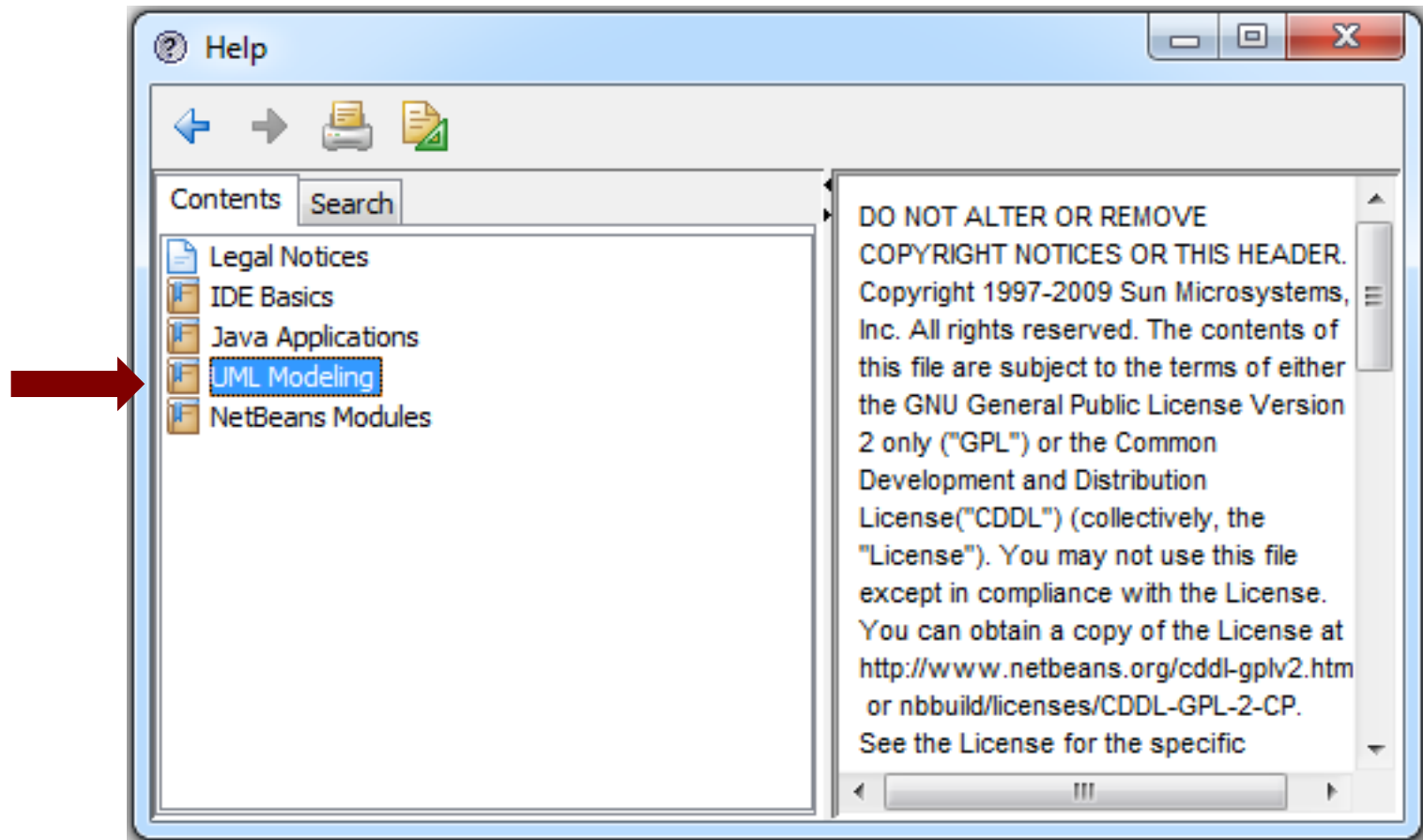


Netbeans 6.7.1

UML

- Referências
- Instalação Netbeans 6.7.1
- Instalação Plugin UML
- Criação Diagrama de Classes:
 - Novo Projecto Java
- Editor Diagrama de Classes:
 - Facilidades
- Geração de Código Java
- Relatório do Modelo UML
- Criação Diagrama de Classes:
 - Projecto Java Existente

- Ajuda Netbeans 6.7.1 (UML instalado):
 - Menu Help > Help Contents



- Descargar Netbeans 6.7.1:
 - <http://www.netbeans.info/downloads/dev.php>



The screenshot shows the NetBeans website's download page. At the top is the NetBeans logo and a search bar. Below is a navigation menu with links to Home, IDE, Plugins, Docs & Support, Community, and Partners. The main heading is "Release Archives & Development Downloads", with sub-links for 6.9, Development, and Archive. A paragraph explains that the page provides past releases and development downloads, including daily builds, milestones, sources, and other extras. Below this, there are two main sections: a subscription form on the left and a version/build selection form on the right. The subscription form includes an optional email address field, checkboxes for "Monthly" and "Weekly" newsletters, and a checkbox for "NetBeans can contact me at this address". The version/build selection form has a "NetBeans Version" dropdown set to "6.7.1" (highlighted by a red arrow), a "Build Type" dropdown set to "Daily", and a "Continue" button.

NetBeans

Search: GO!

Home IDE Plugins Docs & Support Community Partners

HOME / Download

Release Archives & Development Downloads

[6.9](#) | [Development](#) | [Archive](#)

Start here for past releases and development downloads of NetBeans - daily builds, Milestones, sources and other extras required to build from source.
Please note dev builds are not release quality, use at your own risk.

Email address (optional):

Subscribe to newsletters: ☒ Monthly ☐ Weekly

☒ NetBeans can contact me at this address

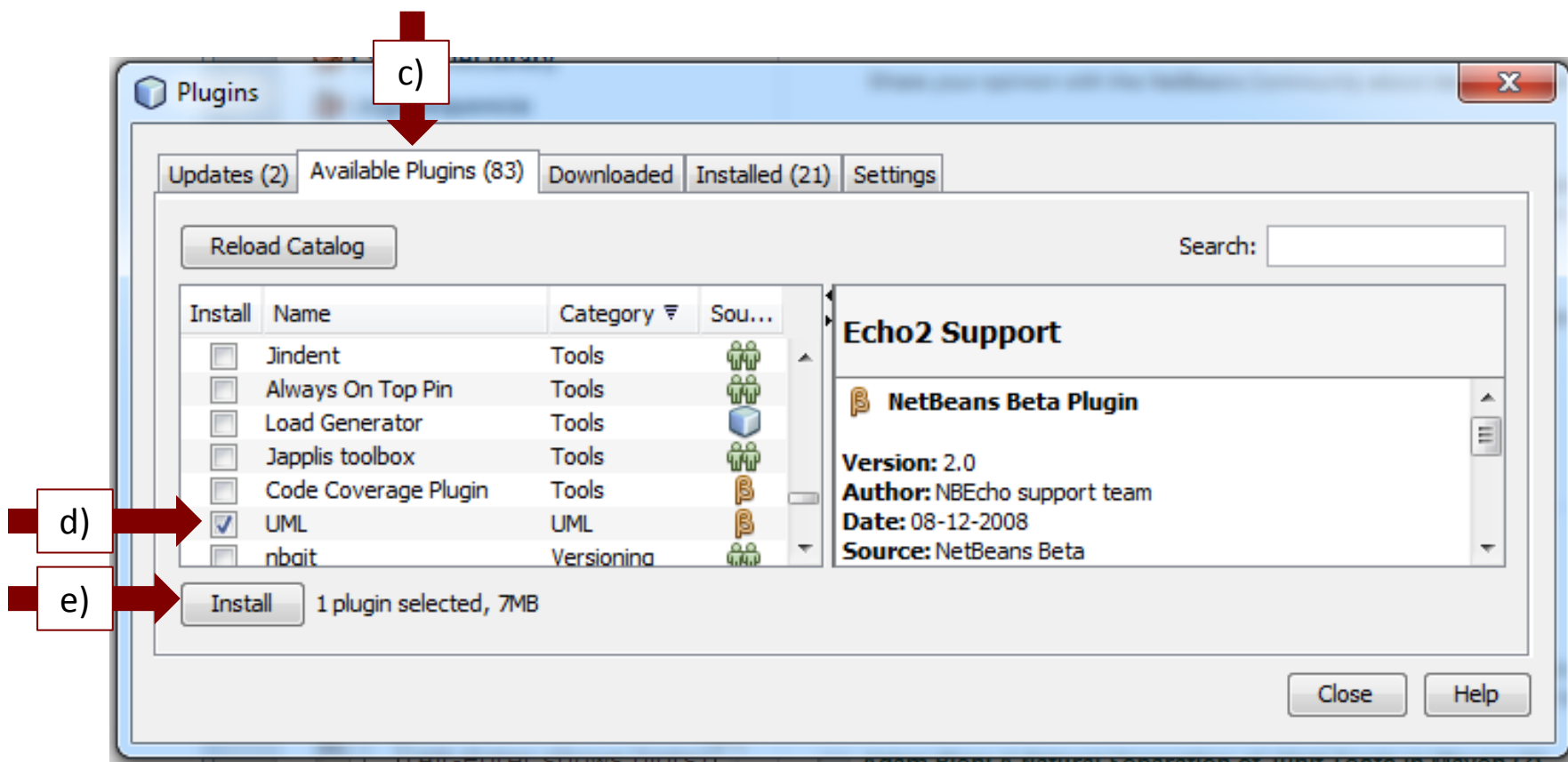
NetBeans Version :

Build Type :

Instalação Plugin UML

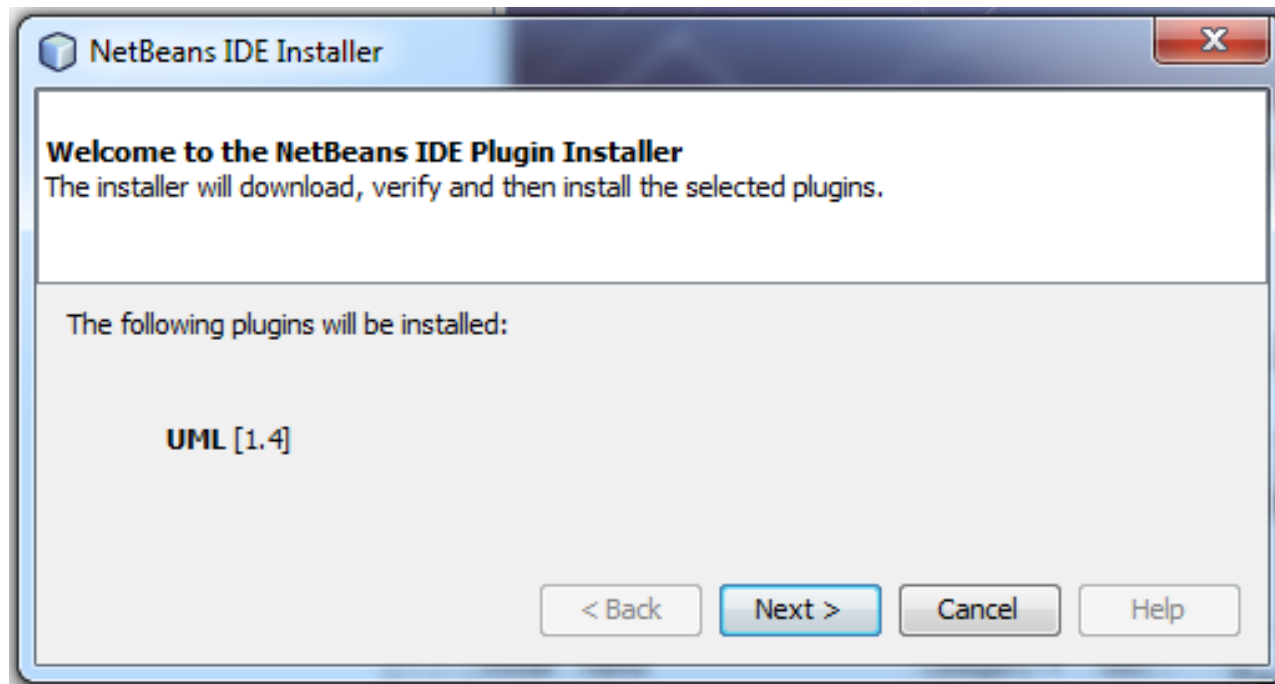
1. Iniciar instalação **plugin UML**:

- Clique menu Tools
- Clique Plugins
- Clique separador Available Plugins
- Clique caixa UML
- Clique botão Install



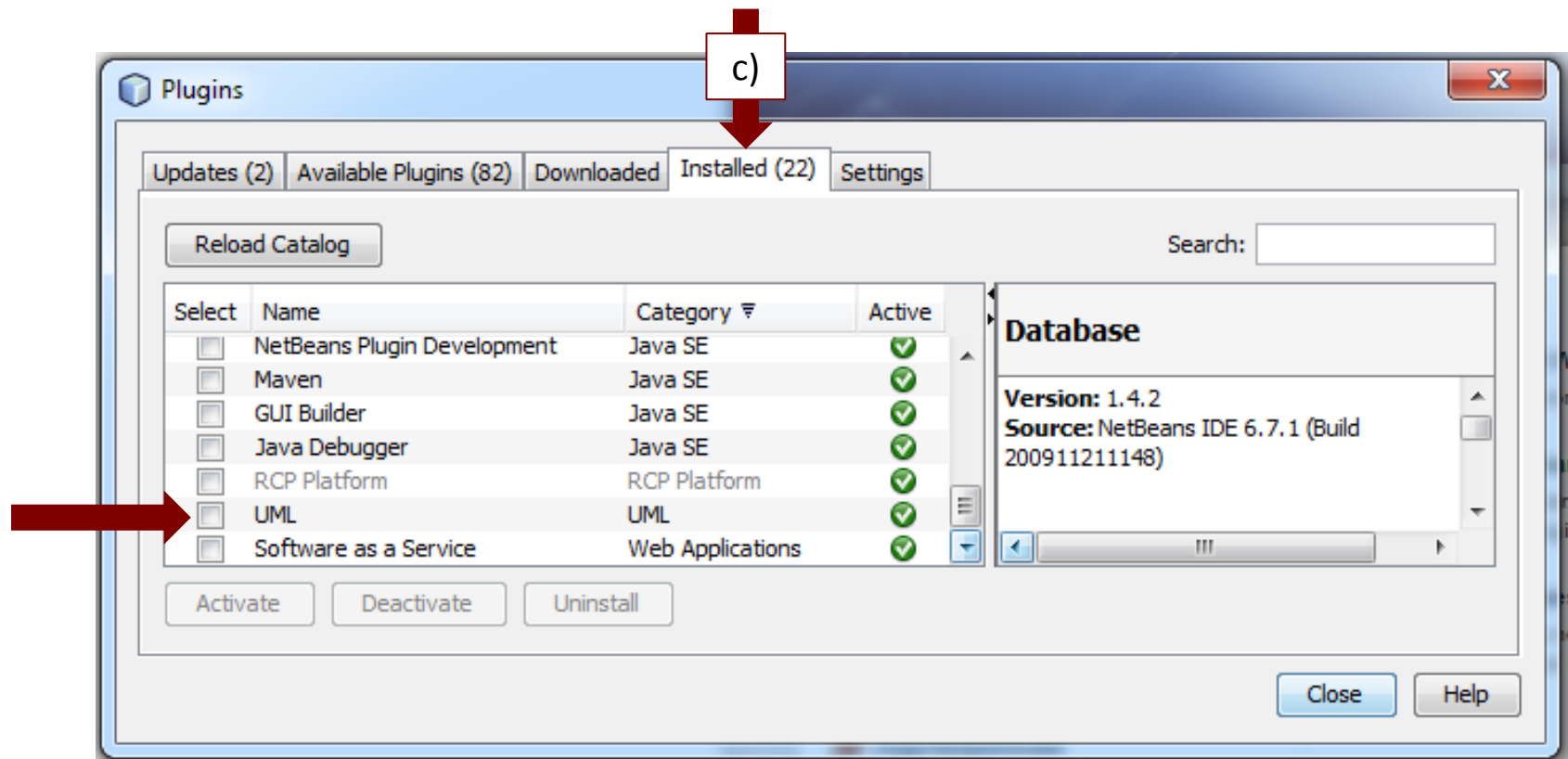
2. Concluir instalação plugin UML:

- Usando o Assistente Netbeans IDE Installer



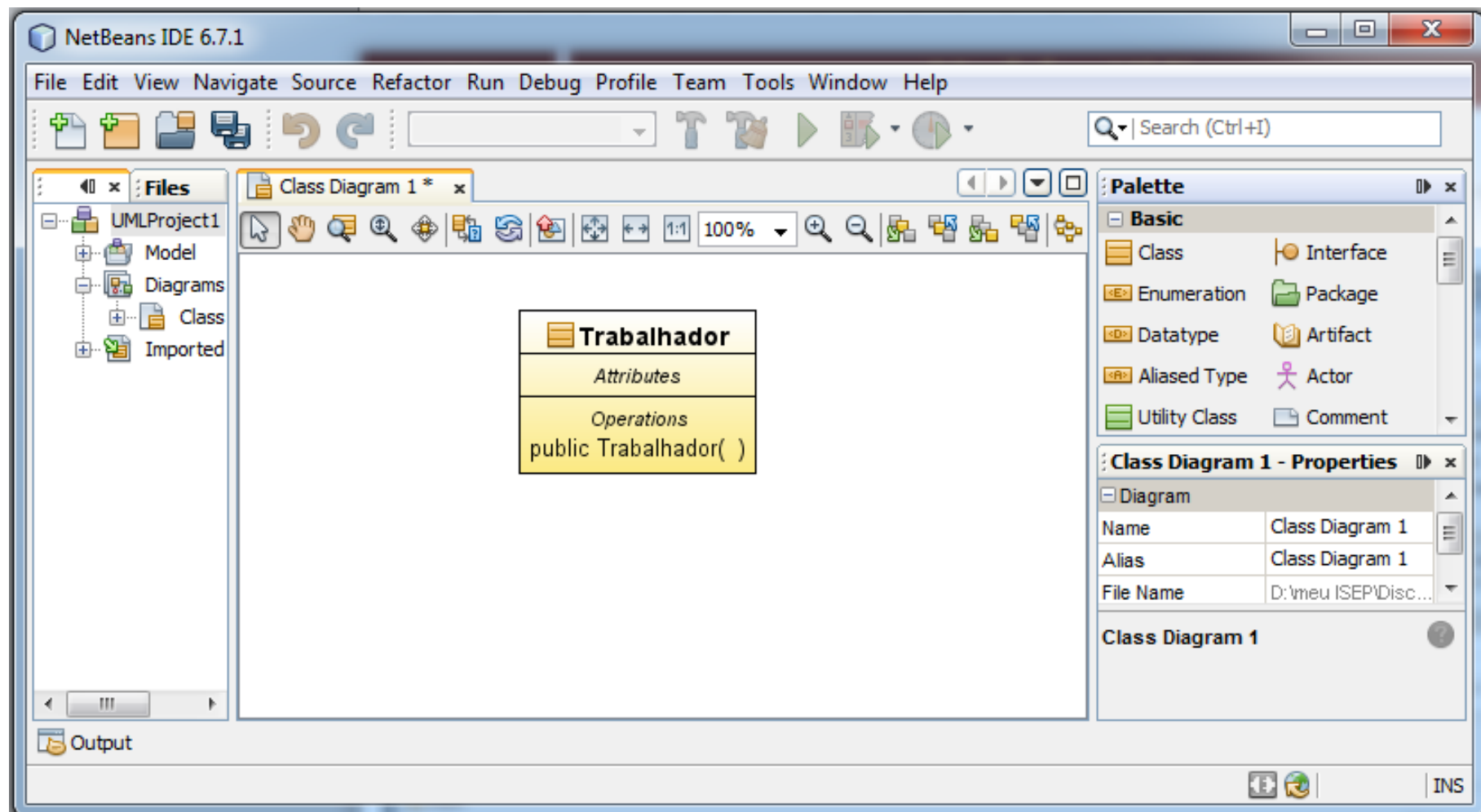
3. Confirmar instalação plugin UML:

- a) Clique menu Tools
- b) Clique Plugins
- c) Clique separador Installed



Criação Diagrama de Classes Para Novo Projecto Java

1. Clique Menu File > Clique New Project
2. Clique Categoria UML > Clique Java-Platform Model > Clique botão Next
3. Especifique Nome e Localização do Projecto UML > Clique botão Finish
4. Clique Class Diagram > Clique botão Finish // na Caixa de Diálogo Create New Diagram



Facilidades do Editor de Diagramas de Classes

- Consiste essencialmente em:

- Arrastar ícone da janela **Palette**

- Criar **atributos**

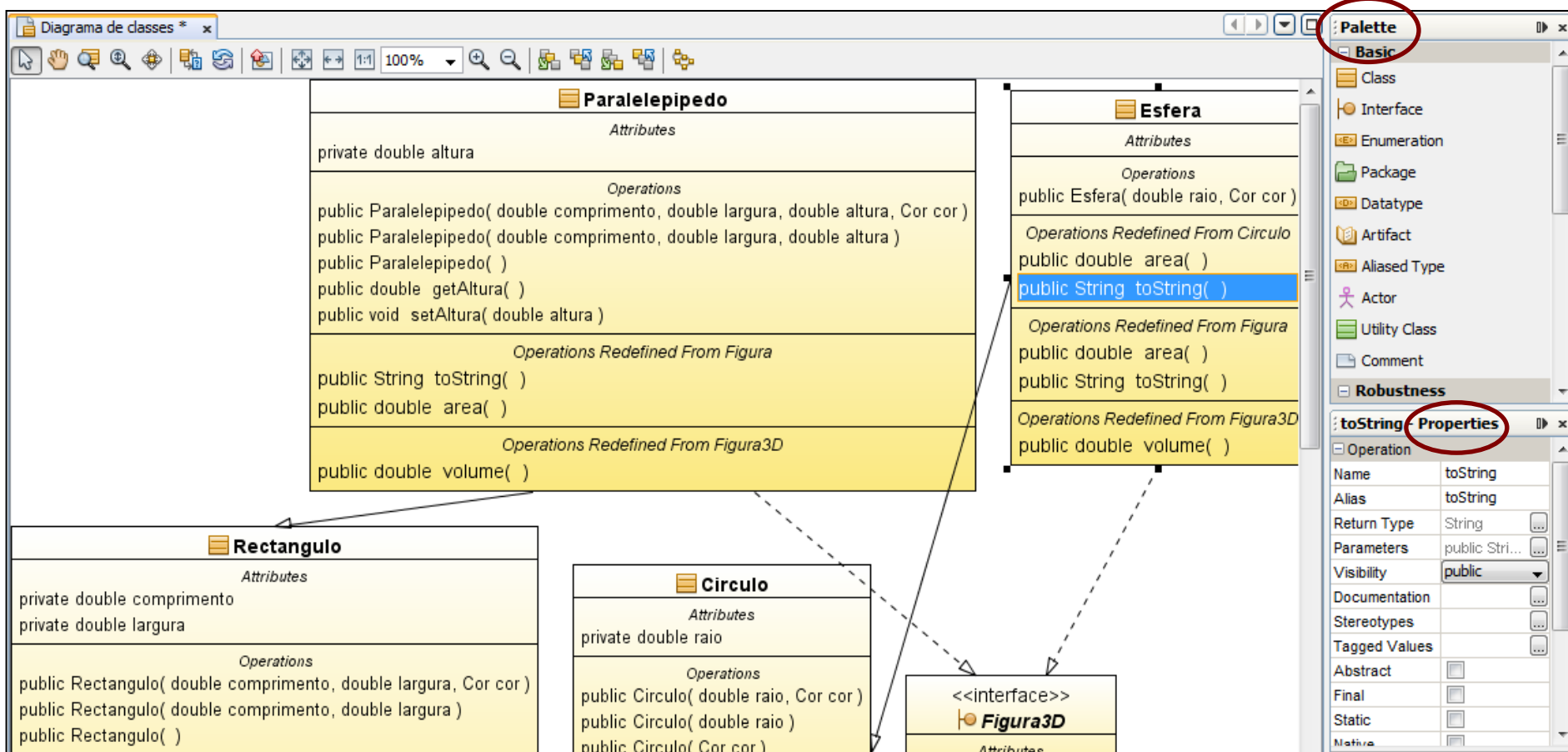
- Criar **métodos**

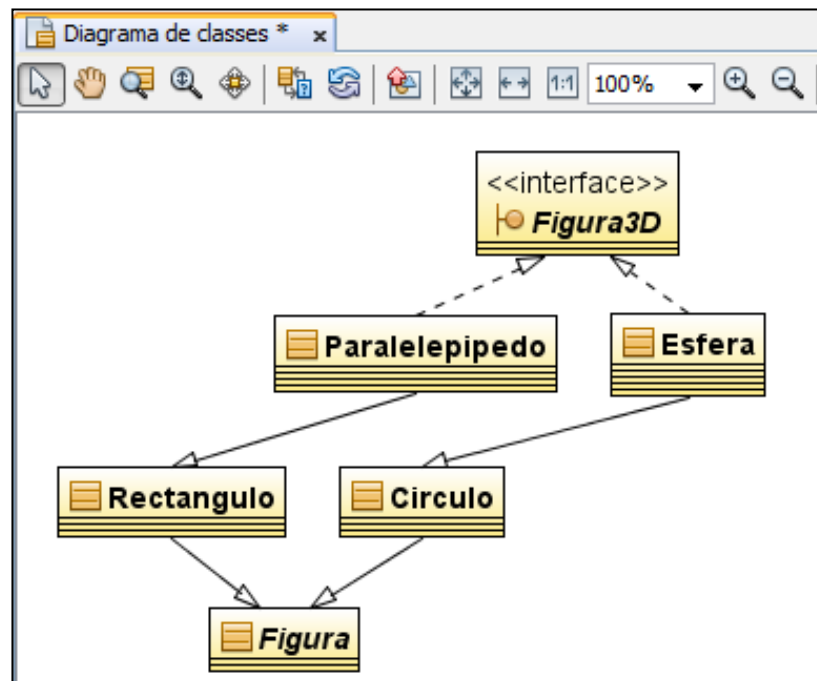
- Alterar **propriedades** na janela **Properties**

// clique direito no elemento > clique Create Attribute

// clique direito no elemento > clique Create Operation

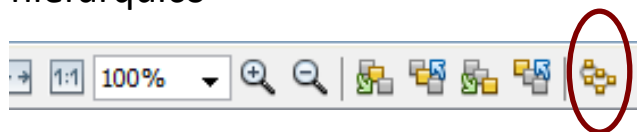
// **alternativa**: clique direito no elemento > Properties



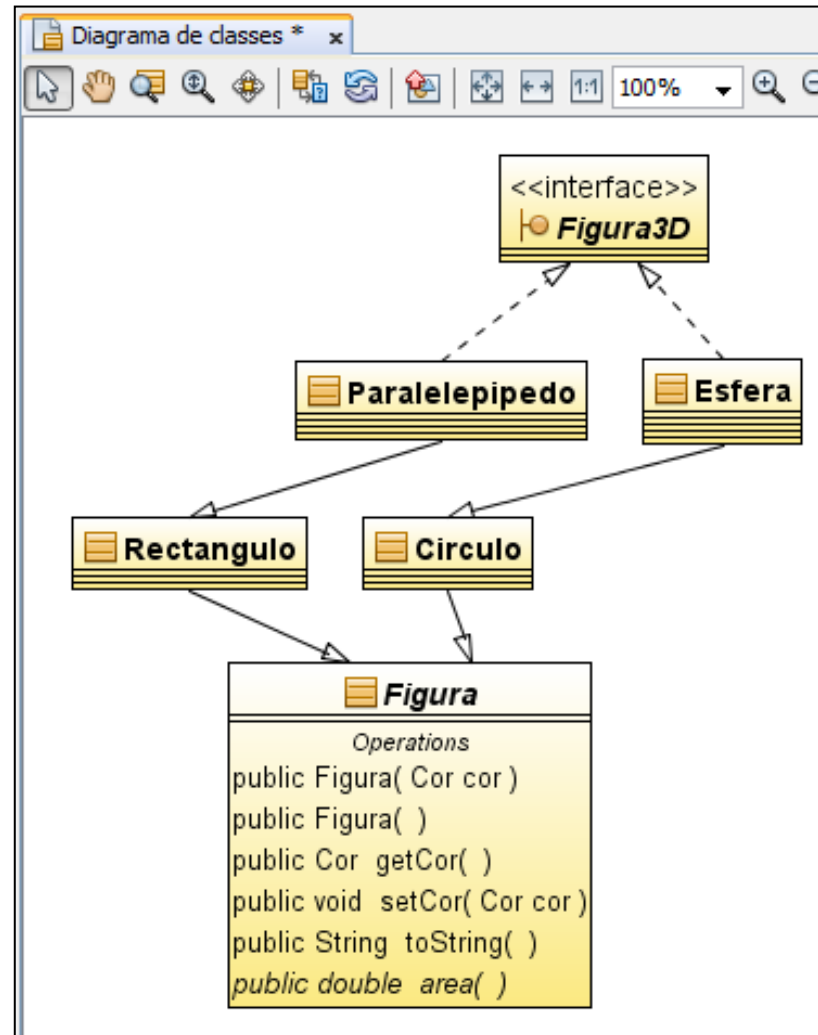


• Procedimento:

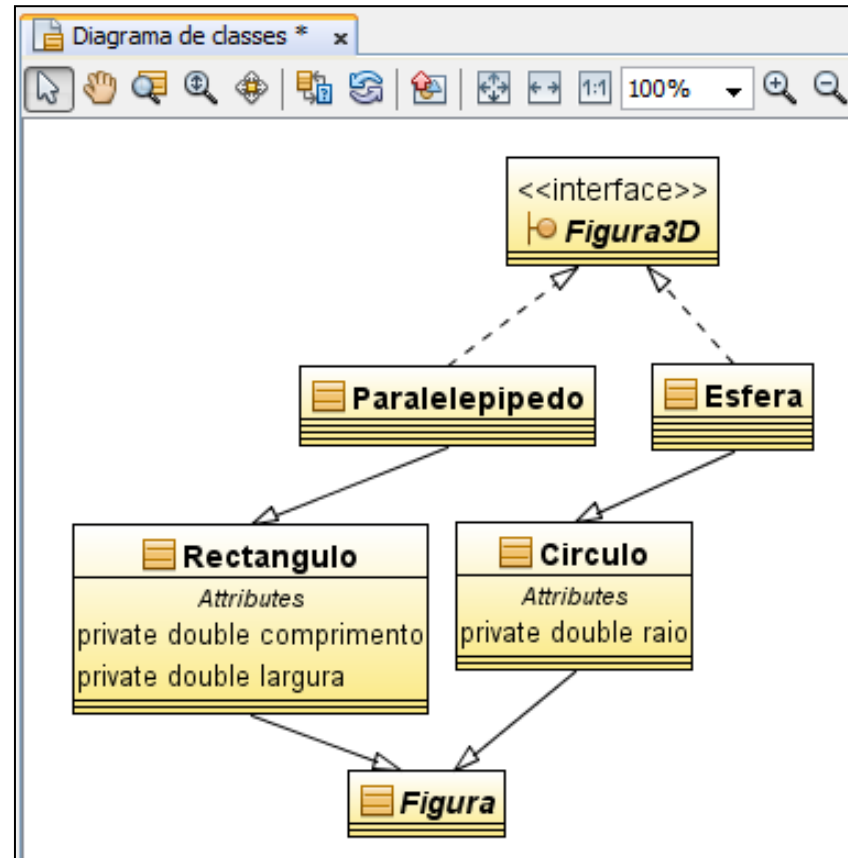
1. Clique direito em área vazia (apresentado menu ilustrado à direita)
2. Clique Collapse All
3. Clique botão para criar esquema hierárquico



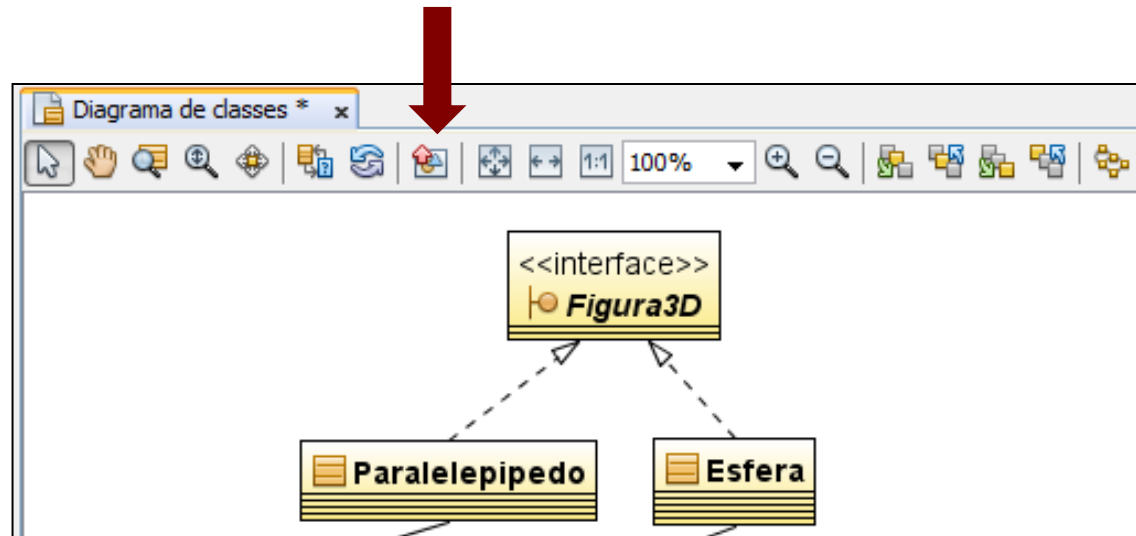
- Clique direito no elemento > Clique Show/Hide List Compartments > Clique **Operations** Compartment



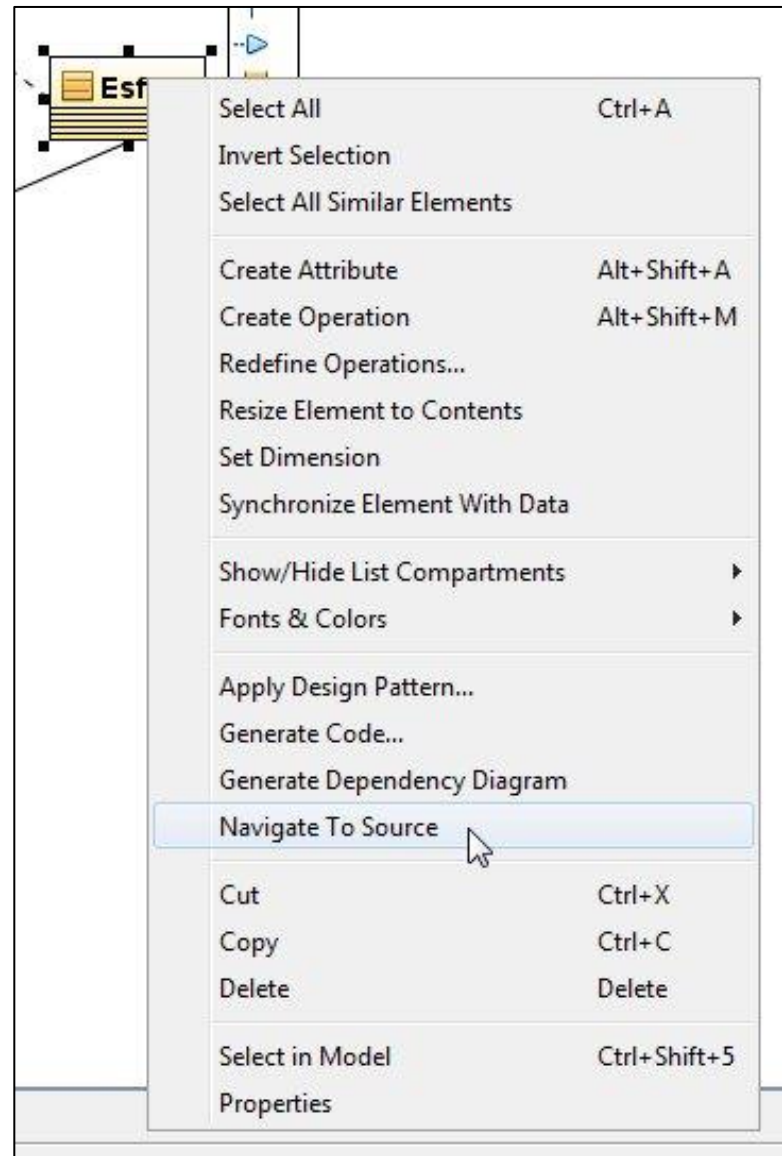
- Clique direito no elemento > Clique Show/Hide List Compartments > Clique **Attributes** Compartment



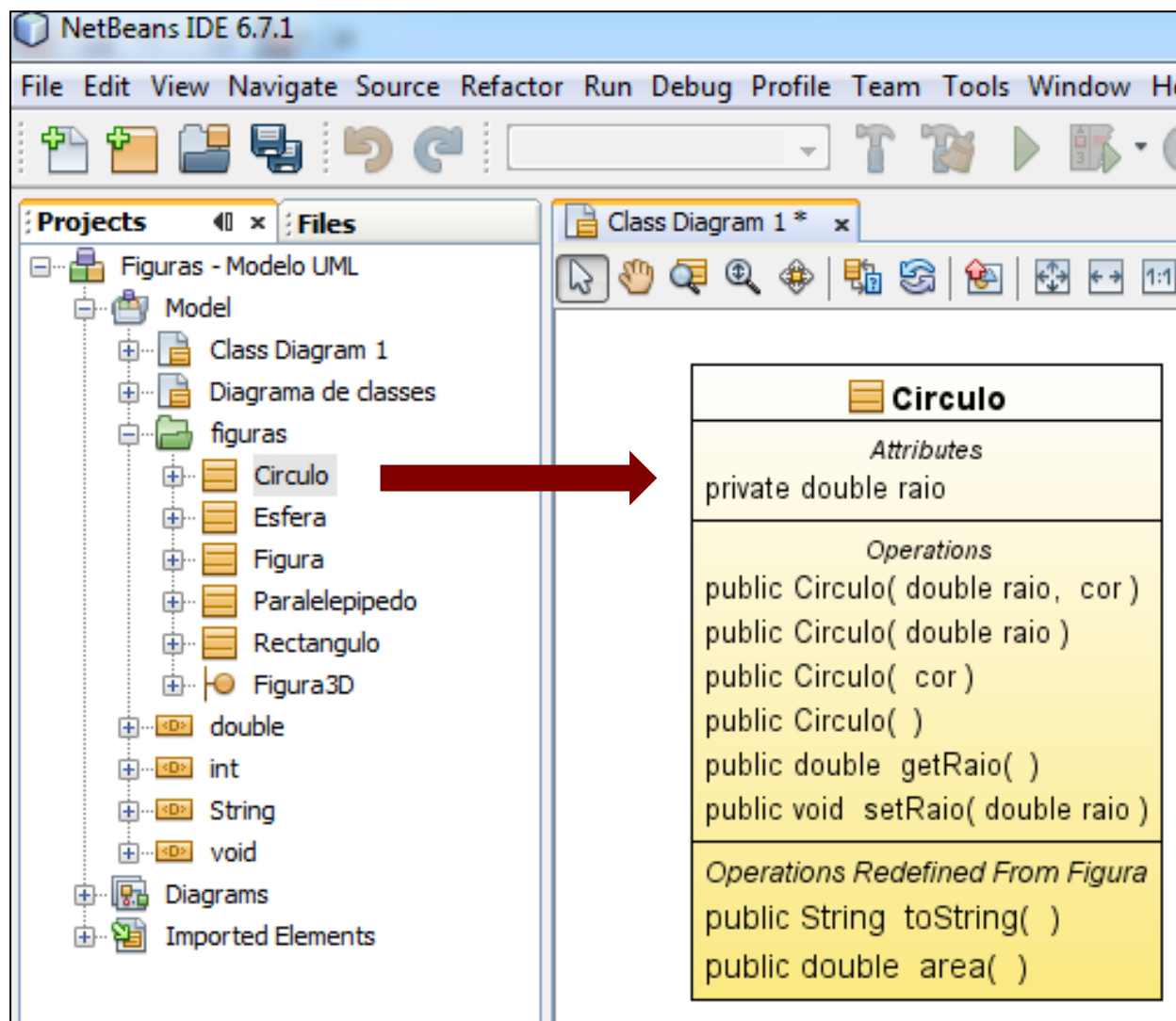
- Clique no botão assinalado



- Clique direito no elemento > Clique **Navigate to Source**

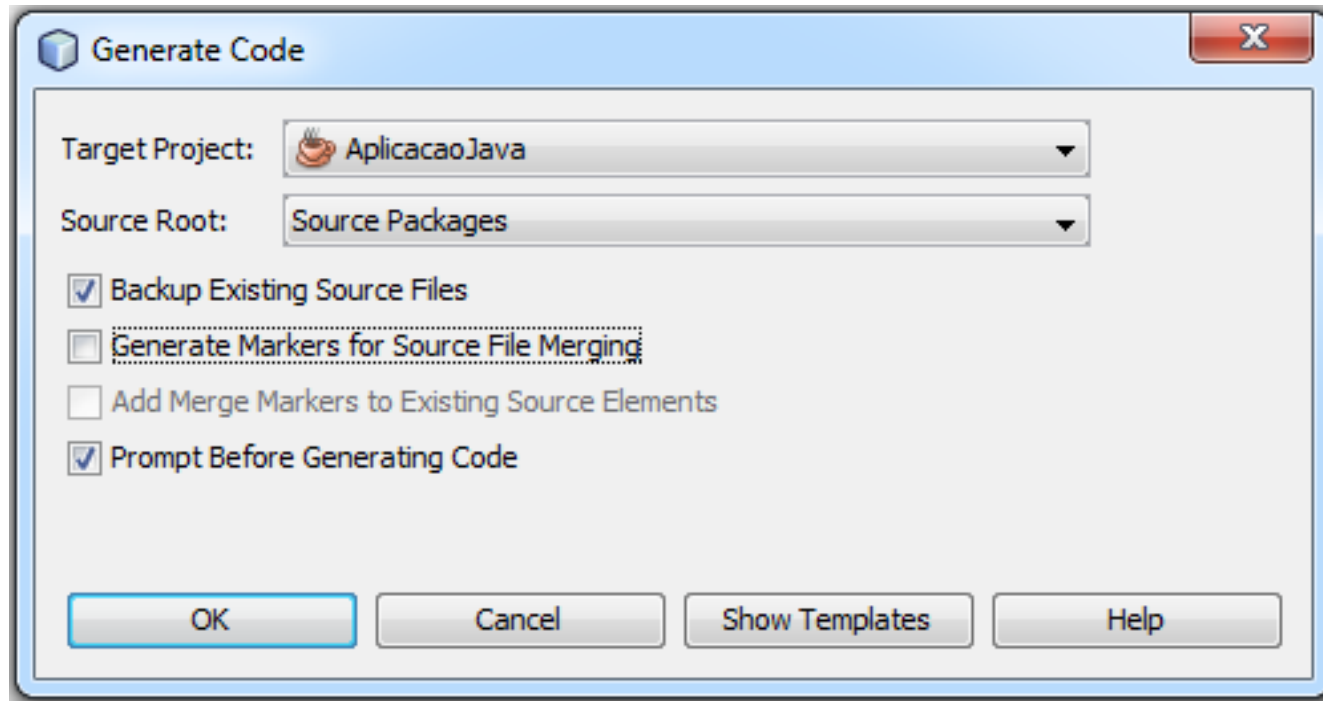


- Arrastar Elemento da Janela Projects para Editor de Diagramas de Classes



Gerar Código Java

1. Criar Projecto Java
 - Para destino do código a gerar
2. Clique direito no nó do Projecto UML > Clique Generate Code ... > Escolher projecto destino (Target)



- Nota:
 - Se código gerado não surgir no projecto Java, forçar a actualização através de um teste do projecto (F6)

Relatório Modelo UML

- Gerado automaticamente
 - Formato **Javadoc**
- Informação detalhada sobre todos elementos:
 - Packages, classes, interfaces, etc.
 - Exemplo:

Figuras - Modelo UML
[All Elements](#) [All Diagrams](#)

Packages
[<default package>](#)
[figuras](#)

All Elements
[Circulo](#)
[Cores](#)
[double](#)
[Esfera](#)
[Figura](#)
[Figura3D](#)
[Figuras - Modelo UML](#)
[figuras](#)
[int](#)
[Paralelepipedo](#)
[Retangulo](#)
[String](#)
[void](#)

[Overview](#)
[Package](#)
[Element](#)
[Diagram](#)
[Help](#)

NetBeans UML Modeling

Package <default package>

Properties

Alias	Figuras - Modelo UML
Visibility	public


Data Type Summary

double	
int	
String	
void	

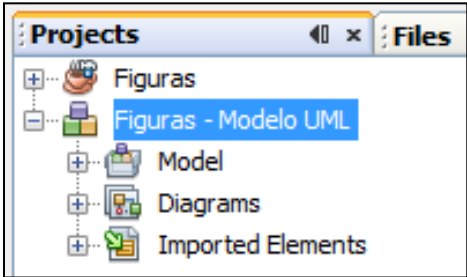
Package Summary

figuras	
-------------------------	--

Diagram Summary

 Diagrama de classes	
---	--

- Geração:
 1. Clique direito no nó projecto UML
 2. Clique Generate Model Report
 3. Relatório mostrado num Web Browser



- Exemplo:

Figuras - Modelo UML
[All Elements](#) [All Diagrams](#)

Packages
[<default package>](#)
[figuras](#)

All Elements
[Circulo](#)
[Cores](#)
[double](#)
[Esfera](#)
[Figura](#)
[Figura3D](#)
[Figuras - Modelo UML](#)
[figuras](#)
[int](#)
[Paralelepipedo](#)
[Rectangulo](#)
[String](#)
[void](#)

Overview **Package** Element Diagram Help

Package <default package>

Properties

Alias	Figuras - Modelo UML
Visibility	public

Data Type Summary

double	
int	
String	
void	

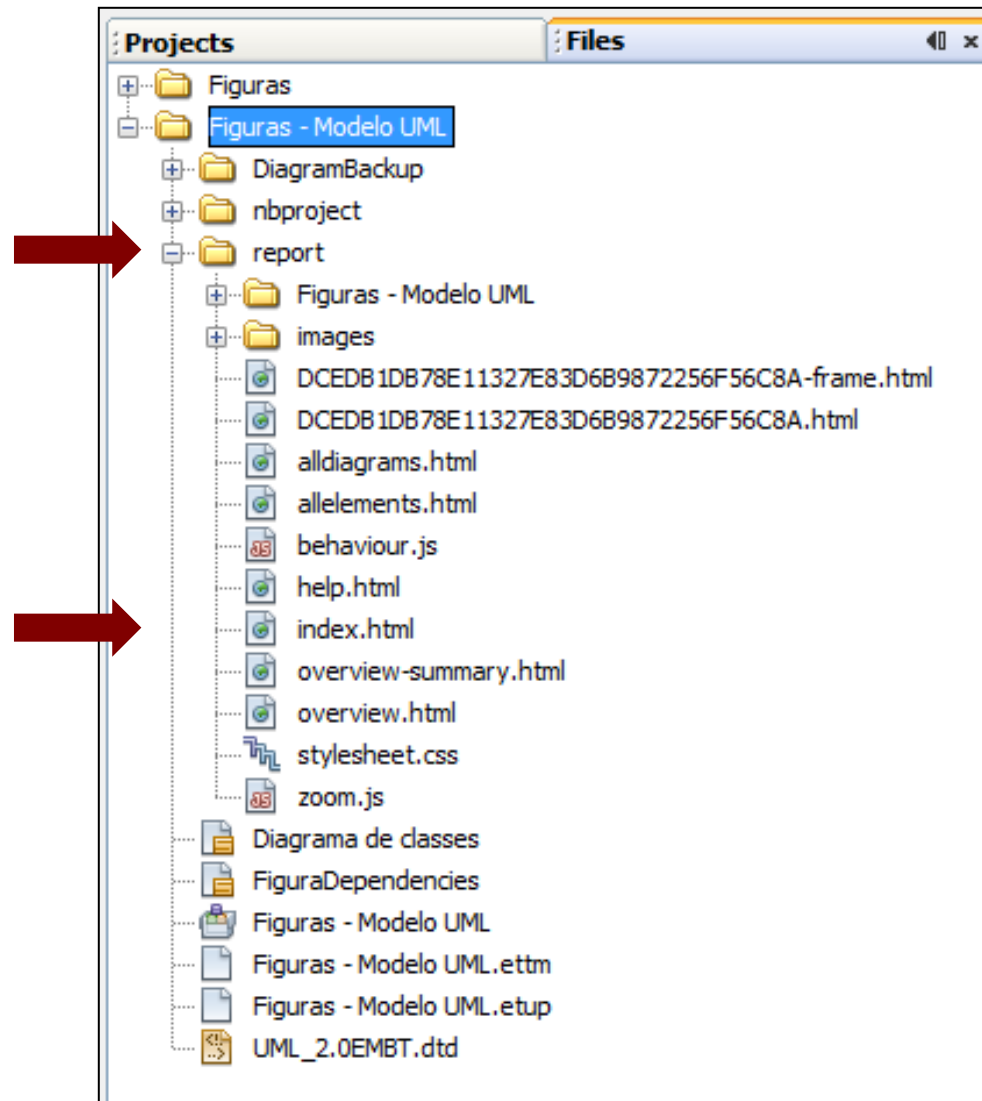
Package Summary

figuras	
-------------------------	--

Diagram Summary

Diagrama de classes	
-------------------------------------	--

- Localização:
 - Pasta **report**
 - Dentro da pasta do Projecto UML
- Visualização:
 - Abrir ficheiro **index.html**

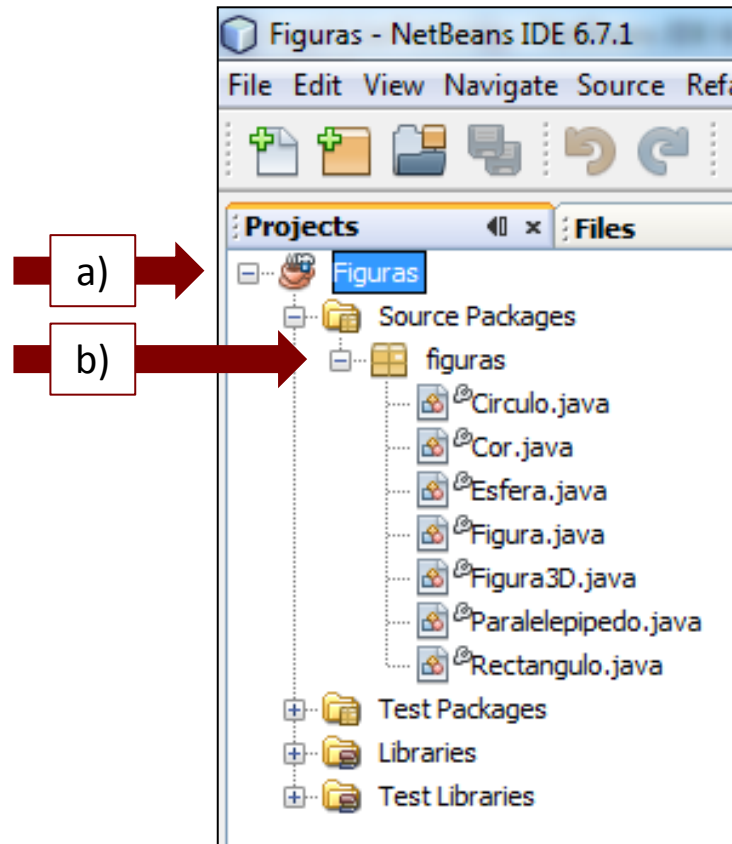


Criação Diagrama de Classes de Projecto Java Existente

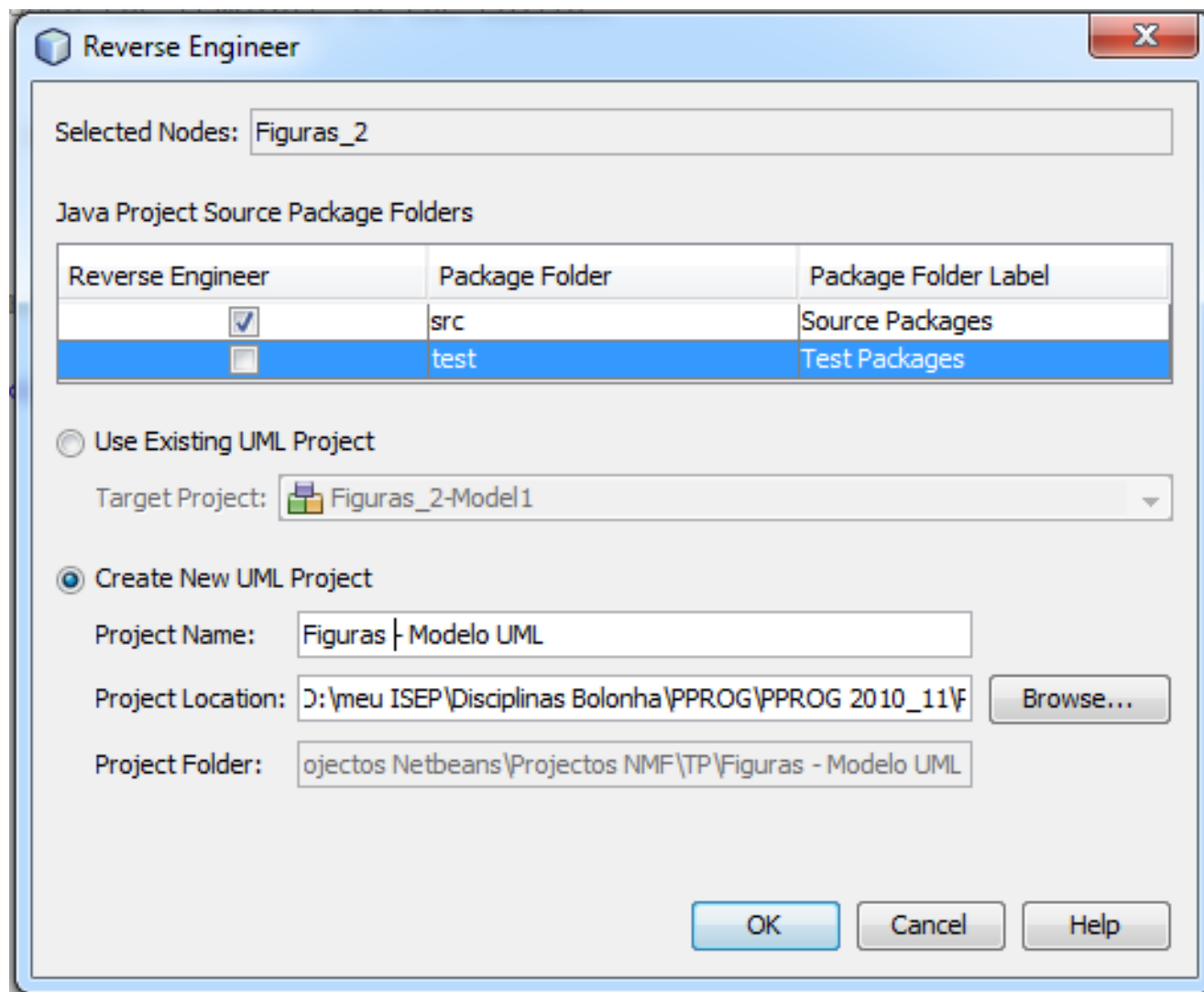
1. Seleccionar as classes pretendidas de um Projecto Java

- Alternativas:

- a) Clique direito no **Nó do Projecto Java** > Clique **Reverse Engineer ...**
- b) Clique direito numa **package** > Clique **Reverse Engineer ...**
- c) Clique direito numa/várias **classes** seleccionadas > Clique **Reverse Engineer ...**

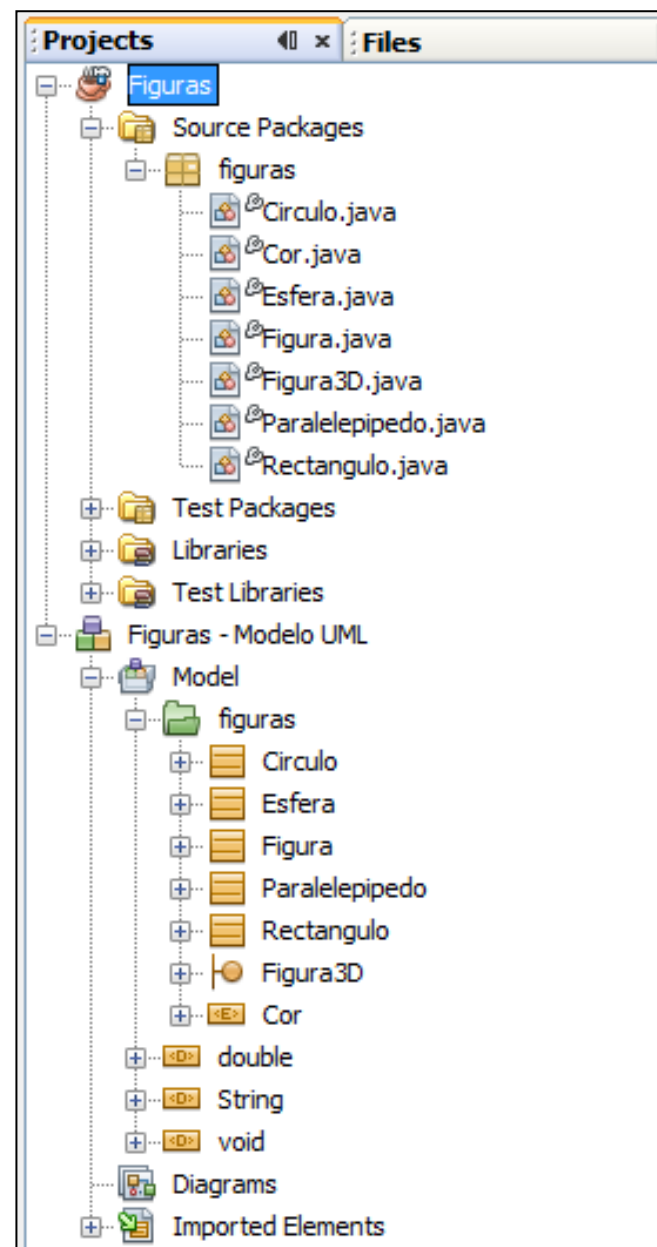


2. Especificar **nome** e **localização** do novo Projecto UML

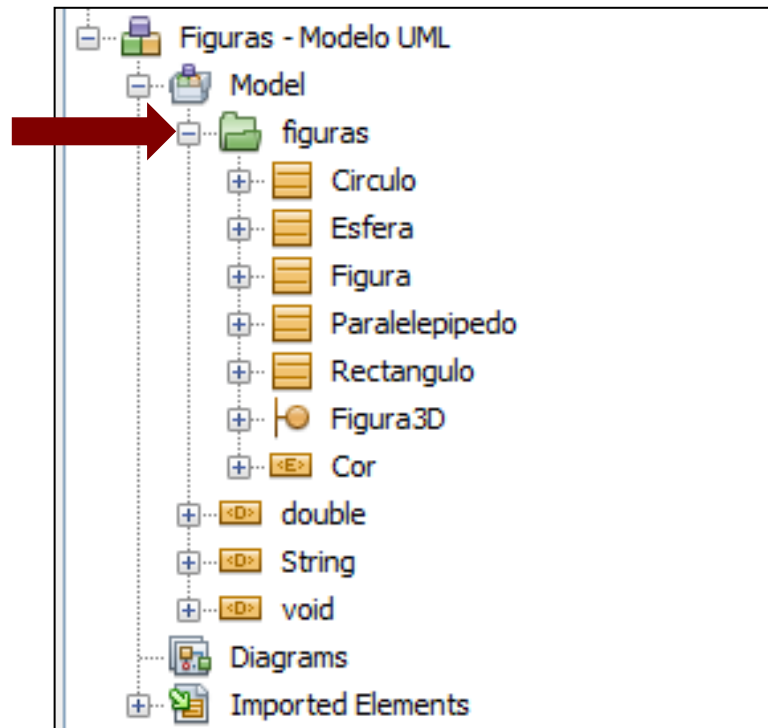


3. Netbeans cria o Projecto UML especificado

- Pasta Model:
 - Guarda modelos UML das classes e outras estruturas de dados usadas no Projecto Java
 - Classes organizadas em pastas
 - Pasta por package do Projecto Java



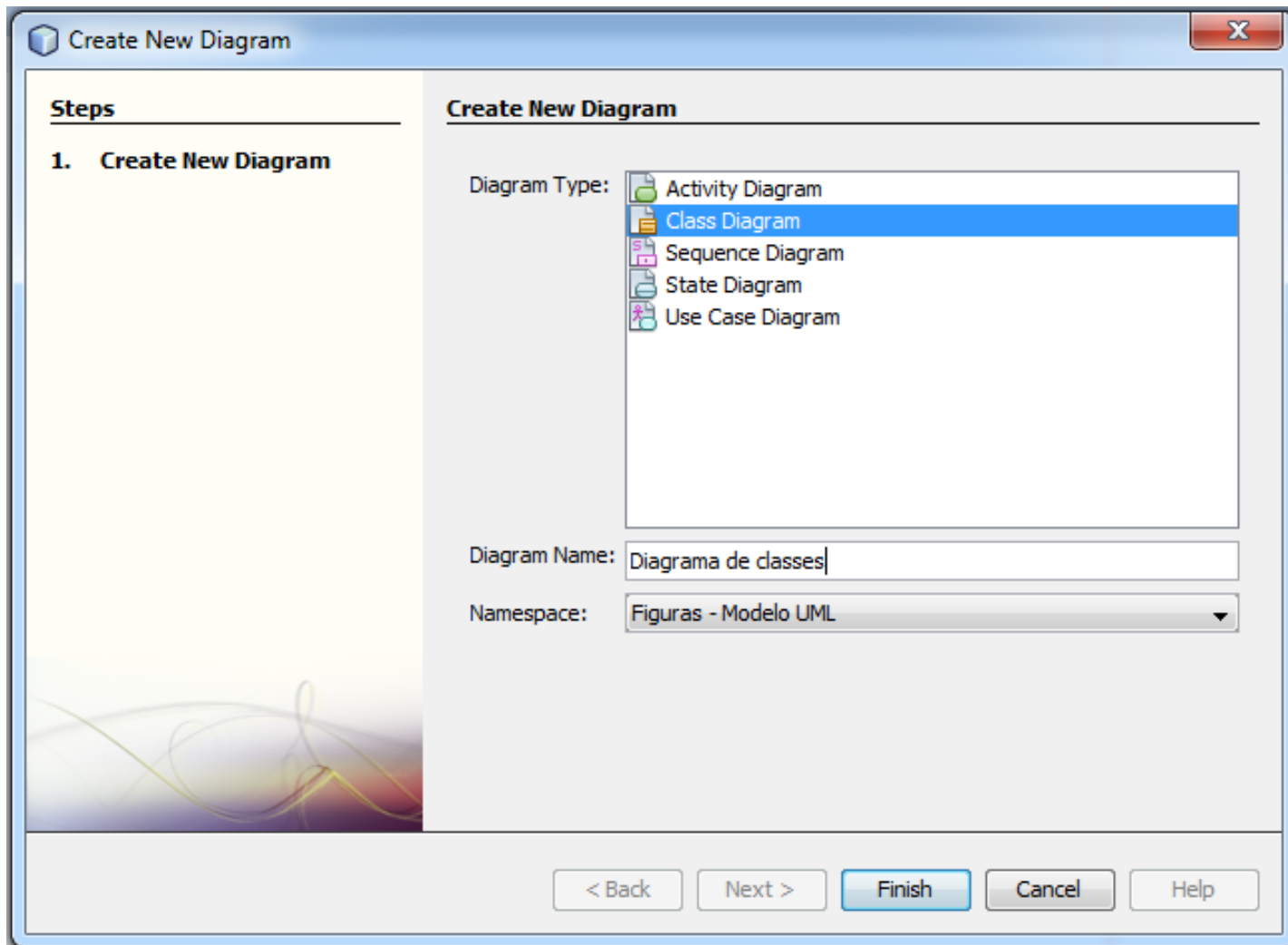
4. Clique direito pasta dos modelos UML das classes > Clique **Create** Diagram From Selected Elements ...



- Alternativa:

- Seleccionar uma/várias classes > Clique direito sobre selecção > Clique **Create** Diagram From Selected Elements ...

5. Seleccionar o tipo de diagrama: **Class Diagram**
6. Especificar o **nome** do novo diagrama de classes



7. Diagrama de classes:

- Adicionado ao **nó Diagrams**
- Apresentado

