



TITRE

AUTEUR 30 juillet 2019

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ClassName name: attribute type name: attribute type = default value name(parameter list): type of value returned name(parameters list): type of value returned

Figure 1 – une Classe UML classique.

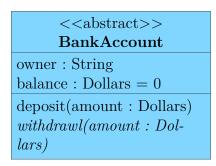


FIGURE 2 – une Classe abstraite.



FIGURE 3 – une Agrégation.

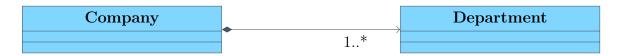


FIGURE 4 – une composition.

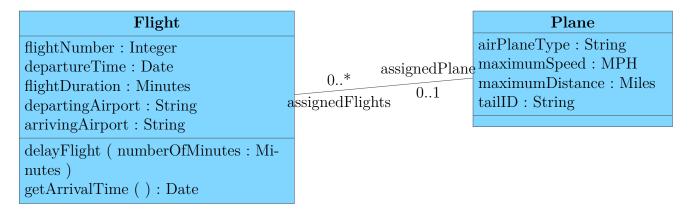


FIGURE 5 – une Association.

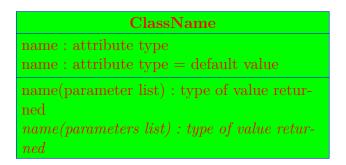


FIGURE 6 – Changer les couleurs.

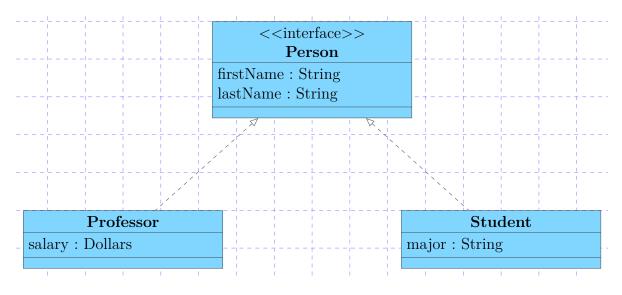


FIGURE 7 – Implémentation - interface.

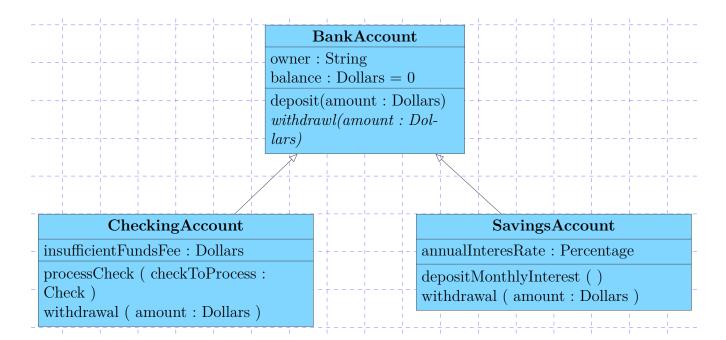


FIGURE 8 – Héritage.

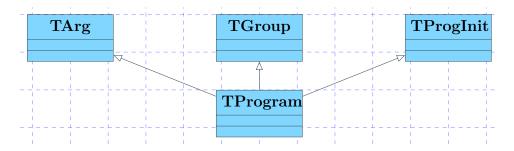


FIGURE 9 – Multi-Héritage.

This is a note.

FIGURE 10 – Note.

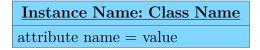


FIGURE 11 – Objet.

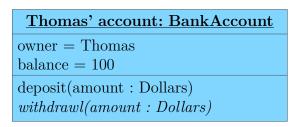


FIGURE 12 – Objet avec méthodes.

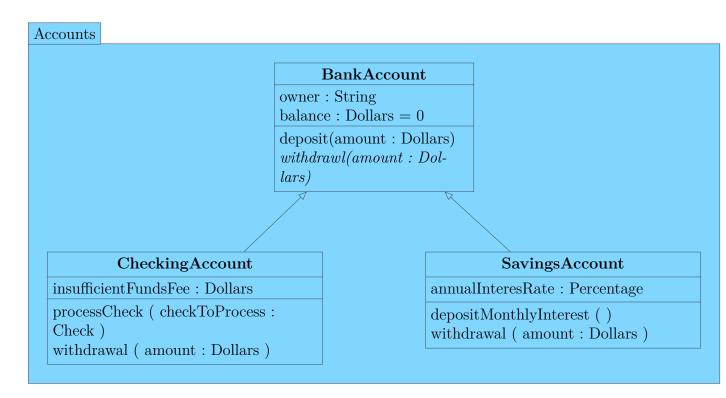


Figure 13 – Package.

Class
+ Public
Protected
- Private
\sim Package
BankAccount
+ owner : String
+ balance : Dollars
+ deposit(amount : Dollars)
+ withdrawal(amount : Dollars)
updateBalance(newBalance : Dol-
lars)