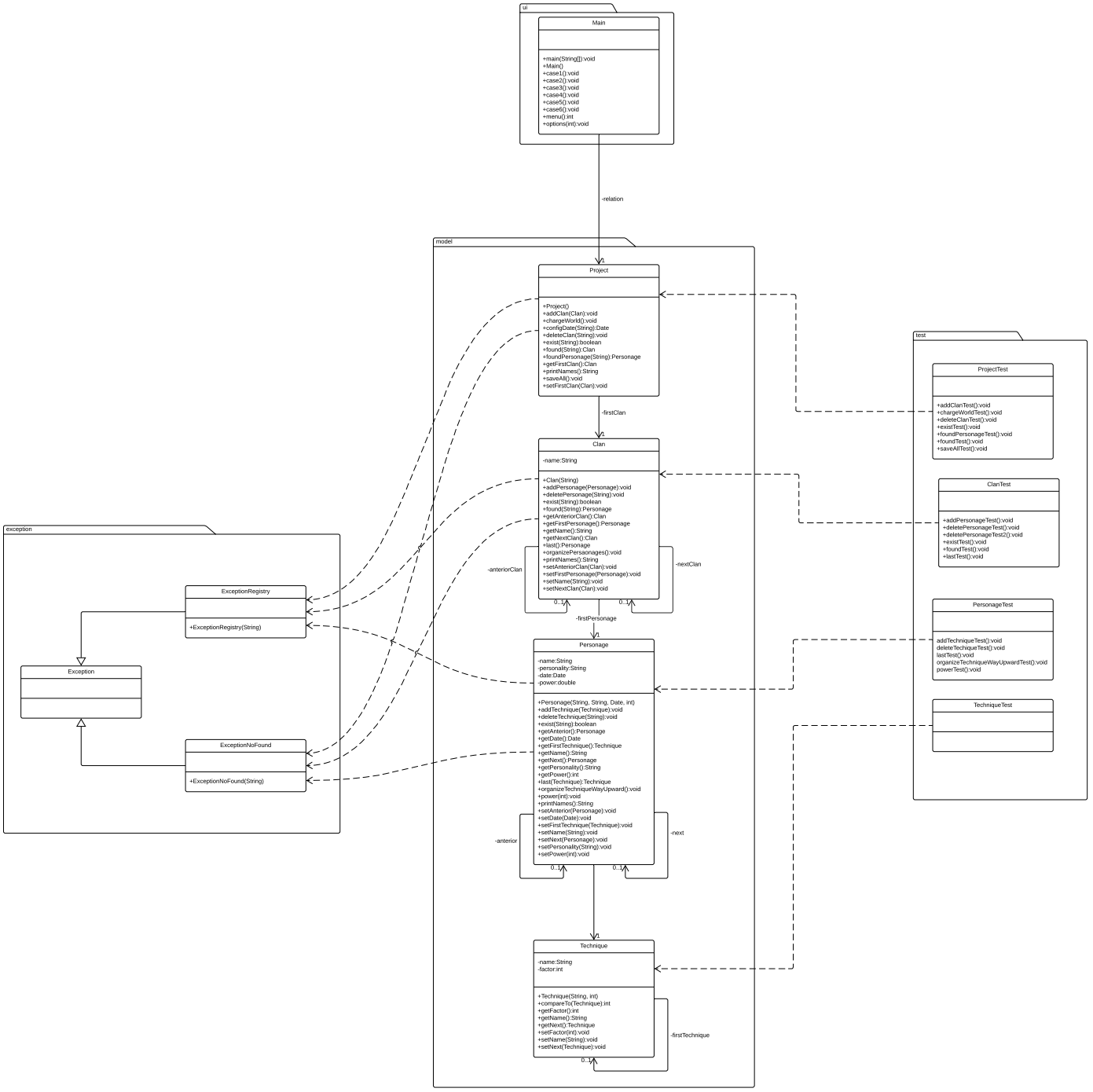
ui
Main
+main(String[]):void
+Main()
+case1():void
+case2():void
+case3():void
+case4():void
+case5():void
+case6():void
+menu():int
+options(int):void
-relation
1
model
Project
+Project()
+addClan(Clan):void
+chargeWorld():void
+configDate(String):Date
+deleteClan(String):void
+exist(String):boolean
+found(String):Clan
+foundPersonage(String):Personage
+getFirstClan():Clan
+printNames():String
+saveAll():void
+setFirstClan(Clan):void
-firstClan
1
Clan
-name:String
+Clan(String)
+addPersonage(Personage):void
+deletePersonage(String):void
+exist(String):boolean
+found(String):Personage
+getAnteriorClan():Clan
+getFirstPersonage():Personage
+getName():String
+getNextClan():Clan
+last():Personage
+organizePersonages():void
+printNames():String
+setAnteriorClan(Clan):void
+setFirstPersonage(Personage):void
+setName(String):void
+setNextClan(Clan):void
-anteriorClan
-nextClan
0..1
0..1
-firstPersonage
1
Personage
-name:String
-personality:String
-date:Date
-power:double
+Personage(String, String, Date, int)
+addTechnique(Technique):void
+deleteTechnique(String):void
+exist(String):boolean
+getAnterior():Personage
+getDate():Date
+getFirstTechnique():Technique
+getName():String
+getNext():Personage
+getPersonality():String
+getPower():int
+last(Technique):Technique
+organizeTechniqueWayUpward():void
+power(int):void
+printNames():String
+setAnterior(Personage):void
+setDate(Date):void
+setFirstTechnique(Technique):void
+setName(String):void
+setNext(Personage):void
+setPersonality(String):void
+setPower(int):void
-anterior
-next
0..1
0..1
1
Technique
-name:String
-factor:int
+Technique(String, int)
+compareTo(Technique):int
+getFactor():int
+getName():String
+getNext():Technique
+setFactor(int):void
+setName(String):void
+setNext(Technique):void
-firstTechnique
0..1
exception
ExceptionRegistry
+ExceptionRegistry(String)
Exception
ExceptionNoFound
+ExceptionNoFound(String)
test
ProjectTest
+addClanTest():void
+chargeWorldTest():void
+deleteClanTest():void
+existTest():void
+foundPersonageTest():void
+foundTest():void
+saveAllTest():void
ClanTest
+addPersonageTest():void
+deletePersonageTest():void
+deletePersonageTest2():void
+existTest():void
+foundTest():void
+lastTest():void
PersonageTest
addTechniqueTest():void
deleteTechniqueTest():void
lastTest():void
organizeTechniqueWayUpwardTest():void
powerTest():void
TechniqueTest