<u>UML et Tests Unitaires</u>

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4 Test Unitaires

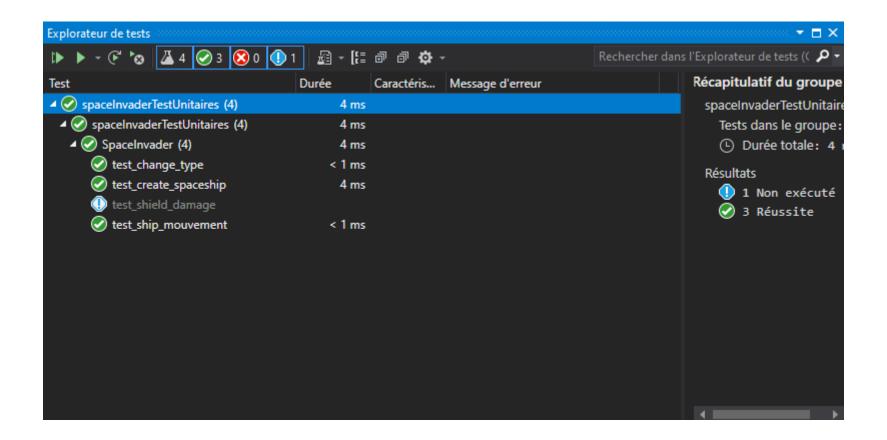


Diagramme de Classe

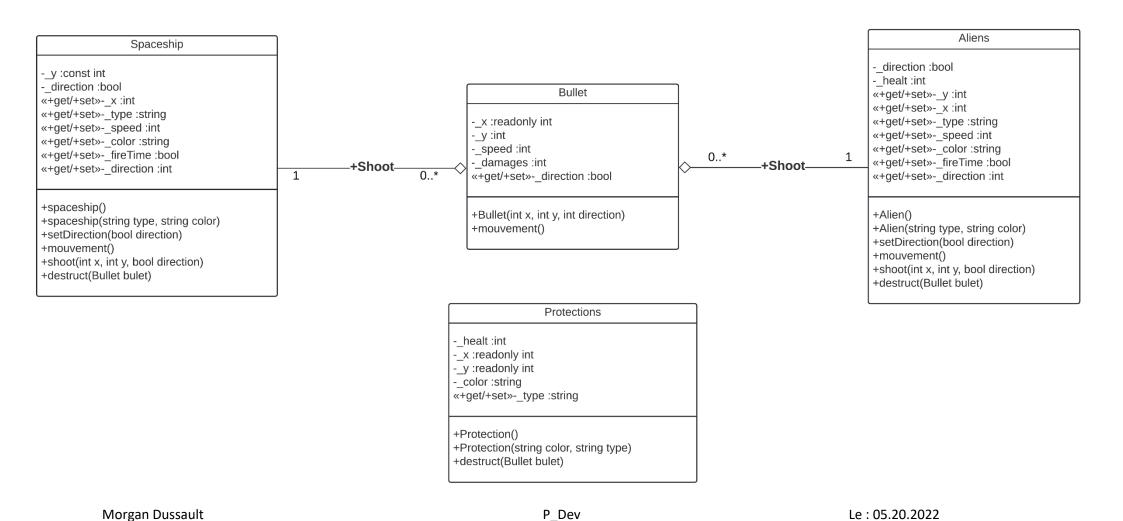


Diagramme de séquence 1

O // / Player

Menu

Menu Writer

[1]: Click on Arrow (up / down) to move.

[2]: Go on menu where we click.

[3]: Display the menu.

[4]: Click on Arrow (up / down) to move.

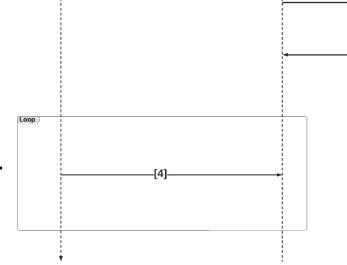


Diagramme de séquence 2

[1]: Enter on song menu

[2] : change the song (on/off)

[3]: return to the writer menu the value (on/off)

[4]: Display the menu.

