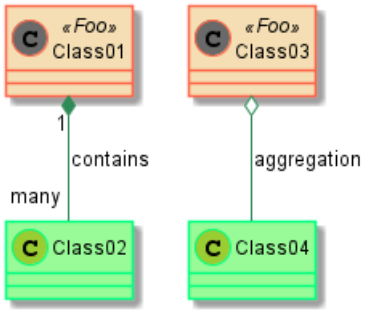
```
@startuml

skinparam class {
BackgroundColor PaleGreen
ArrowColor SeaGreen
BorderColor SpringGreen
}
skinparam stereotypeCBackgroundColor YellowGreen

Class01 "1" *-- "many" Class02 : contains

Class03 o-- Class04 : aggregation

@enduml
```



3.27 Skinned Stereotypes

You can define specific color and fonts for stereotyped classes.

```
@startuml

skinparam class {
BackgroundColor PaleGreen
ArrowColor SeaGreen
BorderColor SpringGreen
BackgroundColor<<Foo>> Wheat
BorderColor<<Foo>> Tomato
}
skinparam stereotypeCBackgroundColor YellowGreen
skinparam stereotypeCBackgroundColor<< Foo >> DimGray

Class01 <<Foo>>
Class03 <<Foo>>
Class01 "1" *-- "many" Class02 : contains

Class03 o-- Class04 : aggregation

@enduml
```



3.28 Color gradient

It's possible to declare individual color for classes or note using the # notation.

You can use either standard color name or RGB code.

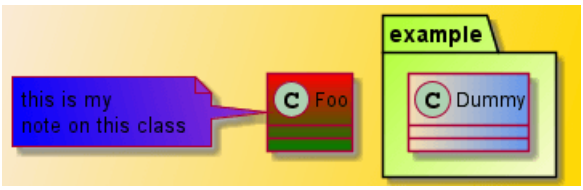
You can also use color gradient in background, with the following syntax: two colors names separated either by:

- |,
- /,
- \,
- or -

depending the direction of the gradient.

For example, you could have:

```
@startuml

skinparam backgroundcolor AntiqueWhite/Gold
skinparam classBackgroundColor Wheat|CornflowerBlue

class Foo #red-green
note left of Foo #blue\9932CC
  this is my
  note on this class
end note

package example #GreenYellow/LightGoldenRodYellow {
  class Dummy
}

@enduml
```



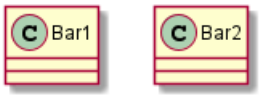
3.29 辅助布局

有时候，默认布局并不完美...

你可以使用 `together` 关键词将某些类进行分组：布局引擎会尝试将它们捆绑在一起（如同在一个包 (package) 内）

你也可以使用建立 隐藏链接的方式来强制布局

```
@startuml

class Bar1
class Bar2
together {
  class Together1
  class Together2
  class Together3
}
Together1 - Together2
Together2 - Together3
Together2 -[hidden]--> Bar1
Bar1 -[hidden]> Bar2


@enduml
```



3.30 拆分大文件

有些情况下，会有一些很大的图片文件。

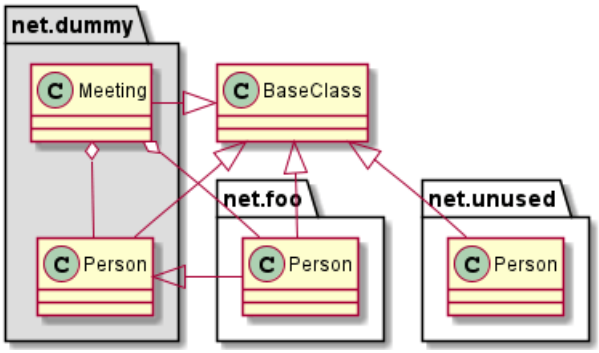
可以用 page (hpages)x(vpages) 这个命令把生成的图片文件拆分成若干个文件。

hpages 用来表示水平方向页面数，and vpages 用来表示垂直方面页面数。

你也可以使用特定的皮肤设定来给分页添加边框（见例子）

```
@startuml
' Split into 4 pages
page 2x2
skinparam pageMargin 10
skinparam pageExternalColor gray
skinparam pageBorderColor black

class BaseClass

namespace net.dummy #DDDDDD {
    .BaseClass <|-- Person
    Meeting o-- Person

    .BaseClass <|- Meeting

}

namespace net.foo {
  net.dummy.Person  <|- Person
  .BaseClass <|-- Person
```

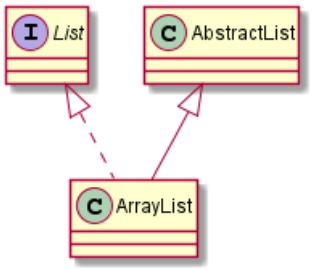
```
  net.dummy.Meeting o-- Person
}

BaseClass <|-- net.unused.Person
@enduml
```



3.31 Extends and implements

It is also possible to use `extends` and `implements` keywords.

```
@startuml
class ArrayList implements List
class ArrayList extends AbstractList
@enduml
```

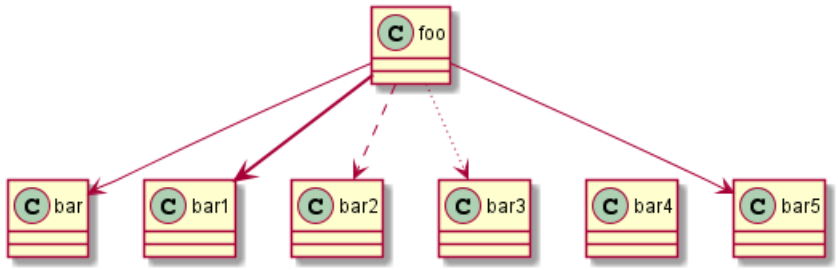


3.32 Inline style of relations (Linking or arrow)

It's also possible to have explicitly `bold`, `dashed`, `dotted`, `hidden` or `plain` relation, links or arrows:

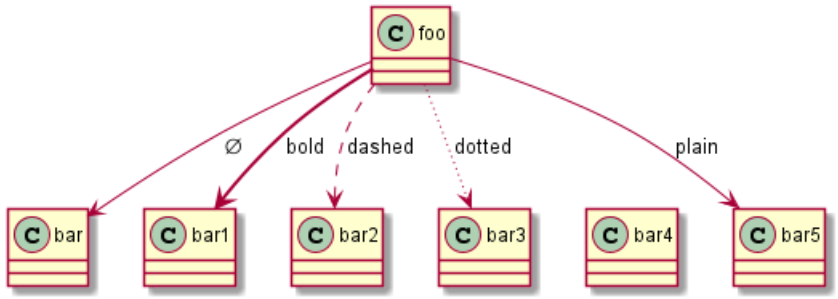
- without label

```
@startuml
class foo
foo --> bar
foo -[bold]-> bar1
foo -[dashed]-> bar2
foo -[dotted]-> bar3
foo -[hidden]-> bar4
foo -[plain]-> bar5
@enduml
```



- with label

```
@startuml
class foo
foo --> bar           :
foo -[bold]-> bar1    : bold
foo -[dashed]-> bar2 : dashed
foo -[dotted]-> bar3 : dotted
foo -[hidden]-> bar4 : hidden
foo -[plain]-> bar5   : plain
@enduml
```



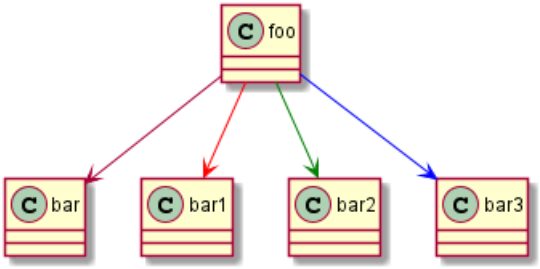
[Adapted from QA-4181]

3.33 Change relation, linking or arrow color and style

You can change the color of individual relation or arrows using the following notation: `[#color]` or `#color;line.[bold|dashed|d`

- old method

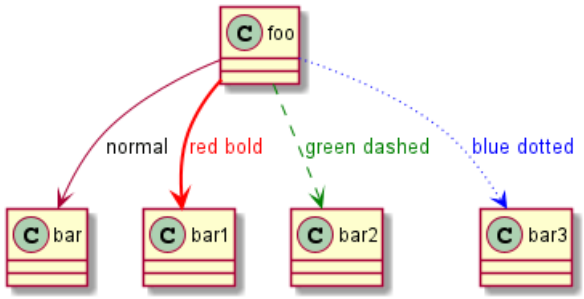
```
@startuml
class foo
foo --> bar
foo -[#red]-> bar1
foo -[#green]-> bar2
foo -[#blue]-> bar3
'foo -[#blue;#yellow;#green]-> bar4
@enduml
```



- new method

```
@startuml
```

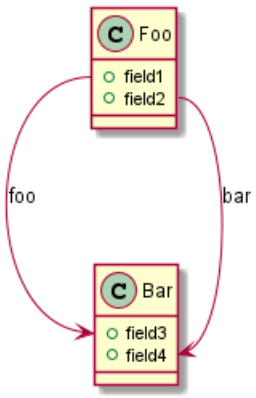
```
class foo
foo --> bar : normal
foo --> bar1 #line:red;line.bold;text:red  : red bold
foo --> bar2 #green;line.dashed;text:green : green dashed
foo --> bar3 #blue;line.dotted;text:blue   : blue dotted
@enduml
```



[See similar feature on deployment]

3.34 Arrows from/to class members

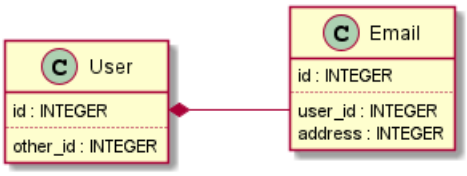
```
@startuml
class Foo {
+ field1
+ field2
}

class Bar {
+ field3
+ field4
}

Foo::field1 --> Bar::field3 : foo
Foo::field2 --> Bar::field4 : bar
@enduml
```



[Ref. QA-3636]

```
@startuml
left to right direction

class User {
  id : INTEGER
  ..
  other_id : INTEGER
}
```

```
class Email {
  id : INTEGER
  ..
  user_id : INTEGER
  address : INTEGER
}

User::id *-- Email::user_id
@enduml
```



[Ref. QA-5261]

4 对象图

4.1 对象的定义

使用关键字 `object` 定义实例。

```
@startuml
object firstObject
object "My Second Object" as o2
@enduml
```

4.2 对象之间的关系

对象之间的关系用如下符号定义：

Type	Symbol	Image
Extension	`<|--`	
Composition	`*--`	
Aggregation	`o--`	

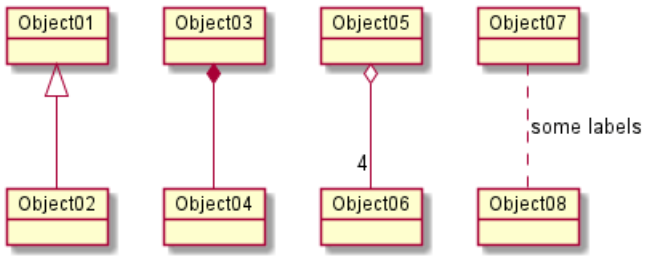
也可以用 `..` 来代替 `--` 以使用点线。

知道了这些规则，就可以画下面的图：

可以用冒号给关系添加标签，标签内容紧跟在冒号之后。

用双引号在关系的两边添加基数。

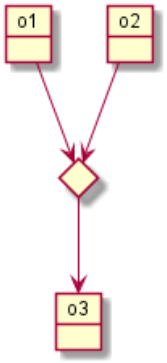
```
@startuml
object Object01
object Object02
object Object03
object Object04
object Object05
object Object06
object Object07
object Object08

Object01 <|-- Object02
Object03 *-- Object04
Object05 o-- "4" Object06
Object07 .. Object08 : some labels
@enduml
```



4.3 Associations objects

```
@startuml
object o1
```

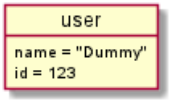
```
object o2
diamond dia
object o3

o1  --> dia
o2  --> dia
dia --> o3
@enduml
```



4.4 添加属性

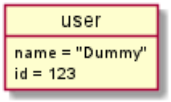
用冒号加属性名的形式声明属性。

```
@startuml

object user

user : name = "Dummy"
user : id = 123

@enduml
```



也可以用大括号批量声明属性。

```
@startuml

object user {
  name = "Dummy"
  id = 123
}

@enduml
```



4.5 类图中的通用特性

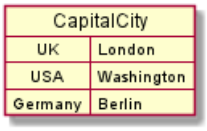
- 可见性
- 定义注释

- 使用包
- 美化输出内容

4.6 Map table or associative array

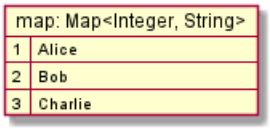
You can define a map table or associative array, with `map` keyword and `=>` separator.

```
@startuml
map CapitalCity {
 UK => London
 USA => Washington
 Germany => Berlin
}
@enduml
```




```
@startuml
map "Map **Contry => CapitalCity**" as CC {
 UK => London
 USA => Washington
 Germany => Berlin
}
@enduml
```

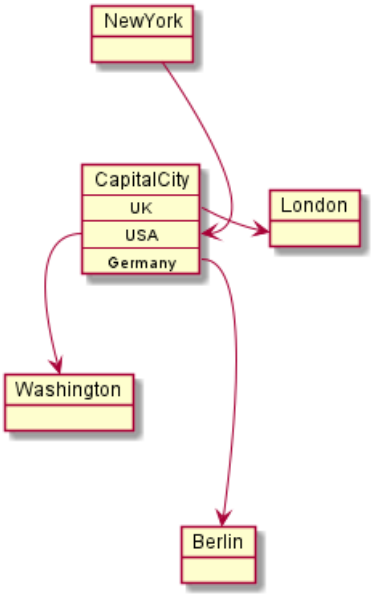

```
@startuml
map "map: Map<Integer, String>" as users {
 1 => Alice
 2 => Bob
 3 => Charlie
}
@enduml
```



And add link with object.

```
@startuml
object London

map CapitalCity {
 UK *-> London
 USA => Washington
 Germany => Berlin
}
@enduml
```


```
@startuml
object London
object Washington
object Berlin
object NewYork

map CapitalCity {
 UK *-> London
 USA *--> Washington
 Germany *---> Berlin
}

NewYork --> CapitalCity::USA
@enduml
```



[Ref. #307]

5 活动图

5.1 简单活动

使用 (*) 作为活动图的开始点和结束点。

有时，你可能想用 (*top) 强制开始点位于图示的顶端。

使用 --> 绘制箭头。

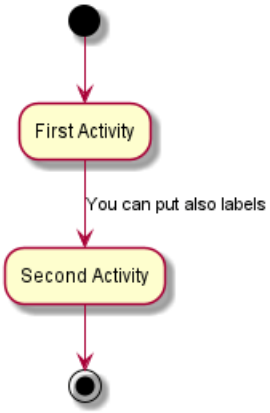
```
@startuml

(*) --> "First Activity"
"First Activity" --> (*)

@enduml
```

5.2 箭头上的标签

默认情况下，箭头开始于最接近的活动。

可以用 [和] 放在箭头定义的后面来添加标签。

```
@startuml

(*) --> "First Activity"
-->[You can put also labels] "Second Activity"
--> (*)

@enduml
```



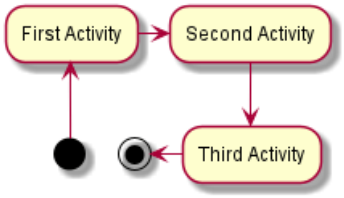
5.3 改变箭头方向

你可以使用 -> 定义水平方向箭头，还可以使用下列语法强制指定箭头的方向：

- -down-> (default arrow)

- -right-> or ->
- -left->
- -up->

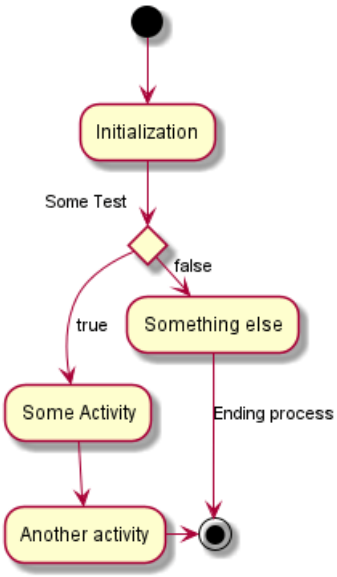
```
@startuml

(*) -up-> "First Activity"
-right-> "Second Activity"
--> "Third Activity"
-left-> (*)

@enduml
```



5.4 分支

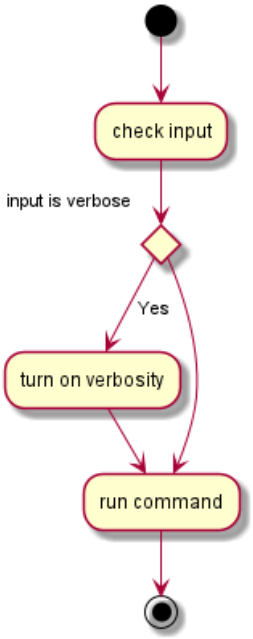
你可以使用关键字 `if/then/else` 创建分支。

```
@startuml
(*) --> "Initialization"

if "Some Test" then
  -->[true] "Some Activity"
  --> "Another activity"
  -right-> (*)
else
  ->[false] "Something else"
  -->[Ending process] (*)
endif

@enduml
```



不过，有时你可能需要重复定义同一个活动：

```
@startuml
(*)  --> "check input"
If "input is verbose" then
--> [Yes] "turn on verbosity"
--> "run command"
else
--> "run command"
Endif
-->(*)
@enduml
```



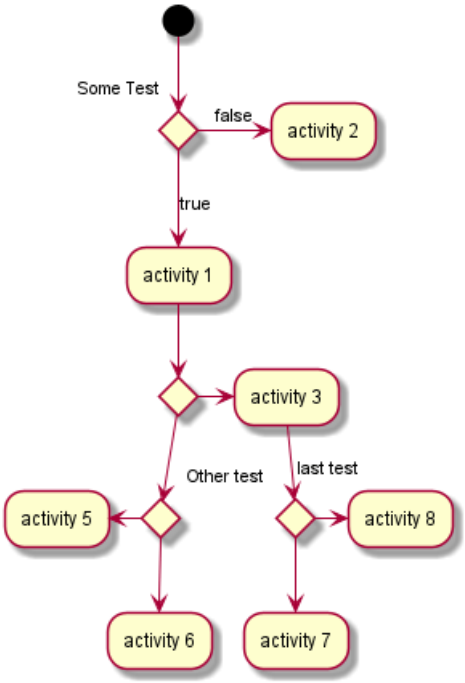
5.5 更多分支

默认情况下，一个分支连接上一个最新的活动，但是也可以使用 `if` 关键字进行连接。

还可以嵌套定义分支。

```
@startuml

(*) --> if "Some Test" then

  -->[true] "activity 1"

  if "" then
    -> "activity 3" as a3
  else
    if "Other test" then
      -left-> "activity 5"
    else
      --> "activity 6"
    endif
  endif

else

  ->[false] "activity 2"

endif
```

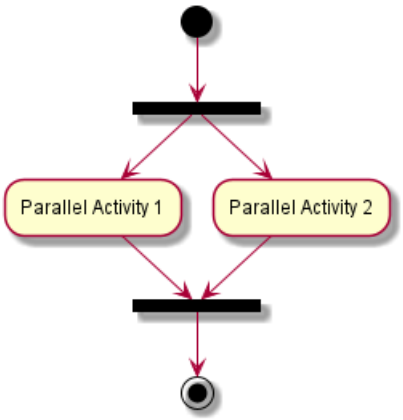
```
a3 --> if "last test" then
  --> "activity 7"
else
  -> "activity 8"
endif

@enduml
```



5.6 同步

你可以使用 `=== code ===` 来显示同步条。

```
@startuml

(*) --> ===B1===
--> "Parallel Activity 1"
--> ===B2===

===B1=== --> "Parallel Activity 2"
--> ===B2===

--> (*)

@enduml
```

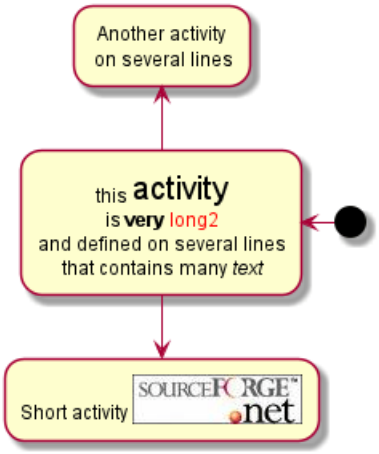


5.7 长的活动描述

定义活动时可以用来定义跨越多行的描述。

还可以用 as 关键字给活动起一个短的别名。这个别名可以在接下来的图示定义中使用。

```
@startuml
(*) -left-> "this <size:20>activity</size>
is <b>very</b> <color:red>long2</color>
and defined on several lines
that contains many <i>text</i>" as A1

-up-> "Another activity\n on several lines"

A1 --> "Short activity <img:sourceforge.jpg>"
@enduml
```



5.8 注释

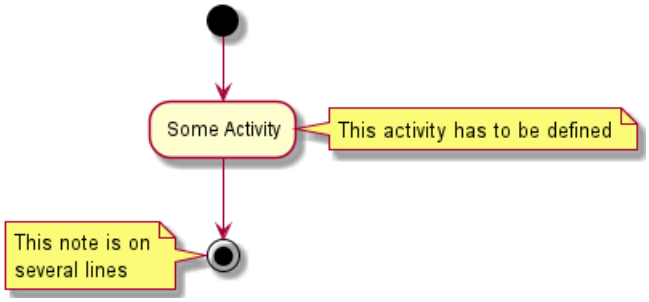
你可以在活动定义之后用 note left, note right, note top or note bottom, 命令给活动添加注释。

如果想给开始点添加注释，只需把注释的定义放在活动图最开始的地方即可。

也可以用关键字 endnote 定义多行注释。

```
@startuml

(*) --> "Some Activity"
note right: This activity has to be defined
"Some Activity" --> (*)
```

```
note left
 This note is on
 several lines
end note

@enduml
```



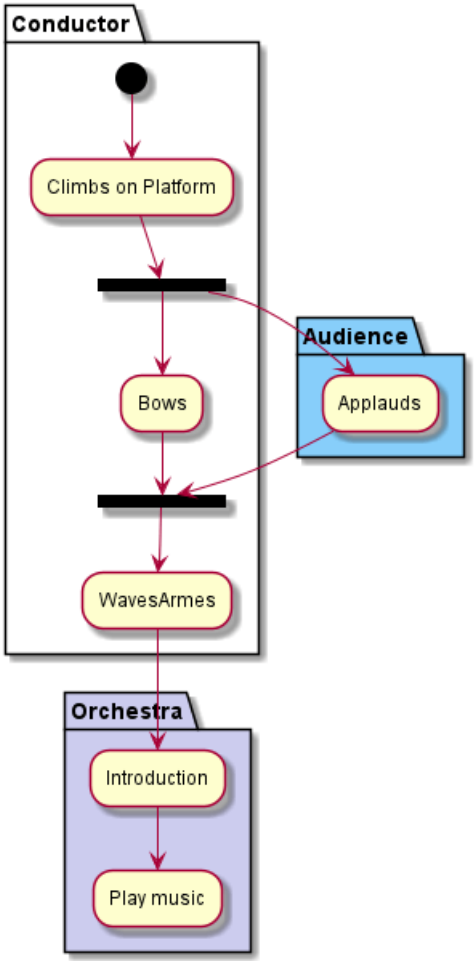
5.9 分区

用关键字 partition 定义分区，还可以设置背景色 (用颜色名或者颜色值)。

定义活动的时候，它自动被放置到最新的分区中。

用} 结束分区的定义。

```
@startuml

partition Conductor {
  (*) --> "Climbs on Platform"
  --> === S1 ===
  --> Bows
}

partition Audience #LightSkyBlue {
  === S1 === --> Applauds
}

partition Conductor {
  Bows --> === S2 ===
  --> WavesArmes
  Applauds --> === S2 ===
}

partition Orchestra #CCCCEE {
  WavesArmes --> Introduction
  --> "Play music"
}

@enduml
```



5.10 显示参数

用 skinparam 命令修改字体和颜色。

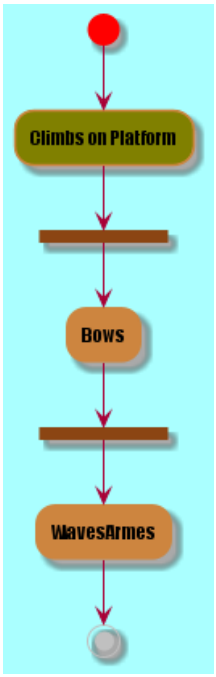
如下场景可用：

- 在图示定义中
- 在引入的文件中
- 在命令行或 ANT 任务提供的配置文件中。

还可以为构造类型指定特殊颜色和字体。

```
@startuml

skinparam backgroundColor #AAFFFF
skinparam activity {
  StartColor red
  BarColor SaddleBrown
  EndColor Silver
  BackgroundColor Peru
  BackgroundColor<< Begin >> Olive
  BorderColor Peru
  FontName Impact
}

(*) --> "Climbs on Platform" << Begin >>
--> === S1 ===
--> Bows
```

```
--> === S2 ===
--> WavesArmes
--> (*)

@enduml
```



5.11 八边形活动

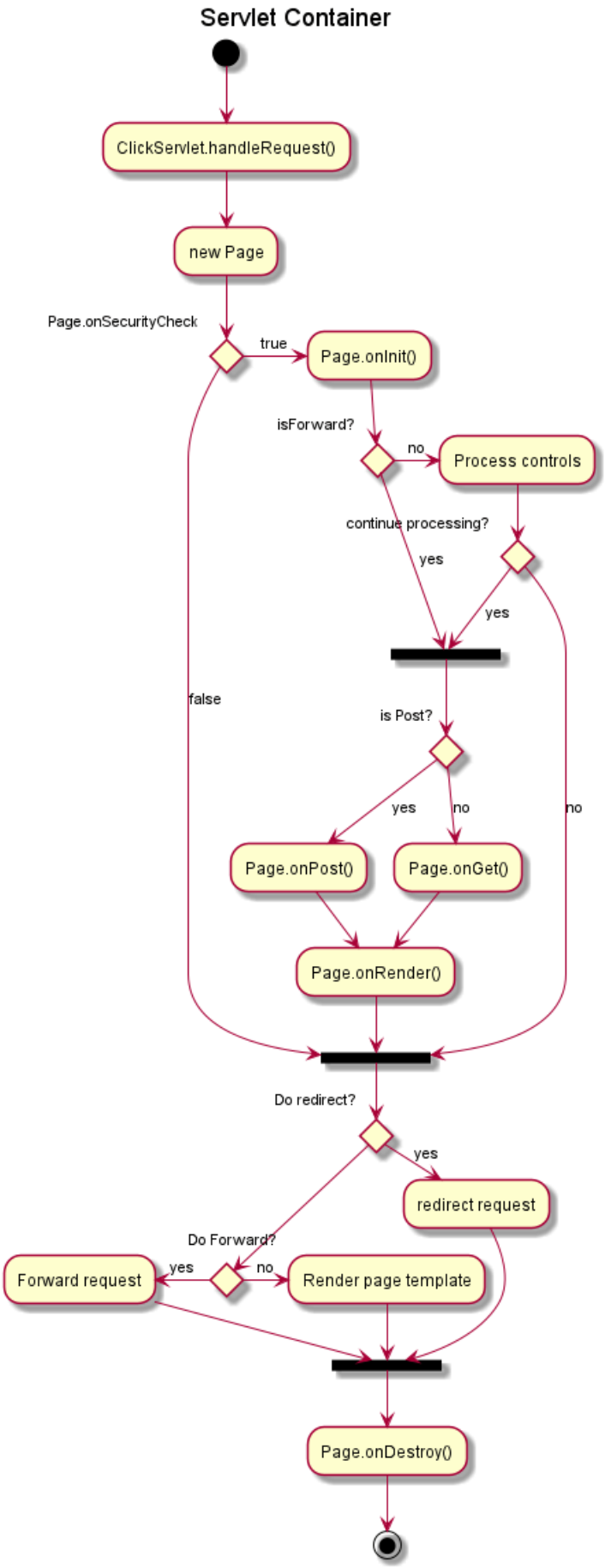
可用用 `skinparam activityShape octagon` 命令将活动的外形改为八边形。

```
@startuml
'Default is skinparam activityShape roundBox
skinparam activityShape octagon

(*) --> "First Activity"
"First Activity" --> (*)

@enduml
```

5.12 一个完整的例子

```
@startuml
title Servlet Container

(*) --> "ClickServlet.handleRequest()"
--> "new Page"
```

```
if "Page.onSecurityCheck" then
  ->[true] "Page.onInit()"

  if "isForward?" then
   ->[no] "Process controls"

   if "continue processing?" then
     -->[yes] ===RENDERING===
   else
     -->[no] ===REDIRECT_CHECK===
   endif

  else
   -->[yes] ===RENDERING===
  endif

  if "is Post?" then
    -->[yes] "Page.onPost()"
    --> "Page.onRender()" as render
    --> ===REDIRECT_CHECK===
  else
    -->[no] "Page.onGet()"
    --> render
  endif

else
  -->[false] ===REDIRECT_CHECK===
endif

if "Do redirect?" then
 ->[yes] "redirect request"
 --> ==BEFORE_DESTROY===
else
 if "Do Forward?" then
  -left->[yes] "Forward request"
  --> ==BEFORE_DESTROY===
 else
  -right->[no] "Render page template"
  --> ==BEFORE_DESTROY===
 endif
endif

--> "Page.onDestroy()"
-->(*)

@enduml
```


Servlet Container
ClickServlet.handleRequest()
new Page
Page.onSecurityCheck
true
Page.onInit()
isForward?
no
Process controls
continue processing?
yes
yes
false
is Post?
yes
no
no
Page.onPost()
Page.onGet()
Page.onRender()
Do redirect?
yes
redirect request
Do Forward?
yes
no
Forward request
Render page template
Page.onDestroy()

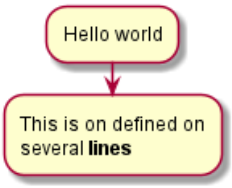
6 活动图 (新语法)

当前活动图 (activity diagram) 的语法有诸多限制和缺点，比如代码难以维护。
所以从 V7947 开始提出一种全新的、更好的语法格式和软件实现供用户使用 (beta 版)。
就像序列图一样，新的软件实现的另一个优点是它不再依赖于 Graphviz。
新的语法将会替换旧的语法。然而考虑到兼容性，旧的语法仍被能够使用以确保向前兼容。
但是我们鼓励用户使用新的语法格式。

6.1 简单活动图

活动标签 (activity label) 以冒号开始，以分号结束。
文本格式支持 creole wiki 语法。
活动默认安装它们定义的顺序就行连接。

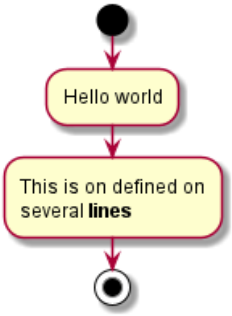
```
@startuml
:Hello world;
:This is on defined on
several **lines**;
@enduml
```



6.2 开始/结束

你可以使用关键字 `start` 和 `stop` 表示图示的开始和结束。

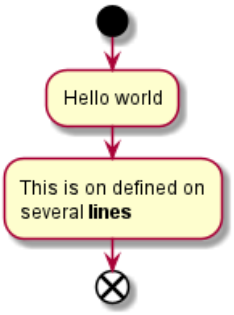
```
@startuml
start
:Hello world;
:This is on defined on
several **lines**;
stop
@enduml
```



也可以使用 `end` 关键字。

```
@startuml
start
:Hello world;
:This is on defined on
```

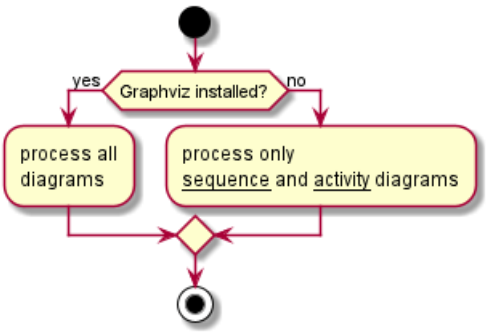
```
several **lines**;
end
@enduml
```



6.3 条件语句

在图示中可以使用关键字 `if`，`then` 和 `else` 设置分支测试。标注文字则放在括号中。

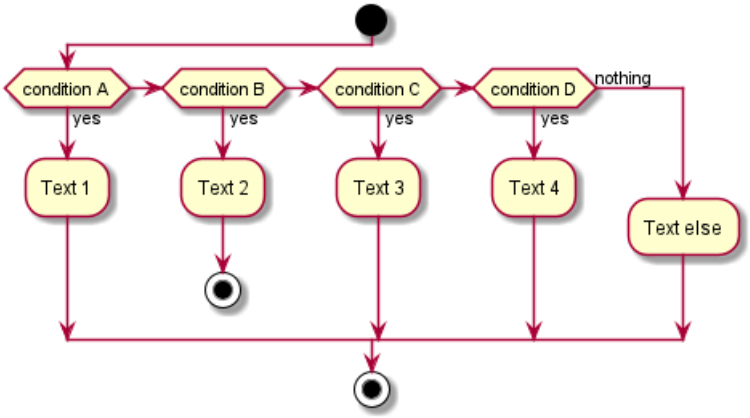
```
@startuml

start

if (Graphviz installed?) then (yes)
  :process all\ndiagrams;
else (no)
  :process only
  __sequence__ and __activity__ diagrams;
endif

stop

@enduml
```



也可以使用关键字 `elseif` 设置多个分支测试。

```
@startuml
start
if (condition A) then (yes)
  :Text 1;
elseif (condition B) then (yes)
  :Text 2;
  stop
elseif (condition C) then (yes)
  :Text 3;
elseif (condition D) then (yes)
  :Text 4;
else (nothing)
```

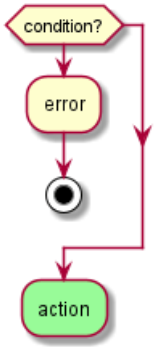
```
  :Text else;
endif
stop
@enduml
```



6.4 Conditional with stop on an action [kill, detach]

You can stop action on a if loop.

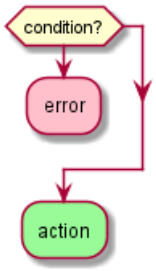
```
@startuml
if (condition?) then
  :error;
  stop
endif
#palegreen:action;
@enduml
```



But if you want to stop at an precise action, you can use the `kill` or `detach` keyword:

- `kill`

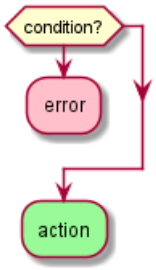
```
@startuml
if (condition?) then
  #pink:error;
  kill
endif
#palegreen:action;
@enduml
```



[Ref. QA-265]

- `detach`

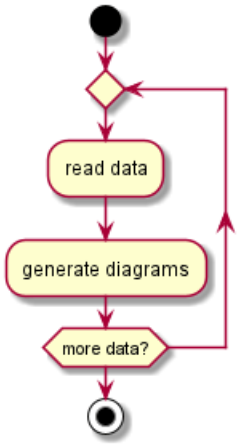
```
@startuml
if (condition?) then
  #pink:error;
  detach
endif
#palegreen:action;
@enduml
```



6.5 重复循环

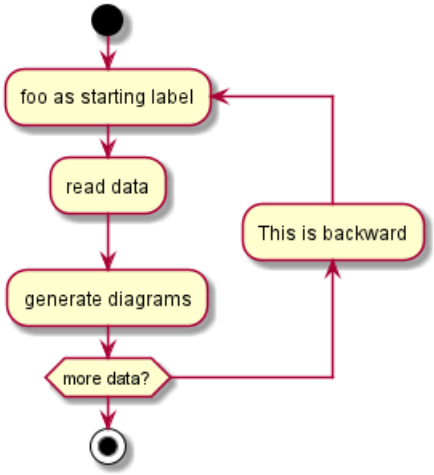
你可以使用关键字 `repeat` 和 `repeatwhile` 进行重复循环。

```
@startuml

start

repeat
  :read data;
  :generate diagrams;
repeat while (more data?)

stop

@enduml
```



It is also possible to use a full action as `repeat` target and insert an action in the return path using the `backward` keyword.

```
@startuml

start

repeat :foo as starting label;
  :read data;
  :generate diagrams;
backward:This is backward;
repeat while (more data?)

stop

@enduml
```

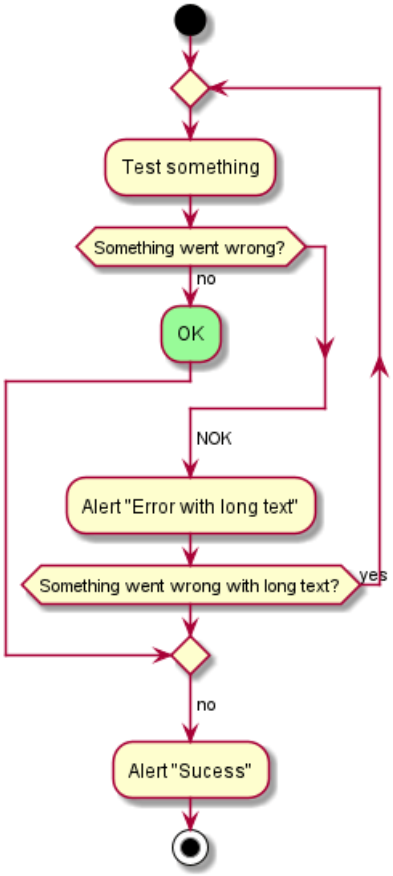


6.6 Break on a repeat loop [break]

You can break after an action on a loop.

```
@startuml
start
repeat
  :Test something;
    if (Something went wrong?) then (no)
      #palegreen:OK;
```

```
      break
    endif
    ->NOK;
    :Alert "Error with long text";
repeat while (Something went wrong with long text?) is (yes)
->no;
:Alert "Sucess";
stop
@enduml
```

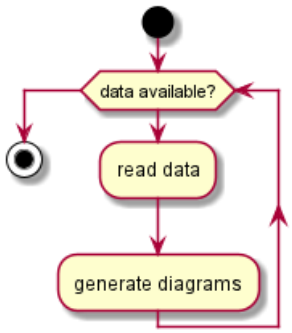


[Ref. QA-6105]

6.7 while 循环

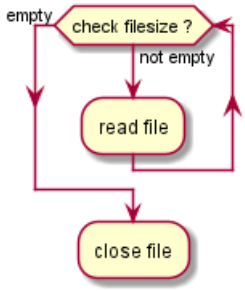
可以使用关键字 `while` 和 `end while` 进行 while 循环。

```
@startuml

start

while (data available?)
  :read data;
  :generate diagrams;
endwhile

stop

@enduml
```



还可以在关键字 `endwhile` 后添加标注，还有一种方式是使用关键字 `is`。

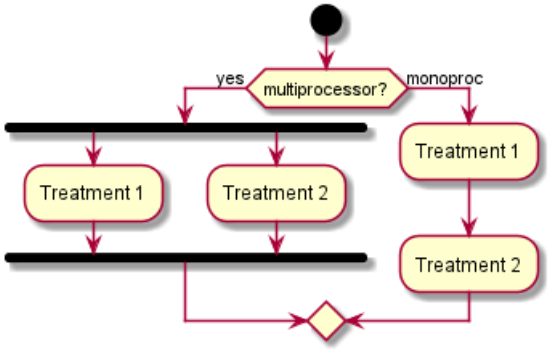
```
@startuml
while (check filesize ?) is (not empty)
  :read file;
endwhile (empty)
:close file;
@enduml
```



6.8 并行处理

你可以使用关键字 `fork`，`fork again` 和 `end fork` 表示并行处理。

```
@startuml

start

if (multiprocessor?) then (yes)
  fork
    :Treatment 1;
  fork again
    :Treatment 2;
  end fork
else (monoproc)
  :Treatment 1;
  :Treatment 2;
endif

@enduml
```

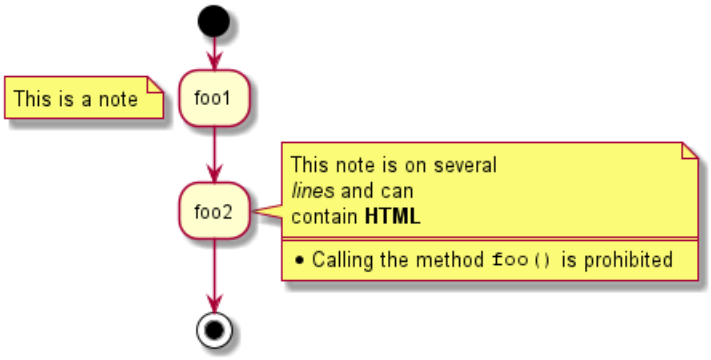


6.9 注释

文本格式支持 creole wiki 语法。

A note can be floating, using `floating` keyword.

```
@startuml

start
:foo1;
floating note left: This is a note
:foo2;
note right
  This note is on several
  //lines// and can
  contain <b>HTML</b>
  ====
  * Calling the method ""foo()"" is prohibited
end note
stop

@enduml
```

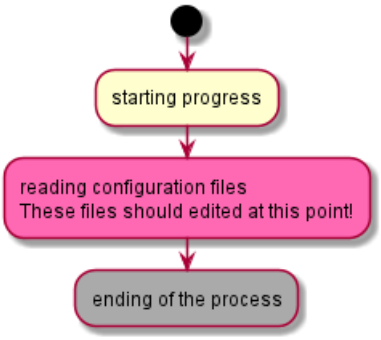


6.10 颜色

你可以为活动 (activity) 指定一种颜色。

```
@startuml

start
:starting progress;
#HotPink:reading configuration files
These files should edited at this point!;
```

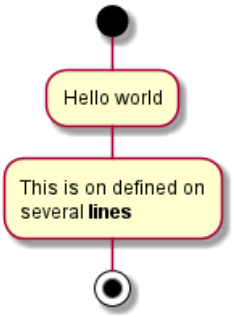
```
#AAAAAA:ending of the process;

@enduml
```



6.11 Lines without arrows

You can use `skinparam ArrowHeadColor none` in order to connect activities using lines only, without arrows.

```
@startuml
skinparam ArrowHeadColor none
start
:Hello world;
:This is on defined on
several **lines**;
stop
@enduml
```



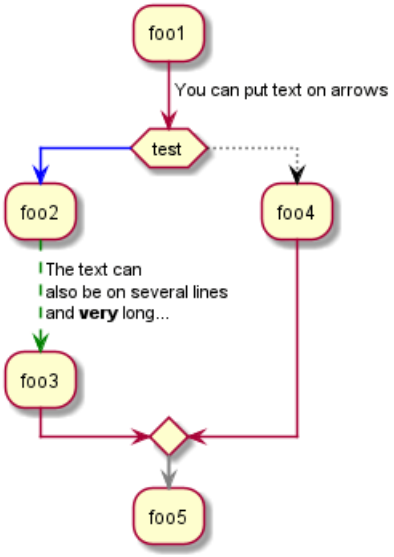

```
@startuml
skinparam ArrowHeadColor none
start
repeat :Enter data;
:Submit;
backward :Warning;
repeat while (Valid?) is (No) not (Yes)
stop
@enduml
```

6.12 箭头

使用 -> 标记，你可以给箭头添加文字或者修改箭头颜色。

同时，你也可以选择点状 (dotted)，条状 (dashed)，加粗或者是隐式箭头

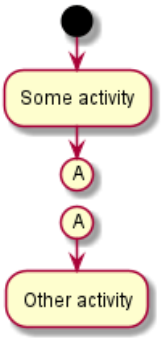
```
@startuml
:foo1;
-> You can put text on arrows;
if (test) then
  -[#blue]->
  :foo2;
  -[#green,dashed]-> The text can
  also be on several lines
  and **very** long...;
  :foo3;
else
  -[#black,dotted]->
  :foo4;
endif
-[#gray,bold]->
:foo5;
@enduml
```



6.13 连接器 (Connector)

你可以使用括号定义连接器。

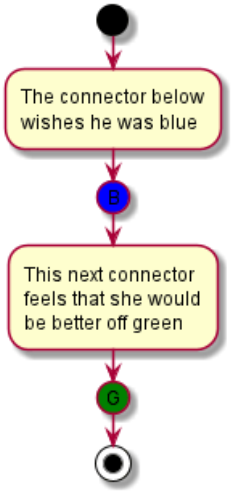
```
@startuml
start
:Some activity;
(A)
detach
(A)
:Other activity;
@enduml
```



6.14 Color on connector

You can add color on connector.

```
@startuml
start
:The connector below
wishes he was blue;
#blue:(B)
:This next connector
feels that she would
be better off green;
#green:(G)
stop
@enduml
```

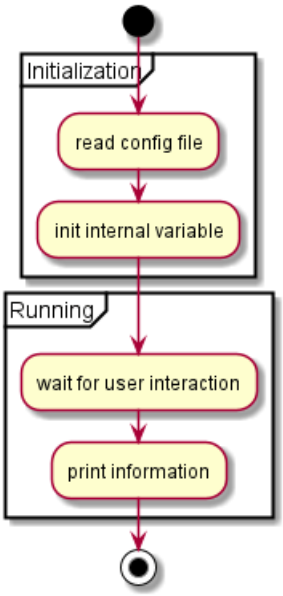


[Ref. QA-10077]

6.15 组合 (grouping)

通过定义分区 (partition)，你可以把多个活动组合 (group) 在一起。

```
@startuml
start
partition Initialization {
    :read config file;
    :init internal variable;
}
partition Running {
    :wait for user interaction;
    :print information;
}

stop
@enduml
```

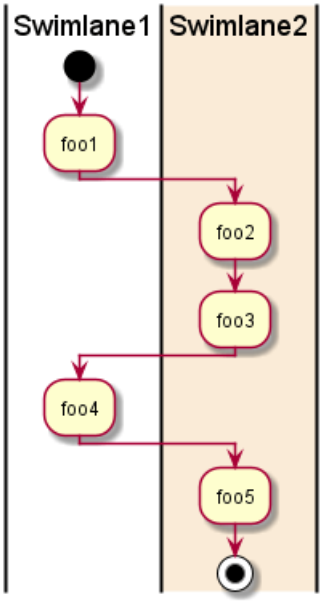


6.16 泳道 (Swimlanes)

你可以使用管道符 | 来定义泳道。

还可以改变泳道的颜色。

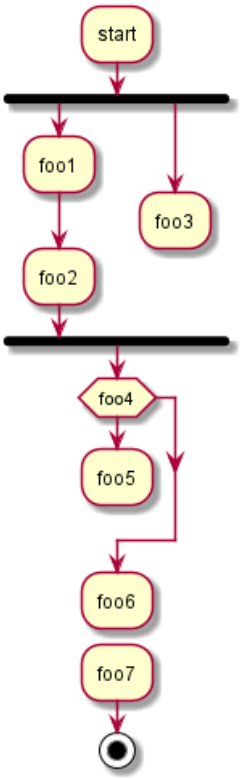
```
@startuml
|Swimlane1|
start
:foo1;
|#AntiqueWhite|Swimlane2|
:foo2;
:foo3;
|Swimlane1|
:foo4;
|Swimlane2|
:foo5;
stop
@enduml
```



6.17 分离 (detach)

可以使用关键字 detach 移除箭头。

```
@startuml
 :start;
 fork
   :foo1;
   :foo2;
 fork again
   :foo3;
   detach
 endfork
 if (foo4) then
   :foo5;
   detach
 endif
 :foo6;
 detach
 :foo7;
 stop
@enduml
```



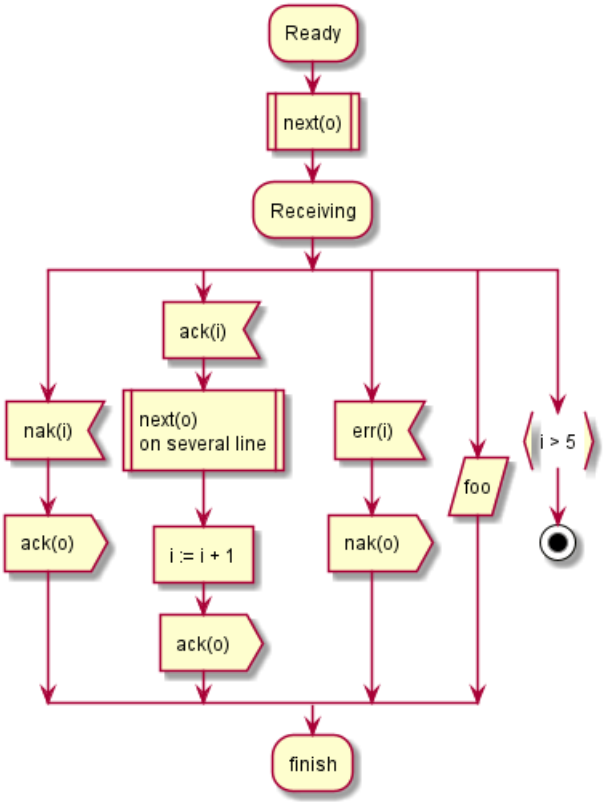
6.18 特殊领域语言 (SDL)

通过修改活动标签最后的分号分隔符 (;)，可以为活动设置不同的形状。

- |
- <
- >
- /
-]
- }

```
@startuml
:Ready;
:next(o)|
:Receiving;
split
 :nak(i)<
 :ack(o)>
split again
 :ack(i)<
 :next(o)
 on several line|
 :i := i + 1]
 :ack(o)>
split again
 :err(i)<
 :nak(o)>
split again
 :foo/
split again
```

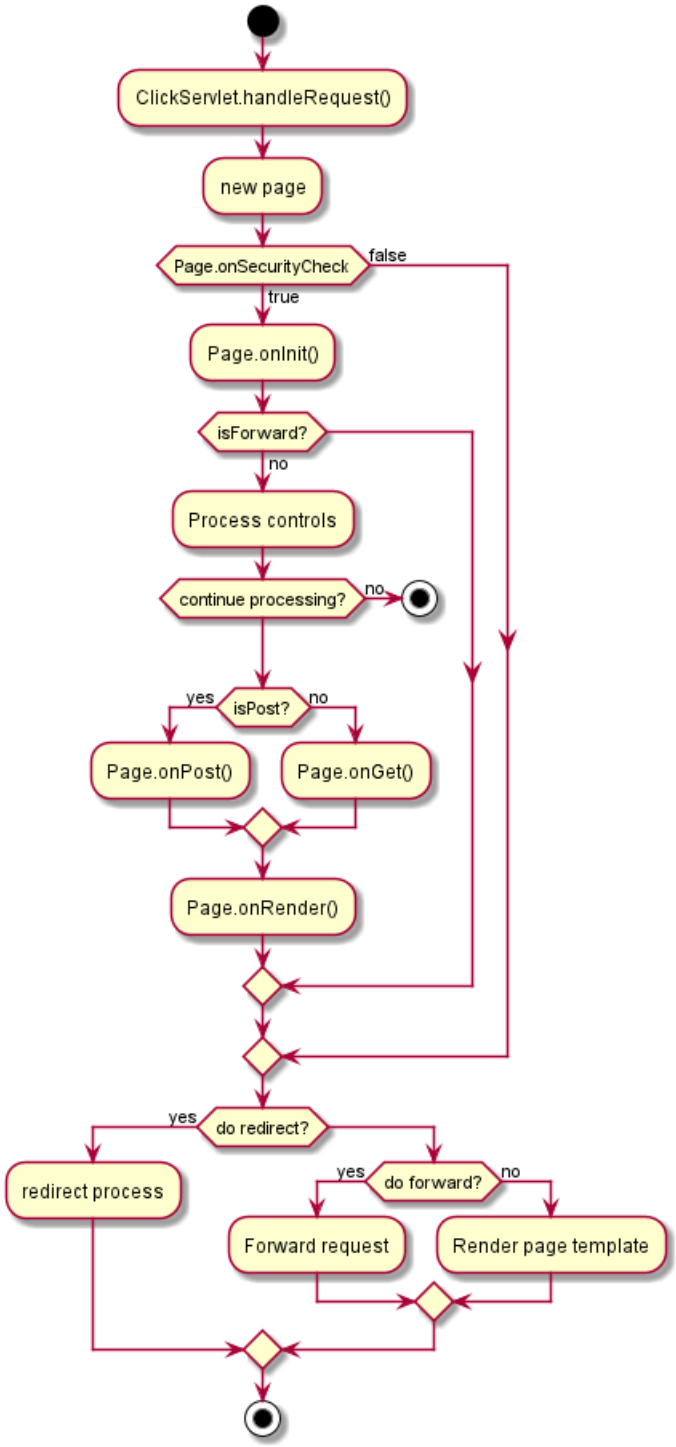
```
 :i > 5}
stop
end split
:finish;
@enduml
```



6.19 一个完整的例子

```
@startuml

start
:ClickServlet.handleRequest();
:new page;
if (Page.onSecurityCheck) then (true)
  :Page.onInit();
  if (isForward?) then (no)
    :Process controls;
    if (continue processing?) then (no)
      stop
    endif

    if (isPost?) then (yes)
      :Page.onPost();
    else (no)
      :Page.onGet();
    endif
    :Page.onRender();
  endif
else (false)
endif
```

```
if (do redirect?) then (yes)
  :redirect process;
else
  if (do forward?) then (yes)
    :Forward request;
  else (no)
    :Render page template;
  endif
endif

stop

@enduml
```

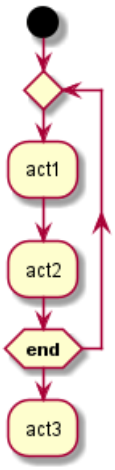


6.20 Condition Style

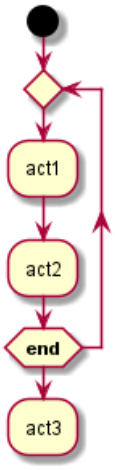
6.20.1 Inside style (by default)

```
@startuml
skinparam conditionStyle inside
start
repeat
  :act1;
  :act2;
```

```
repeatwhile (<b>end)
:act3;
@enduml
```

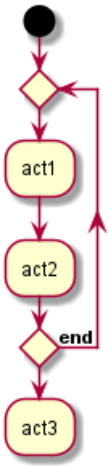



```
@startuml
start
repeat
  :act1;
  :act2;
repeatwhile (<b>end)
:act3;
@enduml
```



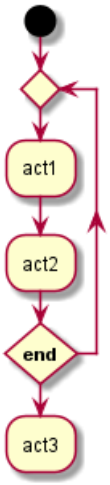
6.20.2 Diamond style

```
@startuml
skinparam conditionStyle diamond
start
repeat
  :act1;
  :act2;
repeatwhile (<b>end)
:act3;
@enduml
```

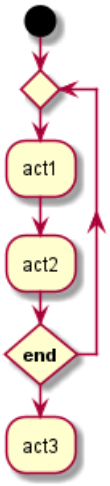


6.20.3 InsideDiamond (or *Foo1*) style

```
@startuml
skinparam conditionStyle InsideDiamond
start
repeat
  :act1;
  :act2;
repeatwhile (<b>end)
:act3;
@enduml
```




```
@startuml
skinparam conditionStyle foo1
start
repeat
  :act1;
  :act2;
repeatwhile (<b>end)
:act3;
@enduml
```



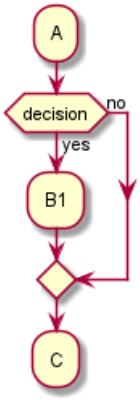
[Ref. QA-1290 and #400]

6.21 Condition End Style

6.21.1 Diamond style (by default)

- With one branch

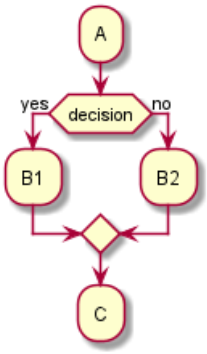
```
@startuml
skinparam ConditionEndStyle diamond
:A;
if (decision) then (yes)
    :B1;
else (no)
endif
:C;
@enduml
```



- With two branchs (`B1`, `B2`)

```
@startuml
skinparam ConditionEndStyle diamond
:A;
if (decision) then (yes)
    :B1;
else (no)
    :B2;
endif
:C;
```

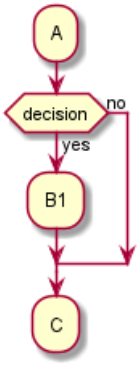
```
@enduml
@enduml
```



6.21.2 Horizontal line (hline) style

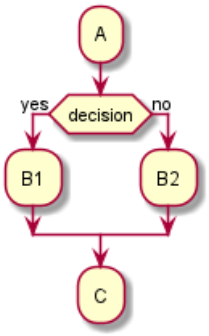
- With one branch

```
@startuml
skinparam ConditionEndStyle hline
:A;
if (decision) then (yes)
    :B1;
else (no)
endif
:C;
@enduml
```



- With two branchs (B1, B2)

```
@startuml
skinparam ConditionEndStyle hline
:A;
if (decision) then (yes)
    :B1;
else (no)
    :B2;
endif
:C;
@enduml
@enduml
```



[Ref. QA-4015]

7 组件图

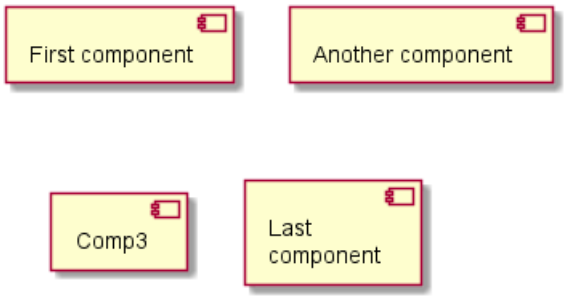
我们来看几个例子: Let's have few examples.

7.1 组件

组件必须用中括号括起来。

还可以使用关键字 `component` 定义一个组件。并且可以用关键字 `as` 给组件定义一个别名。这个别名可以在稍后定义关系的时候使用。

```
@startuml

[First component]
[Another component] as Comp2
component Comp3
component [Last\ncomponent] as Comp4

@enduml
```



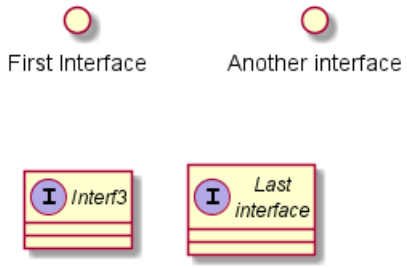
7.2 接口

接口可以使用 `()` 来定义 (因为这个看起来像个圆)。

还可以使用关键字 `interface` 关键字来定义接口。并且还可以使用关键字 `as` 定义一个别名。这个别名可以在稍后定义关系的时候使用。

我们稍后可以看到，接口的定义是可选的。

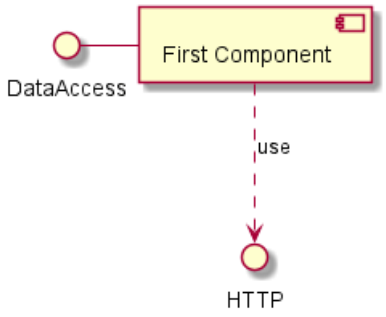
```
@startuml

() "First Interface"
() "Another interface" as Interf2
interface Interf3
interface "Last\ninterface" as Interf4

@enduml
```



7.3 基础的示例

元素之间可以使用虚线 (..)、直线 (--)、箭头 (-->) 进行连接。

```
@startuml

DataAccess - [First Component]
[First Component] ..> HTTP : use

@enduml
```

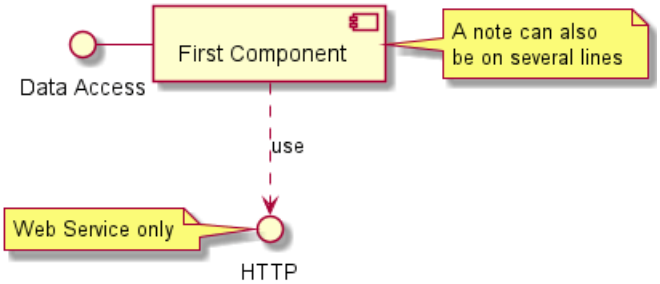


7.4 使用注释

你可以使用 `note left of` , `note right of` , `note top of` , `note bottom of` 等关键字定义相对于对象位置的注释。

也可以使用关键字 `note` 单独定义注释，然后使用虚线 (..) 将其连接到其他对象。

```
@startuml

interface "Data Access" as DA

DA - [First Component]
[First Component] ..> HTTP : use

note left of HTTP : Web Service only

note right of [First Component]
  A note can also
  be on several lines
end note

@enduml
```



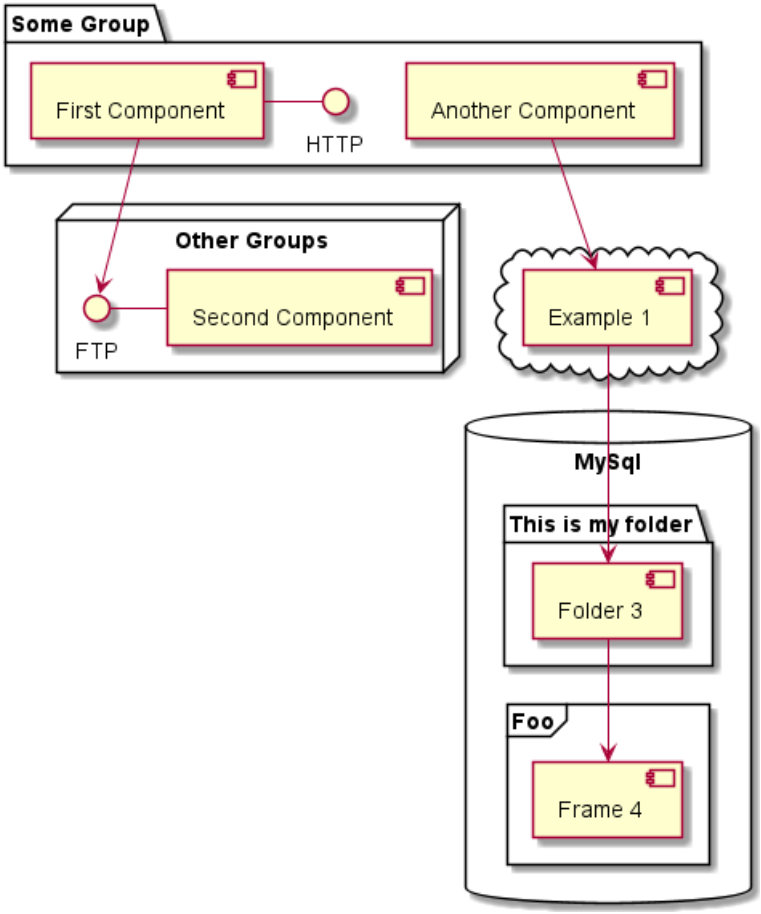
7.5 组合组件

你可以使用多个关键字将组件和接口组合在一起。

- package

- node
- folder
- frame
- cloud
- database

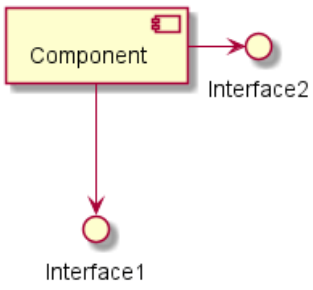
```
@startuml

package "Some Group" {
  HTTP - [First Component]
  [Another Component]
}

node "Other Groups" {
  FTP - [Second Component]
  [First Component] --> FTP
}

cloud {
  [Example 1]
}


database "MySql" {
  folder "This is my folder" {
    [Folder 3]
  }
  frame "Foo" {
    [Frame 4]
  }
}


[Another Component] --> [Example 1]
[Example 1] --> [Folder 3]
[Folder 3] --> [Frame 4]

@enduml
```



7.6 改变箭头方向

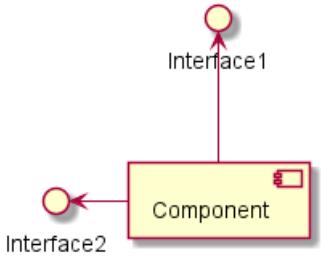
默认情况下，对象之间用 --连接，并且连接是竖直的。不过可以使用一个横线或者点设置水平方向的连接，就行这样：

```
@startuml
[Component] --> Interface1
[Component] -> Interface2
@enduml
```



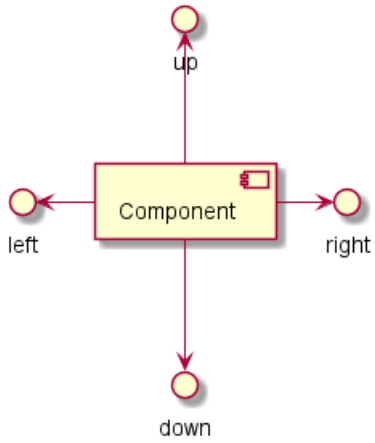
也可以使用反向连接：

```
@startuml
Interface1 <-- [Component]
Interface2 <- [Component]
@enduml
```



还可以使用关键字 `left`, `right`, `up` or `down` 改变箭头方向。

```
@startuml
[Component] -left-> left
[Component] -right-> right
[Component] -up-> up
[Component] -down-> down
@enduml
```

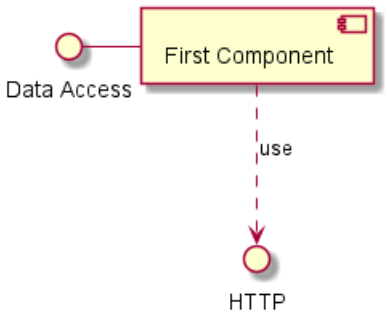


允许使用方向单词的首字母或者前两个字母表示方向 (例如 `-d-`, `-do-`, `-down-`都是等价的)。
请不要乱用这些功能：*Graphviz*(PlantUML 的后端引擎) 不喜欢这个样子。

7.7 Use UML2 notation

By default *(from v1.2020.13-14)*, UML2 notation is used.

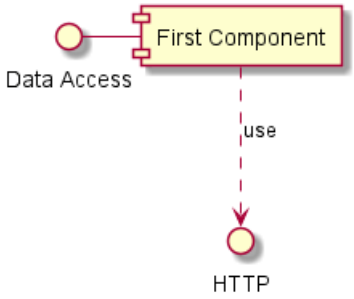
```
@startuml

interface "Data Access" as DA

DA - [First Component]
[First Component] ..> HTTP : use

@enduml
```



7.8 使用 UML1 标记符

命令 `skinparam componentStyle uml1` 可以切换到 UML1 标记符。

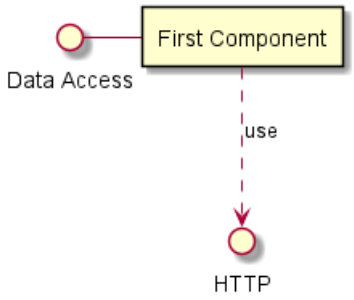
```
@startuml
skinparam componentStyle uml1

interface "Data Access" as DA

DA - [First Component]
[First Component] ..> HTTP : use

@enduml
```



7.9 Use rectangle notation (remove UML notation)

The `skinparam componentStyle rectangle` command is used to switch to rectangle notation *(without any UML notation)*.

```
@startuml
skinparam componentStyle rectangle

interface "Data Access" as DA

DA - [First Component]
[First Component] ..> HTTP : use

@enduml
```

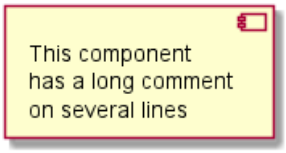


7.10 长描述

可以用方括号"[ ]" 在连线上添加描述。

```
@startuml
component comp1 [
This component
has a long comment
on several lines
```

```
]
@enduml
```



7.11 不同的颜色表示

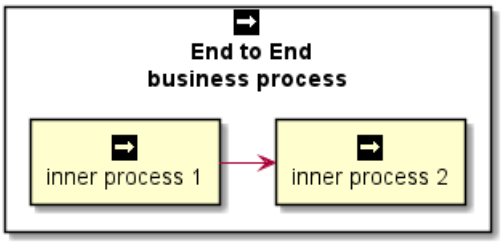
你可以在声明一个组件时加上颜色的声明。

```
@startuml
component  [Web Server] #Yellow
@enduml
```

7.12 在定型组件中使用精灵图

你可以在定型组件中使用精灵图（sprite）。

```
@startuml
sprite $businessProcess [16x16/16] {
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFF0FFFFF
FFFFFFFFFF00FFFF
FF000000000000FFF
FF0000000000000FF
FF000000000000FFF
FFFFFFFFFF00FFFF
FFFFFFFFFF0FFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
}


rectangle " End to End\nbusiness process" <<$businessProcess>> {
 rectangle "inner process 1" <<$businessProcess>> as src
 rectangle "inner process 2" <<$businessProcess>> as tgt
 src -> tgt
}
@enduml
```



7.13 显示参数

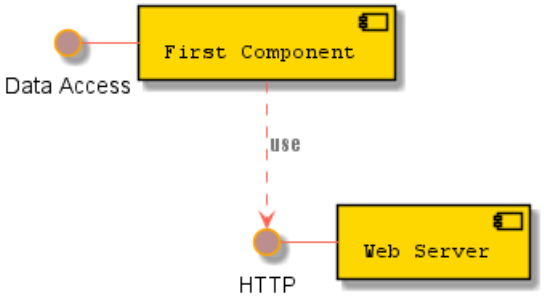
用 skinparam 改变字体和颜色。

可以在如下场景中使用：

- 在图示的定义中，
- 在引入的文件中，
- 在命令行或者 ANT 任务提供的配置文件中。

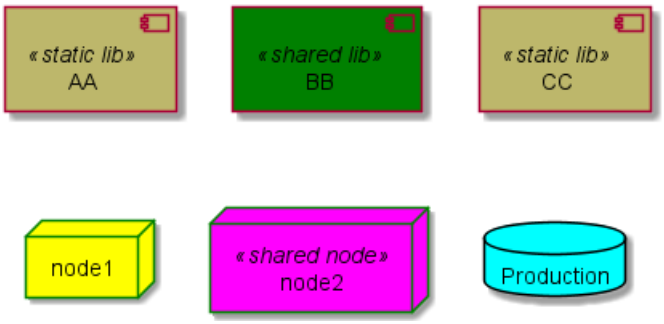
可以为构造类型和接口定义特殊的颜色和字体。

```
@startuml

skinparam interface {
  backgroundColor RosyBrown
  borderColor orange
}

skinparam component {
  FontSize 13
  BackgroundColor<<Apache>> Red
  BorderColor<<Apache>> #FF6655
  FontName Courier
  BorderColor black
  BackgroundColor gold
  ArrowFontName Impact
  ArrowColor #FF6655
  ArrowFontColor #777777
}

() "Data Access" as DA

DA - [First Component]
[First Component] ..> () HTTP : use
HTTP - [Web Server] << Apache >>

@enduml
```




```
@startuml
```

```
[AA] <<static lib>>
[BB] <<shared lib>>
[CC] <<static lib>>

node node1
node node2 <<shared node>>
database Production

skinparam component {
    backgroundColor<<static lib>> DarkKhaki
    backgroundColor<<shared lib>> Green
}

skinparam node {
borderColor Green
backgroundColor Yellow
backgroundColor<<shared node>> Magenta
}
skinparam databaseBackgroundColor Aqua

@enduml
```

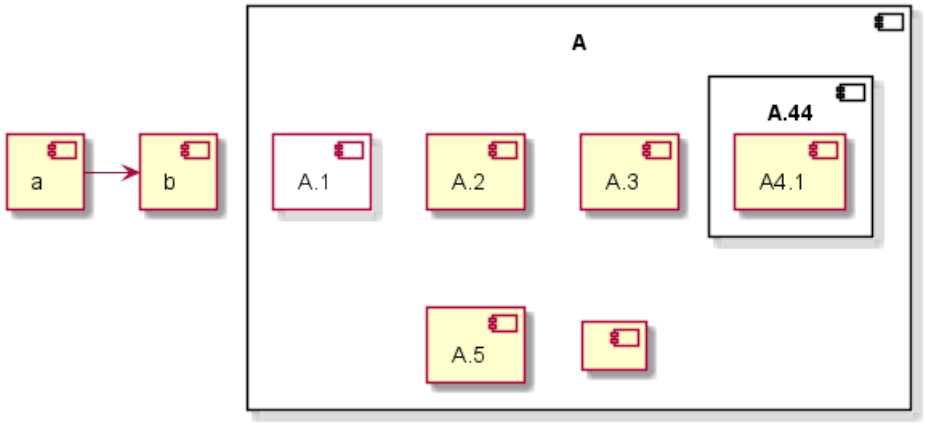


7.14 Specific SkinParameter

7.14.1 componentStyle

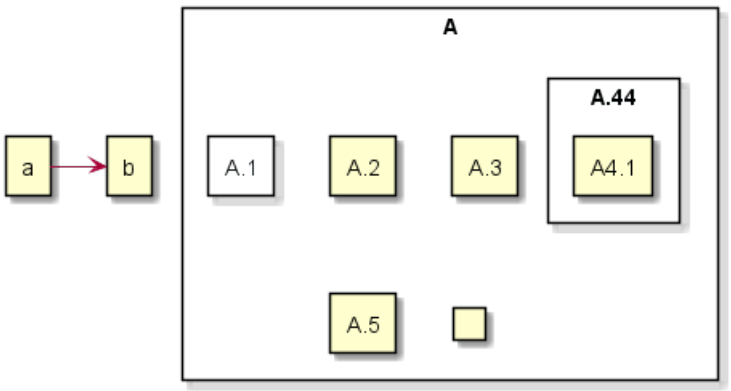
- By default (or with `skinparam componentStyle uml2`), you have an icon for component

```
@startuml
skinparam BackgroundColor transparent
skinparam componentStyle uml2
component A {
   component "A.1" {
}
   component A.44 {
      [A4.1]
}
   component "A.2"
   [A.3]
   component A.5 [
A.5]
   component A.6 [
]
}
[a]->[b]
@enduml
```



- If you want to suppress it, and to have only the rectangle, you can use `skinparam componentStyle rectangle`

```
@startuml
skinparam BackgroundColor transparent
skinparam componentStyle rectangle
component A {
   component "A.1" {
}
   component A.44 {
      [A4.1]
}
   component "A.2"
   [A.3]
   component A.5 [
A.5]
   component A.6 [
]
}
[a]->[b]
@enduml
```

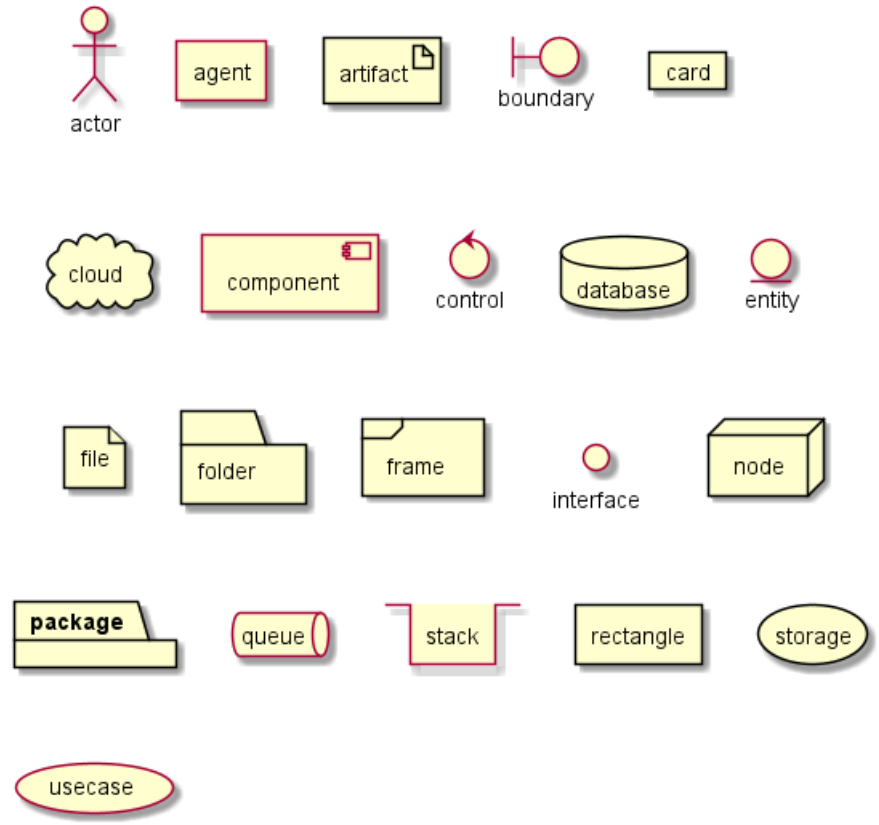


[Ref. 10798]

8 部署图

8.1 声明元素

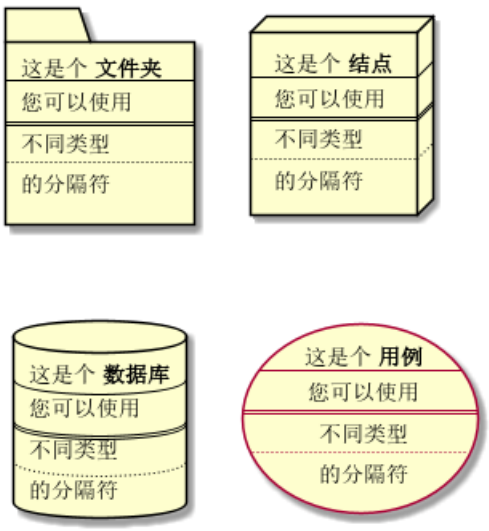
```
@startuml
actor actor
agent agent
artifact artifact
boundary boundary
card card
cloud cloud
component component
control control
database database
entity entity
file file
folder folder
frame frame
interface  interface
node node
package package
queue queue
stack stack
rectangle rectangle
storage storage
usecase usecase
@enduml
```



可选的，您可以使用方括号 [] 放置长描述文本。

```
@startuml
folder folder [
```

```
这是个 <b>文件夹
----
您可以使用
====
不同类型
....
的分隔符
]

node node [
这是个 <b>结点
----
您可以使用
====
不同类型
....
的分隔符
]

database database [
这是个 <b>数据库
----
您可以使用
====
不同类型
....
的分隔符
]

usecase usecase [
这是个 <b>用例
----
您可以使用
====
不同类型
....
的分隔符
]

@enduml
```

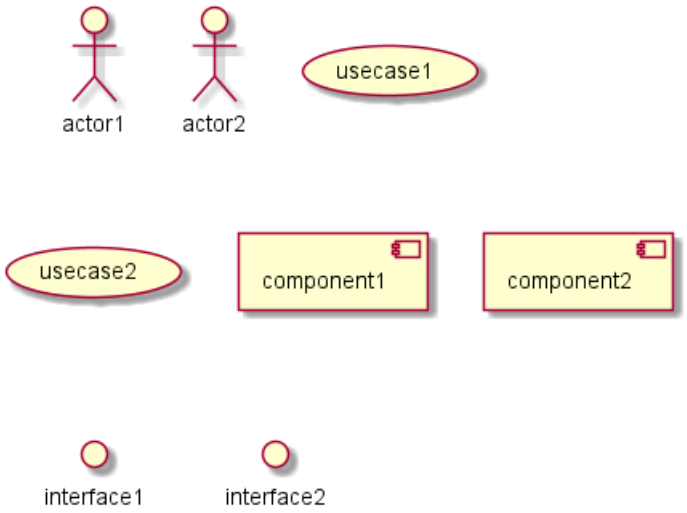


8.2 Declaring element (using short form)

We can declare element using some short forms.

Long form Keyword	Short form Keyword	Long form example	Short form example	Ref.
actor	: *a* :	actor actor1	:actor2:	Actors
usecase	(*u*)	usecase usecase1	(usecase2)	Usecases
component	[*c*]	component component1	[component2]	Components
interface	() *i*	interface interface1	() "interface2"	Interfaces

```
@startuml
actor actor1
:actor2:

usecase usecase1
(usecase2)

component component1
[component2]

interface interface1
() "interface2"
@enduml
```



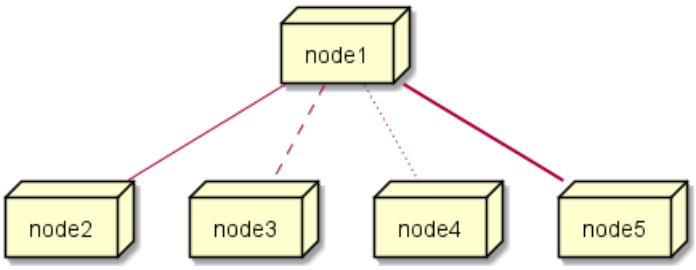
NB: There is an old syntax for actor with guillemet which is now deprecated and will be removed some days. Please do not use in your diagram.

8.3 链接

您可以在元素之间创建简单链接:

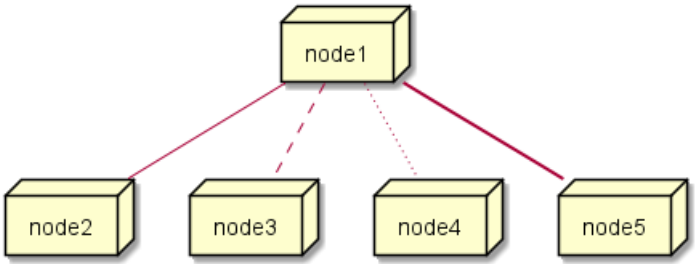
```
@startuml

node node1
node node2
node node3
node node4
node node5
node1 -- node2
node1 .. node3
node1 ~~ node4
node1 == node5
```

```
@enduml
```



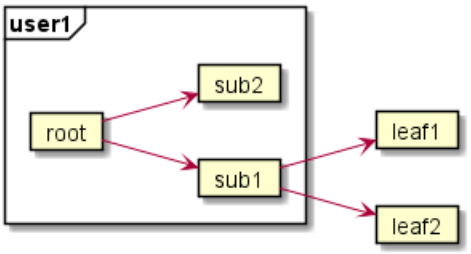
您可以在元素之间创建简单链接:

```
@startuml

node node1
node node2
node node3
node node4
node node5
node1 -- node2
node1 .. node3
node1 ~~ node4
node1 == node5

@enduml
```



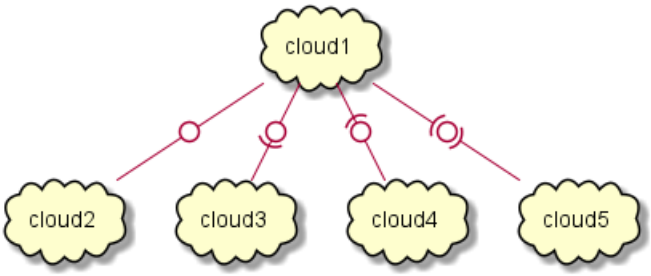
横向的链接:

```
@startuml
left to right direction
frame user1{
card root
card sub1
card sub2
}

card leaf1
card leaf2

root-->sub1
root-->sub2
sub1-->leaf1
sub1-->leaf2
@enduml
```



您还可以使用以下类型:

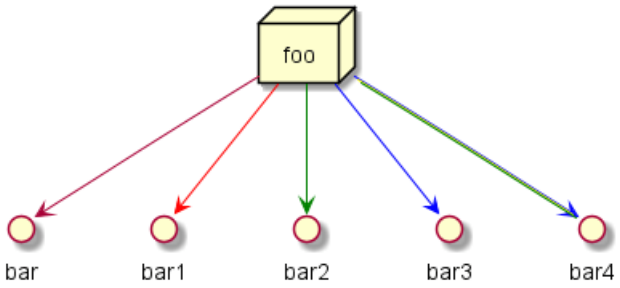
```
@startuml

cloud cloud1
cloud cloud2
cloud cloud3
cloud cloud4
cloud cloud5
cloud1 -0- cloud2
cloud1 -0)- cloud3
cloud1 -(0- cloud4
cloud1 -(0)- cloud5

@enduml
```



8.4 Change arrow color and style

You can change the color of individual arrows using the following notation: `[#color]`.

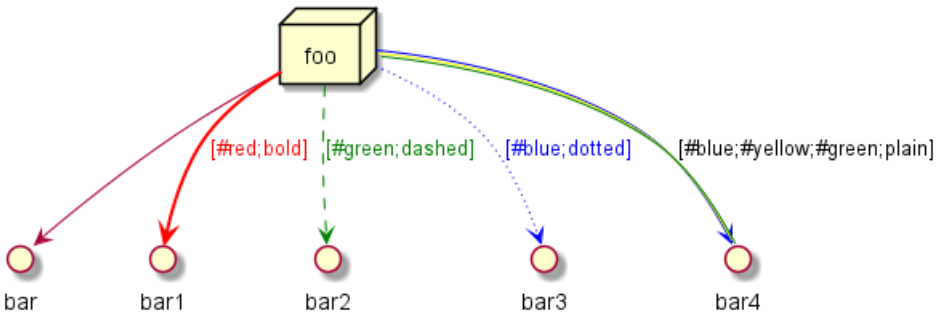
```
@startuml
node foo
foo --> bar
foo -[#red]-> bar1
foo -[#green]-> bar2
foo -[#blue]-> bar3
foo -[#blue;#yellow;#green]-> bar4
@enduml
```



Then you can change color and style of individual arrows using the following notation:

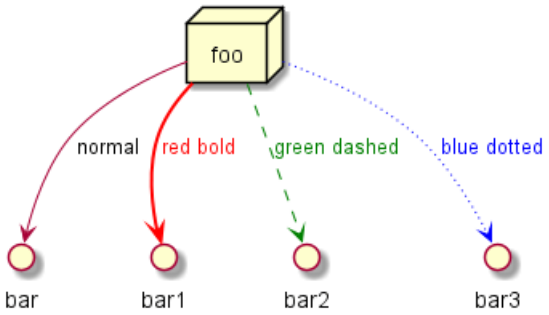
- old method `[#color;style]`

```
@startuml
node foo
foo --> bar
foo -[#red;bold]-> bar1                  : <color:red>[#red;bold]
foo -[#green;dashed]-> bar2              : <color:green>[#green;dashed]
foo -[#blue;dotted]-> bar3               : <color:blue>[#blue;dotted]
foo -[#blue;#yellow;#green;plain]-> bar4 : [#blue;#yellow;#green;plain]
@enduml
```



- new method `#color;line.[bold|dashed|dotted];text:color`

```
@startuml
node foo
foo --> bar : normal
foo --> bar1 #line:red;line.bold;text:red  : red bold
foo --> bar2 #green;line.dashed;text:green : green dashed
foo --> bar3 #blue;line.dotted;text:blue   : blue dotted
@enduml
```



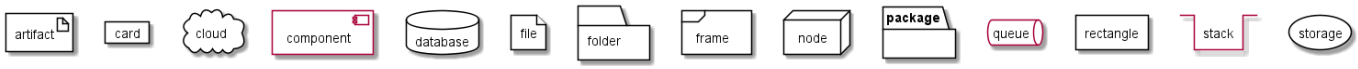
[See similar feature on class diagram]

8.5 Nestable elements

Here are the nestable elements:

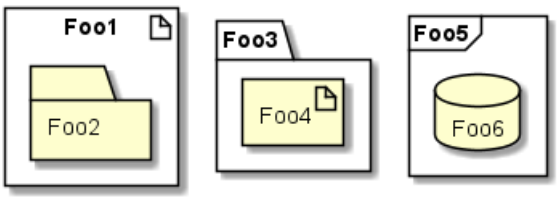
```
@startuml
artifact artifact {
}
card card {
}
cloud cloud {
}
component component {
}
database database {
}
file file {
}
folder folder {
```

```
}
frame frame {
}
node node {
}
package package {
}
queue queue {
}
rectangle rectangle {
}
stack stack {
}
storage storage {
}
@enduml
```



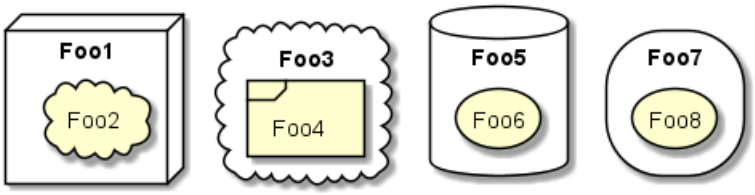
8.6 包装

```
@startuml
artifact Foo1 {
  folder Foo2
}

folder Foo3 {
  artifact Foo4
}

frame Foo5 {
  database Foo6
}

@enduml
```



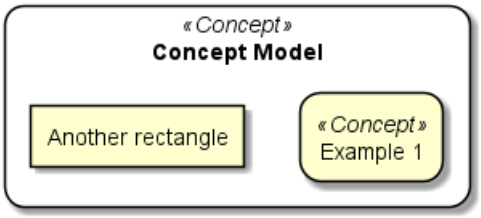

```
@startuml
node Foo1 {
 cloud Foo2
}

cloud Foo3 {
  frame Foo4
}

database Foo5  {
  storage Foo6
}

storage Foo7 {
```

```
  storage Foo8
}
@enduml
```



8.7 圆角

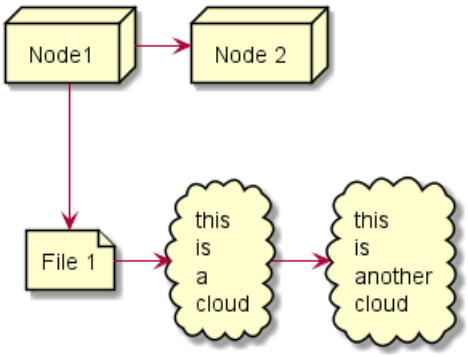
```
@startuml
skinparam rectangle {
    roundCorner<<Concept>> 25
}

rectangle "Concept Model" <<Concept>> {
rectangle "Example 1" <<Concept>> as ex1
rectangle "Another rectangle"
}
@enduml
```



8.8 Alias

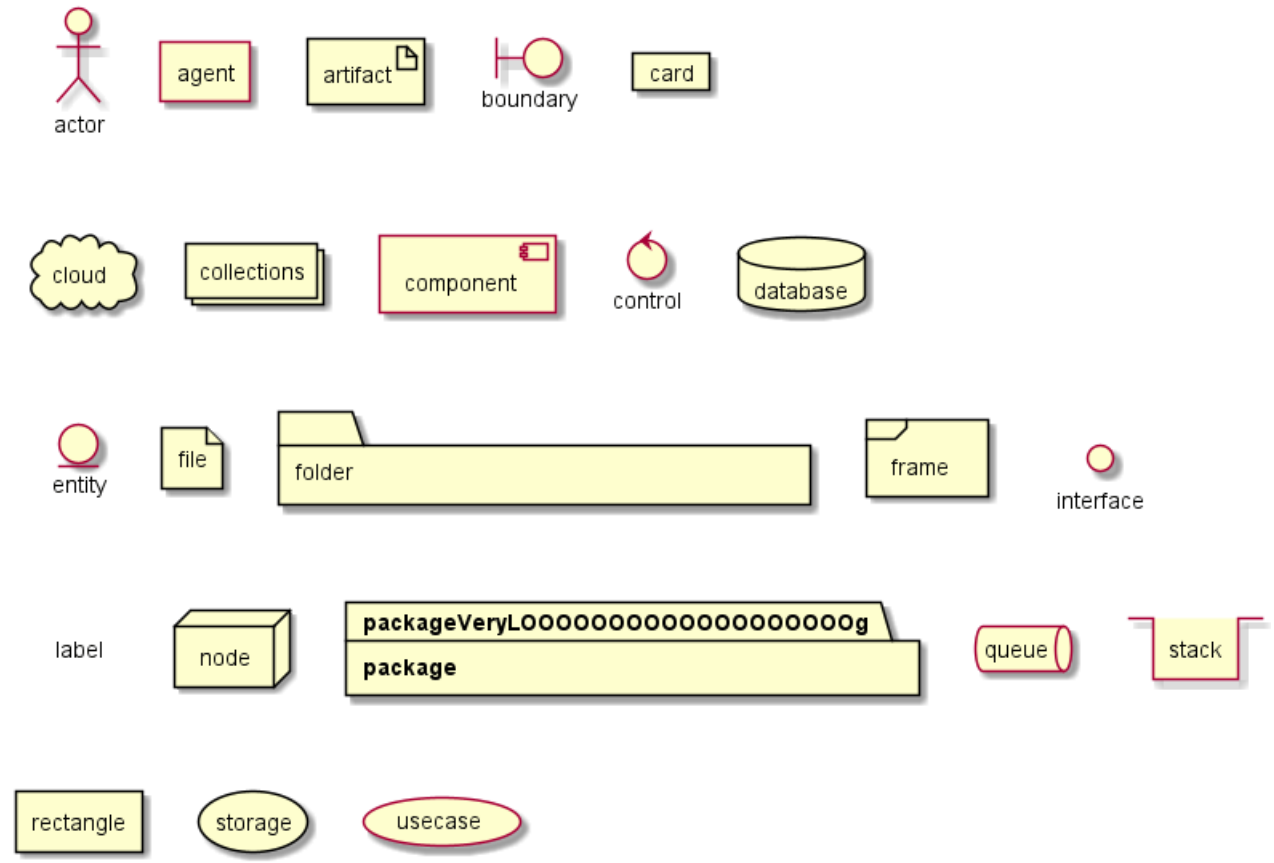
8.8.1 Simple alias with as

```
@startuml
node Node1 as n1
node "Node 2" as n2
file f1 as "File 1"
cloud c1 as "this
is
a
cloud"
cloud c2 [this
is
another
cloud]

n1 -> n2
n1 --> f1
f1 -> c1
c1 -> c2
@enduml
```

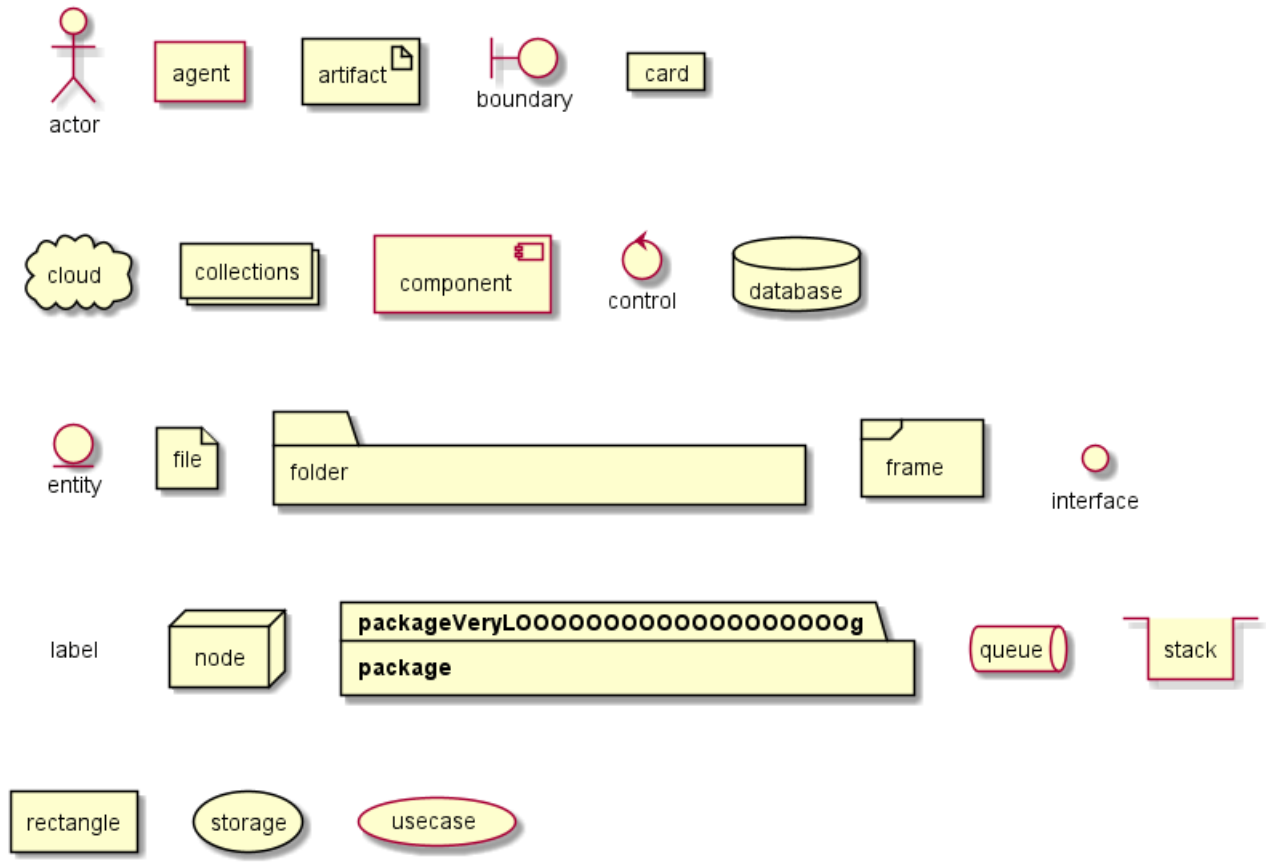


8.8.2 Examples of long alias

```
@startuml
actor         "actor"         as actorVeryLOOOOOOOOOOOOOOOOOOg
agent         "agent"         as agentVeryLOOOOOOOOOOOOOOOOOOg
artifact      "artifact"      as artifactVeryLOOOOOOOOOOOOOOOOOOg
boundary      "boundary"      as boundaryVeryLOOOOOOOOOOOOOOOOOOg
card          "card"          as cardVeryLOOOOOOOOOOOOOOOOOOg
cloud         "cloud"         as cloudVeryLOOOOOOOOOOOOOOOOOOg
collections   "collections"   as collectionsVeryLOOOOOOOOOOOOOOOOOOg
component     "component"     as componentVeryLOOOOOOOOOOOOOOOOOOg
control       "control"       as controlVeryLOOOOOOOOOOOOOOOOOOg
database      "database"      as databaseVeryLOOOOOOOOOOOOOOOOOOg
entity        "entity"        as entityVeryLOOOOOOOOOOOOOOOOOOg
file          "file"          as fileVeryLOOOOOOOOOOOOOOOOOOg
folder        "folder"        as folderVeryLOOOOOOOOOOOOOOOOOOg
frame         "frame"         as frameVeryLOOOOOOOOOOOOOOOOOOg
interface     "interface"     as interfaceVeryLOOOOOOOOOOOOOOOOOOg
label         "label"         as labelVeryLOOOOOOOOOOOOOOOOOOg
node          "node"          as nodeVeryLOOOOOOOOOOOOOOOOOOg
package       "package"       as packageVeryLOOOOOOOOOOOOOOOOOOg
queue         "queue"         as queueVeryLOOOOOOOOOOOOOOOOOOg
stack         "stack"         as stackVeryLOOOOOOOOOOOOOOOOOOg
rectangle     "rectangle"     as rectangleVeryLOOOOOOOOOOOOOOOOOOg
storage       "storage"       as storageVeryLOOOOOOOOOOOOOOOOOOg
usecase       "usecase"       as usecaseVeryLOOOOOOOOOOOOOOOOOOg
@enduml
```




```
@startuml
actor       actorVeryLOOOOOOOOOOOOOOOOOOg       as "actor"
agent       agentVeryLOOOOOOOOOOOOOOOOOOg       as "agent"
artifact    artifactVeryLOOOOOOOOOOOOOOOOOOg    as "artifact"
boundary    boundaryVeryLOOOOOOOOOOOOOOOOOOg    as "boundary"
card        cardVeryLOOOOOOOOOOOOOOOOOOg        as "card"
cloud       cloudVeryLOOOOOOOOOOOOOOOOOOg       as "cloud"
collections collectionsVeryLOOOOOOOOOOOOOOOOOOg as "collections"
component   componentVeryLOOOOOOOOOOOOOOOOOOg   as "component"
control     controlVeryLOOOOOOOOOOOOOOOOOOg     as "control"
database    databaseVeryLOOOOOOOOOOOOOOOOOOg    as "database"
entity      entityVeryLOOOOOOOOOOOOOOOOOOg      as "entity"
file        fileVeryLOOOOOOOOOOOOOOOOOOg        as "file"
folder      folderVeryLOOOOOOOOOOOOOOOOOOg      as "folder"
frame       frameVeryLOOOOOOOOOOOOOOOOOOg       as "frame"
interface   interfaceVeryLOOOOOOOOOOOOOOOOOOg   as "interface"
label       labelVeryLOOOOOOOOOOOOOOOOOOg       as "label"
node        nodeVeryLOOOOOOOOOOOOOOOOOOg        as "node"
package     packageVeryLOOOOOOOOOOOOOOOOOOg     as "package"
queue       queueVeryLOOOOOOOOOOOOOOOOOOg       as "queue"
stack       stackVeryLOOOOOOOOOOOOOOOOOOg       as "stack"
rectangle   rectangleVeryLOOOOOOOOOOOOOOOOOOg   as "rectangle"
storage     storageVeryLOOOOOOOOOOOOOOOOOOg     as "storage"
usecase     usecaseVeryLOOOOOOOOOOOOOOOOOOg     as "usecase"
@enduml
```



[Ref. QA-12082]

8.9 Type of arrow head or '0' arrow

8.9.1 Type of arrow head

```
@startuml
left to right direction

f13 --0   b13 : ""--0""
f12 --@   b12 : ""--@""
f11 --:|> b11 : ""--:|>""
f10 --||> b10 : ""--||>""
f9  --|>  b9  : ""--|>""
f8  --^   b8  : ""--^ ""
f7  --\\  b7  : ""--\\\\""
f6  --#   b6  : ""--# ""
f5  --+   b5  : ""--+ ""
f4  --o   b4  : ""--o ""
f3  --*   b3  : ""--* ""
f2  -->>  b2  : ""-->>""
f1  -->   b1  : ""--> ""
f0  --    b0  : ""--  ""
@enduml
```

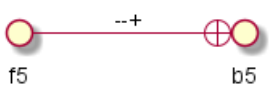

--
f0
b0


-->
f1
b1

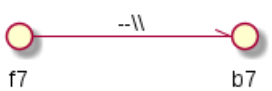

-->>
f2
b2


--*
f3
b3


--o
f4
b4

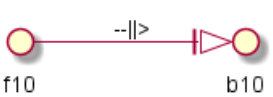

--+
f5
b5


--#
f6
b6


--\\
f7
b7


--^
f8
b8


--|>
f9
b9


--||>
f10
b10

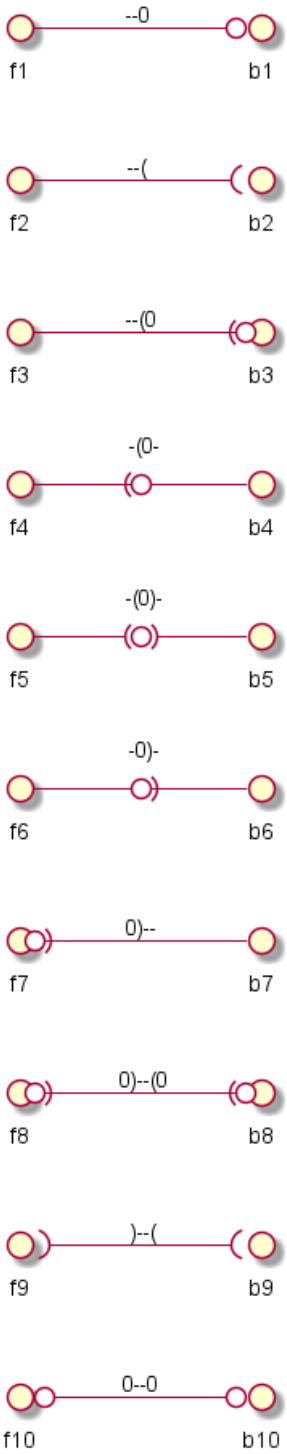

--:|>
f11
b11


--@
f12
b12


--0

8.9.2 Type of '0' arrow or circle arrow

```
@startuml
left to right direction

f10 0--0 b10 : "" 0--0 ""
f9 )--(  b9  : "" )--(""
f8 0)--(0 b8 : "" 0)--(0""
f7 0)--  b7  : "" 0)-- ""
f6 -0)-  b6  : "" -0)-\n ""
f5 -(0)- b5  : "" -(0)-\n""
f4 -(0-  b4  : "" -(0-\n ""
f3 --(0  b3  : "" --(0 ""
f2 --(   b2  : "" --(  ""
f1 --0   b1  : "" --0  ""
@enduml
```

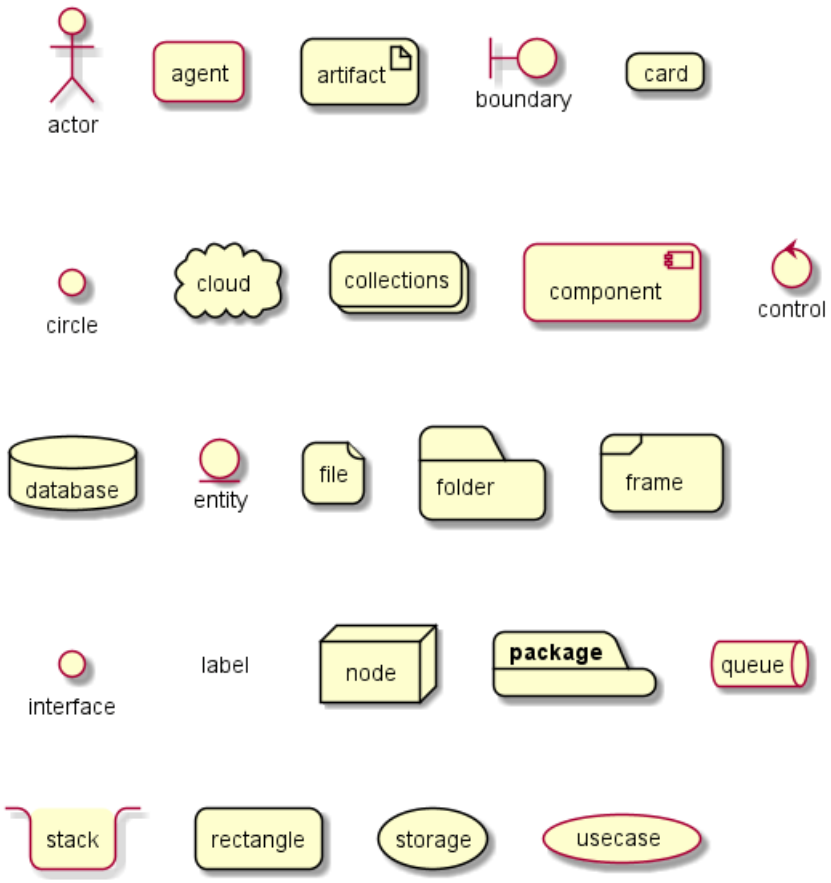


8.10 Specific SkinParameter

8.10.1 roundCorner

```
@startuml
skinparam roundCorner 15
actor actor
agent agent
artifact artifact
boundary boundary
```

```
card card
circle circle
cloud cloud
collections collections
component component
control control
database database
entity entity
file file
folder folder
frame frame
interface interface
label label
node node
package package
queue queue
stack stack
rectangle rectangle
storage storage
usecase usecase
@enduml
```



[Ref. QA-5299, QA-6915, QA-11943]

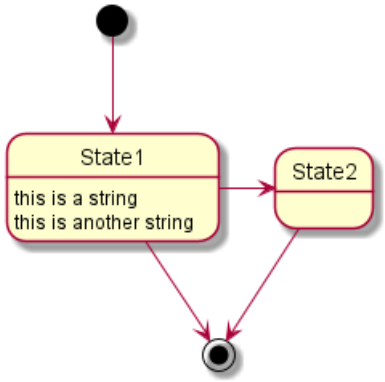
9 状态图

9.1 简单状态

使用 ([*]) 开始和结束状态图。

使用 --> 添加箭头。

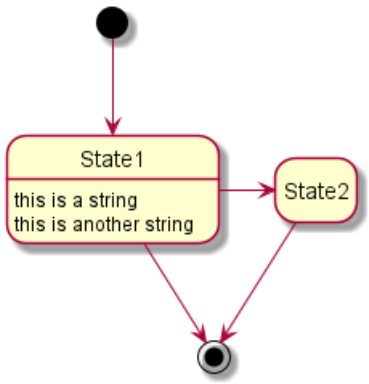
```
@startuml

[*] --> State1
State1 --> [*]
State1 : this is a string
State1 : this is another string

State1 -> State2
State2 --> [*]

@enduml
```



9.2 Change state rendering

You can use `hide empty description` to render state as simple box.

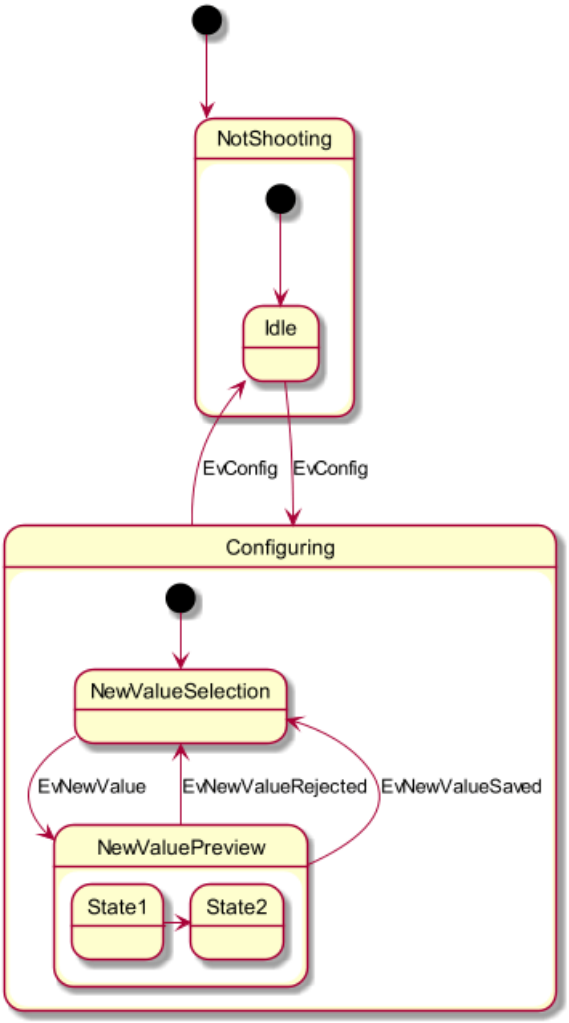
```
@startuml
hide empty description
[*] --> State1
State1 --> [*]
State1 : this is a string
State1 : this is another string

State1 -> State2
State2 --> [*]
@enduml
```



9.3 合成状态

一个状态也可能是合成的，必须使用关键字 `state` 和花括号来定义合成状态。

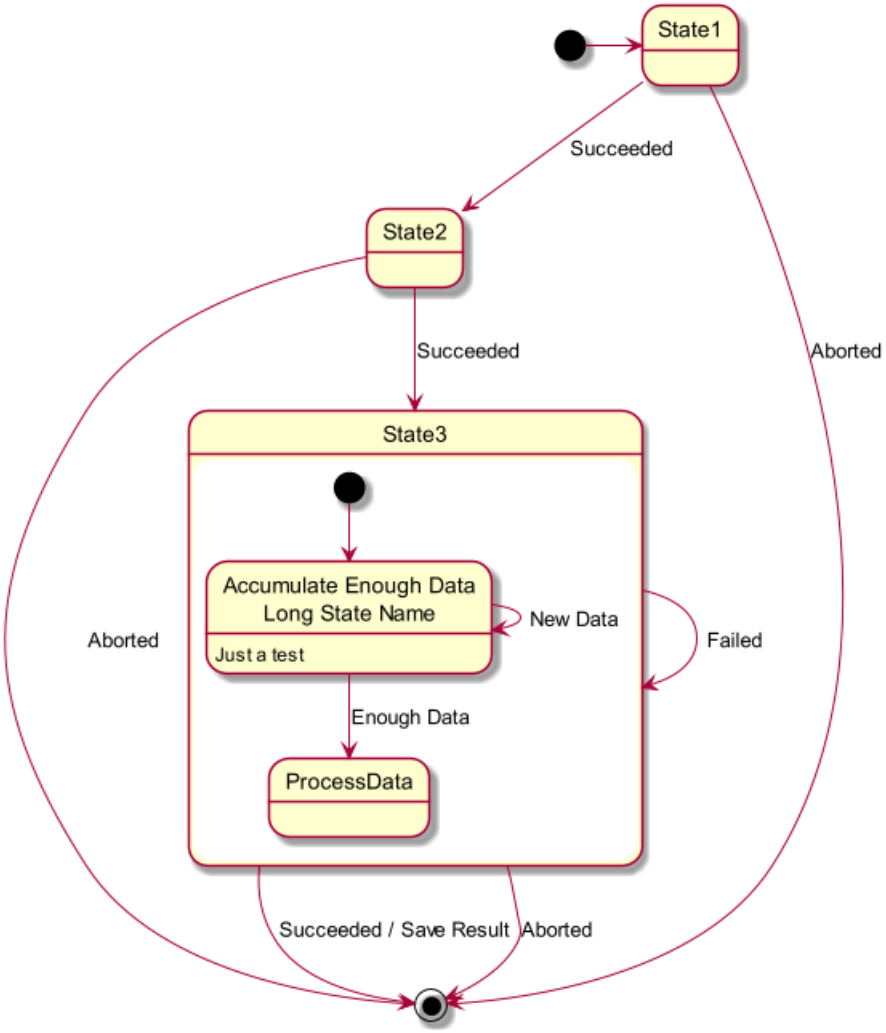
```
@startuml
scale 350 width
[*] --> NotShooting

state NotShooting {
  [*] --> Idle
  Idle --> Configuring : EvConfig
  Configuring --> Idle : EvConfig
}

state Configuring {
  [*] --> NewValueSelection
  NewValueSelection --> NewValuePreview : EvNewValue
  NewValuePreview --> NewValueSelection : EvNewValueRejected
  NewValuePreview --> NewValueSelection : EvNewValueSaved

  state NewValuePreview {
     State1 -> State2
  }

}
@enduml
```



9.4 长名字

也可以使用关键字 `state` 定义长名字状态。

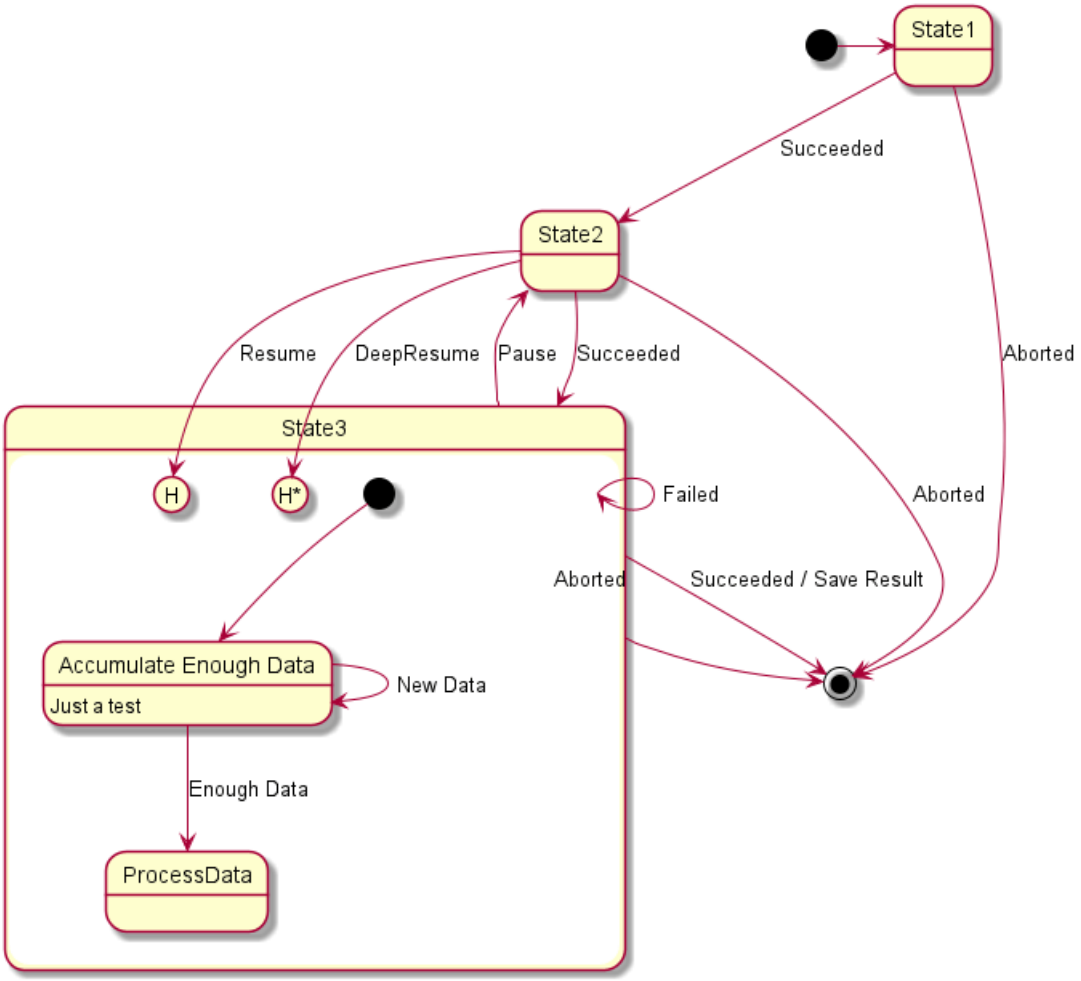
```
@startuml
scale 600 width

[*] -> State1
State1 --> State2 : Succeeded
State1 --> [*] : Aborted
State2 --> State3 : Succeeded
State2 --> [*] : Aborted
state State3 {
  state "Accumulate Enough Data\nLong State Name" as long1
  long1 : Just a test
  [*] --> long1
  long1 --> long1 : New Data
  long1 --> ProcessData : Enough Data
}
State3 --> State3 : Failed
State3 --> [*] : Succeeded / Save Result
State3 --> [*] : Aborted

@enduml
```



9.5 History [[H], [H*]]

You can use `[H]` for the history and `[H*]` for the deep history of a substate.

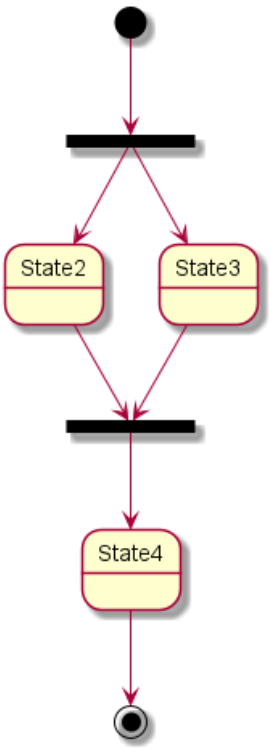
```
@startuml
[*] -> State1
State1 --> State2 : Succeeded
State1 --> [*] : Aborted
State2 --> State3 : Succeeded
State2 --> [*] : Aborted
state State3 {
  state "Accumulate Enough Data" as long1
  long1 : Just a test
  [*] --> long1
  long1 --> long1 : New Data
  long1 --> ProcessData : Enough Data
  State2 --> [H]: Resume
}
State3 --> State2 : Pause
State2 --> State3[H*]: DeepResume
State3 --> State3 : Failed
State3 --> [*] : Succeeded / Save Result
State3 --> [*] : Aborted
@enduml
```



9.6 Fork [fork, join]

You can also fork and join using the `<<fork>>` and `<<join>>` stereotypes.

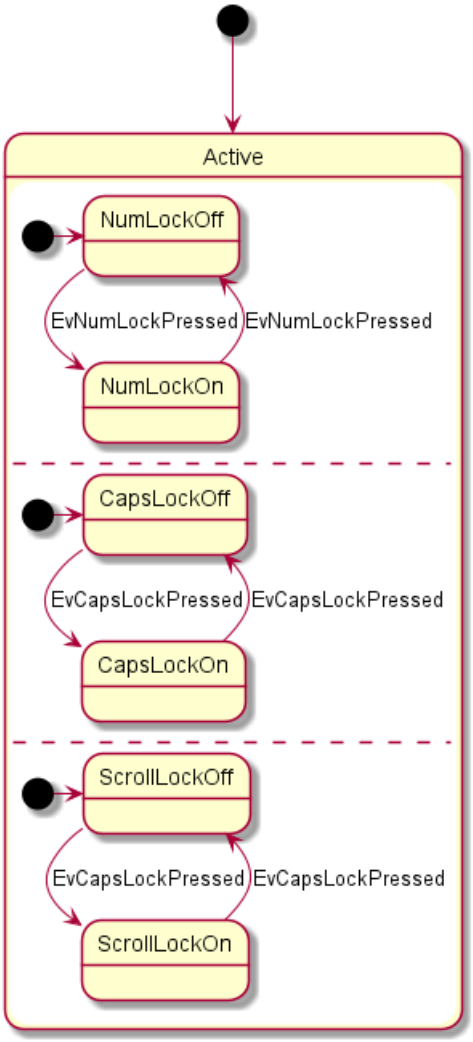
```
@startuml

state fork_state <<fork>>
[*] --> fork_state
fork_state --> State2
fork_state --> State3

state join_state <<join>>
State2 --> join_state
State3 --> join_state
join_state --> State4
State4 --> [*]

@enduml
```



9.7 并发状态

用 -- or || 作为分隔符来合成并发状态。

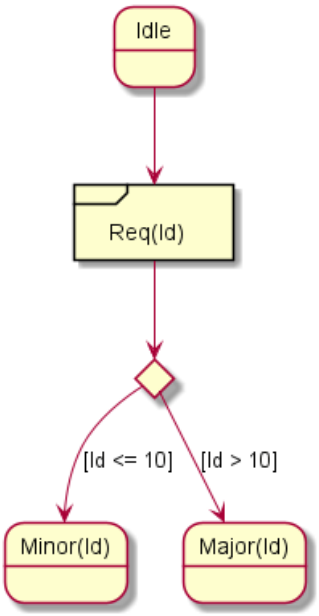
```
@startuml
[*] --> Active

state Active {
  [*] -> NumLockOff
  NumLockOff --> NumLockOn : EvNumLockPressed
  NumLockOn --> NumLockOff : EvNumLockPressed
  --
  [*] -> CapsLockOff
  CapsLockOff --> CapsLockOn : EvCapsLockPressed
  CapsLockOn --> CapsLockOff : EvCapsLockPressed
  --
  [*] -> ScrollLockOff
  ScrollLockOff --> ScrollLockOn : EvCapsLockPressed
  ScrollLockOn --> ScrollLockOff : EvCapsLockPressed
}

@enduml
```



9.8 Conditional [choice]

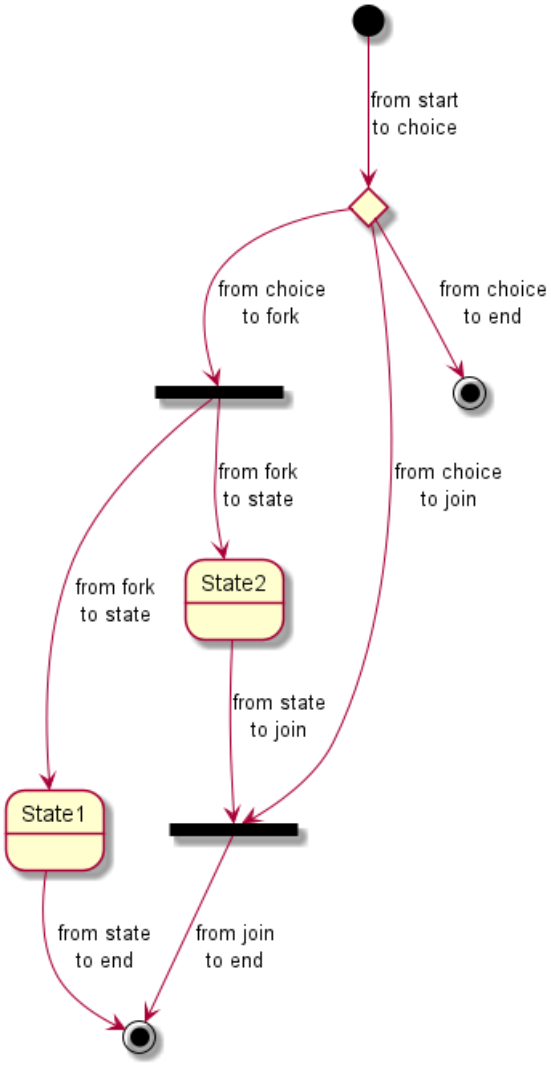
The stereotype <<choice>> can be used to use conditional state.

```
@startuml
state "Req(Id)" as ReqId <<sdlreceive>>
state "Minor(Id)" as MinorId
state "Major(Id)" as MajorId

state c <<choice>>

Idle --> ReqId
ReqId --> c
c --> MinorId : [Id <= 10]
c --> MajorId : [Id > 10]
@enduml
```



9.9 Stereotypes full example [choice, fork, join, end]

```
@startuml
state choice1 <<choice>>
state fork1   <<fork>>
state join2   <<join>>
state end3    <<end>>

[*]     --> choice1 : from start\nto choice
choice1 --> fork1   : from choice\nto fork
choice1 --> join2   : from choice\nto join
choice1 --> end3    : from choice\nto end

fork1   ---> State1 : from fork\nto state
fork1   --> State2  : from fork\nto state

State2  --> join2   : from state\nto join
State1  --> [*]     : from state\nto end

join2   --> [*]     : from join\nto end
@enduml
```

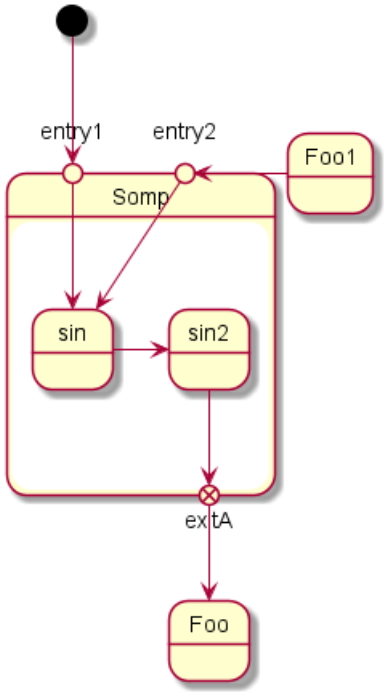


[Ref. QA-404 and QA-1159]

9.10 Point [entryPoint, exitPoint]

You can added **point** with `<<entryPoint>>` and `<<exitPoint>>` stereotypes:

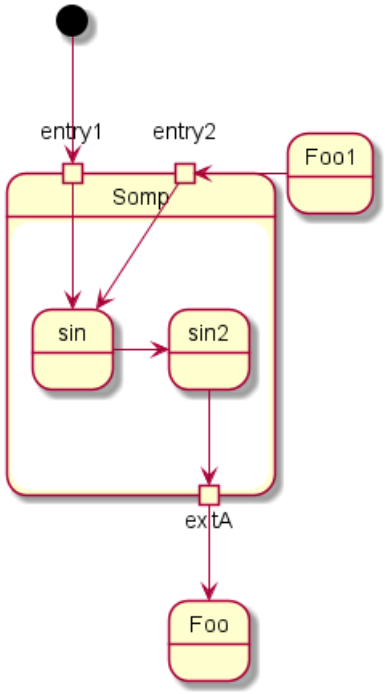
```
@startuml
state Somp {
  state entry1 <<entryPoint>>
  state entry2 <<entryPoint>>
  state sin
  entry1 --> sin
  entry2 -> sin
  sin -> sin2
  sin2 --> exitA <<exitPoint>>
}

[*] --> entry1
exitA --> Foo
Foo1 -> entry2
@enduml
```



9.11 Pin [inputPin, outputPin]

You can added **pin** with `<<inputPin>>` and `<<outputPin>>` stereotypes:

```
@startuml
state Somp {
  state entry1 <<inputPin>>
  state entry2 <<inputPin>>
  state sin
  entry1 --> sin
  entry2 -> sin
  sin -> sin2
  sin2 --> exitA <<outputPin>>
}

[*] --> entry1
exitA --> Foo
Foo1 -> entry2
@enduml
```

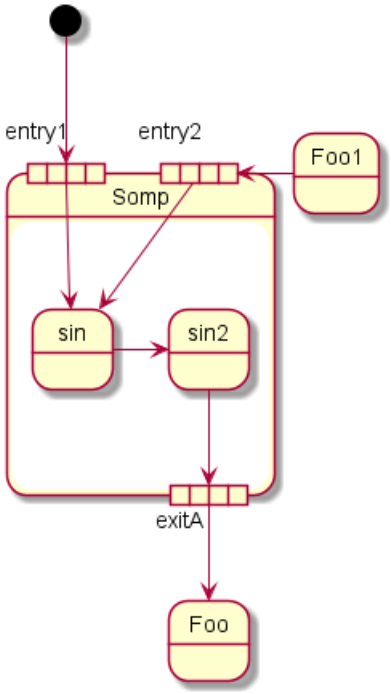


[Ref. QA-4309]

9.12 Expansion [expansionInput, expansionOutput]

You can added **expansion** with `<<expansionInput>>` and `<<expansionOutput>>` stereotypes:

```
@startuml
state Somp {
  state entry1 <<expansionInput>>
  state entry2 <<expansionInput>>
  state sin
  entry1 --> sin
  entry2 -> sin
  sin -> sin2
  sin2 --> exitA <<expansionOutput>>
}

[*] --> entry1
exitA --> Foo
Foo1 -> entry2
@enduml
```



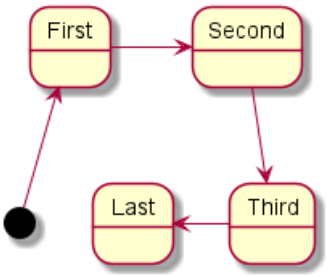
[Ref. QA-4309]

9.13 箭头方向

使用 `->` 定义水平箭头，也可以使用下列格式强制设置箭头方向：

- `-down->` (default arrow)
- `-right->` or `->`
- `-left->`
- `-up->`

```
@startuml

[*] -up-> First
First -right-> Second
Second --> Third
Third -left-> Last

@enduml
```

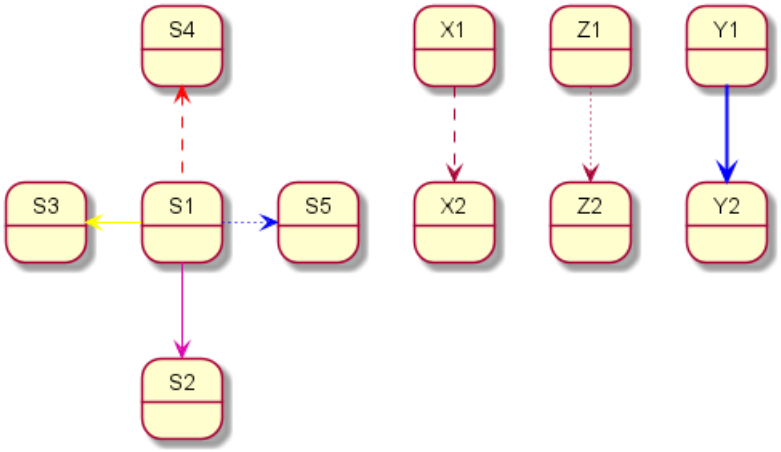


可以用首字母缩写或者开始的两个字母定义方向 (如, `-d-`，`-down-`和 `-do-`是完全等价的)。
请不要滥用这些功能，*Graphviz* 不喜欢这样。

9.14 Change line color and style

You can change line color and/or line style.

```
@startuml
State S1
State S2
S1 -[#DD00AA]-> S2
S1 -left[#yellow]-> S3
S1 -up[#red,dashed]-> S4
S1 -right[dotted,#blue]-> S5

X1 -[dashed]-> X2
Z1 -[dotted]-> Z2
Y1 -[#blue,bold]-> Y2
@enduml
```



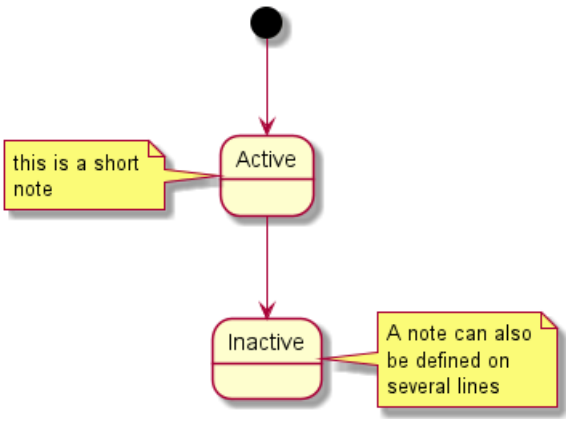
[Ref. Incubation: Change line color in state diagrams]

9.15 注释

可以用 `note left of`, `note right of`, `note top of`, `note bottom of` 关键字来定义注释。

还可以定义多行注释。

```
@startuml

[*] --> Active
Active --> Inactive

note left of Active : this is a short\nnote

note right of Inactive
  A note can also
  be defined on
  several lines
end note

@enduml
```



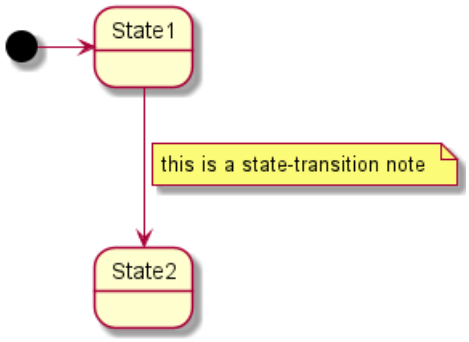
以及浮动注释。

```
@startuml

state foo
note "This is a floating note" as N1

@enduml
```

9.16 Note on link

You can put notes on state-transition or link, with `note on link` keyword.

```
@startuml
[*] -> State1
State1 --> State2
note on link
  this is a state-transition note
end note
@enduml
```

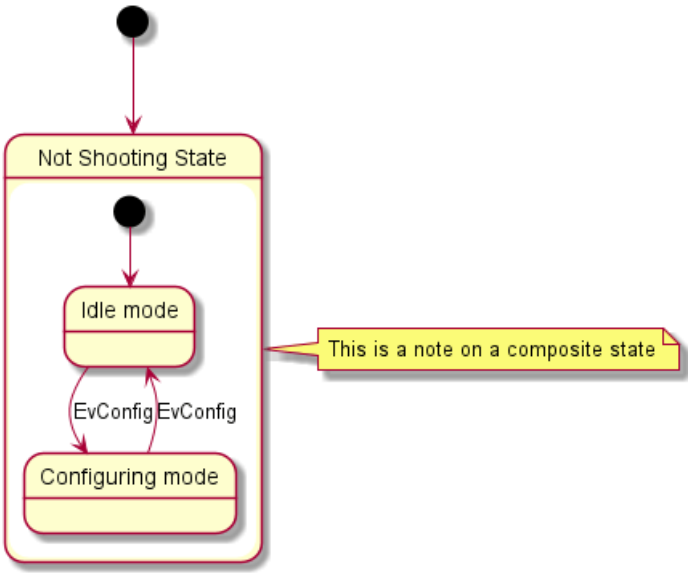


9.17 更多注释

可以在合成状态中放置注释。

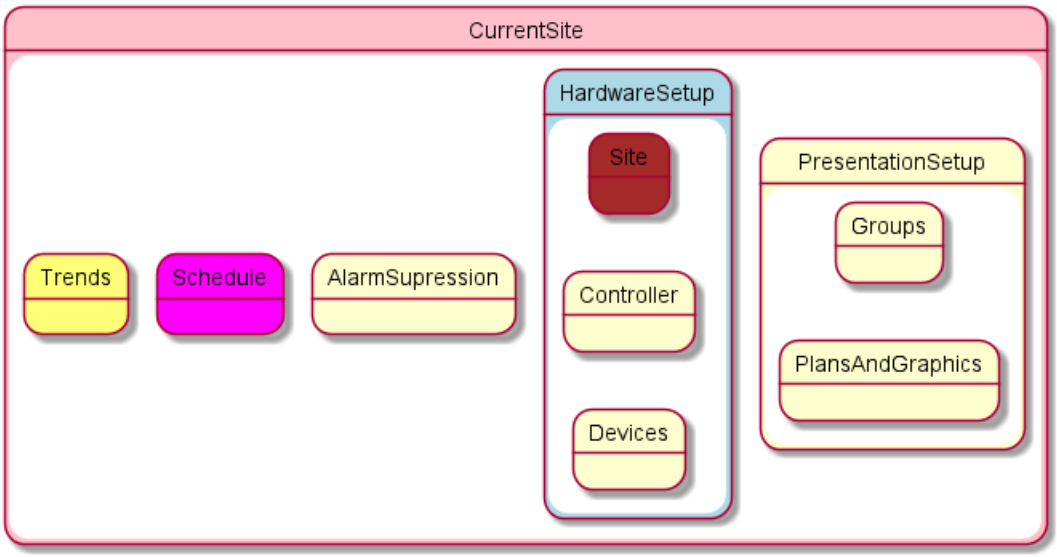
```
@startuml

[*] --> NotShooting
```

```
state "Not Shooting State" as NotShooting {
  state "Idle mode" as Idle
  state "Configuring mode" as Configuring
  [*] --> Idle
  Idle --> Configuring : EvConfig
  Configuring --> Idle : EvConfig
}

note right of NotShooting : This is a note on a composite state

@enduml
```



9.18 Inline color

```
@startuml
state CurrentSite #pink {
    state HardwareSetup #lightblue {
       state Site #brown
        Site -[hidden]-> Controller
        Controller -[hidden]-> Devices
    }
    state PresentationSetup{
        Groups -[hidden]-> PlansAndGraphics
    }
    state Trends #FFFF77
    state Schedule #magenta
    state AlarmSupression
}
@enduml
```



[Ref. QA-1812]

9.19 显示参数

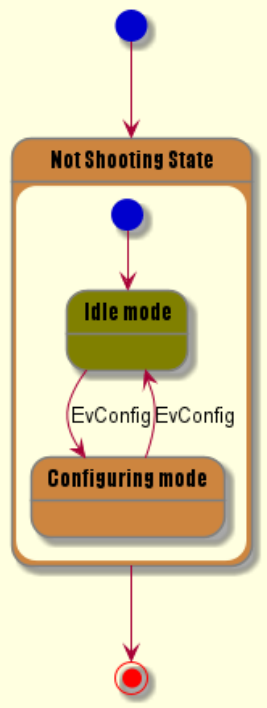
用 skinparam 改变字体和颜色。

可以在如下场景中使用：

- 在图示的定义中，
- 在引入的文件中，
- 在命令行或者 ANT 任务提供的配置文件中。

还可以为状态的构造类型指定特殊的字体和颜色。

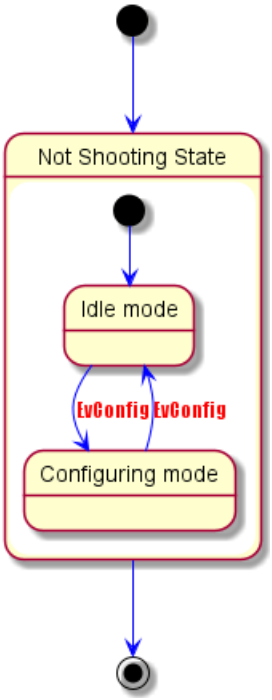
```
@startuml
skinparam backgroundColor LightYellow
skinparam state {
  StartColor MediumBlue
  EndColor Red
  BackgroundColor Peru
  BackgroundColor<<Warning>> Olive
  BorderColor Gray
  FontName Impact
}

[*] --> NotShooting

state "Not Shooting State" as NotShooting {
  state "Idle mode" as Idle <<Warning>>
  state "Configuring mode" as Configuring
  [*] --> Idle
  Idle --> Configuring : EvConfig
  Configuring --> Idle : EvConfig
}

NotShooting --> [*]
@enduml
```



9.20 Changing style

You can change style.

```
@startuml

<style>
stateDiagram {
  BackgroundColor Peru
  'LineColor Gray
  FontName Impact
  FontColor Red
  arrow {
    FontSize 13
    LineColor Blue
  }
}
</style>


[*] --> NotShooting

state "Not Shooting State" as NotShooting {
  state "Idle mode" as Idle <<Warning>>
  state "Configuring mode" as Configuring
  [*] --> Idle
  Idle --> Configuring : EvConfig
  Configuring --> Idle : EvConfig
}

NotShooting --> [*]
@enduml
```


Not Shooting State
Idle mode
EvConfig
EvConfig
Configuring mode

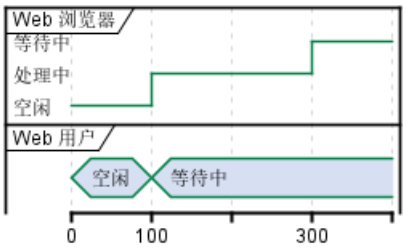
10 定时图

这只是个提案，主题和内容可能改变.
非常欢迎您参与这个新特性的讨论。您的反馈、创意和建议可以帮助我们找寻适合的解决方案。

10.1 声明参与者

使用 `concise` or `robust` 关键字声明参与者, 选择哪个取决于所需的显示样式。
通过 `@` 标注, 和 `is` 动词定义状态.

```
@startuml
robust "Web 浏览器" as WB
concise "Web 用户" as WU

@0
WU is 空闲
WB is 空闲

@100
WU is 等待中
WB is 处理中

@300
WB is 等待中
@enduml
```

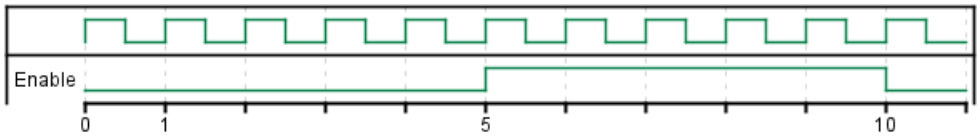


10.2 Binary and Clock

It's also possible to have binary and clock signal, using the following keywords:

- `binary`
- `clock`

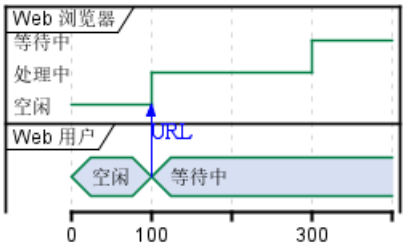
```
@startuml
clock clk with period 1
binary "Enable" as EN

@0
EN is low

@5
EN is high

@10
EN is low
@enduml
```



10.3 增加消息

使用下述的语法增加对消息的描述。

```
@startuml
robust "Web 浏览器" as WB
concise "Web 用户" as WU

@0
WU is 空闲
WB is 空闲

@100
WU -> WB : URL
WU is 等待中
WB is 处理中

@300
WB is 等待中
@enduml
@enduml
```

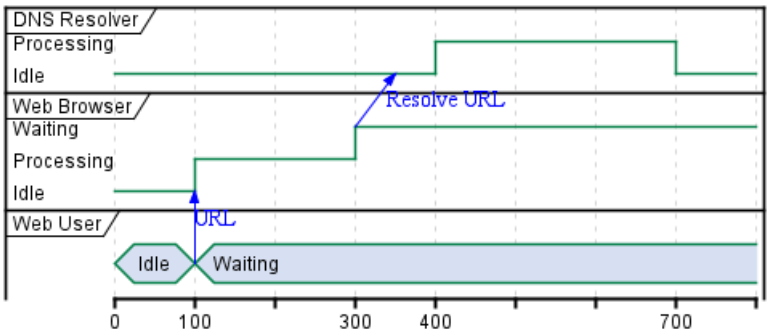


10.4 相对时间

It is possible to use relative time with `@`.

```
@startuml
robust "DNS Resolver" as DNS
robust "Web Browser" as WB
concise "Web User" as WU

@0
WU is Idle
WB is Idle
DNS is Idle

@+100
WU -> WB : URL
WU is Waiting
WB is Processing

@+200
WB is Waiting
```

```
WB -> DNS@+50 : Resolve URL

@+100
DNS is Processing

@+300
DNS is Idle
@enduml
```

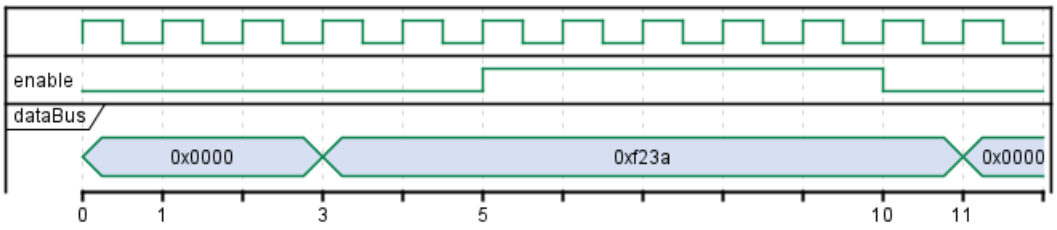


10.5 Anchor Points

Instead of using absolute or relative time on an absolute time you can define a time as an anchor point by using the as keyword and starting the name with a `:`.

```
@XX as :<anchor point name>
```

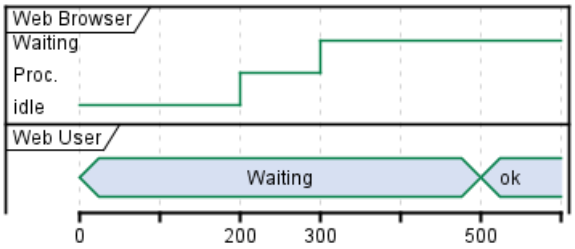
```
@startuml
clock clk with period 1
binary "enable" as EN
concise "dataBus" as db

@0 as :start
@5 as :en_high
@10 as :en_low


@:start
EN is low
db is "0x0000"

@:en_high
EN is high

@:en_low
EN is low

@:en_high-2
db is "0xf23a"

@:en_high+6
db is "0x0000"
@enduml
```



10.6 Participant oriented

Rather than declare the diagram in chronological order, you can define it by participant.

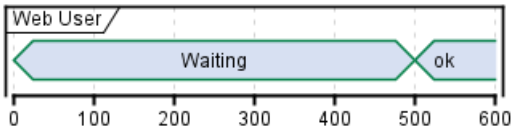
```
@startuml
robust "Web Browser" as WB
concise "Web User" as WU

@WB
0 is idle
+200 is Proc.
+100 is Waiting

@WU
0 is Waiting
+500 is ok
@enduml
```



10.7 Setting scale

You can also set a specific scale.

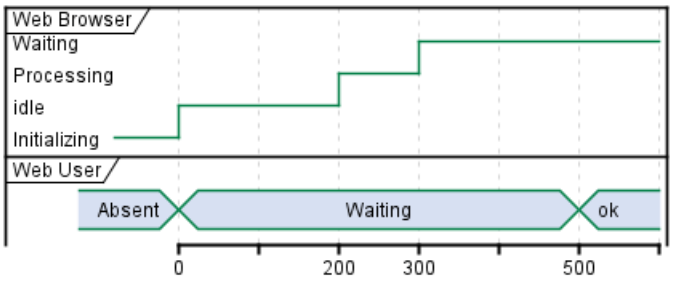
```
@startuml
concise "Web User" as WU
scale 100 as 50 pixels

@WU
0 is Waiting
+500 is ok
@enduml
```



10.8 Initial state

You can also define an inital state.

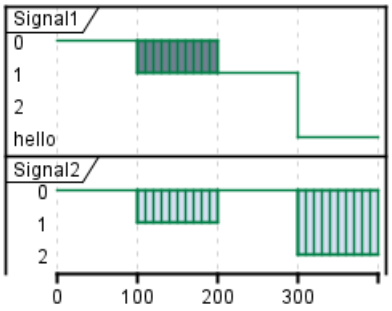
```
@startuml
robust "Web Browser" as WB
concise "Web User" as WU

WB is Initializing
WU is Absent

@WB
0 is idle
+200 is Processing
+100 is Waiting

@WU
0 is Waiting
+500 is ok
@enduml
```



10.9 Intricated state

A signal could be in some undefined state.

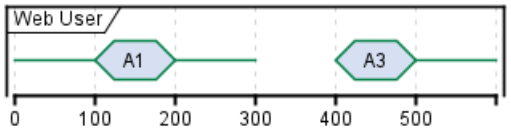
```
@startuml
robust "Signal1" as S1
robust "Signal2" as S2
S1 has 0,1,2,hello
S2 has 0,1,2
@0
S1 is 0
S2 is 0
@100
S1 is {0,1} #SlateGrey
S2 is {0,1}
@200
S1 is 1
S2 is 0
@300
S1 is hello
S2 is {0,2}
@enduml
```



10.10 Hidden state

It is also possible to hide some state.

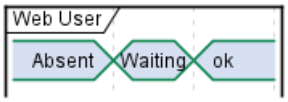
```
@startuml
concise "Web User" as WU

@0
WU is {-}

@100
WU is A1

@200
WU is {-}

@300
WU is {hidden}

@400
WU is A3

@500
WU is {-}
@enduml
```



10.11 Hide time axis

It is possible to hide time axis.

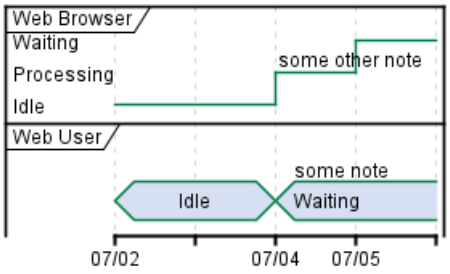
```
@startuml
hide time-axis
concise "Web User" as WU

WU is Absent

@WU
0 is Waiting
+500 is ok
@enduml
```



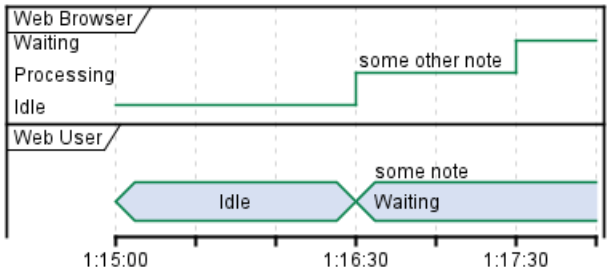
10.12 Using Time and Date

It is possible to use time or date.

```
@startuml
robust "Web Browser" as WB
concise "Web User" as WU

@2019/07/02
WU is Idle
WB is Idle

@2019/07/04
WU is Waiting : some note
WB is Processing : some other note

@2019/07/05
WB is Waiting
@enduml
```



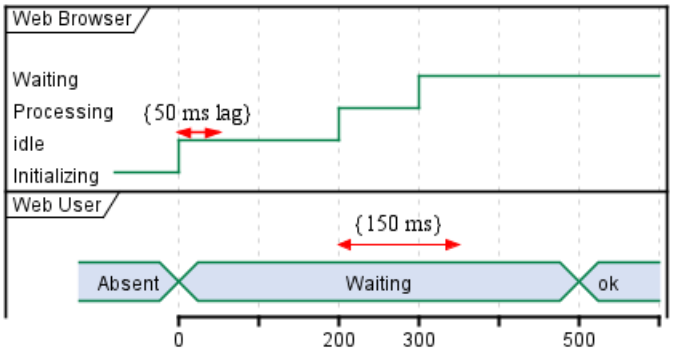

```
@startuml
robust "Web Browser" as WB
concise "Web User" as WU

@1:15:00
WU is Idle
WB is Idle

@1:16:30
WU is Waiting : some note
WB is Processing : some other note

@1:17:30
WB is Waiting
@enduml
```



10.13 Adding constraint

It is possible to display time constraints on the diagrams.

```
@startuml
robust "Web Browser" as WB
concise "Web User" as WU

WB is Initializing
WU is Absent

@WB
0 is idle
+200 is Processing
+100 is Waiting
WB@0 <-> @50 : {50 ms lag}

@WU
0 is Waiting
+500 is ok
@200 <-> @+150 : {150 ms}
@enduml
```

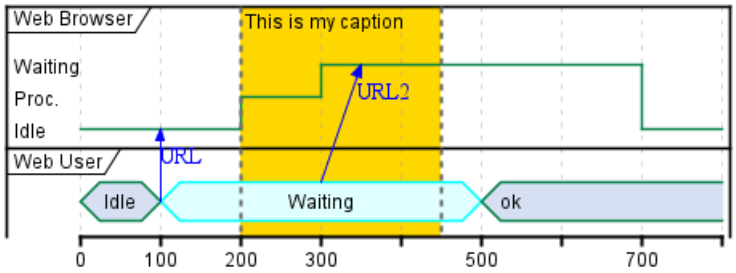


10.14 Highlighted period

You can higlight a part of diagram.

```
@startuml
robust "Web Browser" as WB
concise "Web User" as WU

@0
WU is Idle
WB is Idle
```

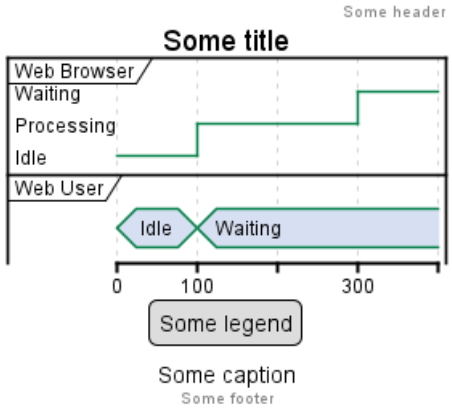
```
@100
WU -> WB : URL
WU is Waiting #LightCyan;line:Aqua

@200
WB is Proc.

@300
WU -> WB@350 : URL2
WB is Waiting

@+200
WU is ok

@+200
WB is Idle

highlight 200 to 450 #Gold;line:DimGrey : This is my caption
@enduml
```



10.15 Adding texts

You can optionally add a title, a header, a footer, a legend and a caption:

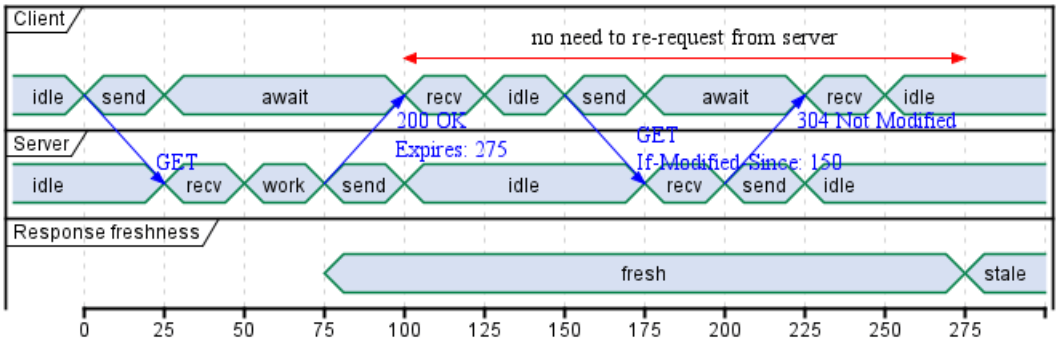
```
@startuml
Title Some title
header: Some header
footer: Some footer
legend
Some legend
end legend
caption Some caption

robust "Web Browser" as WB
concise "Web User" as WU

@0
WU is Idle
WB is Idle

@100
WU is Waiting
WB is Processing

@300
WB is Waiting
@enduml
```



10.16 Complete example

Thanks to Adam Rosien for this example.

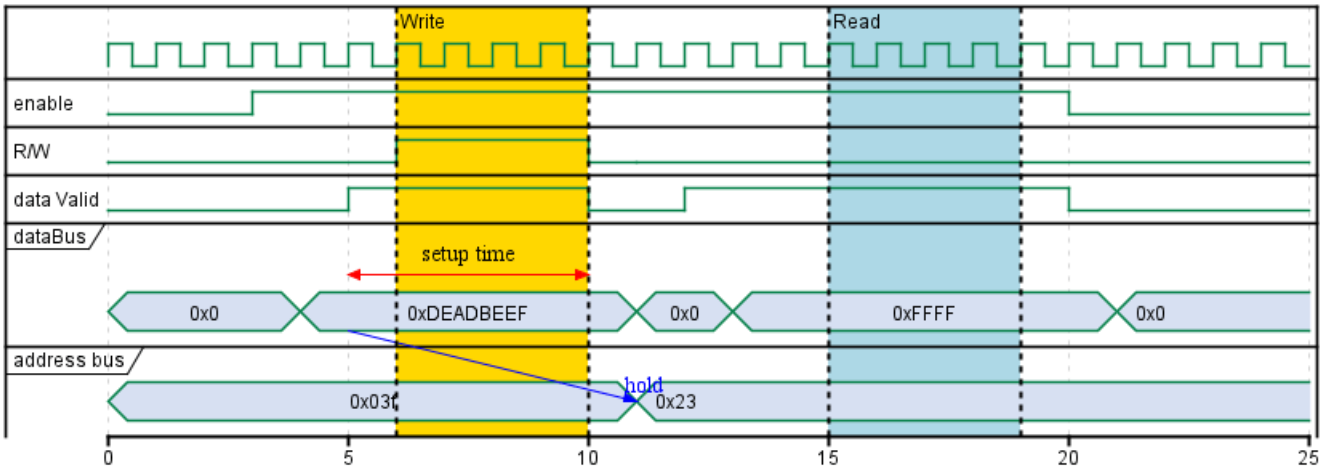
```
@startuml
concise "Client" as Client
concise "Server" as Server
concise "Response freshness" as Cache

Server is idle
Client is idle

@Client
0 is send
Client -> Server@+25 : GET
+25 is await
+75 is recv
+25 is idle
+25 is send
Client -> Server@+25 : GET\nIf-Modified-Since: 150
+25 is await
+50 is recv
+25 is idle
@100 <-> @275 : no need to re-request from server

@Server
25 is recv
+25 is work
+25 is send
Server -> Client@+25 : 200 OK\nExpires: 275
+25 is idle
+75 is recv
+25 is send
Server -> Client@+25 : 304 Not Modified
+25 is idle

@Cache
75 is fresh
+200 is stale
@enduml
```



10.17 Digital Example

```
@startuml
scale 5 as 150 pixels

clock clk with period 1
binary "enable" as en
binary "R/W" as rw
binary "data Valid" as dv
concise "dataBus" as db
concise "address bus" as addr

@6 as :write_beg
@10 as :write_end

@15 as :read_beg
@19 as :read_end


@0
en is low
db is "0x0"
addr is "0x03f"
rw is low
dv is 0

@:write_beg-3
 en is high
@:write_beg-2
 db is "0xDEADBEEF"
@:write_beg-1
dv is 1
@:write_beg
rw is high


@:write_end
rw is low
dv is low
@:write_end+1
rw is low
db is "0x0"
addr is "0x23"

@12
```

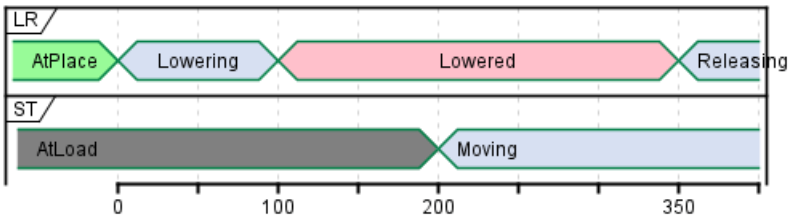
```
dv is high
@13
db is "0xFFFF"

@20
en is low
dv is low
@21
db is "0x0"

highlight :write_beg to :write_end #Gold:Write
highlight :read_beg to :read_end #lightBlue:Read

db@:write_beg-1 <-> @:write_end : setup time
db@:write_beg-1 -> addr@:write_end+1 : hold
@enduml
```



10.18 Adding color

You can add color.

```
@startuml
concise "LR" as LR
concise "ST" as ST

LR is AtPlace #palegreen
ST is AtLoad #gray

@LR
0 is Lowering
100 is Lowered #pink
350 is Releasing

@ST
200 is Moving
@enduml
```


LR
AtPlace
Lowering
Lowered
Releasing
ST
AtLoad
Moving
0
100
200
350

[Ref. QA-5776]

11 Display JSON Data

JSON format is widely used in software.

You can use PlantUML to visualize your data.

To activate this feature, the diagram must:

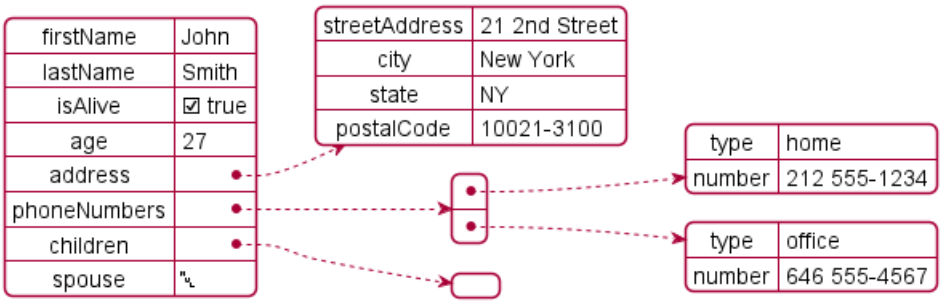
- begin with `@startjson` keyword
- end with `@endjson` keyword.

```
@startjson
{
   "fruit":"Apple",
   "size":"Large",
   "color":"Red"
}
@endjson
```

11.1 Complex example

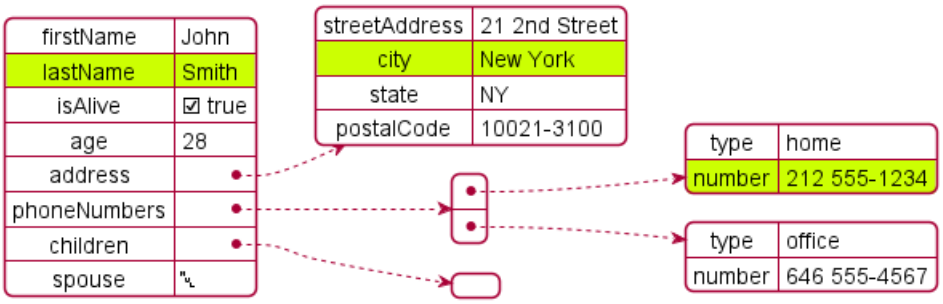
You can use complex JSON structure.

```
@startjson
{
  "firstName": "John",
  "lastName": "Smith",
  "isAlive": true,
  "age": 27,
  "address": {
    "streetAddress": "21 2nd Street",
    "city": "New York",
    "state": "NY",
    "postalCode": "10021-3100"
  },
  "phoneNumbers": [
    {
      "type": "home",
      "number": "212 555-1234"
    },
    {
      "type": "office",
      "number": "646 555-4567"
    }
  ],
  "children": [],
  "spouse": null
}
@endjson
```



11.2 Highlight parts

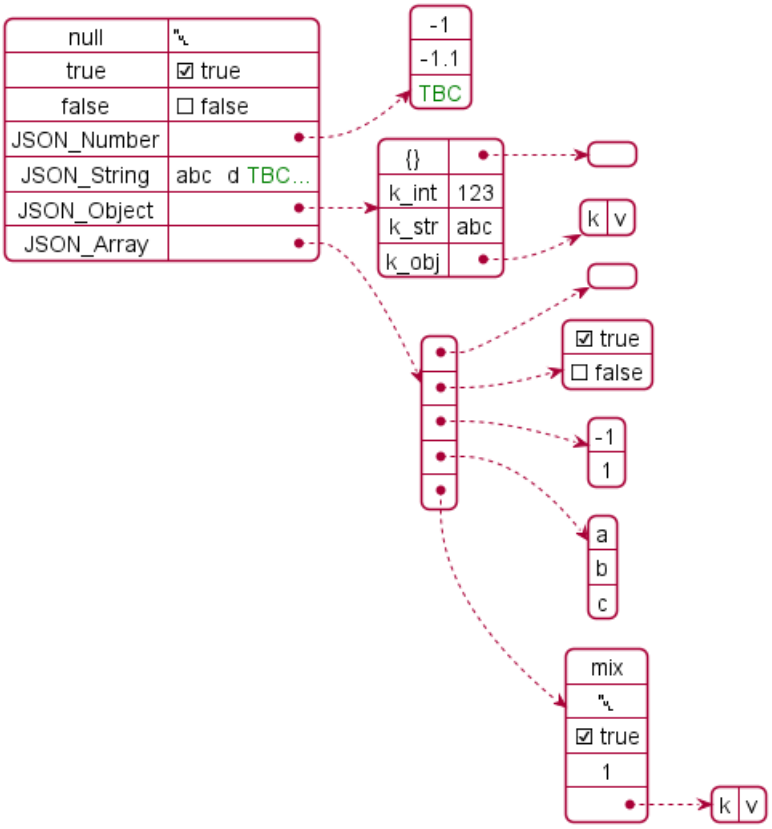
```
@startjson
#highlight "lastName"
#highlight "address" / "city"
#highlight "phoneNumbers" / "0" / "number"
{
  "firstName": "John",
  "lastName": "Smith",
  "isAlive": true,
  "age": 28,
  "address": {
    "streetAddress": "21 2nd Street",
    "city": "New York",
    "state": "NY",
    "postalCode": "10021-3100"
  },
  "phoneNumbers": [
    {
      "type": "home",
      "number": "212 555-1234"
    },
    {
      "type": "office",
      "number": "646 555-4567"
    }
  ],
  "children": [],
  "spouse": null
}
@endjson
```



11.3 JSON basic element

11.3.1 Synthesis of all JSON basic element

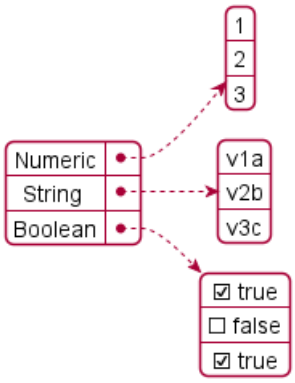
```
@startjson
{
"null": null,
"true": true,
"false": false,
"JSON_Number": [-1, -1.1, "<color:green>TBC"],
"JSON_String": "a\nb\rc\td <color:green>TBC...",
"JSON_Object": {
  "{}": {},
  "k_int": 123,
  "k_str": "abc",
  "k_obj": {"k": "v"}
},
"JSON_Array" : [
  [],
  [true, false],
  [-1, 1],
  ["a", "b", "c"],
  ["mix", null, true, 1, {"k": "v"}]
]
}
@endjson
```



11.4 JSON array or table

11.4.1 Array type

```
@startjson
{
"Numeric": [1, 2, 3],
"String ": ["v1a", "v2b", "v3c"],
"Boolean": [true, false, true]
}
@endjson
```



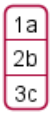
11.4.2 Minimal array or table

11.4.3 Number array

```
@startjson
[1, 2, 3]
@endjson
```

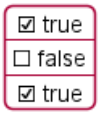
11.4.4 String array

```
@startjson
["1a", "2b", "3c"]
@endjson
```



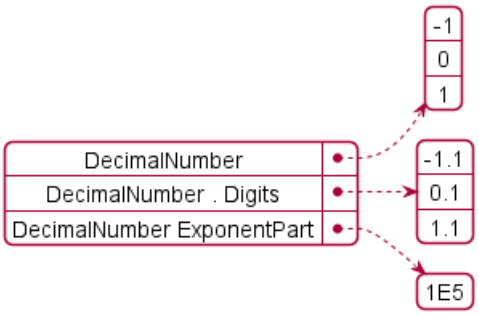
11.4.5 Boolean array

```
@startjson
[true, false, true]
@endjson
```



11.5 JSON numbers

```
@startjson
{
"DecimalNumber": [-1, 0, 1],
"DecimalNumber . Digits": [-1.1, 0.1, 1.1],
"DecimalNumber ExponentPart": [1E5]
}
@endjson
```



11.6 JSON strings

11.6.1 JSON Unicode

On JSON you can use Unicode directly or by using escaped form like .

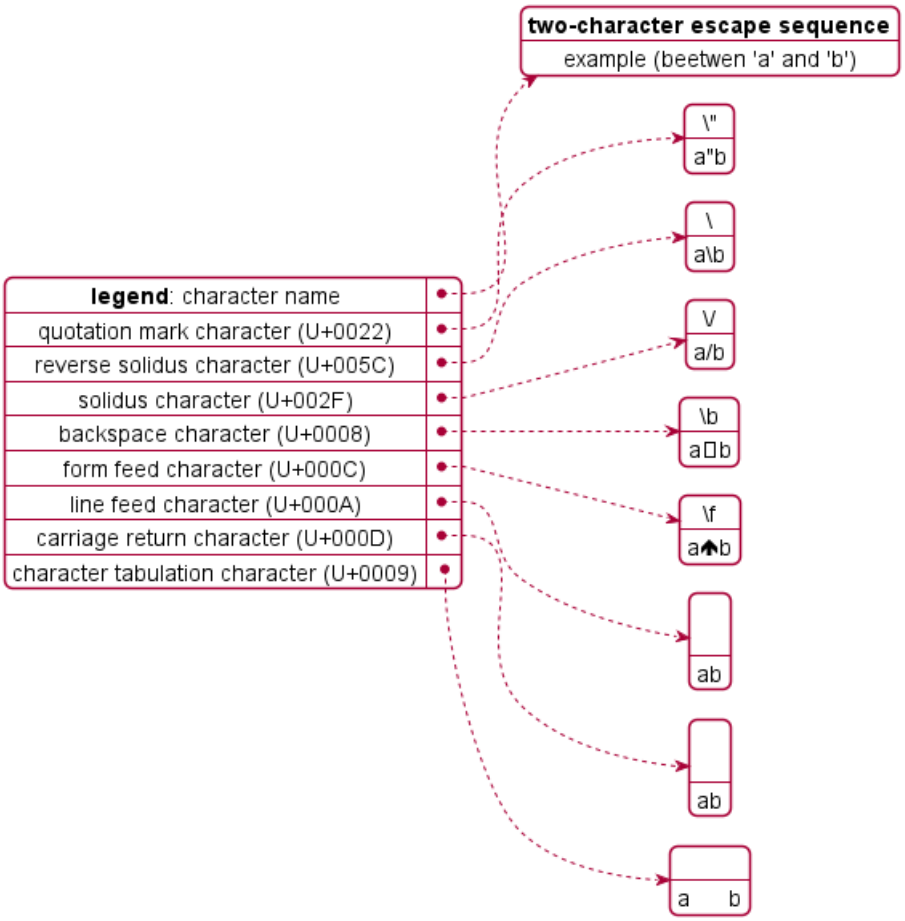
```
@startjson
{
  "<color:blue><b>code": "<color:blue><b>value",
  "a\\u005Cb":            "a\u005Cb",
  "\\uD83D\\uDE10":       "\uD83D\uDE10",
  " ":                  " "
}
@endjson
```

code	value
a\u005Cb	a\b
\uD83D\uDE10	😐
😐	😐

11.6.2 JSON two-character escape sequence

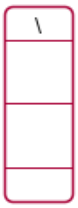
```
@startjson
{
 "**legend**: character name":          ["**two-character escape sequence**", "example (beetwen 'a' and
 "quotation mark character (U+0022)":       ["\\\"", "a\"b"],
 "reverse solidus character (U+005C)":      ["\\\\", "a\\b"],
 "solidus character (U+002F)":              ["\\\/", "a\/b"],
 "backspace character (U+0008)":            ["\\b", "a\bb"],
```

```
 "form feed character (U+000C)":              ["\\f", "a\fb"],
 "line feed character (U+000A)":              ["\\n", "a\nb"],
 "carriage return character (U+000D)":        ["\\r", "a\rb"],
 "character tabulation character (U+0009)":  ["\\t", "a\tb"]
}
@endjson
```



TODO: FIXME FIXME or not □, on the same item as management in PlantUML □ **TODO:** FIXME

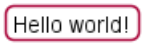
```
@startjson
[
"\\\\",
"\\n",
"\\r",
"\\t"
]
@endjson
```



11.7 Minimal JSON examples

```
@startjson
```

```
"Hello world!"
@endjson
```




```
@startjson
42
@endjson
```


```
@startjson
true
@endjson
```

(Examples come from STD 90 - Examples)

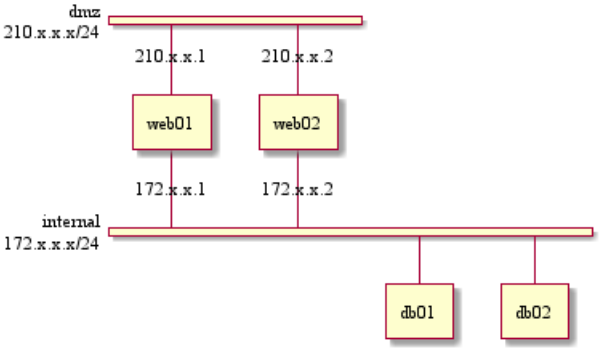
12 Network diagram (nwdiag)

nwdiag has been created by Takeshi Komiya and allows to quickly draw network diagrams. So we thank him for his creation!

Since the syntax is clear and simple, this has been integrated within PlantUML. We reuse here the examples that Takeshi has documented.

12.1 Simple diagram

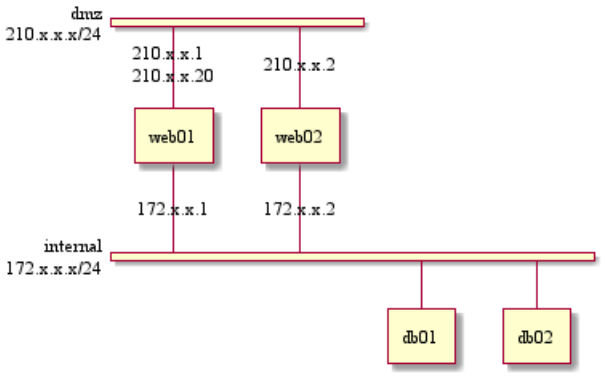
```
@startuml
nwdiag {
  network dmz {
      address = "210.x.x.x/24"

      web01 [address = "210.x.x.1"];
      web02 [address = "210.x.x.2"];
  }
  network internal {
      address = "172.x.x.x/24";

      web01 [address = "172.x.x.1"];
      web02 [address = "172.x.x.2"];
      db01;
      db02;
  }
}
@enduml
```



12.2 Define multiple addresses

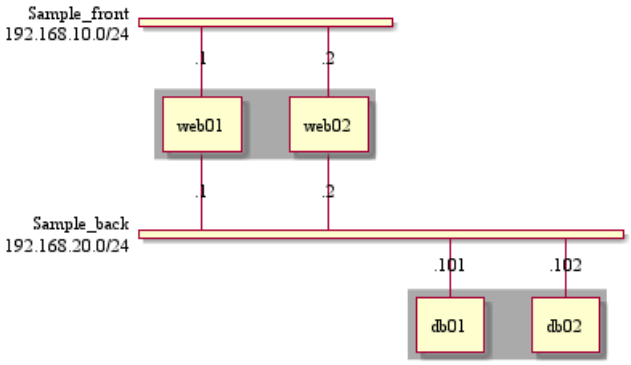
```
@startuml
nwdiag {
  network dmz {
      address = "210.x.x.x/24"

      // set multiple addresses (using comma)
      web01 [address = "210.x.x.1, 210.x.x.20"];
      web02 [address = "210.x.x.2"];
  }
  network internal {
      address = "172.x.x.x/24";

      web01 [address = "172.x.x.1"];
```

```
      web02 [address = "172.x.x.2"];
      db01;
      db02;
  }
}
@enduml
```

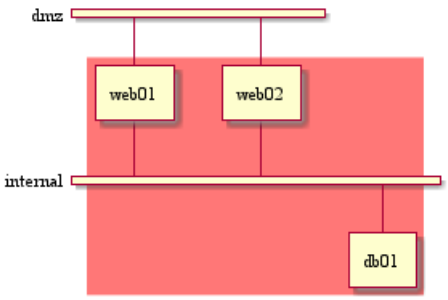


12.3 Grouping nodes

```
@startuml
nwdiag {
  network Sample_front {
    address = "192.168.10.0/24";

    // define group
    group web {
      web01 [address = ".1"];
      web02 [address = ".2"];
    }
  }
  network Sample_back {
    address = "192.168.20.0/24";
    web01 [address = ".1"];
    web02 [address = ".2"];
    db01 [address = ".101"];
    db02 [address = ".102"];

    // define network using defined nodes
    group db {
      db01;
      db02;
    }
  }
}
@enduml
```




```
@startuml
nwdiag {
  // define group at outside network definitions
  group {
    color = "#FF7777";

    web01;
    web02;
    db01;
  }

  network dmz {
    web01;
    web02;
  }
  network internal {
    web01;
    web02;
    db01;
  }
}
@enduml
```

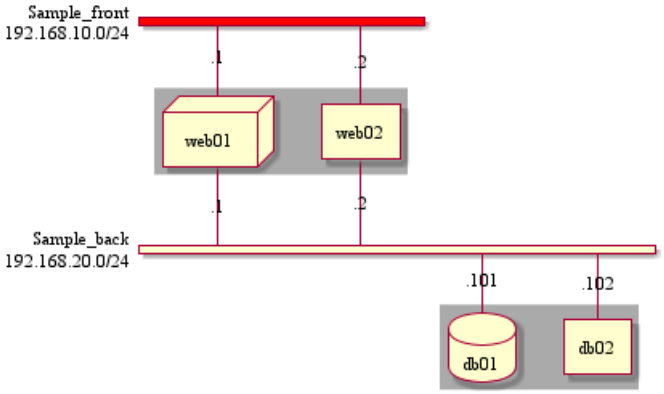


12.4 Extended Syntax

You can add or change:

- address;
- color;
- description;
- shape.

```
@startuml
nwdiag {
  network Sample_front {
    address = "192.168.10.0/24"
    color = "red"

    // define group
    group web {
      web01 [address = ".1", shape = "node"]
      web02 [address = ".2"]
    }
  }
  network Sample_back {
    address = "192.168.20.0/24"
    web01 [address = ".1"]
    web02 [address = ".2"]
    db01 [address = ".101", shape = database ]
    db02 [address = ".102"]

    // define network using defined nodes
    group db {
      db01;
      db02;
    }
  }
}
@enduml
```

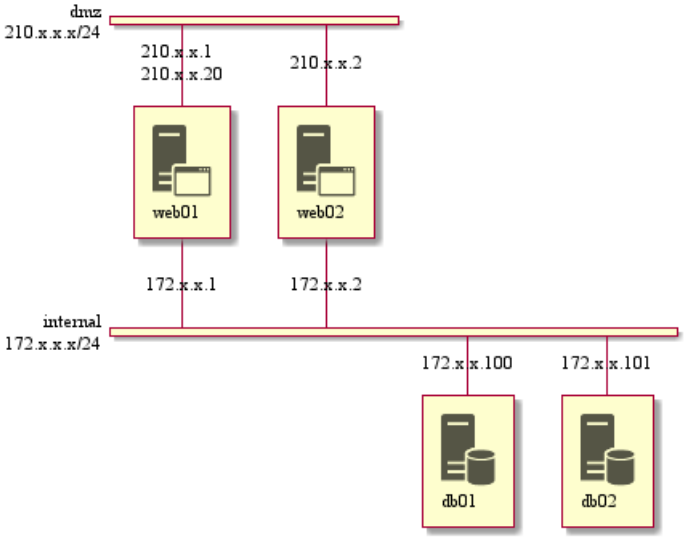


12.5 Using Sprite on nwdiag

You can use all the Sprite of all Standard Library or other.

```
@startuml
!include <office/Servers/application_server>
!include <office/Servers/database_server>

nwdiag {
  network dmz {
      address = "210.x.x.x/24"

      // set multiple addresses (using comma)
    web01 [address = "210.x.x.1, 210.x.x.20", description = "<$application_server>\n web01"]
      web02 [address = "210.x.x.2",  description = "<$application_server>\n web02"];
```

```
  }
  network internal {
      address = "172.x.x.x/24";

      web01 [address = "172.x.x.1"];
      web02 [address = "172.x.x.2"];
      db01 [address = "172.x.x.100",  description = "<$database_server>\n db01"];
      db02 [address = "172.x.x.101",  description = "<$database_server>\n db02"];
  }
}
@enduml
```



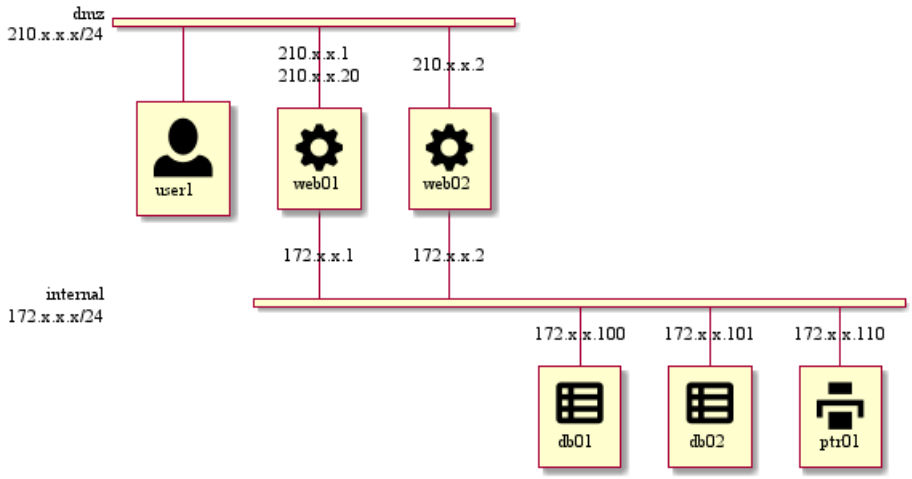
[Ref. QA-11862]

12.6 Using OpenIconic on nwdiag

You can also use the icons from OpenIconic on the description.

```
@startuml

nwdiag {
  network dmz {
      address = "210.x.x.x/24"

      user [description = "<&person*5>\n user1"];
      // set multiple addresses (using comma)
      web01 [address = "210.x.x.1, 210.x.x.20",  description = "<&cog*4>\nweb01"]
      web02 [address = "210.x.x.2",  description = "<&cog*4>\nweb02"];

  }
  network internal {
      address = "172.x.x.x/24";

      web01 [address = "172.x.x.1"];
      web02 [address = "172.x.x.2"];
      db01 [address = "172.x.x.100",  description = "<&spreadsheet*4>\n db01"];
      db02 [address = "172.x.x.101",  description = "<&spreadsheet*4>\n db02"];
      ptr  [address = "172.x.x.110",  description = "<&print*4>\n ptr01"];
  }
```

```
}
@enduml
```

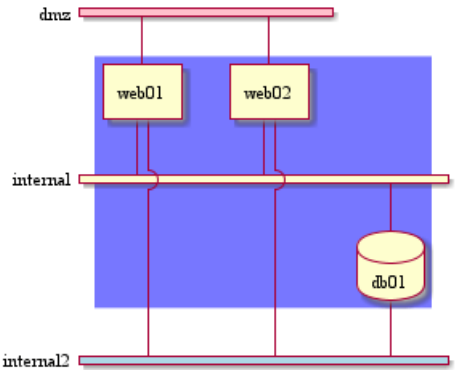


12.7 Same nodes on more than two networks

You can use same nodes on different networks (more than two networks); *nwdiag* use in this case *'jump line'* over networks.

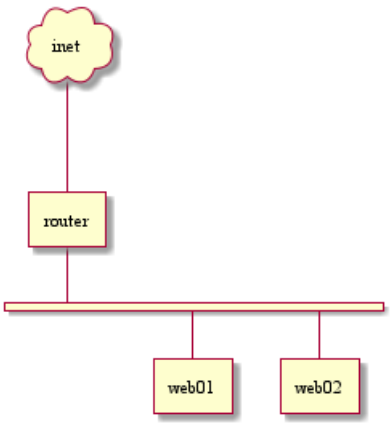
```
@startuml
nwdiag {
  // define group at outside network definitions
  group {
    color = "#7777FF";

    web01;
    web02;
    db01;
  }

  network dmz {
    color = "pink"

    web01;
    web02;
  }

  network internal {
    web01;
    web02;
    db01 [shape = database ];
  }

  network internal2 {
    color = "LightBlue";

    web01;
    web02;
    db01;
  }
```

```
}
@enduml
```



12.8 Peer networks

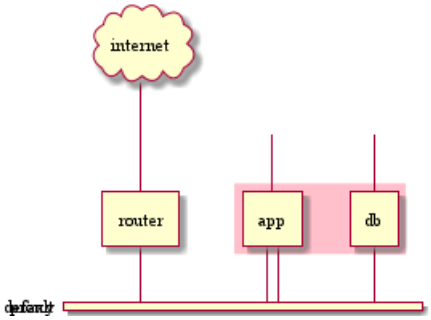
```
@startuml
nwdiag {
  inet [shape = cloud];
  inet -- router;

  network {
    router;
    web01;
    web02;
  }
}
@enduml
```



12.9 Peer networks and group

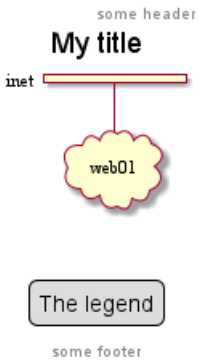
```
@startuml
nwdiag {
    internet [ shape = cloud];
    internet -- router;

    group {
      color = "pink";
```

```
      app;
      db;
    }

    network proxy {
        width = full
        router;
        app;
    }

    network default {
        width = full
     app;
        db;
    }
  }
}
@enduml
```



12.10 Add title, header, footer or legend on network diagram

```
@startuml

header some header

footer some footer

title My title

nwdiag {
  network inet {
      web01 [shape = cloud]
  }
}

legend
The legend
end legend

@enduml
```



[Ref. QA-11303]

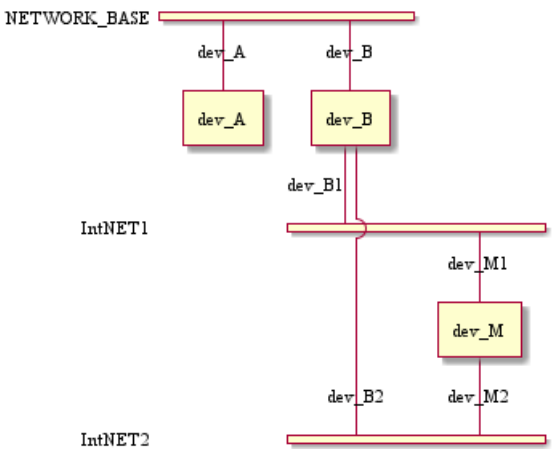
12.11 Change width of the networks

You can change the width of the networks, especially in order to have the same full width for only some or all networks.

Here are some examples, with all the possibilities:

- without

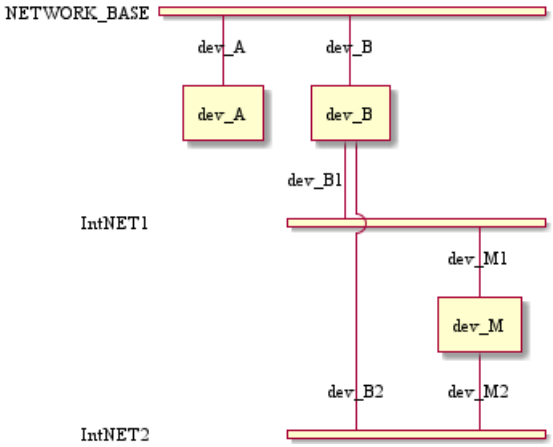
```
@startuml
nwdiag {
  network NETWORK_BASE {
   dev_A   [address = "dev_A" ]
   dev_B [address = "dev_B" ]
  }
  network IntNET1 {
   dev_B [address = "dev_B1" ]
   dev_M [address = "dev_M1" ]
  }
  network IntNET2 {
   dev_B [address = "dev_B2" ]
   dev_M [address = "dev_M2" ]
 }
}
@enduml
```



- only the first

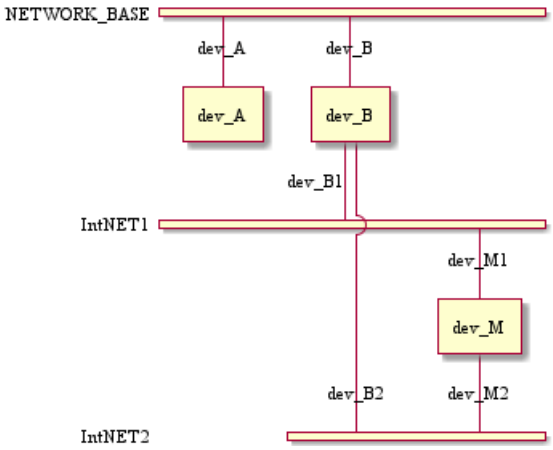
```
@startuml
nwdiag {
  network NETWORK_BASE {
   width = full
```

```
   dev_A   [address = "dev_A" ]
   dev_B [address = "dev_B" ]
  }
  network IntNET1 {
   dev_B [address = "dev_B1" ]
   dev_M [address = "dev_M1" ]
  }
  network IntNET2 {
   dev_B [address = "dev_B2" ]
   dev_M [address = "dev_M2" ]
 }
}
@enduml
```



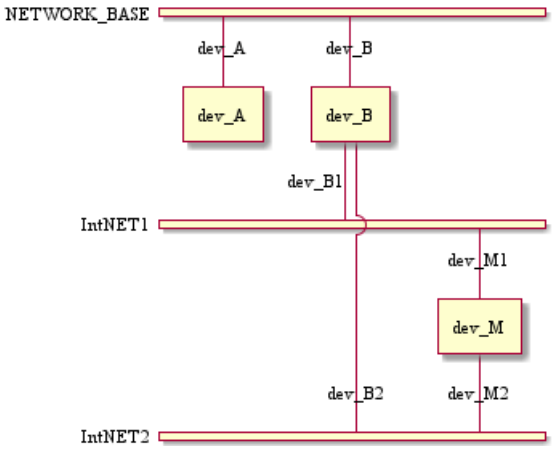
- the first and the second

```
@startuml
nwdiag {
  network NETWORK_BASE {
   width = full
   dev_A   [address = "dev_A" ]
   dev_B [address = "dev_B" ]
  }
  network IntNET1 {
   width = full
   dev_B [address = "dev_B1" ]
   dev_M [address = "dev_M1" ]
  }
  network IntNET2 {
   dev_B [address = "dev_B2" ]
   dev_M [address = "dev_M2" ]
 }
}
@enduml
```



- all the network (with same full width)

```
@startuml
nwdiag {
  network NETWORK_BASE {
   width = full
   dev_A   [address = "dev_A" ]
   dev_B [address = "dev_B" ]
  }
  network IntNET1 {
   width = full
   dev_B [address = "dev_B1" ]
   dev_M [address = "dev_M1" ]
  }
  network IntNET2 {
   width = full
   dev_B [address = "dev_B2" ]
   dev_M [address = "dev_M2" ]
 }
}
@enduml
```



13 Salt

Salt 是 PlantUML 下面的子项目用来帮助用户来设计图形接口.
可以用 `@startsalt` 关键字，或者使用 `@startuml` 紧接着下一行使用 `salt` 关键字.

13.1 基本部件

一个窗口必须以中括号开头和结尾。接着可以这样定义:

- 按钮用 [和]。
- 单选按钮用 (和)。
- 复选框用 [和]。
- 用户文字域用 "。

```
@startsalt
{
  Just plain text
  [This is my button]
  ()  Unchecked radio
  (X) Checked radio
  []  Unchecked box
  [X] Checked box
  "Enter text here   "
  ^This is a droplist^
}
@endsalt
```

这个工具是用来讨论简单的示例窗口。

13.2 使用表格

当在输入关键词 {后，会自动建立一个表格
当输入 | 说明一个单元格
例子如下

```
@startsalt
{
  Login    | "MyName   "
  Password | "****     "
  [Cancel] | [  OK   ]
}
@endsalt
```

在启用关键词后，你可以使用以下字符来绘制表格中的线及列:

Symbol	Result
#	显示所有垂直水平线
!	显示所有垂直线
-	显示所有水平线
+	显示外框线

```
@startsalt
{+
  Login    | "MyName   "
  Password | "****     "
  [Cancel] | [  OK   ]
}
@endsalt
```

13.3 Group box

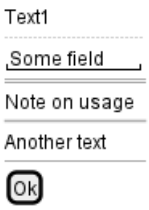
more info

```
@startsalt
{^"My group box"
  Login    | "MyName   "
  Password | "****     "
  [Cancel] | [  OK   ]
}
@endsalt
```

13.4 使用分隔符

你可以使用几条横线表示分隔符

```
@startuml
salt
{
  Text1
  ..
  "Some field"
  ==
  Note on usage
  ~~
  Another text
  --
  [Ok]
}
@enduml
```



13.5 树形外挂

使用树结构，你必须要以 {T 进行起始，然后使用 + 定义层次。

```
@startsalt
{
{T
 + World
 ++ America
 +++ Canada
 +++ USA
 ++++ New York
 ++++ Boston
 +++ Mexico
 ++ Europe
 +++ Italy
 +++ Germany
 ++++ Berlin
 ++ Africa
}
}
@endsalt
```

13.6 Tree table [T]

You can combine trees with tables.

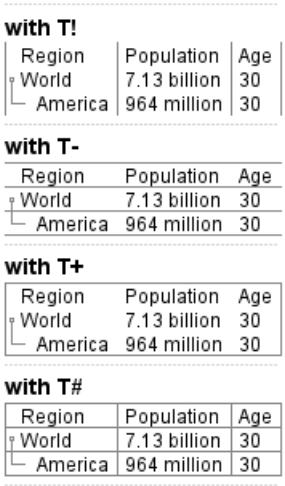
```
@startsalt
{
{T
+Region         | Population    | Age
+ World         | 7.13 billion  | 30
++ America      | 964 million   | 30
+++ Canada      | 35 million    | 30
+++ USA         | 319 million   | 30
++++ NYC        | 8 million     | 30
++++ Boston     | 617 thousand  | 30
+++ Mexico      | 117 million   | 30
++ Europe       | 601 million   | 30
+++ Italy       | 61 million    | 30
```

```
+++ Germany     | 82 million     | 30
++++ Berlin     | 3 million      | 30
++ Africa       | 1 billion      | 30
}
}
@endsalt
```

Region	Population	Age
World	7.13 billion	30
America	964 million	30
Canada	35 million	30
USA	319 million	30
NYC	8 million	30
Boston	617 thousand	30
Mexico	117 million	30
Europe	601 million	30
Italy	61 million	30
Germany	82 million	30
Berlin	3 million	30
Africa	1 billion	30

And add lines.

```
@startsalt
{
..
== with T!
{T!
+Region         | Population     | Age
+ World         | 7.13 billion   | 30
++ America      | 964 million    | 30
}
..
== with T-
{T-
+Region         | Population     | Age
+ World         | 7.13 billion   | 30
++ America      | 964 million    | 30
}
..
== with T+
{T+
+Region         | Population     | Age
+ World         | 7.13 billion   | 30
++ America      | 964 million    | 30
}
..
== with T#
{T#
+Region         | Population     | Age
+ World         | 7.13 billion   | 30
++ America      | 964 million    | 30
}
..
}
@endsalt
```

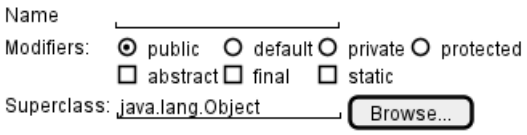


[Ref. QA-1265]

13.7 Enclosing brackets [{, }]

You can define subelements by opening a new opening bracket.

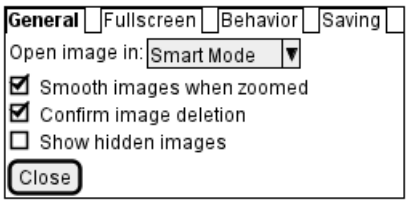
```
@startsalt
{
Name          | "                    "
Modifiers:    | { (X) public | () default | () private | () protected
                  [] abstract | [] final   | [] static }
Superclass:   | { "java.lang.Object " | [Browse...] }
}
@endsalt
```



13.8 添加选项卡

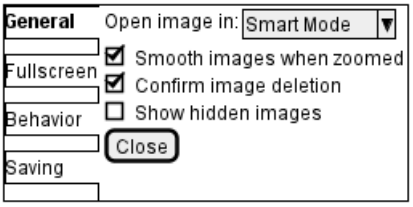
你可以通过 {/ 标记增加对应的选项卡。注意：可以使用 HTML 代码来增加粗体效果。

```
@startsalt
{+
{/ <b>General | Fullscreen | Behavior | Saving }
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
}
[Close]
}
@endsalt
```



可以定义垂直选项卡，如下:

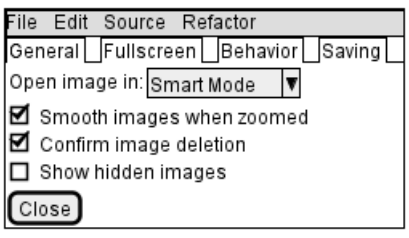
```
@startsalt
{+
{/ <b>General
Fullscreen
Behavior
Saving } |
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
[Close]
}
}
@endsalt
```



13.9 使用菜单

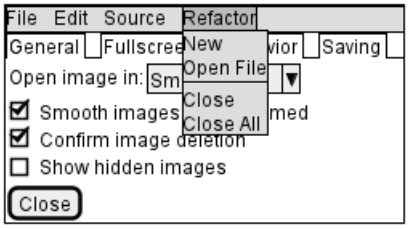
你可以使用记号 `{*` 来添加菜单。

```
@startsalt
{+
{* File | Edit | Source | Refactor }
{/ General | Fullscreen | Behavior | Saving }
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
}
[Close]
}
@endsalt
```



你也可以打开一个菜单：

```
@startsalt
{+
{* File | Edit | Source | Refactor
 Refactor | New | Open File | - | Close | Close All }
{/ General | Fullscreen | Behavior | Saving }
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
}
[Close]
}
@endsalt
```



13.10 高级表格

对于表格有两种特殊的标记:

- `*` 单元格同时具备 span 和 left 两个属性
- `.` 是空白单元格

```
@startsalt
{#
. | Column 2 | Column 3
Row header 1 | value 1 | value 2
Row header 2 | A long cell | *
}
@endsalt
```

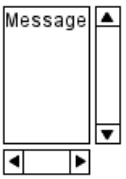
	Column 2	Column 3
Row header 1	value 1	value 2
Row header 2	A long cell	

13.11 Scroll Bars [S, SI, S-]

You can use `{S` notation for scroll bar like in following examples:

- `{S`: for horizontal and vertical scrollbars

```
@startsalt
{S
Message
.
.
.
.
}
@endsalt
```



- {SI : for vertical scrollbar only

```
@startsalt
{SI
Message
.
.
.
.
}
@endsalt
```

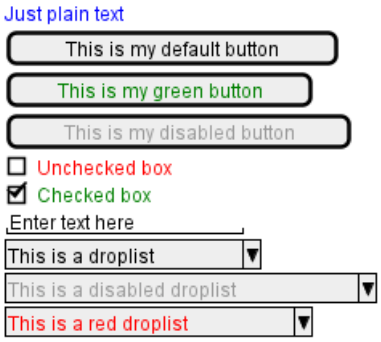
- {S- : for horizontal scrollbar only

```
@startsalt
{S-
Message
.
.
.
.
}
@endsalt
```

13.12 Colors

It is possible to change text color of widget.

```
@startsalt
{
  <color:Blue>Just plain text
  [This is my default button]
  [<color:green>This is my green button]
  [<color:#9a9a9a>This is my disabled button]
  []  <color:red>Unchecked box
  [X] <color:green>Checked box
  "Enter text here   "
  ^This is a droplist^
  ^<color:#9a9a9a>This is a disabled droplist^
  ^<color:red>This is a red droplist^
}
@endsalt
```

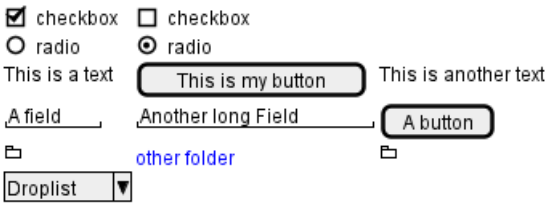


[Ref. QA-12177]

13.13 Pseudo sprite [<<, >>]

Using << and >> you can define a pseudo-sprite or sprite-like drawing and reusing it latter.

```
@startsalt
 {
 [X] checkbox|[] checkbox
 () radio | (X) radio
 This is a text|[This is my button]|This is another text
 "A field"|"Another long Field"|[A button]
 <<folder
 ............
 .XXXXX......
 .X...X......
 .XXXXXXXXX.
 .X........X.
 .X........X.
 .X........X.
 .X........X.
 .XXXXXXXXX.
 ............
 >>|<color:blue>other folder|<<folder>>
^Droplist^
}
@endsalt
```



[Ref. QA-5849]

13.14 OpenIconic

OpenIconic is an very nice open source icon set. Those icons have been integrated into the creole parser, so you can use them out-of-the-box.

You can use the following syntax: `<&ICON_NAME>`.

```
@startsalt
{
  Login<&person> | "MyName    "
```

```
  Password<&key> | "****      "
  [Cancel <&circle-x>] | [OK <&account-login>]
}
@endsalt
```

The complete list is available on OpenIconic Website, or you can use the following special diagram:

```
@startuml
listopeniconic
@enduml
```

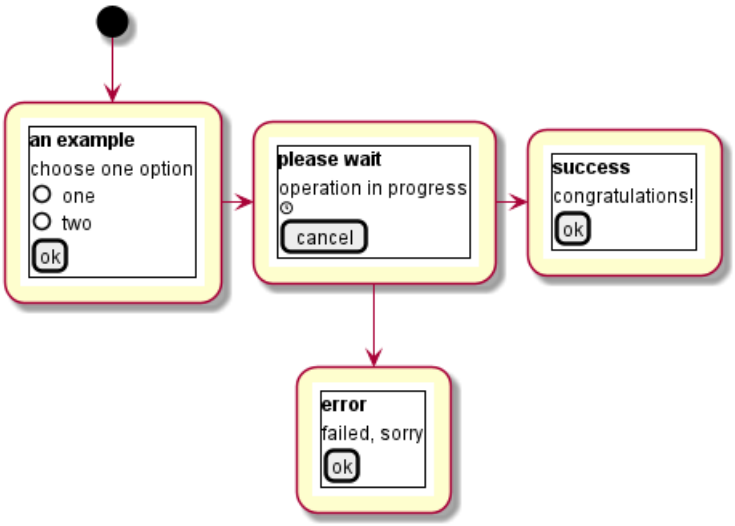
List Open Iconic	bell	cloud	excerpt	justify-right	musical-note	star
Credit to	bluetooth	cloudy	expand-down	key	paperclip	sun
https://useiconic.com/open	bold	code	expand-left	laptop	pencil	tablet
	bolt	cog	expand-right	layers	people	tag
account-login	book	collapse-down	expand-up	lightbulb	person	tags
account-logout	bookmark	collapse-left	external-link	link-broken	phone	target
action-redo	box	collapse-right	eye	link-intact	pie-chart	task
action-undo	briefcase	collapse-up	eyedropper	list-rich	pin	terminal
align-center	british-pound	command	file	list	play-circle	text
align-left	browser	comment-square	fire	location	plus	thumb-down
align-right	brush	compass	flag	lock-locked	power-standby	thumb-up
aperture	bug	contrast	flash	lock-unlocked	print	timer
arrow-bottom	bullhorn	copywriting	folder	loop-circular	project	transfer
arrow-circle-bottom	calculator	credit-card	fork	loop-square	pulse	trash
arrow-circle-left	calendar	crop	fullscreen-enter	loop	puzzle-piece	underline
arrow-circle-right	camera-slr	dashboard	fullscreen-exit	magnifying-glass	question-mark	vertical-align-bottom
arrow-circle-top	caret-bottom	data-transfer-download	globe	map-marker	rain	vertical-align-center
arrow-left	caret-left	data-transfer-upload	graph	map	random	vertical-align-top
arrow-right	caret-right	delete	grid-four-up	media-pause	reload	video
arrow-thick-bottom	caret-top	dial	grid-three-up	media-play	resize-both	volume-high
arrow-thick-left	cart	document	grid-two-up	media-record	resize-height	volume-low
arrow-thick-right	chat	dollar	hard-drive	media-skip-backward	resize-width	volume-off
arrow-thick-top	check	double-quote-sans-left	header	media-skip-forward	rss-alt	warning
arrow-top	chevron-bottom	double-quote-sans-right	headphones	media-step-backward	rss	wifi
audio-spectrum	chevron-left	double-quote-serif-left	heart	media-step-forward	script	wrench
audio	chevron-right	double-quote-serif-right	home	media-stop	share-boxed	x
badge	chevron-top	droplet	image	medical-cross	share	yen
ban	circle-check	eject	inbox	menu	shield	zoom-in
bar-chart	circle-x	elevator	infinity	microphone	signal	zoom-out
basket	clipboard	ellipses	info	minus	signpost	
battery-empty	clock	envelope-closed	italic	monitor	sort-ascending	
battery-full	cloud-download	envelope-open	justify-center	moon	sort-descending	
beaker	cloud-upload	euro	justify-left	move	spreadsheet	

13.15 Include Salt "on activity diagram"

You can read the following explanation.

```
@startuml
(*) --> "
{{
salt
{+
<b>an example
choose one option
()one
()two
[ok]
}
}}
" as choose

choose -right-> "
```

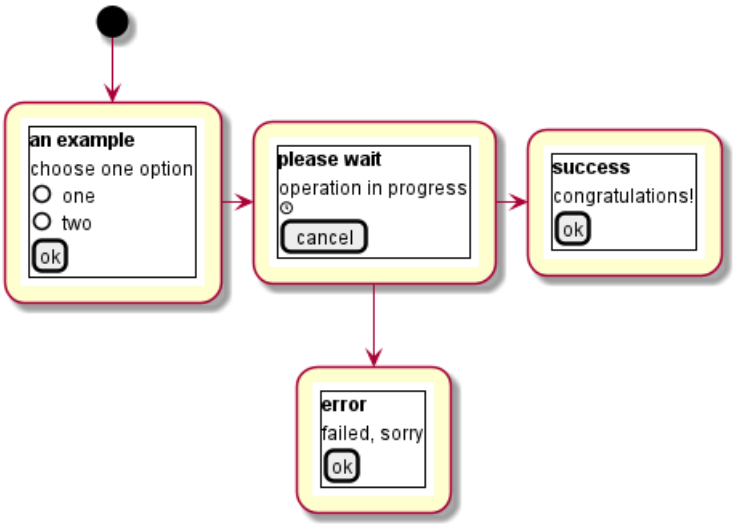
```
{{
salt
{+
<b>please wait
operation in progress
<&clock>
[cancel]
}
}}
" as wait
wait -right-> "
{{
salt
{+
<b>success
congratulations!
[ok]
}
}}
" as success

wait -down-> "
{{
salt
{+
<b>error
failed, sorry
[ok]
}
}}
"
@enduml
```



It can also be combined with define macro.

```
@startuml
!unquoted procedure SALT($x)
"{{
salt
%invoke_procedure("_"+$x)
}}" as $x
!endprocedure
```

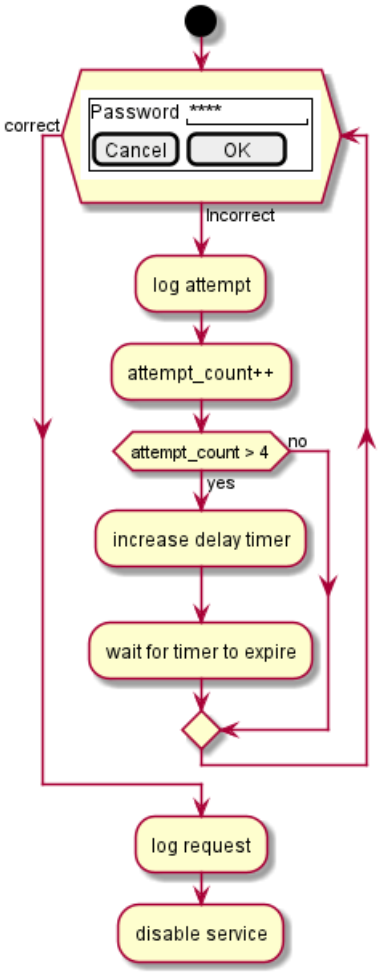
```
!procedure _choose()
{+
<b>an example
choose one option
()one
()two
[ok]
}
!endprocedure

!procedure _wait()
{+
<b>please wait
operation in progress
<&clock>
[cancel]
}
!endprocedure

!procedure _success()
{+
<b>success
congratulations!
[ok]
}
!endprocedure

!procedure _error()
{+
<b>error
failed, sorry
[ok]
}
!endprocedure

(*) --> SALT(choose)
-right-> SALT(wait)
wait -right-> SALT(success)
wait -down-> SALT(error)
@enduml
```



13.16 Include salt "on while condition of activity diagram"

You can include `salt` on while condition of activity diagram.

```
@startuml
start
while (\n{{\nsalt\n{+\nPassword | "****    "\n[Cancel] | [  OK  ]}\n}}\n) is (Incorrect)
  :log attempt;
  :attempt_count++;
  if (attempt_count > 4) then (yes)
    :increase delay timer;
    :wait for timer to expire;
  else (no)
  endif
endwhile (correct)
:log request;
:disable service;
@enduml
```



[Ref. QA-8547]

14 Archimate Diagram

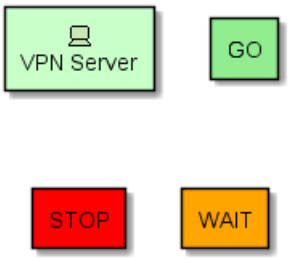
This is only a proposal and subject to change.

You are very welcome to create a new discussion on this future syntax. Your feedbacks, ideas and suggestions help us to find the right solution.

14.1 Archimate keyword

You can use the `archimate` keyword to define an element. Stereotype can optionally specify an additional icon. Some colors (`Business`, `Application`, `Motivation`, `Strategy`, `Technology`, `Physical`, `Implementation`) are also available.

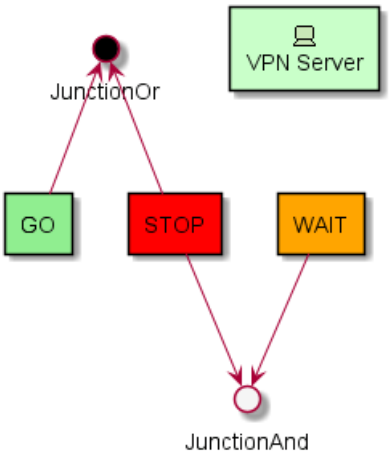
```
@startuml
archimate #Technology "VPN Server" as vpnServerA <<technology-device>>

rectangle GO #lightgreen
rectangle STOP #red
rectangle WAIT #orange
@enduml
```



14.2 Defining Junctions

Using the `circle` keyword and the preprocessor, you can also create junctions.

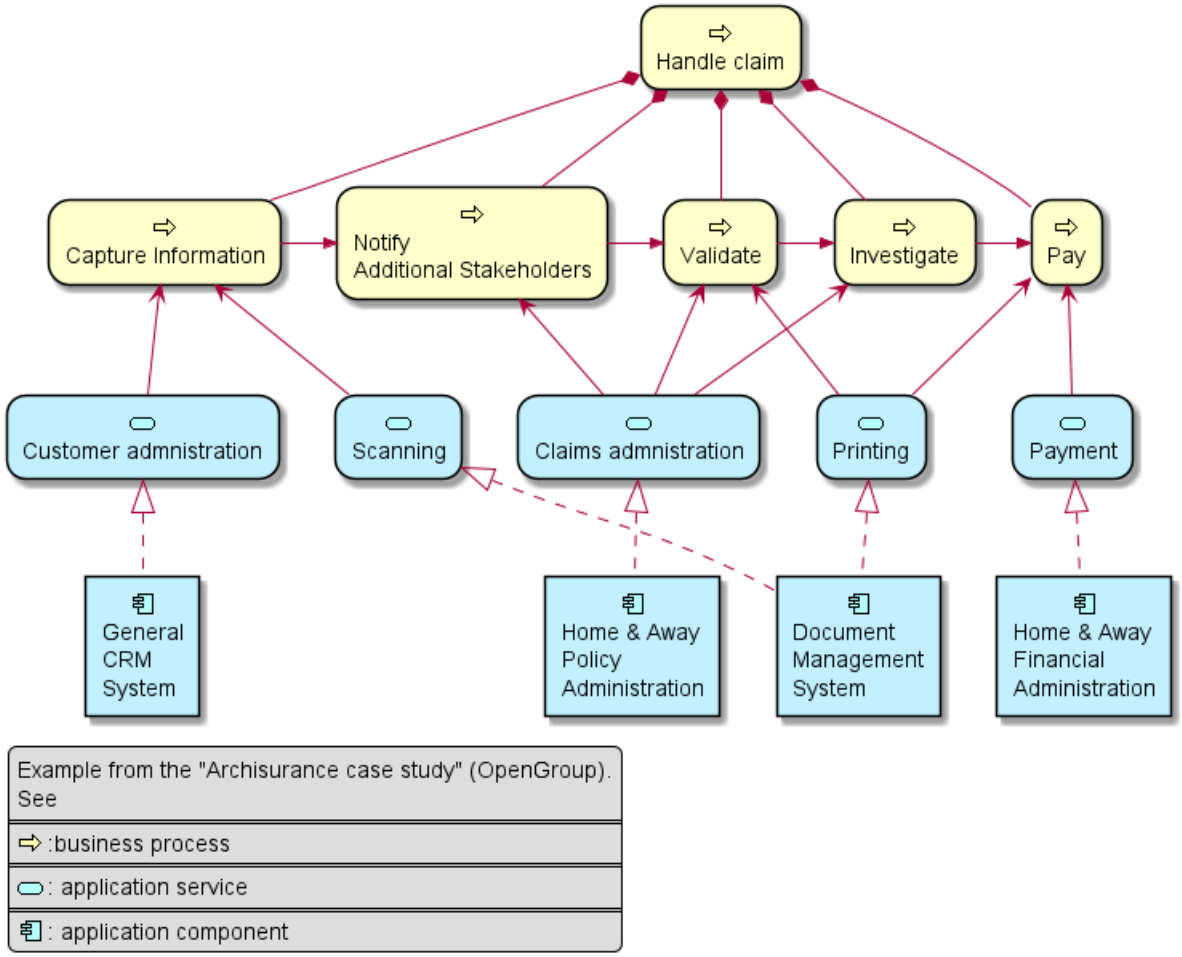
```
@startuml
!define Junction_Or circle #black
!define Junction_And circle #whitesmoke

Junction_And JunctionAnd
Junction_Or JunctionOr

archimate #Technology "VPN Server" as vpnServerA <<technology-device>>

rectangle GO #lightgreen
rectangle STOP #red
rectangle WAIT #orange
GO -up-> JunctionOr
STOP -up-> JunctionOr
STOP -down-> JunctionAnd
WAIT -down-> JunctionAnd
@enduml
```



14.3 Example 1

```
@startuml
skinparam rectangle<<behavior>> {
roundCorner 25
}
sprite $bProcess jar:archimate/business-process
sprite $aService jar:archimate/application-service
sprite $aComponent jar:archimate/application-component

rectangle "Handle claim"  as HC <<$bProcess>><<behavior>> #Business
rectangle "Capture Information"  as CI <<$bProcess>><<behavior>> #Business
rectangle "Notify\nAdditional Stakeholders" as NAS <<$bProcess>><<behavior>> #Business
rectangle "Validate" as V <<$bProcess>><<behavior>> #Business
rectangle "Investigate" as I <<$bProcess>><<behavior>> #Business
rectangle "Pay" as P <<$bProcess>><<behavior>> #Business

HC *-down- CI
HC *-down- NAS
HC *-down- V
HC *-down- I
HC *-down- P

CI -right->> NAS
NAS -right->> V
V -right->> I
I -right->> P

rectangle "Scanning" as scanning <<$aService>><<behavior>> #Application
rectangle "Customer admnistration" as customerAdministration <<$aService>><<behavior>> #Application
rectangle "Claims admnistration" as claimsAdministration <<$aService>><<behavior>> #Application
rectangle Printing <<$aService>><<behavior>> #Application
rectangle Payment <<$aService>><<behavior>> #Application

scanning -up-> CI
customerAdministration  -up-> CI
claimsAdministration -up-> NAS
claimsAdministration -up-> V
claimsAdministration -up-> I
Payment -up-> P

Printing -up-> V
```

```
Printing -up-> P

rectangle "Document\nManagement\nSystem" as DMS <<$aComponent>> #Application
rectangle "General\nCRM\nSystem" as CRM <<$aComponent>>  #Application
rectangle "Home & Away\nPolicy\nAdministration" as HAPA <<$aComponent>> #Application
rectangle "Home & Away\nFinancial\nAdministration" as HFPA <<$aComponent>>  #Application

DMS .up.|> scanning
DMS .up.|> Printing
CRM .up.|> customerAdministration
HAPA .up.|> claimsAdministration
HFPA .up.|> Payment

legend left
Example from the "Archisurance case study" (OpenGroup).
See
====
<$bProcess> :business process
====
<$aService> : application service
====
<$aComponent> : application component
endlegend
@enduml
```



14.4 Example 2

```
@startuml
skinparam roundcorner 25
rectangle "Capture Information"  as CI <<$archimate/business-process>> #Business
@enduml
```

14.5 List possible sprites

You can list all possible sprites for Archimate using the following diagram:

```
@startuml
listsprite
@enduml
```

14.6 ArchiMate Macros

A list of Archimate marcros are defined Archimate-PlantUML here which simplifies the creation of ArchiMate diagrams.

Using the macros, creation of ArchiMate elements are done using the following format: `Category_ElementName(nameOfTheEleme "description")`

For Example:

- To define a Stakeholder element, which is part of Motivation category, the syntax will be `Motivation_Stakeholder(Stakeho "Stakeholder Description")`

- To define a Business Service element,

```
Business_Service(BService, "Business Service")
```

The ArchiMate relationships are defined with the following pattern: `Rel_RelationType(fromElement, toElement, "description")` and to define the direction / orientation of the two elements: `Rel_RelationType_Direction(fromElement, toElement, "description")`

The RelationTypes supported are:

- Access
- Aggregation
- Assignment
- Association
- Composition
- Flow
- Influence
- Realization
- Serving
- Specilization
- Triggering

The Directions supported are:

- Up
- Down
- Left
- Right

For example:

- To denote a composition relationship between the Stakeholder and Business Service defined above, the syntax will be

```
Rel_Composition(StakeholderElement, BService, "Description for the relationship")
```

- Unordered List ItemTo orient the two elements in top - down position, the syntax will be

```
Rel_Composition_Down(StakeholderElement, BService, "Description for the relationship")
```

15 Gantt Diagram

The Gantt is described in *natural* language, using very simple sentences (subject-verb-complement).

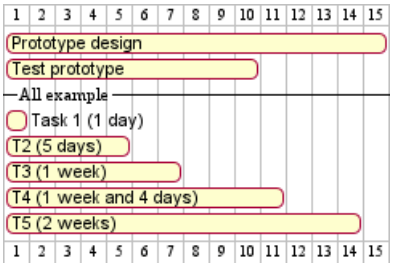
15.1 Declaring tasks

Tasks defined using square bracket.

15.1.1 Duration

Their durations are defined using the `last` verb:

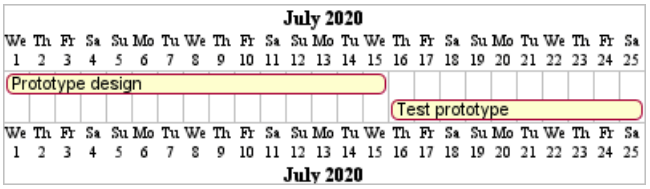
```
@startgantt
[Prototype design] lasts 15 days
[Test prototype] lasts 10 days
-- All example --
[Task 1 (1 day)] lasts 1 day
[T2 (5 days)] lasts 5 days
[T3 (1 week)] lasts 1 week
[T4 (1 week and 4 days)] lasts 1 week and 4 days
[T5 (2 weeks)] lasts 2 weeks
@endgantt
```



15.1.2 Start

Their beginning are defined using the `start` verb:

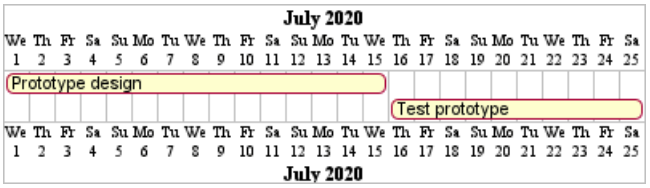
```
@startuml
[Prototype design] lasts 15 days
[Test prototype] lasts 10 days

Project starts 2020-07-01
[Prototype design] starts 2020-07-01
[Test prototype] starts 2020-07-16
@enduml
```



15.1.3 End

Their ending are defined using the `end` verb:

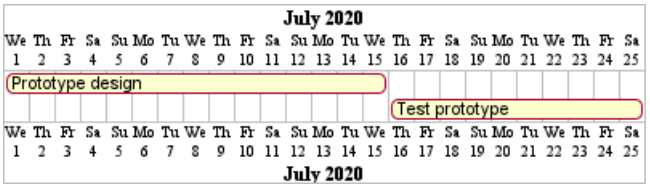
```
@startuml
[Prototype design] lasts 15 days
[Test prototype] lasts 10 days

Project starts 2020-07-01
[Prototype design] ends 2020-07-15
[Test prototype] ends 2020-07-25

@enduml
```



15.1.4 Start/End

It is possible to define both absolutely, by specifying dates:

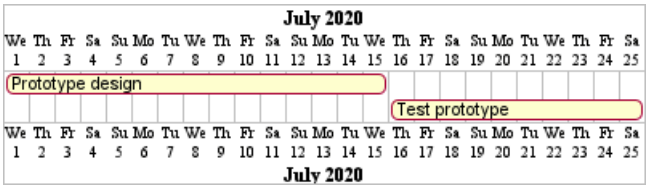
```
@startuml

Project starts 2020-07-01
[Prototype design] starts 2020-07-01
[Test prototype] starts 2020-07-16
[Prototype design] ends 2020-07-15
[Test prototype] ends 2020-07-25

@enduml
```



15.2 One-line declaration (with the and conjunction)

It is possible to combine declaration on one line with the and conjunction.

```
@startuml
Project starts 2020-07-01
[Prototype design] starts 2020-07-01 and ends 2020-07-15
[Test prototype] starts 2020-07-16 and lasts 10 days
@enduml
```

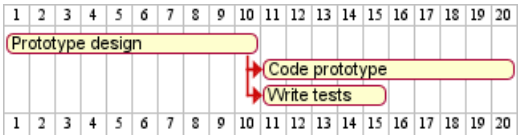


15.3 Adding constraints

It is possible to add constraints between tasks.

```
@startgantt
[Prototype design] lasts 15 days
[Test prototype] lasts 10 days
[Test prototype] starts at [Prototype design]'s end
@endgantt
```


```
@startgantt
[Prototype design] lasts 10 days
[Code prototype] lasts 10 days
[Write tests] lasts 5 days
[Code prototype] starts at [Prototype design]'s end
[Write tests] starts at [Code prototype]'s start
@endgantt
```



15.4 Short names

It is possible to define short name for tasks with the `as` keyword.

```
@startgantt
[Prototype design] as [D] lasts 15 days
[Test prototype] as [T] lasts 10 days
[T] starts at [D]'s end
@endgantt
```

15.5 Customize colors

It is also possible to customize colors with `is colored in`.

```
@startgantt
[Prototype design] lasts 13 days
[Test prototype] lasts 4 days
[Test prototype] starts at [Prototype design]'s end
[Prototype design] is colored in Fuchsia/FireBrick
[Test prototype] is colored in GreenYellow/Green
@endgantt
```

15.6 Completion status

You can set the completion status of a task.

```
@startgantt
[foo] lasts 21 days
[foo] is 40% completed
[bar] lasts 30 days and is 10% complete
@endgantt
```

15.7 Milestone

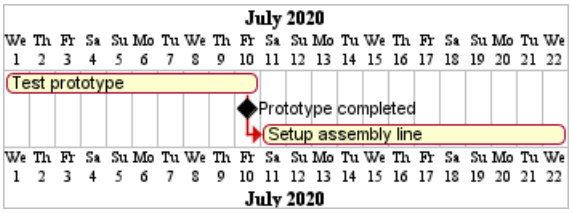
You can define Milestones using the happen verb.

15.7.1 Relative milestone (use of constraints)

```
@startgantt
[Test prototype] lasts 10 days
[Prototype completed] happens at [Test prototype]'s end
[Setup assembly line] lasts 12 days
[Setup assembly line] starts at [Test prototype]'s end
@endgantt
```

15.7.2 Absolute milestone (use of fixed date)

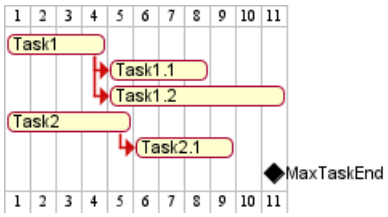
```
@startgantt
Project starts 2020-07-01
[Test prototype] lasts 10 days
[Prototype completed] happens 2020-07-10
[Setup assembly line] lasts 12 days
[Setup assembly line] starts at [Test prototype]'s end
@endgantt
```



15.7.3 Milestone of maximum end of tasks

```
@startgantt
[Task1] lasts 4 days
then [Task1.1] lasts 4 days
[Task1.2] starts at [Task1]'s end and lasts 7 days

[Task2] lasts 5 days
then [Task2.1] lasts 4 days

[MaxTaskEnd] happens at [Task1.1]'s end
```

```
[MaxTaskEnd] happens at [Task1.2]'s end
[MaxTaskEnd] happens at [Task2.1]'s end

@endgantt
```

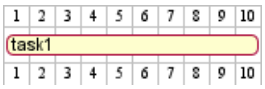


[Ref. QA-10764]

15.8 Hyperlinks

You can add hyperlinks to tasks.

```
@startgantt
[task1] lasts 10 days
[task1] links to [[http://plantuml.com]]
@endgantt
```



15.9 Calendar

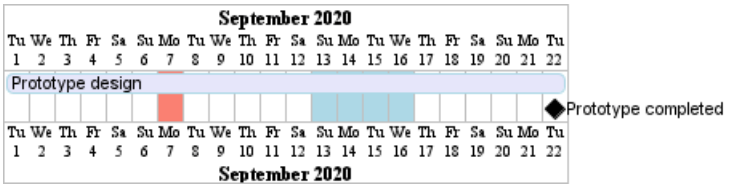
You can specify a starting date for the whole project. By default, the first task starts at this date.

```
@startgantt
Project starts the 20th of september 2017
[Prototype design] as [TASK1] lasts 13 days
[TASK1] is colored in Lavender/LightBlue
@endgantt
```

15.10 Coloring days

It is possible to add colors to some days.

```
@startgantt
Project starts the 2020/09/01

2020/09/07 is colored in salmon
2020/09/13 to 2020/09/16 are colored in lightblue

[Prototype design] as [TASK1] lasts 22 days
[TASK1] is colored in Lavender/LightBlue
[Prototype completed] happens at [TASK1]'s end
@endgantt
```



15.11 Changing scale

You can change scale for very long project, with one of those parameters:

- printscale
- ganttscale
- projectscale

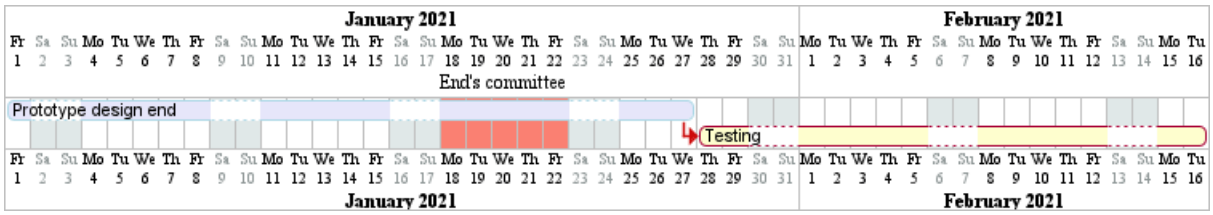
and one of the values:

- daily *(by default)*
- weekly
- monthly

(See QA-11272, QA-9041 and QA-10948)

15.11.1 Daily *(by default)*

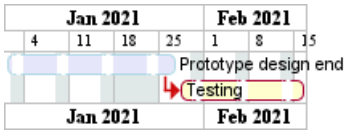
```
@startuml
saturday are closed
sunday are closed

Project starts the 1st of january 2021
[Prototype design end] as [TASK1] lasts 19 days
[TASK1] is colored in Lavender/LightBlue
[Testing] lasts 14 days
[TASK1]->[Testing]

2021-01-18 to 2021-01-22 are named [End's committee]
2021-01-18 to 2021-01-22 are colored in salmon
@enduml
```



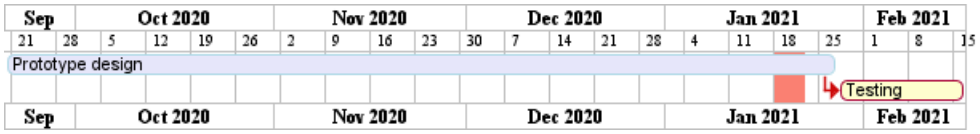
15.11.2 Weekly

```
@startuml
printscale weekly
saturday are closed
sunday are closed

Project starts the 1st of january 2021
[Prototype design end] as [TASK1] lasts 19 days
[TASK1] is colored in Lavender/LightBlue
[Testing] lasts 14 days
```

```
[TASK1]->[Testing]

2021-01-18 to 2021-01-22 are named [End's committee]
2021-01-18 to 2021-01-22 are colored in salmon
@enduml
```

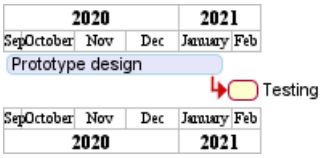



```
@startgantt
printscale weekly
Project starts the 20th of september 2020
[Prototype design] as [TASK1] lasts 130 days
[TASK1] is colored in Lavender/LightBlue
[Testing] lasts 20 days
[TASK1]->[Testing]

2021-01-18 to 2021-01-22 are named [End's committee]
2021-01-18 to 2021-01-22 are colored in salmon
@endgantt
```



15.11.3 Monthly

```
@startgantt
projectscale monthly
Project starts the 20th of september 2020
[Prototype design] as [TASK1] lasts 130 days
[TASK1] is colored in Lavender/LightBlue
[Testing] lasts 20 days
[TASK1]->[Testing]

2021-01-18 to 2021-01-22 are named [End's committee]
2021-01-18 to 2021-01-22 are colored in salmon
@endgantt
```

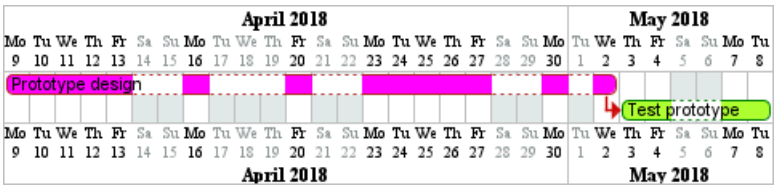


15.12 Close day

It is possible to close some day.

```
@startgantt
project starts the 2018/04/09
saturday are closed
sunday are closed
2018/05/01 is closed
2018/04/17 to 2018/04/19 is closed
[Prototype design] lasts 14 days
[Test prototype] lasts 4 days
```

```
[Test prototype] starts at [Prototype design]'s end
[Prototype design] is colored in Fuchsia/FireBrick
[Test prototype] is colored in GreenYellow/Green
@endgantt
```



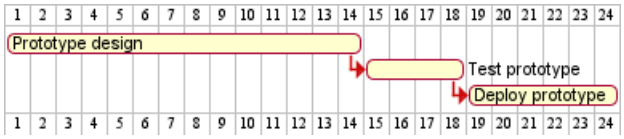
Then it is possible to open some closed day.

```
@startgantt
2020-07-07 to 2020-07-17 is closed
2020-07-13 is open

Project starts the 2020-07-01
[Prototype design] lasts 10 days
Then [Test prototype] lasts 10 days
@endgantt
```

15.13 Simplified task succession

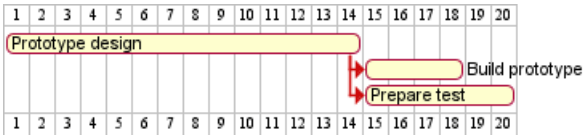
It's possible to use the `then` keyword to denote consecutive tasks.

```
@startgantt
[Prototype design] lasts 14 days
then [Test prototype] lasts 4 days
then [Deploy prototype] lasts 6 days
@endgantt
```



You can also use arrow `->`

```
@startgantt
[Prototype design] lasts 14 days
[Build prototype] lasts 4 days
[Prepare test] lasts 6 days
[Prototype design] -> [Build prototype]
[Prototype design] -> [Prepare test]
@endgantt
```



15.14 Separator

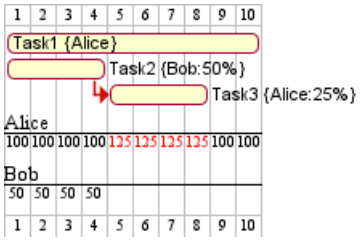
You can use -- to separate sets of tasks.

```
@startgantt
[Task1] lasts 10 days
then [Task2] lasts 4 days
-- Phase Two --
then [Task3] lasts 5 days
then [Task4] lasts 6 days
@endgantt
```

15.15 Working with resources

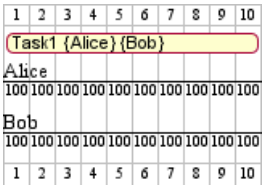
You can affect tasks on resources using the on keyword and brackets for resource name.

```
@startgantt
[Task1] on {Alice} lasts 10 days
[Task2] on {Bob:50%} lasts 2 days
then [Task3] on {Alice:25%} lasts 1 days
@endgantt
```



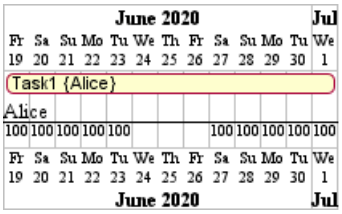
Multiple resources can be assigned to a task:

```
@startgantt
[Task1] on {Alice} {Bob} lasts 20 days
@endgantt
```



Resources can be marked as off on specific days:

```
@startgantt
project starts on 2020-06-19
[Task1] on {Alice} lasts 10 days
{Alice} is off on 2020-06-24 to 2020-06-26
@endgantt
```

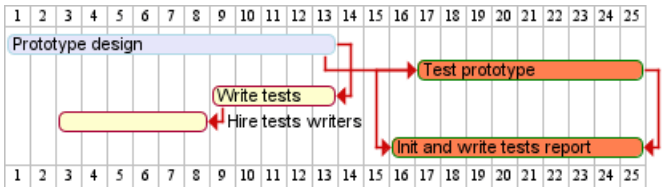


15.16 Complex example

It also possible to use the and conjunction.

You can also add delays in constraints.

```
@startgantt
[Prototype design] lasts 13 days and is colored in Lavender/LightBlue
[Test prototype] lasts 9 days and is colored in Coral/Green and starts 3 days after [Prototype design]'s e
[Write tests] lasts 5 days and ends at [Prototype design]'s end
[Hire tests writers] lasts 6 days and ends at [Write tests]'s start
[Init and write tests report] is colored in Coral/Green
[Init and write tests report] starts 1 day before [Test prototype]'s start and ends at [Test prototype]'s
@endgantt
```

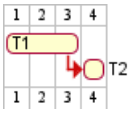


15.17 Comments

As is mentioned on Common Commands page: □blockquote□□ Everything that starts with `simple quote '` is a comment.

You can also put comments on several lines using `/'` to start and `'/` to end. □blockquote□□ *(i.e.: the first character (except space character) of a comment line must be a `simple quote '`)*

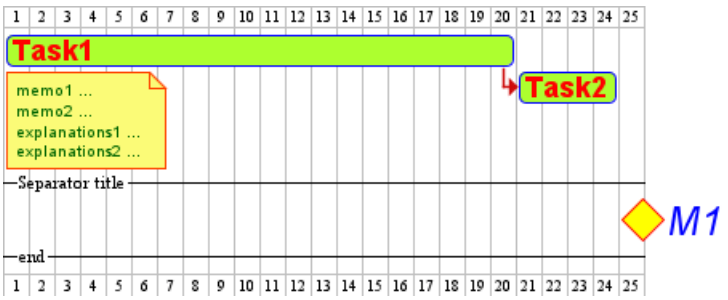
```
@startgantt
' This is a comment

[T1] lasts 3 days

/' this comment
is on several lines '/

[T2] starts at [T1]'s end and lasts 1 day
@endgantt
```



15.18 Using style

```
@startuml
<style>
ganttDiagram {
task {
```

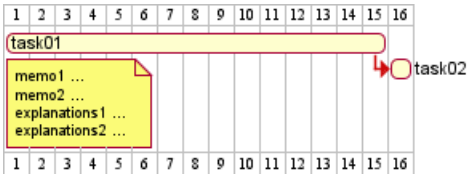
```
FontName Helvetica
FontColor red
FontSize 18
FontStyle bold
BackGroundColor GreenYellow
LineColor blue
}
milestone {
FontColor blue
FontSize 25
FontStyle italic
BackGroundColor yellow
LineColor red
}
note {
FontColor DarkGreen
FontSize 10
LineColor OrangeRed
}
}
</style>
[Task1] lasts 20 days
note bottom
  memo1 ...
  memo2 ...
  explanations1 ...
  explanations2 ...
end note
[Task2] lasts 4 days
[Task1] -> [Task2]
-- Separator title --
[M1] happens on 5 days after [Task1]'s end
-- end --
@enduml
```



15.19 Add notes

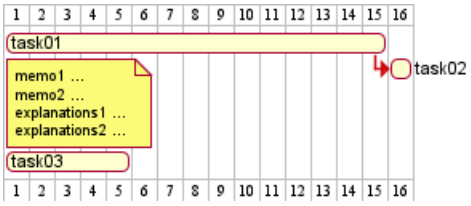
```
@startgantt
[task01] lasts 15 days
note bottom
  memo1 ...
  memo2 ...
  explanations1 ...
  explanations2 ...
end note

[task01] -> [task02]
```

```
@endgantt
```

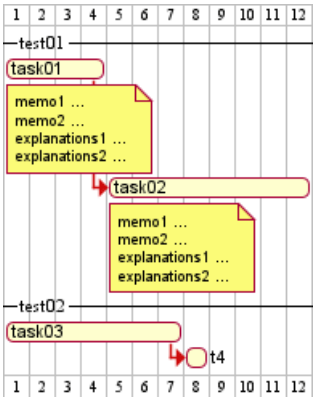


Example with overlap.

```
@startgantt
[task01] lasts 15 days
note bottom
  memo1 ...
  memo2 ...
  explanations1 ...
  explanations2 ...
end note

[task01] -> [task02]
[task03] lasts 5 days

@endgantt
```

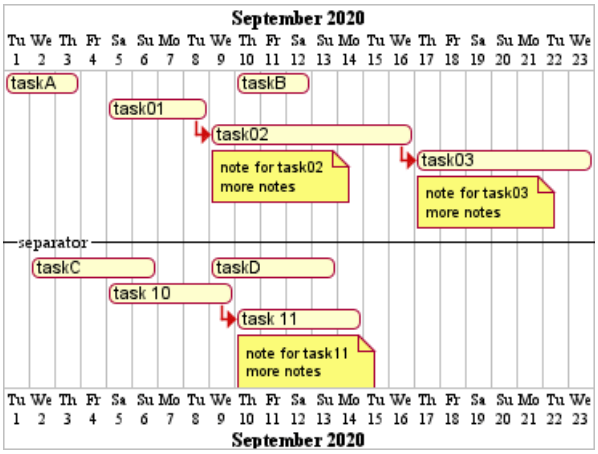



```
@startgantt

-- test01 --

[task01] lasts 4 days
note bottom
'note left
memo1 ...
memo2 ...
explanations1 ...
explanations2 ...
end note

[task02] lasts 8 days
[task01] -> [task02]
note bottom
'note left
memo1 ...
memo2 ...
explanations1 ...
explanations2 ...
end note
-- test02 --

[task03] as [t3] lasts 7 days
[t3] -> [t4]
@endgantt
```



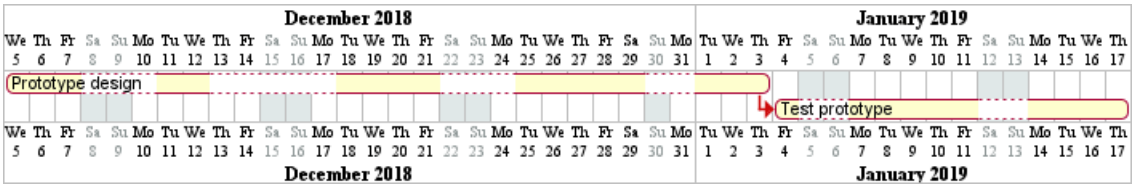
TODO: DONE *Thanks for correction (of #386 on v1.2020.18) when overlapping*

```
@startgantt

Project starts 2020-09-01

[taskA] starts 2020-09-01 and lasts 3 days
[taskB] starts 2020-09-10 and lasts 3 days
[taskB] displays on same row as [taskA]

[task01] starts 2020-09-05 and lasts 4 days

then [task02] lasts 8 days
note bottom
  note for task02
  more notes
end note

then [task03] lasts 7 days
note bottom
  note for task03
  more notes
end note

-- separator --

[taskC] starts 2020-09-02 and lasts 5 days
[taskD] starts 2020-09-09 and lasts 5 days
[taskD] displays on same row as [taskC]

[task 10] starts 2020-09-05 and lasts 5 days
then [task 11] lasts 5 days
note bottom
  note for task11
  more notes
end note
@endgantt
```



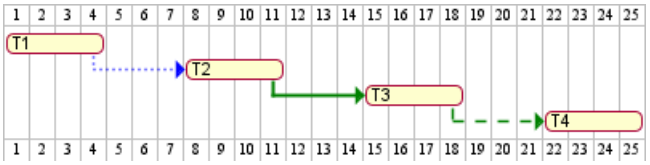
15.20 Pause tasks

```
@startgantt
Project starts the 5th of december 2018
saturday are closed
sunday are closed
2018/12/29 is opened
[Prototype design] lasts 17 days
[Prototype design] pauses on 2018/12/13
[Prototype design] pauses on 2018/12/14
[Prototype design] pauses on monday
[Test prototype] starts at [Prototype design]'s end and lasts 2 weeks
@endgantt
```



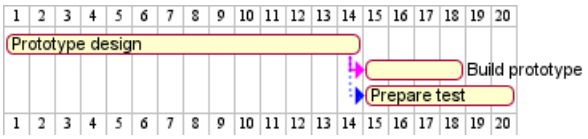
15.21 Change link colors

```
@startgantt
[T1] lasts 4 days
[T2] lasts 4 days and starts 3 days after [T1]'s end with blue dotted link
[T3] lasts 4 days and starts 3 days after [T2]'s end with green bold link
[T4] lasts 4 days and starts 3 days after [T3]'s end with green dashed link
@endgantt
```



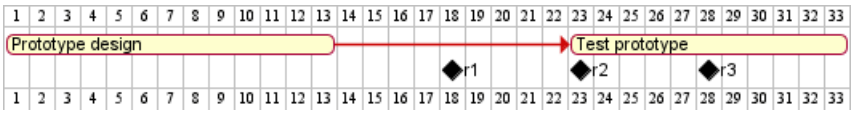

```
@startuml
Links are colored in blue
[Prototype design] lasts 14 days
[Build prototype] lasts 4 days
[Prototype design] -[#FF00FF]-> [Build prototype]
[Prototype design] -[dotted]-> [Prepare test]
```

```
@enduml
```



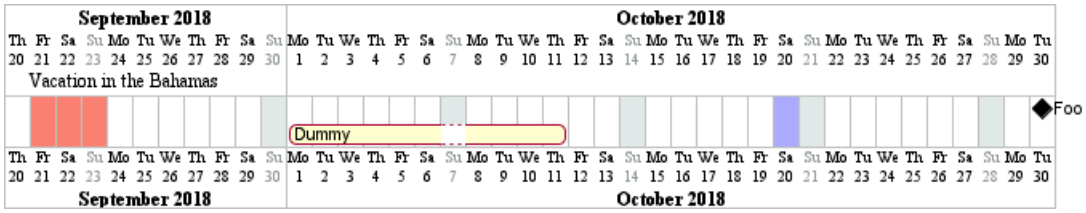
15.22 Tasks or Milestones on the same line

```
@startgantt
[Prototype design] lasts 13 days
[Test prototype] lasts 4 days and 1 week
[Test prototype] starts 1 week and 2 days after [Prototype design]'s end
[Test prototype] displays on same row as [Prototype design]
[r1] happens on 5 days after [Prototype design]'s end
[r2] happens on 5 days after [r1]'s end
[r3] happens on 5 days after [r2]'s end
[r2] displays on same row as [r1]
[r3] displays on same row as [r1]
@endgantt
```



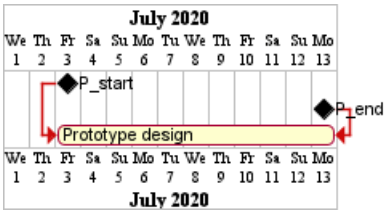
15.23 Highlight today

```
@startgantt
Project starts the 20th of september 2018
sunday are close
2018/09/21 to 2018/09/23 are colored in salmon
2018/09/21 to 2018/09/30 are named [Vacation in the Bahamas]

today is 30 days after start and is colored in #AAF
[Foo] happens 40 days after start
[Dummy] lasts 10 days and starts 10 days after start

@endgantt
```



15.24 Task between two milestones

```
@startgantt
project starts on 2020-07-01
[P_start] happens 2020-07-03
[P_end]   happens 2020-07-13
[Prototype design] occurs from [P_start] to [P_end]
@endgantt
```



15.25 Grammar and verbal form

Verbal form	Example
[*T*] starts	
[*M*] happens	

15.26 Add title, header, footer, caption or legend on gantt diagram

```
@startuml

header some header

footer some footer

title My title

[Prototype design] lasts 13 days

legend
The legend
end legend

caption This is caption

@enduml
```

(See also: Common commands)

15.27 Removing Foot Boxes

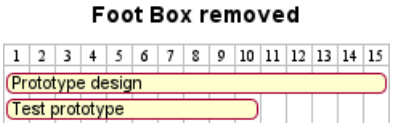
You can use the `hide footbox` keywords to remove the foot boxes of the gantt diagram *(as for sequence diagram)*.

Examples on:

- daily scale *(without project start)*

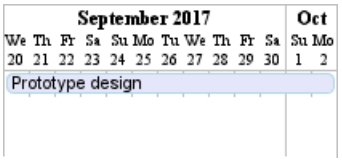
```
@startgantt

hide footbox
title Foot Box removed
```

```
[Prototype design] lasts 15 days
[Test prototype] lasts 10 days
@endgantt
```



- daily scale

```
@startgantt

Project starts the 20th of september 2017
[Prototype design] as [TASK1] lasts 13 days
[TASK1] is colored in Lavender/LightBlue

hide footbox
@endgantt
```



- weekly scale

```
@startgantt
hide footbox

printscale weekly
saturday are closed
sunday are closed

Project starts the 1st of january 2021
[Prototype design end] as [TASK1] lasts 19 days
[TASK1] is colored in Lavender/LightBlue
[Testing] lasts 14 days
[TASK1]->[Testing]

2021-01-18 to 2021-01-22 are named [End's committee]
2021-01-18 to 2021-01-22 are colored in salmon
@endgantt
```

- monthly scale

```
@startgantt

hide footbox

projectscale monthly
Project starts the 20th of september 2020
[Prototype design] as [TASK1] lasts 130 days
[TASK1] is colored in Lavender/LightBlue
[Testing] lasts 20 days
[TASK1]->[Testing]
```

```
2021-01-18 to 2021-01-22 are named [End's committee]
2021-01-18 to 2021-01-22 are colored in salmon
@endgantt
```

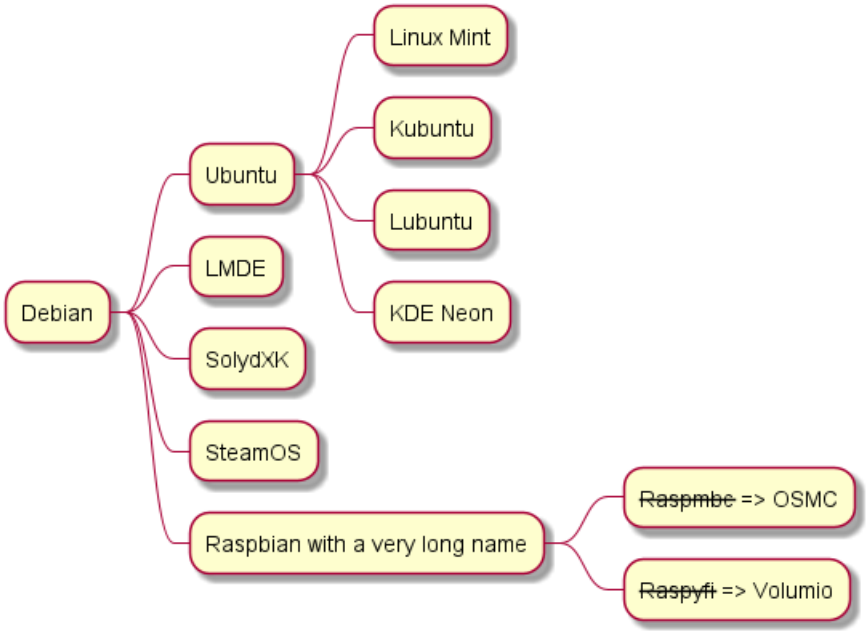
16 思维导图

于测试阶段：语法随时可能更改。

16.1 OrgMode 语法

同时兼容 OrgMode 语法。

```
@startmindmap
* Debian
** Ubuntu
*** Linux Mint
*** Kubuntu
*** Lubuntu
*** KDE Neon
** LMDE
** SolydXK
** SteamOS
** Raspbian with a very long name
*** <s>Raspmbc</s> => OSMC
*** <s>Raspyfi</s> => Volumio
@endmindmap
```

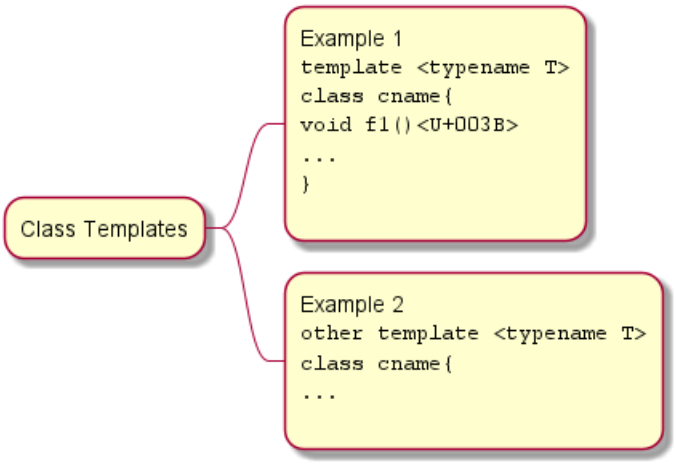


16.2 Multilines

You can use : and ; to have multilines box.

```
@startmindmap
* Class Templates
**:Example 1
<code>
template <typename T>
class cname{
void f1()<U+003B>
...
}
```

```
</code>
;
**:Example 2
<code>
other template <typename T>
class cname{
...
</code>
;
@endmindmap
```



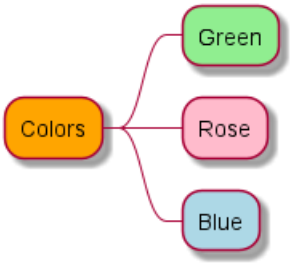
16.3 Colors

It is possible to change node color.

16.3.1 With inline color

- OrgMode syntax mindmap

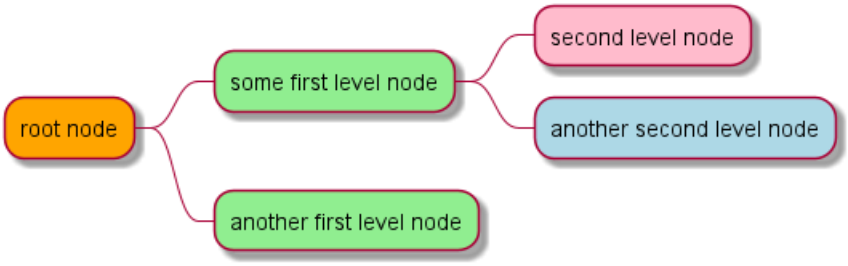
```
@startmindmap
*[#Orange] Colors
**[#lightgreen] Green
**[#FFBBCC] Rose
**[#lightblue] Blue
@endmindmap
```



- Markdown syntax mindmap

```
@startmindmap
*[#Orange] root node
 *[#lightgreen] some first level node
  *[#FFBBCC] second level node
```

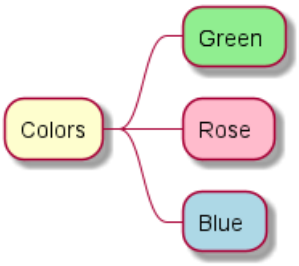
```
  *[#lightblue] another second level node
 *[#lightgreen] another first level node
@endmindmap
```



16.3.2 With style color

- OrgMode syntax mindmap

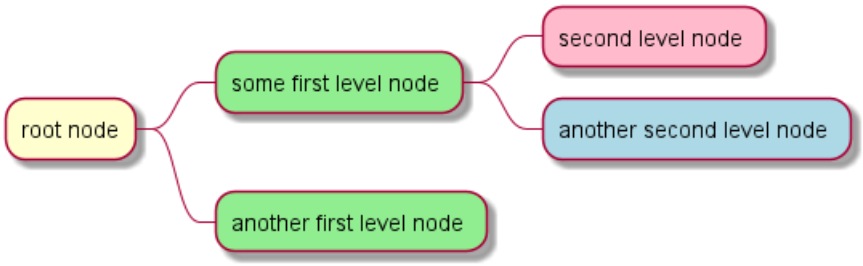
```
@startmindmap
<style>
mindmapDiagram {
  .green {
    BackgroundColor lightgreen
  }
  .rose {
    BackgroundColor #FFBBCC
  }
  .your_style_name {
    BackgroundColor lightblue
  }
}
</style>
* Colors
** Green <<green>>
** Rose <<rose>>
** Blue <<your_style_name>>
@endmindmap
```



- Markdown syntax mindmap

```
@startmindmap
<style>
mindmapDiagram {
  .green {
    BackgroundColor lightgreen
  }
  .rose {
    BackgroundColor #FFBBCC
  }
```

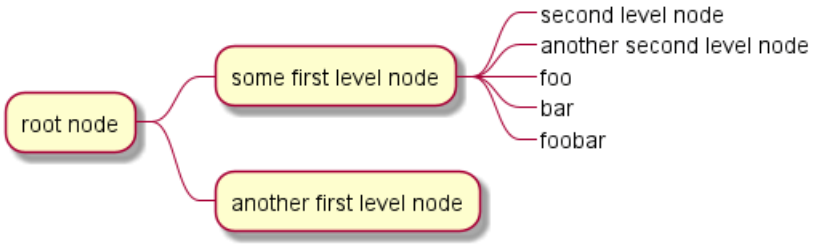
```
  .your_style_name {
    BackgroundColor lightblue
  }
}
</style>
* root node
 * some first level node <<green>>
  * second level node <<rose>>
  * another second level node <<your_style_name>>
 * another first level node <<green>>
@endmindmap
```



16.4 去除外边框

你可以用下划线去除外边框。

```
@startmindmap
* root node
** some first level node
***_ second level node
***_ another second level node
***_ foo
***_ bar
***_ foobar
** another first level node
@endmindmap
```

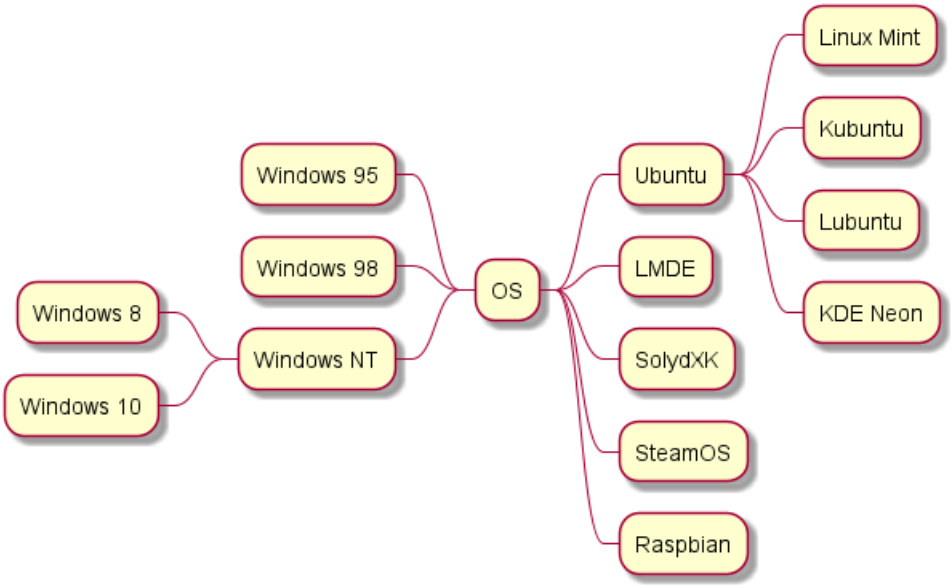


16.5 运算符

你可以使用下面的运算符来决定图形方向。

```
@startmindmap
+ OS
++ Ubuntu
+++ Linux Mint
+++ Kubuntu
+++ Lubuntu
+++ KDE Neon
```

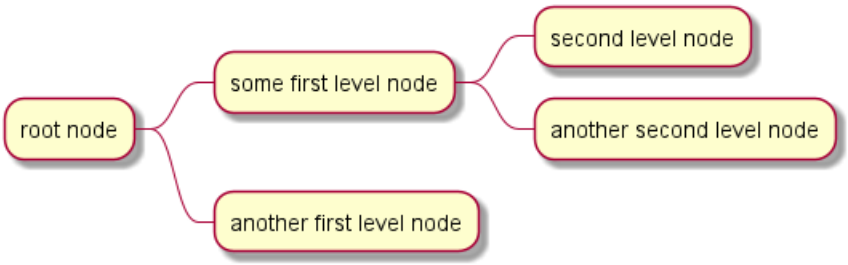
```
++ LMDE
++ SolydXK
++ SteamOS
++ Raspbian
-- Windows 95
-- Windows 98
-- Windows NT
--- Windows 8
--- Windows 10
@endmindmap
```



16.6 Markdown 语法

同时兼容 Markdown 语法。

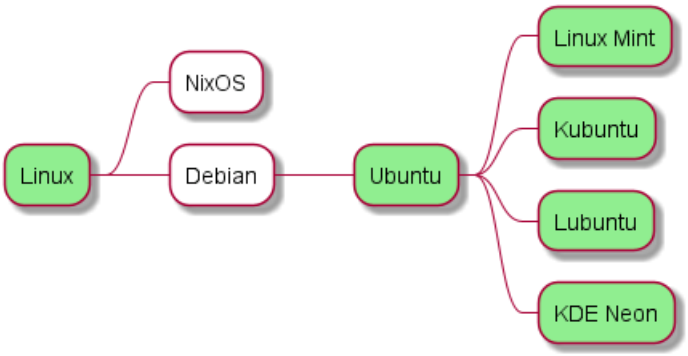
```
@startmindmap
* root node
* some first level node
* second level node
* another second level node
* another first level node
@endmindmap
```



16.7 Changing style

```
@startmindmap
<style>
```

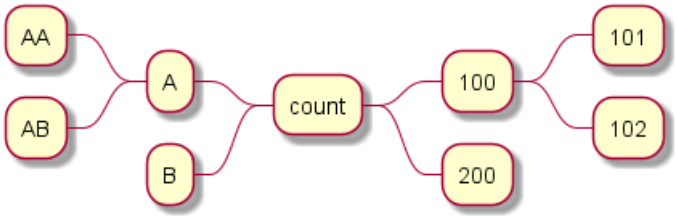
```
mindmapDiagram {
    node {
        BackgroundColor lightGreen
    }
    :depth(1) {
      BackGroundColor white
    }
}
</style>
* Linux
** NixOS
** Debian
*** Ubuntu
**** Linux Mint
**** Kubuntu
**** Lubuntu
**** KDE Neon
@endmindmap
```



16.8 改变图形方向

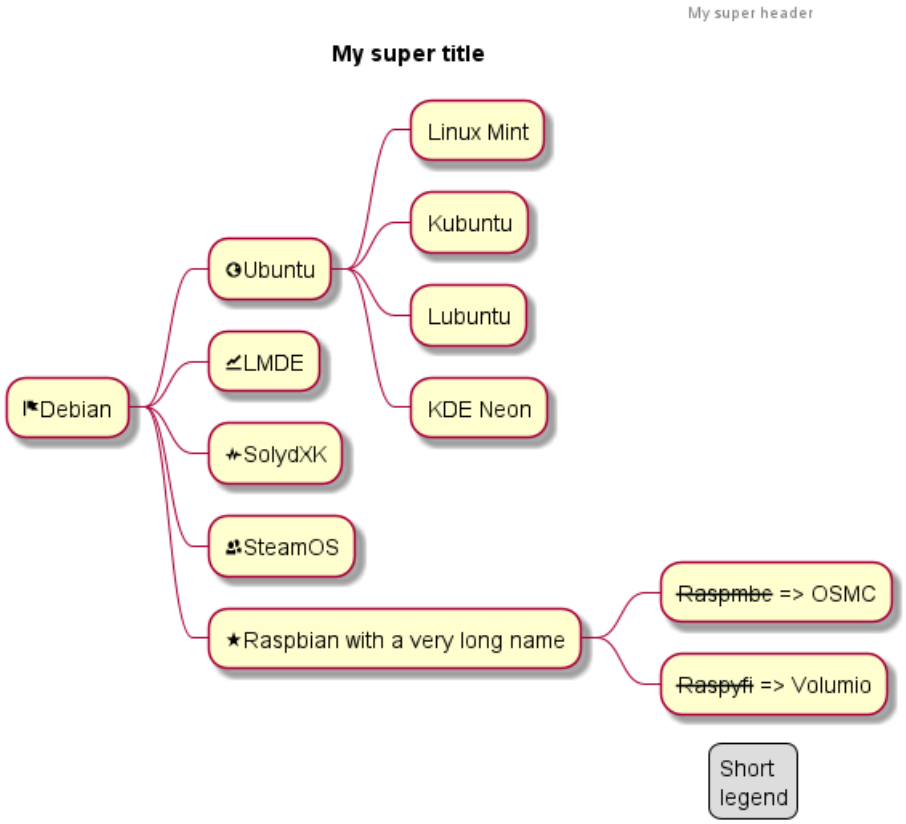
你可以同时使用图形的左右两侧。

```
@startmindmap
* count
** 100
*** 101
*** 102
** 200

left side

** A
*** AA
*** AB
** B
@endmindmap
```



16.9 完整示例

```
@startmindmap
caption figure 1
title My super title

* <&flag>Debian
** <&globe>Ubuntu
*** Linux Mint
*** Kubuntu
*** Lubuntu
*** KDE Neon
** <&graph>LMDE
** <&pulse>SolydXK
** <&people>SteamOS
** <&star>Raspbian with a very long name
*** <s>Raspmbc</s> => OSMC
*** <s>Raspyfi</s> => Volumio

header
My super header
endheader

center footer My super footer

legend right
  Short
  legend
endlegend
@endmindmap
```

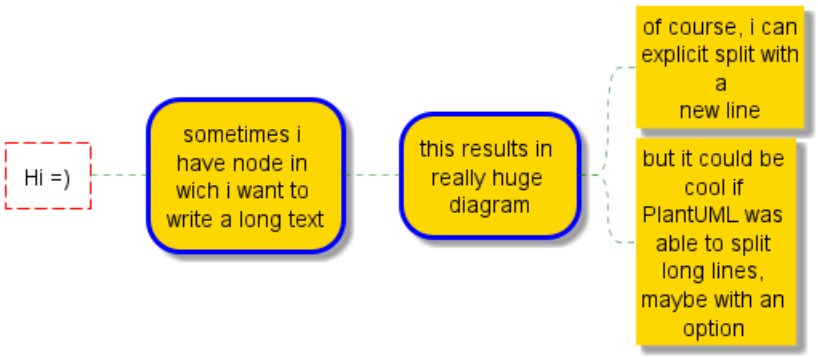


16.10 Word Wrap

Using `MaximumWidth` setting you can control automatic word wrap. Unit used is pixel.

```
@startmindmap


<style>
node {
    Padding 12
    Margin 3
    HorizontalAlignment center
    LineColor blue
    LineThickness 3.0
    BackgroundColor gold
    RoundCorner 40
    MaximumWidth 100
}

rootNode {
    LineStyle 8.0;3.0
    LineColor red
    BackgroundColor white
    LineThickness 1.0
    RoundCorner 0
    Shadowing 0.0
}
```

```
leafNode {
    LineColor gold
    RoundCorner 0
    Padding 3
}

arrow {
    LineStyle 4
    LineThickness 0.5
    LineColor green
}
</style>

* Hi =)
** sometimes i have node in wich i want to write a long text
*** this results in really huge diagram
**** of course, i can explicit split with a\nnew line
**** but it could be cool if PlantUML was able to split long lines, maybe with an option

@endmindmap
```



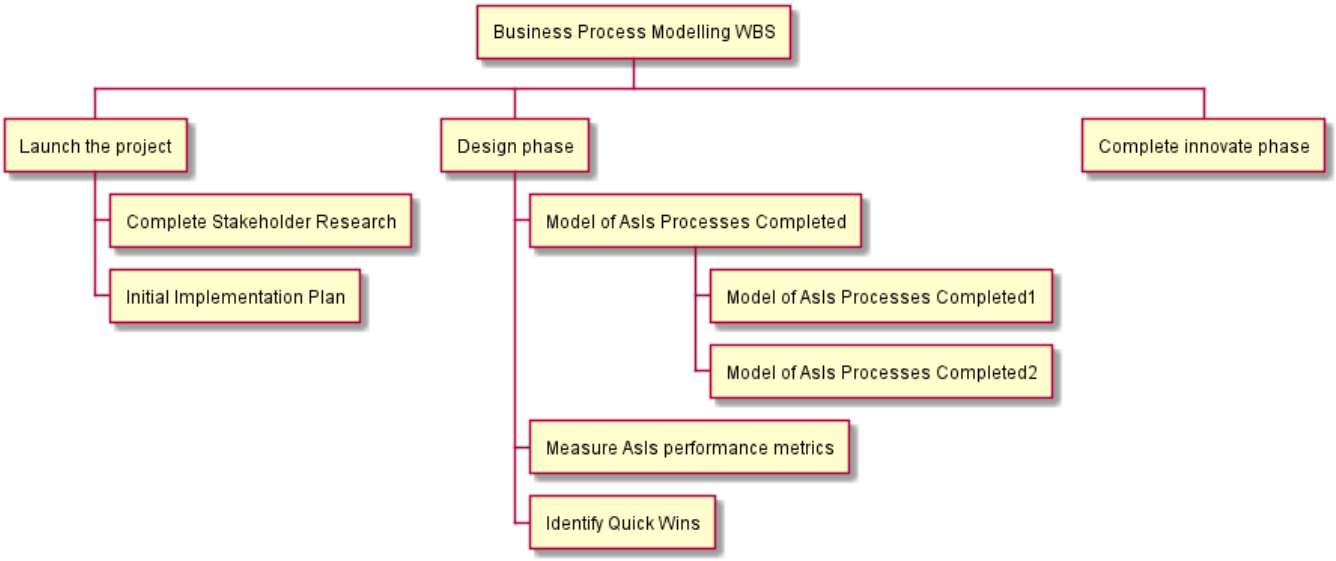
17 Work Breakdown Structure (WBS)

WBS diagram are still in beta: the syntax may change without notice.

17.1 OrgMode syntax

This syntax is compatible with OrgMode

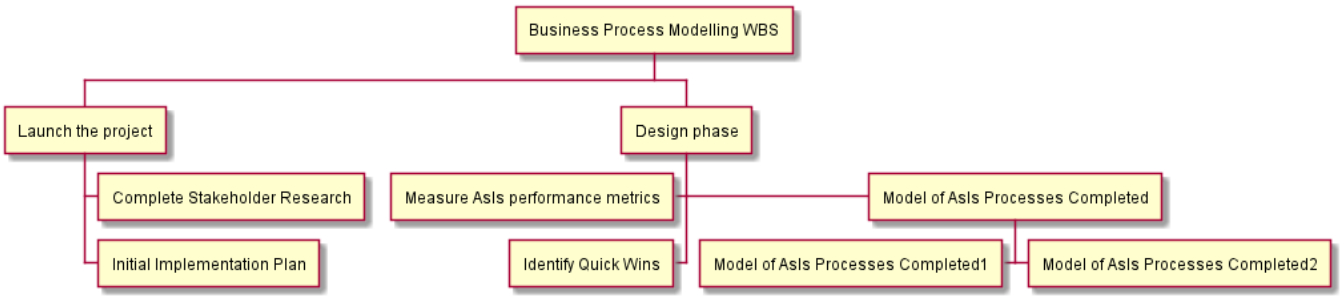
```
@startwbs
* Business Process Modelling WBS
** Launch the project
*** Complete Stakeholder Research
*** Initial Implementation Plan
** Design phase
*** Model of AsIs Processes Completed
**** Model of AsIs Processes Completed1
**** Model of AsIs Processes Completed2
*** Measure AsIs performance metrics
*** Identify Quick Wins
** Complete innovate phase
@endwbs
```



17.2 Change direction

You can change direction using < and >

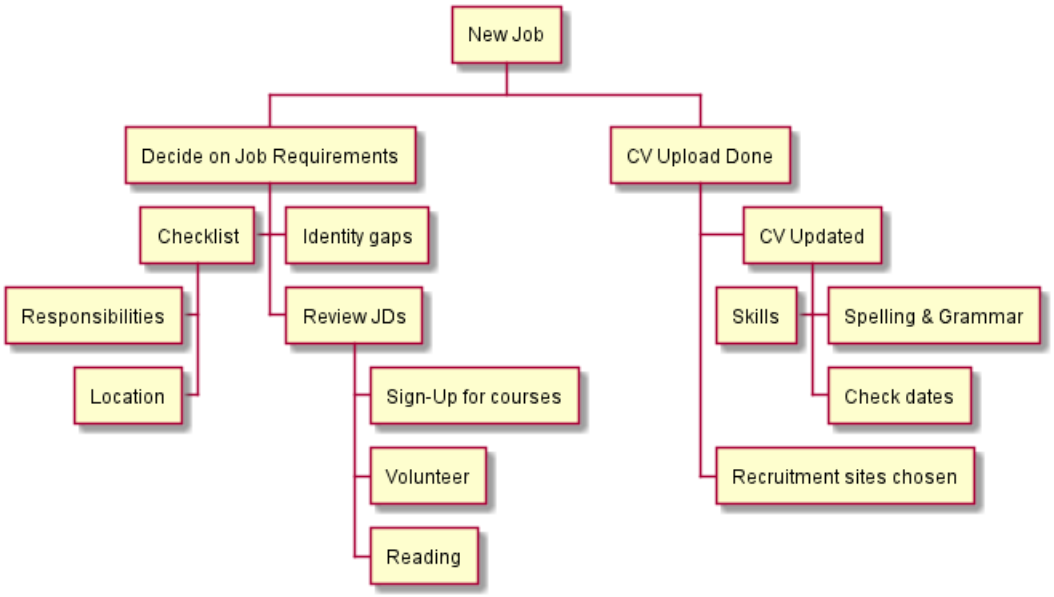
```
@startwbs
* Business Process Modelling WBS
** Launch the project
*** Complete Stakeholder Research
*** Initial Implementation Plan
** Design phase
*** Model of AsIs Processes Completed
****< Model of AsIs Processes Completed1
****> Model of AsIs Processes Completed2
***< Measure AsIs performance metrics
***< Identify Quick Wins
@endwbs
```



17.3 Arithmetic notation

You can use the following notation to choose diagram side.

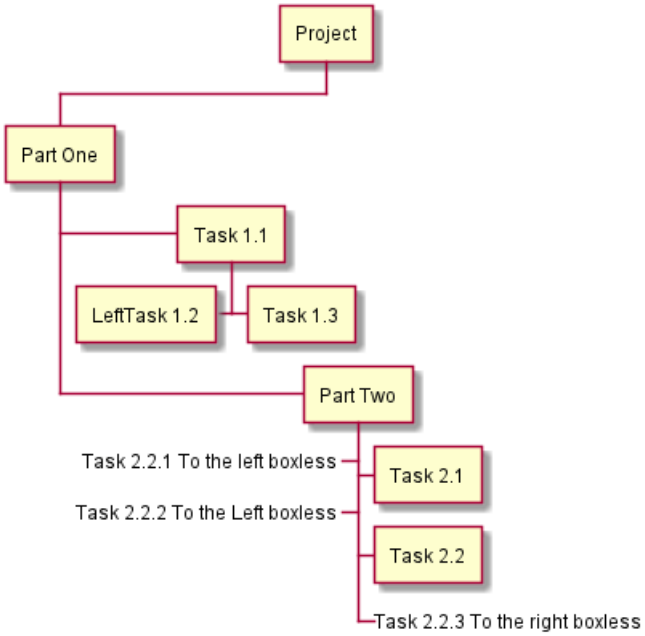
```
@startwbs
+ New Job
++ Decide on Job Requirements
+++ Identity gaps
+++ Review JDs
++++ Sign-Up for courses
++++ Volunteer
++++ Reading
++- Checklist
+++- Responsibilities
+++- Location
++ CV Upload Done
+++ CV Updated
++++ Spelling & Grammar
++++ Check dates
---- Skills
+++ Recruitment sites chosen
@endwbs
```



17.4 Removing box

You can use underscore _ to remove box drawing.

```
@startwbs
+ Project
 + Part One
  + Task 1.1
   - LeftTask 1.2
   + Task 1.3
  + Part Two
   + Task 2.1
   + Task 2.2
   -_ Task 2.2.1 To the left boxless
   -_ Task 2.2.2 To the Left boxless
   +_ Task 2.2.3 To the right boxless
@endwbs
```

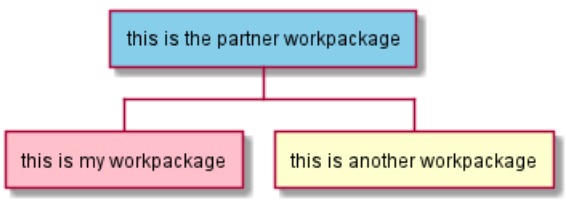


17.5 Colors (with inline or style color)

It is possible to change node color:

- with inline color

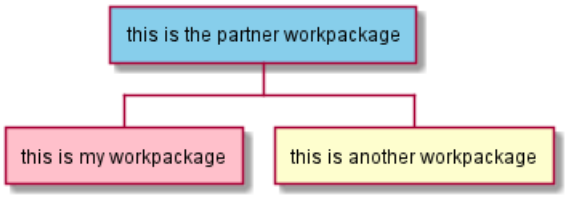
```
@startwbs
*[#SkyBlue] this is the partner workpackage
**[#pink] this is my workpackage
** this is another workpackage
@endwbs
```



[Ref. QA-12374, only from v1.2020.20]

- with style color

```
@startwbs
<style>
wbsDiagram {
  .pink {
      BackgroundColor pink
  }
  .your_style_name {
      BackgroundColor SkyBlue
  }
}
</style>
* this is the partner workpackage <<your_style_name>>
** this is my workpackage <<pink>>
** this is another workpackage
@endwbs
```

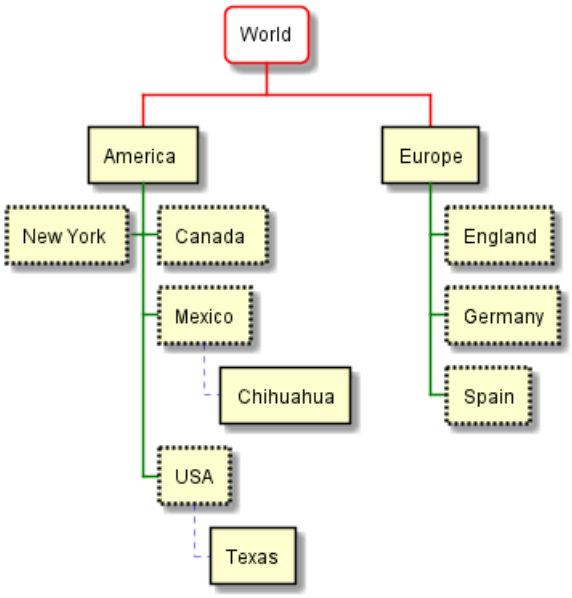


17.6 Using style

It is possible to change diagram style.

```
@startwbs
<style>
wbsDiagram {
 // all lines (meaning connector and borders, there are no other lines in WBS) are black by default
  Linecolor black
  arrow {
    // note that connector are actually "arrow" even if they don't look like as arrow
   // This is to be consistent with other UML diagrams. Not 100% sure that it's a good idea
    // So now connector are green
    LineColor green
  }
  :depth(0) {
      // will target root node
      BackgroundColor White
      RoundCorner 10
      LineColor red
    // Because we are targetting depth(0) for everything, border and connector for level 0 will be red
  }
  arrow {
    :depth(2) {
      // Targetting only connector between Mexico-Chihuahua and USA-Texas
      LineColor blue
      LineStyle 4
      LineThickness .5
    }
  }
  node {
    :depth(2) {
      LineStyle 2
```

```
      LineThickness 2.5
    }
  }

}
</style>
* World
** America
*** Canada
*** Mexico
**** Chihuahua
*** USA
**** Texas
***< New York
** Europe
*** England
*** Germany
*** Spain
@endwbs
```

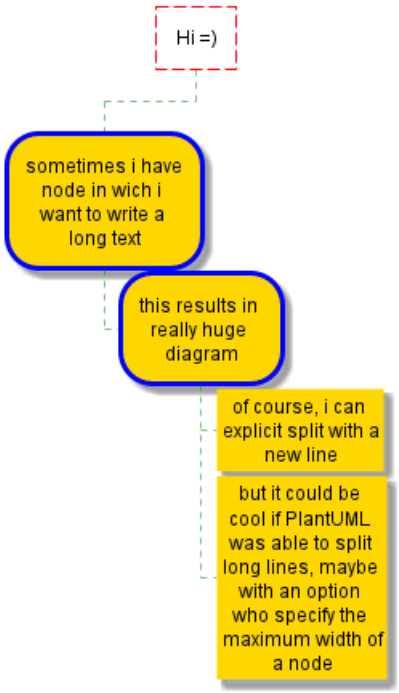


17.7 Word Wrap

Using `MaximumWidth` setting you can control automatic word wrap. Unit used is pixel.

```
@startwbs


<style>
node {
    Padding 12
    Margin 3
    HorizontalAlignment center
    LineColor blue
    LineThickness 3.0
    BackgroundColor gold
    RoundCorner 40
    MaximumWidth 100
}
```

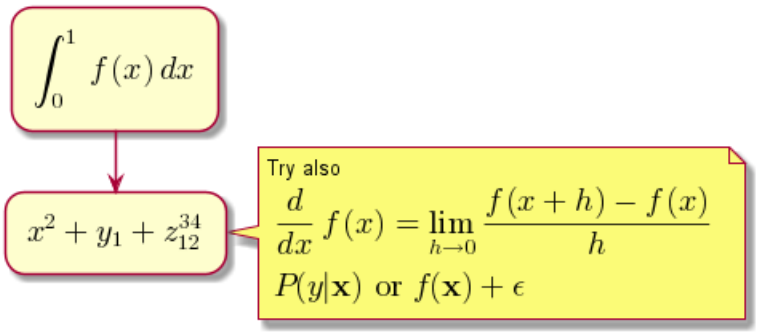
```
rootNode {
    LineStyle 8.0;3.0
    LineColor red
    BackgroundColor white
    LineThickness 1.0
    RoundCorner 0
    Shadowing 0.0
}

leafNode {
    LineColor gold
    RoundCorner 0
    Padding 3
}

arrow {
    LineStyle 4
    LineThickness 0.5
    LineColor green
}
</style>

* Hi =)
** sometimes i have node in wich i want to write a long text
*** this results in really huge diagram
**** of course, i can explicit split with a\nnew line
**** but it could be cool if PlantUML was able to split long lines, maybe with an option who specify the ma

@endwbs
```



18 简介

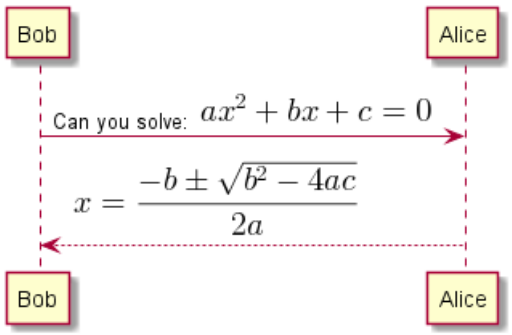
您可以在 PlantUML 中用 AsciiMath 或 JLaTeXMath 符号:

```
@startuml
:<math>int_0^1f(x)dx</math>;
:<math>x^2+y_1+z_12^34</math>;
note right
Try also
<math>d/dxf(x)=lim_(h->0)(f(x+h)-f(x))/h</math>
<latex>P(y|\mathbf{x}) \mbox{ or } f(\mathbf{x})+\epsilon</latex>
end note
@enduml
```



或:

```
@startuml
Bob -> Alice : Can you solve: <math>ax^2+bx+c=0</math>
Alice --> Bob: <math>x = (-b+-sqrt(b^2-4ac))/(2a)</math>
@enduml
```



18.1 独立图

您也可以用 `@startmath`/`@endmath` 来创建独立的 AsciiMath 公式。

```
@startmath
f(t)=(a_0)/2 + sum_(n=1)^ooa_ncos((npit)/L)+sum_(n=1)^oo b_n\ sin((npit)/L)
@endmath
```

$$f(t) = \frac{a_0}{2} + \sum_{n=1}^{\infty} a_n \cos\left(\frac{n\pi t}{L}\right) + \sum_{n=1}^{\infty} b_n \sin\left(\frac{n\pi t}{L}\right)$$

或用 `@startlatex`/`@endlatex` 来创建独立的 JLaTeXMath 公式。

```
@startlatex
\sum_{i=0}^{n-1} (a_i + b_i^2)
@endlatex
```

$$\sum_{i=0}^{n-1}(a_i + b_i^2)$$

18.2 这是如何工作的?

要绘制这此公式, PlantUML 使用了两个开源项目：

- AsciiMath 转换 AsciiMath 符号为 LaTeX 表达式。
- JLatexMath 来显示 LaTex 数学公式。JLaTeXMath 是最好的显示 LaTeX 代码的 Java 类库。

ASCIIMathTeXImg.js 是一个小到足以集成到 PlantUML 标准发版的。

由于 JLatexMath 太大, 您要单独到下载它, 然后解压 4 jar 文件 (*batik-all-1.7.jar*, *jlatexmath-minimal-1.0.3.jar*, *jlm_cyrillic.jar* 和 *jlm_greek.jar*) 到 PlantUML.jar 同一目录下。

19 Entity Relationship Diagram

Based on the Information Engineering notation.

This is an extension to the existing Class Diagram. This extension adds:

- Additional relations for the Information Engineering notation.
- An `entity` alias that maps to the class diagram `class`.
- An additional visibility modifier `*` to identify mandatory attributes.

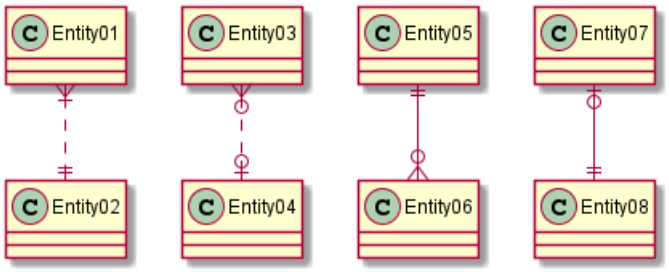
Otherwise, the syntax for drawing diagrams is the same as for class diagrams. All other features of class diagrams are also supported.

19.1 Information Engineering Relations

Type	Symbol
Zero or One	`|o--`
Exactly One	`||--`
Zero or Many	`}o--`
One or Many	`}|--`

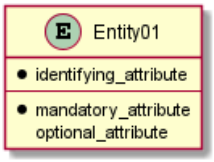
Examples:

```
@startuml
Entity01 }|..|| Entity02
Entity03 }o..o| Entity04
Entity05 ||--o{ Entity06
Entity07 |o--|| Entity08
@enduml
```



19.2 Entities

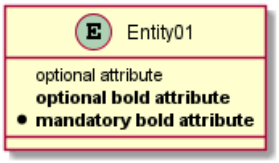
```
@startuml
entity Entity01 {
  * identifying_attribute
  --
  * mandatory_attribute
  optional_attribute
}
@enduml
```



Again, this is the normal class diagram syntax (aside from use of `entity` instead of `class`). Anything that you can do in a class diagram can be done here.

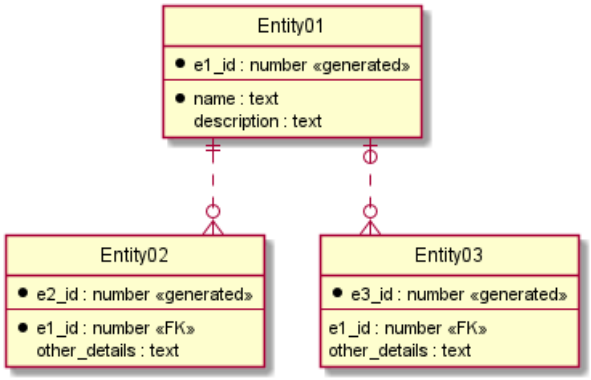
The * visibility modifier can be used to identify mandatory attributes. A space can be used after the modifier character to avoid conflicts with the creole bold:

```
@startuml
entity Entity01 {
   optional attribute
   **optional bold attribute**
   * **mandatory bold attribute**
}
@enduml
```



19.3 Complete Example

```
@startuml

' hide the spot
hide circle

' avoid problems with angled crows feet
skinparam linetype ortho

entity "Entity01" as e01 {
  *e1_id : number <<generated>>
  --
  *name : text
  description : text
}

entity "Entity02" as e02 {
  *e2_id : number <<generated>>
  --
  *e1_id : number <<FK>>
  other_details : text
}

entity "Entity03" as e03 {
  *e3_id : number <<generated>>
  --
  e1_id : number <<FK>>
  other_details : text
}

e01 ||..o{ e02
e01 |o..o{ e03

@enduml
```



Currently the crows feet do not look very good when the relationship is drawn at an angle to the entity. This can be avoided by using the `linetype ortho` skinparam.

20 通用命令

20.1 注释

所有以 单引号' 开头的语句，被认为是一个注释.

多行注释，以 /' 和 '/ 作为注释的开始和结束

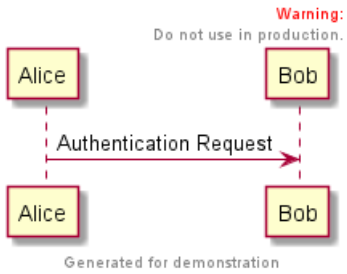
20.2 页眉和页脚

你可以使用 header 和 footer 命令在生成的图中增加页眉和页脚。

你可以选择指定 center, left 或 right 关键字使页眉或页脚实现居中、左对齐和右对齐。

像标题一样，页眉或页脚内容可以在多行中定义，而且同样可以在页眉或页脚中输入一些 HTML 代码。

```
@startuml
Alice -> Bob: Authentication Request

header
<font color=red>Warning:</font>
Do not use in production.
endheader

center footer Generated for demonstration

@enduml
```



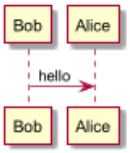
20.3 缩放

You can use the scale command to zoom the generated image.

You can use either a number or a fraction to define the scale factor. You can also specify either width or height (in pixel). And you can also give both width and height : the image is scaled to fit inside the specified dimension.

- scale 1.5
- scale 2/3
- scale 200 width
- scale 200 height
- scale 200*100
- scale max 300*200
- scale max 1024 width
- scale max 800 height

```
@startuml
scale 180*90
Bob->Alice : hello
@enduml
```

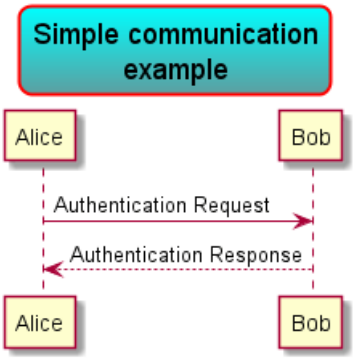


20.4 标题

使用 `title` 关键字添加标题。你可以在标题描述中使用 添加新行。

Some skinparam settings are available to put borders on the title.

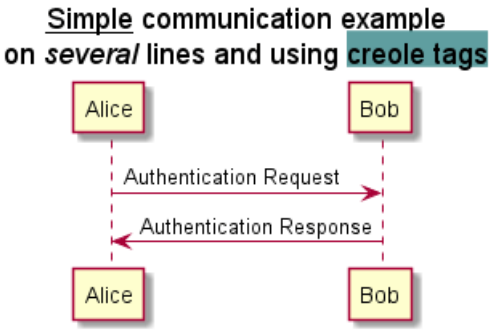
```
@startuml
skinparam titleBorderRoundCorner 15
skinparam titleBorderThickness 2
skinparam titleBorderColor red
skinparam titleBackgroundColor Aqua-CadetBlue

title Simple communication\nexample

Alice -> Bob: Authentication Request
Bob --> Alice: Authentication Response

@enduml
```



You can use creole formatting in the title.

You can also define title on several lines using `title` and `end title` keywords.

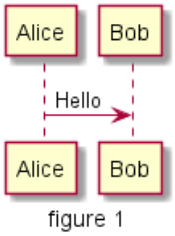
```
@startuml

title
 <u>Simple</u> communication example
 on <i>several</i> lines and using <back:cadetblue>creole tags</back>
end title

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml
```



20.5 图片标题

使用 caption 关键字在图像下放置一个标题.

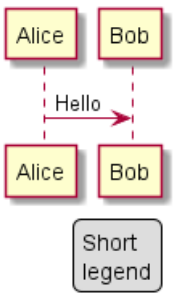
```
@startuml

caption figure 1
Alice -> Bob: Hello

@enduml
```



20.6 图例说明

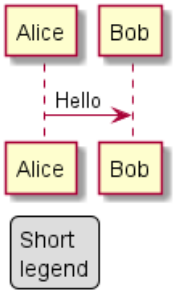
legend 和 end legend 作为关键词，用于配置一个图例 (legend). 支持可选地使用 left,right,center 为这个图例指定对齐方式.

```
@startuml

Alice -> Bob : Hello
legend right
  Short
  legend
endlegend

@enduml
```




```
@startuml
```

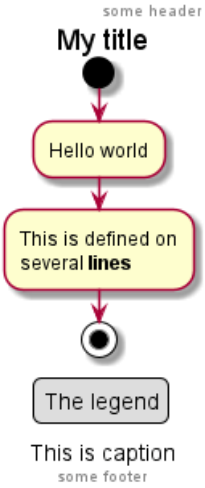
```
Alice -> Bob : Hello
legend left
  Short
  legend
endlegend

@enduml
```



20.7 Appendice: Examples on all diagram

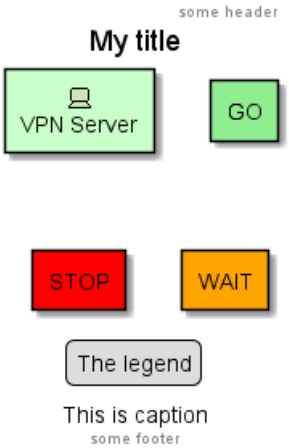
20.7.1 Activity

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

start
:Hello world;
:This is defined on
several **lines**;
stop

@enduml
```



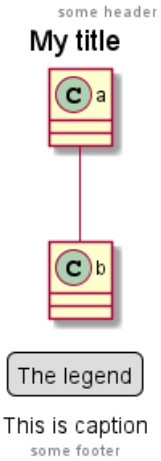
20.7.2 Archimate

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

archimate #Technology "VPN Server" as vpnServerA <<technology-device>>

rectangle GO #lightgreen
rectangle STOP #red
rectangle WAIT #orange

@enduml
```



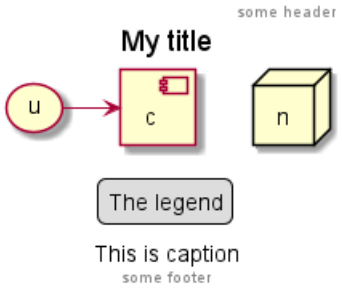
20.7.3 Class

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

a -- b

@enduml
```



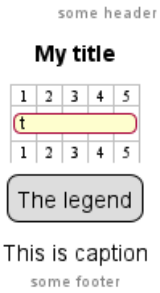
20.7.4 Component, Deployment, Use-Case

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

node n
(u) -> [c]

@enduml
```



20.7.5 Gantt project planning

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend


[t] lasts 5 days

@enduml
```



TODO: DONE *[(Header, footer) corrected on V1.2020.18]*

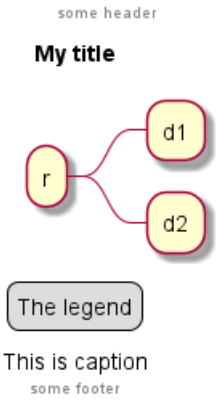
20.7.6 Object

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

object user {
```

```
  name = "Dummy"
  id = 123
}

@enduml
```

20.7.7 MindMap

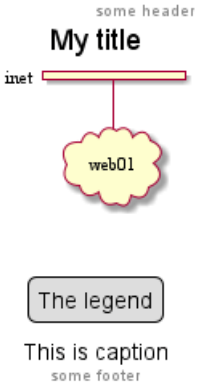
```
@startmindmap
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

* r
** d1
** d2

@endmindmap
```



20.7.8 Network (nwdiag)

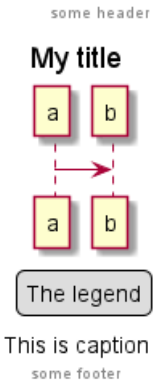
```
@startuml
header some header

footer some footer
```

```
title My title

caption This is caption

legend
The legend
end legend

nwdiag {
  network inet {
      web01 [shape = cloud]
  }
}

@enduml
```



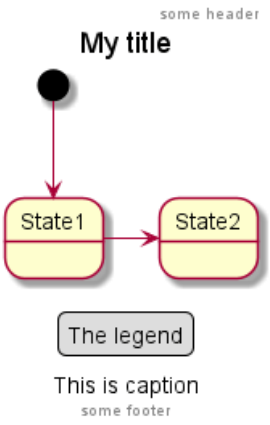
20.7.9 Sequence

```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

a->b
@enduml
```



20.7.10 State

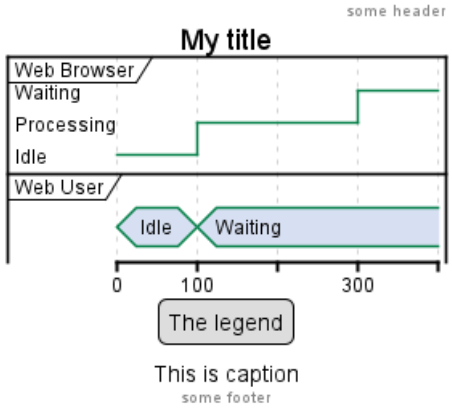
```
@startuml
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

[*] --> State1
State1 -> State2

@enduml
```



20.7.11 Timing

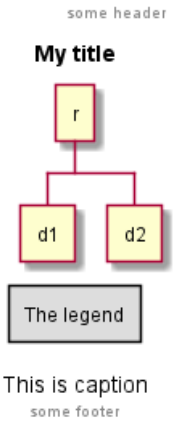
```
@startuml
header some header

footer some footer

title My title

caption This is caption
```

```
legend
The legend
end legend

robust "Web Browser" as WB
concise "Web User" as WU

@0
WU is Idle
WB is Idle

@100
WU is Waiting
WB is Processing

@300
WB is Waiting

@enduml
```



20.7.12 Work Breakdown Structure (WBS)

```
@startwbs
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

* r
** d1
** d2

@endwbs
```



TODO: DONE *[Corrected on V1.2020.17]*

20.7.13 Wireframe (SALT)

```
@startsalt
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

{+
  Login    | "MyName   "
  Password | "****     "
  [Cancel] | [  OK   ]
}
@endsalt
```

TODO: DONE *[Corrected on V1.2020.18]*

20.8 Appendice: Examples on all diagram with style

TODO: DONE

FYI:

- all is only good for `Sequence diagram`
- `title`, `caption` and `legend` are good for all diagrams except for `salt diagram`

TODO: FIXME □

- Now *(test on 1.2020.18-19)* `header`, `footer` are not good for **all other diagrams** except only for **`Sequence diagram`**.

To be fix; Thanks

TODO: FIXME

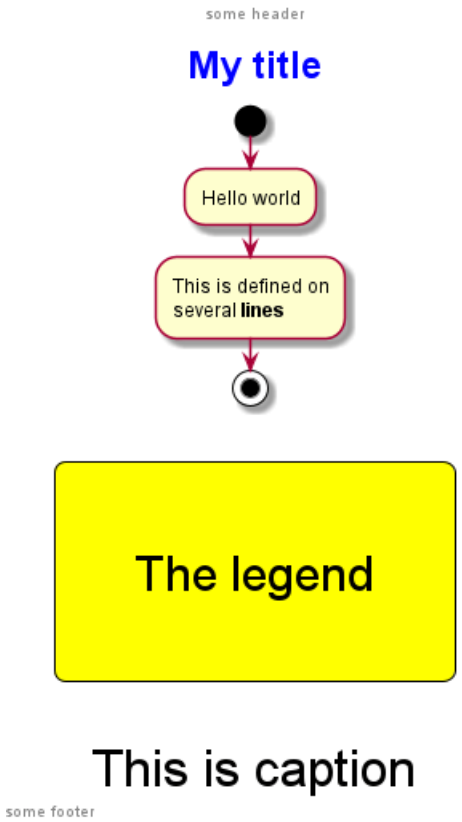
Here are tests of `title`, `header`, `footer`, `caption` or `legend` on all the diagram with the debug style:

```
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
```

20.8.1 Activity

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
```

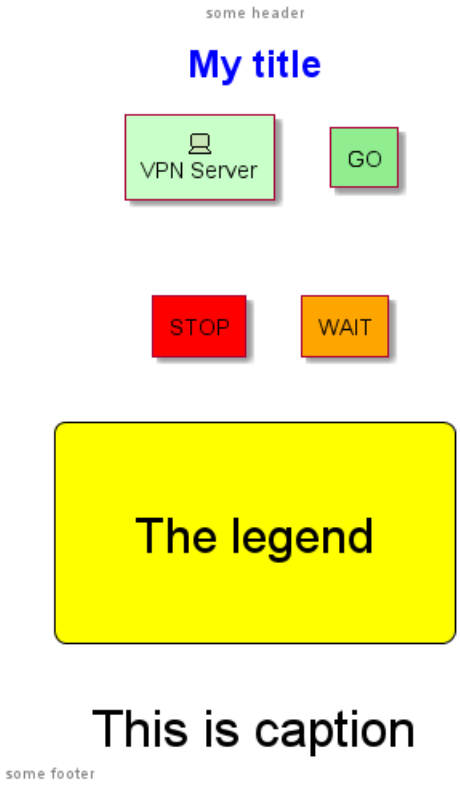
```
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

start
:Hello world;
:This is defined on
several **lines**;
stop

@enduml
```



20.8.2 Archimate

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
```

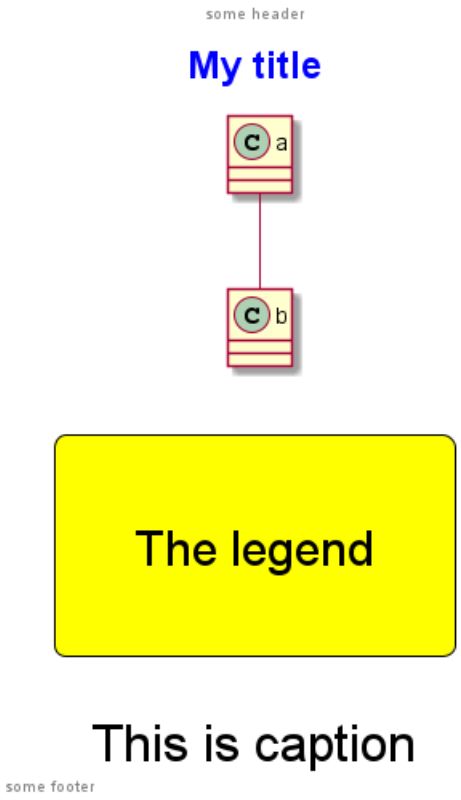
```
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

archimate #Technology "VPN Server" as vpnServerA <<technology-device>>

rectangle GO #lightgreen
rectangle STOP #red
rectangle WAIT #orange

@enduml
```



20.8.3 Class

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
```

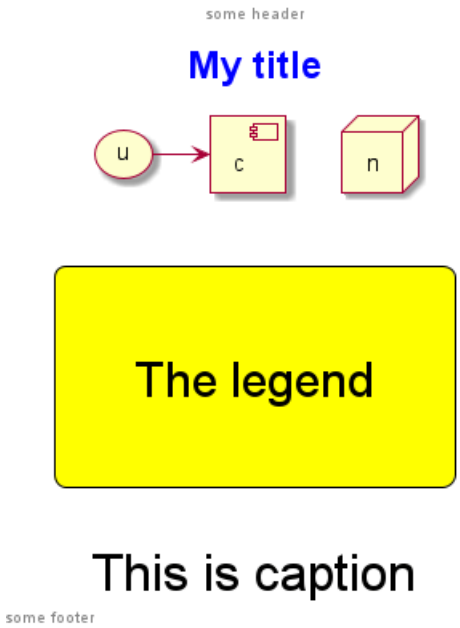
```
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

a -- b

@enduml
```



20.8.4 Component, Deployment, Use-Case

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
```

```
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

node n
(u) -> [c]

@enduml
```



20.8.5 Gantt project planning

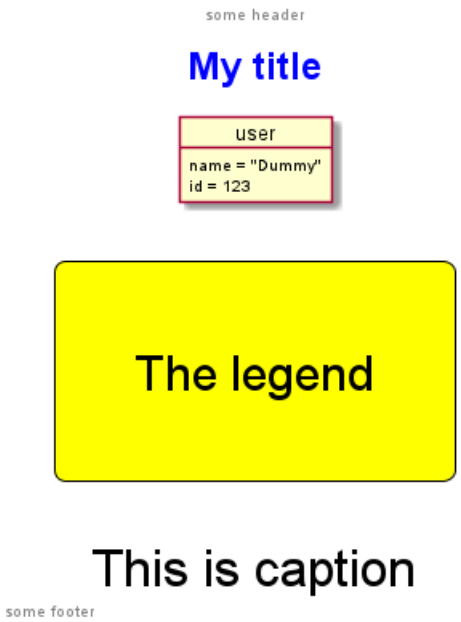
```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
```

```
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend


[t] lasts 5 days

@enduml
```

20.8.6 Object

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}
```

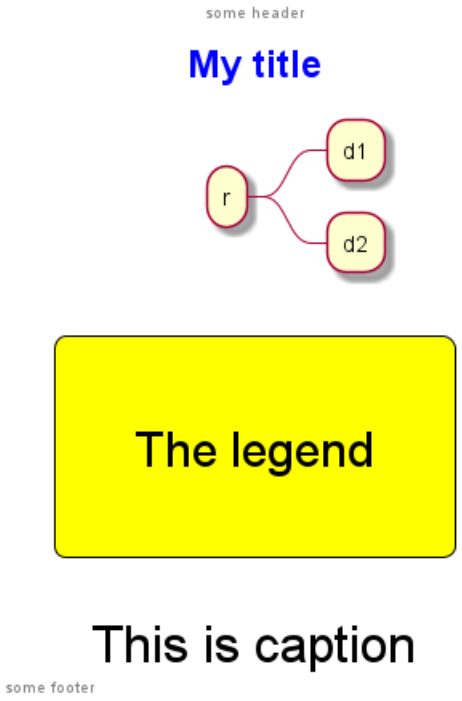
```
header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

object user {
  name = "Dummy"
  id = 123
}

@enduml
```



20.8.7 MindMap

```
@startmindmap
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer
```

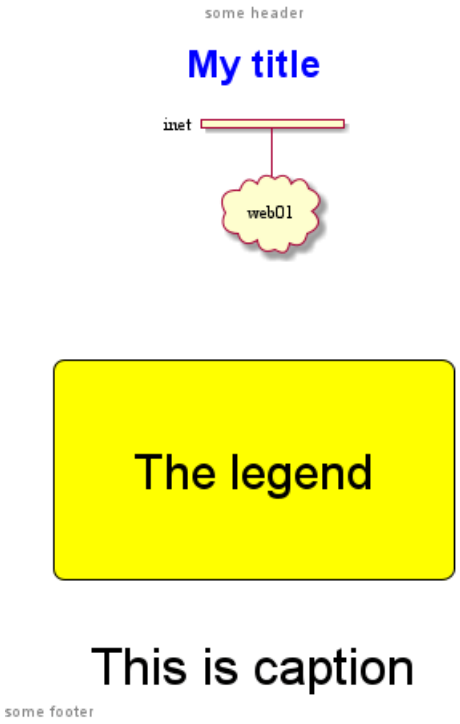
```
title My title

caption This is caption

legend
The legend
end legend

* r
** d1
** d2

@endmindmap
```



20.8.8 Network (nwdiag)

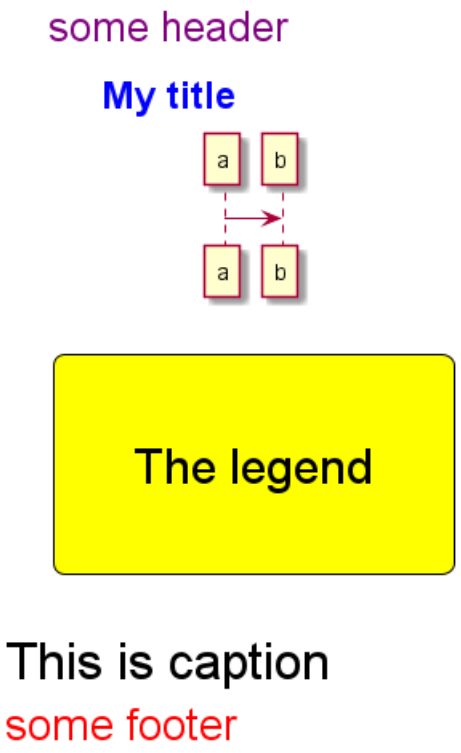
```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
```

```
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

nwdiag {
  network inet {
      web01 [shape = cloud]
  }
}

@enduml
```



20.8.9 Sequence

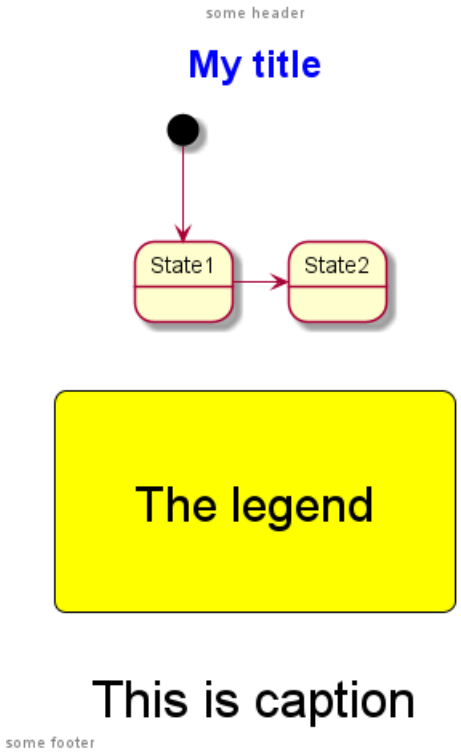
```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

a->b
@enduml
```



20.8.10 State

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
```

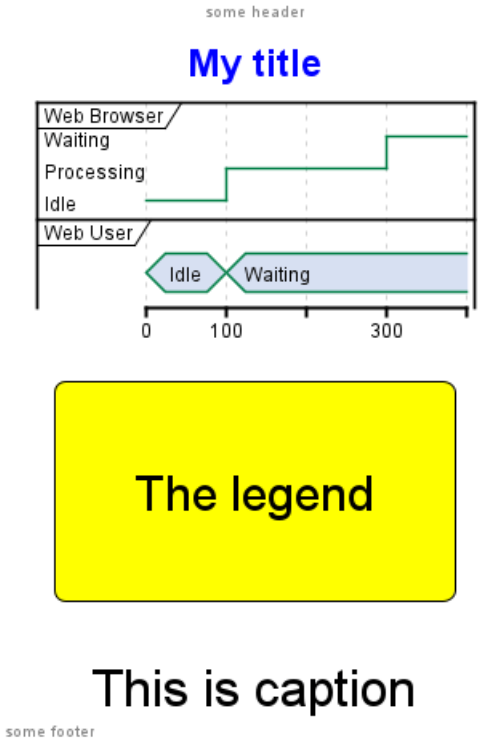
```
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

[*] --> State1
State1 -> State2

@enduml
```



20.8.11 Timing

```
@startuml
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}
```

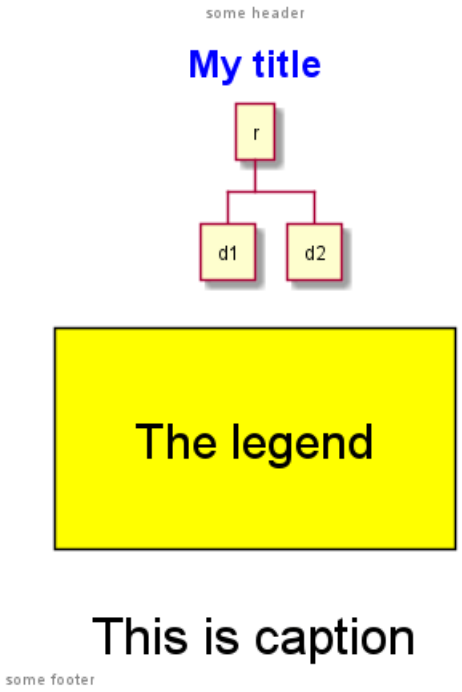
```
footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

robust "Web Browser" as WB
concise "Web User" as WU

@0
WU is Idle
WB is Idle

@100
WU is Waiting
WB is Processing

@300
WB is Waiting

@enduml
```



20.8.12 Work Breakdown Structure (WBS)

```
@startwbs
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
```

```
</style>
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

* r
** d1
** d2

@endwbs
```



20.8.13 Wireframe (SALT)

TODO: FIXME Fix all (`title`, `caption`, `legend`, `header`, `footer`) for salt. **TODO:** FIXME

```
@startsalt
<style>
title {
  HorizontalAlignment right
  FontSize 24
  FontColor blue
}

header {
  HorizontalAlignment center
  FontSize 26
  FontColor purple
```

```
}

footer {
  HorizontalAlignment left
  FontSize 28
  FontColor red
}

legend {
  FontSize 30
  BackGroundColor yellow
  Margin 30
  Padding 50
}

caption {
  FontSize 32
}
</style>
@startsalt
header some header

footer some footer

title My title

caption This is caption

legend
The legend
end legend

{+
  Login    | "MyName   "
  Password | "****     "
  [Cancel] | [  OK   ]
}
@endsalt
```

21 Creole

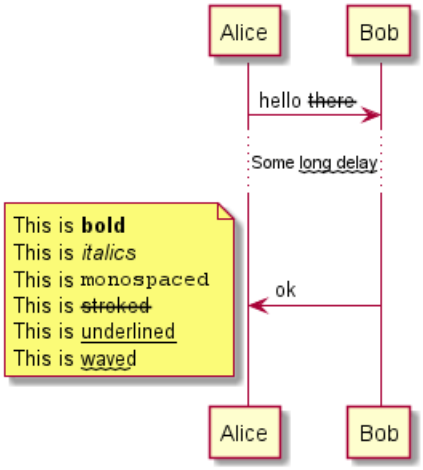
A light Creole engine has been integrated into PlantUML to have a standardized way of defining text style.

All diagrams are now supporting this syntax.

Note that ascending compatibility with HTML syntax is preserved.

21.1 Emphasized text

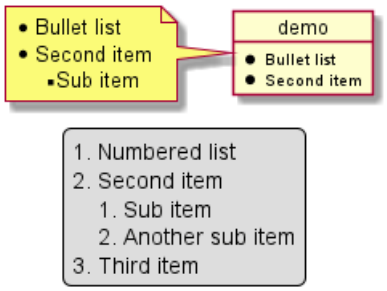
```
@startuml
Alice -> Bob : hello --there--
... Some ~~long delay~~ ...
Bob -> Alice : ok
note left
  This is **bold**
  This is //italics//
  This is ""monospaced""
  This is --stroked--
  This is __underlined__
  This is ~~waved~~
end note
@enduml
```



21.2 List

```
@startuml
object demo {
  * Bullet list
  * Second item
}
note left
  * Bullet list
  * Second item
  ** Sub item
end note

legend
  # Numbered list
  # Second item
  ## Sub item
  ## Another sub item
```

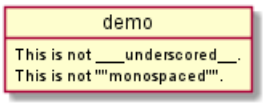
```
  # Third item
end legend
@enduml
```



21.3 Escape character

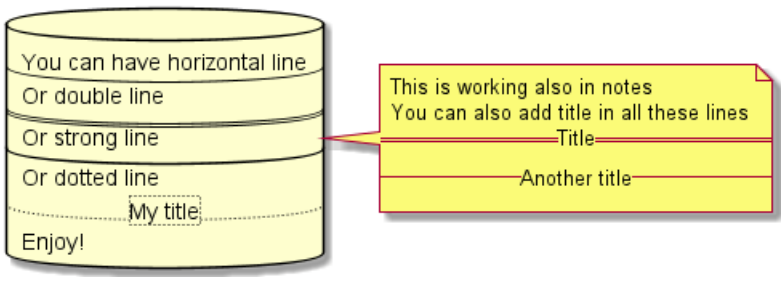
You can use the tilde ~ to escape special creole characters.

```
@startuml
object demo {
  This is not ~___underscored__.
  This is not ~""monospaced"".
}
@enduml
```



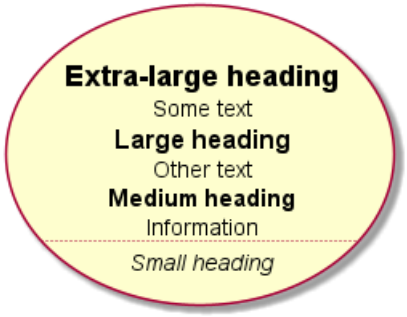
21.4 Horizontal lines

```
@startuml
database DB1 as "
You can have horizontal line
----
Or double line
====
Or strong line
____
Or dotted line
..My title..
Enjoy!
"
note right
  This is working also in notes
  You can also add title in all these lines
  ==Title==
  --Another title--
end note

@enduml
```



21.5 Headings

```
@startuml
usecase UC1 as "
= Extra-large heading
Some text
== Large heading
Other text
=== Medium heading
Information
....
==== Small heading"
@enduml
```



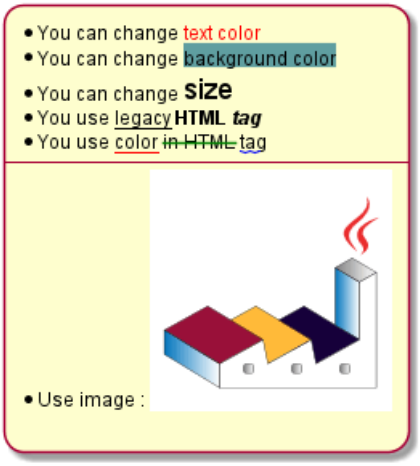
21.6 Legacy HTML

Some HTML tags are also working:

- `<b>` for bold text
- `<u>` or `<u:#AAAAAA>` or `<u:[[color|colorName]]>` for underline
- `<i>` for italic
- `<s>` or `<s:#AAAAAA>` or `<s:[[color|colorName]]>` for strike text
- `<w>` or `<w:#AAAAAA>` or `<w:[[color|colorName]]>` for wave underline text
- `<color:#AAAAAA>` or `<color:[[color|colorName]]>`
- `<back:#AAAAAA>` or `<back:[[color|colorName]]>` for background color
- `<size:nn>` to change font size
- `<img:file>` : the file must be accessible by the filesystem
- `<img:http://plantuml.com/logo3.png>` : the URL must be available from the Internet

```
@startuml
:* You can change <color:red>text color</color>
* You can change <back:cadetblue>background color</back>
* You can change <size:18>size</size>
* You use <u>legacy</u> <b>HTML <i>tag</i></b>
```

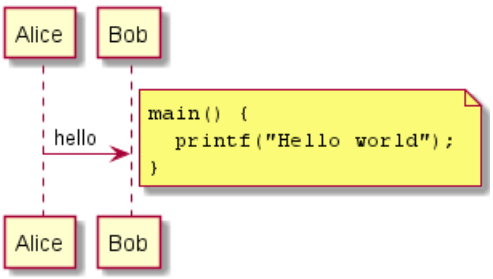
```
* You use <u:red>color</u> <s:green>in HTML</s> <w:#0000FF>tag</w>
----
* Use image : <img:http://plantuml.com/logo3.png>
;
@enduml
```



21.7 Code

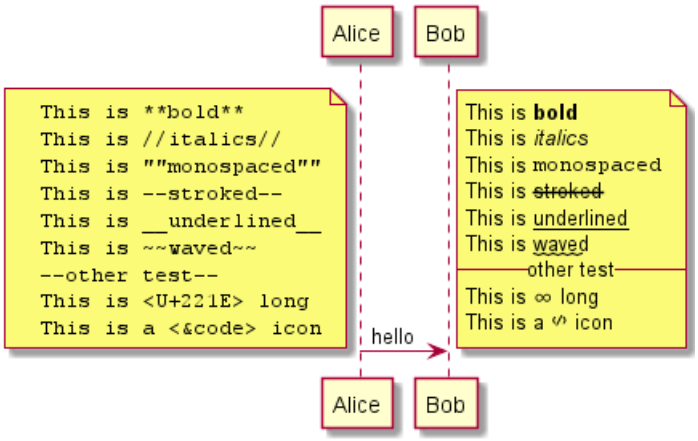
You can use <code> if you put some language code in your diagram.

```
@startuml
Alice -> Bob : hello
note right
<code>
main() {
  printf("Hello world");
}
</code>
end note
@enduml
```




```
@startuml
Alice -> Bob : hello
note left
<code>
  This is **bold**
  This is //italics//
  This is ""monospaced""
  This is --stroked--
  This is __underlined__
  This is ~~waved~~
  --other test--
  This is <U+221E> long
```

```
  This is a <&code> icon
</code>
end note
note right
  This is **bold**
  This is //italics//
  This is ""monospaced""
  This is --stroked--
  This is __underlined__
  This is ~~waved~~
  --other test--
  This is <U+221E> long
  This is a <&code> icon
end note
@enduml
```

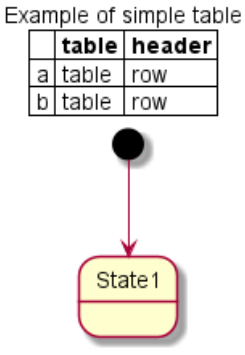


21.8 Table

21.8.1 Build a table

It is possible to build table, with | separator.

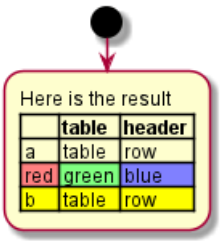
```
@startuml
skinparam titleFontSize 14
title
  Example of simple table
  |= |= table |= header |
  | a | table | row |
  | b | table | row |
end title
[*] --> State1
@enduml
```



21.8.2 Add color on cells or lines

You can specify background colors for cells and lines.

```
@startuml
start
:Here is the result
|= |= table |= header |
| a | table | row |
|<#FF8080> red |<#80FF80> green |<#8080FF> blue |
<#yellow>| b | table | row |;
@enduml
```



21.8.3 Add color on border

You can also specify background colors and colors for border.

```
@startuml
title
<#lightblue,#red>|= Step |= Date |= Name |= Status |= Link |
<#lightgreen>| 1.1 | TBD | plantuml news |<#Navy><color:OrangeRed><b> Unknown | [[https://plantuml.c
end title
@enduml
```

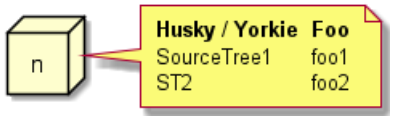
Step	Date	Name	Status	Link
1.1	TBD	plantuml news	Unknown	plantuml news

[Ref. QA-7184]

21.8.4 No border or same color as the background

You can also set the border color to the same color as the background.

```
@startuml
node n
note right of n
  <#FBFB77,#FBFB77>|= Husky / Yorkie |= Foo |
  | SourceTree1 | foo1 |
  | ST2 | foo2 |
end note
@enduml
```

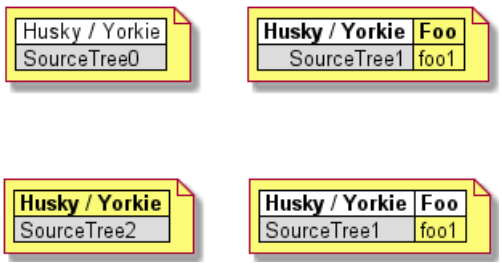


[Ref. QA-12448]

21.8.5 Bold header or not

Yan can have a bold header or not.

```
@startuml
note as deepCSS0
  |<#white> Husky / Yorkie |
  |<#gainsboro> SourceTree0 |
endnote

note as deepCSS1
  |= <#white> Husky / Yorkie |= Foo |
  |<#gainsboro><r> SourceTree1 | foo1 |
endnote

note as deepCSS2
  |= Husky / Yorkie |
  |<#gainsboro> SourceTree2 |
endnote

note as deepCSS3
  <#white>|= Husky / Yorkie |= Foo |
  |<#gainsboro> SourceTree1 | foo1 |
endnote
@enduml
```



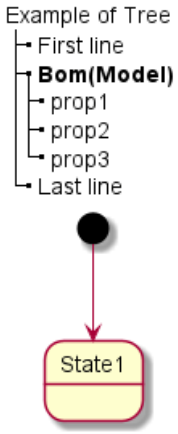
[Ref. QA-10923]

21.9 Tree

You can use |_ characters to build a tree.

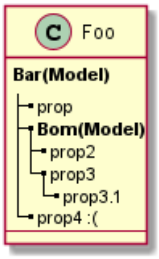
On common commands, like title:

```
@startuml
skinparam titleFontSize 14
title
  Example of Tree
  |_ First line
  |_ **Bom(Model)**
    |_ prop1
    |_ prop2
    |_ prop3
  |_ Last line
end title
[*] --> State1
@enduml
```



On Class diagram:

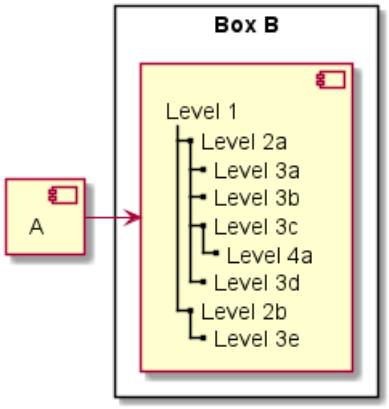
```
@startuml
class Foo{
**Bar(Model)**
|_ prop
|_ **Bom(Model)**
  |_ prop2
  |_ prop3
    |_ prop3.1
|_ prop4 :(
--
}
@enduml
```



[Ref. QA-3448]

And on *component or deployement diagram*:

```
@startuml
[A] as A
rectangle "Box B" {
    component B [
        Level 1
        |_ Level 2a
          |_ Level 3a
          |_ Level 3b
          |_ Level 3c
            |_ Level 4a
          |_ Level 3d
        |_ Level 2b
          |_ Level 3e
    ]
}
A -> B
@enduml
```



[Ref. QA-11365]

21.10 Special characters

It's possible to use any unicode characters with `&#` syntax or `<U+XXXX>`

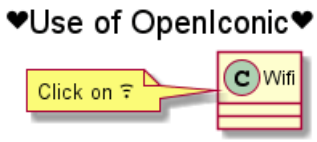
```
@startuml
usecase foo as "this is &#8734; long"
usecase bar as "this is also <U+221E> long"
@enduml
```

21.11 OpenIconic

OpenIconic is an very nice open source icon set. Those icons have been integrated into the creole parser, so you can use them out-of-the-box.

You can use the following syntax: `<&ICON_NAME>`.

```
@startuml
title: <size:20><&heart>Use of OpenIconic<&heart></size>
class Wifi
note left
  Click on <&wifi>
end note
@enduml
```



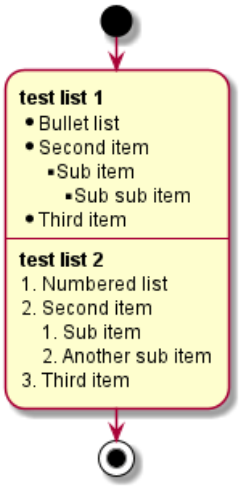
The complete list is available on OpenIconic Website, or you can use the following special diagram:

```
@startuml
listopeniconic
@enduml
```

21.12 Appendice: Examples of "Creole List" on all diagrams

21.12.1 Activity

```
@startuml
start
:**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item;
stop
@enduml
```



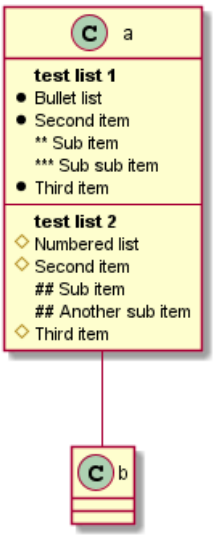
21.12.2 Class

TODO: FIXME □

- *Sub item*
- *Sub sub item*

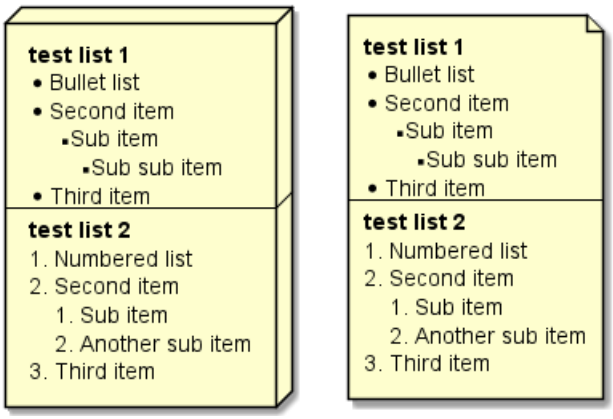
TODO: FIXME

```
@startuml

class a {
**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item
}

a -- b

@enduml
```



21.12.3 Component, Deployment, Use-Case

```
@startuml
node n [
**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item
]

file f as "
**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item
"
@enduml
```



TODO: DONE *[Corrected on V1.2020.18]*

21.12.4 Gantt project planning

N/A

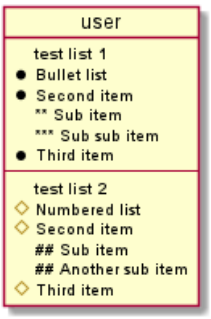
21.12.5 Object

TODO: FIXME □

- *Sub item*
- *Sub sub item*

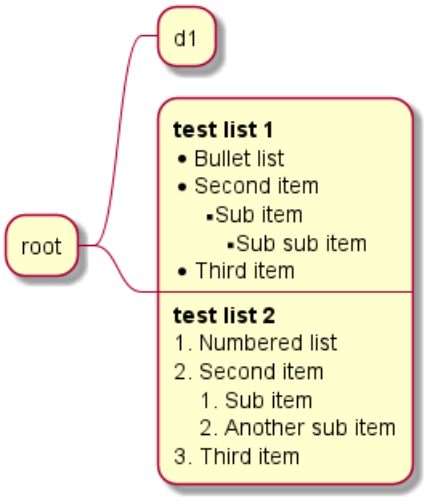
TODO: FIXME

```
@startuml
object user {
**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item
}

@enduml
```



21.12.6 MindMap

```
@startmindmap

* root
** d1
**:**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item;


@endmindmap
```



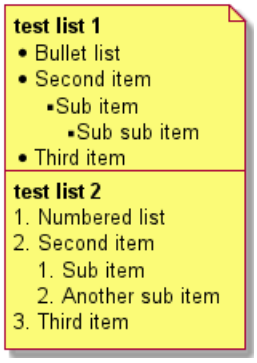
21.12.7 Network (nwdiag)

N/A

21.12.8 Note

```
@startuml
note as n
**test list 1**
* Bullet list
* Second item
** Sub item
*** Sub sub item
* Third item
----
**test list 2**
```

```
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item
end note
@enduml
```



21.12.9 Sequence

N/A *(or on note or common commands)*

21.12.10 State

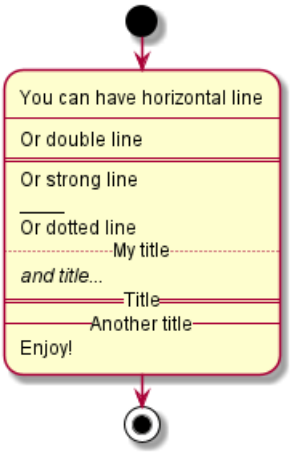
N/A *(or on note or common commands)*

21.13 Appendice: Examples of "Creole horizontal lines" on all diagrams

21.13.1 Activity

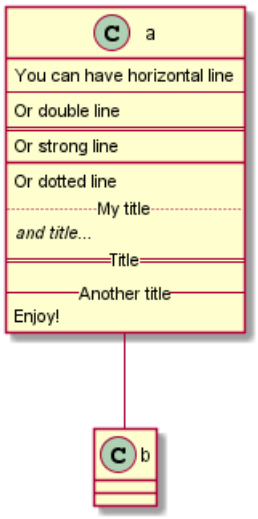
TODO: FIXME □ strong line ____ **TODO:** FIXME

```
@startuml
start
:You can have horizontal line
----
Or double line
====
Or strong line
____
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!;
stop
@enduml
```



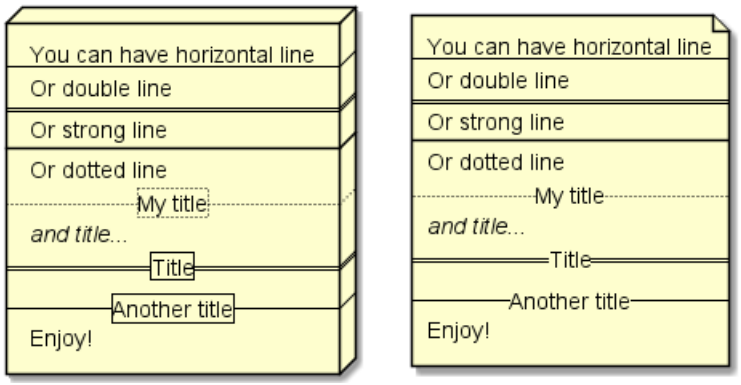
21.13.2 Class

```
@startuml

class a {
You can have horizontal line
----
Or double line
====
Or strong line
____
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!
}

a -- b

@enduml
```



21.13.3 Component, Deployment, Use-Case

```
@startuml
node n [
You can have horizontal line
----
Or double line
====
Or strong line
____
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!
]

file f as "
You can have horizontal line
----
Or double line
====
Or strong line
____
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!
"
@enduml
```



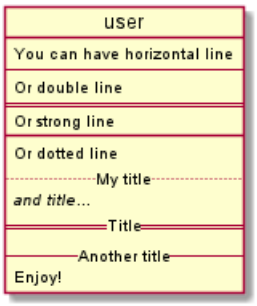
21.13.4 Gantt project planning

N/A

21.13.5 Object

```
@startuml
object user {
You can have horizontal line
----
Or double line
```

```
====
Or strong line

----
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!
}

@enduml
```

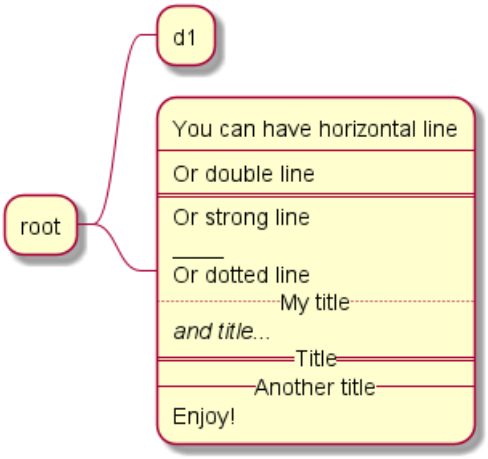


TODO: DONE *[Corrected on V1.2020.18]*

21.13.6 MindMap

TODO: FIXME □ strong line ____ **TODO:** FIXME

```
@startmindmap

* root
** d1
**:You can have horizontal line
----
Or double line
====
Or strong line

----
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!;

@endmindmap
```

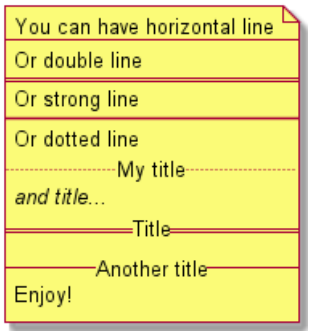


21.13.7 Network (nwdiag)

N/A

21.13.8 Note

```
@startuml
note as n
You can have horizontal line
----
Or double line
====
Or strong line
____
Or dotted line
..My title..
//and title... //
==Title==
--Another title--
Enjoy!
end note
@enduml
```



21.13.9 Sequence

N/A *(or on note or common commands)*

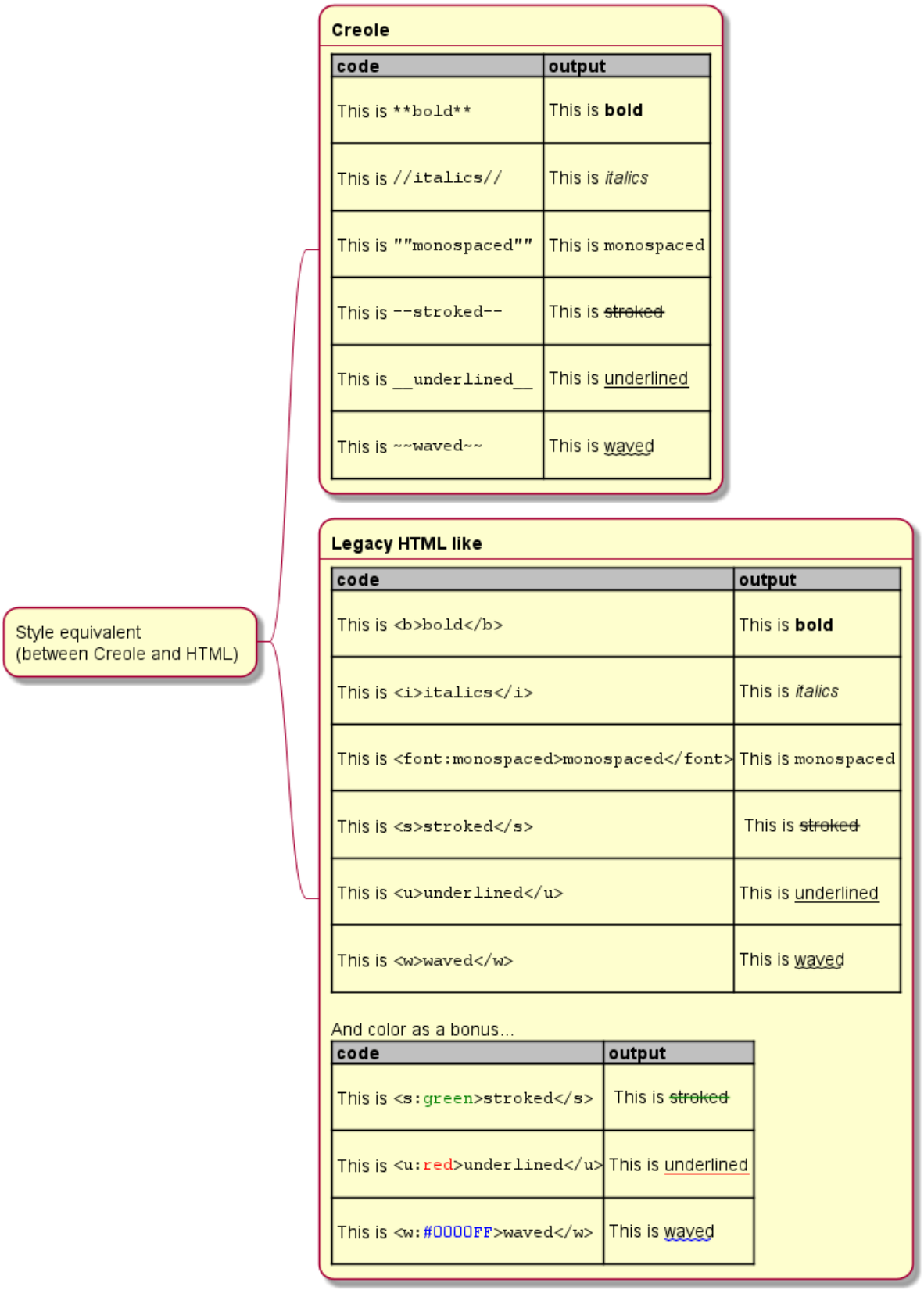
21.13.10 State

N/A *(or on note or common commands)*

21.14 Style equivalent (between Creole and HTML)

Style	Creole	Legacy HTML like
bold	This is **bold**	This is bold
italics	This is //italics//	This is italics
monospaced	This is ""monospaced""	This is <font:monospaced>monospaced
stroked	This is --stroked--	This is <s>stroked</s>
underlined	This is __underlined__	This is <u>underlined</u>
waved	This is ~~~	This is <w>waved</w>

```
@startmindmap
* Style equivalent\n(between Creole and HTML)
**:**Creole**
----
<#silver>|= code|= output|
| \n This is ""~**bold**""\n | \n This is **bold** |
| \n This is ""~//italics//""\n | \n This is //italics// |
| \n This is ""~""monospaced~"" ""\n | \n This is ""monospaced"" |
| \n This is ""~~~stroked--""\n | \n This is --stroked-- |
| \n This is ""~__underlined__""\n |  \n This is __underlined__ |
| \n This is ""<U+007E><U+007E>waved<U+007E><U+007E>""\n | \n This is ~~waved~~ |;
**:<b>Legacy HTML like
----
<#silver>|= code|= output|
| \n This is ""~<b>bold</b>""\n | \n This is <b>bold</b> |
| \n This is ""~<i>italics</i>""\n | \n This is <i>italics</i> |
| \n This is ""~<font:monospaced>monospaced</font>""\n | \n This is <font:monospaced>monospaced</font> |
| \n This is ""~<s>stroked</s>""\n | \n  This is <s>stroked</s> |
| \n This is ""~<u>underlined</u>""\n | \n This is <u>underlined</u> |
| \n This is ""~<w>waved</w>""\n | \n This is <w>waved</w> |

And color as a bonus...
<#silver>|= code|= output|
| \n This is ""~<s:""<color:green>""green""</color>"">stroked</s>""\n | \n  This is <s:green>stroked</s>
| \n This is ""~<u:""<color:red>""red""</color>"">underlined</u>""\n | \n This is <u:red>underlined</u>
| \n This is ""~<w:""<color:#0000FF>""#0000FF""</color>"">waved</w>""\n | \n This is <w:#0000FF>waved</
@endmindmap
```


Style equivalent
(between Creole and HTML)
Creole
code
output
This is **bold**
This is bold
This is //italics//
This is italics
This is ""monospaced""
This is monospaced
This is --stroked--
This is stroked
This is __underlined__
This is underlined
This is ~~waved~~
This is waved
Legacy HTML like
code
output
This is bold
This is bold
This is italics
This is italics
This is <font:monospaced>monospaced
This is monospaced
This is <s>stroked</s>
This is stroked
This is <u>underlined</u>
This is underlined
This is <w>waved</w>
This is waved
And color as a bonus...
code
output
This is <s:green>stroked</s>
This is stroked
This is <u:red>underlined</u>
This is underlined
This is <w:#0000FF>waved</w>
This is waved

22 Defining and using sprites

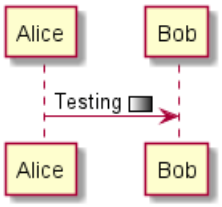
A *Sprite* is a small graphic element that can be used in diagrams.

In PlantUML, sprites are monochrome and can have either 4, 8 or 16 gray level.

To define a sprite, you have to use a hexadecimal digit between 0 and F per pixel.

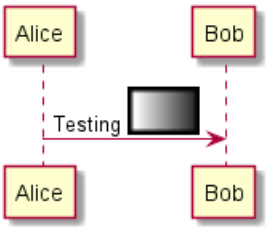
Then you can use the sprite using `<$XXX>` where XXX is the name of the sprite.

```
@startuml
sprite $foo1 {
  FFFFFFFFFFFFFFF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  FFFFFFFFFFFFFFF
}
Alice -> Bob : Testing <$foo1>
@enduml
```



You can scale the sprite.

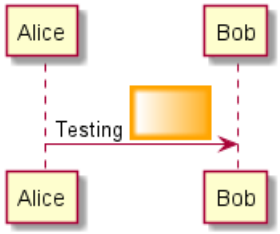
```
@startuml
sprite $foo1 {
  FFFFFFFFFFFFFFF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  FFFFFFFFFFFFFFF
}
Alice -> Bob : Testing <$foo1{scale=3}>
@enduml
```



22.1 Changing colors

Although sprites are monochrome, it's possible to change their color.

```
@startuml
sprite $foo1 {
  FFFFFFFFFFFFFFF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  F0123456789ABCF
  FFFFFFFFFFFFFFF
}
Alice -> Bob : Testing <$foo1,scale=3.4,color=orange>
@enduml
```



22.2 Encoding Sprite

To encode sprite, you can use the command line like:

```
java -jar plantuml.jar -encodesprite 16z foo.png
```

where `foo.png` is the image file you want to use (it will be converted to gray automatically).

After `-encodesprite`, you have to specify a format: `4`, `8`, `16`, `4z`, `8z` or `16z`.

The number indicates the gray level and the optional `z` is used to enable compression in sprite definition.

22.3 Importing Sprite

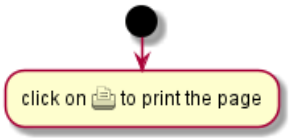
You can also launch the GUI to generate a sprite from an existing image.

Click in the menubar then on `File/Open Sprite Window`.

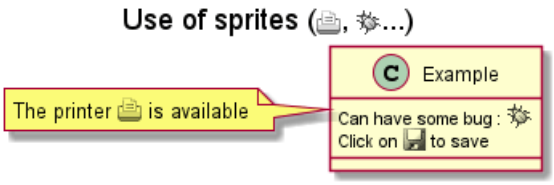
After copying an image into you clipboard, several possible definitions of the corresponding sprite will be displayed : you will just have to pickup the one you want.

22.4 Examples

```
@startuml
sprite $printer [15x15/8z] NOtH3W0W208HxFz_kMAhj7lHWpa1XC716sz0Pq4MVPEWfBHIuxP3L6kbTcizR8tAhzaqFvXwvF
start
:click on <$printer> to print the page;
@enduml
```




```
@startuml
 sprite $bug [15x15/16z] PKzR2i0m2BFMi15p__FEjQEqB1z27aeqCqixa8S4OT7C53cKpsHpaYPDJY_12MHM-BLRyywPhrrlw
 sprite $printer [15x15/8z] NOtH3W0W208HxFz_kMAhj7lHWpa1XC716sz0Pq4MVPEWfBHIuxP3L6kbTcizR8tAhzaqFvXwvP
 sprite $disk {
   444445566677881
   436000000009991
   43600000000ACA1
   53700000001A7A1
   53700000012B8A1
   53800000123B8A1
   63800001233C9A1
   634999AABBC99B1
   744566778899AB1
   7456AAAAA99AAB1
   8566AFC228AABB1
   8567AC8118BBBB1
   867BD4433BBBBB1
   39AAAAABBBBBBC1
}

 title Use of sprites (<$printer>, <$bug>...)

 class Example {
 Can have some bug : <$bug>
 Click on <$disk> to save
 }

 note left : The printer <$printer> is available

@enduml
```



22.5 StdLib

The PlantUML StdLib includes a number of ready icons in various IT areas such as architecture, cloud services, logos etc. It including AWS, Azure, Kubernetes, C4, product Logos and many others. To explore these libraries:

- Browse the Github folders of PlantUML StdLib
- Browse the source repos of StdLib collections that interest you. Eg if you are interested in logos you can find that it came from gilbarbara-plantuml-sprites, and quickly find its

sprites-list. (The next section shows how to list selected sprites but unfortunately that's in grayscale whereas this custom listing is in color.)

- Study the in-depth Hitchhiker’s Guide to PlantUML, eg sections Standard Library Sprites and PlantUML Stdlib Overview

22.6 Listing Sprites

You can use the `listsprites` command to show available sprites:

- Used on its own, it just shows ArchiMate sprites
- If you include some sprite libraries in your diagram, the command shows all these sprites, as explained in View all the icons with listsprites.

(Example from Hitchhikers Guide to PlantUML)

```
@startuml

!define osaPuml https://raw.githubusercontent.com/Crashedmind/PlantUML-opensecurityarchitecture2-icon
!include osaPuml/Common.puml
!include osaPuml/User/all.puml

listsprites
@enduml
```

Most collections have files called `all` that allow you to see a whole sub-collection at once. Else you need to find the sprites that interest you and include them one by one. Unfortunately, the version of a collection included in StdLib often does not have such `all` files, so as you see above we include the collection from github, not from StdLib.

All sprites are in grayscale, but most collections define specific macros that include appropriate (vendor-specific) colors.

23 Skinparam 命令

你可以使用 `skinparam` 命令来改变绘图的颜色和字体。

□blockquote□□ 原文: You can change colors and font of the drawing using the `skinparam` command. □blockquote□□

示例:

```
skinparam backgroundColor transparent
```

23.1 使用

你可以（以以下方式）使用本命令：

- 在图 (diagram) 的定义中，和其他命令类似
- 在一个包含文件中
- 在一个配置文件中，提供给命令行或者 ANT 任务使用。

□blockquote□□ You can use this command : * In the diagram definition, like any other commands, * In an included file, * In a configuration file, provided in the command line or the ANT task. □blockquote□□

23.2 内嵌

为了避免重复 (xxxx 的部分)，允许内嵌（相关的）定义。

因此，如下的定义：

□blockquote□□ To avoid repetition, it is possible to nest definition. So the following definition : □blockquote□□

```
skinparam xxxxParam1 value1
skinparam xxxxParam2 value2
skinparam xxxxParam3 value3
skinparam xxxxParam4 value4
```

严格等价于: □blockquote□□ is strictly equivalent to: □blockquote□□

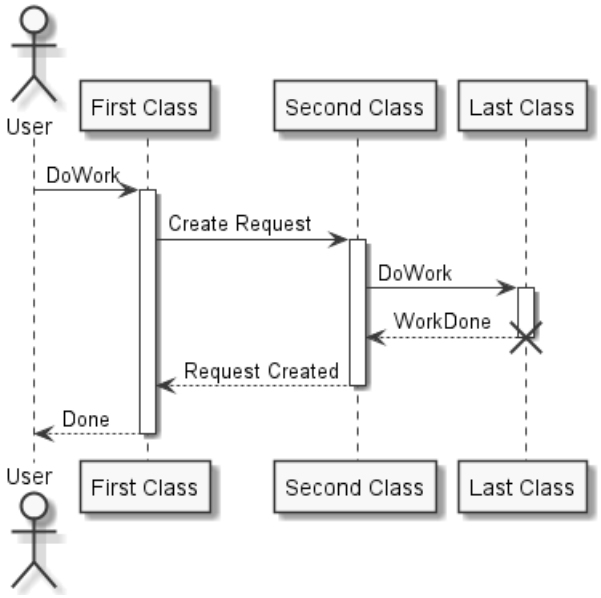
```
skinparam xxxx {
    Param1 value1
    Param2 value2
    Param3 value3
    Param4 value4
}
```

23.3 黑白 (Black and White)

你可以强制使用黑白输出格式，通过 `skinparam monochrome true` 命令。□blockquote□□ You can force the use of a black&white output using `skinparam monochrome true` command. □blockquote□□

```
@startuml

skinparam monochrome true

actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A
```

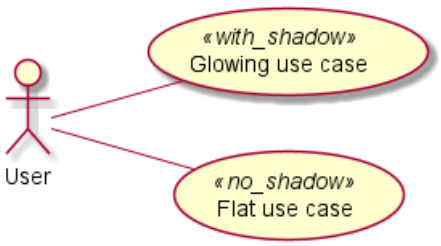
```
A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A

@enduml
```



23.4 Shadowing

You can disable the shadowing using the `skinparam shadowing false` command.

```
@startuml

left to right direction

skinparam shadowing<<no_shadow>> false
skinparam shadowing<<with_shadow>> true

actor User
(Glowing use case) <<with_shadow>> as guc
(Flat use case) <<no_shadow>> as fuc
User -- guc
User -- fuc

@enduml
```

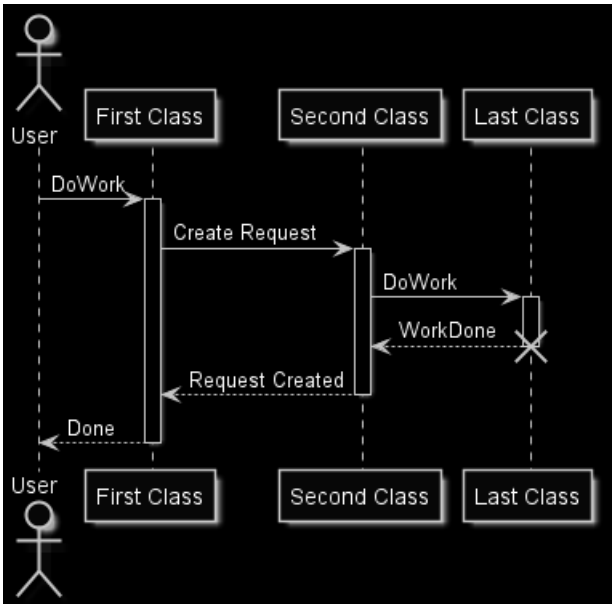


23.5 颜色翻转 (Reverse colors)

可以通过 `skinparam monochrome reverse` 命令，强制使用黑和白的输出，在黑色背景的环境下，尤其适用。

□blockquote□□ You can force the use of a black&white output using `skinparam monochrome reverse` command. This can be useful for black background environment. □blockquote□□

```
@startuml

skinparam monochrome reverse

actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A

A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A

@enduml
```



23.6 颜色 (Colors)

你可以使用标准颜色名称或者 RGB 码

□blockquote□□ You can use either standard color name or RGB code. □blockquote□□

```
@startuml
colors
@enduml
```

APPLICATION	Crimson	DeepPink	Indigo	LightYellow	Navy	RoyalBlue	Turquoise
AliceBlue	Cyan	DeepSkyBlue	Ivory	Lime	OldLace	STRATEGY	Violet
AntiqueWhite	DarkBlue	DimGray	Khaki	LimeGreen	Olive	SaddleBrown	Wheat
Aqua	DarkCyan	DimGrey	Lavender	Linen	OliveDrab	Salmon	White
Aquamarine	DarkGoldenRod	DodgerBlue	LavenderBlush	MOTIVATION	Orange	SandyBrown	WhiteSmoke
Azure	DarkGray	FireBrick	LawnGreen	Magenta	OrangeRed	SeaGreen	Yellow
BUSINESS	DarkGreen	FloralWhite	LemonChiffon	Maroon	Orchid	SeaShell	YellowGreen
Beige	DarkGrey	ForestGreen	LightBlue	MediumAquaMarine	PHYSICAL	Sienna	
Bisque	DarkKhaki	Fuchsia	LightCoral	MediumBlue	PaleGoldenRod	Silver	
Black	DarkMagenta	Gainsboro	LightCyan	MediumOrchid	PaleGreen	SkyBlue	
BlanchedAlmond	DarkOliveGreen	GhostWhite	LightGoldenRodYellow	MediumPurple	PaleTurquoise	SlateBlue	
Blue	DarkOrchid	Gold	LightGray	MediumSeaGreen	PaleVioletRed	SlateGray	
BlueViolet	DarkRed	GoldenRod	LightGreen	MediumSlateBlue	PapayaWhip	SlateGrey	
Brown	DarkSalmon	Gray	LightGrey	MediumSpringGreen	PeachPuff	Snow	
BurlyWood	DarkSeaGreen	Green	LightPink	MediumTurquoise	Peru	SpringGreen	
CadetBlue	DarkSlateBlue	GreenYellow	LightSalmon	MediumVioletRed	Pink	SteelBlue	
Chartreuse	DarkSlateGray	Grey	LightSeaGreen	MidnightBlue	Plum	TECHNOLOGY	
Chocolate	DarkSlateGrey	HoneyDew	LightSkyBlue	MintCream	PowderBlue	Tan	
Coral	DarkTurquoise	HotPink	LightSlateGray	MistyRose	Purple	Teal	
CornflowerBlue	DarkViolet	IMPLEMENTATION	LightSlateGrey	Moccasin	Red	Thistle	
Cornsilk	Darkorange	IndianRed	LightSteelBlue	NavajoWhite	RosyBrown	Tomato	

`transparent` 只能用于图片背景

□blockquote□□ `transparent` can only be used for background of the image. □blockquote□□

23.7 字体颜色、名称、大小 (Font color, name and size)

可以通过使用 `xxxFontColor`, `xxxFontSize` , `xxxFontName` 三个参数，来修改绘图中的字体 (颜色、大小、名称)。

□blockquote□□ You can change the font for the drawing using `xxxFontColor`, `xxxFontSize` and `xxxFontName` parameters. □blockquote□□

示例:

```
skinparam classFontColor red
skinparam classFontSize 10
skinparam classFontName Aapex
```

也可以使用 `skinparam defaultFontName` 命令, 来修改默认的字体。

□blockquote□□ You can also change the default font for all fonts using `skinparam defaultFontName`. □blockquote□□

Example:

```
skinparam defaultFontName Aapex
```

请注意：字体名称高度依赖于操作系统，因此不要过度使用它，当你考虑到可移植性时。`Helvetica` and `Courier` 应该是全平台可用。

□blockquote□□ Please note the fontname is highly system dependent, so do not over use it, if you look for portability. `Helvetica` and `Courier` should be available on all system. □blockquote□□

还有更多的参数可用，你可以通过下面的命令打印它们：

```
java -jar plantuml.jar -language
```

□blockquote□□ A lot of parameters are available. You can list them using the following command: java -jar plantuml.jar -language □blockquote□□

23.8 文本对齐 (Text Alignment)

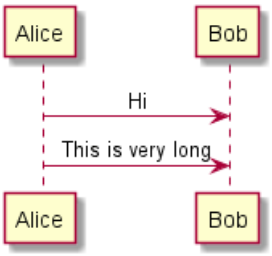
通过 `left`, `right` or `center`, 可以设置文本对齐.

也可以 `sequenceMessageAlign` 指令赋值为 `direction` 或 `reverseDirection` 以便让文本对齐与箭头方向一致。

□blockquote□□ Text alignment can be set up to `left`, `right` or `center`. You can also use `direction` or `reverseDirection` values for `sequenceMessageAlign` which align text depending on arrow direction. □blockquote□□

Param name	Default value	Comment
sequenceMessageAlign	left	用于时序图中的消息 (message)
sequenceReferenceAlign	center	在时序图中用于 `ref over`

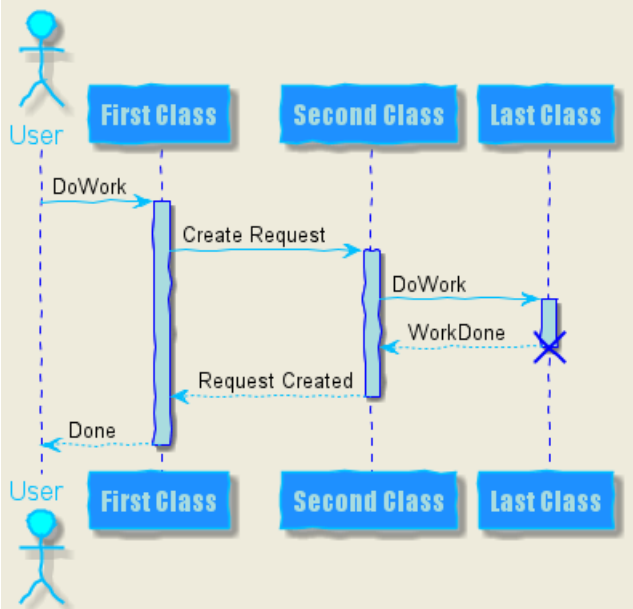
```
@startuml
skinparam sequenceMessageAlign center
Alice -> Bob : Hi
Alice -> Bob : This is very long
@enduml
```



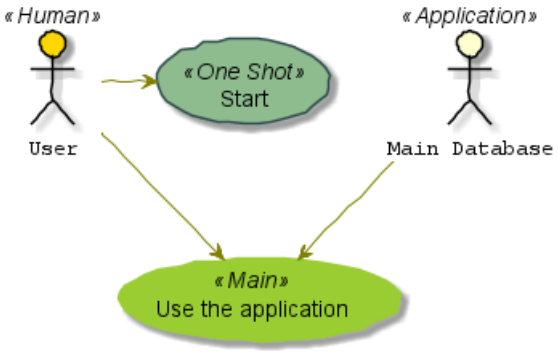
23.9 Examples

```
@startuml
skinparam backgroundColor #EEEBDC
skinparam handwritten true
```

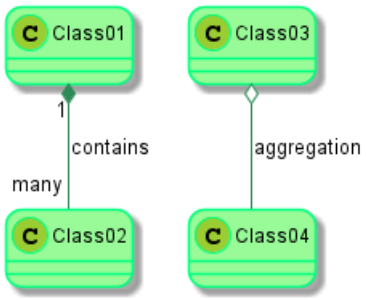
```
skinparam sequence {
ArrowColor DeepSkyBlue
ActorBorderColor DeepSkyBlue
LifeLineBorderColor blue
LifeLineBackgroundColor #A9DCDF

ParticipantBorderColor DeepSkyBlue
ParticipantBackgroundColor DodgerBlue
ParticipantFontName Impact
ParticipantFontSize 17
ParticipantFontColor #A9DCDF

ActorBackgroundColor aqua
ActorFontColor DeepSkyBlue
ActorFontSize 17
ActorFontName Aapex
}

actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A

A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A
@enduml
```




```
@startuml
skinparam handwritten true

skinparam actor {
BorderColor black
FontName Courier
        BackgroundColor<< Human >> Gold
}

skinparam usecase {
BackgroundColor DarkSeaGreen
BorderColor DarkSlateGray

BackgroundColor<< Main >> YellowGreen
BorderColor<< Main >> YellowGreen

ArrowColor Olive
}

User << Human >>
:Main Database: as MySql << Application >>
(Start) << One Shot >>
(Use the application) as (Use) << Main >>

User -> (Start)
User --> (Use)

MySql --> (Use)
@enduml
```

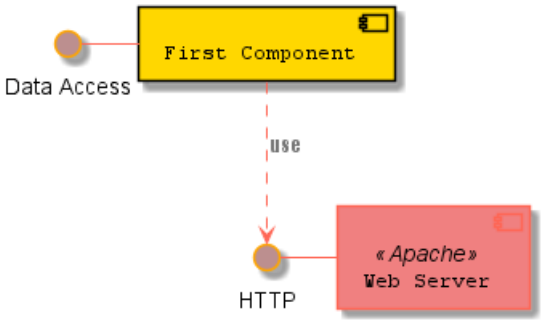



```
@startuml
skinparam roundcorner 20
skinparam class {
BackgroundColor PaleGreen
ArrowColor SeaGreen
BorderColor SpringGreen
}
skinparam stereotypeCBackgroundColor YellowGreen

Class01 "1" *-- "many" Class02 : contains

Class03 o-- Class04 : aggregation
@enduml
```

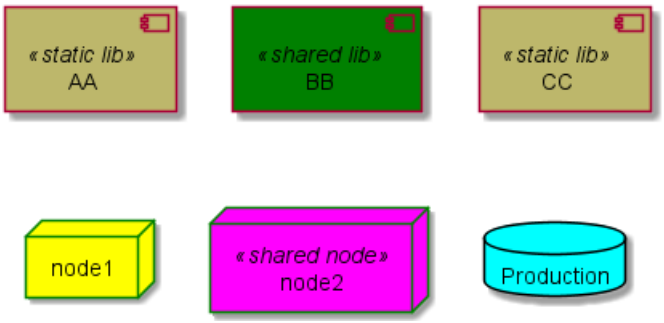



```
@startuml
skinparam interface {
  backgroundColor RosyBrown
  borderColor orange
}

skinparam component {
  FontSize 13
  BackgroundColor<<Apache>> LightCoral
  BorderColor<<Apache>> #FF6655
  FontName Courier
  BorderColor black
  BackgroundColor gold
  ArrowFontName Impact
  ArrowColor #FF6655
  ArrowFontColor #777777
}

() "Data Access" as DA
[Web Server] << Apache >>

DA - [First Component]
[First Component] ..> () HTTP : use
```

```
HTTP - [Web Server]
@enduml
```




```
@startuml
[AA] <<static lib>>
[BB] <<shared lib>>
[CC] <<static lib>>

node node1
node node2 <<shared node>>
database Production

skinparam component {
    backgroundColor<<static lib>> DarkKhaki
    backgroundColor<<shared lib>> Green
}

skinparam node {
borderColor Green
backgroundColor Yellow
backgroundColor<<shared node>> Magenta
}
skinparam databaseBackgroundColor Aqua
@enduml
```



23.10 所有 skinparam 的参数列表 (List of all skinparam parameters)

□blockquote□□ 本文档并不总能保持最新，你可以使用下面命令查看完成的参数列表 □blockquote□□

□blockquote□□ Since the documentation is not always up to date, you can have the complete list of parameters using this command: □blockquote□□

```
java -jar plantuml.jar -language
```

或者可以使用命令，产生一幅有所有 `skinparam` 参数的图: □blockquote□□ Or you can generate a "diagram" with a list of all the skinparam parameters using: □blockquote□□

结果如下: □blockquote□□ That will give you the following result: □blockquote□□

```
@startuml
help skinparams
@enduml
```

Help on skinparam

The code of this command is located in *net.sourceforge.plantuml.help* package.
You may improve it on *https://github.com/plantuml/plantuml/tree/master/src/net/sourceforge/plantuml/help*

The possible skinparam are :

- ActivityBackgroundColor
- ActivityBarColor
- ActivityBorderColor
- ActivityBorderThickness
- ActivityDiamondBackgroundColor
- ActivityDiamondBorderColor
- ActivityDiamondFontColor
- ActivityDiamondFontName
- ActivityDiamondFontSize
- ActivityDiamondFontStyle
- ActivityEndColor
- ActivityFontColor
- ActivityFontName
- ActivityFontSize
- ActivityFontStyle
- ActivityStartColor
- ActorBackgroundColor
- ActorBorderColor
- ActorFontColor
- ActorFontName
- ActorFontSize
- ActorFontStyle
- ActorStereotypeFontColor
- ActorStereotypeFontName
- ActorStereotypeFontSize
- ActorStereotypeFontStyle
- AgentBackgroundColor
- AgentBorderColor
- AgentBorderThickness
- AgentFontColor
- AgentFontName
- AgentFontSize
- AgentFontStyle
- AgentStereotypeFontColor
- AgentStereotypeFontName
- AgentStereotypeFontSize
- AgentStereotypeFontStyle
- ArchimateBackgroundColor
- ArchimateBorderColor
- ArchimateBorderThickness
- ArchimateFontColor
- ArchimateFontName
- ArchimateFontSize
- ArchimateFontStyle
- ArchimateStereotypeFontColor
- ArchimateStereotypeFontName
- ArchimateStereotypeFontSize
- ArchimateStereotypeFontStyle
- ArrowColor
- ArrowFontColor
- ArrowFontName
- ArrowFontSize
- ArrowFontStyle
- ArrowHeadColor
- ArrowLollipopColor
- ArrowMessageAlignment
- ArrowThickness

你也可以在 https://plantuml-documentation.readthedocs.io/en/latest/formatting/all-skin-params.html 查看’‘skinparam’‘的参数.

24 预处理

PlantUML 包含了一些辅助性的预处理功能, 并且适用于所有的图.

这些功能与 C language preprocessor 很相似, 除了标记由 `#` 替换为`!`.

24.1 迁移说明

目前的预处理是由 legacy preprocessor. 升级而来.

虽然一些历史遗留功能仍被目前的预处理支持, 但是你不应该继续使用 (他们不久将会被移除).

- You should not use `!define` and `!definelong` anymore. Use `!function`, `!procedure` or variable definition instead. `!define` should be replaced by return `!function` and `!definelong` should be replaced by `!procedure`.
- 你不应该再使用 `!define` 和 `!definelong`. 使用 `!function` 和定义变量替换他们. `!define` 替换为返回函数而 `!definelong` 应该替换为 void function.
- `!include` 现在允许多包含: 不应该再使用 `!include_many`
- `!include` 现在可以授受 URL, 所以不再需要 `!includeurl`
- 一些特性 (比如 `%date%`) 替换为内建函数 (例如 `%date()`)
- 当不带参数调用历史遗留`!definelong`宏的时候, 你必须使用括号. 必须使用`my_own_definelong()` 因为 `my_own_definelong` 不带括号的形式不被新的预处理语法解析.

如果你有什么疑问请联系我们.

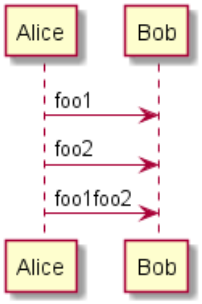
24.2 定义变量

虽然这还是必须的, 我们强烈建议变量名以 `$` 开头. 有两类数据类型:

- 整型
- 字符串 - 必须被单引号或双引号包围.

在函数外创建的变量作用域是 **global**, 你可以在任何地方访问他们 (包括函数). 当定义变量的时候你可以使用 `global` 强调这一点.

```
@startuml
!$ab = "foo1"
!$cd = "foo2"
!$ef = $ab + $cd

Alice -> Bob : $ab
Alice -> Bob : $cd
Alice -> Bob : $ef
@enduml
```



24.3 Boolean expression

24.3.1 Boolean represention [0 is false]

There is not real boolean type, but PlantUML use this integer convention:

- Integer `0` means **false**
- and any non-null number (as `1`) or any string (as `"1"`, or even `"0"`) means **true**.

[Ref. QA-9702]

24.3.2 Boolean operation and operator [&&, ||, ()]

You can use boolean expression, in the test, with :

- *parenthesis* `()`;
- *and operator* `&&`;
- *or operator* `||`.

(See next example, within `if` test.)

24.3.3 Boolean builtin functions [%false(), %true(), %not(<exp>)]

For convenience, you can use those boolean builtin functions:

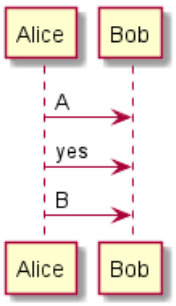
- `%false()`
- `%true()`
- `%not(<exp>)`

[See also Builtin functions]

24.4 条件

- 可以在条件里使用表达式.
- 支持 *else* 语法

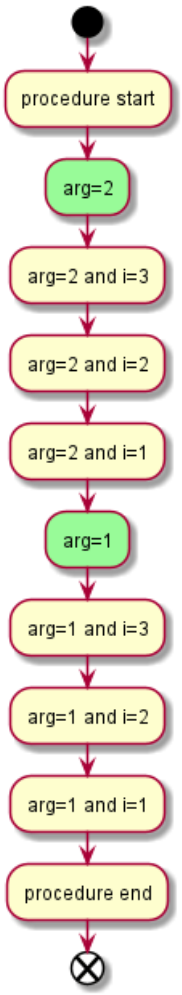
```
@startuml
!$a = 10
!$ijk = "foo"
Alice -> Bob : A
!if ($ijk == "foo") && ($a+10>=4)
Alice -> Bob : yes
!else
Alice -> Bob : This should not appear
!endif
Alice -> Bob : B
@enduml
```



24.5 While loop [!while, !endwhile]

You can use `!while` and `!endwhile` keywords to have repeat loops.

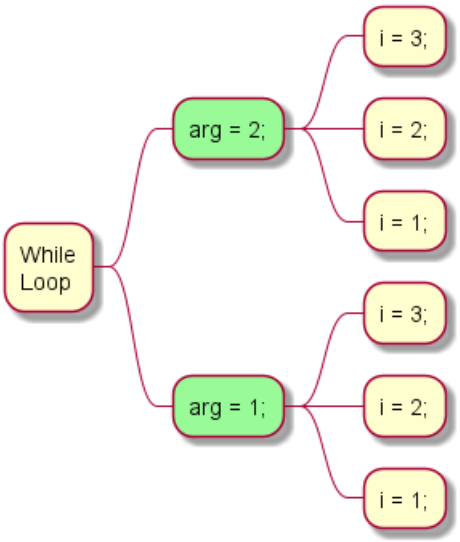
```
@startuml
!procedure $foo($arg)
  :procedure start;
  !while $arg!=0
    !$i=3
    #palegreen:arg=$arg;
    !while $i!=0
      :arg=$arg and i=$i;
      !$i = $i - 1
    !endwhile
    !$arg = $arg - 1
  !endwhile
  :procedure end;
!endprocedure

start
$foo(2)
end
@enduml
```



[Adapted from QA-10838]

```
@startmindmap
!procedure $foo($arg)
```

```
  !while $arg!=0
    !$i=3
    **[#palegreen] arg = $arg;
    !while $i!=0
      *** i = $i;
      !$i = $i - 1
    !endwhile
    !$arg = $arg - 1
  !endwhile
!endprocedure

*:While
Loop;
$foo(2)
@endmindmap
```



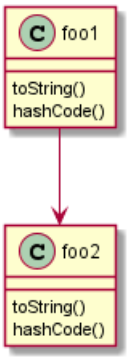
24.6 空函数

- 函数名 必须以 $ 开头
- 参数名 必须以 $ 开头
- 空函数可以调用其他空函数

例:

```
@startuml
!procedure msg($source, $destination)
$source --> $destination
!endprocedure

!procedure init_class($name)
class $name {
$addCommonMethod()
}
!endprocedure


!procedure $addCommonMethod()
  toString()
  hashCode()
```

```
!endprocedure


init_class("foo1")
init_class("foo2")
msg("foo1", "foo2")
@enduml
```



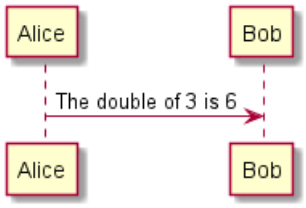
函数里定义的变量作用域为 **local**. 意味着随函数一同销毁.

24.7 返回函数

返回函数不输出任何东西. 它只是定义了一个你可以调用的函数:

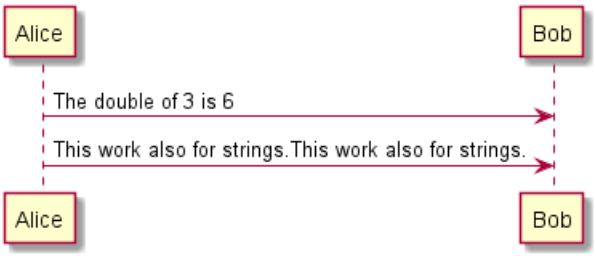
- 直接在变量和图中文本中使用
- 被其他返回函数调用
- 被其他空函数调用
- 函数名 应该以一个 `$` 开头
- 参数名 应该以一个 `$` 开关

```
@startuml
!function $double($a)
!return $a + $a
!endfunction

Alice -> Bob : The double of 3 is $double(3)
@enduml
```



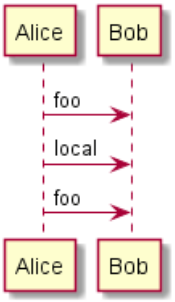
可以简化函数定义为一行:

```
@startuml
!function $double($a) return $a + $a

Alice -> Bob : The double of 3 is $double(3)
Alice -> Bob : $double("This work also for strings.")
@enduml
```



像空函数一样, 变量默认为'local' 本地变量 (随函数退出销毁). 并且, 你可以在函数中访问'global' 全局变量. 并且, 如何一个全局变量已存在, 你仍可以使用 `local` 关键字创建一个同名的本地变量.

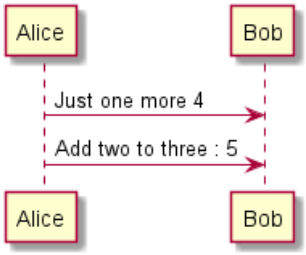
```
@startuml
!procedure $dummy()
!local $ijk = "local"
Alice -> Bob : $ijk
!endprocedure

!global $ijk = "foo"

Alice -> Bob : $ijk
$dummy()
Alice -> Bob : $ijk
@enduml
```



24.8 参数默认值

在返回和空函数中, 你可以定义参数默认值.

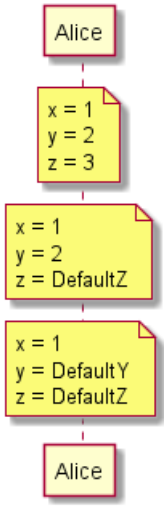
```
@startuml
!function $inc($value, $step=1)
!return $value + $step
!endfunction

Alice -> Bob : Just one more $inc(3)
Alice -> Bob : Add two to three : $inc(3, 2)
@enduml
```



只有在尾端的参数列表才可以定义默认值.

```
@startuml
```

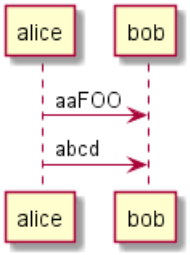
```
!procedure defaulttest($x, $y="DefaultY", $z="DefaultZ")
note over Alice
  x = $x
  y = $y
  z = $z
end note
!endprocedure

defaulttest(1, 2, 3)
defaulttest(1, 2)
defaulttest(1)
@enduml
```



24.9 非引号函数

默认情况下, 调用一个函数需要引号. 可以使用 unquoted 关键字指明一个函数的参数不需要使用引号.

```
@startuml
!unquoted function id($text1, $text2="FOO") return $text1 + $text2

alice -> bob : id(aa)
alice -> bob : id(ab,cd)
@enduml
```

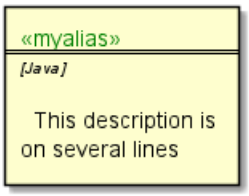


24.10 Keywords arguments

Like in Python, you can use keywords arguments :

```
@startuml

!unquoted procedure $element($alias, $description="", $label="", $technology="", $size=12, $colour="gre
rectangle $alias as "
```

```
<color:$colour><<$alias>></color>
==$label==
//<size:$size>[$technology]</size>//

  $description"
!endprocedure

$element(myalias, "This description is %newline()on several lines", $size=10, $technology="Java")
@enduml
```

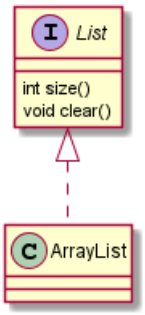


24.11 Including files or URL [!include, !include_many, !include_once]

Use the `!include` directive to include file in your diagram. Using URL, you can also include file from Internet/Intranet.

Imagine you have the very same class that appears in many diagrams. Instead of duplicating the description of this class, you can define a file that contains the description.

```
@startuml

interface List
List : int size()
List : void clear()
List <|.. ArrayList
@enduml
```



File List.iuml

```
interface List
List : int size()
List : void clear()
```

The file `List.iuml` can be included in many diagrams, and any modification in this file will change all diagrams that include it.

You can also put several `@startuml/@enduml` text block in an included file and then specify which block you want to include adding `!0` where `0` is the block number. The `!0` notation denotes the first diagram.

For example, if you use `!include foo.txt!1`, the second `@startuml/@enduml` block within `foo.txt` will be included.

You can also put an id to some `@startuml/@enduml` text block in an included file using `@startuml(id=MY_OWN_ID)` syntax and then include the block adding `!MY_OWN_ID` when including the file, so using something like `!include foo.txt!MY_OWN_ID`.

By default, a file can only be included once. You can use `!include_many` instead of `!include` if you want to include some file several times. Note that there is also a `!include_once` directive that raises an error if a file is included several times.

24.12 Including Subpart [!startsub, !endsub, !includesub]

You can also use `!startsub NAME` and `!endsub` to indicate sections of text to include from other files using `!includesub`. For example:

file1.puml:

```
@startuml

A -> A : stuff1
!startsub BASIC
B -> B : stuff2
!endsub
C -> C : stuff3
!startsub BASIC
D -> D : stuff4
!endsub
@enduml
```

file1.puml would be rendered exactly as if it were:

```
@startuml

A -> A : stuff1
B -> B : stuff2
C -> C : stuff3
D -> D : stuff4
@enduml
```

However, this would also allow you to have another file2.puml like this:

file2.puml

```
@startuml

title this contains only B and D
!includesub file1.puml!BASIC
@enduml
```

This file would be rendered exactly as if:

```
@startuml

title this contains only B and D
B -> B : stuff2
D -> D : stuff4
@enduml
```

24.13 Builtin functions [%]

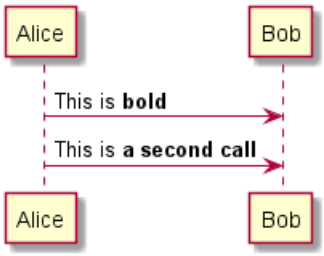
Some functions are defined by default. Their name starts by %

Name	Description	Example
%date	Retrieve current date. You can provide an optional format for the date	%date("yyyy.MM.dd' at
%dirpath	Retrieve current dirpath	%dirpath()
%false	Return always false	%false()
%file_exists	Check if a file exists on the local filesystem	%file_exists("c:/foo/d
%filename	Retrieve current filename	%filename()
%function_exists	Check if a function exists	%function_exists("$som
%get_variable_value	Retrieve some variable value	%get_variable_value("$
%getenv	Retrieve environment variable value	%getenv("OS")
%intval	Convert a String to Int	%intval("42")
%lower	Return a lowercase string	%lower("Hello")
%newline	Return a newline	%newline()
%not	Return the logical negation of an expression	%not(2+2==4)
%set_variable_value	Set a global variable	%set_variable_value("$
%string	Convert an expression to String	%string(1 + 2)
%strlen	Calculate the length of a String	%strlen("foo")
%strpos	Search a substring in a string	%strpos("abcdef", "ef"
%substr	Extract a substring. Takes 2 or 3 arguments	%substr("abcdef", 3, 2
%true	Return always true	%true()
%upper	Return an uppercase string	%upper("Hello")
%variable_exists	Check if a variable exists	%variable_exists("$my_
%version	Return PlantUML current version	%version()

24.14 Logging [!log]

You can use `!log` to add some log output when generating the diagram. This has no impact at all on the diagram itself. However, those logs are printed in the command line's output stream. This could be useful for debug purpose.

```
@startuml
!function bold($text)
!$result = "<b>"+ $text +"</b>"
!log Calling bold function with $text. The result is $result
!return $result
!endfunction

Alice -> Bob : This is bold("bold")
Alice -> Bob : This is bold("a second call")
@enduml
```

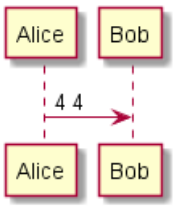


24.15 Memory dump [!memory_dump]

You can use `!memory_dump` to dump the full content of the memory when generating the diagram. An optional string can be put after `!memory_dump`. This has no impact at all on the diagram itself. This could be useful for debug purpose.

```
@startuml
!function $inc($string)
!$val = %intval($string)
!log value is $val
```

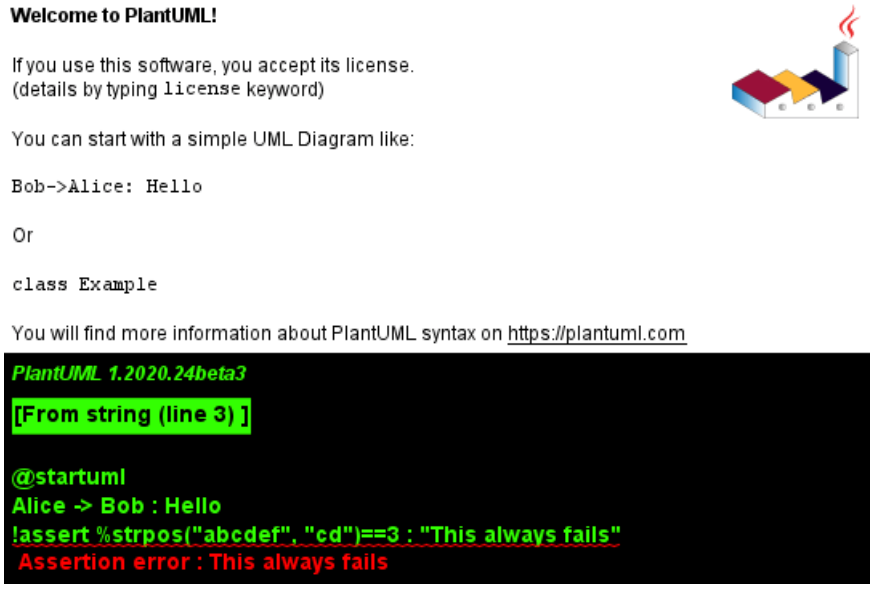
```
!dump_memory
!return $val+1
!endfunction

Alice -> Bob : 4 $inc("3")
!unused = "foo"
!dump_memory EOF
@enduml
```



24.16 Assertion [!assert]

You can put assertions in your diagram.

```
@startuml
Alice -> Bob : Hello
!assert %strpos("abcdef", "cd")==3 : "This always fails"
@enduml
```



24.17 Building custom library [!import, !include]

It's possible to package a set of included files into a single .zip or .jar archive. This single zip/jar can then be imported into your diagram using `!import` directive.

Once the library has been imported, you can `!include` file from this single zip/jar.

Example:

```
@startuml

!import /path/to/customLibrary.zip
' This just adds "customLibrary.zip" in the search path

!include myFolder/myFile.iuml
```

```
' Assuming that myFolder/myFile.iuml is located somewhere
' either inside "customLibrary.zip" or on the local filesystem

...
```

24.18 Search path

You can specify the java property `plantuml.include.path` in the command line.

For example:

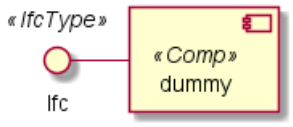
```
java -Dplantuml.include.path="c:/mydir" -jar plantuml.jar atest1.txt
```

Note the this -D option has to put before the -jar option. -D options after the -jar option will be used to define constants within plantuml preprocessor.

24.19 Argument concatenation [##]

It is possible to append text to a macro argument using the `##` syntax.

```
@startuml
!unquoted procedure COMP_TEXTGENCOMP(name)
[name] << Comp >>
interface Ifc << IfcType >> AS name##Ifc
name##Ifc - [name]
!endprocedure
COMP_TEXTGENCOMP(dummy)
@enduml
```

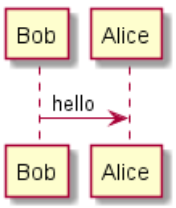


24.20 Dynamic invocation [%invoke_procedure(), %call_user_func()]

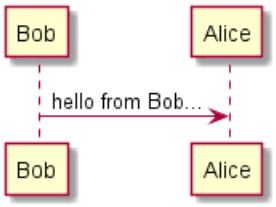
You can dynamically invoke a procedure using the special `%invoke_procedure()` procedure. This procedure takes as first argument the name of the actual procedure to be called. The optional following arguments are copied to the called procedure.

For example, you can have:

```
@startuml
!procedure $go()
  Bob -> Alice : hello
!endprocedure

!$wrapper = "$go"

%invoke_procedure($wrapper)
@enduml
```

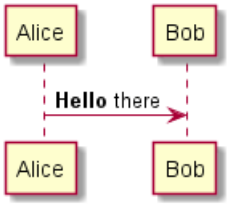


```
@startuml
!procedure $go($txt)
  Bob -> Alice : $txt
!endprocedure

%invoke_procedure("$go", "hello from Bob...")
@enduml
```



For return functions, you can use the corresponding special function `%call_user_func()` :

```
@startuml
!function bold($text)
!return "<b>"+ $text +"</b>"
!endfunction

Alice -> Bob : %call_user_func("bold", "Hello") there
@enduml
```



24.21 Evaluation of addition depending of data types [+]

Evaluation of `$a + $b` depending of type of `$a` or `$b`

```
@startuml
title
<#LightBlue>|= |=  $a |=  $b |=  <U+0025>string($a + $b)|
<#LightGray>| type | str | str | str (concatenation) |
| example |= "a" |= "b" |= %string("a" + "b") |
<#LightGray>| type | str | int | str (concatenation) |
| ex.|= "a" |=  2  |= %string("a" + 2)   |
<#LightGray>| type | str | int | str (concatenation) |
| ex.|=  1  |= "b" |= %string(1 + "b")   |
<#LightGray>| type | bool | str | str (concatenation) |
| ex.|= <U+0025>true() |= "b" |= %string(%true() + "b") |
<#LightGray>| type | str | bool | str (concatenation) |
| ex.|= "a" |= <U+0025>false() |= %string("a" + %false()) |
<#LightGray>| type |  int  |  int | int (addition of int) |
| ex.|=  1  |=  2  |= %string(1 + 2)     |
<#LightGray>| type |  bool  |  int | int (addition) |
| ex.|= <U+0025>true() |= 2 |= %string(%true() + 2) |
<#LightGray>| type |  int  |  bool | int (addition) |
| ex.|=  1  |= <U+0025>false() |= %string(1 + %false()) |
<#LightGray>| type |  int  |  int | int (addition) |
| ex.|=  1  |=  <U+0025>intval("2")  |= %string(1 + %intval("2")) |
end title
@enduml
```

	$a	$b	%string($a + $b)
type	str	str	str (concatenation)
example	"a"	"b"	ab
type	str	int	str (concatenation)
ex.	"a"	2	a2
type	str	int	str (concatenation)
ex.	1	"b"	1b
type	bool	str	str (concatenation)
ex.	%true()	"b"	1b
type	str	bool	str (concatenation)
ex.	"a"	%false()	a0
type	int	int	int (addition of int)
ex.	1	2	3
type	bool	int	int (addition)
ex.	%true()	2	3
type	int	bool	int (addition)
ex.	1	%false()	1
type	int	int	int (addition)
ex.	1	%intval("2")	3

24.22 Preprocessing JSON

You can extend the functionality of the current Preprocessing with JSON Preprocessing features:

- JSON Variable definition
- Access to JSON data
- Loop over JSON array

(See more details on Preprocessing-JSON page)

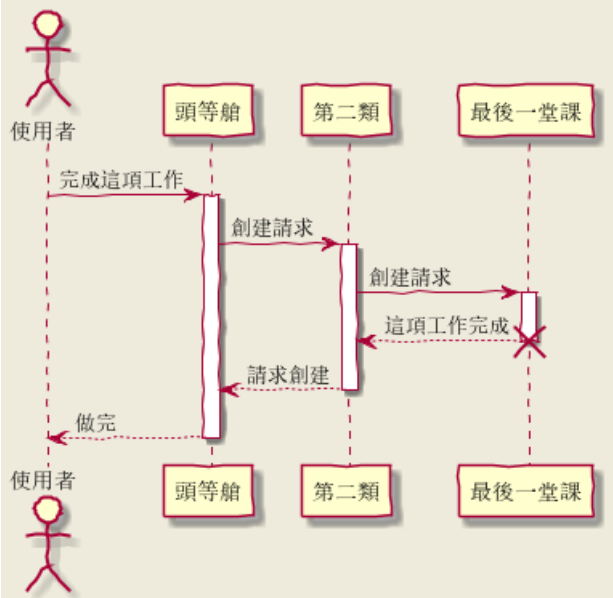
25 Unicode

The PlantUML language use *letters* to define actor, usecase and soon.

But *letters* are not only A-Z latin characters, it could be *any kind of letter from any language*.

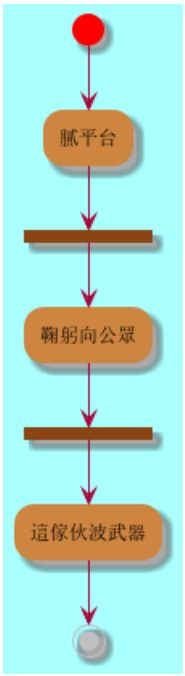
25.1 Examples

```
@startuml
skinparam handwritten true
skinparam backgroundColor #EEEBDC

actor 使用者
participant "頭等艙" as A
participant "第二類" as B
participant "最後一堂課" as 別的東西

使用者 -> A: 完成這項工作
activate A

A -> B: 創建請求
activate B

B -> 別的東西: 創建請求
activate 別的東西
別的東西 --> B: 這項工作完成
destroy 別的東西

B --> A: 請求創建
deactivate B

A --> 使用者: 做完
deactivate A
@enduml
```

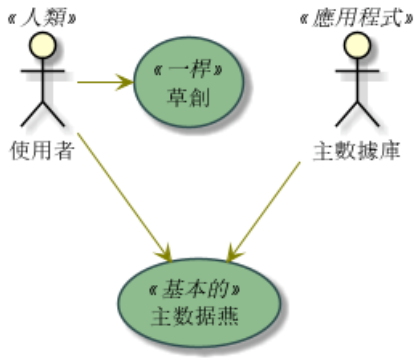



```
@startuml

(*) --> "膩平台"
--> === S1 ===
```

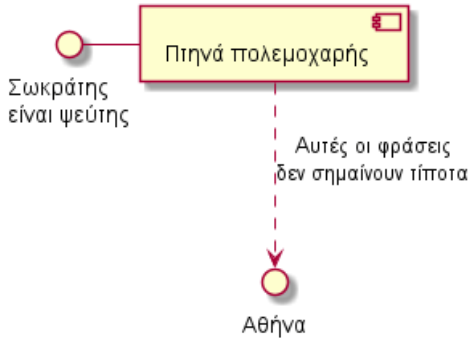
```
--> 鞠躬向公眾
--> === S2 ===
--> 這傢伙波武器
--> (*)

skinparam backgroundColor #AAFFFF
skinparam activityStartColor red
skinparam activityBarColor SaddleBrown
skinparam activityEndColor Silver
skinparam activityBackgroundColor Peru
skinparam activityBorderColor Peru
@enduml
```




```
@startuml

skinparam usecaseBackgroundColor DarkSeaGreen
skinparam usecaseArrowColor Olive
skinparam actorBorderColor black
skinparam usecaseBorderColor DarkSlateGray

使用者 << 人類 >>
"主數據庫" as 數據庫 << 應用程式 >>
(草創) << 一桿 >>
"主数据燕" as (贏余) << 基本的 >>

使用者 -> (草創)
使用者 --> (贏余)

数據庫  --> (贏余)
@enduml
```




```
@startuml
() "Σωκράτηςψεύτης" as Σωκράτης
Σωκράτης - [Πτηνά πολεμοχαρής]
[Πτηνά πολεμοχαρής] ..> () Αθήνα : Αυτές οι φράσειςσημαίνουν τίποτα
@enduml
```



25.2 Charset

The default charset used when *reading* the text files containing the UML text description is system dependent.

Normally, it should just be fine, but in some case, you may want to the use another charset. For example, with the command line:

```
java -jar plantuml.jar -charset UTF-8 files.txt
```

Or, with the ant task:

```
<!-- Put images in c:/images directory -->
<target name="main">
<plantuml dir="./src" charset="UTF-8" />
```

Depending of your Java installation, the following charset should be available: `ISO-8859-1`, `UTF-8`, `UTF-16BE`, `UTF-16LE`, `UTF-16`.

26 Standard Library

This page explains the official Standard Library for PlantUML This Standard Library is now included in official releases of PlantUML. Including files follows the C convention for "C standard library" (see https://en.wikipedia.org/wiki/C_standard_li
)

Contents of the library come from third party contributors. We thank them for their useful contribution!

26.1 Amazon Labs Library

https://github.com/awslabs/aws-icons-for-plantuml

The Amazon Labs AWS library provides PlantUML sprites, macros, and other includes for Amazon Web Services (AWS) services and resources.

Used to create PlantUML diagrams with AWS components. All elements are generated from the official AWS Architecture Icons and when combined with PlantUML and the C4 model, are a great way to communicate your design, deployment, and topology as code.

```
@startuml
'Copyright 2019 Amazon.com, Inc. or its affiliates. All Rights Reserved.
'SPDX-License-Identifier: MIT (For details, see https://github.com/awslabs/aws-icons-for-plantuml/blob

!include <awslib/AWSCommon>

' Uncomment the following line to create simplified view
' !include <awslib/AWSSimplified>

!include <awslib/General/Users>
!include <awslib/Mobile/APIGateway>
!include <awslib/SecurityIdentityAndCompliance/Cognito>
!include <awslib/Compute/Lambda>
!include <awslib/Database/DynamoDB>

left to right direction

Users(sources, "Events", "millions of users")
APIGateway(votingAPI, "Voting API", "user votes")
Cognito(userAuth, "User Authentication", "jwt to submit votes")
Lambda(generateToken, "User Credentials", "return jwt")
Lambda(recordVote, "Record Vote", "enter or update vote per user")
DynamoDB(voteDb, "Vote Database", "one entry per user")

sources --> userAuth
sources --> votingAPI
userAuth <--> generateToken
votingAPI --> recordVote
recordVote --> voteDb
@enduml
```

26.2 AWS library

https://github.com/milo-minderbinder/AWS-PlantUML

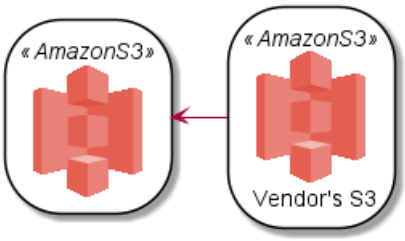
The AWS library consists of Amazon AWS icons, it provides icons of two different sizes.

Use it by including the file that contains the sprite, eg: `!include <aws/Storage/AmazonS3/AmazonS3>`. When imported, you can use the sprite as normally you would, using `<$sprite_name>`.

You may also include the `common.puml` file, eg: `!include <aws/common>`, which contains helper macros defined. With the `common.puml` imported, you can use the `NAME_OF_SPRITE(parameters...)` macro.

Example of usage:

```
@startuml
!include <aws/common>
!include <aws/Storage/AmazonS3/AmazonS3>
!include <aws/Storage/AmazonS3/bucket/bucket>

AMAZONS3(s3_internal)
AMAZONS3(s3_partner,"Vendor's S3")
s3_internal <- s3_partner
@enduml
```



26.3 Azure library

https://github.com/RicardoNiepel/Azure-PlantUML/

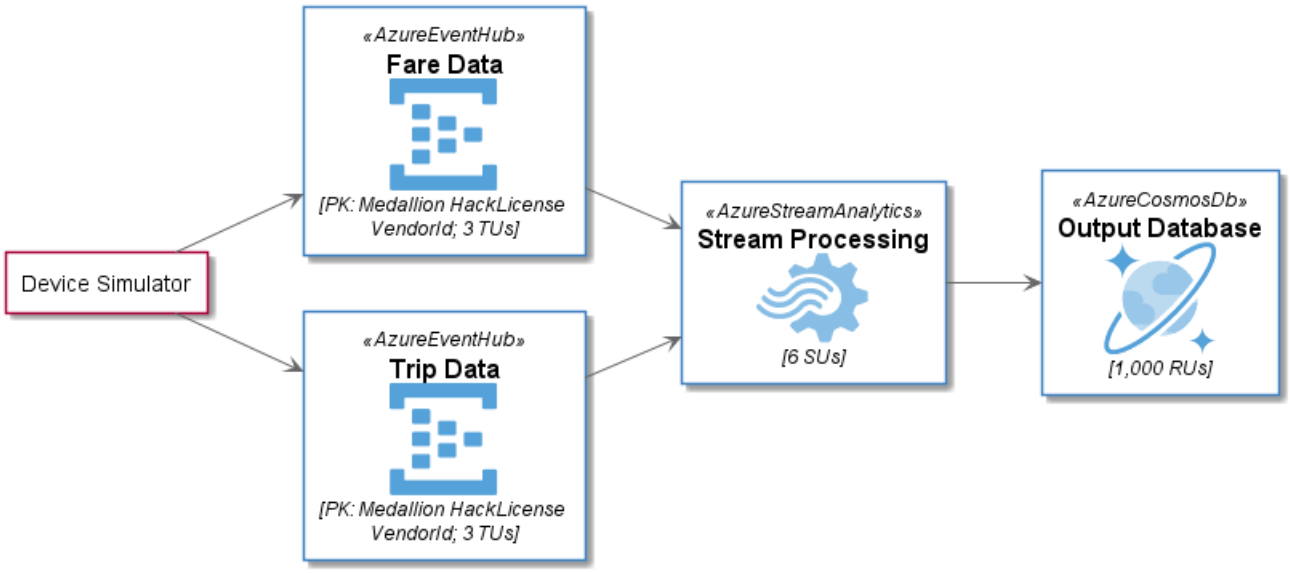
The Azure library consists of Microsoft Azure icons.

Use it by including the file that contains the sprite, eg: `!include <azure/Analytics/AzureEventHub.puml>`. When imported, you can use the sprite as normally you would, using `<$sprite_name>`.

You may also include the `AzureCommon.puml` file, eg: `!include <azure/AzureCommon.puml>`, which contains helper macros defined. With the `AzureCommon.puml` imported, you can use the `NAME_OF_SPRITE(parameters...)` macro.

Example of usage:

```
@startuml
!include <azure/AzureCommon.puml>
!include <azure/Analytics/AzureEventHub.puml>
!include <azure/Analytics/AzureStreamAnalytics.puml>
!include <azure/Databases/AzureCosmosDb.puml>

left to right direction

agent "Device Simulator" as devices #fff

AzureEventHub(fareDataEventHub, "Fare Data", "PK: Medallion HackLicense VendorId; 3 TUs")
AzureEventHub(tripDataEventHub, "Trip Data", "PK: Medallion HackLicense VendorId; 3 TUs")
AzureStreamAnalytics(streamAnalytics, "Stream Processing", "6 SUs")
AzureCosmosDb(outputCosmosDb, "Output Database", "1,000 RUs")

devices --> fareDataEventHub
devices --> tripDataEventHub
fareDataEventHub --> streamAnalytics
tripDataEventHub --> streamAnalytics
streamAnalytics --> outputCosmosDb
@enduml
```

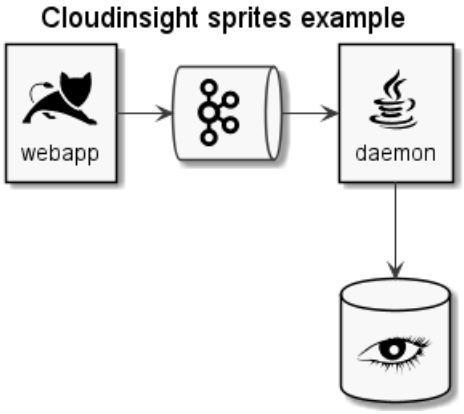


26.4 Cloud Insight

https://github.com/rabelenda/cicon-plantuml-sprites

This repository contains PlantUML sprites generated from Cloudinsight icons, which can easily be used in PlantUML diagrams for nice visual representation of popular technologies.

```
@startuml
!include <cloudinsight/tomcat>
!include <cloudinsight/kafka>
!include <cloudinsight/java>
!include <cloudinsight/cassandra>

title Cloudinsight sprites example

skinparam monochrome true

rectangle "<$tomcat>\nwebapp" as webapp
queue "<$kafka>" as kafka
rectangle "<$java>\ndaemon" as daemon
database "<$cassandra>" as cassandra

webapp -> kafka
kafka -> daemon
daemon --> cassandra
@enduml
```



26.5 Elastic library

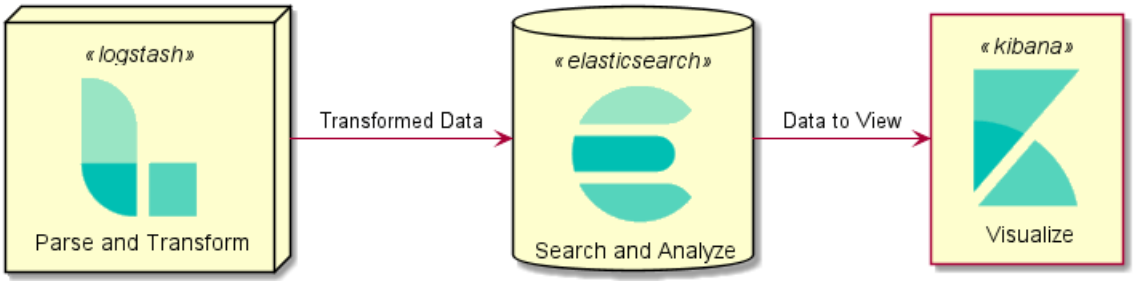
The Elastic library consists of Elastic icons. It is similar in use to the AWS and Azure libraries (it used the same tool to create them).

Use it by including the file that contains the sprite, eg: `!include elastic/elastic_search/elastic_search.puml`. When imported, you can use the sprite as normally you would, using `<$sprite_name>`.

You may also include the `common.puml` file, eg: `!include <elastic/common>`, which contains helper macros defined. With the `common.puml` imported, you can use the `NAME//OF//SPRITE(parameters...)` macro.

Example of usage:

```
@startuml
!include <elastic/common>
!include <elastic/elasticsearch/elasticsearch>
!include <elastic/logstash/logstash>
!include <elastic/kibana/kibana>

ELASTICSEARCH(ElasticSearch, "Search and Analyze",database)
LOGSTASH(Logstash, "Parse and Transform",node)
KIBANA(Kibana, "Visualize",agent)

Logstash -right-> ElasticSearch: Transformed Data
ElasticSearch -right-> Kibana: Data to View
@enduml
```



26.6 Tupadr3 library

https://github.com/tupadr3/plantuml-icon-font-sprites

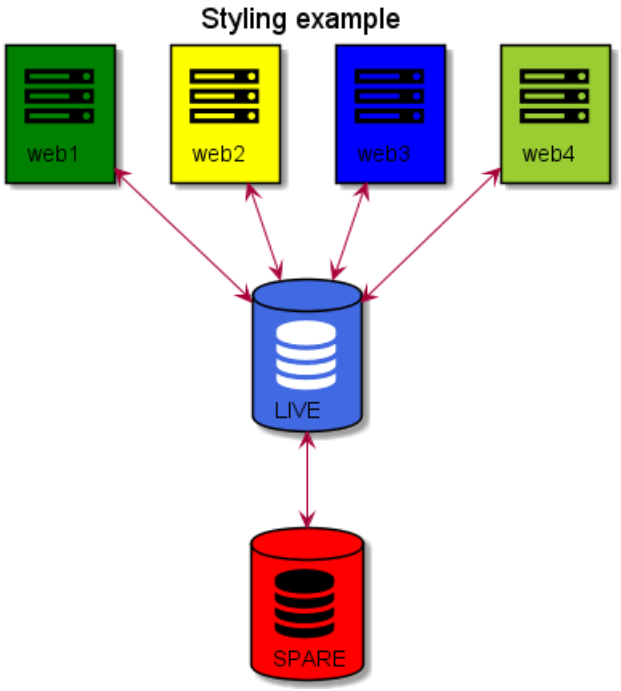
This library contains several libraries of icons (including Devicons and Font Awesome).

Use it by including the file that contains the sprite, eg: `!include <font-awesome/align_center>`. When imported, you can use the sprite as normally you would, using `<$sprite_name>`.

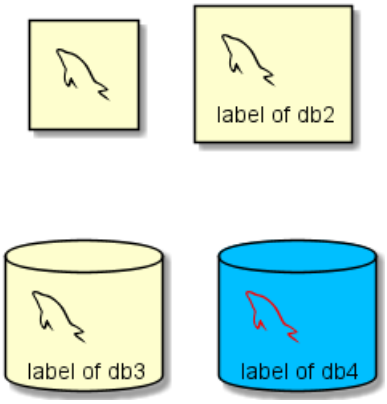
You may also include the `common.puml` file, eg: `!include <font-awesome/common>`, which contains helper macros defined. With the `common.puml` imported, you can use the `NAME_OF_SPRITE(parameters...)` macro.

Example of usage:

```
@startuml
!include <tupadr3/common>
!include <tupadr3/font-awesome/server>
!include <tupadr3/font-awesome/database>

title Styling example

FA_SERVER(web1,web1) #Green
FA_SERVER(web2,web2) #Yellow
FA_SERVER(web3,web3) #Blue
FA_SERVER(web4,web4) #YellowGreen

FA_DATABASE(db1,LIVE,database,white) #RoyalBlue
FA_DATABASE(db2,SPARE,database) #Red

db1 <--> db2

web1 <--> db1
web2 <--> db1
web3 <--> db1
web4 <--> db1
@enduml
```




```
@startuml
!include <tupadr3/common>
!include <tupadr3/devicons/mysql>

DEV_MYSQL(db1)
DEV_MYSQL(db2,label of db2)
DEV_MYSQL(db3,label of db3,database)
DEV_MYSQL(db4,label of db4,database,red) #DeepSkyBlue
@enduml
```



26.7 Google Material Icons

https://github.com/Templarian/MaterialDesign

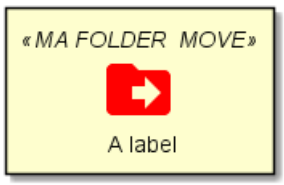
This library consists of a free Material style icons from Google and other artists.

Use it by including the file that contains the sprite, eg: `!include <material/ma_folder_move>`. When imported, you can use the sprite as normally you would, using `<$ma_sprite_name>`. Notice that this library requires an `ma_` prefix on sprites names, this is to avoid clash of names if multiple sprites have the same name on different libraries.

You may also include the `common.puml` file, eg: `!include <material/common>`, which contains helper macros defined. With the `common.puml` imported, you can use the `MA_NAME_OF_SPRITE(parameters...)` macro, note again the use of the prefix `MA_`.

Example of usage:

```
@startuml
!include <material/common>
' To import the sprite file you DON'T need to place a prefix!
!include <material/folder_move>

MA_FOLDER_MOVE(Red, 1, dir, rectangle, "A label")
@enduml
```



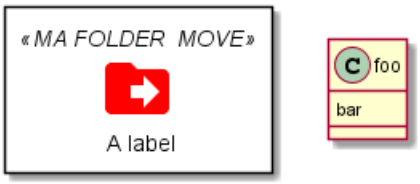
Notes

When mixing sprites macros with other elements you may get a syntax error if, for example, trying to add a rectangle along with classes. In those cases, add `{` and `}` after the macro to create the empty rectangle.

Example of usage:

```
@startuml
!include <material/common>
' To import the sprite file you DON'T need to place a prefix!
!include <material/folder_move>

MA_FOLDER_MOVE(Red, 1, dir, rectangle, "A label") {
}

class foo {
    bar
```

```
}
@enduml
```



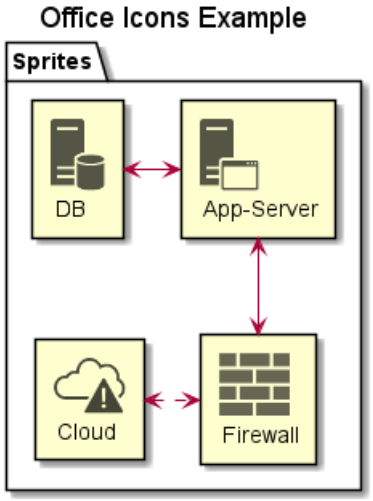
26.8 Office

https://github.com/Roemer/plantuml-office

There are sprites (*.puml) and colored png icons available. Be aware that the sprites are all only monochrome even if they have a color in their name (due to automatically generating the files). You can either color the sprites with the macro (see examples below) or directly use the fully colored pngs. See the following examples on how to use the sprites, the pngs and the macros.

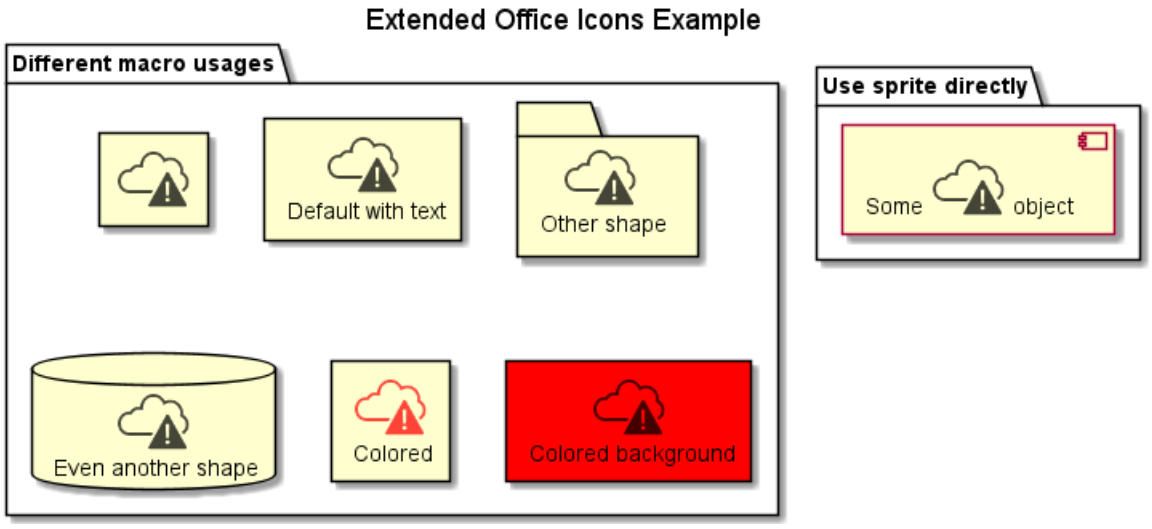
Example of usage:

```
@startuml
!include <tupadr3/common>

!include <office/Servers/database_server>
!include <office/Servers/application_server>
!include <office/Concepts/firewall_orange>
!include <office/Clouds/cloud_disaster_red>

title Office Icons Example

package "Sprites" {
    OFF_DATABASE_SERVER(db,DB)
    OFF_APPLICATION_SERVER(app,App-Server)
    OFF_FIREWALL_ORANGE(fw,Firewall)
    OFF_CLOUD_DISASTER_RED(cloud,Cloud)
    db <-> app
    app <--> fw
    fw <.left.> cloud
}
@enduml
```




```
@startuml
!include <tupadr3/common>
```

```
!include <office/servers/database_server>
!include <office/servers/application_server>
!include <office/Concepts/firewall_orange>
!include <office/Clouds/cloud_disaster_red>

' Used to center the label under the images
skinparam defaultTextAlignment center

title Extended Office Icons Example

package "Use sprite directly" {
    [Some <$cloud_disaster_red> object]
}

package "Different macro usages" {
    OFF_CLOUD_DISASTER_RED(cloud1)
    OFF_CLOUD_DISASTER_RED(cloud2,Default with text)
    OFF_CLOUD_DISASTER_RED(cloud3,Other shape,Folder)
    OFF_CLOUD_DISASTER_RED(cloud4,Even another shape,Database)
    OFF_CLOUD_DISASTER_RED(cloud5,Colored,Rectangle, red)
    OFF_CLOUD_DISASTER_RED(cloud6,Colored background) #red
}
@enduml
```



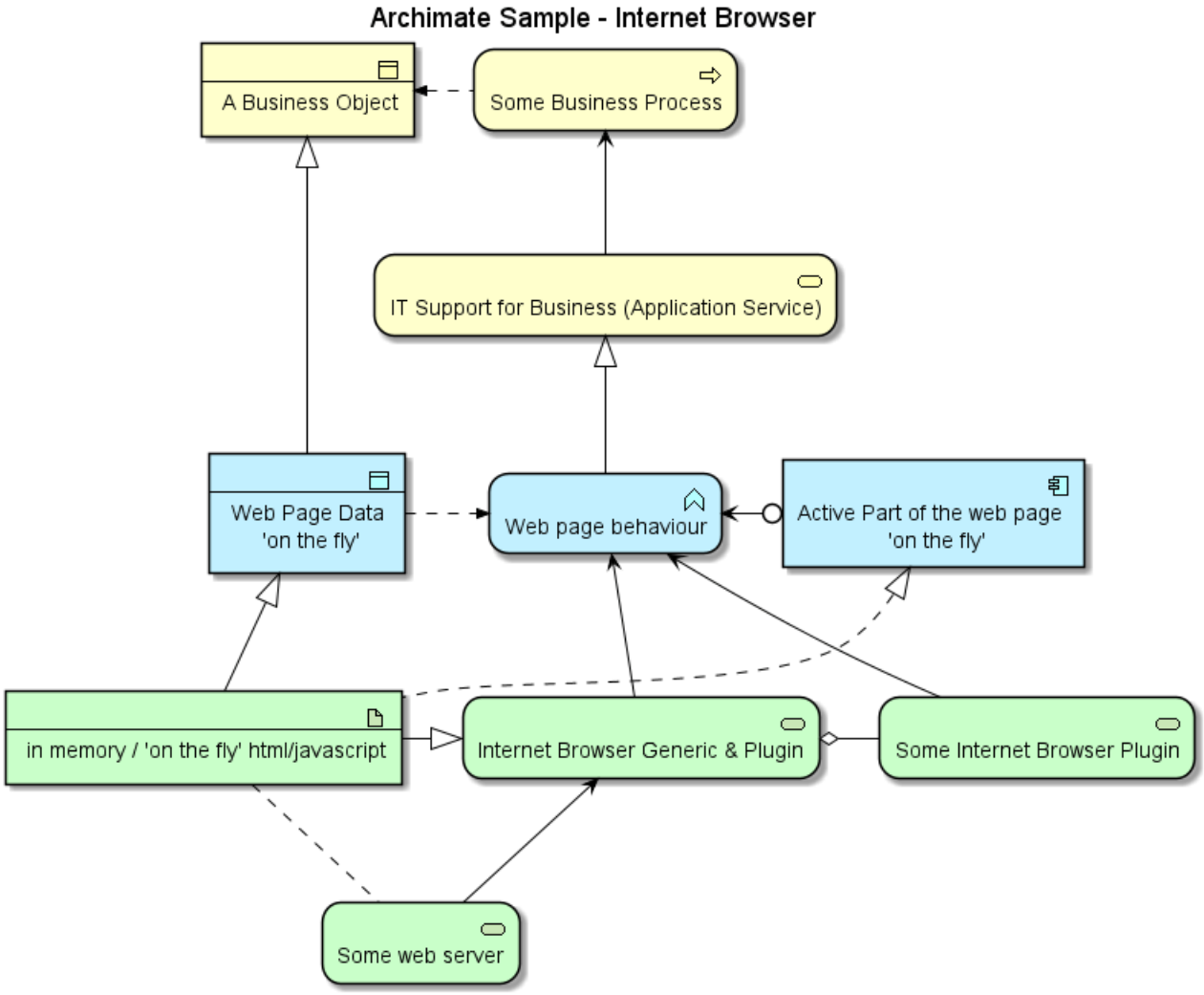
26.9 ArchiMate

https://github.com/ebbypeter/Archimate-PlantUML

This repository contains ArchiMate PlantUML macros and other includes for creating Archimate Diagrams easily and consistantly.

```
@startuml
!include <archimate/Archimate>

title Archimate Sample - Internet Browser

' Elements
Business_Object(businessObject, "A Business Object")
Business_Process(someBusinessProcess,"Some Business Process")
Business_Service(itSupportService, "IT Support for Business (Application Service)")
```

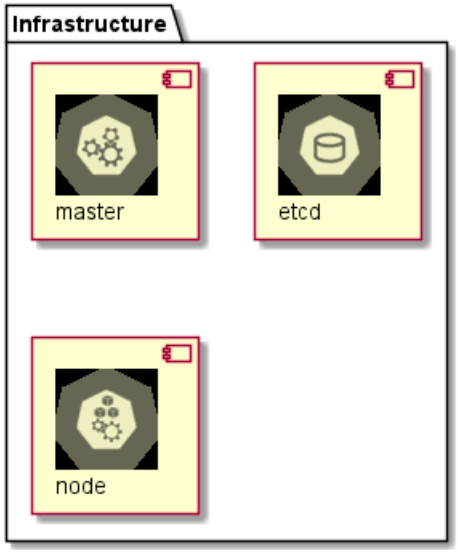
```
Application_DataObject(dataObject, "Web Page Data \n 'on the fly'")
Application_Function(webpageBehaviour, "Web page behaviour")
Application_Component(ActivePartWebPage, "Active Part of the web page \n 'on the fly'")

Technology_Artifact(inMemoryItem,"in memory / 'on the fly' html/javascript")
Technology_Service(internetBrowser, "Internet Browser Generic & Plugin")
Technology_Service(internetBrowserPlugin, "Some Internet Browser Plugin")
Technology_Service(webServer, "Some web server")

'Relationships
Rel_Flow_Left(someBusinessProcess, businessObject, "")
Rel_Serving_Up(itSupportService, someBusinessProcess, "")
Rel_Specialization_Up(webpageBehaviour, itSupportService, "")
Rel_Flow_Right(dataObject, webpageBehaviour, "")
Rel_Specialization_Up(dataObject, businessObject, "")
Rel_Assignment_Left(ActivePartWebPage, webpageBehaviour, "")
Rel_Specialization_Up(inMemoryItem, dataObject, "")
Rel_Realization_Up(inMemoryItem, ActivePartWebPage, "")
Rel_Specialization_Right(inMemoryItem,internetBrowser, "")
Rel_Serving_Up(internetBrowser, webpageBehaviour, "")
Rel_Serving_Up(internetBrowserPlugin, webpageBehaviour, "")
Rel_Aggregation_Right(internetBrowser, internetBrowserPlugin, "")
Rel_Access_Up(webServer, inMemoryItem, "")
Rel_Serving_Up(webServer, internetBrowser, "")
@enduml
```



26.10 Kubernetes

https://github.com/michiel/plantuml-kubernetes-sprites

```
@startuml
!include <kubernetes/k8s-sprites-unlabeled-25pct>
package "Infrastructure" {
  component "<$master>\nmaster" as master
  component "<$etcd>\netcd" as etcd
  component "<$node>\nnode" as node
}
@enduml
```



26.11 Miscellaneous

You can list standard library folders using the special diagram:

```
@startuml
stdlib
@enduml
```

archimate
Version 0.0.1
Delivered by https://github.com/ebbypeter/Archimate-PlantUML

aws
Version 18.02.22
Delivered by https://github.com/milo-minderbinder/AWS-PlantUML

awslib
Version 7.0.0
Delivered by https://github.com/awslabs/aws-icons-for-plantuml

azure
Version 2.1.0
Delivered by https://github.com/RicardoNiepel/Azure-PlantUML

c4
Version 1.0.0
Delivered by https://github.com/RicardoNiepel/C4-PlantUML

cloudinsight
Version 1.0.0
Delivered by https://github.com/rabelenda/cicon-plantuml-sprites/

cloudogu
Version 0.0.1
Delivered by https://github.com/cloudogu/plantuml-cloudogu-sprites

elastic
Version 0.0.1
Delivered by https://github.com/Crashedmind/PlantUML-Elastic-icons

kubernetes
Version 5.3.45
Delivered by https://github.com/michiel/plantuml-kubernetes-sprites

logos
Version 1.0.0
Delivered by https://github.com/rabelenda/gilbarbara-plantuml-sprites

material
Version 0.0.1
Delivered by https://github.com/Templarian/MaterialDesign

office
Version 0.0.1
Delivered by https://github.com/Roemer/plantuml-office

osa
Version 0.0.1
Delivered by https://github.com/Crashedmind/PlantUML-opensecurityarchitecture-icons

tupadr3
Version 2.2.0
Delivered by https://github.com/tupadr3/plantuml-icon-font-sprites

It is also possible to use the command line `java -jar plantuml.jar -stdlib` to display the same list.

Finally, you can extract the full standard library sources using `java -jar plantuml.jar -extractstdlib`. All files will be extracted in the folder `stdlib`.

Sources used to build official PlantUML releases are hosted here https://github.com/plantuml/plantuml-stdlib. You can create Pull Request to update or add some library if you find it relevant.

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