AbstractDAO
(from dao)

- dataSource: DataSource[0..1] {read-only}
- curLink: Connection[0..1]

- AbstractDAO(DataSource[0..1])
- getConnection(): Connection[0..1]
- initConnection(): Connection[0..1]
- closeConnection(Connection[0..1])
- closeConnection()
- rollback(Connection[0..1])
- rollback()
- CloseStatement(Statement[0..1])
- commit()

DAOException
(from dao)

- DAOException()
- DAOException(String[0..1])
- DAOException(String[0..1], Throwable[0..1])

AventureDAO
(from dao)

instance 0..1

- AventureDAO(DataSource[0..1])
- Create(DataSource[0..1]): AventureDAO[0..1]
- Get(): AventureDAO[0..1]
- creerPartie(Aventure[0..1])
- getAventures(): Aventure[*]
- getPartiesMenees(Joueur[0..1]): Aventure[*]
- getAventureAssociee(Integer): Aventure[*]
- getAventure(Integer): Aventure[0..1]
- getParties(Personnage[0..1]): Aventure[*]
- getParties(Joueur[0..1]): Aventure[*]
- finishPartie(Aventure[0..1], String[0..1])
- deletePartie(Aventure[0..1])

PersonnageDAO
(from dao)

instance 0..1

- PersonnageDAO(DataSource[0..1])
- Create(DataSource[0..1]): PersonnageDAO[0..1]
- Get(): PersonnageDAO[0..1]
- getPersonnages(): Collection<Personnage>[0..1]
- getPersonnagesJoueur(Joueur[0..1]): Personnage[*]
- getPersonnagesAValider(Joueur[0..1]): Collection<Personnage>[0..1]
- getTransfertsAValider(Joueur[0..1]): Collection<Personnage>[0..1]
- getPersonnagesMenes(Joueur[0..1]): Personnage[*]
- getCandidats(Joueur[0..1], Univers[0..1]): Personnage[*]
- creer(Personnage[0..1], String[0..1])
- getPersonnage(Integer): Personnage[0..1]
- requestValidation(Integer, Integer, Integer)
- requestTransfer(Integer, Integer, Integer)
- acceptValidation(Integer, Integer)
- acceptTransfer(Integer, Integer)
- modifierPersonnage(Personnage[0..1], Integer)
- donnerPersonnage(Integer, Integer, Integer)
- dansPartieEnCours(Integer): Boolean

ParticipeDAO
(from dao)

instance 0..1

- ParticipeDAO(DataSource[0..1])
- Create(DataSource[0..1]): ParticipeDAO[0..1]
- Get(): ParticipeDAO[0..1]
- creerParticipe(Participe[0..1])
- supprimerParticipe(Aventure[0..1], Personnage[0..1])

JoueurDAO
(from dao)

instance 0..1

- JoueurDAO(DataSource[0..1])
- Create(DataSource[0..1]): JoueurDAO[0..1]
- Get(): JoueurDAO[0..1]
- getJoueur(Integer): Joueur[0..1]
- getJoueur(String[0..1]): Joueur[0..1]
- whoCanReceive(Integer): Joueur[*]
- getAutresMeneurs(Integer): Joueur[*]

BiographieDAO
(from dao)

instance 0..1

- BiographieDAO(DataSource[0..1])
- Create(DataSource[0..1]): BiographieDAO[0..1]
- Get(): BiographieDAO[0..1]
- getBiographie(Personnage[0..1]): Biographie[0..1]
- getBiographie(Integer): Biographie[0..1]

UniversDAO
(from dao)

instance 0..1

- UniversDAO(DataSource[0..1])
- Create(DataSource[0..1]): UniversDAO[0..1]
- Get(): UniversDAO[0..1]
- getUnivers(): Univers[*]

EpisodeDAO
(from dao)

instance 0..1

- EpisodeDAO(DataSource[0..1])
- Create(DataSource[0..1]): EpisodeDAO[0..1]
- Get(): EpisodeDAO[0..1]
- getEpisodesEnEdition(Biographie[0..1]): Episode[*]
- getEpisodes(Biographie[0..1]): Episode[*]
- getEpisodesAValider(Joueur[0..1]): Episode[*]
- getEpisode(Integer): Episode[0..1]
- suppressEpisode(Integer)
- valideEpisode(Integer, Integer, Integer)
- valideEpisodeParMj(Integer, Integer)
- nouvelEpisode(Boolean, Integer, Integer, Integer)
- hasMJ(Integer): Boolean

ParagrapheDAO
(from dao)

instance 0..1

- ParagrapheDAO(DataSource[0..1])
- Create(DataSource[0..1]): ParagrapheDAO[0..1]
- Get(): ParagrapheDAO[0..1]
- getParagraphes(Episode[0..1]): Paragraphe[*]
- getParagraphe(Integer): Paragraphe[0..1]
- reveleParagraphe(Integer)
- ajouteParagraphe(Boolean, String[0..1], Integer)
- updateParagraphe(Integer, String[0..1])