

P6

Développez de A à Z le site communautaire SnowTricks

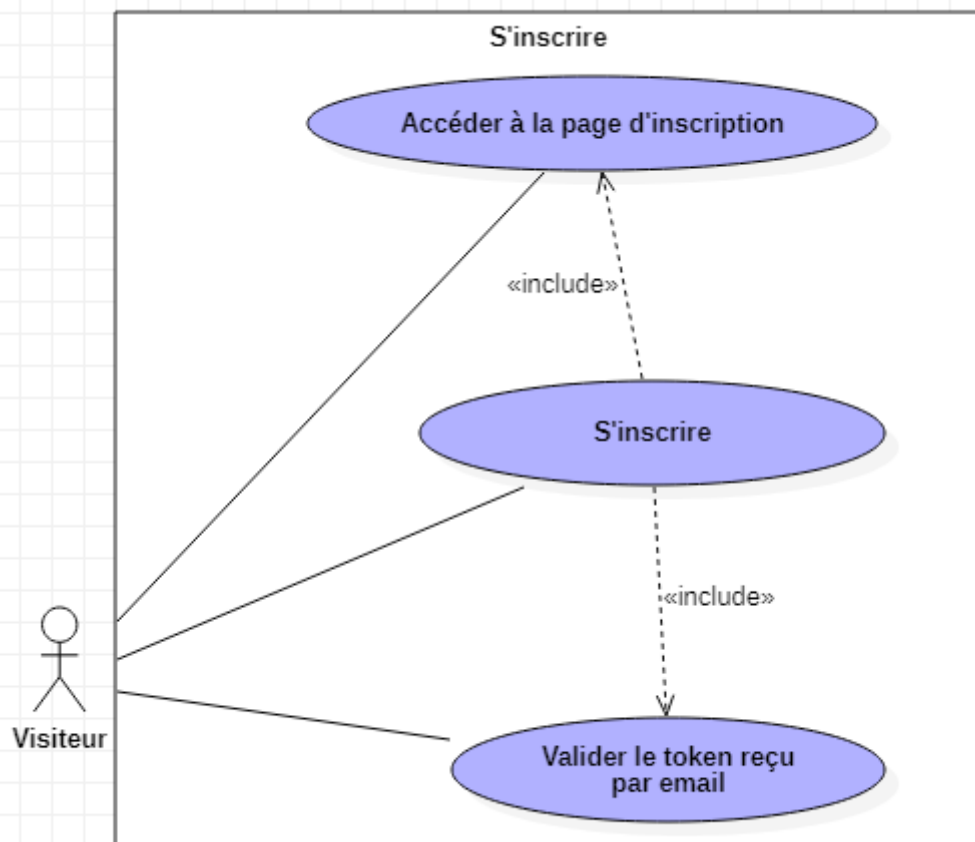
Bruno Grosdidier

Diagrammes UML

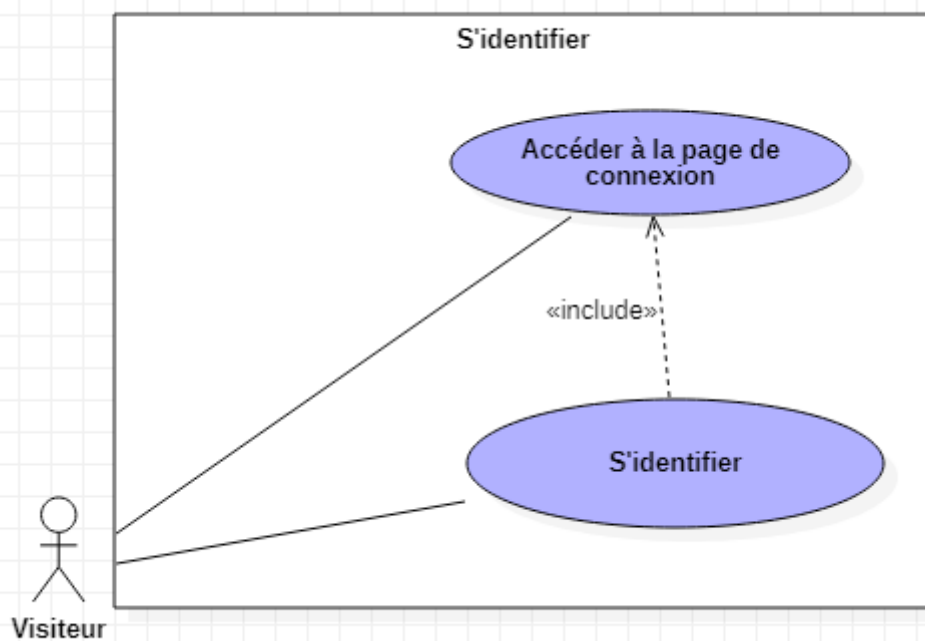
- I. Diagrammes de cas d'utilisation**
- II. Diagrammes de séquence**
- III. Diagramme de classes**
- IV. Modèle physique de données**

I. Diagrammes de cas d'utilisation

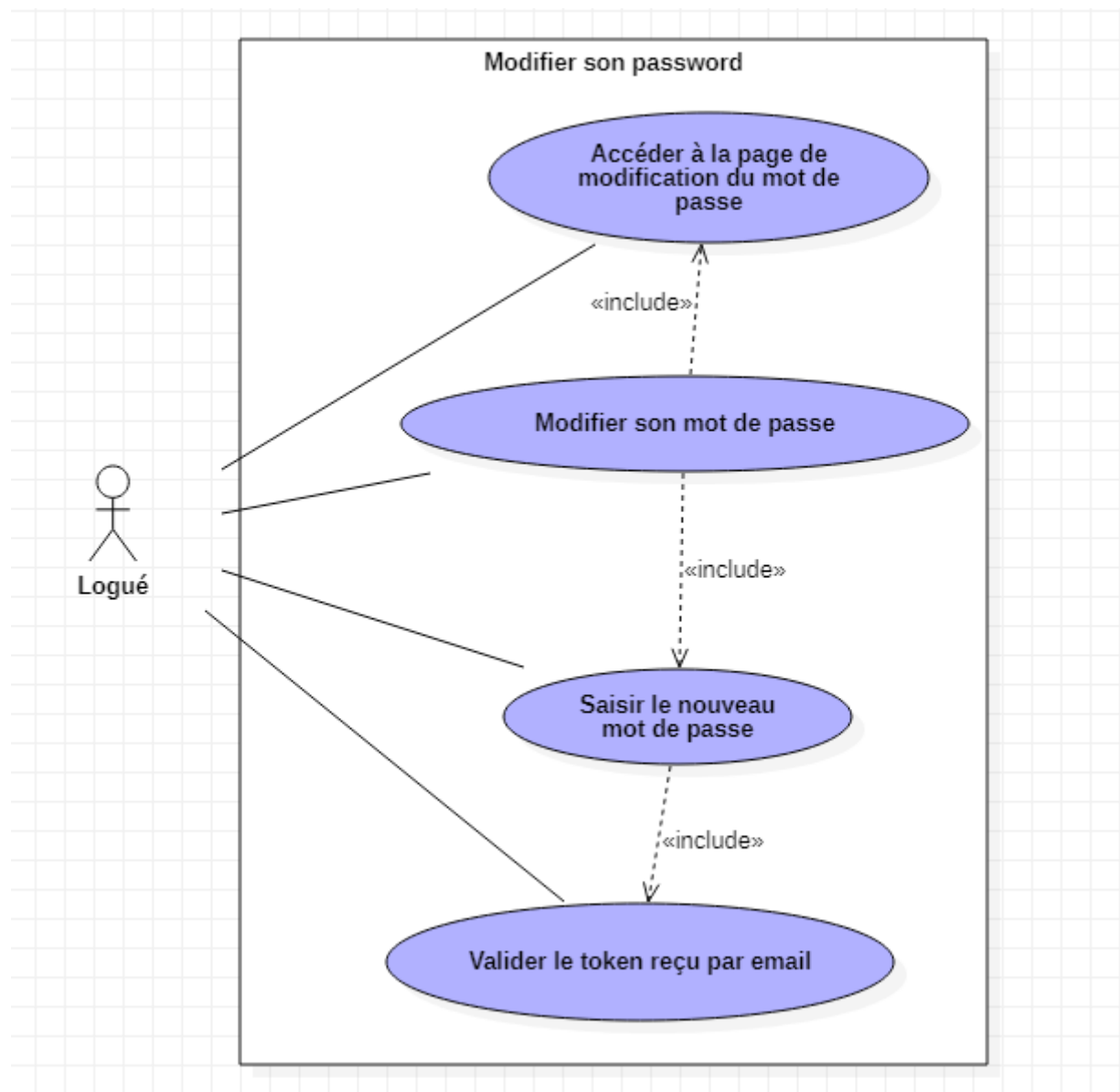
1. S'inscrire



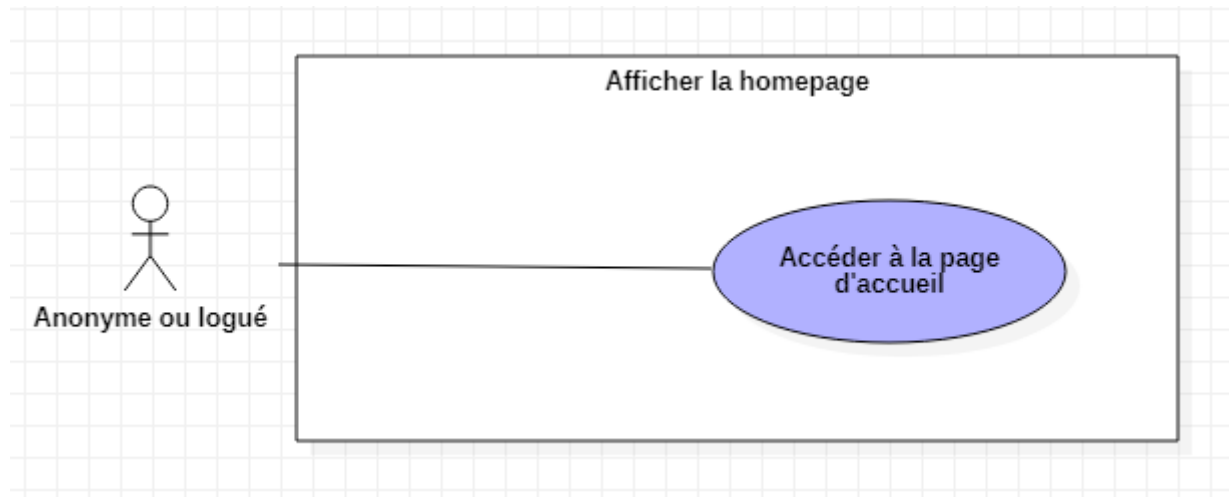
2. S'identifier



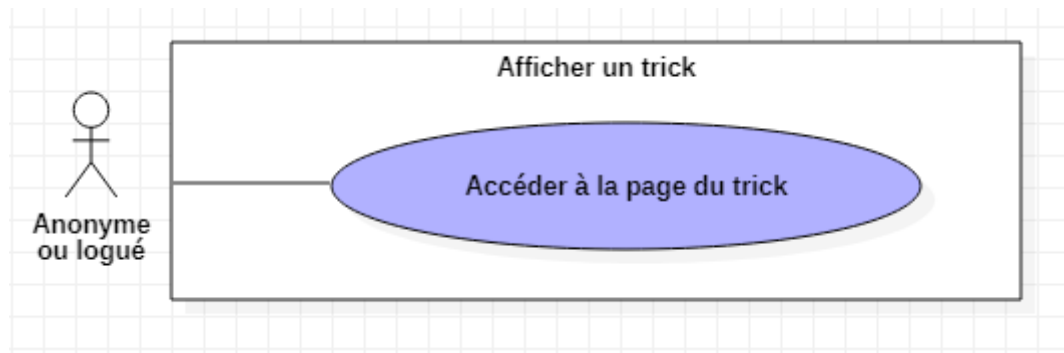
3. Modifier son password



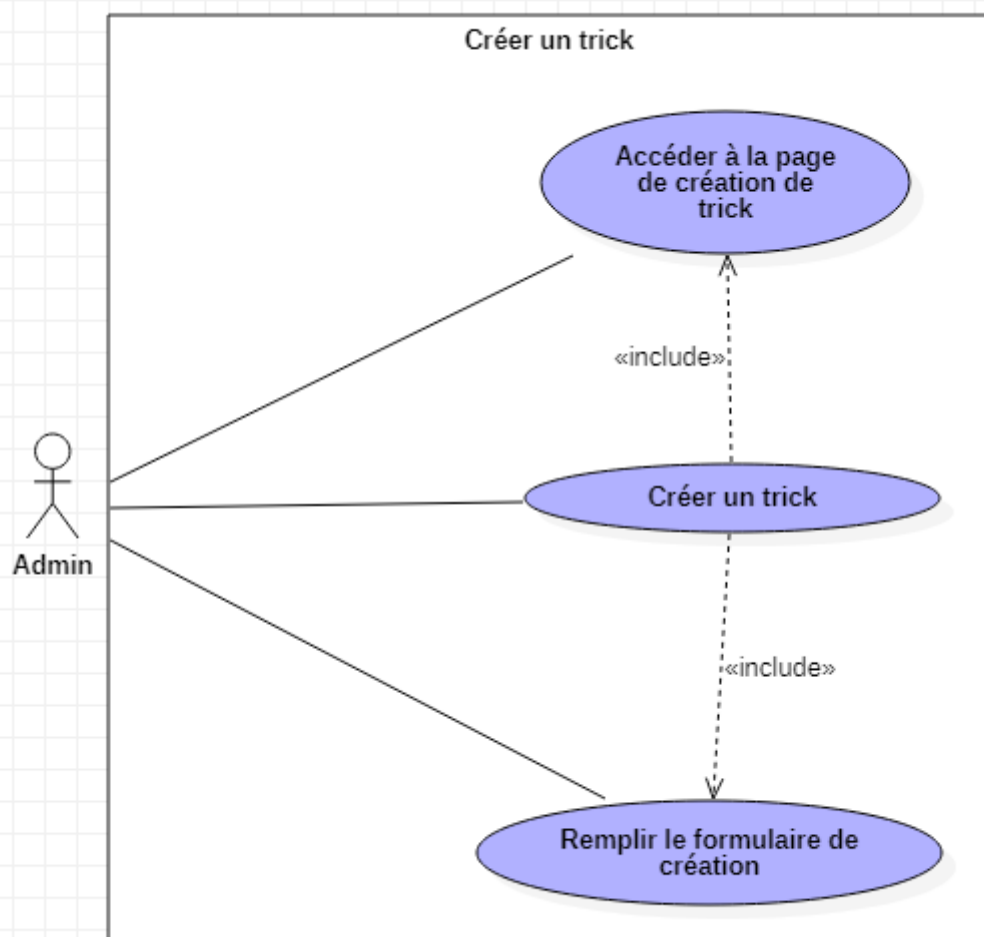
4. Afficher la homepage



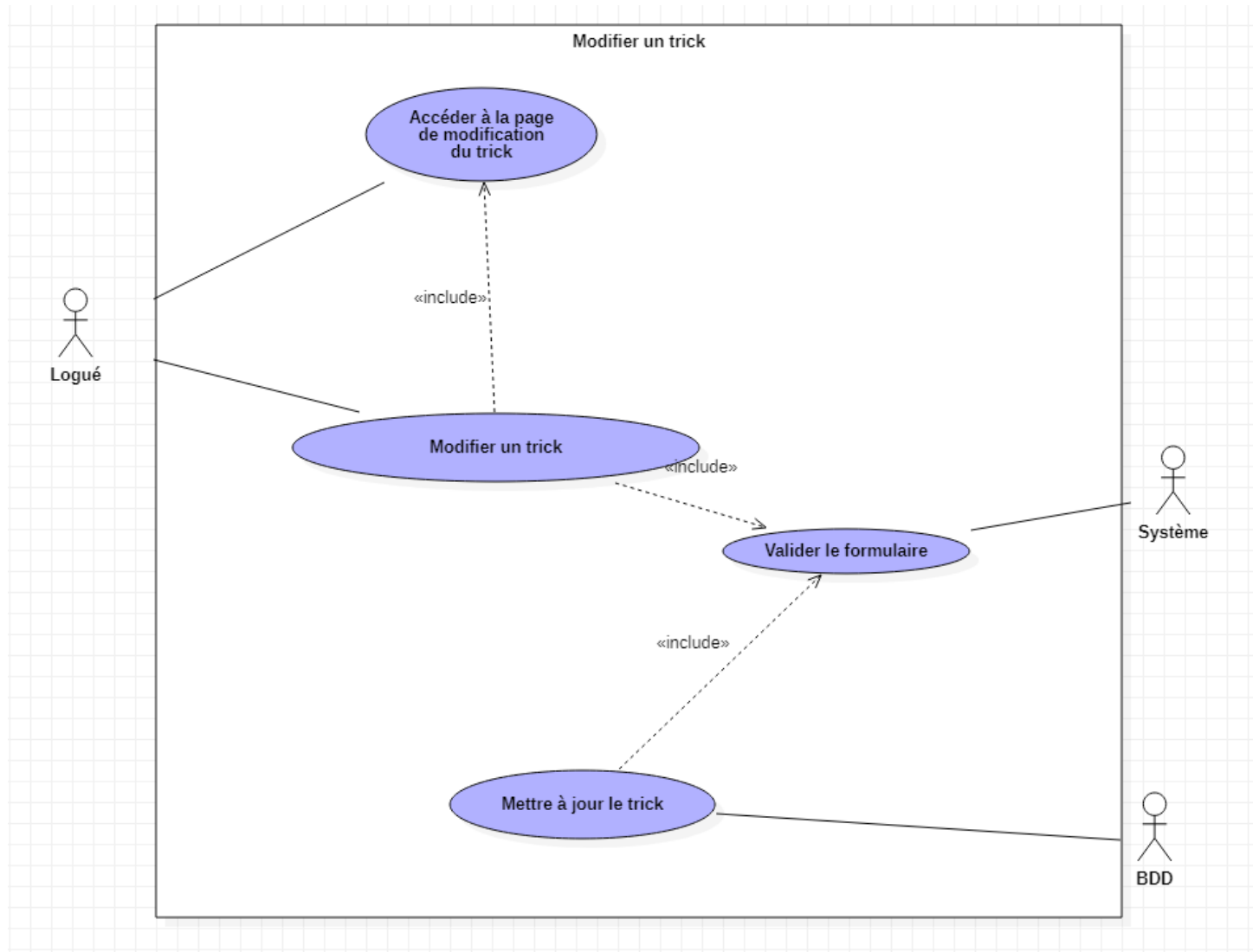
5. Afficher un trick



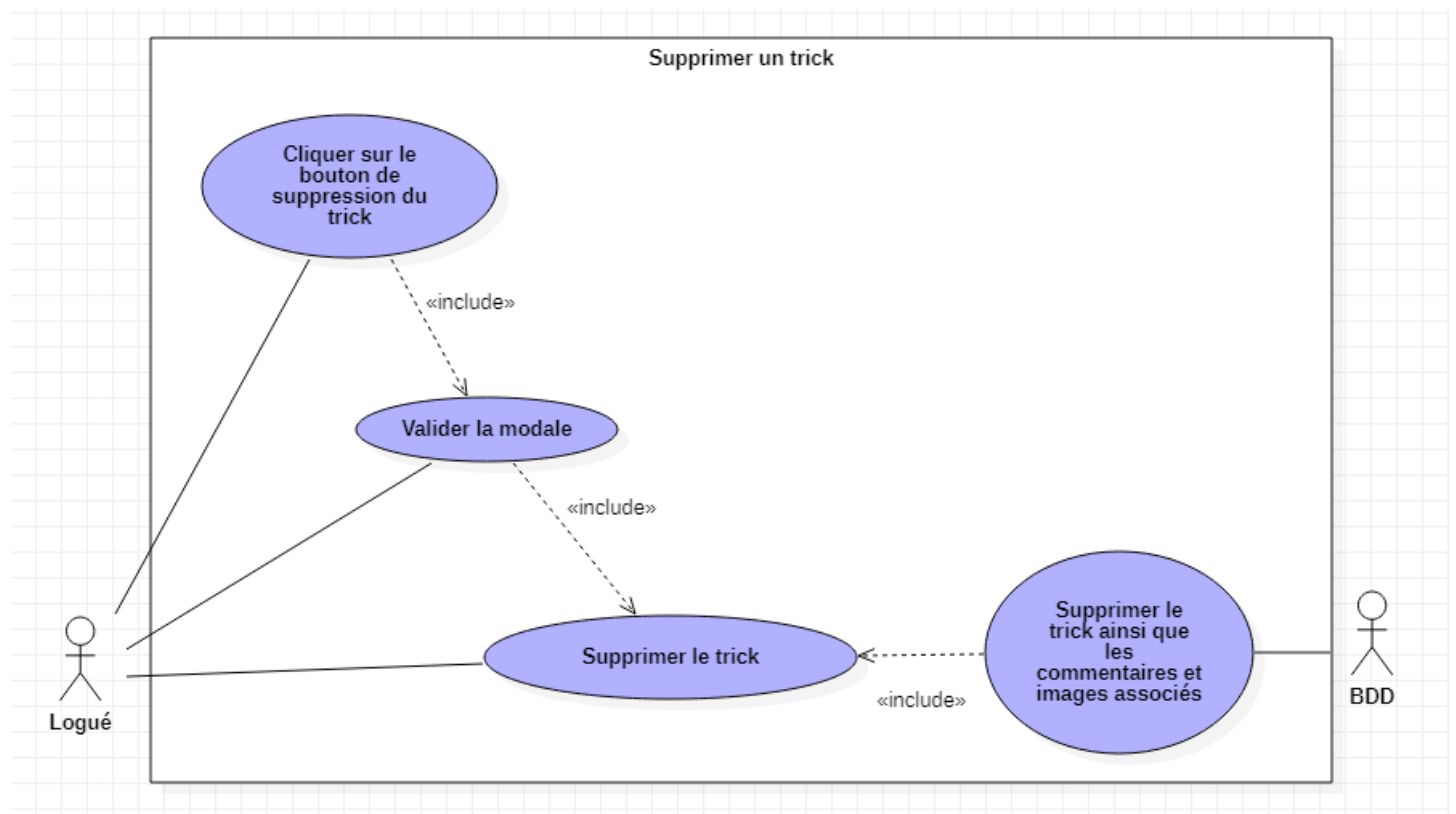
6. Créer un trick



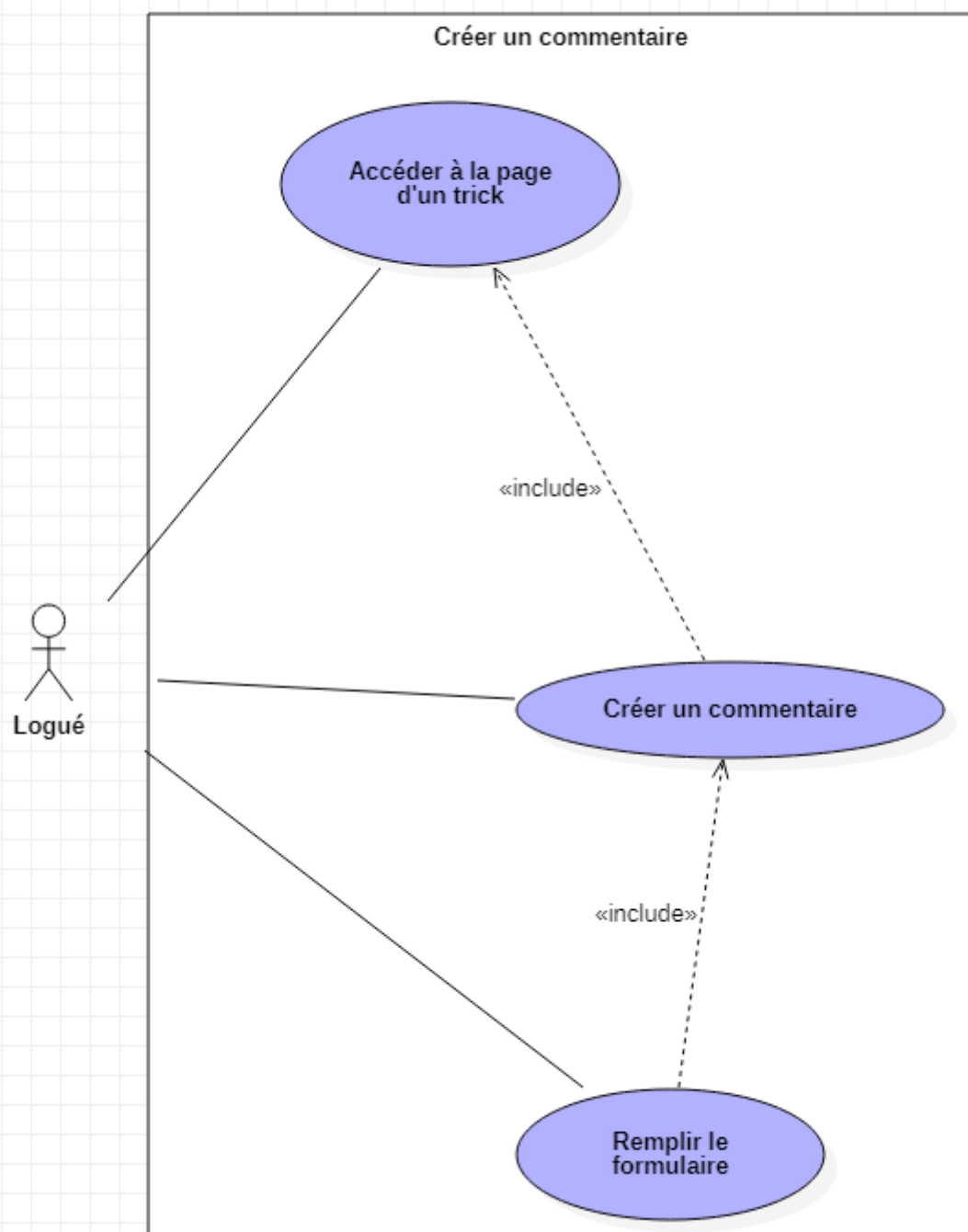
7. Modifier un trick



8. Supprimer un trick

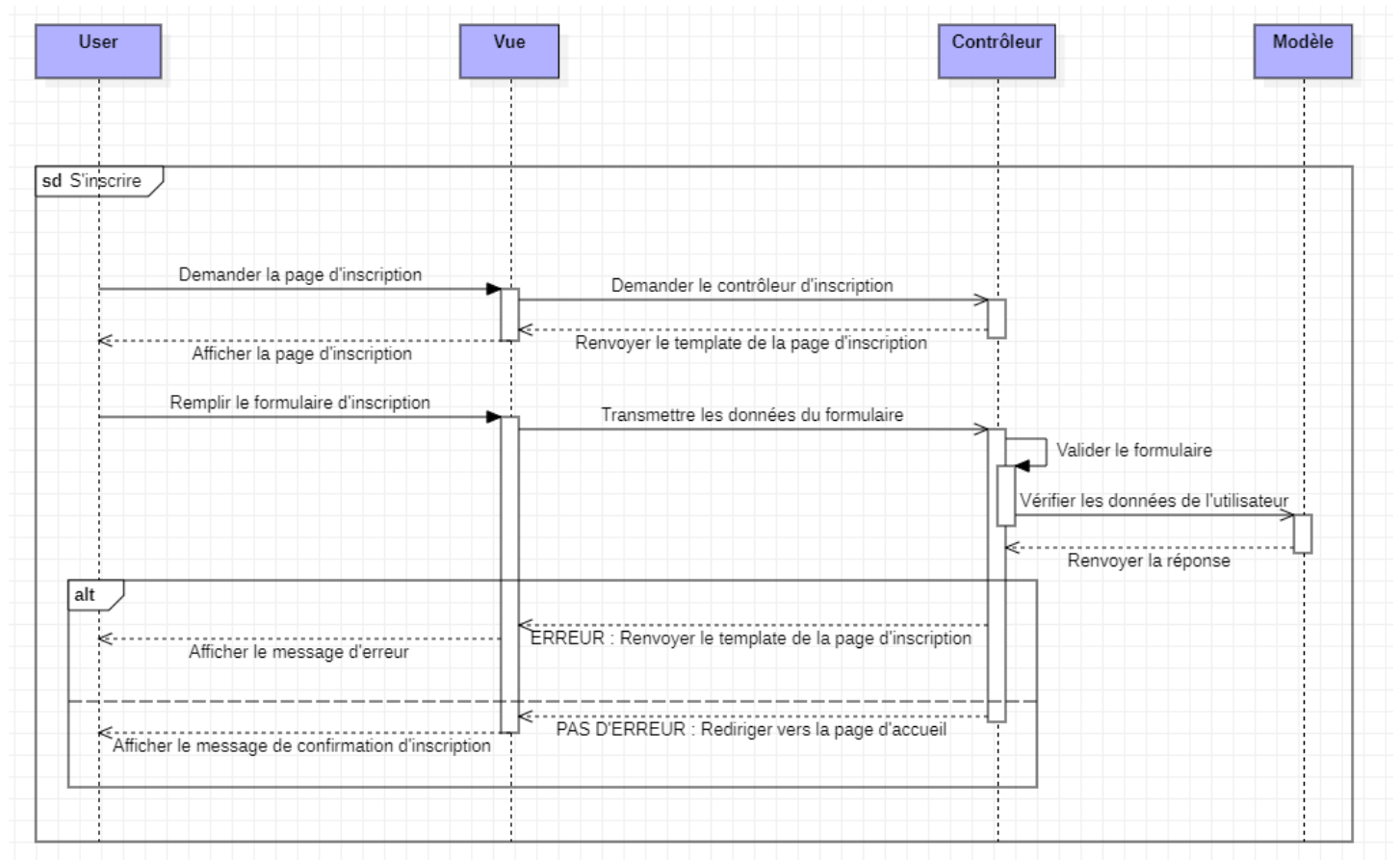


9. Créer un commentaire

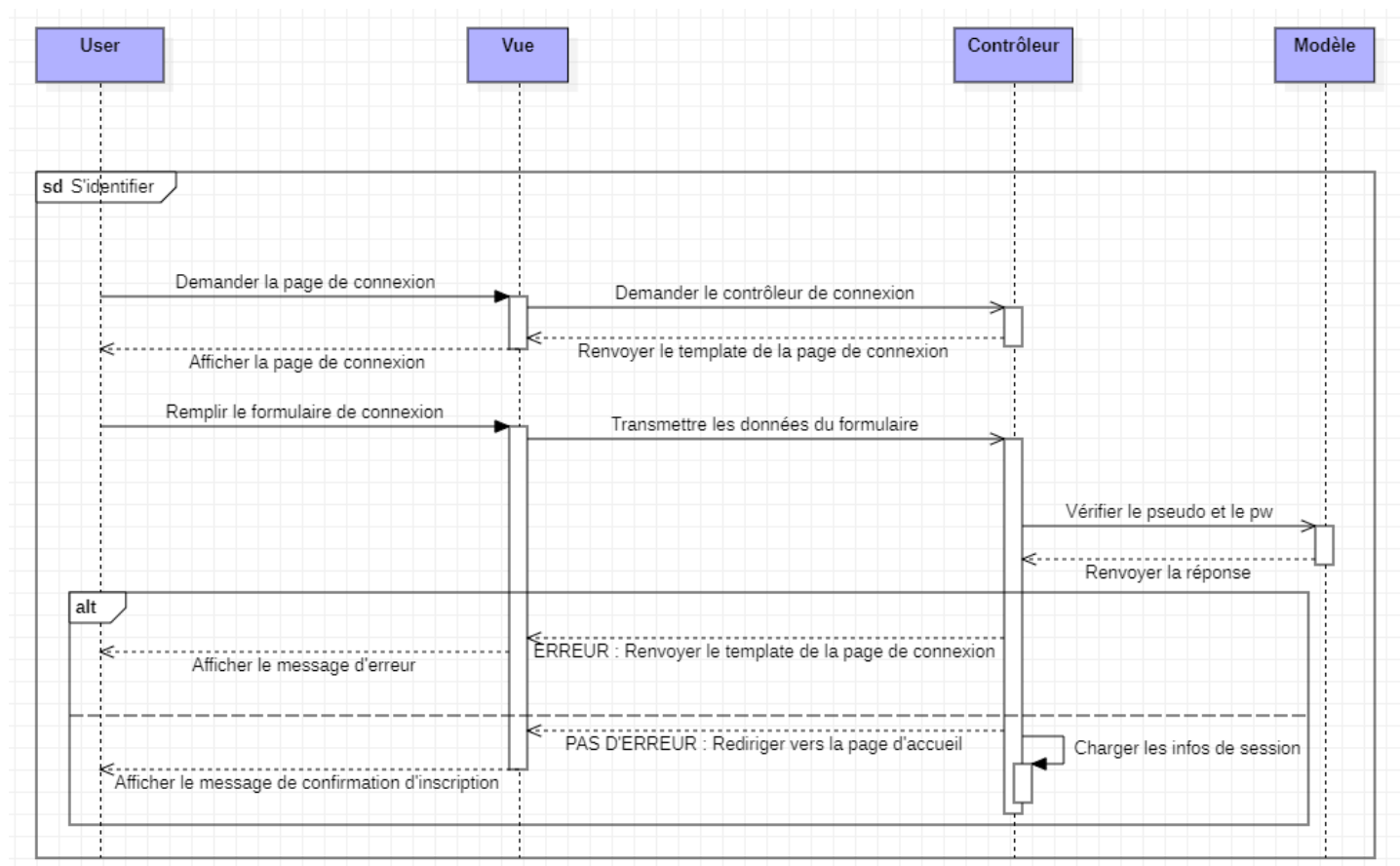


II. Diagrammes de séquence

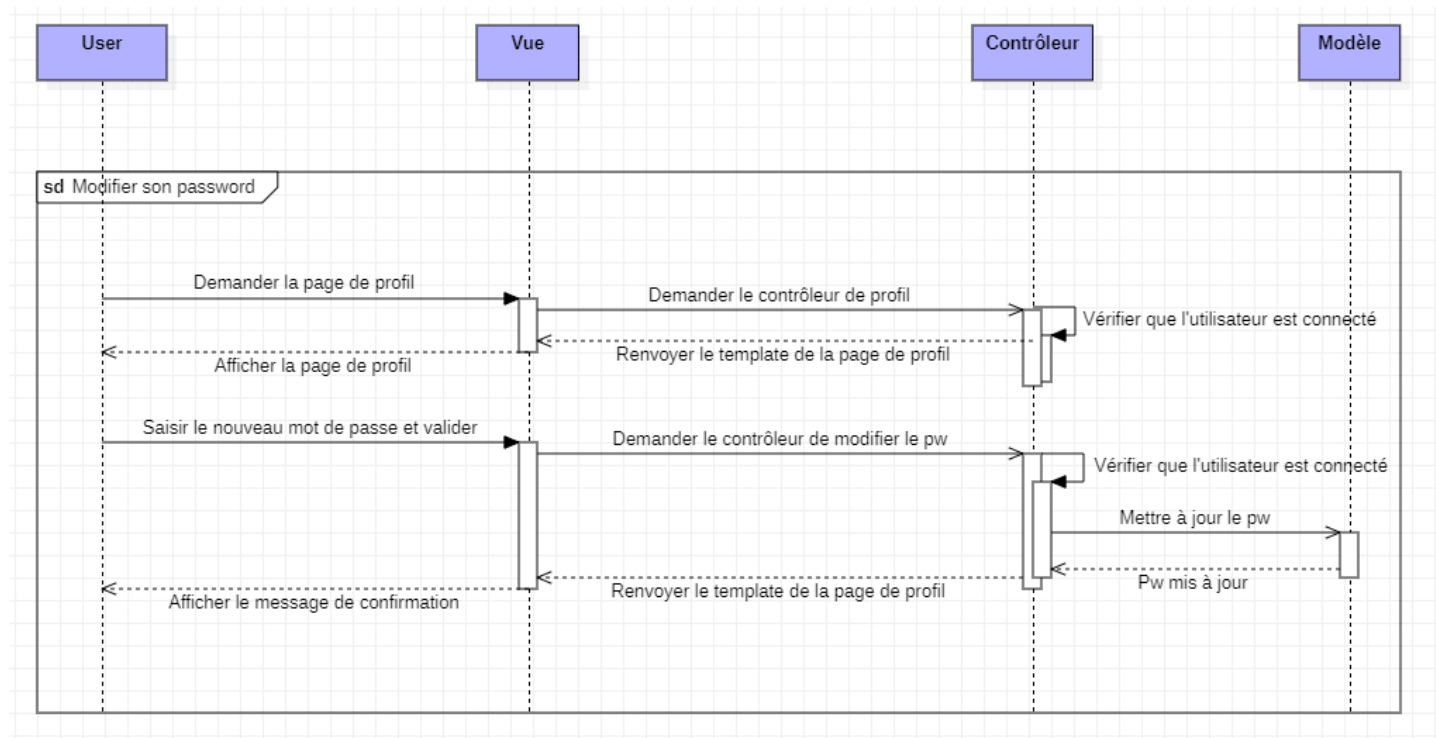
1. S'inscrire



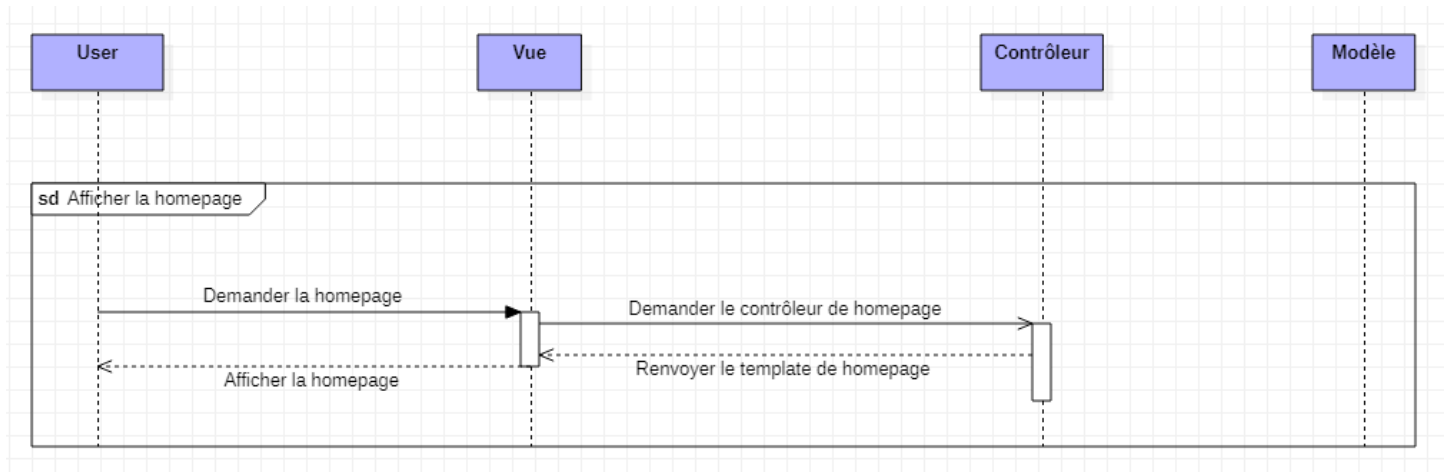
2. S'identifier



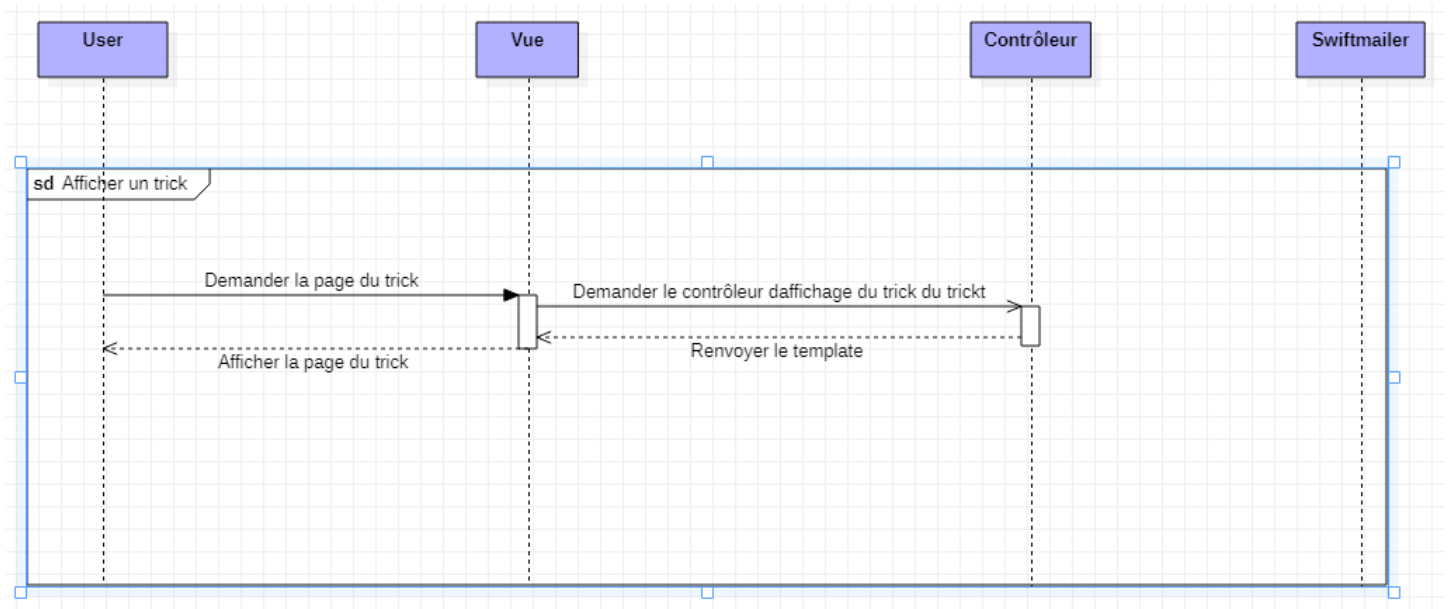
3. Modifier son password



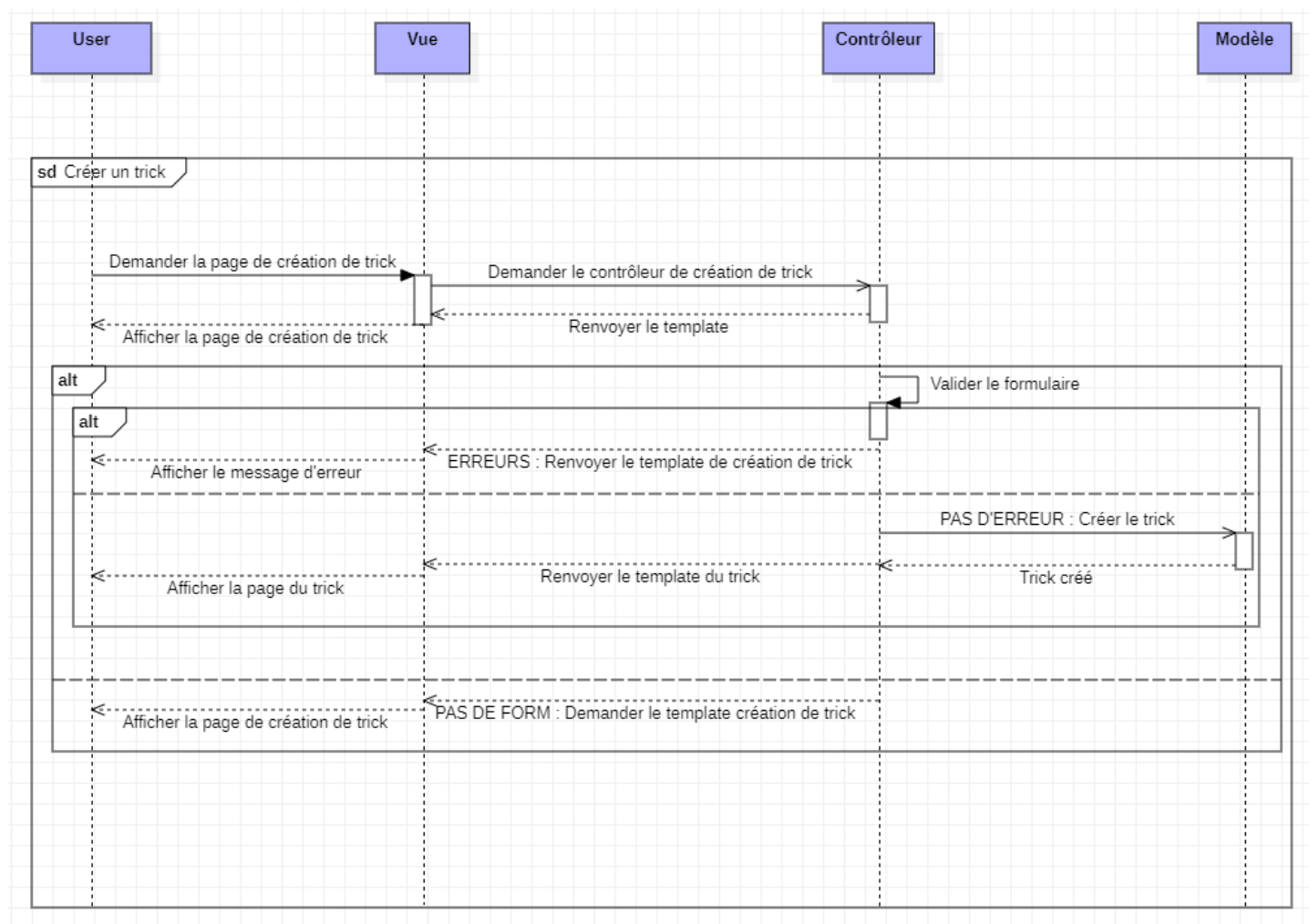
4. Afficher la homepage



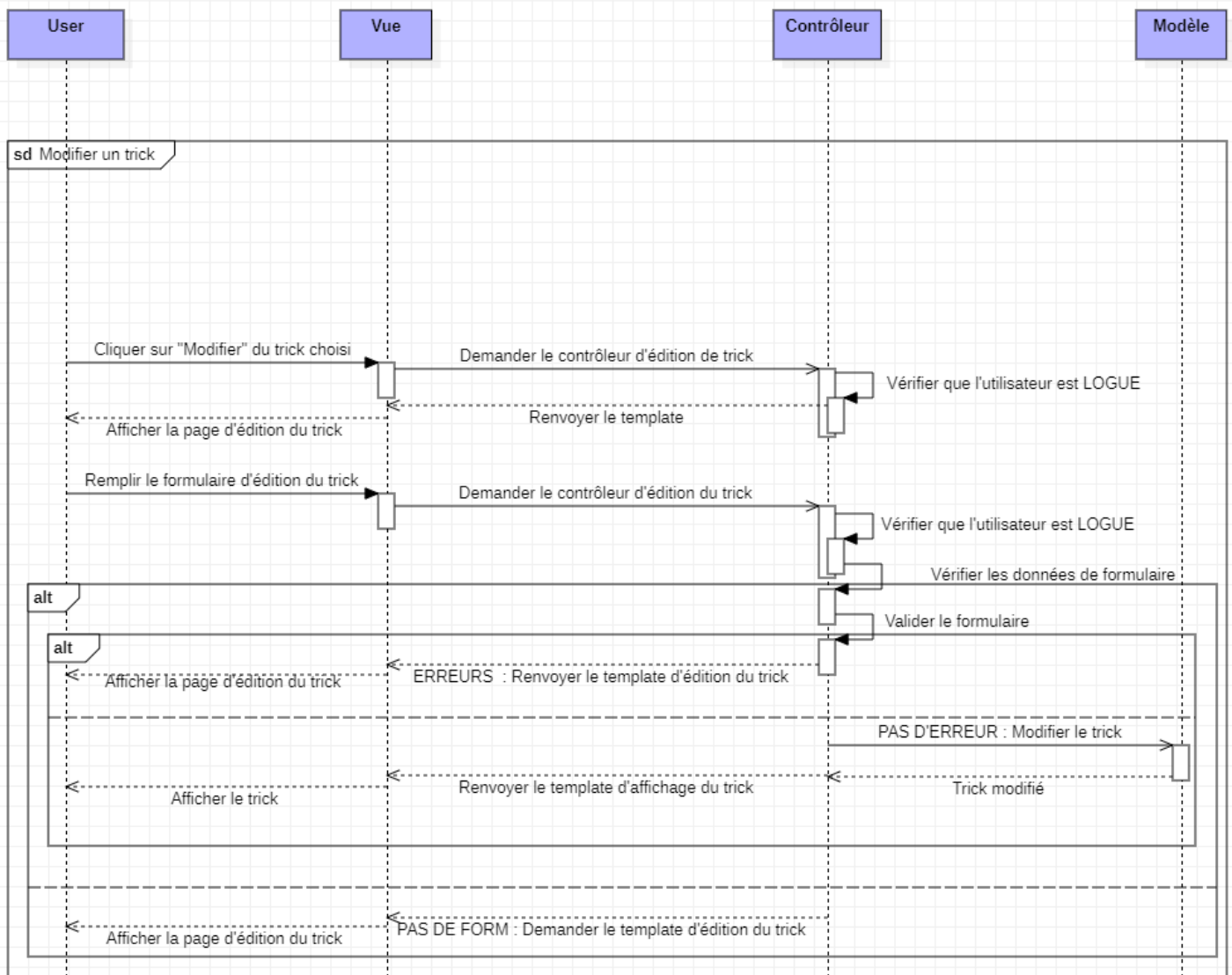
5. Afficher un trick



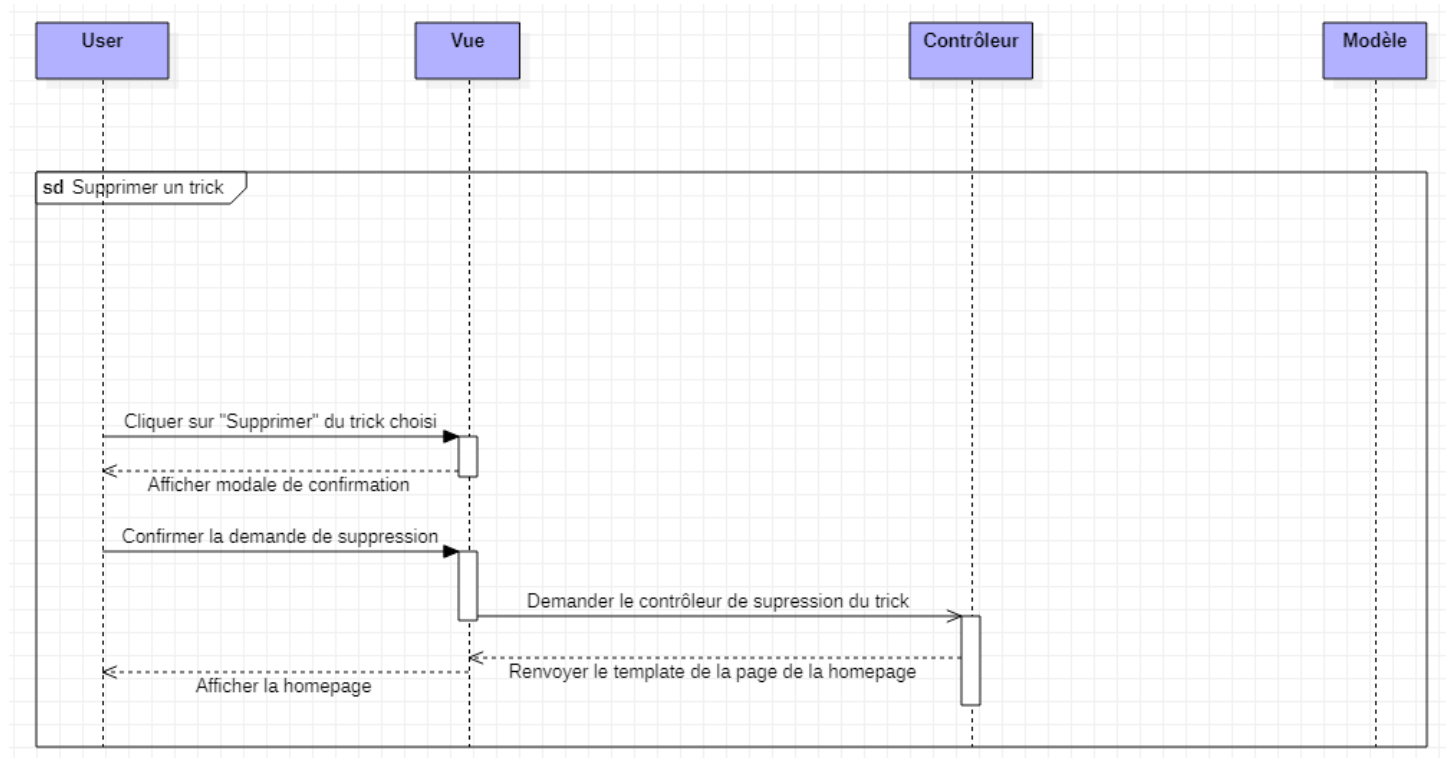
6. Créer un trick



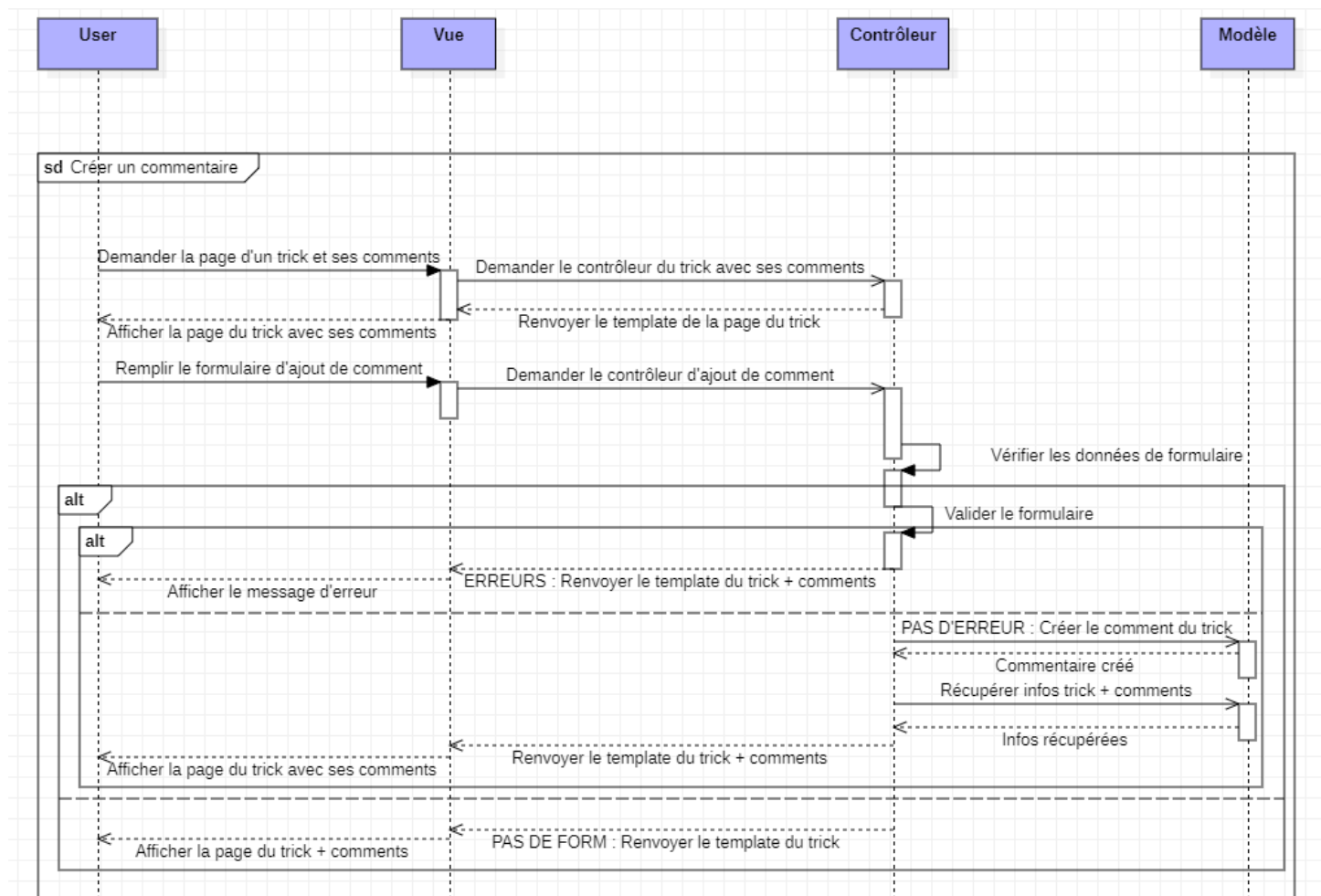
7. Modifier un trick



8. Supprimer un trick

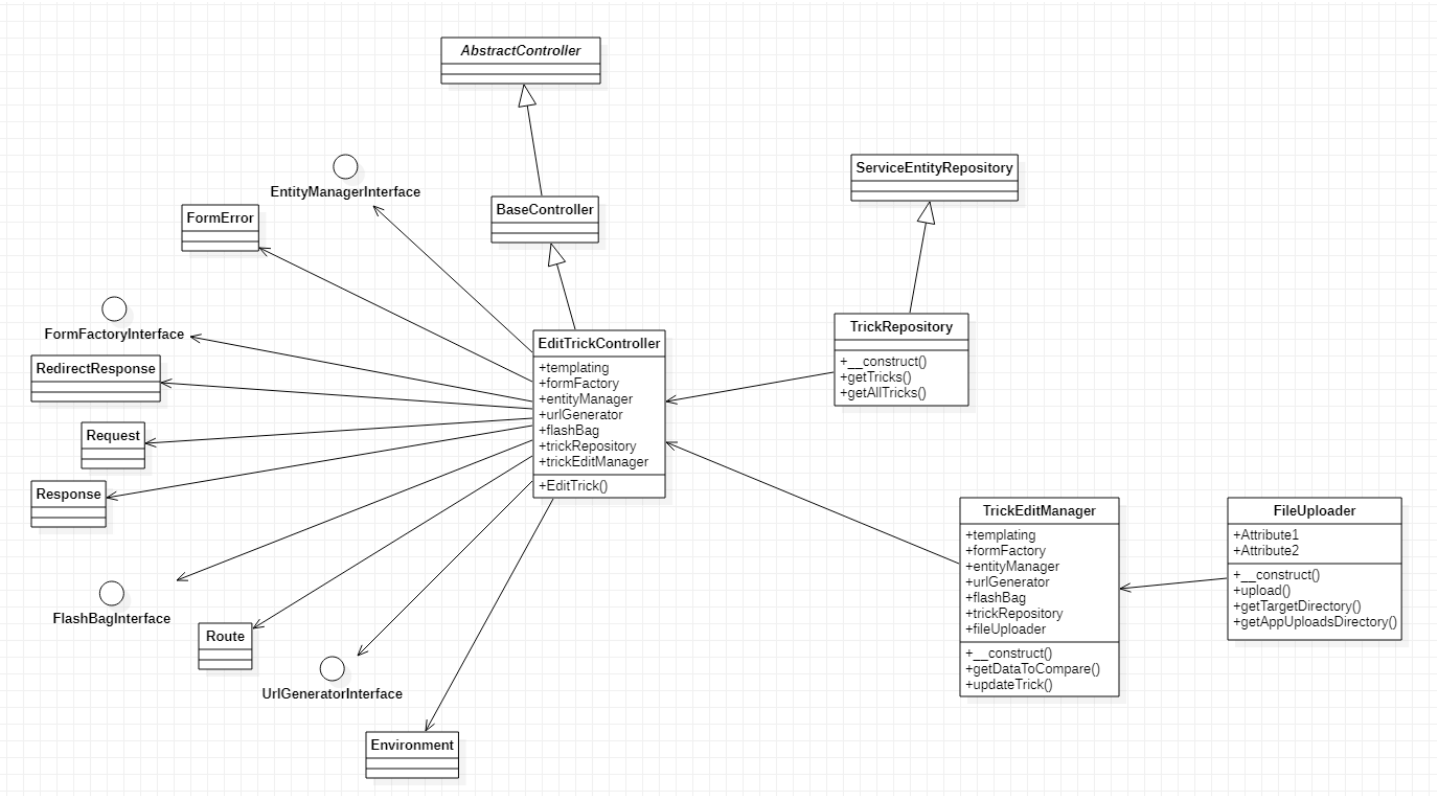


9. Créer un commentaire



III. Diagramme de classe

Modifier un trick



IV. Modèle physique de données

Modifier un trick

