Diagramme de classes

::FenetreGraphique

~c = new Compteur(0): Compteur
~valmin = -17: Integer
~valmax = 54: Integer
~valMin = new JLabel("   " + valmin): JLabel
~valMax = new JLabel(valmax + "   "): JLabel
~afficheur = new JLabel("   " + c.getValeur()): JLabel
~menu = new JMenuBar(): JMenuBar
~m1 = new JMenu("Fichier"): JMenu
~m2 = new JMenu("Modifier"): JMenu
~m3 = new JMenu("Intervalle"): JMenu
~item1 = new JMenuItem("-1"): JMenuItem
~item2 = new JMenuItem("+1"): JMenuItem
~item3 = new JMenuItem("Définir valeur minimale"): JMenuItem
~item4 = new JMenuItem("Définir valeur maximale"): JMenuItem
~item5 = new JMenuItem("Quitter"): JMenuItem

+FenetreGraphique(): ctor
-initMenu(): void

::Main

+main(String[] args): void

::FenetreSec

-container = new JPanel(): JPanel
-zone_texte = new JTextField(""): JTextField
-label = new JLabel("Valeur minimale"): JLabel
-b = new JButton("OK"): JButton
-b2 = new JButton("Annuler"): JButton

+FenetreSec(): ctor

::FenetreSec2

-container = new JPanel(): JPanel
-zone_texte = new JTextField(""): JTextField
-label = new JLabel("Valeur maximale"): JLabel
-b = new JButton("OK"): JButton
-b2 = new JButton("Annuler"): JButton

+FenetreSec2(): ctor