

Conception UML

CHESS4J



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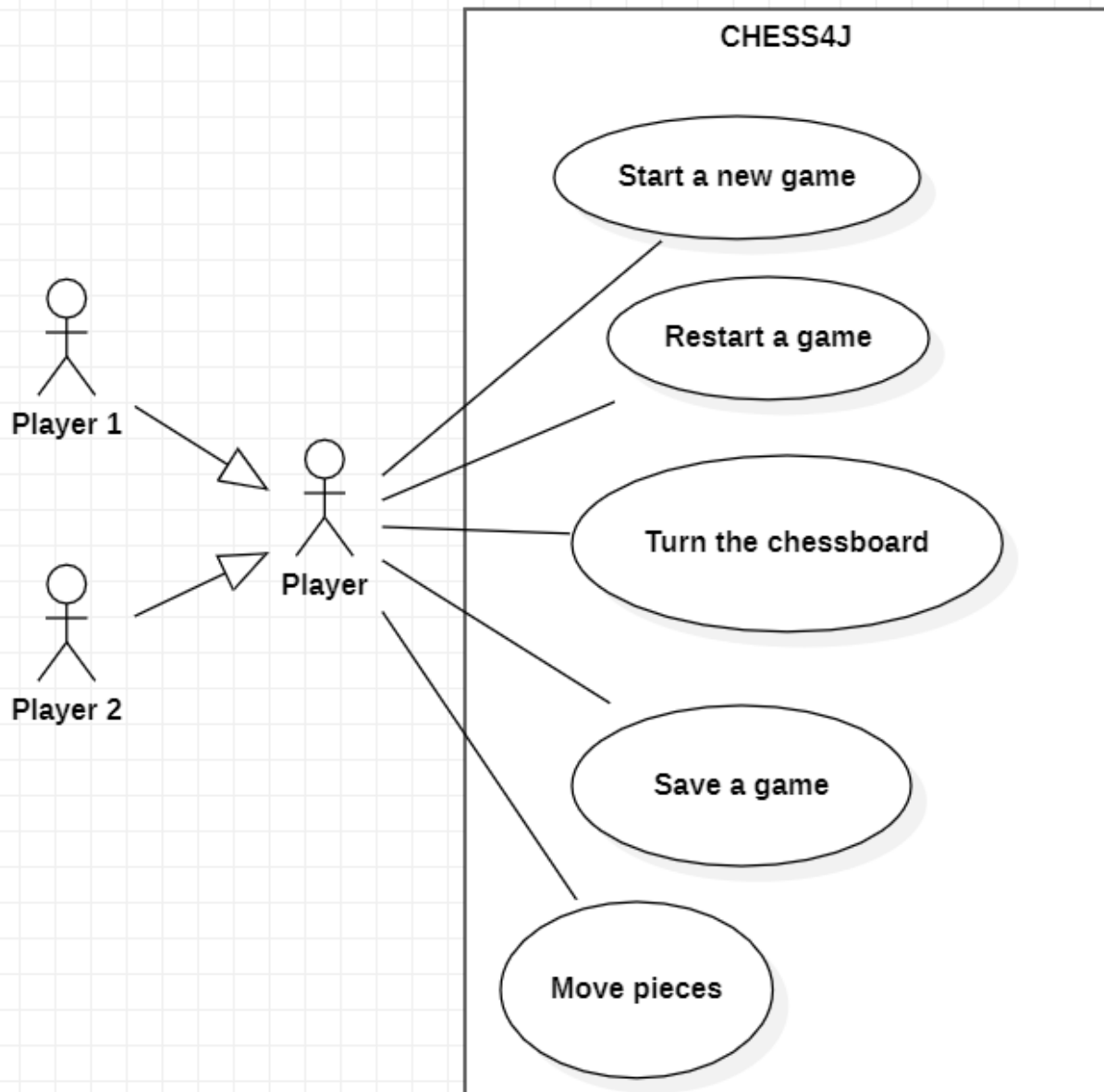
Date de rendu : 22 Mai 2022



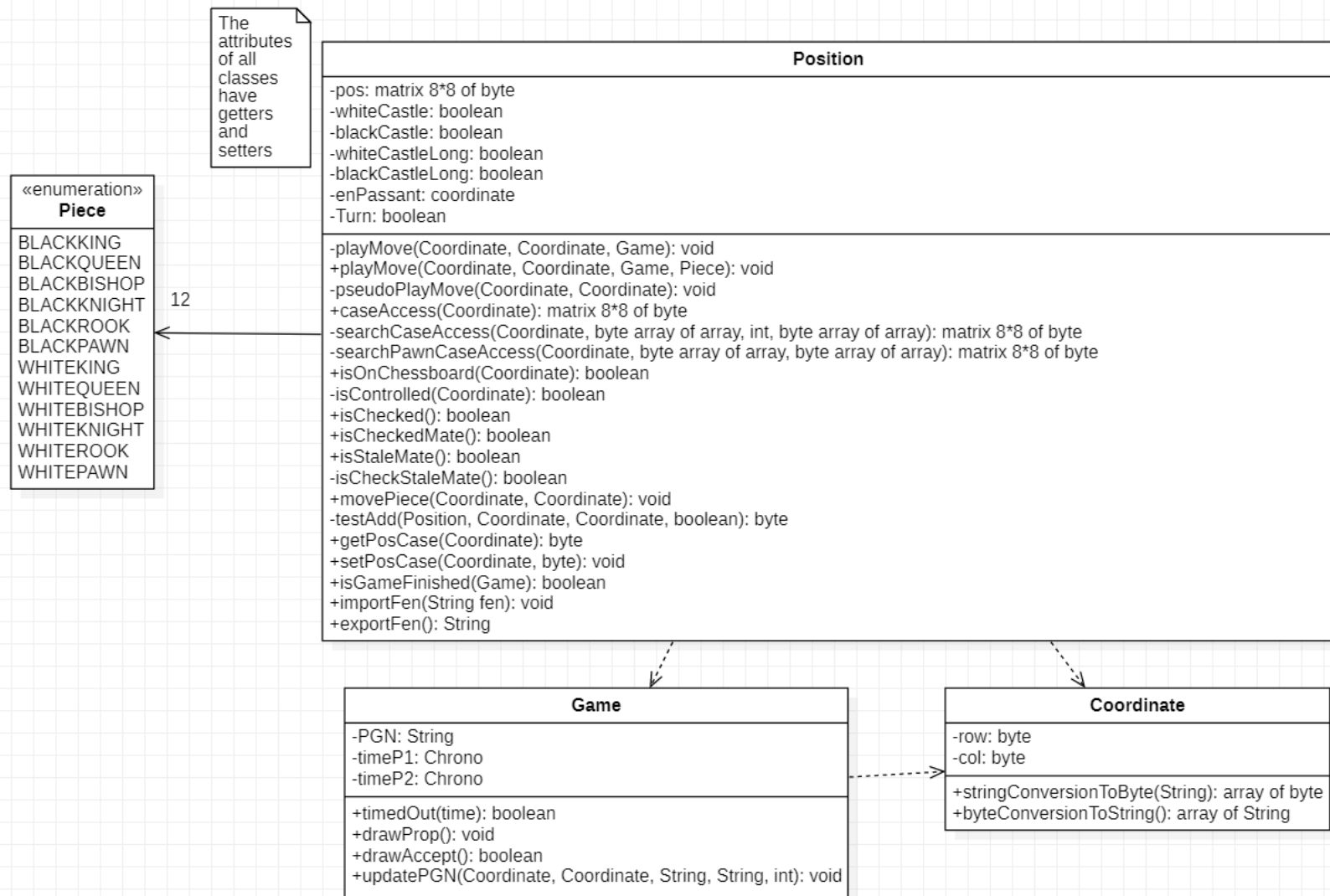
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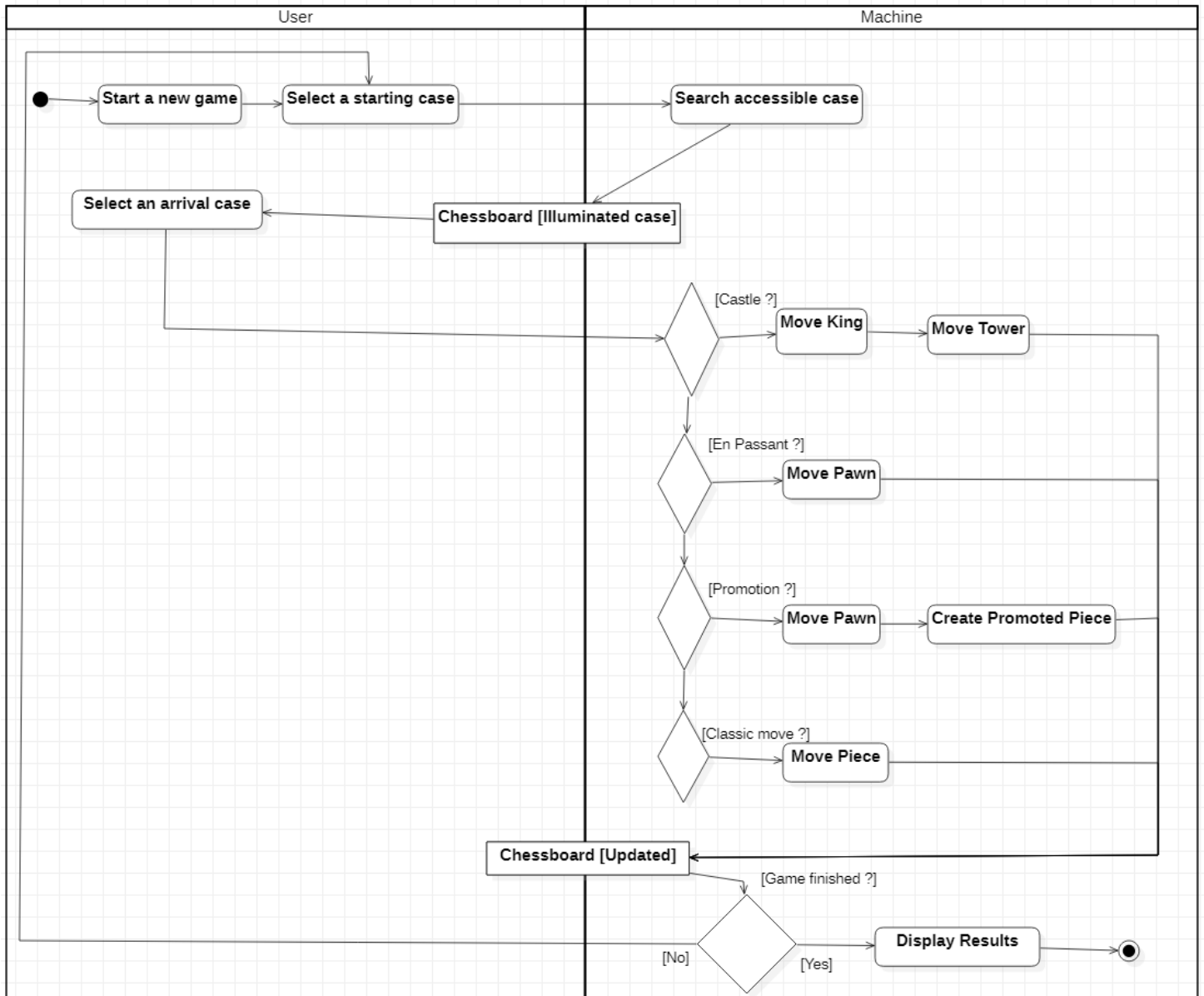
I. Diagramme de cas d'utilisation



II. Diagramme de classes

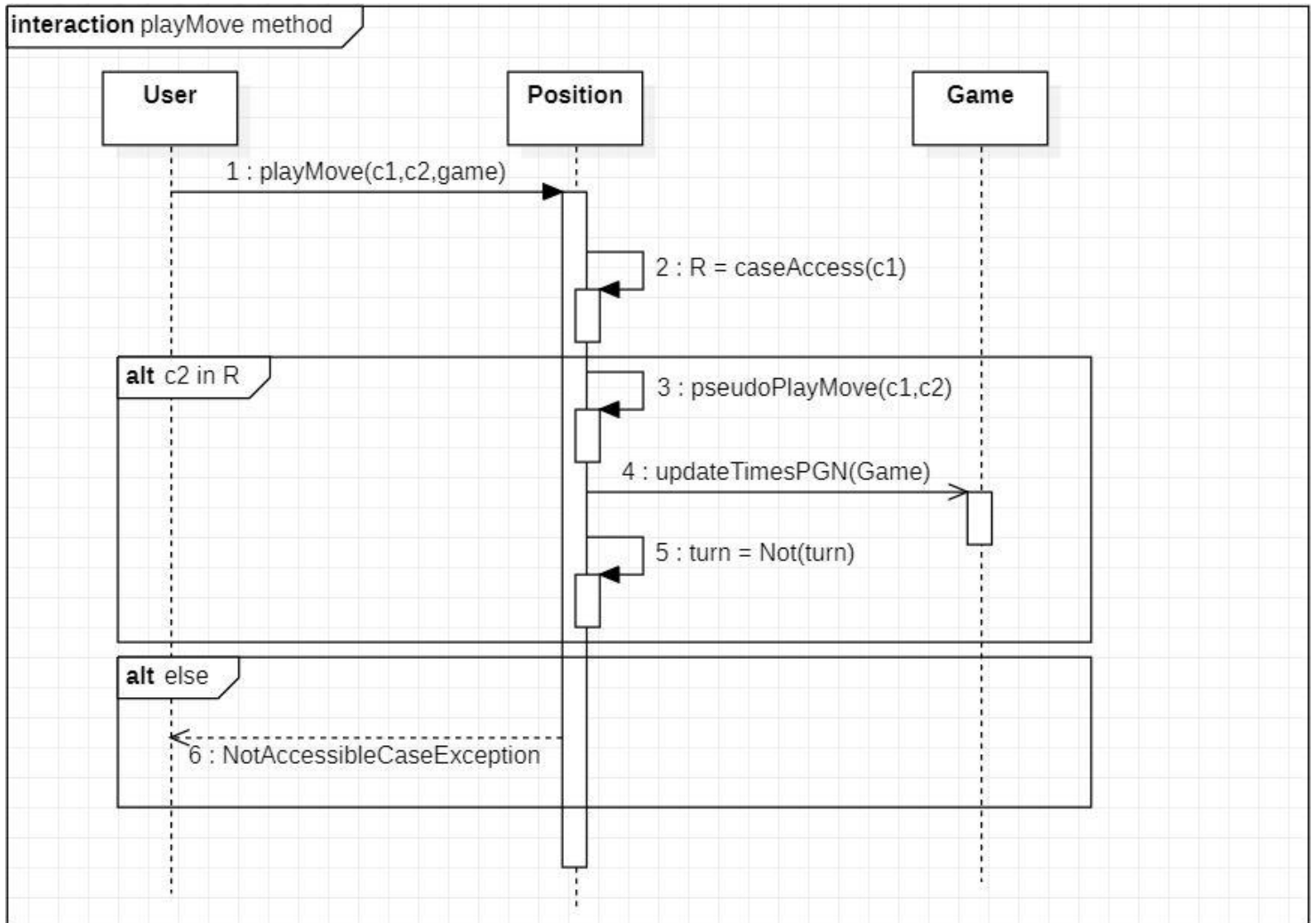


III. Diagramme d'activités

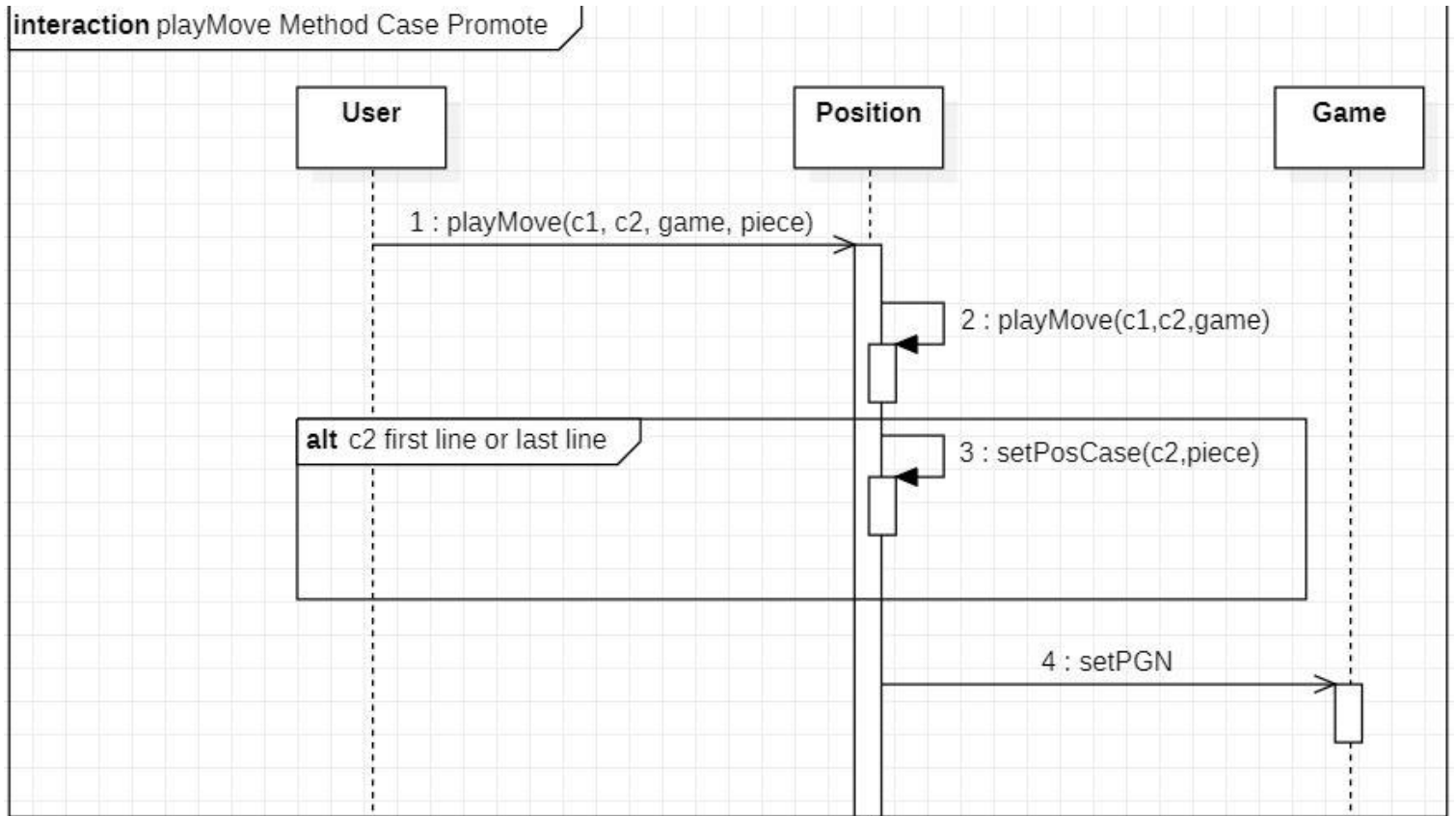


IV. Diagrammes de séquence

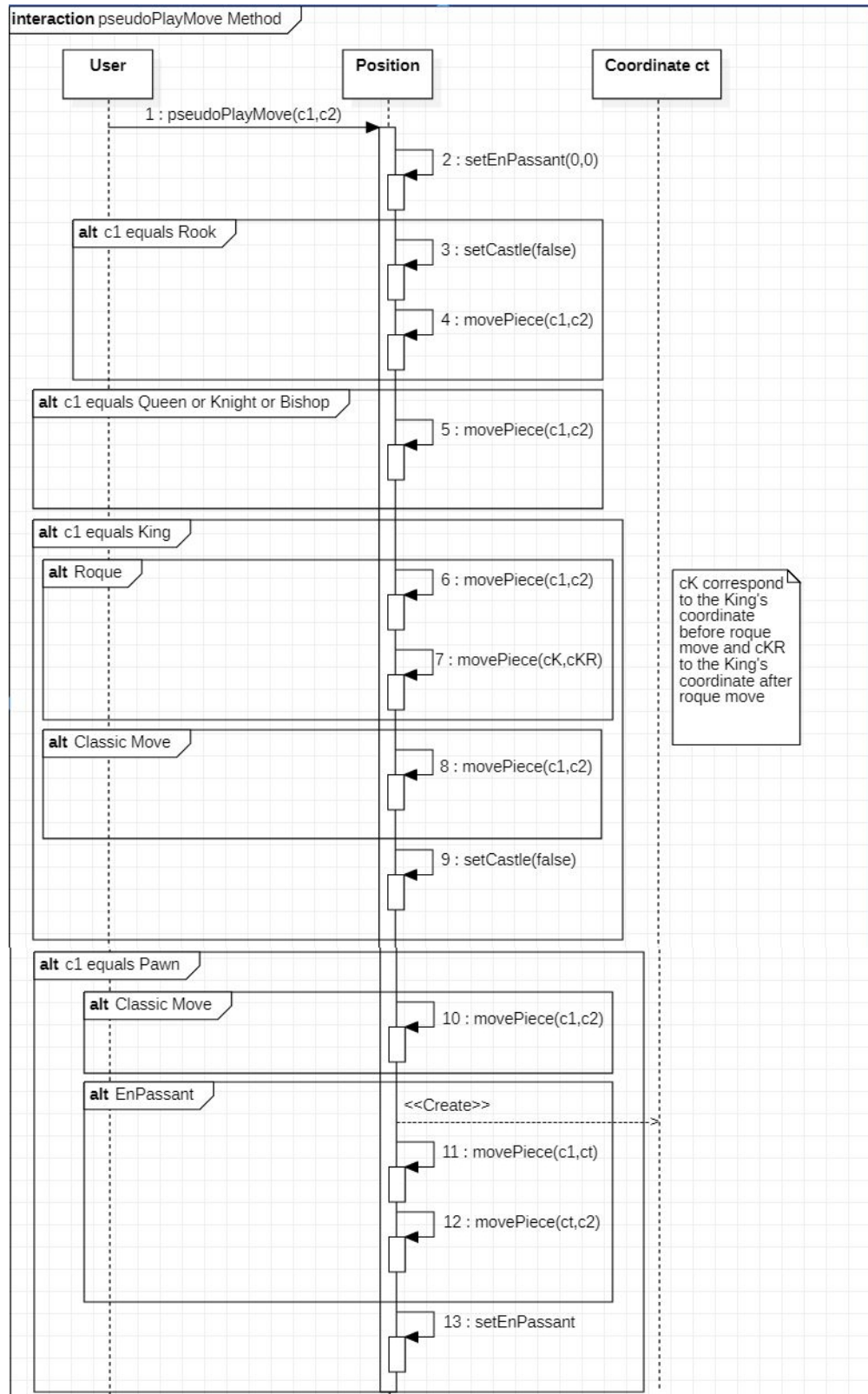
A. Méthode playMove non surchargée



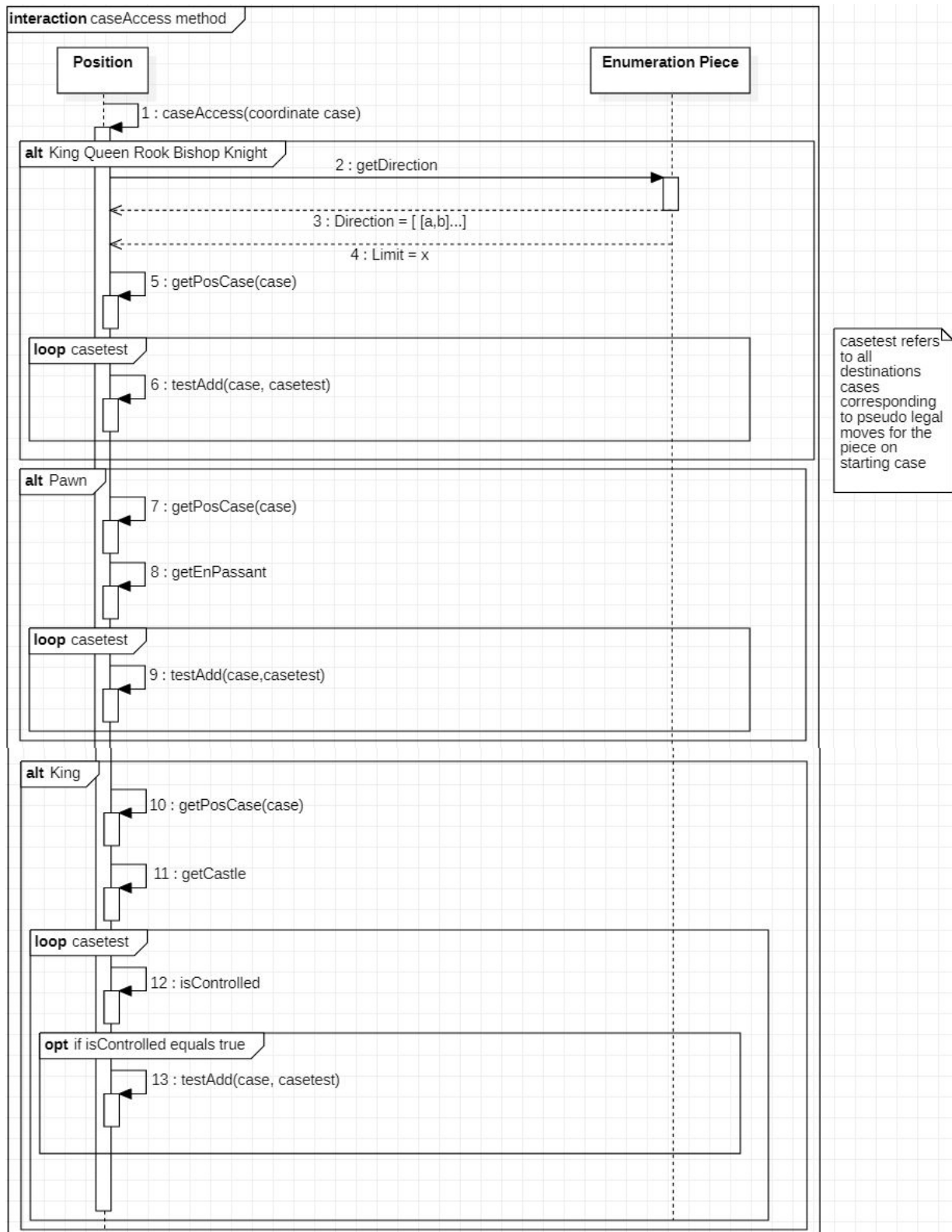
B. Méthode playMove surchargée



C. Méthode pseudoPlayMove



D. Méthode caseAccess



E. Méthode testAdd

