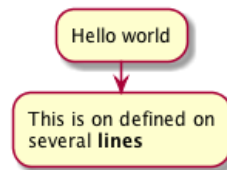


# PlantUML画复杂流程图 - zhangjikuan的专栏 - 博客频道 - CSDN

1.They are implicitly linked in their definition order.

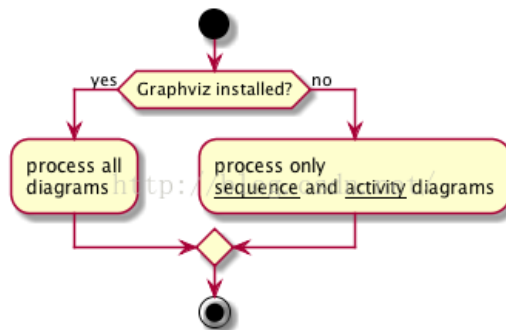
```
@startuml:Hello world;:This is on defined on several**lines**:@endumlbasicdiagramactivityStart/Stop
```



2.Conditional

You can use if, then and else keywords to put tests if your diagram. Labels can be provided using parentheses.

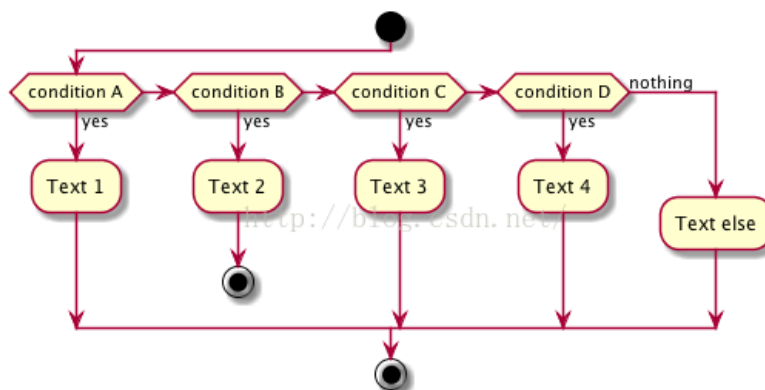
```
@startumlstartif (Graphviz installed?) then (yes):process all\ndiagrams;else (no):process only__sequence__and__activity__diagrams;endifstop@enduml
```



3.if then else example

You can use the elseif keyword to have several tests :

```
@startumlstartif (conditionA) then (yes):Text1;elseif (conditionB) then (yes):Text2;stopelseif (conditionC) then (yes):Text3;elseif (conditionD) then (yes):Text4;else (nothing):Textelse;endifstop@enduml
```

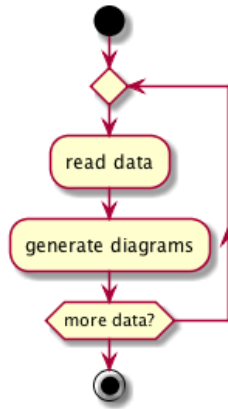


4.several if test

Repeat loop

You can use repeat and repeatwhile keywords to have repeat loops.

```
@startumlstartrepeat:readdata;:generatediagrams;repeatwhile (moredata?) stop@enduml
```

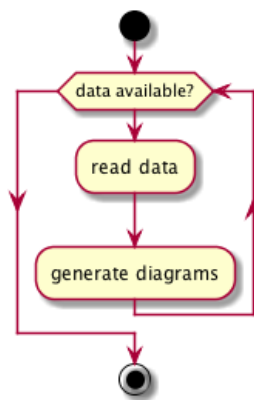


## 5. basic repeat while loop

While loop

You can use while and end while keywords to have repeat loops.

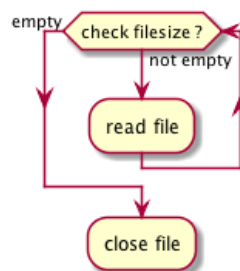
```
@startuml
start
while (dataavailable?)
  readdata
  generatediagrams
endwhile
stop
enduml
```



## 6. another while loop

It is possible to provide a label after the endwhile keyword, or using the is keyword.

```
@startuml
while (checkfilesize?) is (not empty)
  readfile
endwhile (empty)
closefile
enduml
```

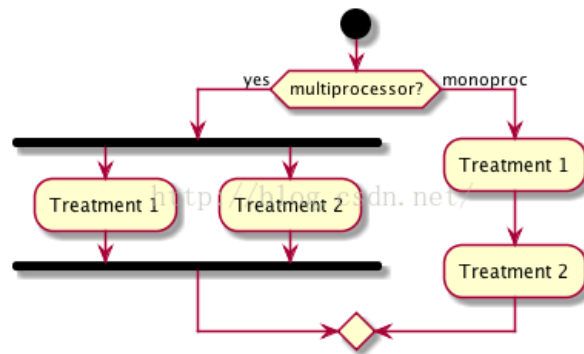


## 7. while loop with labels

Parallel processing

You can use fork, fork again and end fork keywords to denote parallel processing.

```
@startuml
start
if (multiprocessor?) then (yes)
  fork
    Treatment1
  fork again
    Treatment2
  end fork
else (no)
  noproc
endif
enduml
```



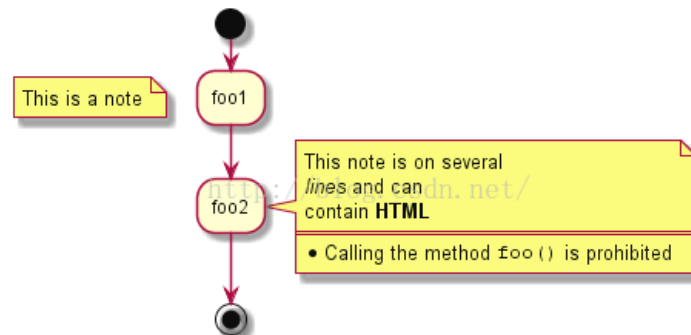
## 8. activity diagram with parallel processing

### Notes

Text formatting can be done using creole wiki syntax.

A note can be floating, using floating keyword.

```
@startuml
start:foo1;
floatingnoteleft:Thisisanote:foo2;
noterightThisnoteisonseveral//lines//
and cancontain<b>HTMLb>====*Callingthemethod""foo()""isprohibitedendnotestop@enduml
```

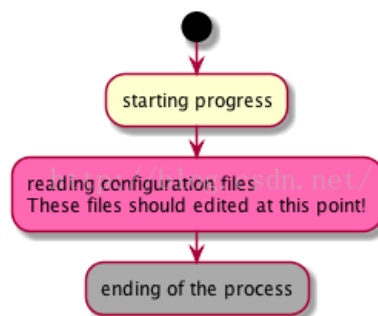


## 9. add notes on activity diagram

### Colors

You can use specify a color for some activities.

```
@startuml
start:startingprogress;#HotPink:reading configuration
filesThesefilesshouldeditedatthispoint!;#AAAAAA:ending of the process;@enduml
```



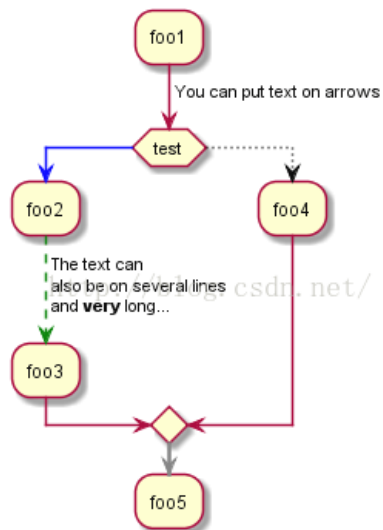
## 10. changing colors

### Arrows

Using the -> notation, you can add texts to arrow, and change their color.

It's also possible to have dotted, dashed, bold or hidden arrows.

```
@startuml
foo1;->Youcanputtextonarrows;if(test)then-[#blue]->:foo2;-[#green,dashed]-
>Thetextcanalsobeonseverallinesand**very**long...;:foo3;else-[#black,dotted]-
>:foo4;endif-[#gray,bold]->:foo5;@enduml
```

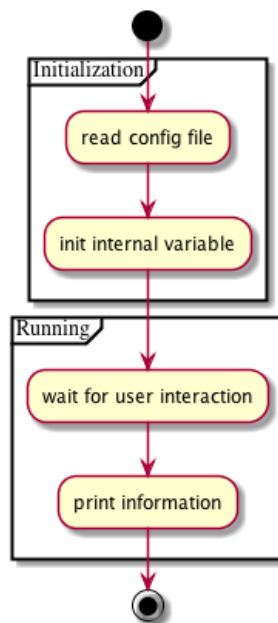


## 11. colored arrows

### Grouping

You can group activity together by defining partition:

```
@startuml
startpartition
Initialization{
:readconfigfile;
:initinternalvariable;
}
partitionRunning
{
:waitforuserinteraction;
:printinformation;
}
stop
enduml
```



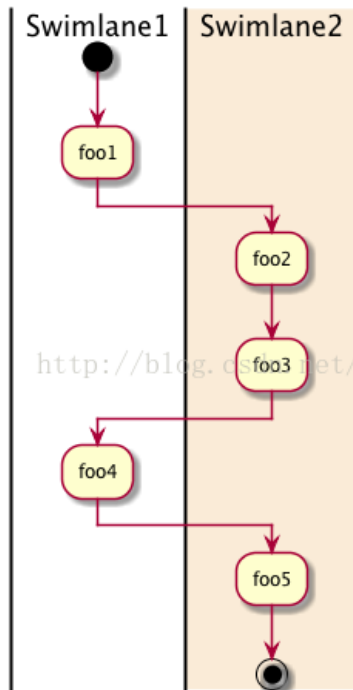
## 12. grouping and partitionning in activity diagram

### Swimlanes

Using pipe |, you can define swimlanes.

It's also possible to change swimlanes color.

```
@startuml
Swimlane1|
start:foo1;
|#AntiqueWhite|Swimlane2|
:foo2;
:foo3;
|Swimlane1|
:foo4;
|Swimlane2|
:foo5;
stop
enduml
```

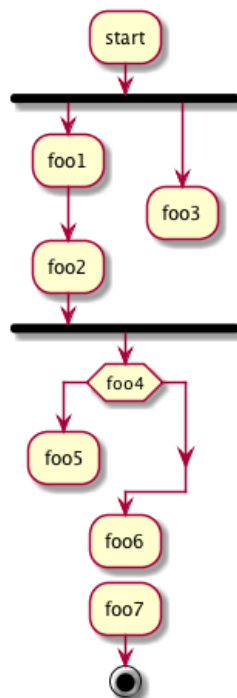


### 13. swimlanes

Detach

It's possible to remove an arrow using the detach keyword.

```
@startuml: start; fork: foo1; : foo2; forkagain: foo3; detachendforkif (foo4) then: foo5; detachendif: foo6; detach: foo7; stop@enduml
```



### 14. stop in activity diagrams

SDL

By changing the final ; separator, you can set different rendering for the activity:

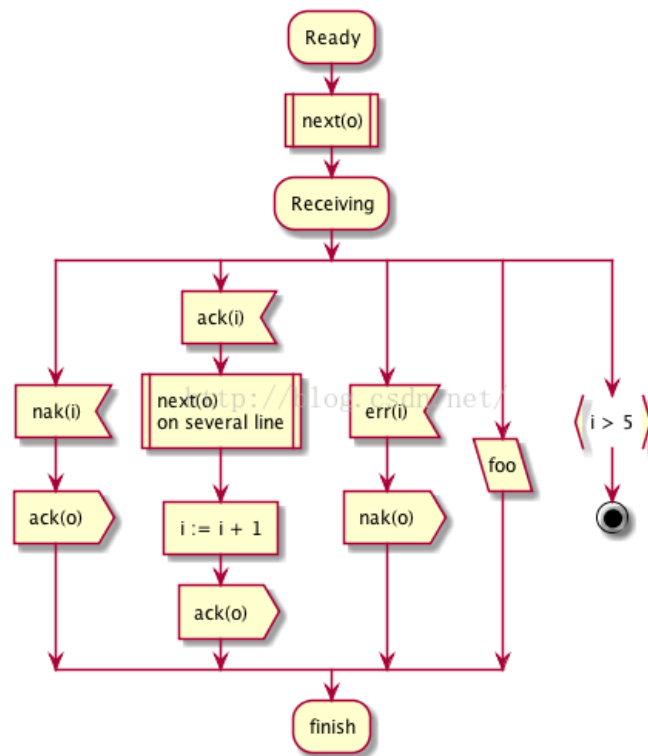
```
|
<
/
]
}
```

```
@startuml: Ready; : next(o) | : Receiving; split: nak(i) < : ack(o) > splitagain: ack(i) < : next(o) onseveral
```

```

ine|:i:=i+1]:ack(o)>splitagain:err(i)<:nak(o)>splitagain:foo/splitagain:i>5} stopendsplit:fin
ish;@enduml

```



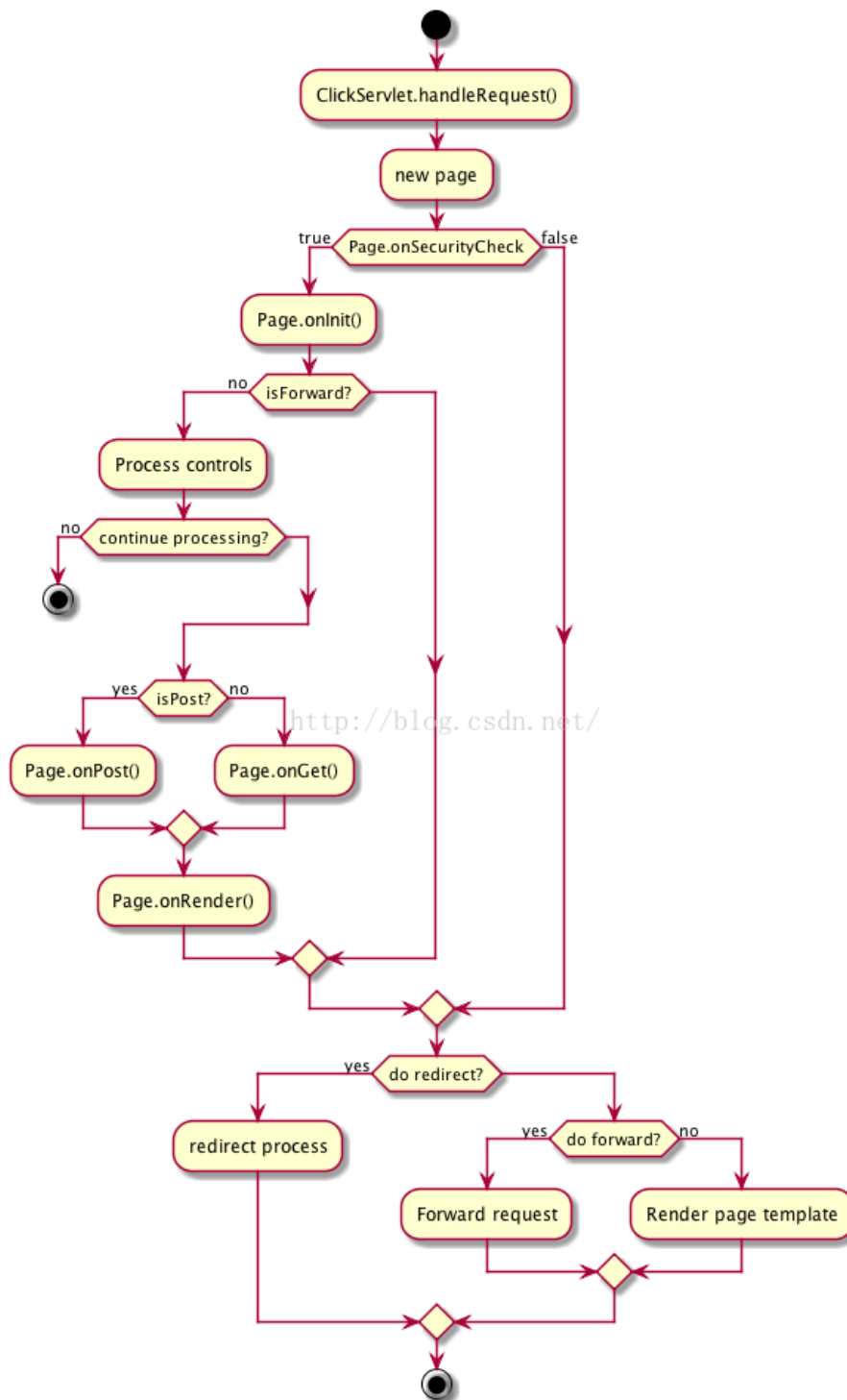
## 15. SDL example

### Complete example

```

@startuml
start: ClickServlet.handleRequest();; newpage;
if (Page.onSecurityCheck) then (true): Page.onInit();
if (isForward?) then (no): Processcontrols;
if (continueprocessing?) then (no) stopendif
if (isPost?) then (yes): Page.onPost(); else (no): Page.onGet(); endif: Page.onRender();
endif else (false) endif
if (doredirect?) then (yes): redirectprocess;
elseif (doforward?) then (yes): Forwardrequest;
else (no): Renderpagetemplate;
endifendifstop
@enduml

```



# 16. 一个复杂流程图的例子

```

@startuml
start:初始化;:创建看门狗线程;fork    #00FF00:while(1);    note right    看门狗线程
end note    repeat    if(>2min没喂狗) then (Y)    #8EE5EE:取消点;    endif    :sleep(5);
repeat while(1)    fork again    #HotPink:while(1);    note left    a线程    end note    repeat
if (注册标志==1) then (Y)    :喂狗;    else (N)    endif    :db;
if(检测成功?) then (Y)    #A020F0:获取;    note left    根据
end note    if(有d? && 未?) then (Y)    :clear;    note left
clear共干了4件事    ===    * 1.kill    * 2.set !!!
* 3.set global    * 4.stop    end note    if(c_m成功?)
then (Y)    :调m脚本;    note left    脚本在这
里调用的    end note    if(调用成功?) then (Y)
#A020F0:修改DONE_SUCCESS;    else (N)    #A020F0:修改
DONE_FAIL;    endif    else (N)    #HotPink:goto
  
```

while(1);	detach	endif	else (N)	endif
if(注册标志==0 && >60) then(Y)		#8EE5EE:注册;		:标志=1;
else (N)	endif	:10min更新一次;	note left	1. 保存
master机器	否则……	2. 实例的,	所以去除……	end
note	:10min运行一次;	else (N)	#A020F0:获取d;	if(有d?)
then (Y)	if(未?) then (Y)		:“clear”;	
if(clear成功) then (Y)		else (N)		#HotPink:goto
while(1);	detach	endif		else (N)
endif	:重新;	if(“检测成功?”) then (N)		else (Y)
#HotPink:goto while(1);	detach	endif		else (N)
endif	if(“可忽略err?”) then (N)		#8EE5EE:取消a1;	:标志
=0;	#0000FF:exit(0);	stop	else (Y)	endif
endif	:sleep(1);	#HotPink:goto while(1);@endum1		



