

```
@startuml
skinparam class {
    BackgroundColor White
    ArrowColor Black
    BorderColor Black
}
class "Столяр" as P {
    Пила, молоток
    Изготовить (Дерево и гвозди, Заказ): Табуретка
}
hide circle
@enduml
```

```
@startuml
skinparam actor {
    BackgroundColor White
    ArrowColor Black
    BorderColor Black
}
skinparam usecase {
    BackgroundColor White
    ArrowColor Black
    BorderColor Black
}
left to right direction
actor P0 as "Человек"
actor M0 as "Инструменты"
actor P as "Столяр"
actor M as "Пила и молоток"
usecase A as "Изготовить табуретку"
P -- (A)
(A) -- M
P0 <|-- P
M --|> M0
@enduml
```

```
@startuml
skinparam actor {
    BackgroundColor White
    ArrowColor Black
```

```
        BorderColor Black
    }
    skinparam usecase {
        BackgroundColor White
        ArrowColor Black
        BorderColor Black
    }
    left to right direction
    actor P0 as "Человек"
    actor M0 as "Информационная система"
    actor P as "Бригадир"
    actor M as "Система управления заказами"
    usecase A as "Управлять"
    P -- (A)
    (A) -- M
    P0 <|-- P
    M --|> M0
    @enduml
```