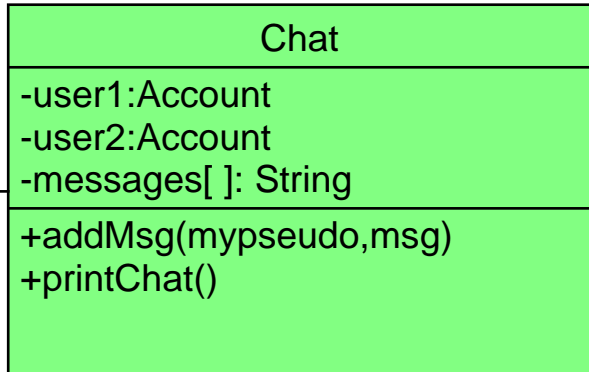
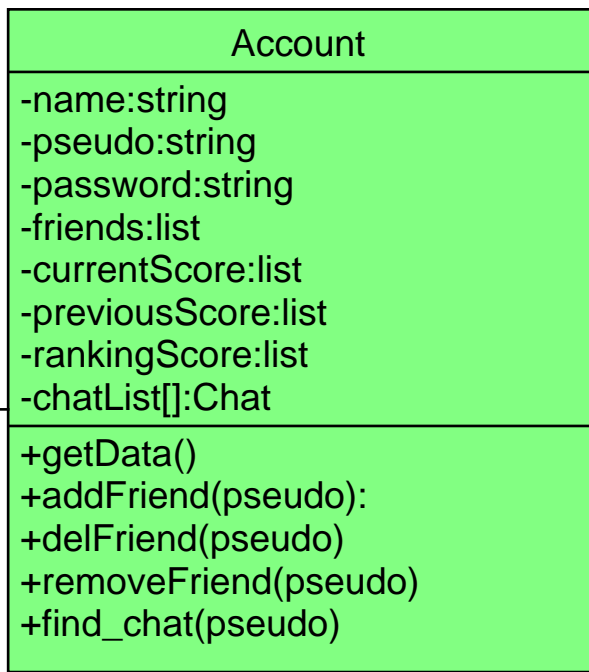
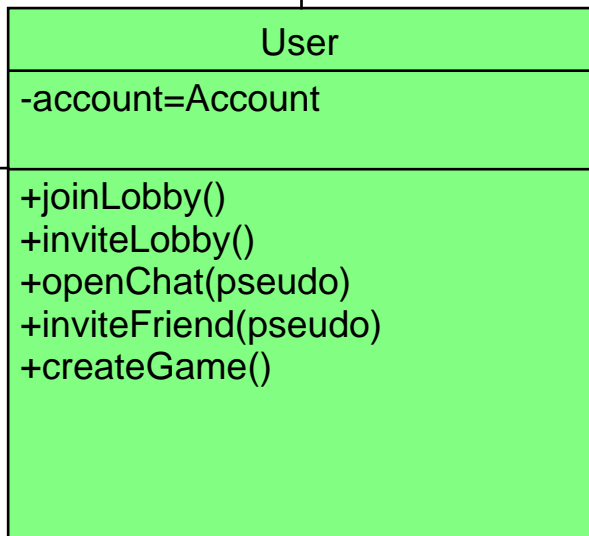
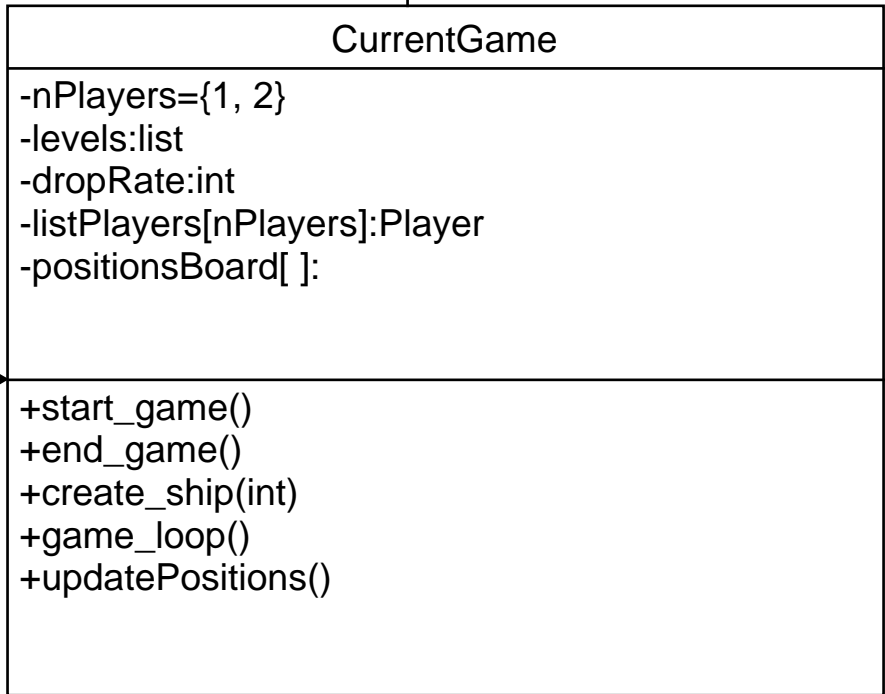
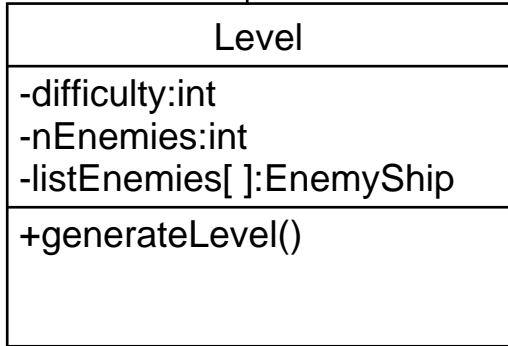
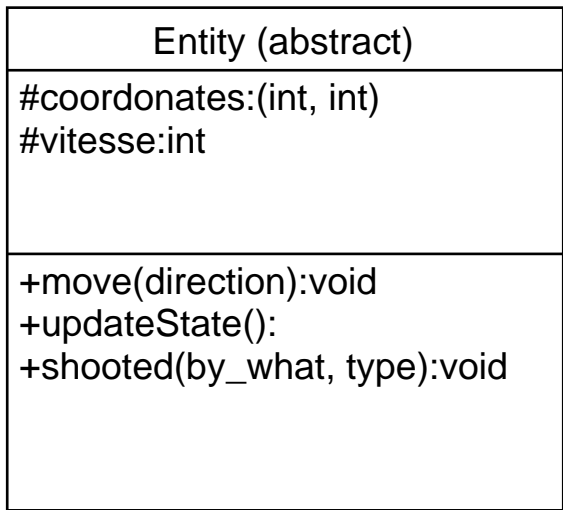
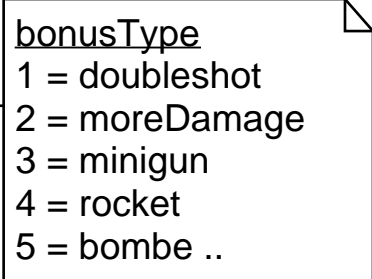
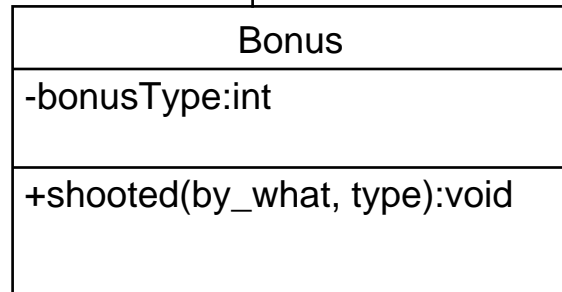
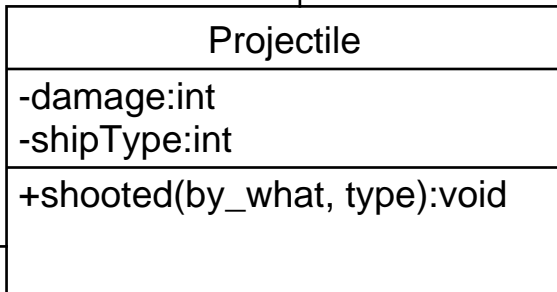
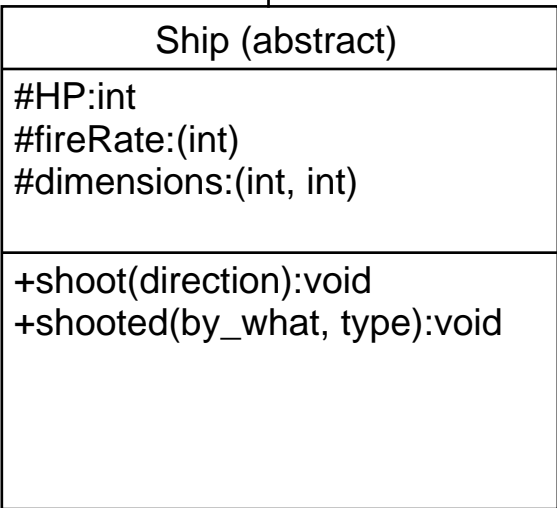
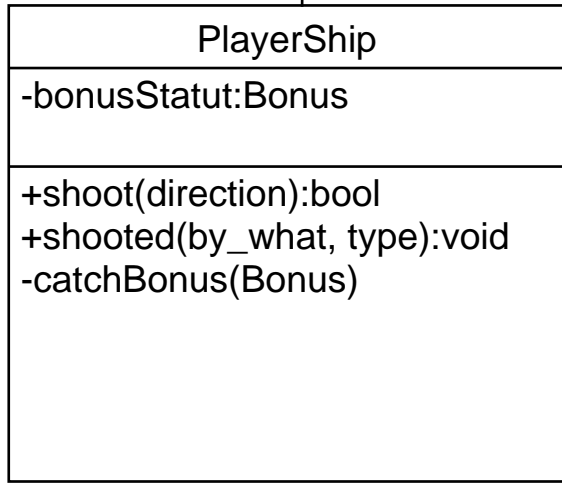
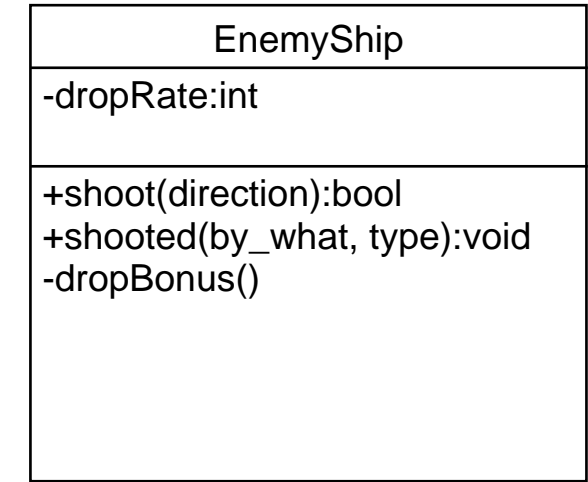
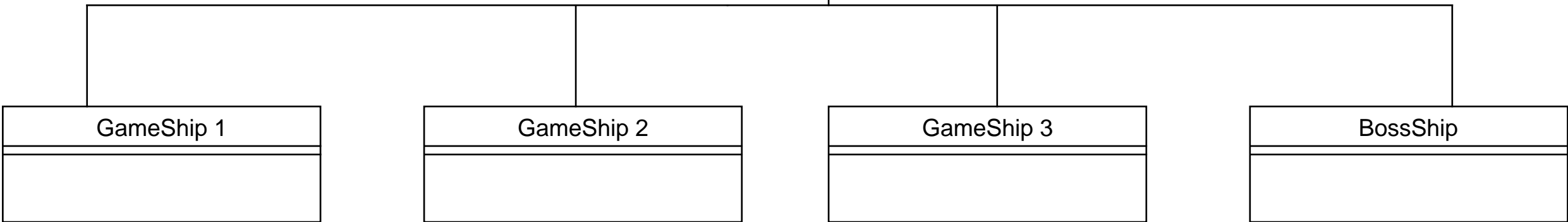
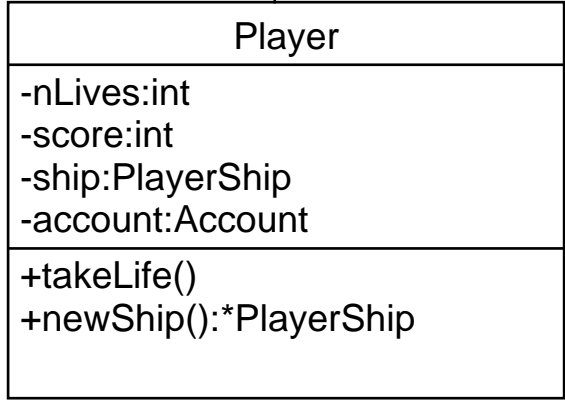
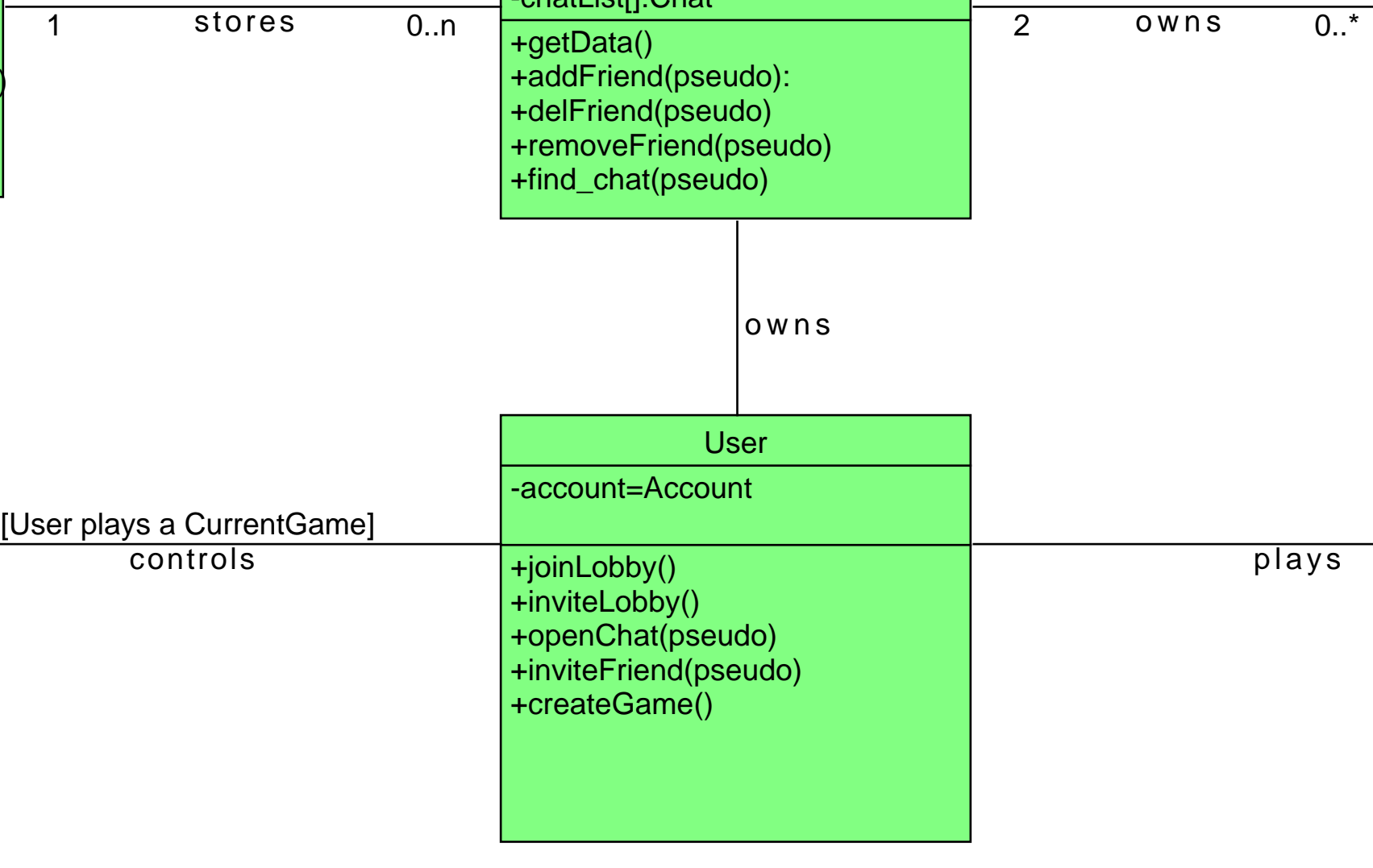
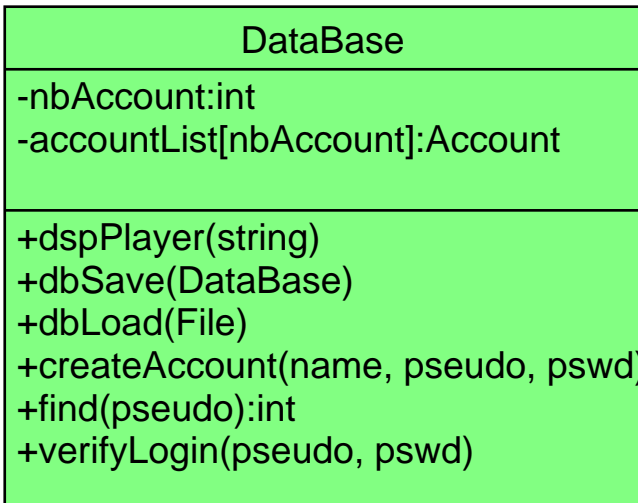


Note..
Spécialisations selon
le niveau



Note..
Possible ajout de
structure(conteneur)
pour les msg



owns

catches

1..*

0..1

drops

1

2..*

2..*

0..1

0..1

0..1

0..1