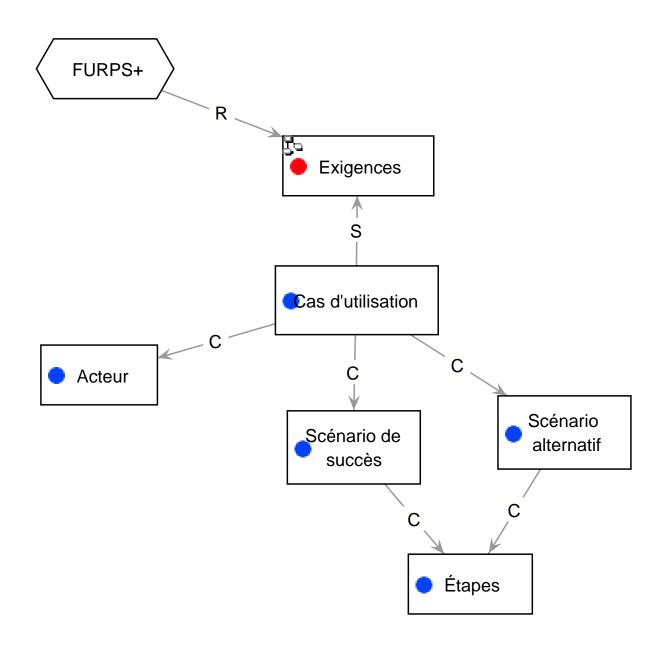
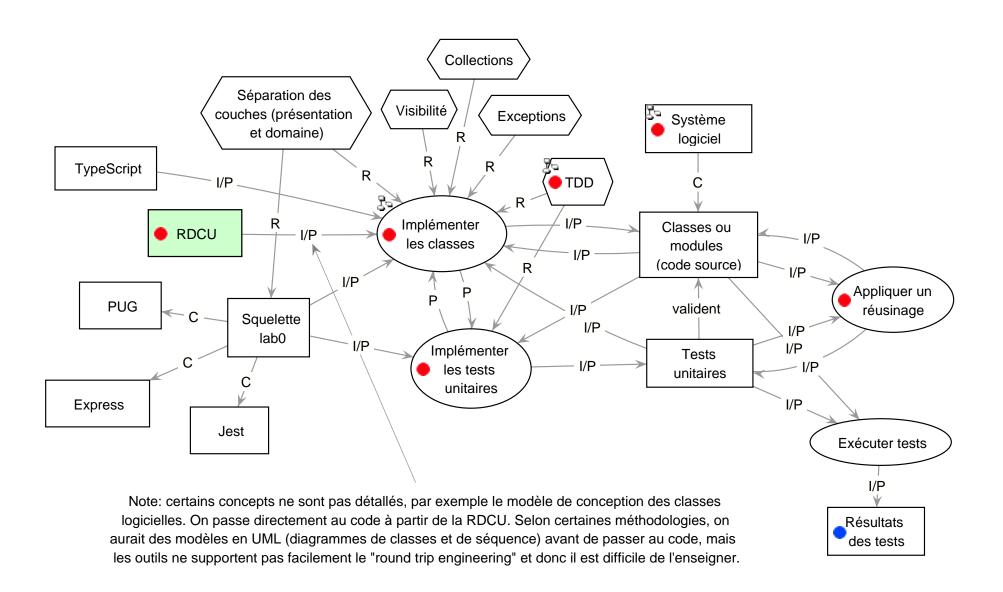


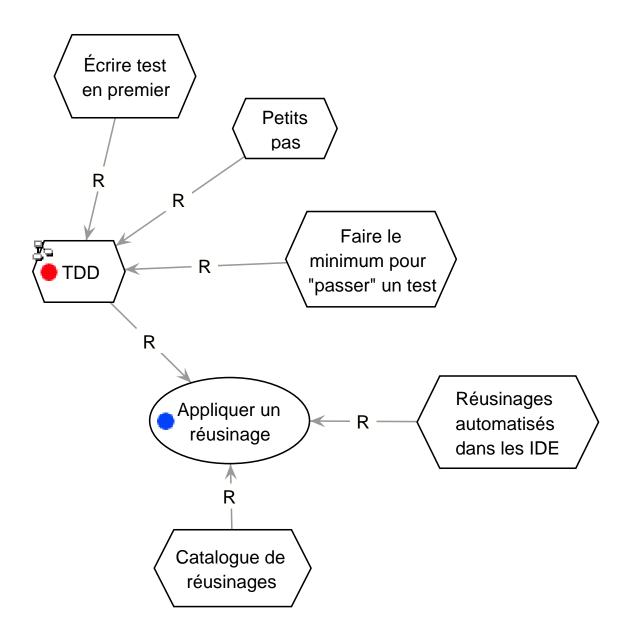
Page 1



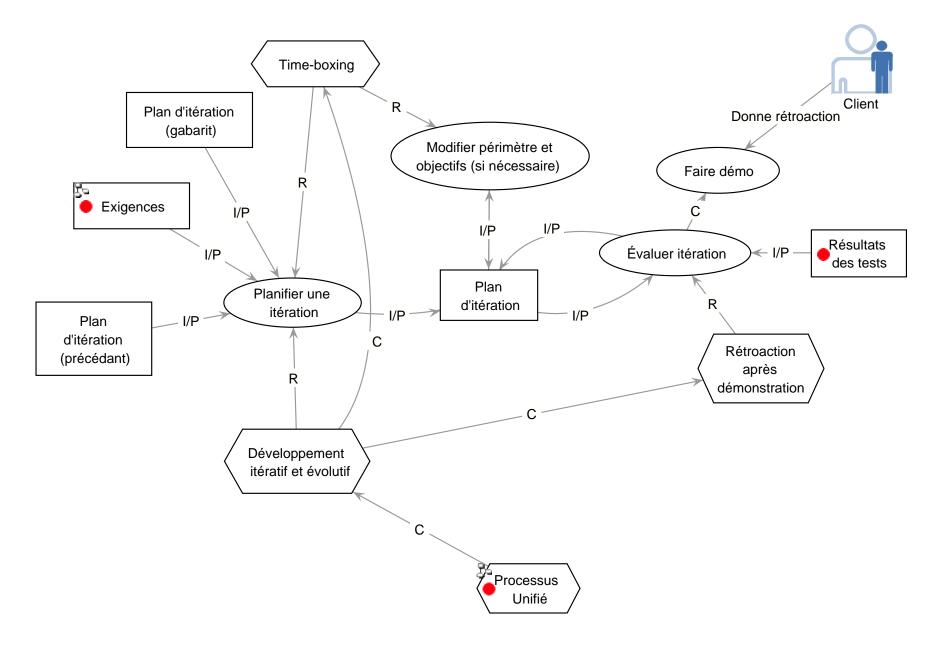
Page 2



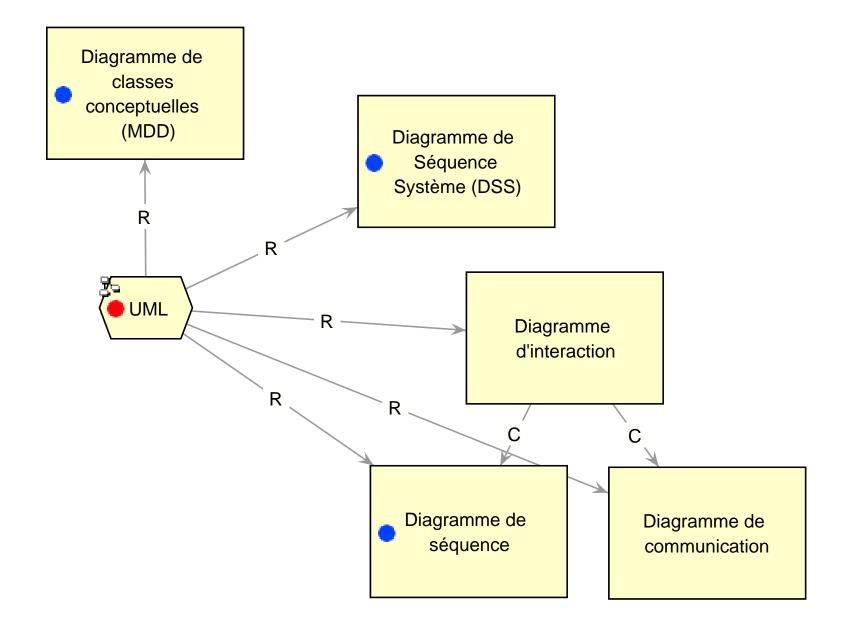




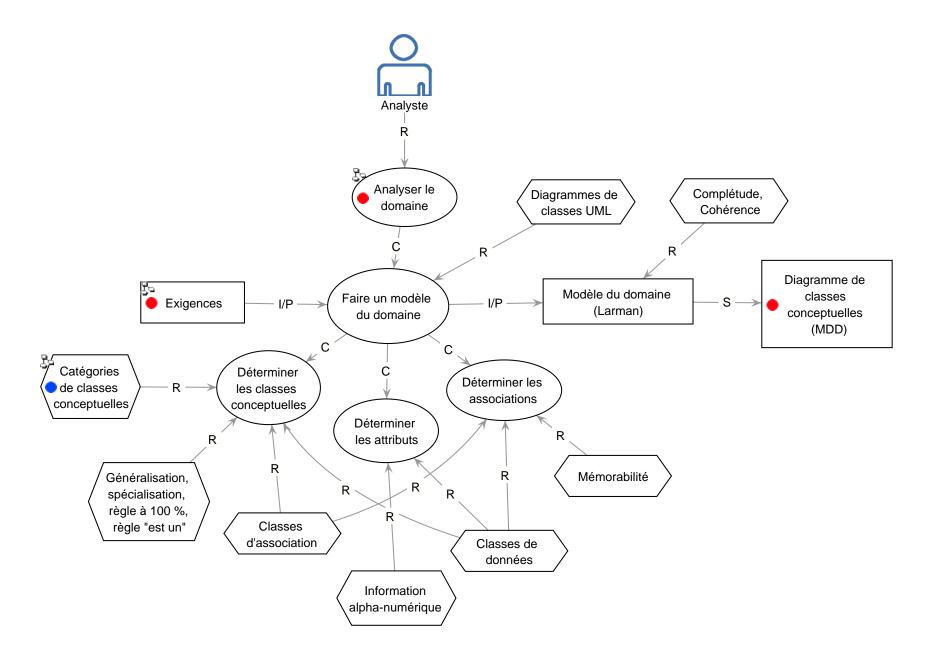
Page 5



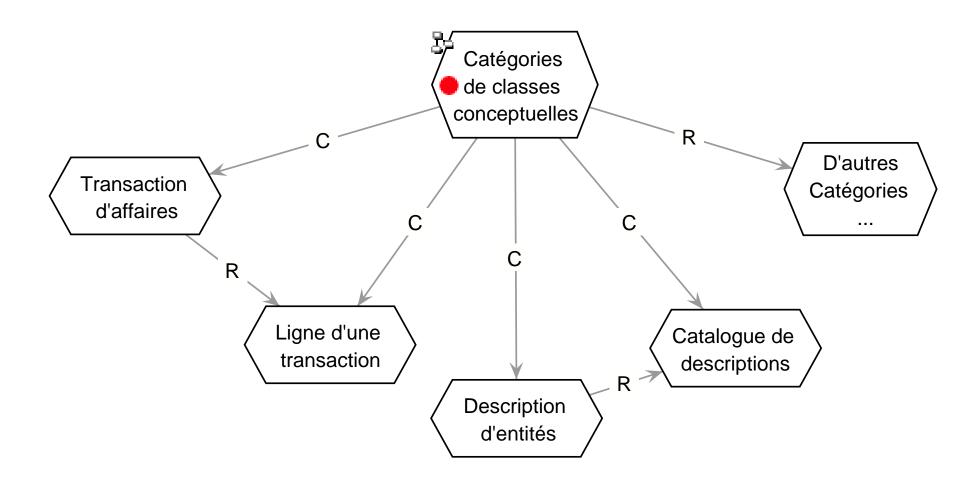
Page 6



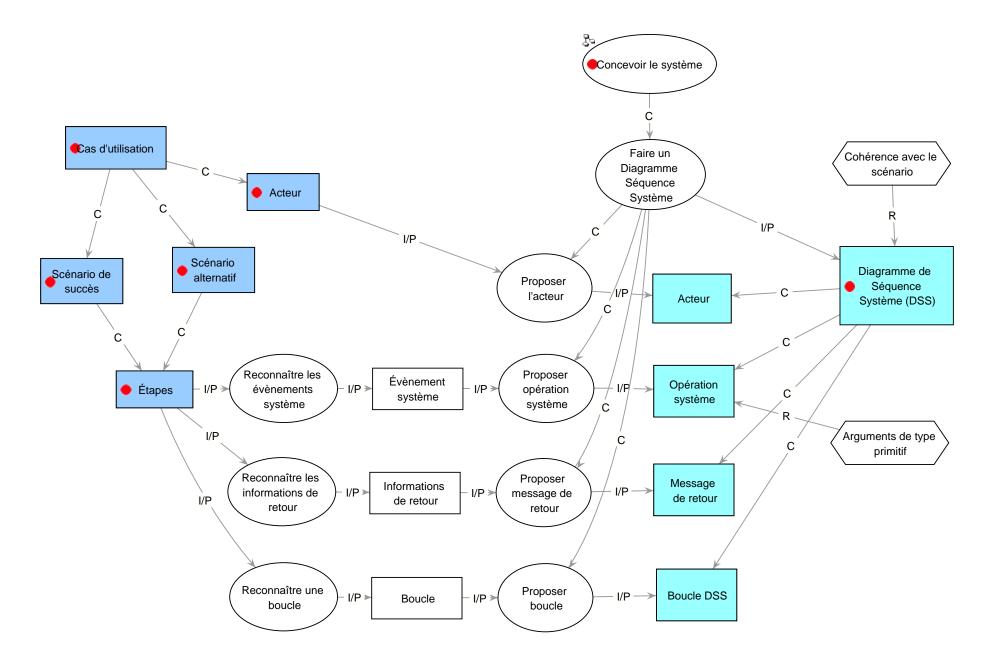
Page 7



Page 8

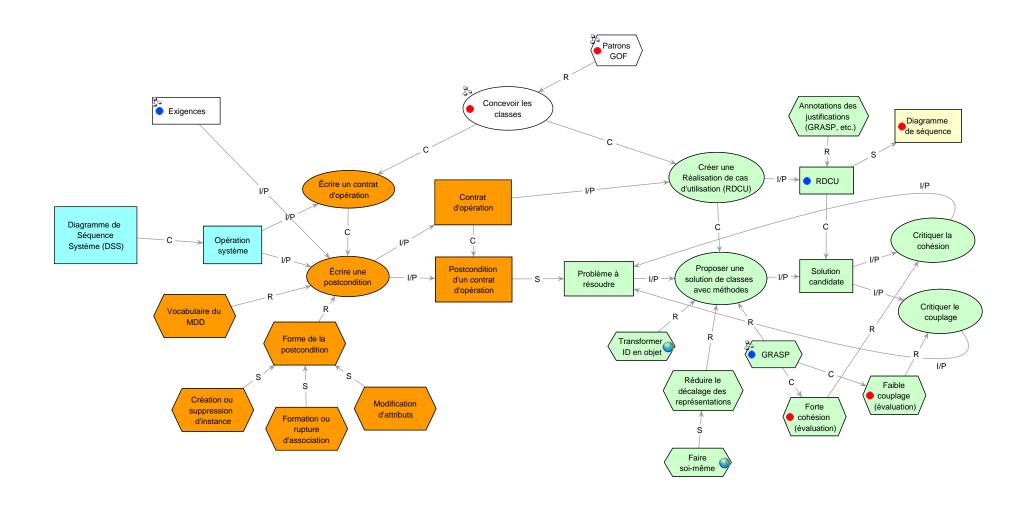


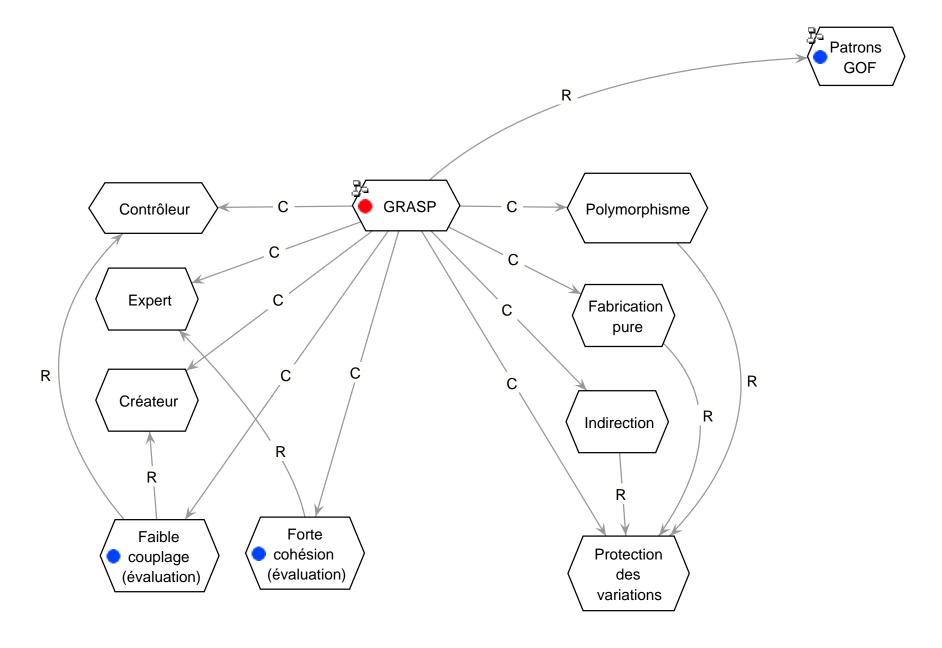
## Concevoir le système



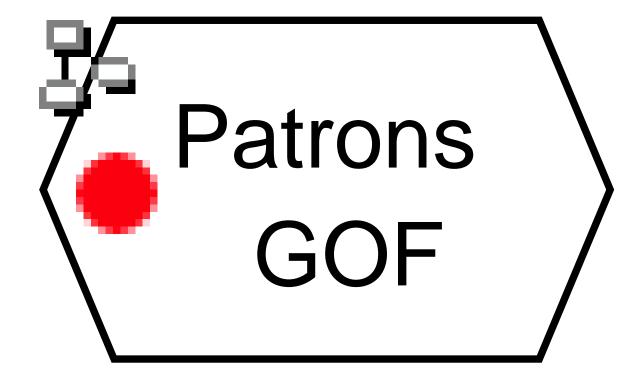
Page 10

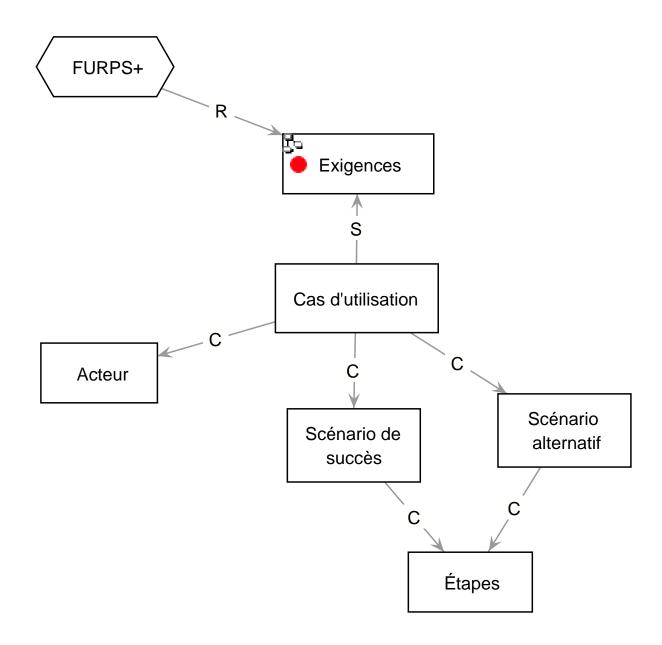
## Concevoir les classes



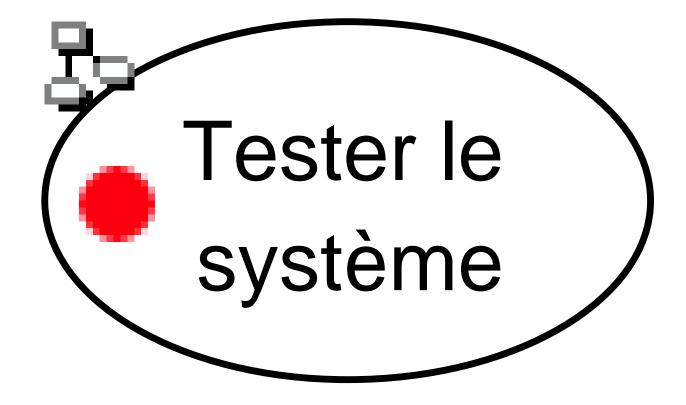


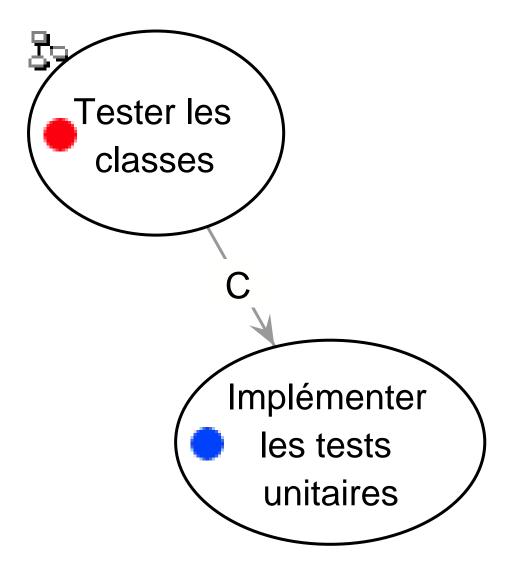
Page 12





Page 14





## **Table of Contents**

LOG210	1
Exigences	2
Implémenter les classes	3
Système logiciel	4
TDD	5
Processus Unifié	€
UML	
Analyser le domaine	3
Catégories de classes conceptuelles	g
Concevoir le système	1C
Concevoir les classes	11
GRASP	12
Patrons GOF	13
Exigences	14
Tester le système	15
Tester les classes	16