

Parametre	
-m_doc: Document	
-m_typeBase: string	
-m_host: string	
-database: string	
-m_user: string	
-m_password: string	
+<<constructeur>> Parametre()	
+<<destructeur>> ~Parametre()	
+ouvrir(): bool	
+<<getter>> getTypeConnection(): string	
+<<getter>> getHost(): string	
+<<getter>> getDatabaseName(): string	
+<<getter>> getUser(): string	
+<<getter>> getPassword(): string	

Bdd	
-m_db: Database	
+<<constructeur>> Parametre	
+<<constructeur>> Bdd(in typeBase:string, in host:string, in database:string, in user:string, in password:string)	
+<<constructeur>> BDD()	
+ouvrir(): bool	
+isValid(): bool	
+getDb(in driver:SqlDriver): Database	

Client	
-m_num: unsigned int	
-m_nom: string	
-m_adresse: string	
-m_tel: string	
-m_ville: Ville	
-m_numA: int	
-m_db: BDD	
+<<Constructeur>> Client(in num:int, in nom:string, in adresse:string, in tel:string, in ville:Ville, in numA:int)	
+<<Destructeur>> ~Client()	
+<<setter>> setAdresse(in adr:string): void	
+<<setter>> setTelephone(in tel:string): void	
+<<setter>> setNom(in nom:string): void	
+<<setter>> setVille(in ville:Ville): void	
+<<setter>> setNumA(in numA:int): void	
+<<getter>> getNumA(): int	
+<<getter>> getNom(): string	
+<<getter>> getAdresse(): string	
+<<getter>> getTel(): string	
+<<getter>> getVille(): Ville	
+sauvegarder(): bool	

Ville	
-m_num: unsigned int	
-m_nom: string	
-m_codePostal: string	
+<<Constructeur>> Ville(in nom:string, codePostal:string)	
+<<Destructeur>> ~Ville()	
+isExisting(in codePostal:string, in nom:string): static bool	
+modifierVille(in codePostal:string, in nom:string): void	
+<<getter>> getNom(): string	
+<<getter>> getCodePostal(): string	
+<<getter>> getNum(): int	

Bien	
-m_num: unsigned int	
-m_prixVente: unsigned int	
-m_dateMiseVente: Date	
-m_surfaceHabitable: unsigned int	
-m_surfaceJardin: unsigned int	
-m_ville: Ville	
-m_client: Client	
-m_db: BDD	
+<<Constructeur>> Bien(in m_num:unsigned int, in prix:unsigned int, in date:Date, in surfHab:unsigned int, in surfJard:unsigned int, in ville:Ville, in client:Client)	
+<<Destructeur>> ~Bien()	
+<<setter>> setPrix(in prix:unsigned int): void	
+<<setter>> setDate(in date:Date): void	
+<<setter>> setSurfaceHabitable(in surf:unsigned int): void	
+<<setter>> setSurfaceJardin(in surf:unsigned int): void	
+<<setter>> setVille(in ville:Ville): void	
+<<setter>> setSurfaceHabitable(): int	
+<<setter>> setSurfaceJardin(): int	
+<<setter>> setClient(): Client	
+<<setter>> getDate(): Date	
+sauvegarder(): bool	
+<<getter>> getVille(): Ville	

Souhait	
-m_num: unsigned int	
-m_budgetMax: unsigned int	
-m_surfaceHabitableMinimum: unsigned int	
-m_surfaceJardinMinimum: unsigned int	
-m_villes: Liste<Ville>	
-m_client: Client	
-m_db: BDD	
+<<Constructeur>> Souhait(in num:unsigned int, in budgetMax:int, in surfHabMin:int, in surfJardMin:int, inout villes:Liste<Ville>, inout client:Client)	
+<<Destructeur>> ~Souhait()	
+<<getter>> getBudget(): int	
+<<getter>> getSurfaceHabitable(): int	
+<<getter>> getSurfaceJardin(): int	
+<<getter>> getVilles(): Liste<Ville>	
+<<getter>> getNum(): int	
+<<setter>> setBudget(in budget:unsigned int): void	
+<<setter>> setSurfaceHab(in surf:unsigned int): void	
+modifierVilles(inout villes:Liste<Ville>): void	
+<<getter>> getClient(): Client	
+sauvegarder(): bool	
+sauvegarderVillesSouhaitees(): bool	

Agent	
-m_num: unsigned int	
-m_prenom: string	
+<<Constructeur>> Agent(in prenom:string)	
+<<destructeur>> ~Agent()	
+<<getter>> getPrenom(): string	

Date	
-m_heure: int = 00-23	
-m_minute: int = 00-59	

Visite	
-m_num: unsigned int	
-m_date: Date	
-m_heure: Heure	
-m_bien: Bien	
-m_souhait: Souhait	
+<<Constructeur>> Visite(inout date:Date, inout heure:Heure)	
+<<destructeur>> ~Visite()	
+existe(in date:Date, in heure:Heure): bool	
+modifier(in date:Date, in heure:Heure): bool	

Classes techniques

Classes métier

Classes non implémentées