

TITLE

Author

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1 UML example

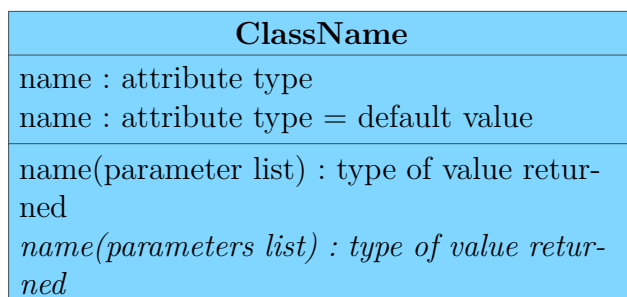


FIGURE 1 – une Classe UML classique.

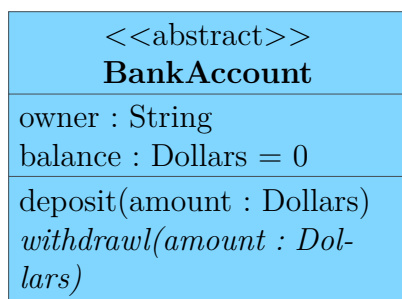


FIGURE 2 – une Classe abstraite.



FIGURE 3 – une Agrégation.



FIGURE 4 – une composition.

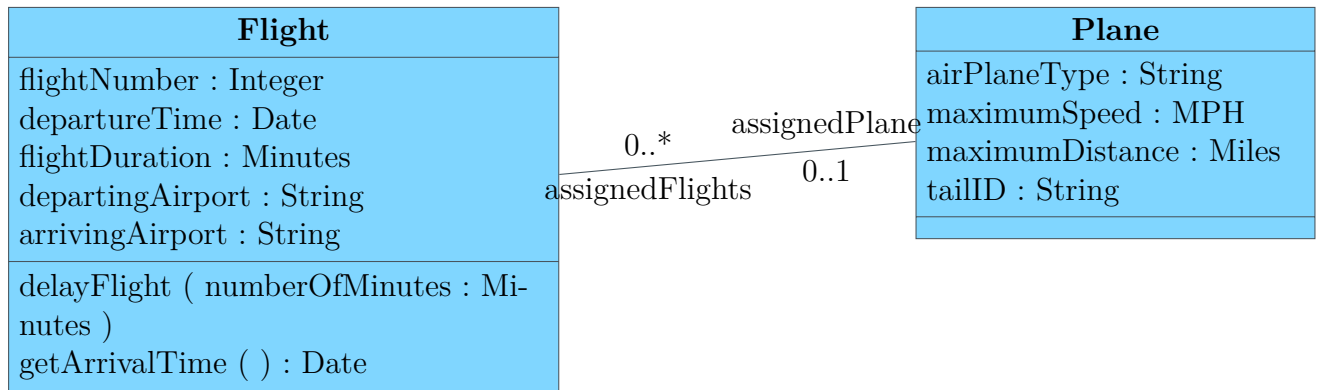


FIGURE 5 – une Association.

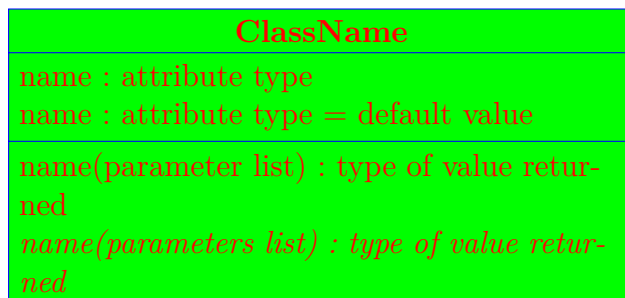


FIGURE 6 – Changer les couleurs.

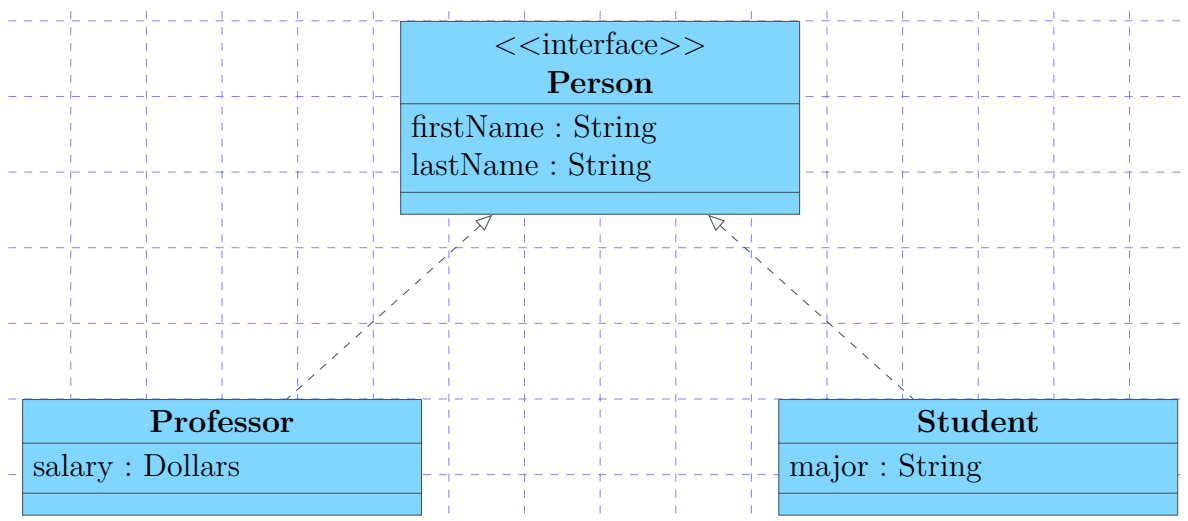


FIGURE 7 – Implémentation - interface.

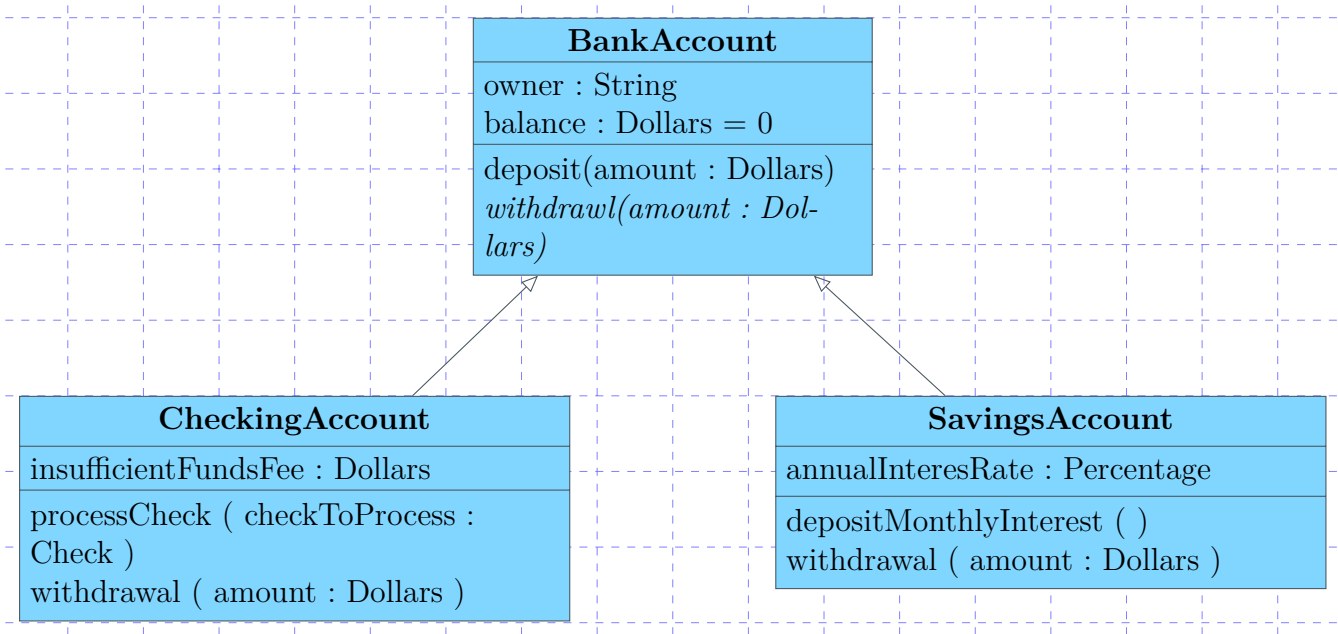


FIGURE 8 – Héritage.

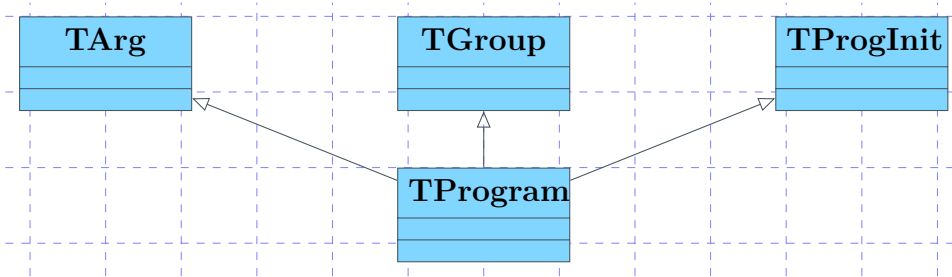


FIGURE 9 – Multi-Héritage.

This is a note.

FIGURE 10 – Note.

<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 .

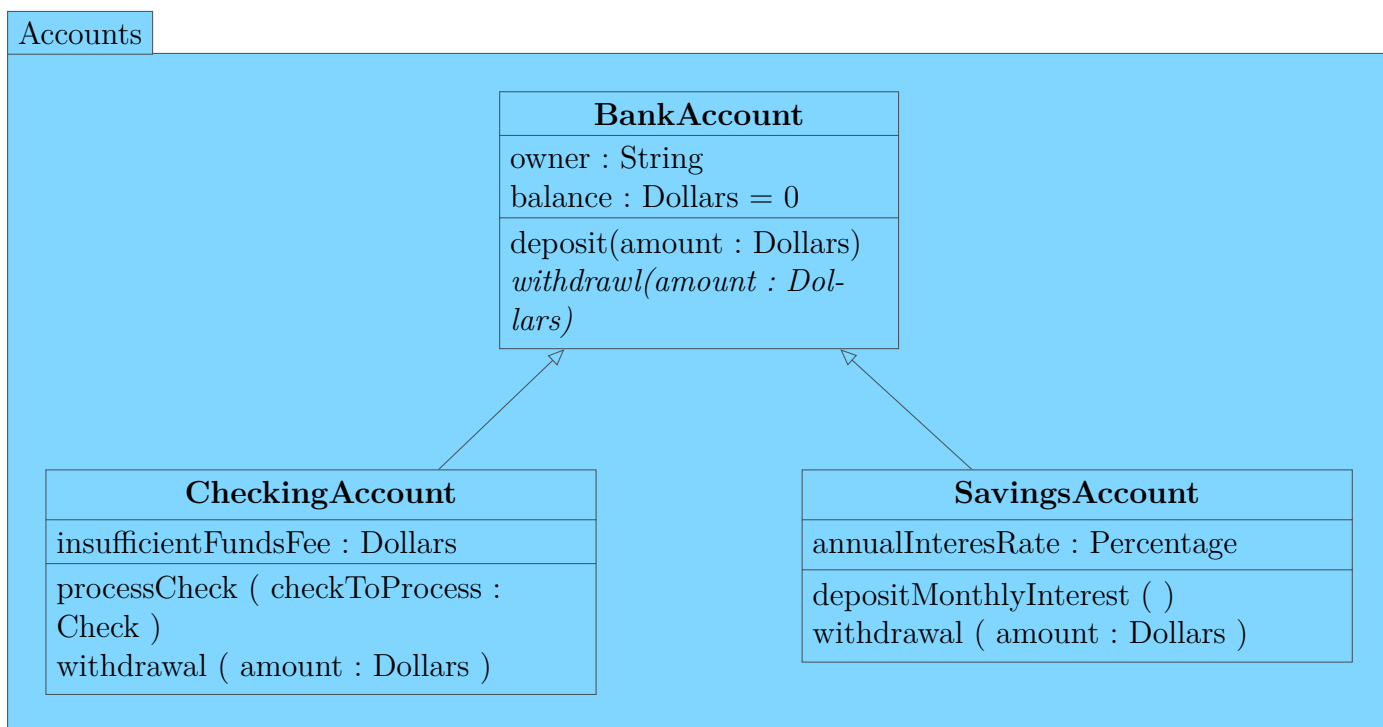


FIGURE 13 – Package.