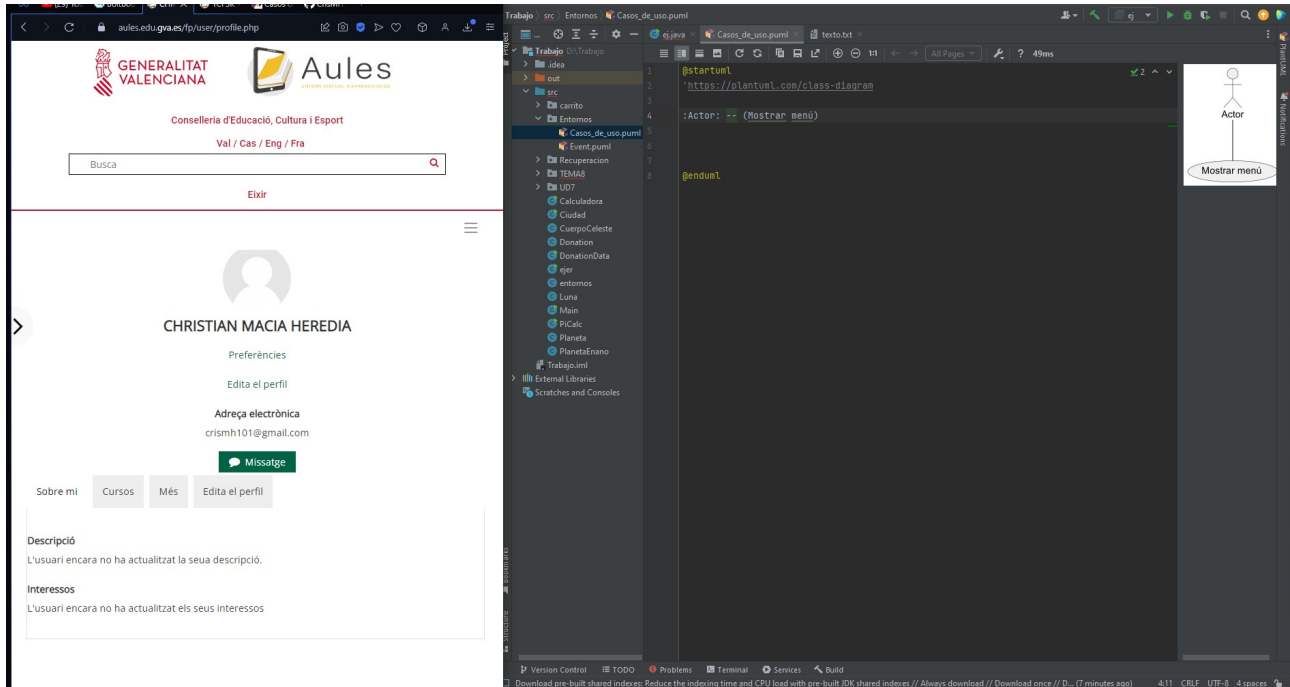


# Práctica casos de uso con PlantUml

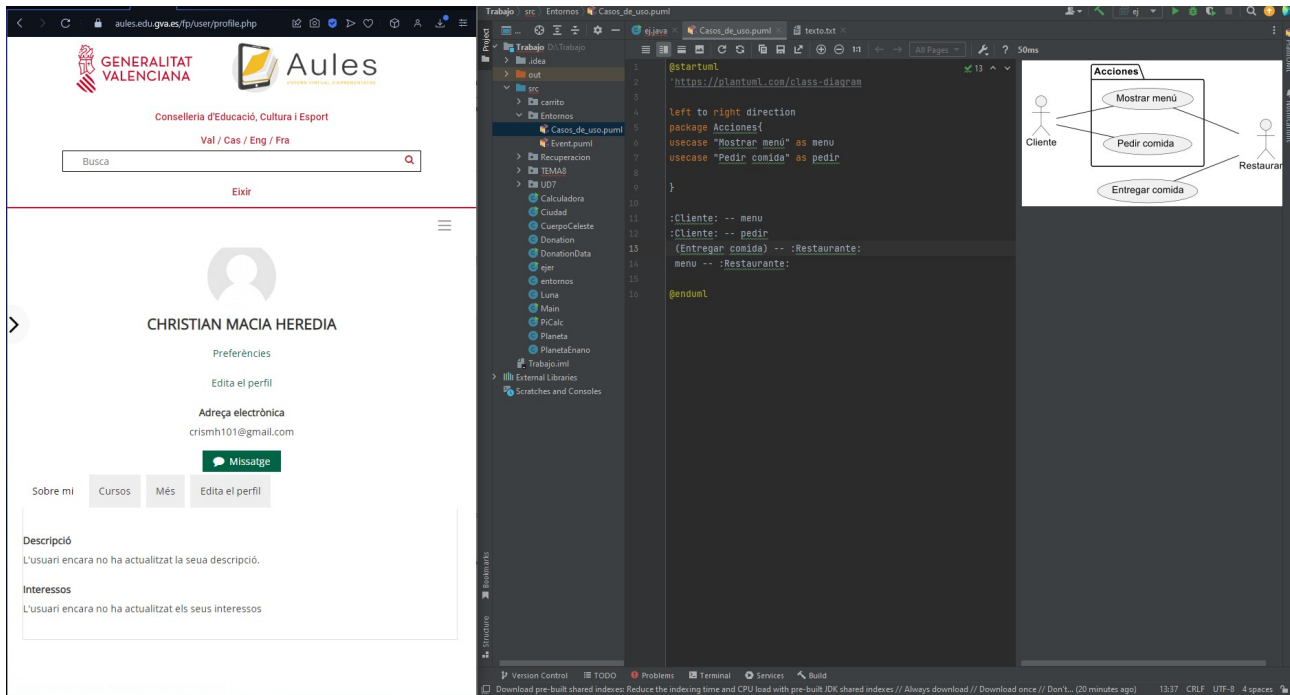
[https://github.com/CrisMH1/ChristianM\\_UML.git](https://github.com/CrisMH1/ChristianM_UML.git)

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Creamos el primer actor que lo llamaremos “actor” con :(nombre): y lo relacionamos con “Mostrar menú”



Ahora hacemos una relacion entre Cliente y Restaurante con sus acciones



Ahora creamos al cliente con sus acciones con pedido

The screenshot shows a web browser on the left displaying the 'Aules' user profile page for 'CHRISTIAN MACIA HEREDIA'. The browser address is 'aules.edu.gva.es/fp/user/profile'. On the right, an IDE (Eclipse) is open with a project named 'Casos\_de\_uso\_puml'. The IDE shows a file explorer on the left with a tree structure including 'src', 'out', 'entornos', 'Event.puml', 'Recuperacion', 'TEMAS', 'U07', 'Calculadora', 'Ciudad', 'CuerpoCeleste', 'Donation', 'DonationData', 'ejercicio', 'entornos', 'Luna', 'Main', 'PiCalc', 'Planeta', 'PlanetaEnano', 'Trabajo.iml', 'External Libraries', and 'Scratches and Consoles'. The main editor displays a UML use case diagram with the following elements: a stick figure actor labeled 'Cliente', two use cases 'Confirmar pedido' and 'Cancelar pedido', and a use case 'Devolver pedido'. There are two 'include' relationships: 'Confirmar pedido' includes 'Devolver pedido', and 'Cancelar pedido' includes 'Devolver pedido'. The IDE's output window shows the following text: 

```
@startuml
left to right direction
:Cliente: -- (Confirmar pedido)
:Cliente: -- (Cancelar pedido)
(Confirmar pedido) --> (Devolver pedido) : <<include>>
(Cancelar pedido) --> (Devolver pedido) : <<include>>
@enduml
```

Creamos la extensión

The screenshot shows the same web browser and IDE setup as before. The IDE's main editor now displays a modified UML use case diagram. The actor 'Cliente' is still present. The use cases 'Confirmar pedido' and 'Cancelar pedido' are still there, with 'Confirmar pedido' including 'Devolver pedido' and 'Cancelar pedido' including 'Devolver pedido'. A new use case 'Acceder' has been added, and a new relationship 'xextends' has been added from 'Acceder' to 'Registrarse'. The IDE's output window shows the following text: 

```
@startuml
left to right direction
:Cliente: -- (Confirmar pedido)
:Cliente: -- (Cancelar pedido)
(Confirmar pedido) --> (Devolver pedido) : <<include>>
(Cancelar pedido) --> (Devolver pedido) : <<include>>
(Acceder) <-- (Registrarse) : <<xextends>>
@enduml
```

## Creamos la generalización

The screenshot displays a development environment with three main components:

- Web Application (Left):** A user profile page for "CHRISTIAN MACIA HEREDIA" on the "Aules" platform. It includes a search bar, a menu, and sections for "Descripció" and "Interessos".
- Code Editor (Middle):** A Java file named "Casos\_de\_uso.puml" containing UML use case definitions. The code includes use cases for "Elegir asientos", "Pagar", "Reservar vuelo", and "Elegir asientos" for a "Cliente VIP". It also includes include and extend relationships.
- UML Diagram (Right):** A UML Use Case Diagram showing the relationships between the use cases. It includes actors "Cliente VIP" and "Cliente", and use cases "Elegir asientos", "Pagar", "Reservar vuelo", "Elegir asientos", "Pagar con tarjeta", "Pagar en efectivo", "Registrar", "Confirmar pedido", "Cancelar pedido", and "Reservar vuelo".

## Creamos el ejemplo “La máquina de café”

The screenshot displays a development environment with three main components:

- Web Application (Left):** A user profile page for "CHRISTIAN MACIA HEREDIA" on the "Aules" platform. It includes a search bar, a menu, and sections for "Descripció" and "Interessos".
- Code Editor (Middle):** A Java file named "Casos\_de\_uso.puml" containing UML use case definitions. The code includes use cases for "Meter dinero", "Pedir azucar", "Pedir Producto", "Cancelar", and "Devolver dinero" for a "Cliente". It also includes include and extend relationships.
- UML Diagram (Right):** A UML Use Case Diagram showing the relationships between the use cases. It includes an actor "Cliente" and use cases "Meter dinero", "Pedir azucar", "Pedir Producto", "Cancelar", and "Devolver dinero".

## Ejemplo Tienda en Internet

The screenshot displays a web browser on the left and an IDE on the right. The browser shows the profile of 'CHRISTIAN MACIA HEREDIA' on the 'Aules' website. The IDE shows a UML use case diagram for 'Casos\_de\_uso.puml'. The diagram includes actors 'Identificarse', 'Pagar', 'elegir mensajero', and 'Confirmar'. The code in the IDE defines the actors and the use cases, including an 'Identificarse' use case that extends 'Registrar' and 'Pagar'.

```
@startuml
    actor Actor as new Actor
    Actor --> Identificarse
    Actor --> Pagar
    Actor --> elegir_mensajero
    Actor --> Confirmar

    Identificarse -->|«extend»| Registrar
    Pagar -->|«extend»| Pagar_con_tarjeta
    Pagar -->|«extend»| Pagar_con_transferencia

    elegir_mensajero --> Confirmar

    Identificarse <-->|«extend»| Registrar
    Pagar <-->|«extend»| Registrar
    Confirmar <-->|«extend»| Registrar

    enduml
```

## Ejemplo Puesto fronterizo

The screenshot displays a web browser on the left and an IDE on the right. The browser shows the profile of 'CHRISTIAN MACIA HEREDIA' on the 'Aules' website. The IDE shows a UML use case diagram for 'Casos\_de\_uso.puml'. The diagram includes actors 'Ciudadano' and 'Ciudadano extranjero'. The code in the IDE defines the actors and the use cases, including a 'Tomar huellas' use case that extends 'Registrar entrada'.

```
@startuml
    actor Actor as Ciudadano
    actor Actor as Ciudadano extranjero
    Actor --> Tomar_huellas
    Actor --> Registrar_entrada

    Tomar_huellas -->|«extend»| Registrar_entrada

    enduml
```