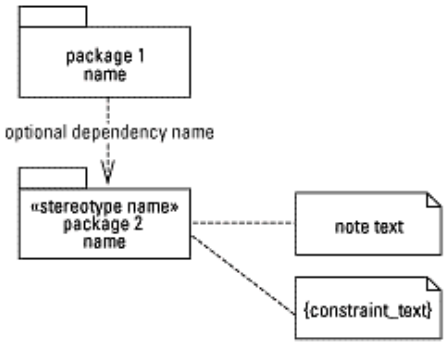
Résumé de la syntaxe UML 1.1

GENERAL-PURPOSE CONCEPTS

Can be used on various diagram types

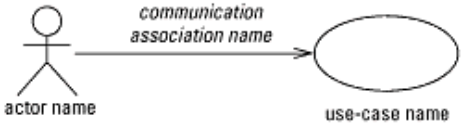
Package, dependency, note



USE-CASE DIAGRAM

Shows the system's use cases and which actors interact with them

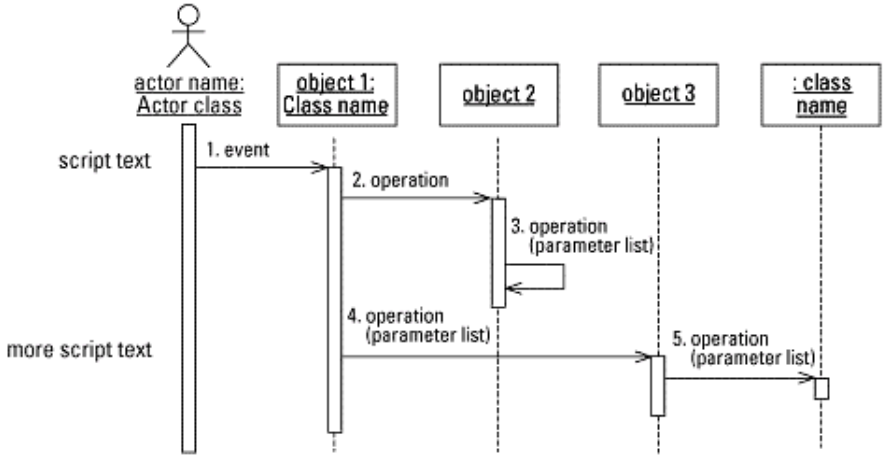
Actor, use case, and association



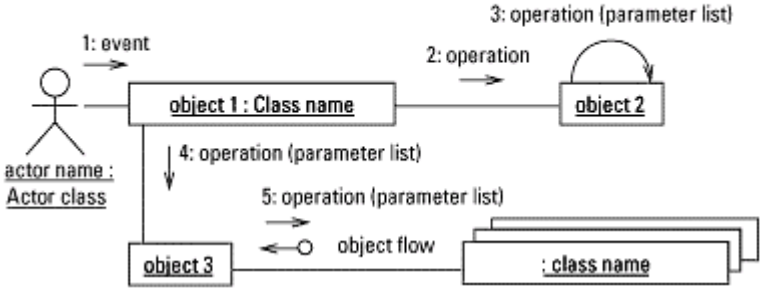
INTERACTION DIAGRAMS

Show objects in the system and how they interact

Sequence diagram



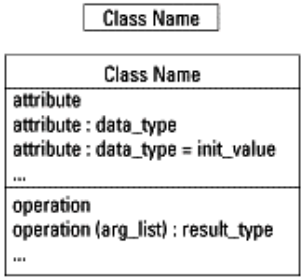
Collaboration diagram



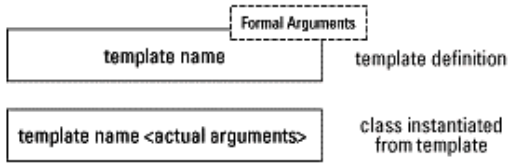
CLASS DIAGRAM

Shows the existence of classes and their relationships in the logical view of a system

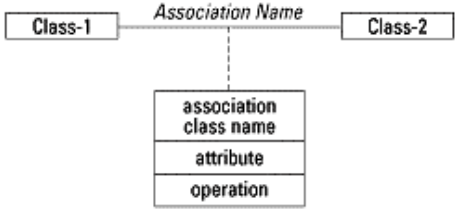
Class



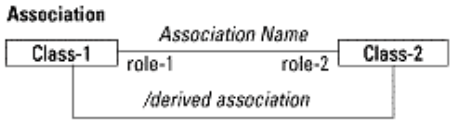
Parameterized class



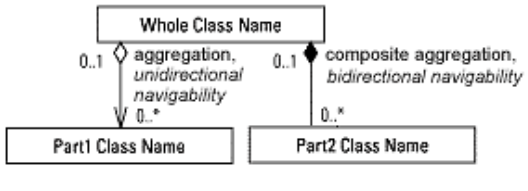
Association classes



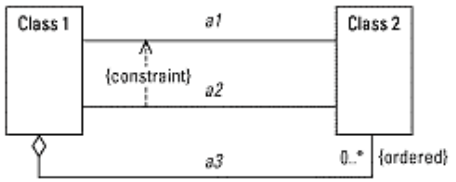
Role names and derived associations



Aggregation, navigability, and multiplicity



Constraints



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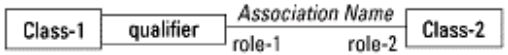
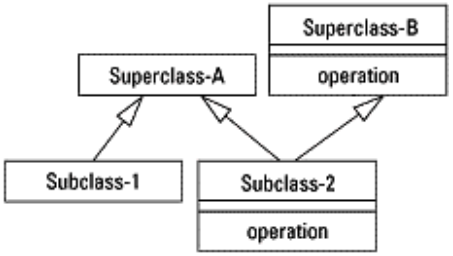
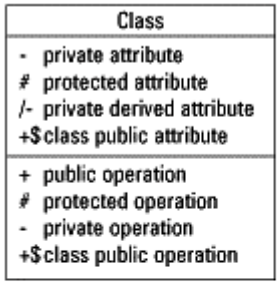
Qualified association



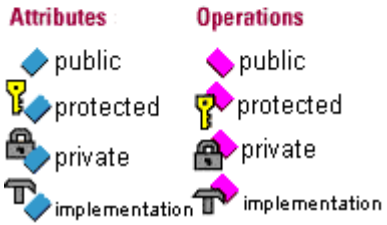
Generalization/specialization



Visibility and properties



Optional visibility icons

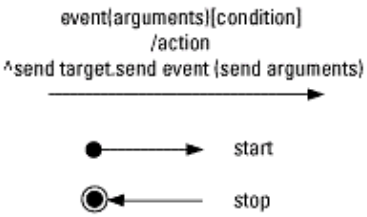


STATE-TRANSITION DIAGRAM

Shows the state space of a given context, the events that cause a transition from one state to another, and the actions that result

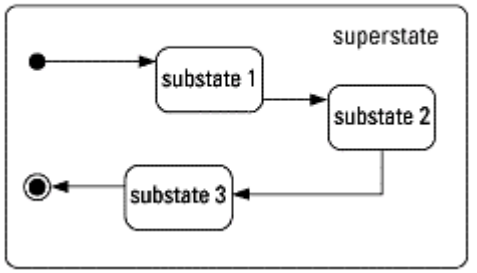
State icon

State transitions



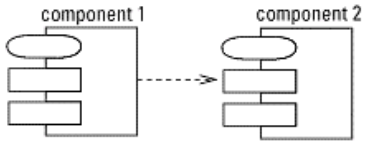
History

Nesting



COMPONENT DIAGRAM

Shows the dependencies between software components



DEPLOYMENT DIAGRAM

Shows the configuration of runtime processing elements

Adapté de http://www.rational.com/uml/resources/quick/plainposter.jsp