

Projet Architecture Logicielle

Diagrammes UML

Rémi Karmann et Eléa Carton

Principaux diagrammes UML:

Diagramme de cas d'utilisation

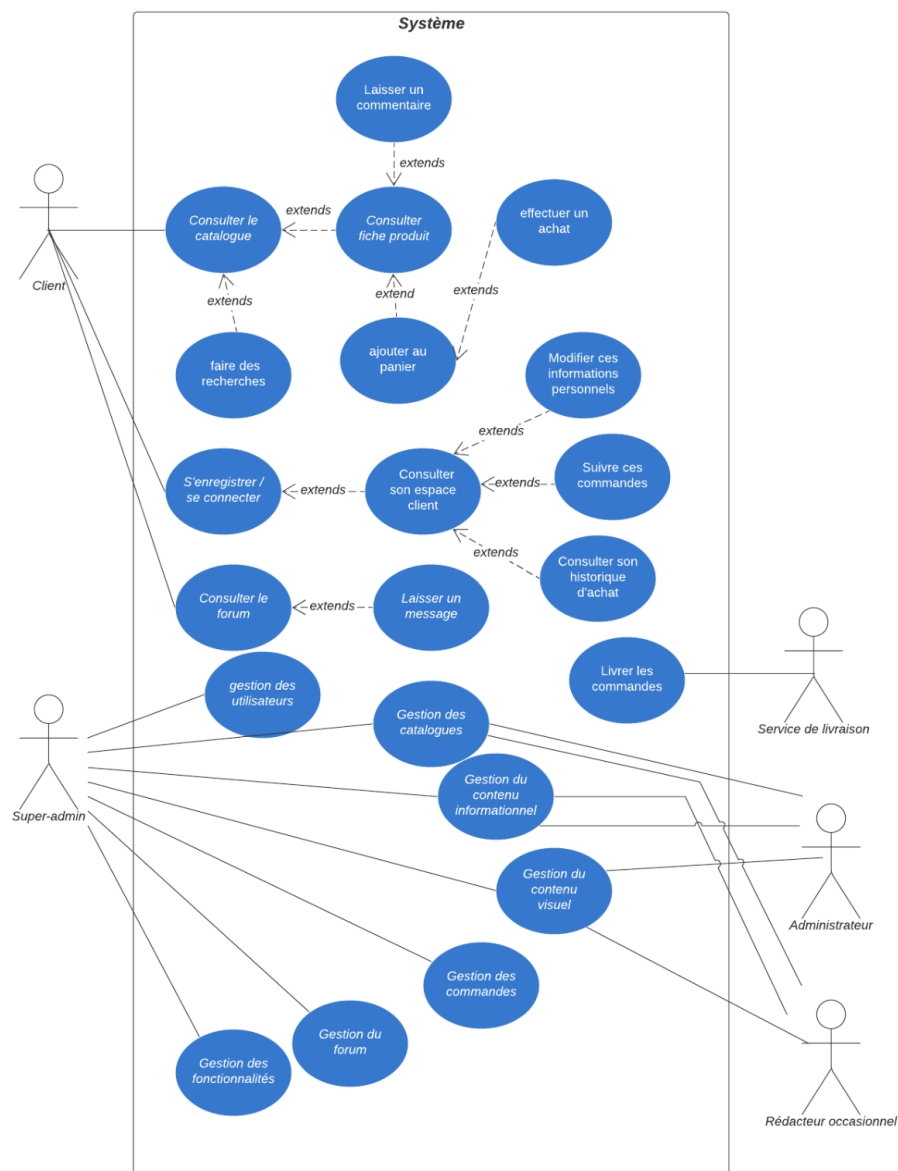


Diagramme d'activité (processus de commande)

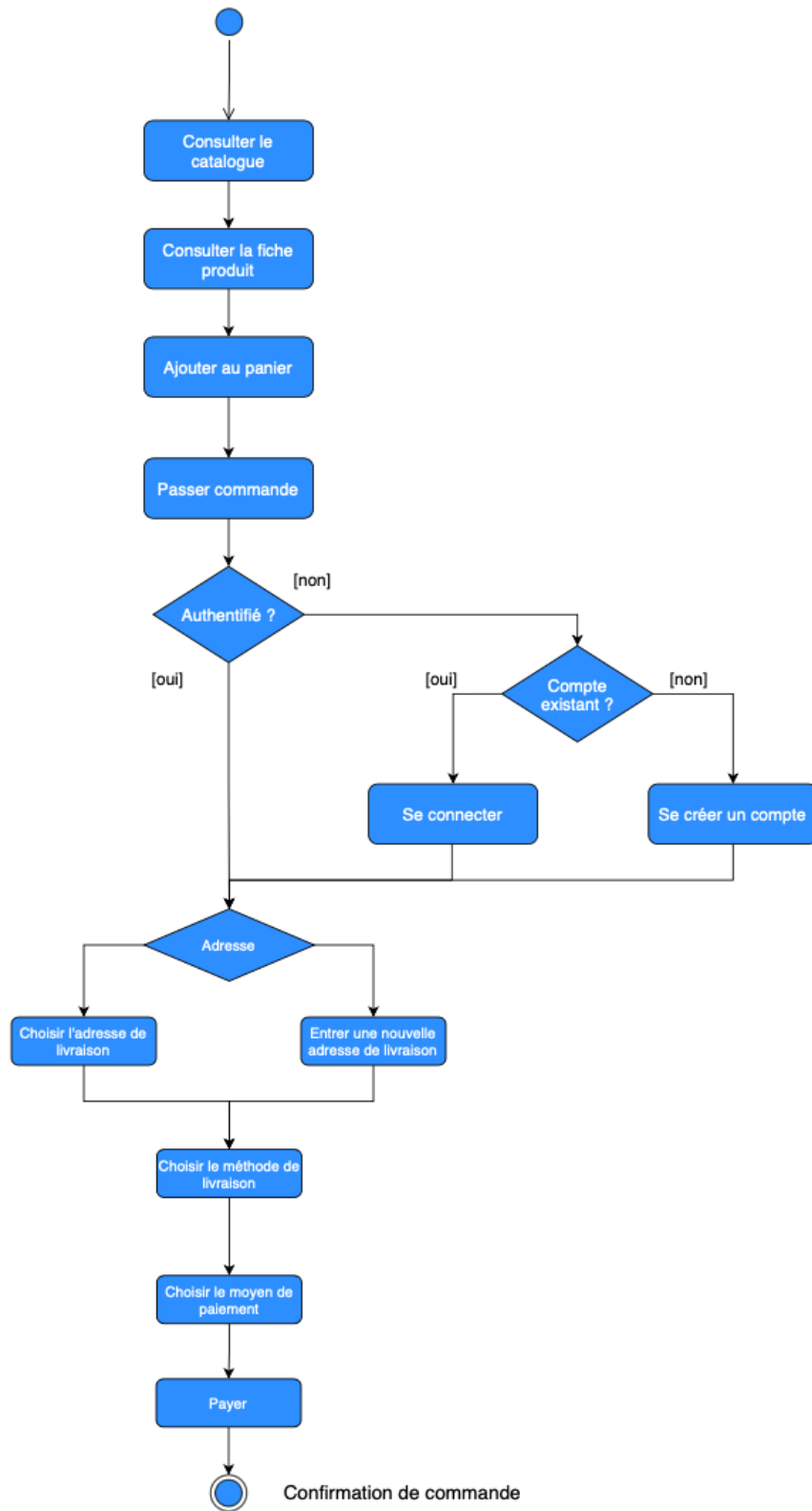


Diagramme de classes

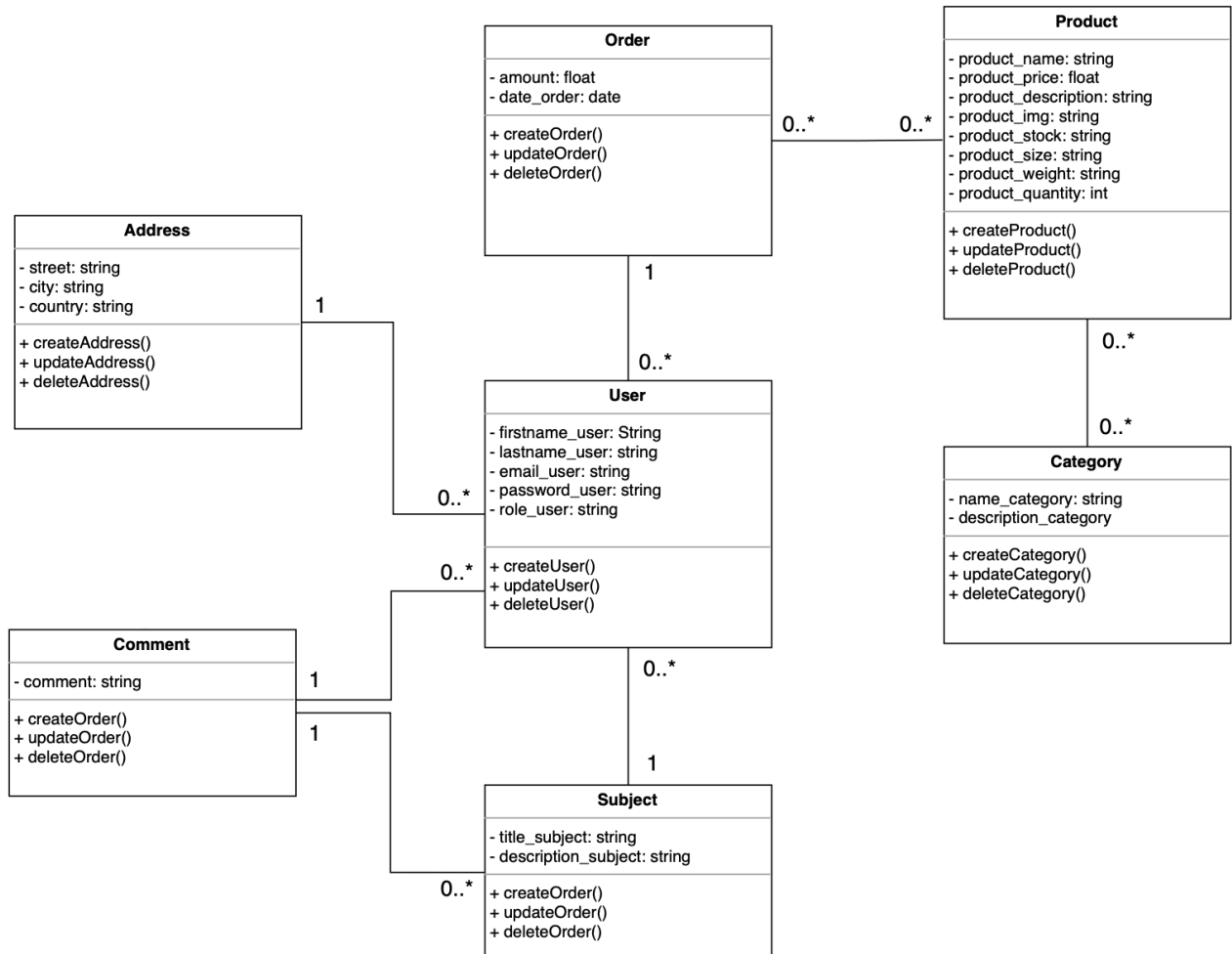


Diagramme d'objets

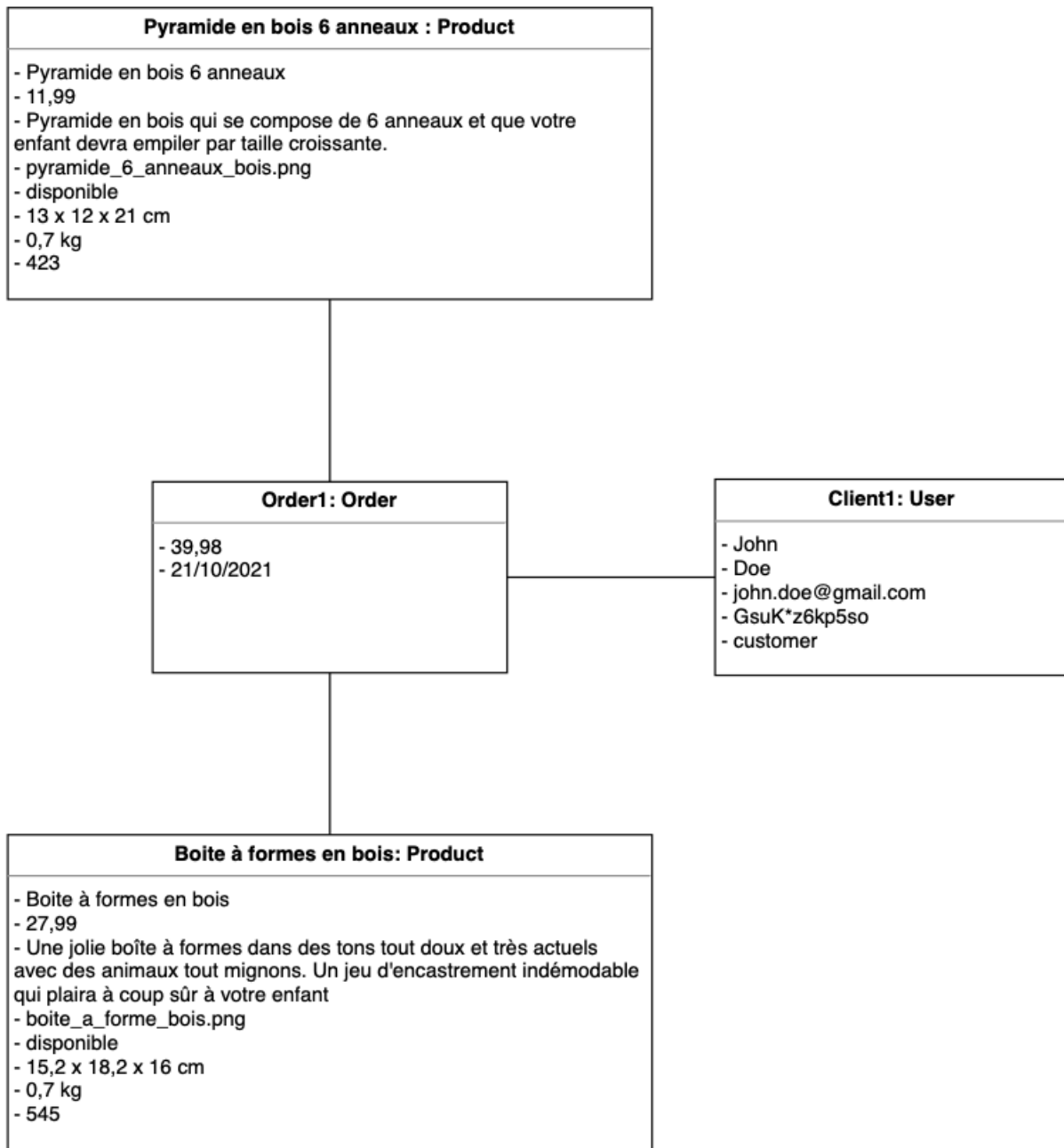


Diagramme de séquence (processus de commande)

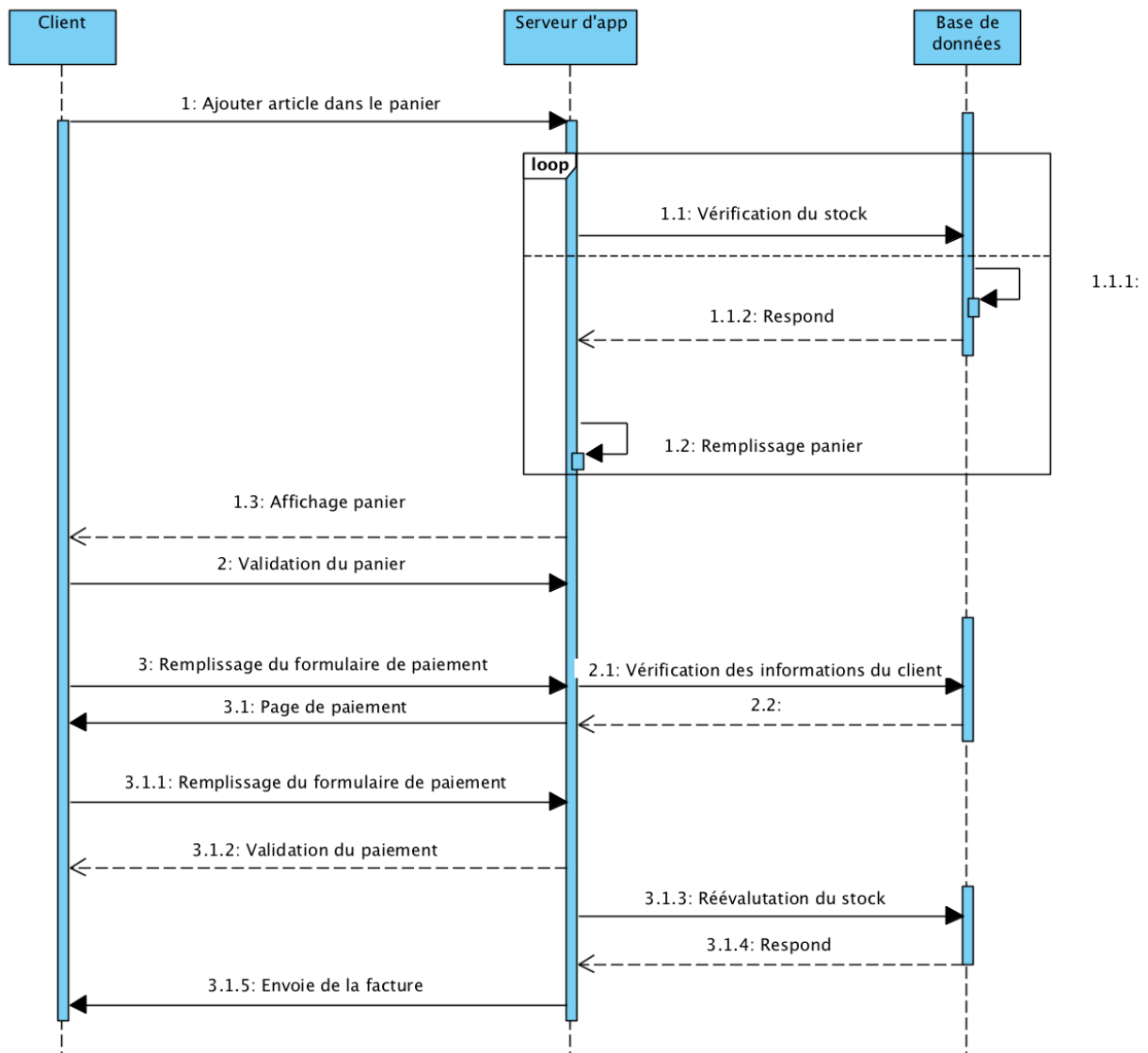


Diagramme de communications (d'un achat)

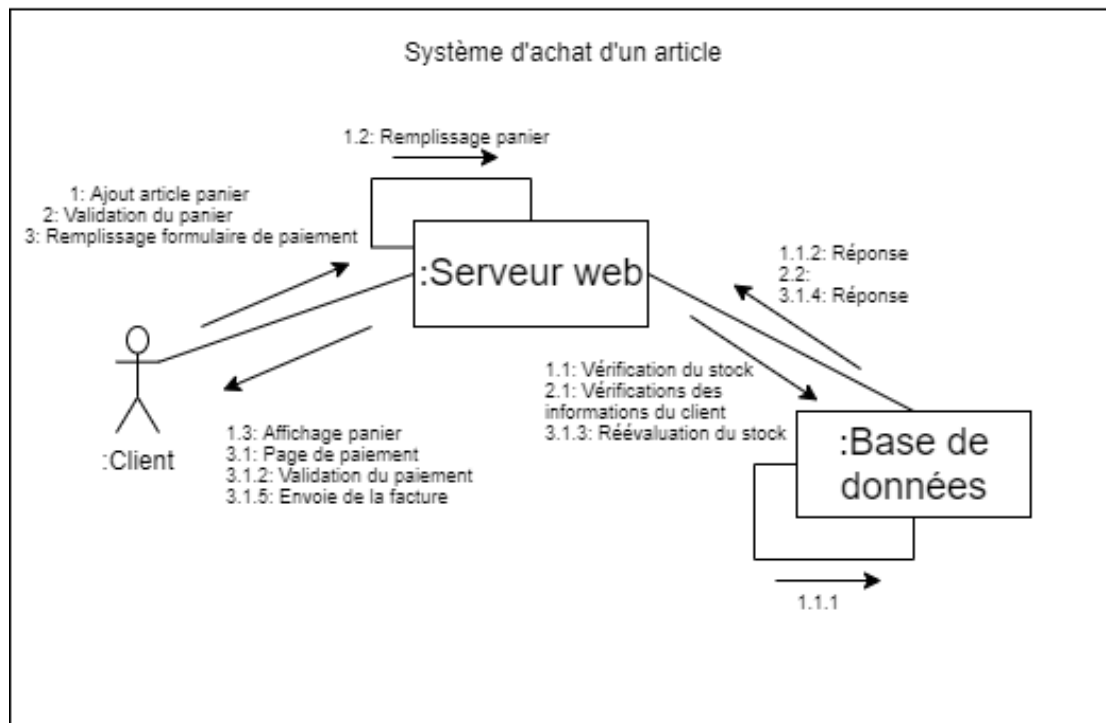


Diagramme de composants (côté achat)

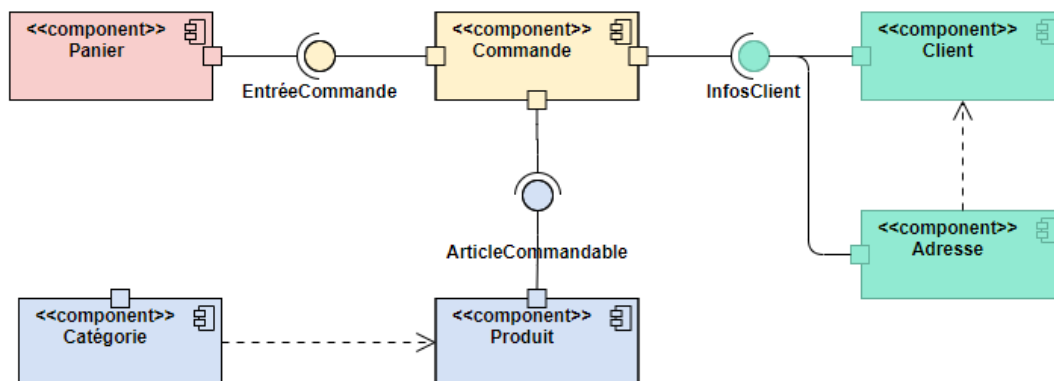


Diagramme de paquetages

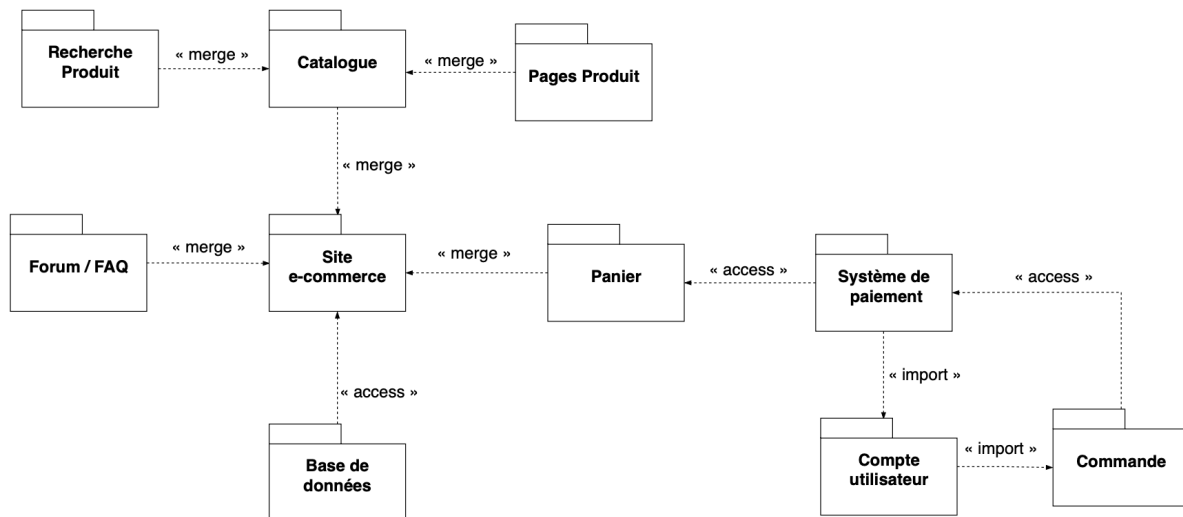


Diagramme de déploiement

