



# TITLE

author



# Table des matières

1 UML example

2



# 1 UML example

ClassName
name : attribute type
name : attribute type = default value
name(parameter list) : type of value returned
<i>name(parameters list) : type of value returned</i>

FIGURE 1 – une Classe UML classique.

<<abstract>>
<b>BankAccount</b>
owner : String
balance : Dollars = 0
deposit(amount : Dollars)
<i>withdrawal(amount : Dollars)</i>

FIGURE 2 – une Classe abstraite.

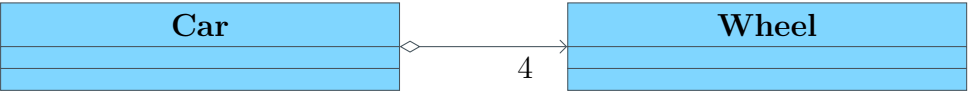


FIGURE 3 – une Agrégation.



FIGURE 4 – une composition.

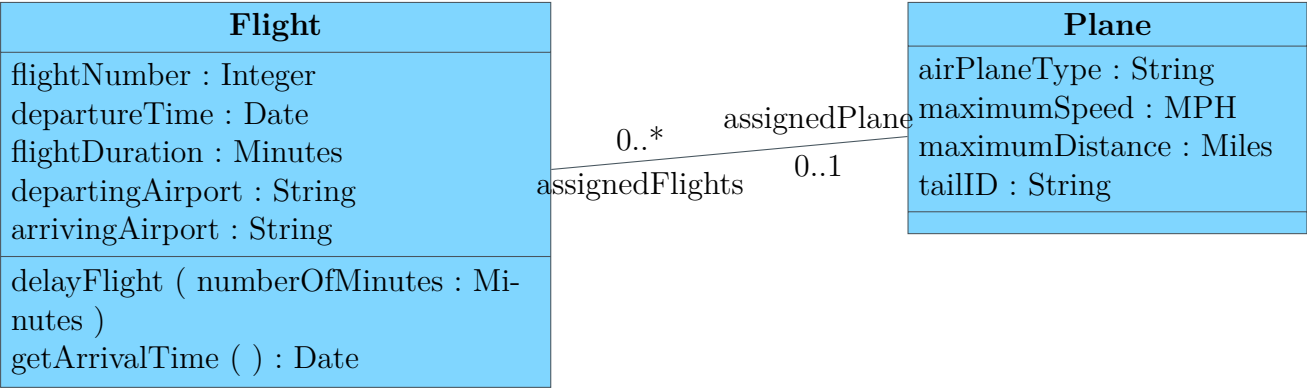


FIGURE 5 – une Association.

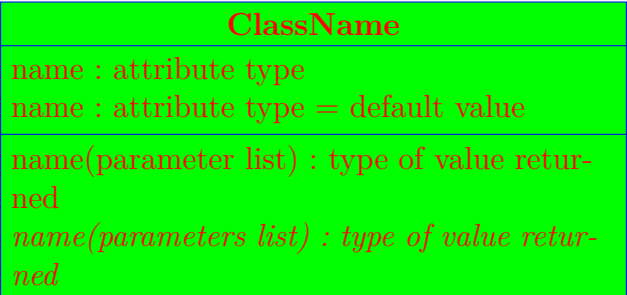


FIGURE 6 – Changer les couleurs.

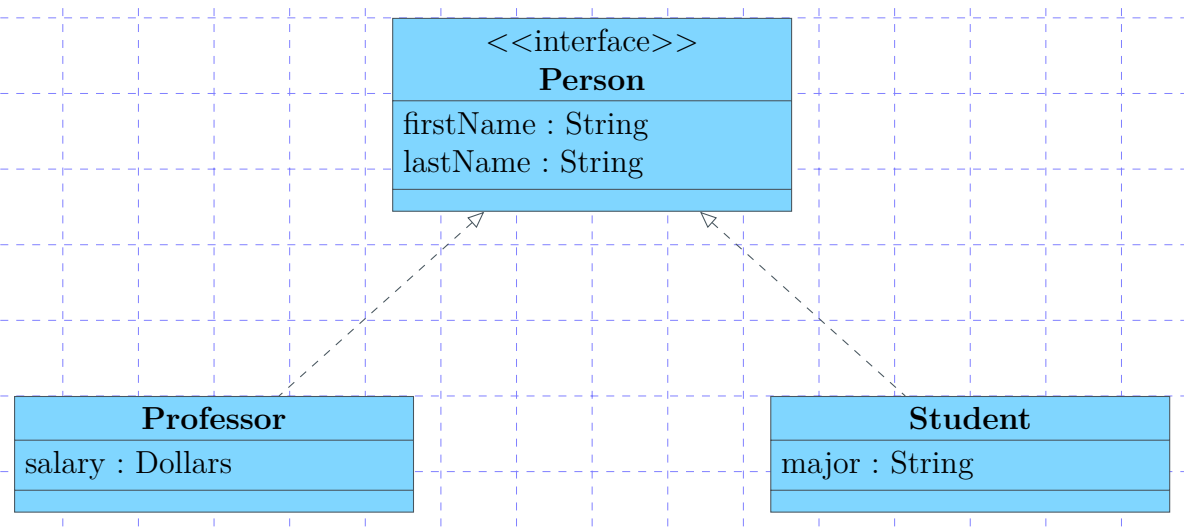


FIGURE 7 – Implémentation - interface.

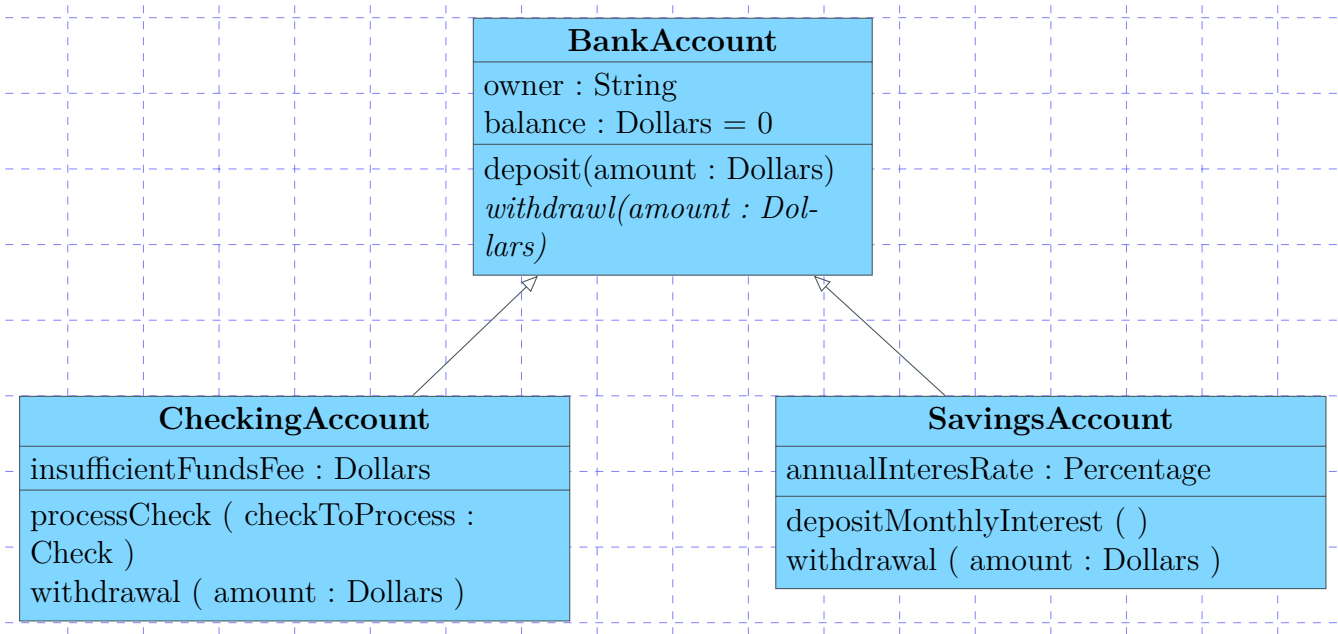


FIGURE 8 – Héritage.

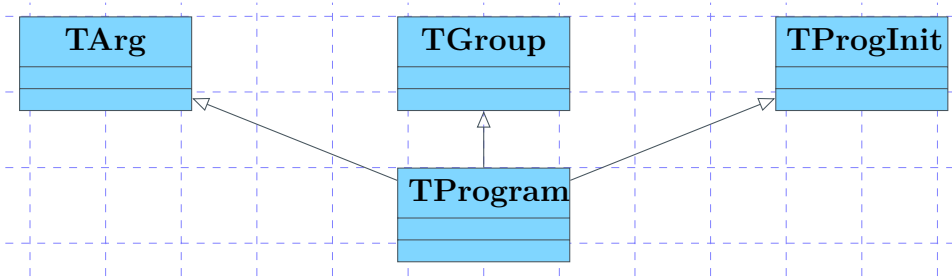


FIGURE 9 – Multi-Héritage.

This is a note.

FIGURE 10 – Note.

<u>Instance Name : Class Name</u>
attribute name = value

FIGURE 11 – Objet.

<u>Thomas' account : BankAccount</u>
owner = Thomas balance = 100
deposit(amount : Dollars) withdrawl(amount : Dollars)

FIGURE 12 – Objet avec méthodes .

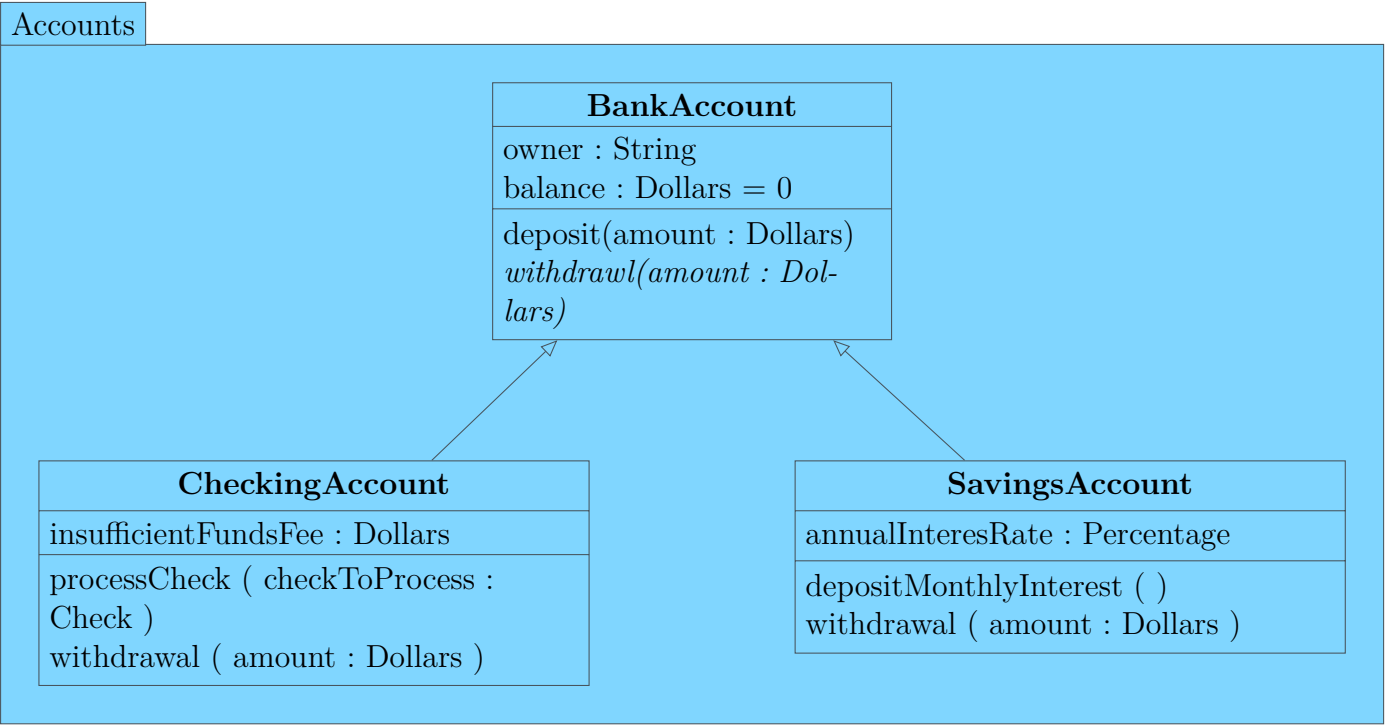


FIGURE 13 – Package.