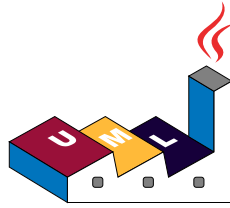


Desenhando UML com PlantUML



Guia de Referência da Linguagem
(Domingo, 12 de Novembro de 2017 16:33)

PlantUML é um projeto Open Source que permite escrever rapidamente:

- Diagrama de sequência,
- Diagrama de casos de uso,
- Diagrama de classes,
- Diagrama de atividades,
- Diagrama de componentes,
- Diagrama de estado,
- Diagrama de objetos.

Diagramas são definidos usando uma linguagem simples e intuitiva.

1 Diagrama de Sequência

1.1 Exemplos básicos

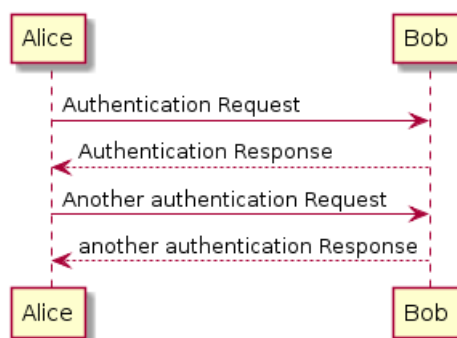
A sequência `->` é utilizada para desenhar uma mensagem entre dois participantes. Os participantes não têm de ser explicitamente declarados.

Para obter uma seta com pontos, utilize `-->`

Também é possível utilizar `<-` e `<--`. Esta utilização não altera o desenho, mas pode melhorar a leitura. Note que isto é verdade apenas para diagramas de sequência, as regras são diferentes para outros diagramas.

```
@startuml
Alice -> Bob: Authentication Request
Bob --> Alice: Authentication Response

Alice -> Bob: Another authentication Request
Alice <-- Bob: another authentication Response
@enduml
```



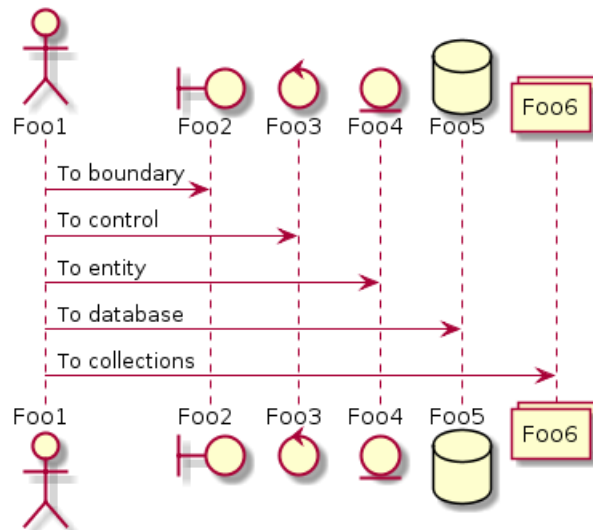
1.2 Declarando participante

É possível trocar a ordem do participante usando a palavra chave **participant**.

Também é possível utilizar outras palavras-chaves para declarar um participante:

- actor
- boundary
- control
- entity
- database

```
@startuml
actor Foo1
boundary Foo2
control Foo3
entity Foo4
database Foo5
collections Foo6
Foo1 -> Foo2 : To boundary
Foo1 -> Foo3 : To control
Foo1 -> Foo4 : To entity
Foo1 -> Foo5 : To database
Foo1 -> Foo6 : To collections
@enduml
```



Você pode renomear um participante utilizando a palavra-chave **as**.

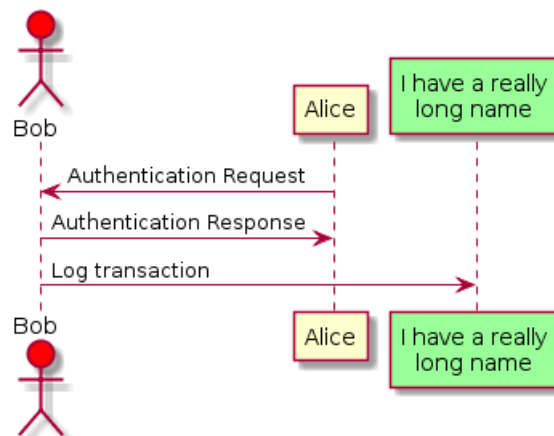
Você também pode trocar a cor de fundo de um ator ou participante.

```

@startuml
actor Bob #red
' The only difference between actor
'and participant is the drawing
participant Alice
participant "I have a really\nlong name" as L #99FF99
/' You can also declare:
participant L as "I have a really\nlong name" #99FF99
'/
  
```

```

Alice->Bob: Authentication Request
Bob->Alice: Authentication Response
Bob->L: Log transaction
@enduml
  
```



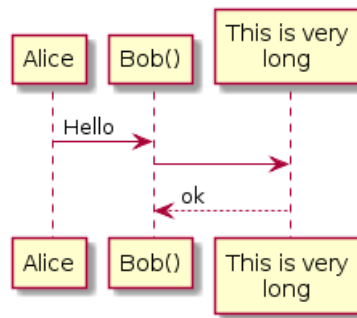
1.3 Utilizando caracteres não letras em participantes

Você pode utilizar aspas para definir participantes. E você também pode usar a palavra-chave **as** para dar um nome aos participantes.

```

@startuml
Alice -> "Bob()" : Hello
"Bob()" -> "This is very\nlong" as Long
' You can also declare:
' "Bob()" -> Long as "This is very\nlong"
Long --> "Bob()" : ok
@enduml
  
```





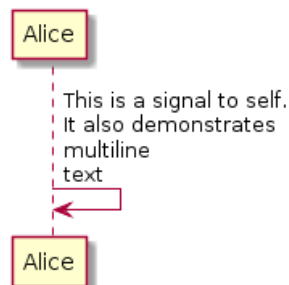
1.4 Mensagem para você mesmo

Um participante pode enviar uma mensagem para ele mesmo.

Também é possível ter utilização de multilinhas utilizando \n.

```

@startuml
Alice->Alice: This is a signal to self.\nIt also demonstrates\nmultiline \ntext
@enduml
  
```



1.5 Modificando o estilo da seta

Você pode modificar o estilo das setas de diversas formas:

- Adicione um x ao final para denotar uma mensagem perdida
- Utilize \ ou / ao invés de < ou > para ter somente a parte do fundo ou a ponta da seta
- Repita a cabeça da seta (por exemplo, >> ou //) para ter um desenho fino da ponta da seta
- Utilize -- ao invés de - para ter uma seta pontilhada
- adicione um "o" no final para ter uma ponta de flecha como seta
- Utilize seta bidirecional

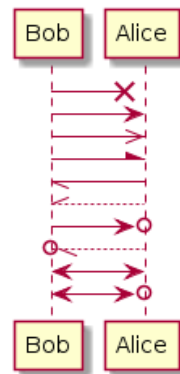
```

@startuml
Bob ->x Alice
Bob -> Alice
Bob ->> Alice
Bob -\ Alice
Bob \- Alice
Bob //-- Alice

Bob ->o Alice
Bob o\-- Alice

Bob <-> Alice
Bob <->o Alice
@enduml
  
```

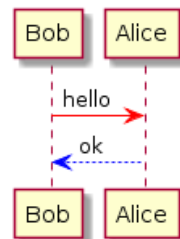




1.6 Modificando a cor da seta

Você pode mudar a cor de setas individuais com a seguinte notação:

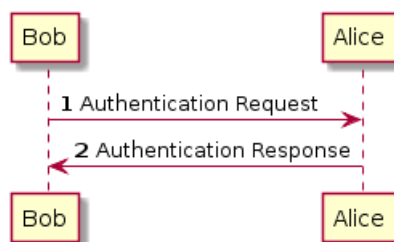
```
@startuml
Bob -[#red]> Alice : hello
Alice -[#0000FF]->Bob : ok
@enduml
```



1.7 Numeração de sequencia de mensagens

A palavra chave `autonumber` é utilizada para adicionar automaticamente numeração as mensagens.

```
@startuml
autonumber
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response
@enduml
```



Você pode especificar um número de início com o `autonumber 'start'`, e também um valor de incremento com o `autonumber 'start' 'increment'`.

```
@startuml
autonumber
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response

autonumber 15
Bob -> Alice : Another authentication Request
Bob <- Alice : Another authentication Response

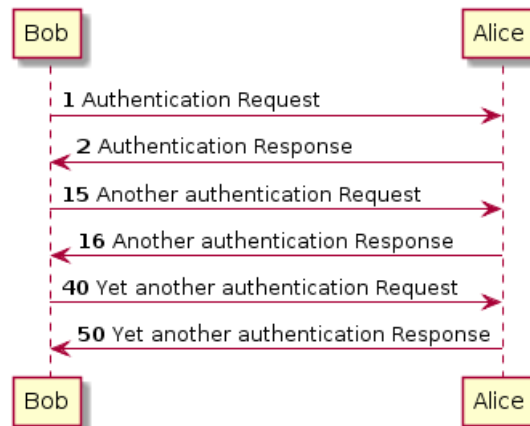
autonumber 40 10
Bob -> Alice : Yet another authentication Request
```



```

Bob <- Alice : Yet another authentication Response
@enduml

```



Você pode especificar uma formatação para seu número utilizado ele entre aspas simples.

A formatação é realizada com a classe Java DecimalFormat ('0' significa dígito, '#' significa dígito e zero se ausente).

Você também pode utilizar algumas tags de formatação em html.

```

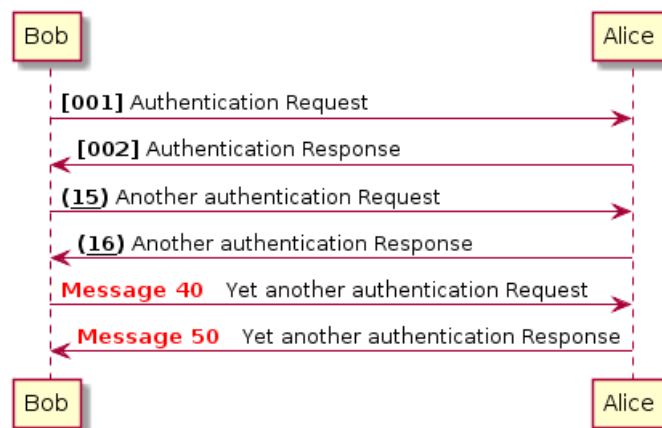
@startuml
autonumber "<b>[000]"
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response

autonumber 15 "<b>(<u>##</u>)"
Bob -> Alice : Another authentication Request
Bob <- Alice : Another authentication Response

autonumber 40 10 "<font color=red><b>Message 0 "
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response

@enduml

```



É possível utilizar `autonumber stop` e `autonumber resume 'increment' 'format'` para, respectivamente, pausar, continuar a numeração automática.

```

@startuml
autonumber 10 10 "<b>[000]"
Bob -> Alice : Authentication Request
Bob <- Alice : Authentication Response

autonumber stop
Bob -> Alice : dummy

```



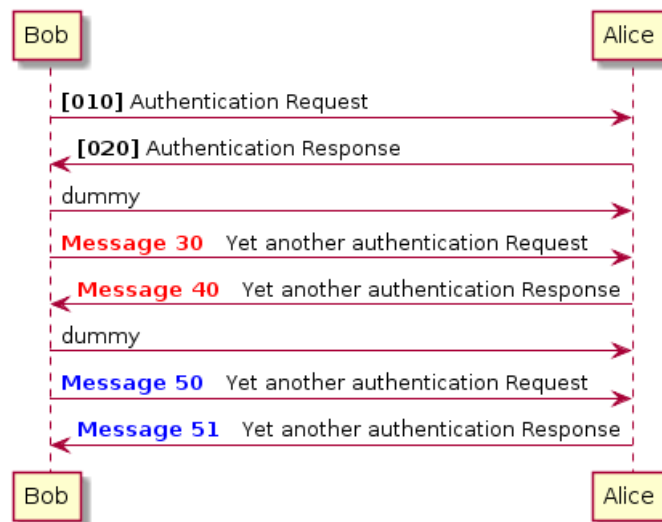
```

autonumber resume "<font color=red><b>Message 0  "
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response

autonumber stop
Bob -> Alice : dummy

autonumber resume 1 "<font color=blue><b>Message 0  "
Bob -> Alice : Yet another authentication Request
Bob <- Alice : Yet another authentication Response
@enduml

```



1.8 Dividindo diagramas

A palavra-chave **newpage** é utilizada para dividir um diagrama em diversas imagens.

Você pode colocar um título para a página logo após a palavra-chave **newpage**.

é muito útil usar *Word* para imprimir um longo diagrama em diversas páginas.

```

@startuml

Alice -> Bob : message 1
Alice -> Bob : message 2

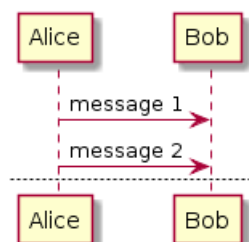
newpage

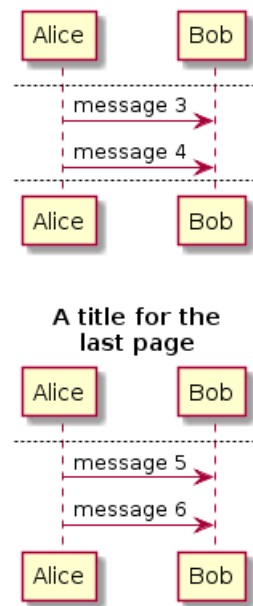
Alice -> Bob : message 3
Alice -> Bob : message 4

newpage A title for the\nlast page

Alice -> Bob : message 5
Alice -> Bob : message 6
@enduml

```





1.9 Agrupando mensagens

É possível agrupar mensagens utilizando as seguintes palavras-chaves:

- alt/else
- opt
- loop
- par
- break
- critical
- group, seguidas de um texto para ser exibido

É possível inserir um texto que será exibido no cabeçalho (exceto para **group**).

A palavra-chave **end** é utilizada para fechar o grupo.

Observe que é possível aninhar grupos.

```

@startuml
Alice -> Bob: Authentication Request

alt successful case

Bob -> Alice: Authentication Accepted

else some kind of failure

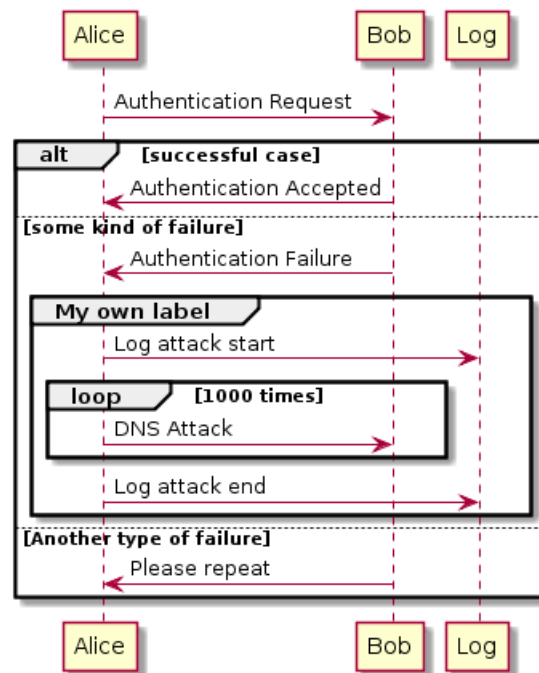
Bob -> Alice: Authentication Failure
group My own label
Alice -> Log : Log attack start
loop 1000 times
Alice -> Bob: DNS Attack
end
Alice -> Log : Log attack end
end

else Another type of failure

Bob -> Alice: Please repeat

end
@enduml
  
```





1.10 Notas em mensagens

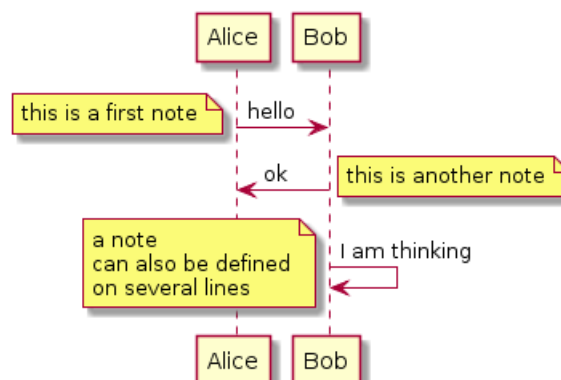
Você pode colocar notas em mensagens utilizando a palavra-chave `note left` ou `note right`, logo após as mensagens.

Você pode ter uma notação multilinhas utilizando a palavra-chave `end note`.

```
@startuml
Alice->Bob : hello
note left: this is a first note

Bob->Alice : ok
note right: this is another note

Bob->Bob : I am thinking
note left
a note
can also be defined
on several lines
end note
@enduml
```



1.11 Algumas outras notas

Também é possível definir notas relativas aos participantes com as palavras-chave `note left of`, `note right of` ou `note over`.

Você pode destacar uma nota simplesmente modificando a cor de fundo dela.



Você também pode ter comentários multilinha usando a palavra-chave `end note`.

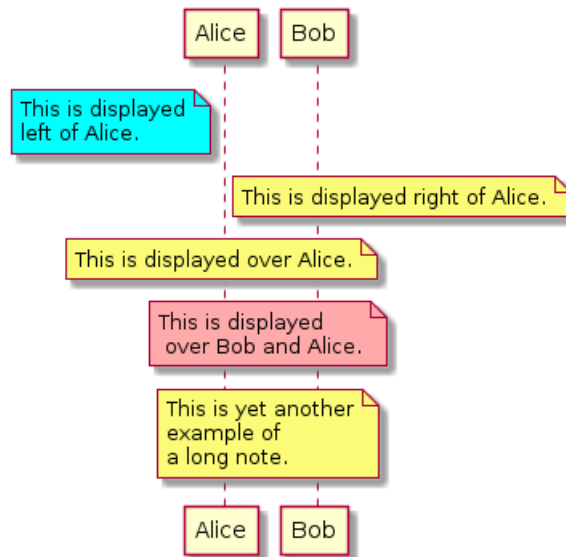
```
@startuml
participant Alice
participant Bob
note left of Alice #aqua
This is displayed
left of Alice.
end note

note right of Alice: This is displayed right of Alice.

note over Alice: This is displayed over Alice.

note over Alice, Bob #FFAAAA: This is displayed\n over Bob and Alice.

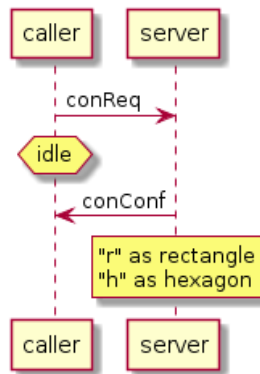
note over Bob, Alice
This is yet another
example of
a long note.
end note
@enduml
```



1.12 Modificando as formas das notas

Você pode utilizar as palavras chaves `hnote` e `rnote` para modificar a forma das notas.

```
@startuml
caller -> server : conReq
hnote over caller : idle
caller <- server : conConf
rnote over server
"r" as rectangle
"h" as hexagon
endrnote
@enduml
```



1.13 Formatação Nativa e HTML

Também é possível utilizar formatação nativa:

```

@startuml
participant Alice
participant "The Famous Bob" as Bob
  
```

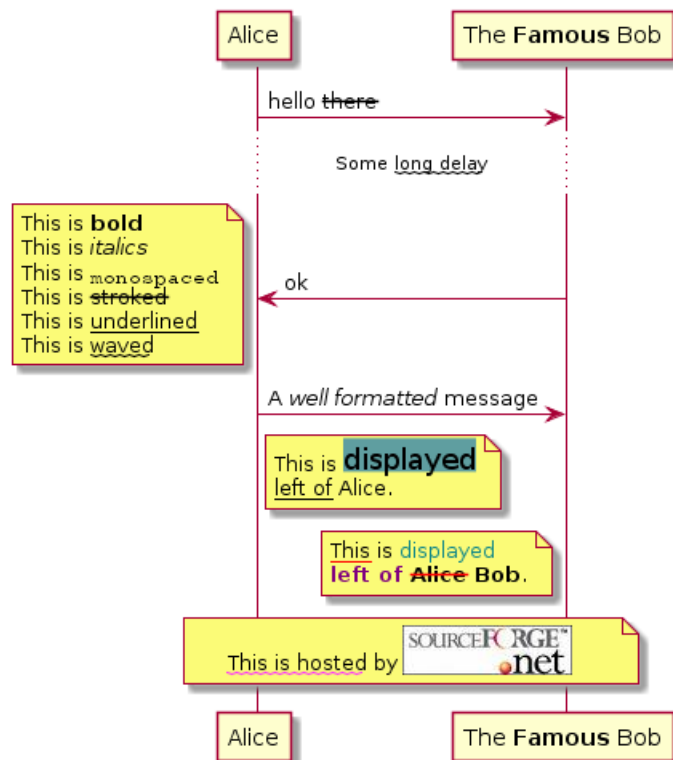
```

Alice -> Bob : hello --there--
... Some ~~long delay~~ ...
Bob -> Alice : ok
note left
This is bold
This is italics
This is "monospaced"
This is --stroked--
This is __underlined__
This is ~~waved~~
end note
  
```

```

Alice -> Bob : A //well formatted// message
note right of Alice
This is <back:cadetblue><size:18>displayed</size></back>
__left of__ Alice.
end note
note left of Bob
<u:red>This</u> is <color #118888>displayed</color>
**<color purple>left of</color> <s:red>Alice</strike> Bob**.
end note
note over Alice, Bob
<w:#FF33FF>This is hosted</w> by <img sourceforge.jpg>
end note
@enduml
  
```





1.14 Divisor

Se for de seu desejo, você pode dividir um diagrama utilizando o separador == para dividir seu diagrama de passos lógicos.

```
@startuml
```

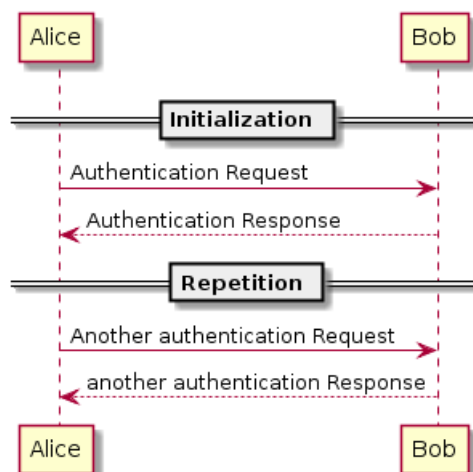
```
== Initialization ==
```

```
Alice -> Bob: Authentication Request
Bob --> Alice: Authentication Response
```

```
== Repetition ==
```

```
Alice -> Bob: Another authentication Request
Alice <-- Bob: another authentication Response
```

```
@enduml
```



1.15 Referência

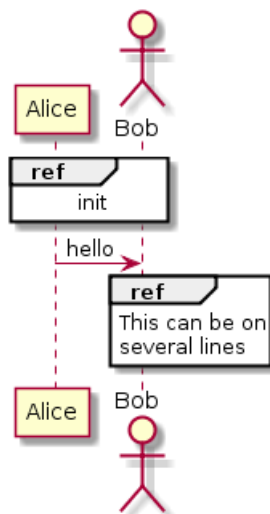
Você pode usar referências em um diagrama usando a palavra chave `ref over`.

```
@startuml
participant Alice
actor Bob

ref over Alice, Bob : init

Alice -> Bob : hello

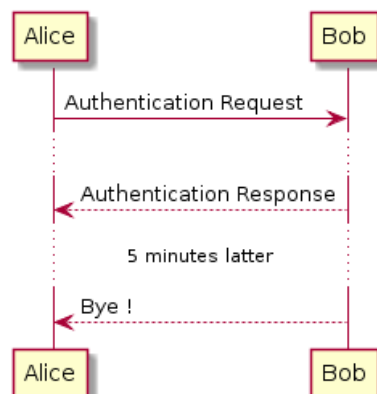
ref over Bob
This can be on
several lines
end ref
@enduml
```



1.16 Atraso

É possível utilizar `...` para indicar o atraso no diagrama. e também é possível por uma mensagem com esse atraso.

```
@startuml
Alice -> Bob: Authentication Request
...
Bob --> Alice: Authentication Response
...5 minutes latter...
Bob --> Alice: Bye !
@enduml
```



1.17 Espaço

Você pode utilizar `|||` para indicar espaçamento no diagrama.

Pode-se especificar o número de pixels a ser utilizado.

```
@startuml
Alice -> Bob: message 1
Bob --> Alice: ok
|||
Alice -> Bob: message 2
Bob --> Alice: ok
||45||
Alice -> Bob: message 3
Bob --> Alice: ok
@enduml
```



1.18 Lifeline Ativação e Destruição

As palavras-chave **activate** e **deactivate** são utilizadas para denotar ativação de participantes.

Uma vez que um participante é ativado, sua lifeline aparece.

As palavras **activate** e **deactivate** são aplicadas na mensagem anterior.

O texto **destroy** denota o fim de vida da lifeline de um participante.

```
@startuml
participant User

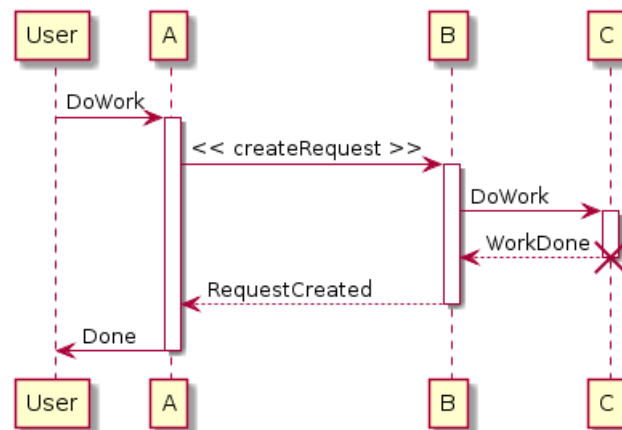
User -> A: DoWork
activate A

A -> B: << createRequest >>
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: RequestCreated
deactivate B

A -> User: Done
deactivate A
@enduml
```



Lifeline aninhada pode ser utilizada, e é possível adicionar uma cor na lifeline.

```

@startuml
participant User

User -> A: DoWork
activate A #FFBBBB

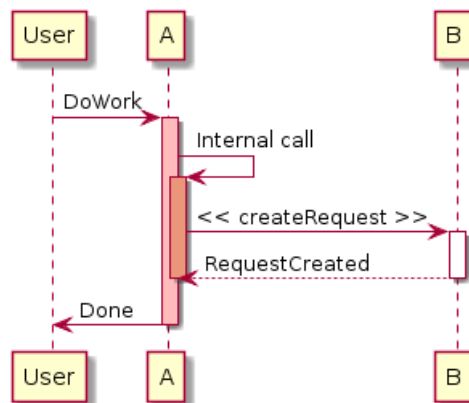
A -> A: Internal call
activate A #DarkSalmon

A -> B: << createRequest >>
activate B

B --> A: RequestCreated
deactivate B
deactivate A
A -> User: Done
deactivate A

@enduml

```



1.19 Criação de participante

Você pode utilizar a palavra chave **create** logo antes da primeira recepção de uma mensagem para enfatizar que esta mensagem *creating* está na realidade criando este novo objeto.

```

@startuml
Bob -> Alice : hello

create Other
Alice -> Other : new

create control String
Alice -> String
note right : You can also put notes!

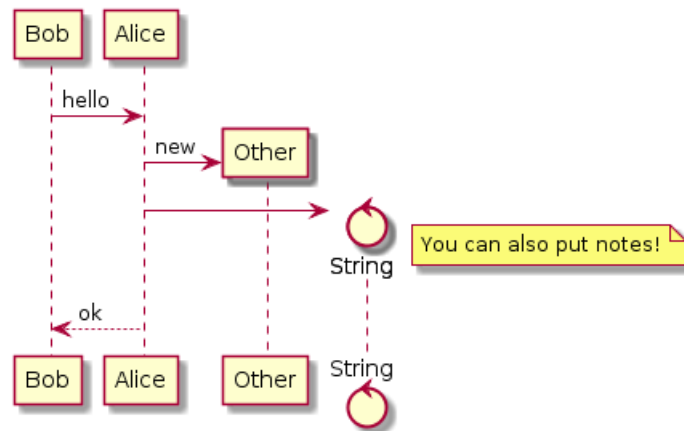
```



```

Alice --> Bob : ok
@enduml

```



1.20 Mensagens de entrada e saída

Você pode utilizar setas de entrada ou saída para focar em uma parte do diagrama.

Utilize os colchetes quadrados para denotar o lado esquerdo "[" ou o lado direito "]" do diagrama.

```

@startuml
[-> A: DoWork

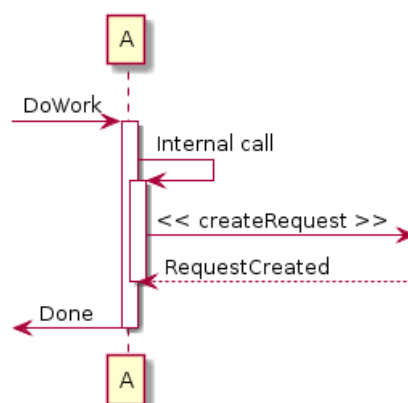
activate A

A -> A: Internal call
activate A

A ->] : << createRequest >>

A<--] : RequestCreated
deactivate A
[<- A: Done
deactivate A
@enduml

```



Você também pode ter a seguinte sintaxe:

```

@startuml
[-> Bob
[o-> Bob
[o->o Bob
[x-> Bob

[<- Bob
[x<- Bob

```




```

Bob ->]
Bob ->o]
Bob o->o]
Bob ->x]

```

```

Bob <-]
Bob x<-]
@enduml

```



1.21 Esteriótipos e pontos

É possível adicionar esteriótipos para participar utilizando o texto << e >>.

No esteriótipo, você pode utilizar um caractere em formato de ponto em um círculo colorido utilizando a sintaxe (X,color).

```
@startuml
```

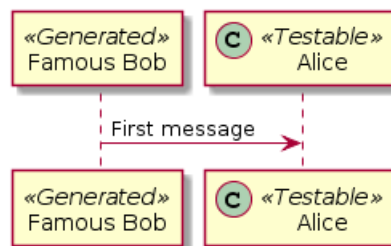
```

participant "Famous Bob" as Bob << Generated >>
participant Alice << (C,#ADD1B2) Testable >>

```

```
Bob->Alice: First message
```

```
@enduml
```



Por padrão, o caractere *guillemet* é usado para exibir o estereótipo. Você pode alterar esse comportamento usando o skinparam *guillemet*:

```
@startuml
```

```

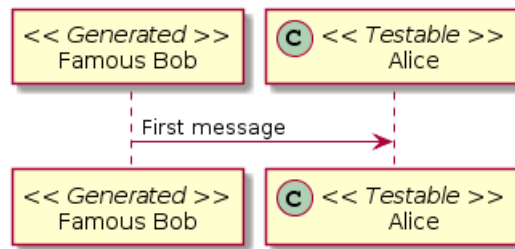
skinparam guillemet false
participant "Famous Bob" as Bob << Generated >>
participant Alice << (C,#ADD1B2) Testable >>

```

```
Bob->Alice: First message
```

```
@enduml
```





```

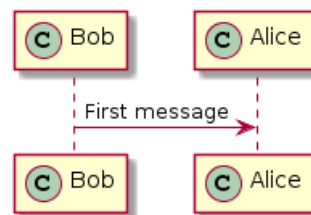
@startuml

participant Bob << (C,#ADD1B2) >>
participant Alice << (C,#ADD1B2) >>

Bob->>Alice: First message

@enduml

```



1.22 Mais informações em títulos

Você pode utilizar formatação nativa no título.

```

@startuml

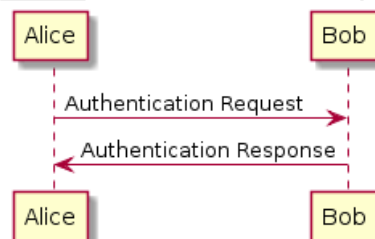
title __Simple__ **communication** example

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml

```

Simple communication example



Você pode inserir nova linha utilizando \n na descrição do título.

```

@startuml

title __Simple__ communication example\nnon several lines

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml

```



**Simple communication example
on several lines**

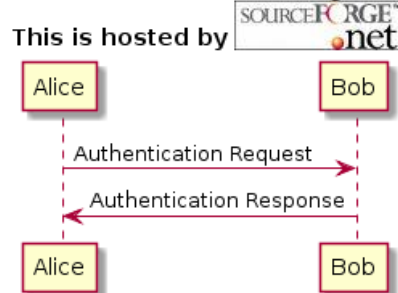
Você também pode definir título em diversas linhas usando as palavras-chave `title` e `end title`.

```
@startuml

title
<u>Simple</u> communication example
on <i>several</i> lines and using <font color=red>html</font>
This is hosted by <img:sourceforge.jpg>
end title

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

@enduml
```

**Simple communication example
on several lines and using html****1.23 Abranger participantes**

Pode-se desenhar uma caixa ao redor de alguns participantes utilizando os comandos `box` e `end box`.

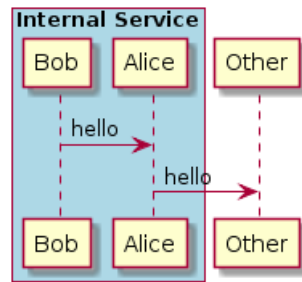
Você pode adicionar um título opcional ou uma cor de fundo, após a palavra-chave `box`.

```
@startuml

box "Internal Service" #LightBlue
participant Bob
participant Alice
end box
participant Other

Bob -> Alice : hello
Alice -> Other : hello

@enduml
```



1.24 Removendo rodapé

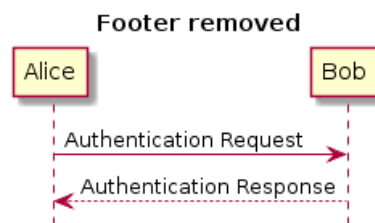
Você pode utilizar a palavra-chave `hide footbox` para remover o rodapé do diagrama.

```

@startuml
hide footbox
title Footer removed

Alice -> Bob: Authentication Request
Bob --> Alice: Authentication Response

@enduml
  
```



1.25 Parâmetros para desenho

É possível utilizar o comando `skinparam` para modificar as cores e fontes do desenho da imagem.

Você pode utilizar esse comando:

- Na definição de diagramas, como quaisquer outros comandos,
- em um arquivo incluído,
- Em um arquivo de configuração, fornecido via linha de comando ou via tarefa ANT.

Você também pode alterar outro parâmetro de renderização, como visto nos exemplos a seguir:

```

@startuml
skinparam sequenceArrowThickness 2
skinparam roundcorner 20
skinparam maxmessageSize 60
skinparam sequenceParticipant underline

actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A

A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
  
```

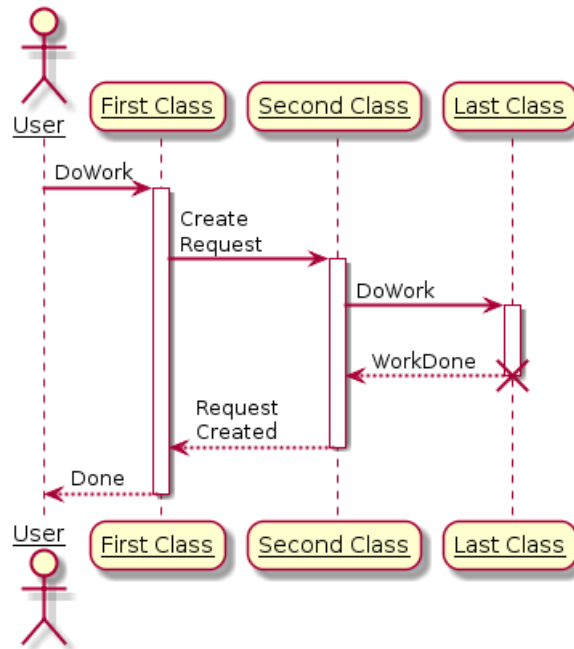


```
destroy C
```

```
B --> A: Request Created
deactivate B
```

```
A --> User: Done
deactivate A
```

```
@enduml
```



```
@startuml
```

```
skinparam backgroundColor #EEEEBD
skinparam handwritten true
```

```
skinparam sequence {
  ArrowColor DeepSkyBlue
  ActorBorderColor DeepSkyBlue
  LifeLineBorderColor blue
  LifeLineBackgroundColor #A9DCDF
}
```

```
ParticipantBorderColor DeepSkyBlue
ParticipantBackgroundColor DodgerBlue
ParticipantFontName Impact
ParticipantFontSize 17
ParticipantFontColor #A9DCDF
```

```
ActorBackgroundColor aqua
ActorFontColor DeepSkyBlue
ActorFontSize 17
ActorFontName Aapex
}
```

```
actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C
```

```
User -> A: DoWork
activate A
```

```
A -> B: Create Request
activate B
```

```
B -> C: DoWork
activate C
```



```

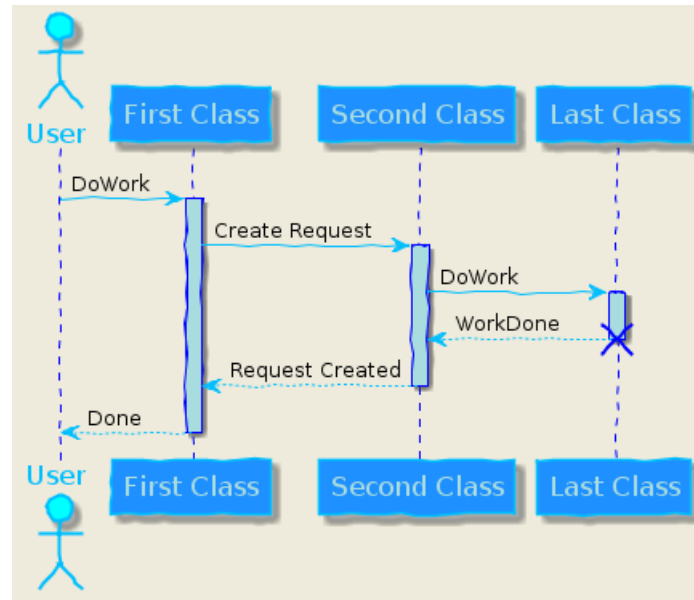
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A

@enduml

```



1.26 Mudança de preenchimento

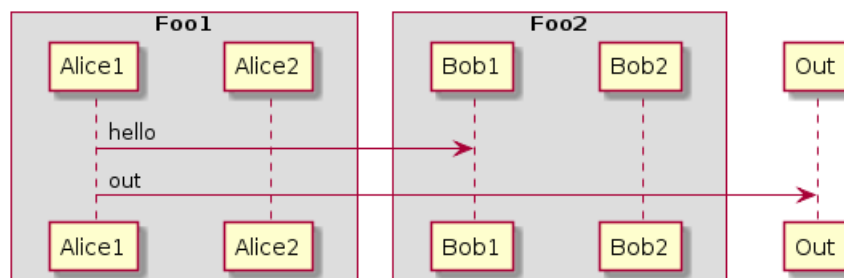
É possível sintonizar algumas configurações de preenchimento.

```

@startuml
skinparam ParticipantPadding 20
skinparam BoxPadding 10

box "Foo1"
    participant Alice1
    participant Alice2
end box
box "Foo2"
    participant Bob1
    participant Bob2
end box
Alice1 -> Bob1 : hello
Alice1 -> Out : out
@enduml

```



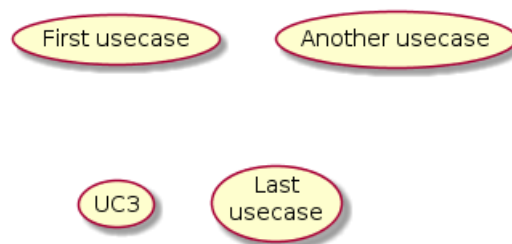
2 Diagrama de Caso de Uso

2.1 Casos de Uso

Casos de uso são inseridos entre parenteses (porque dois parenteses são como uma elipse).

Você deve usar a palavra-chave **usecase** para definir um caso de uso. E você pode definir um apelido usando a palavra-chave **as**. Este apelido será utilizado mais adiante, quando definirmos as relações entre componentes do diagrama.

```
@startuml
(First usecase)
(Another usecase) as (UC2)
usecase UC3
usecase (Last\nusecase) as UC4
@enduml
```



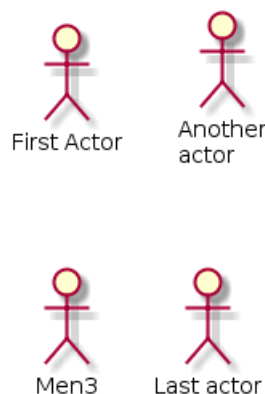
2.2 Atores

Atores são delimitados por caracteres dois pontos.

Você pode utilizar a palavra chave **actor** para definir um ator. E você pode definir um apelido usando a palavra chave **as**. O apelido será utilizado na definição dos relacionamentos.

Veremos posteriormente que as definições de atores são opcionais.

```
@startuml
:First Actor:
:Another\nactor: as Men2
actor Men3
actor :Last actor: as Men4
@enduml
```



2.3 Descrição de casos de uso

Se você necessita de uma descrição que utilize várias linhas basta utilizar aspas.

Você também pode utilizar os seguintes separadores: -- .. == __. E você pode colocar títulos nos separadores.



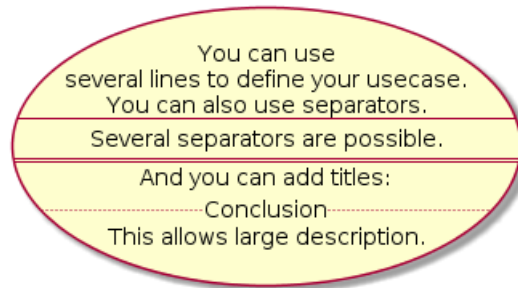
```

@startuml

usecase UC1 as "You can use
several lines to define your usecase.
You can also use separators.
--
Several separators are possible.
==
And you can add titles:
..Conclusion..
This allows large description."

@enduml

```



2.4 Exemplo básico

Para vincular atores e casos de uso, a seta/ --> é usado.

Quando mais traços "-", na seta, mais logo a seta. Você pode adicionar um rótulo na seta, adicionando um ":" caractere na definição da seta.

Neste exemplo, você vê que o texto "Usuário não foi definido antes, e é usado como ator."

```

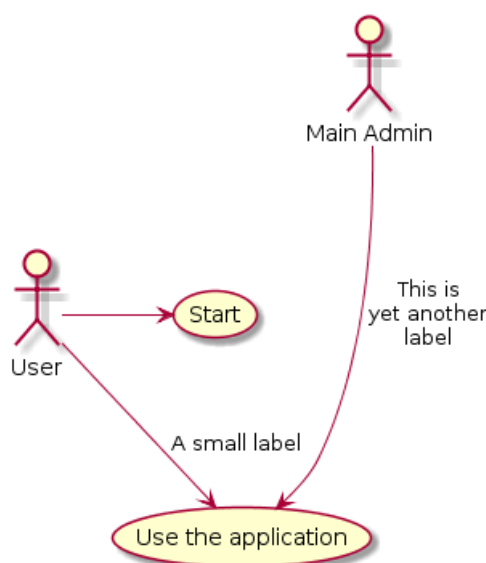
@startuml

User -> (Start)
User --> (Use the application) : A small label

:Main Admin: ---> (Use the application) : This is\nyet another\nlabel

@enduml

```



2.5 Extensão

Se um ator/caso de uso estende outro, você pode usar o símbolo <|-- (que estende para).



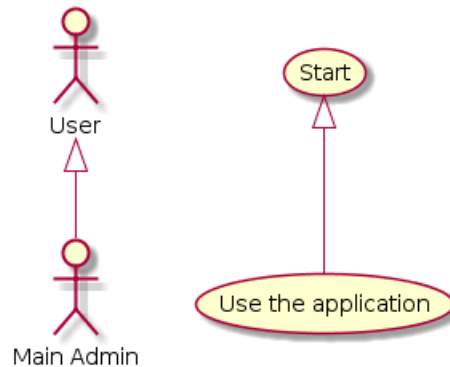

```

@startuml
:Main Admin: as Admin
(Use the application) as (Use)

User <|-- Admin
(Start) <|-- (Use)

@enduml

```



2.6 Usando notas

Você pode usar nota à esquerda, nota à direita, nota no topo, nota na base palavras-chave para definir notas relacionadas a um único objeto.

A note can be also define alone with the `note` keywords, then linked to other objects using the `..` symbol.

```

@startuml
:Main Admin: as Admin
(Use the application) as (Use)

User -> (Start)
User --> (Use)

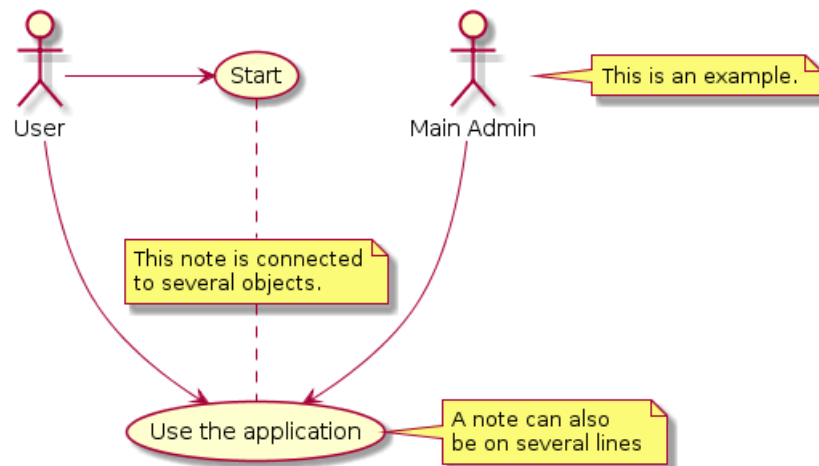
Admin ---> (Use)

note right of Admin : This is an example.

note right of (Use)
A note can also
be on several lines
end note

note "This note is connected\nto several objects." as N2
(Start) .. N2
N2 .. (Use)
@enduml

```



2.7 Estereótipos

Você pode adicionar estereótipos quando definir ator e casos de uso utilizando " <<" and " >> ".

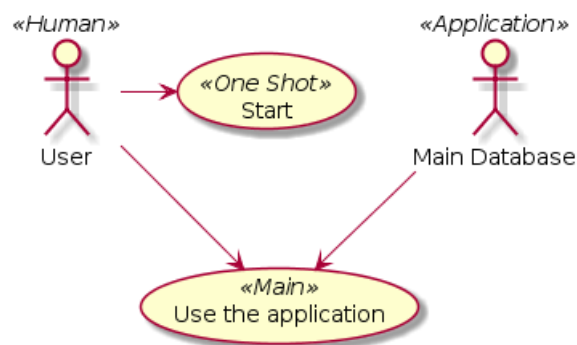
```

@startuml
User << Human >>
:Main Database: as MySql << Application >>
(Start) << One Shot >>
(Use the application) as (Use) << Main >>

User -> (Start)
User --> (Use)

MySql --> (Use)

@enduml
  
```

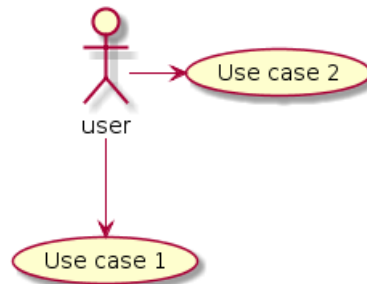


2.8 Changing arrows direction

By default, links between classes have two dashes -- and are vertically oriented. It is possible to use horizontal link by putting a single dash (or dot) like this:

```

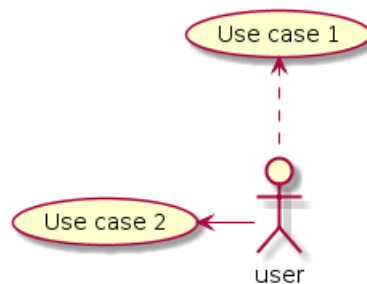
@startuml
:user: --> (Use case 1)
:user: -> (Use case 2)
@enduml
  
```



You can also change directions by reversing the link:

```

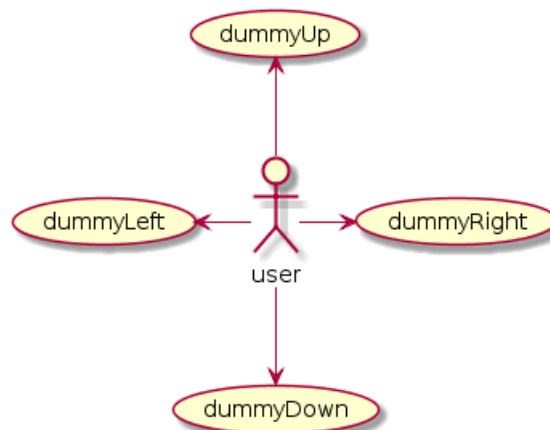
@startuml
(Use case 1) <.. :user:
(Use case 2) <- :user:
@enduml
  
```



It is also possible to change arrow direction by adding **left**, **right**, **up** or **down** keywords inside the arrow:

```

@startuml
:user: -left-> (dummyLeft)
:user: -right-> (dummyRight)
:user: -up-> (dummyUp)
:user: -down-> (dummyDown)
@enduml
  
```



You can shorten the arrow by using only the first character of the direction (for example, **-d-** instead of **-down-**) or the two first characters (**-do-**).

Please note that you should not abuse this functionality : *Graphviz* gives usually good results without tweaking.

2.9 Splitting diagrams

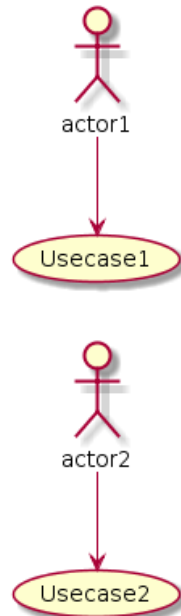
The **newpage** keywords to split your diagram into several pages or images.



```

@startuml
:actor1: --> (Usecase1)
newpage
:actor2: --> (Usecase2)
@enduml

```



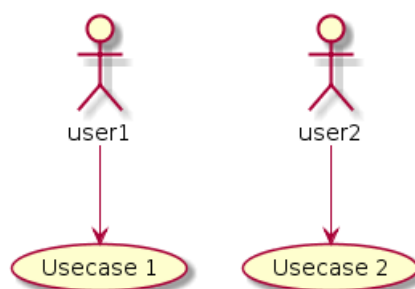
2.10 Left to right direction

The general default behavior when building diagram is **top to bottom**.

```

@startuml
'default
top to bottom direction
user1 --> (Usecase 1)
user2 --> (Usecase 2)
@enduml

```



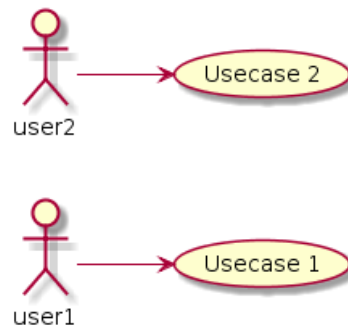
You may change to **left to right** using the `left to right direction` command. The result is often better with this direction.

```

@startuml
left to right direction
user1 --> (Usecase 1)
user2 --> (Usecase 2)
@enduml

```





2.11 Skinparam

Você pode usar o comando **skinparam** para mudar core e fonte dos desenhos.

Você pode usar este comando:

- Na definição do diagrama, assim como outros comandos,
- Em um arquivo incluído,
- Em um arquivo de configuração, fornecido na linha de comando ou na ANT task.

Você pode definir cores e fontes específicas para atores e casos de usos instanciados.

```

@startuml
skinparam handwritten true

skinparam usecase {
  BackgroundColor DarkSeaGreen
  BorderColor DarkSlateGray

  BackgroundColor<< Main >> YellowGreen
  BorderColor<< Main >> YellowGreen

  ArrowColor Olive
  ActorBorderColor black
  ActorFontName Courier

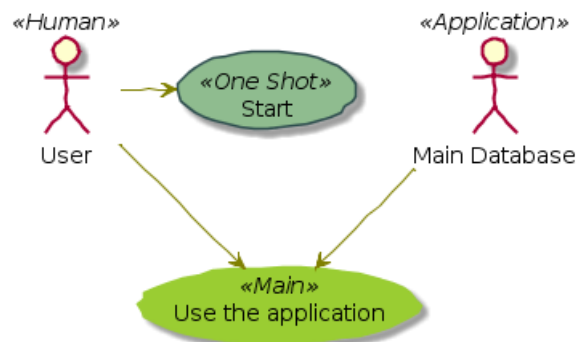
  ActorBackgroundColor<< Human >> Gold
}

User << Human >>
:Main Database: as MySql << Application >>
(Start) << One Shot >>
(Use the application) as (Use) << Main >>

User -> (Start)
User --> (Use)

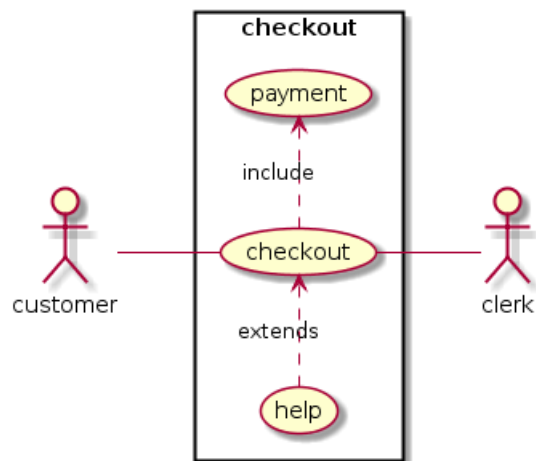
MySql --> (Use)

@enduml
  
```



2.12 Exemplo completo

```
@startuml
left to right direction
skinparam packageStyle rectangle
actor customer
actor clerk
rectangle checkout {
customer -- (checkout)
(checkout) .> (payment) : include
(help) .> (checkout) : extends
(checkout) -- clerk
}
@enduml
```



3 Class Diagram

3.1 Relations between classes

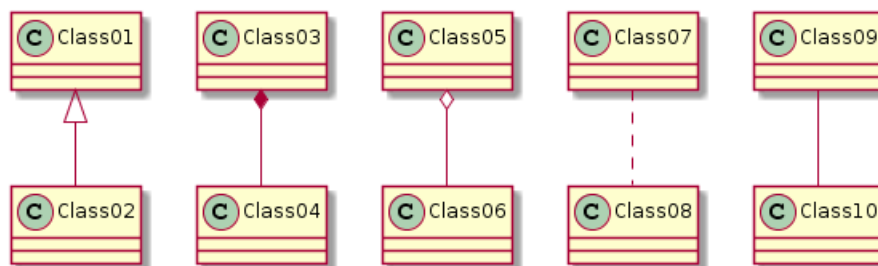
Relations between classes are defined using the following symbols :

Extension	< --	
Composition	*--	
Aggregation	o--	

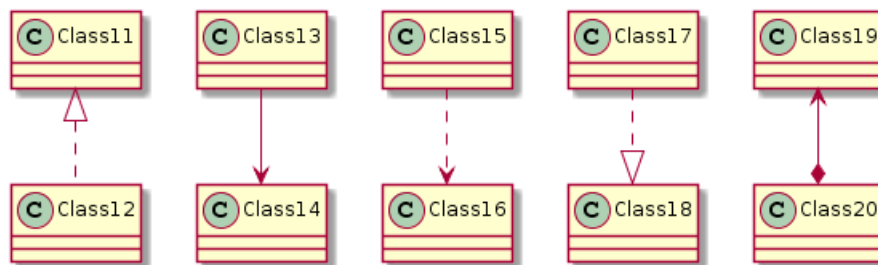
It is possible to replace -- by .. to have a dotted line.

Knowing those rules, it is possible to draw the following drawings:

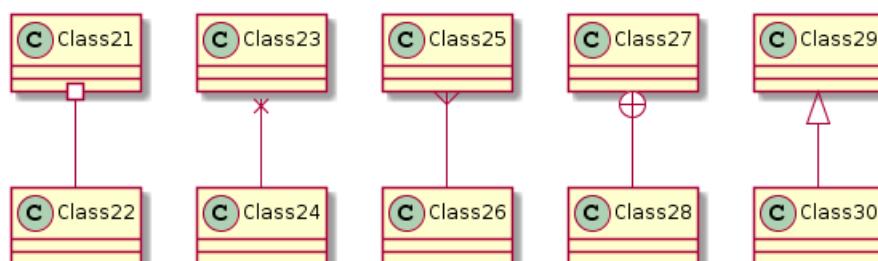
```
@startuml
Class01 <|-- Class02
Class03 *-- Class04
Class05 o-- Class06
Class07 .. Class08
Class09 -- Class10
@enduml
```



```
@startuml
Class11 <|.. Class12
Class13 --> Class14
Class15 ..> Class16
Class17 ..|> Class18
Class19 <--* Class20
@enduml
```



```
@startuml
Class21 #-- Class22
Class23 x-- Class24
Class25 }-- Class26
Class27 +-- Class28
Class29 ^-- Class30
@enduml
```

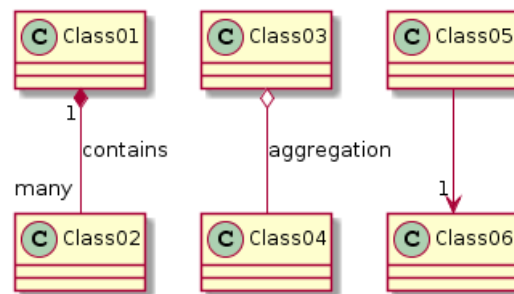


3.2 Label on relations

It is possible to add a label on the relation, using ":", followed by the text of the label.

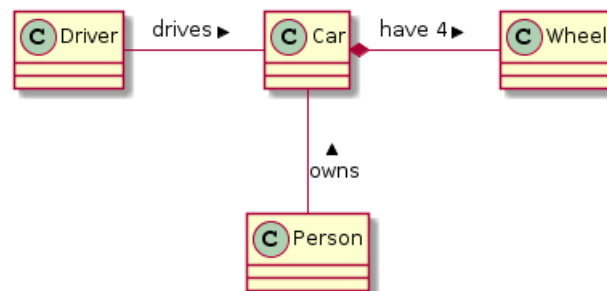
For cardinality, you can use double-quotes "" on each side of the relation.

```
@startuml
Class01 "1" *-- "many" Class02 : contains
Class03 o-- Class04 : aggregation
Class05 --> "1" Class06
@enduml
```



You can add an extra arrow pointing at one object showing which object acts on the other object, using < or > at the begin or at the end of the label.

```
@startuml
class Car
Driver - Car : drives >
Car *- Wheel : have 4 >
Car -- Person : < owns
@enduml
```



3.3 Adding methods

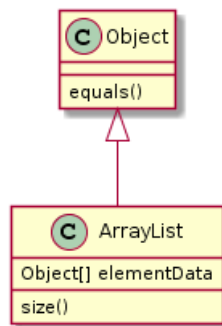
To declare fields and methods, you can use the symbol ":" followed by the field's or method's name.

The system checks for parenthesis to choose between methods and fields.

```
@startuml
Object <|-- ArrayList

Object : equals()
ArrayList : Object[] elementData
ArrayList : size()

@enduml
```



It is also possible to group between brackets {} all fields and methods.

Note that the syntax is highly flexible about type/name order.

```
@startuml
class Dummy {
String data
void methods()
}

class Flight {
flightNumber : Integer
departureTime : Date
}

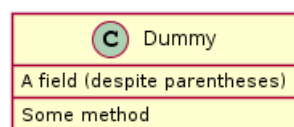
@enduml
```



You can use {field} and {method} modifiers to override default behaviour of the parser about fields and methods.

```
@startuml
class Dummy {
{field} A field (despite parentheses)
{method} Some method
}

@enduml
```

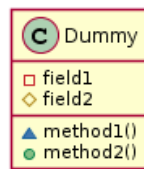


3.4 Defining visibility

When you define methods or fields, you can use characters to define the visibility of the corresponding item:

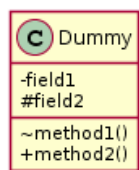
-	□	■	private
#	◇	◆	protected
~	△	▲	package private
+	○	●	public

```
@startuml
class Dummy {
- field1
# field2
~ method1()
+ method2()
}
@enduml
```



You can turn off this feature using the `skinparam classAttributeIconSize 0` command :

```
@startuml
skinparam classAttributeIconSize 0
class Dummy {
- field1
# field2
~ method1()
+ method2()
}
@enduml
```

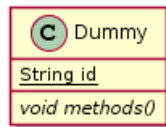


3.5 Abstract and Static

You can define static or abstract methods or fields using the `{static}` or `{abstract}` modifier.

These modifiers can be used at the start or at the end of the line. You can also use `{classifier}` instead of `{static}`.

```
@startuml
class Dummy {
{static} String id
{abstract} void methods()
}
@enduml
```



3.6 Advanced class body

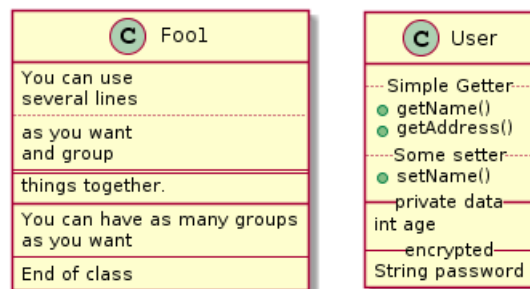
By default, methods and fields are automatically regrouped by PlantUML. You can use separators to define your own way of ordering fields and methods. The following separators are possible : -- ..
== --.

You can also use titles within the separators:

```
@startuml
class Foo1 {
You can use
several lines
..
as you want
and group
==
things together.
--
You can have as many groups
as you want
--
End of class
}

class User {
.. Simple Getter ..
+ getName()
+ getAddress()
.. Some setter ..
+ setName()
-- private data --
int age
-- encrypted --
String password
}

@enduml
```



3.7 Notes and stereotypes

Stereotypes are defined with the `class` keyword, "`<<`" and "`>>`".

You can also define notes using `note left of`, `note right of`, `note top of`, `note bottom of` keywords.

You can also define a note on the last defined class using `note left`, `note right`, `note top`, `note bottom`.

A note can be also define alone with the `note` keywords, then linked to other objects using the `..` symbol.

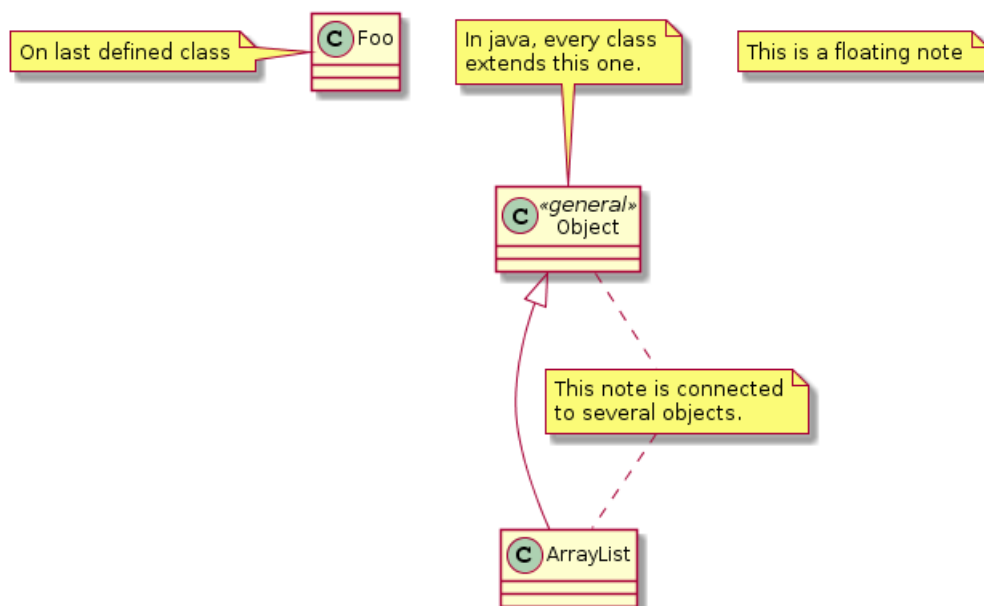
```
@startuml
class Object << general >>
Object <|--- ArrayList

note top of Object : In java, every class\nextends this one.

note "This is a floating note" as N1
note "This note is connected\nto several objects." as N2
Object .. N2
N2 .. ArrayList

class Foo
note left: On last defined class

@enduml
```



3.8 More on notes

It is also possible to use few html tags like :

- ``
- `<u>`
- `<i>`
- `<s>`, ``, `<strike>`
- `` or ``
- `<color:#AAAAAA>` or `<color:colorName>`
- `<size:nn>` to change font size
- `` or `<img:file>` : the file must be accessible by the filesystem

You can also have a note on several lines.

You can also define a note on the last defined class using `note left`, `note right`, `note top`, `note bottom`.

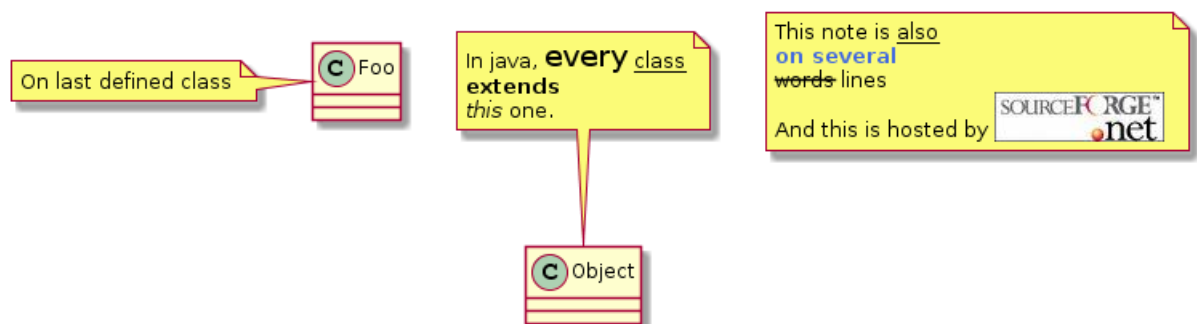
```
@startuml

class Foo
note left: On last defined class

note top of Object
In java, <size:18>every</size> <u>class</u>
<b>extends</b>
<i>this</i> one.
end note

note as N1
This note is <u>also</u>
<b><color:royalBlue>on several</color>
<s>words</s> lines
And this is hosted by <img:sourceforge.jpg>
end note

@enduml
```



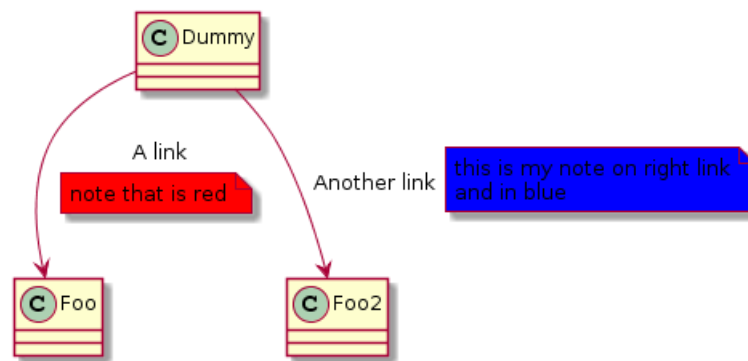
3.9 Note on links

It is possible to add a note on a link, just after the link definition, using `note on link`.

You can also use `note left on link`, `note right on link`, `note top on link`, `note bottom on link` if you want to change the relative position of the note with the label.

```
@startuml
class Dummy
Dummy --> Foo : A link
note on link #red: note that is red

Dummy --> Foo2 : Another link
note right on link #blue
this is my note on right link
and in blue
end note
@enduml
```



3.10 Abstract class and interface

You can declare a class as abstract using "abstract" or "abstract class" keywords.

The class will be printed in *italic*.

You can use the interface, annotation and enum keywords too.

```
@startuml

abstract class AbstractList
abstract AbstractCollection
interface List
interface Collection

List <|-- AbstractList
Collection <|-- AbstractCollection

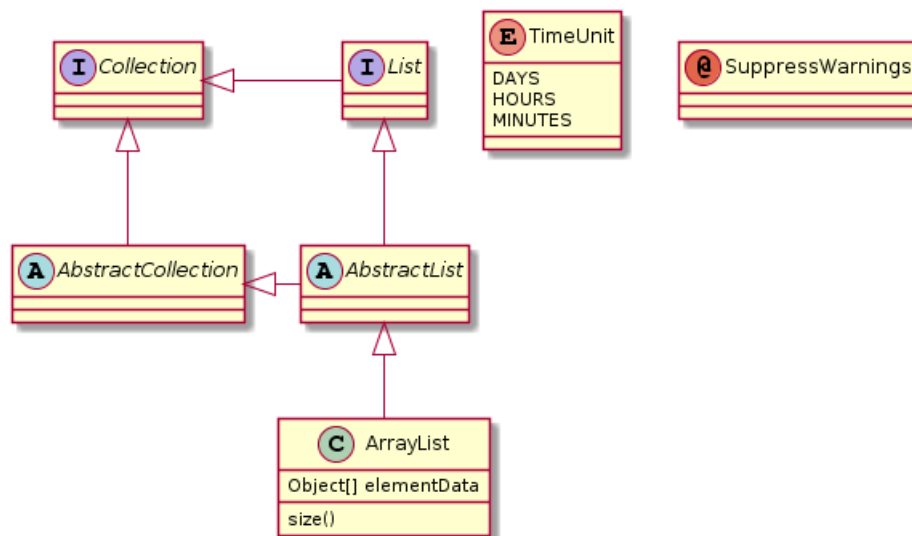
Collection <|-- List
AbstractCollection <|-- AbstractList
AbstractList <|-- ArrayList

class ArrayList {
Object[] elementData
size()
}

enum TimeUnit {
DAYS
HOURS
MINUTES
}

annotation SuppressWarnings

@enduml
```



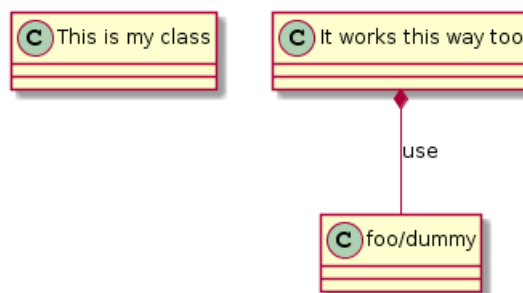
3.11 Using non-letters

If you want to use non-letters in the class (or enum...) display, you can either :

- Use the `as` keyword in the class definition
- Put quotes `"` around the class name

```
@startuml
class "This is my class" as class1
class class2 as "It works this way too"

class2 *-- "foo/dummy" : use
@enduml
```



3.12 Hide attributes, methods...

You can parameterize the display of classes using the **hide/show** command.

The basic command is: **hide empty members**. This command will hide attributes or methods if they are empty.

Instead of **empty members**, you can use:

- **empty fields** or **empty attributes** for empty fields,
- **empty methods** for empty methods,
- **fields** or **attributes** which will hide fields, even if they are described,
- **methods** which will hide methods, even if they are described,
- **members** which will hide fields and methods, even if they are described,
- **circle** for the circled character in front of class name,
- **stereotype** for the stereotype.

You can also provide, just after the **hide** or **show** keyword:

- **class** for all classes,
- **interface** for all interfaces,
- **enum** for all enums,
- **<<foo1>>** for classes which are stereotyped with *foo1*,
- an existing class name.

You can use several **show/hide** commands to define rules and exceptions.

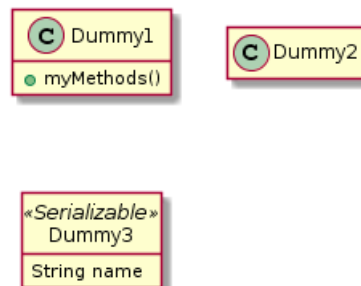
```
@startuml
class Dummy1 {
+myMethods()
}

class Dummy2 {
+hiddenMethod()
}

class Dummy3 <<Serializable>> {
String name
}

hide members
hide <<Serializable>> circle
show Dummy1 methods
show <<Serializable>> fields

@enduml
```



3.13 Hide classes

You can also use the **show/hide** commands to hide classes.

This may be useful if you define a large !included file, and if you want to hide come classes after file inclusion.

```
@startuml
class Foo1
class Foo2

Foo2 *-- Foo1

hide Foo2

@enduml
```

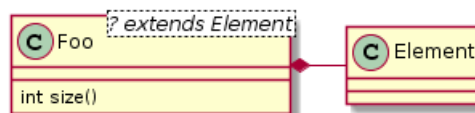


3.14 Use generics

You can also use bracket < and > to define generics usage in a class.

```
@startuml
class Foo<? extends Element> {
int size()
}
Foo *- Element

@enduml
```



It is possible to disable this drawing using `skinparam genericDisplay old` command.

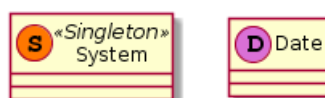
3.15 Specific Spot

Usually, a spotted character (C, I, E or A) is used for classes, interface, enum and abstract classes.

But you can define your own spot for a class when you define the stereotype, adding a single character and a color, like in this example:

```
@startuml
class System << (S,#FF7700) Singleton >>
class Date << (D,orchid) >>

@enduml
```



3.16 Packages

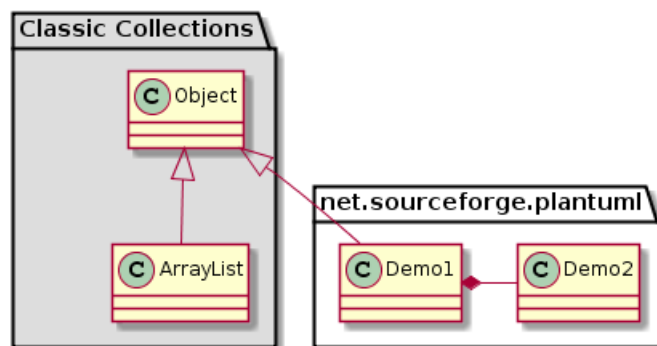
You can define a package using the **package** keyword, and optionally declare a background color for your package (Using a html color code or name).

Note that package definitions can be nested.

```
@startuml
package "Classic Collections" #DDDDDD {
Object <|-- ArrayList
}

package net.sourceforge.plantuml {
Object <|-- Demo1
Demo1 *- Demo2
}

@enduml
```



3.17 Packages style

There are different styles available for packages.

You can specify them either by setting a default style with the command : **skinparam packageStyle**, or by using a stereotype on the package:

```
@startuml
scale 750 width
package foo1 <<Node>> {
class Class1
}

package foo2 <<Rectangle>> {
class Class2
}

package foo3 <<Folder>> {
class Class3
}

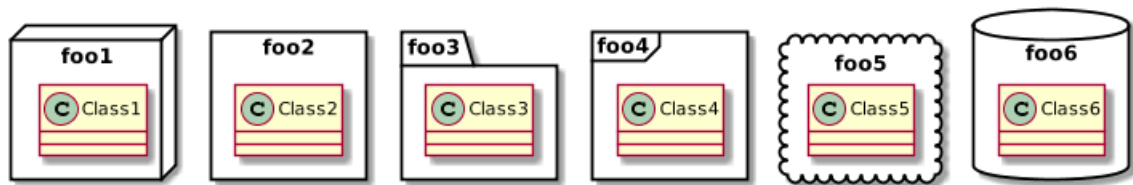
package foo4 <<Frame>> {
class Class4
}

package foo5 <<Cloud>> {
class Class5
}

package foo6 <<Database>> {
class Class6
}

@enduml
```





You can also define links between packages, like in the following example:

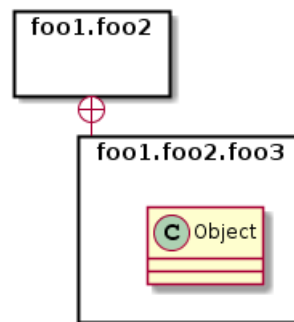
```
@startuml
skinparam packageStyle rectangle

package foo1.foo2 {
}

package foo1.foo2.foo3 {
class Object
}

foo1.foo2 +-- foo1.foo2.foo3

@enduml
```



3.18 Namespaces

In packages, the name of a class is the unique identifier of this class. It means that you cannot have two classes with the very same name in different packages.

In that case, you should use namespaces instead of packages.

You can refer to classes from other namespaces by fully qualify them. Classes from the default namespace are qualified with a starting dot.

Note that you don't have to explicitly create namespace : a fully qualified class is automatically put in the right namespace.

```
@startuml
class BaseClass

namespace net.dummy #DDDDDD {
.BaseClass <|-- Person
Meeting o-- Person

.BaseClass <|-- Meeting
}

namespace net.foo {
net.dummy.Person <|-- Person
.BaseClass <|-- Person
}
```



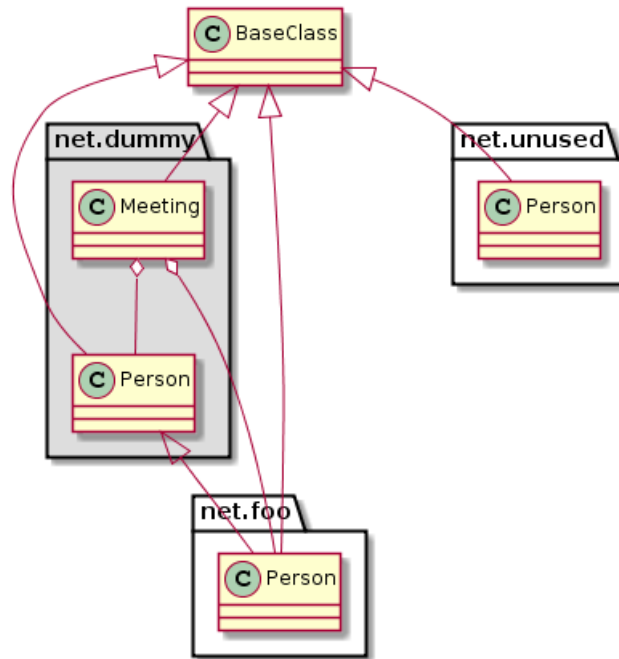
```

net.dummy.Meeting o-- Person
}

BaseClass <|-- net.unused.Person

@enduml

```



3.19 Automatic namespace creation

You can define another separator (other than the dot) using the command : `set namespaceSeparator ???`.

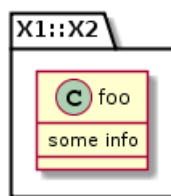
```

@startuml

set namespaceSeparator ::
class X1::X2::foo {
    some info
}

@enduml

```



You can disable automatic package creation using the command `set namespaceSeparator none`.

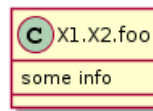
```

@startuml

set namespaceSeparator none
class X1.X2.foo {
    some info
}

@enduml

```

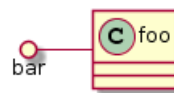


3.20 Lollipop interface

You can also define lollipop interface on classes, using the following syntax:

- `bar ()- foo`
- `bar ()-- foo`
- `foo -() bar`

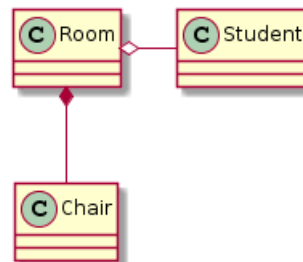
```
@startuml
class foo
bar ()- foo
@enduml
```



3.21 Changing arrows direction

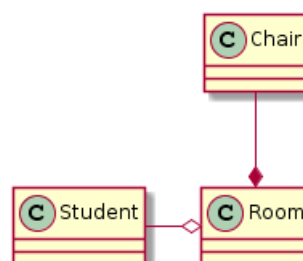
By default, links between classes have two dashes -- and are vertically oriented. It is possible to use horizontal link by putting a single dash (or dot) like this:

```
@startuml
Room o- Student
Room *-- Chair
@enduml
```



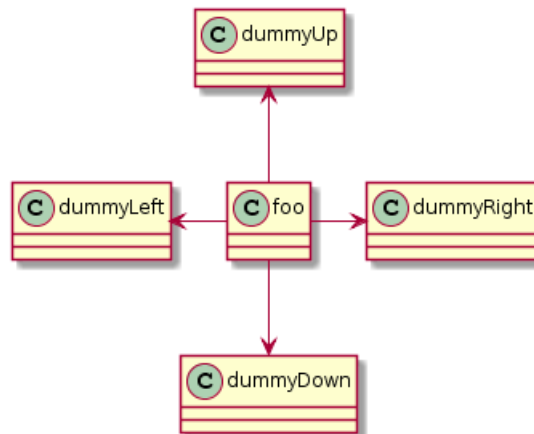
You can also change directions by reversing the link:

```
@startuml
Student -o Room
Chair --* Room
@enduml
```



It is also possible to change arrow direction by adding `left`, `right`, `up` or `down` keywords inside the arrow:

```
@startuml
foo -left-> dummyLeft
foo -right-> dummyRight
foo -up-> dummyUp
foo -down-> dummyDown
@enduml
```



You can shorten the arrow by using only the first character of the direction (for example, `-d-` instead of `-down-`) or the two first characters (`-do-`).

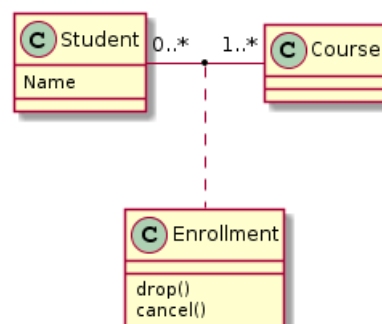
Please note that you should not abuse this functionality : *Graphviz* gives usually good results without tweaking.

3.22 Association classes

You can define *association class* after that a relation has been defined between two classes, like in this example:

```
@startuml
class Student {
Name
}
Student "0..*" -- "1..*" Course
(Student, Course) .. Enrollment

class Enrollment {
drop()
cancel()
}
@enduml
```



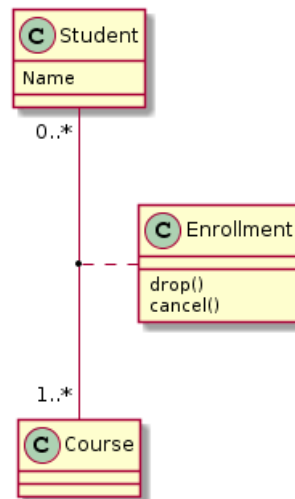
You can define it in another direction:




```

@startuml
class Student {
Name
}
Student "0..*" -- "1..*" Course
(Student, Course) . Enrollment
class Enrollment {
drop()
cancel()
}
@enduml

```



3.23 Skinparam

You can use the `skinparam` command to change colors and fonts for the drawing.

You can use this command :

- In the diagram definition, like any other commands,
- In an included file,
- In a configuration file, provided in the command line or the ANT task.

```

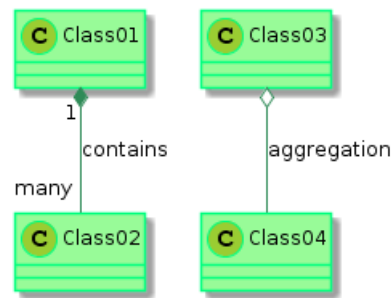
@startuml
skinparam class {
BackgroundColor PaleGreen
ArrowColor SeaGreen
BorderColor SpringGreen
}
skinparam stereotypeCBackgroundColor YellowGreen

Class01 "1" *-- "many" Class02 : contains

Class03 o-- Class04 : aggregation

@enduml

```



3.24 Skinned Stereotypes

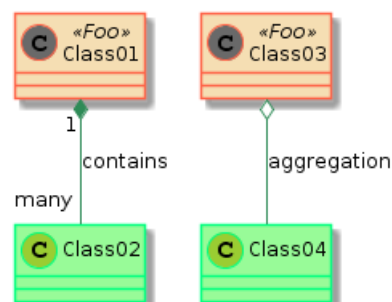
You can define specific color and fonts for stereotyped classes.

```
@startuml
skinparam class {
  BackgroundColor PaleGreen
  ArrowColor SeaGreen
  BorderColor SpringGreen
  BackgroundColor<<Foo>> Wheat
  BorderColor<<Foo>> Tomato
}
skinparam stereotypeCBackgroundColor YellowGreen
skinparam stereotypeCBackgroundColor<< Foo >> DimGray

Class01 <<Foo>>
Class03 <<Foo>>
Class01 "1" *-- "many" Class02 : contains

Class03 o-- Class04 : aggregation

@enduml
```



3.25 Color gradient

It's possible to declare individual color for classes or note using the notation.

You can use either standard color name or RGB code.

You can also use color gradient in background, with the following syntax: two colors names separated either by:

- |,
- /,
- \,
- or -

depending the direction of the gradient.

For example, you could have:



```

@startuml

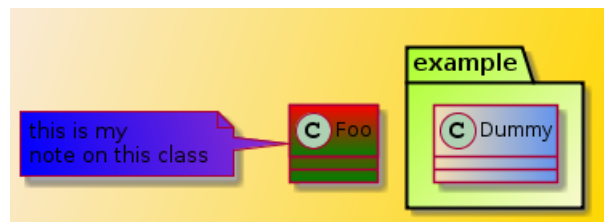
skinparam backgroundColor AntiqueWhite/Gold
skinparam classBackgroundColor Wheat|CornflowerBlue

class Foo #red-green
note left of Foo #blue\9932CC
this is my
note on this class
end note

package example #GreenYellow/LightGoldenRodYellow {
class Dummy
}

@enduml

```



3.26 Help on layout

Sometimes, the default layout is not perfect...

You can use **together** keyword to group some classes together : the layout engine will try to group them (as if they were in the same package).

You can also use **hidden** links to force the layout.

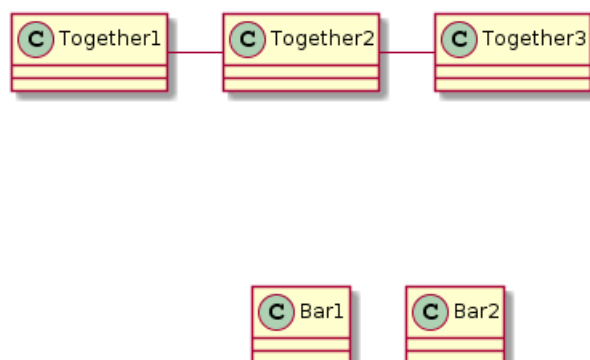
```

@startuml

class Bar1
class Bar2
together {
class Together1
class Together2
class Together3
}
Together1 - Together2
Together2 - Together3
Together2 -[hidden]--> Bar1
Bar1 -[hidden]> Bar2

@enduml

```



3.27 Splitting large files

Sometimes, you will get some very large image files.

You can use the "page (hpages)x(vpages)" command to split the generated image into several files :

hpages is a number that indicated the number of horizontal pages, and **vpages** is a number that indicated the number of vertical pages.

You can also use some specific skinparam settings to put borders on splitted pages (see example).

```
@startuml
' Split into 4 pages
page 2x2
skinparam pageMargin 10
skinparam pageExternalColor gray
skinparam pageBorderColor black

class BaseClass

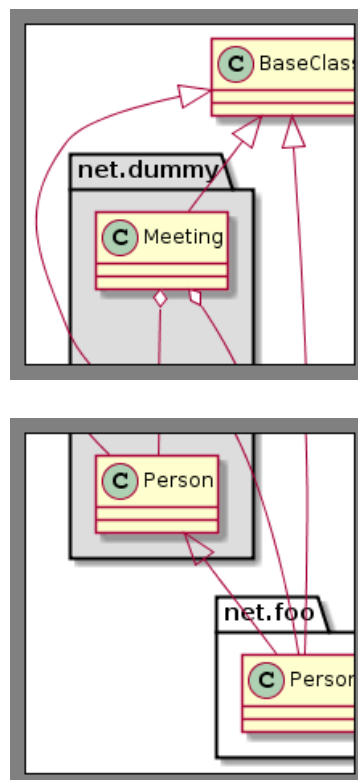
namespace net.dummy #DDDDDD {
.BaseClass <|-- Person
.Meeting o-- Person

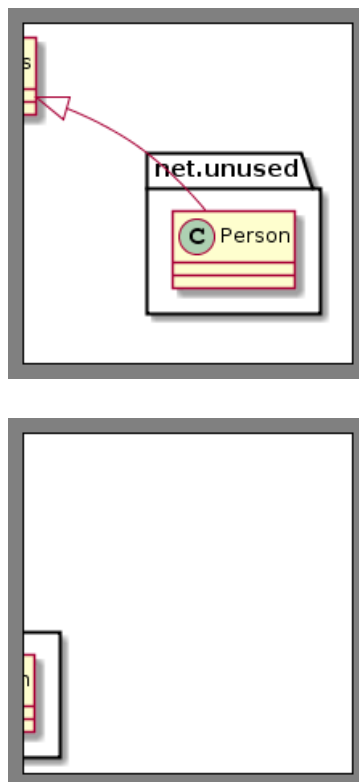
.BaseClass <|-- Meeting
}

namespace net.foo {
net.dummy.Person <|-- Person
.BaseClass <|-- Person

net.dummy.Meeting o-- Person
}

BaseClass <|-- net.unused.Person
@enduml
```





4 Activity Diagram

4.1 Simple Activity

You can use (*) for the starting point and ending point of the activity diagram.

In some occasion, you may want to use (*top) to force the starting point to be at the top of the diagram.

Use --> for arrows.

```
@startuml
(*) --> "First Activity"
"First Activity" --> (*)
@enduml
```

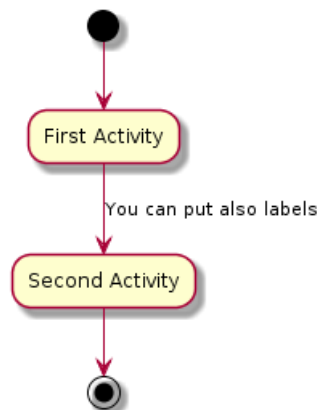


4.2 Label on arrows

By default, an arrow starts at the last used activity.

You can put a label on an arrow using brackets [and] just after the arrow definition.

```
@startuml
(*) --> "First Activity"
-->[You can put also labels] "Second Activity"
--> (*)
@enduml
```



4.3 Changing arrow direction

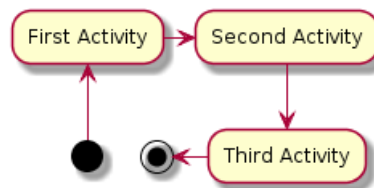
You can use -> for horizontal arrows. It is possible to force arrow's direction using the following syntax:

- -down-> (default arrow)



- -right-> or ->
- -left->
- -up->

```
@startuml
(*) -up-> "First Activity"
-right-> "Second Activity"
--> "Third Activity"
-left-> (*)
@enduml
```

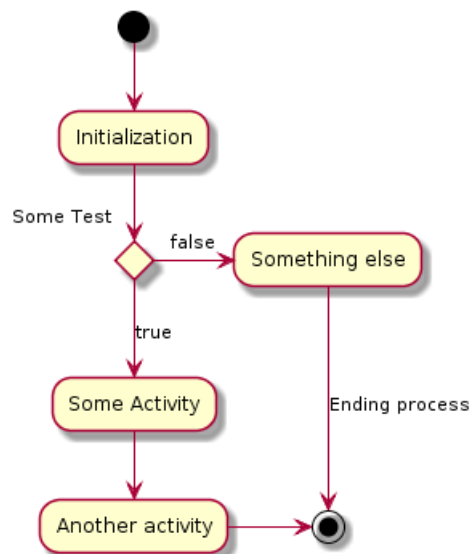


4.4 Branches

You can use `if/then/else` keywords to define branches.

```
@startuml
(*) --> "Initialization"

if "Some Test" then
-->[true] "Some Activity"
--> "Another activity"
-right-> (*)
else
->[false] "Something else"
-->[Ending process] (*)
endif
@enduml
```

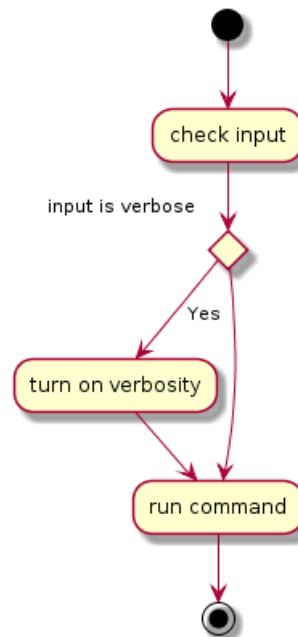


Unfortunately, you will have to sometimes repeat the same activity in the diagram text:

```

@startuml
(*) --> "check input"
If "input is verbose" then
--> [Yes] "turn on verbosity"
--> "run command"
else
--> "run command"
Endif
-->(*)
@enduml

```



4.5 More on Branches

By default, a branch is connected to the last defined activity, but it is possible to override this and to define a link with the `if` keywords.

It is also possible to nest branches.

```

@startuml
(*) --> if "Some Test" then

-->[true] "activity 1"

if "" then
-> "activity 3" as a3
else
if "Other test" then
-left-> "activity 5"
else
--> "activity 6"
endif
endif

else

->[false] "activity 2"

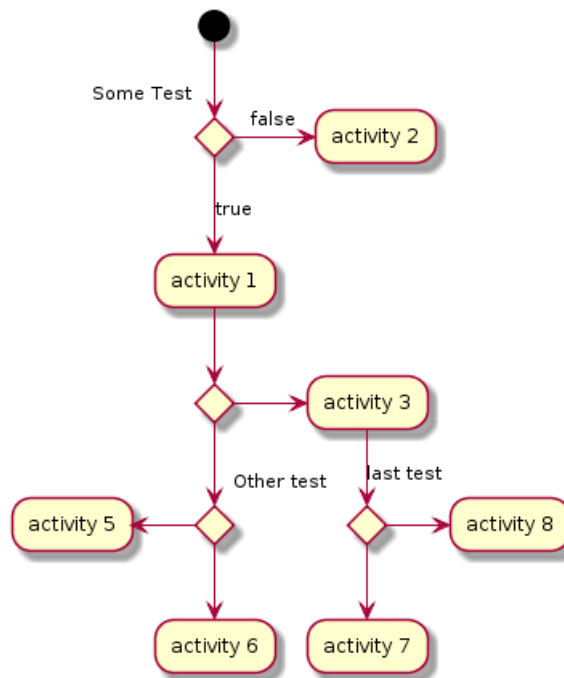
endif

a3 --> if "last test" then
--> "activity 7"
else
-> "activity 8"
endif

```




```
endif
@enduml
```



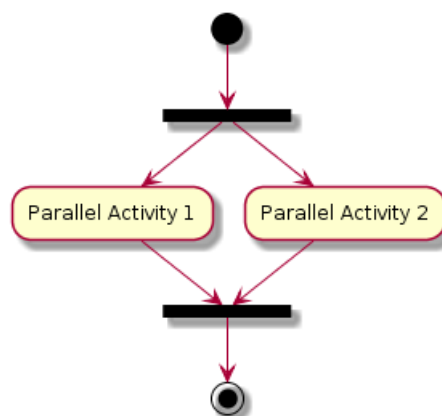
4.6 Synchronization

You can use `=== code ===` to display synchronization bars.

```
@startuml
(*) --> ===B1===
--> "Parallel Activity 1"
--> ===B2===

===B1=== --> "Parallel Activity 2"
--> ===B2===

--> (*)
@enduml
```



4.7 Long activity description

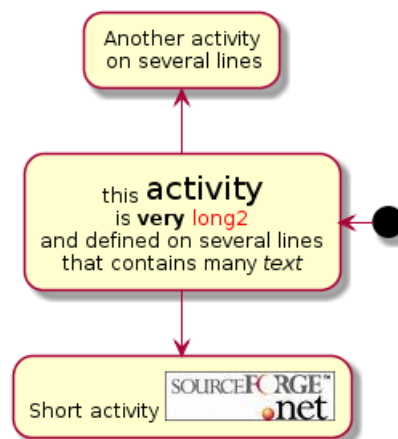
When you declare activities, you can span on several lines the description text. You can also add `\n` in the description.

You can also give a short code to the activity with the `as` keyword. This code can be used latter in the diagram description.

```
@startuml
(*) -left-> "this <size:20>activity</size>
is <b>very</b> <color:red>long2</color>
and defined on several lines
that contains many <i>text</i>" as A1

-up-> "Another activity\n on several lines"

A1 --> "Short activity <img:sourceforge.jpg>"
@enduml
```



4.8 Notes

You can add notes on a activity using the commands `note left`, `note right`, `note top` or `note bottom`, just after the description of the activity you want to note.

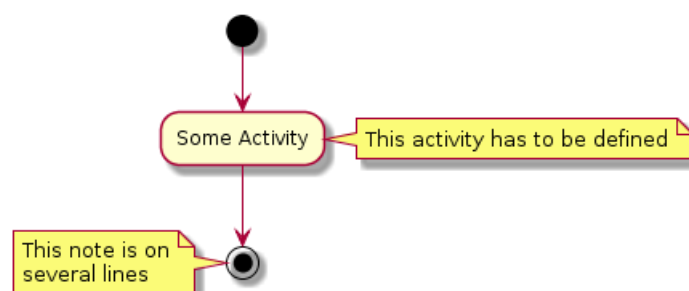
If you want to put a note on the starting point, define the note at the very beginning of the diagram description.

You can also have a note on several lines, using the `endnote` keywords.

```
@startuml

(*) --> "Some Activity"
note right: This activity has to be defined
"Some Activity" --> (*)
note left
This note is on
several lines
end note

@enduml
```



4.9 Partition

You can define a partition using the **partition** keyword, and optionally declare a background color for your partition (Using a html color code or name)

When you declare activities, they are automatically put in the last used partition.

You can close the partition definition using a closing bracket **}**.

```
@startuml

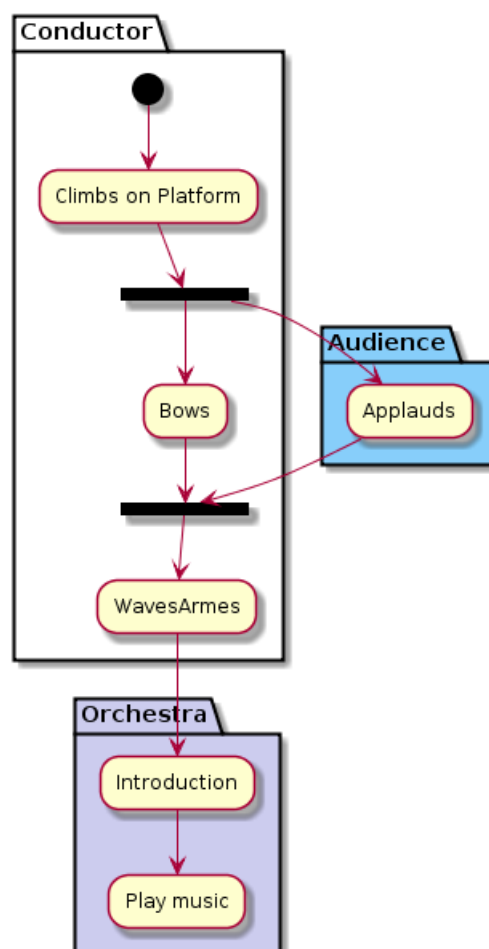
partition Conductor {
(*) --> "Climbs on Platform"
--> === S1 ===
--> Bows
}

partition Audience #LightSkyBlue {
=== S1 === --> Applauds
}

partition Conductor {
Bows --> === S2 ===
--> WavesArmes
Applauds --> === S2 ===
}

partition Orchestra #CCCCEE {
WavesArmes --> Introduction
--> "Play music"
}

@enduml
```



4.10 Skinparam

You can use the **skinparam** command to change colors and fonts for the drawing.

You can use this command :

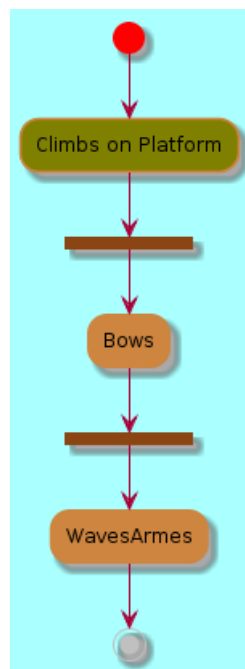
- In the diagram definition, like any other commands,
- In an included file,
- In a configuration file, provided in the command line or the ANT task.

You can define specific color and fonts for stereotyped activities.

```
@startuml
skinparam backgroundColor #AFFFFF
skinparam activity {
  StartColor red
  BarColor SaddleBrown
  EndColor Silver
  BackgroundColor Peru
  BackgroundColor<< Begin >> Olive
  BorderColor Peru
  FontName Impact
}

(*) --> "Climbs on Platform" << Begin >>
--> == S1 ==
--> Bows
--> == S2 ==
--> WavesArmes
--> (*)

@enduml
```



4.11 Octagon

You can change the shape of activities to octagon using the **skinparam activityShape octagon** command.

```
@startuml
'Default is skinparam activityShape roundBox
skinparam activityShape octagon
```



```
(*) --> "First Activity"
"First Activity" --> (*)

@enduml
```



4.12 Complete example

```
@startuml
title Servlet Container

(*) --> "ClickServlet.handleRequest()"
--> "new Page"

if "Page.onSecurityCheck" then
->[true] "Page.onInit()"

if "isForward?" then
->[no] "Process controls"

if "continue processing?" then
-->[yes] ===RENDERING===
else
-->[no] ===REDIRECT_CHECK===
endif

else
-->[yes] ===RENDERING===
endif

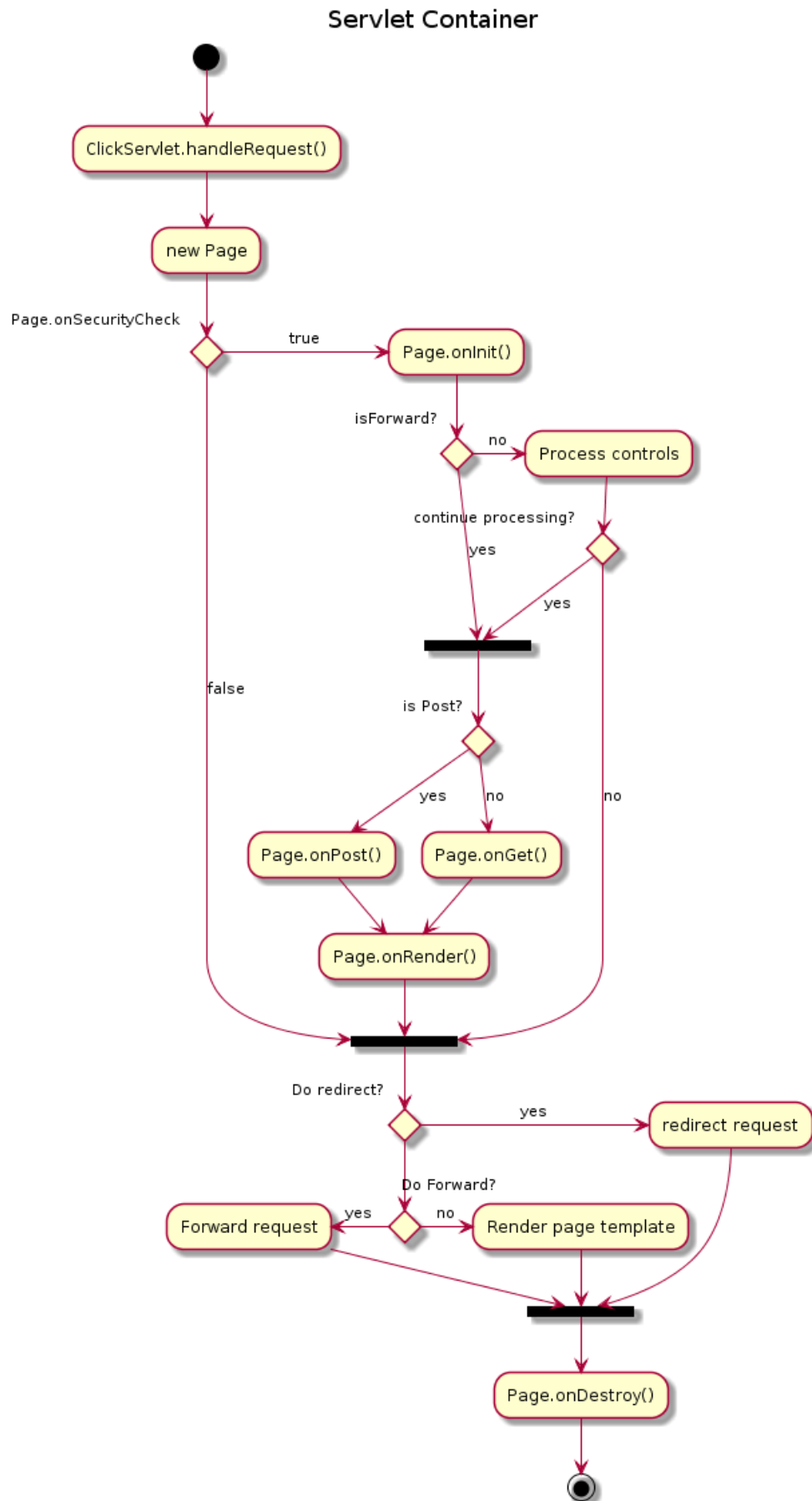
if "is Post?" then
-->[yes] "Page.onPost()"
--> "Page.onRender()" as render
--> ===REDIRECT_CHECK===
else
-->[no] "Page.onGet()"
--> render
endif

else
-->[false] ===REDIRECT_CHECK===
endif

if "Do redirect?" then
->[yes] "redirect request"
--> ==BEFORE_DESTROY==
else
if "Do Forward?" then
-left->[yes] "Forward request"
--> ==BEFORE_DESTROY==
else
-right->[no] "Render page template"
--> ==BEFORE_DESTROY==
endif
endif

--> "Page.onDestroy()"
-->(*)
```

@enduml



5 Activity Diagram (beta)

Current syntax for activity diagram has several limitations and drawbacks (for example, it's difficult to maintain).

So a completely new syntax and implementation is proposed as **beta version** to users (starting with V7947), so that we could define a better format and syntax.

Another advantage of this new implementation is that it's done without the need of having Graphviz installed (as for sequence diagrams).

The new syntax will replace the old one. However, for compatibility reason, the old syntax will still be recognized, to ensure *ascending compatibility*.

Users are simply encouraged to migrate to the new syntax.

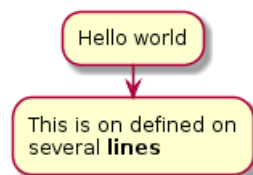
5.1 Simple Activity

Activities label starts with `:` and ends with `;`.

Text formatting can be done using creole wiki syntax.

They are implicitly linked in their definition order.

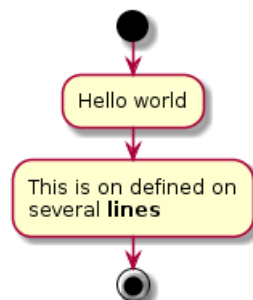
```
@startuml
:Hello world;
:This is on defined on
several lines;
@enduml
```



5.2 Start/Stop

You can use **start** and **stop** keywords to denote the beginning and the end of a diagram.

```
@startuml
start
:Hello world;
:This is on defined on
several lines;
stop
@enduml
```

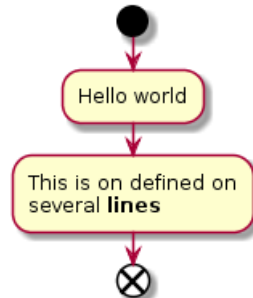


You can also use the **end** keyword.


```

@startuml
start
:Hello world;
:This is on defined on
several lines;
end
@enduml

```



5.3 Conditional

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

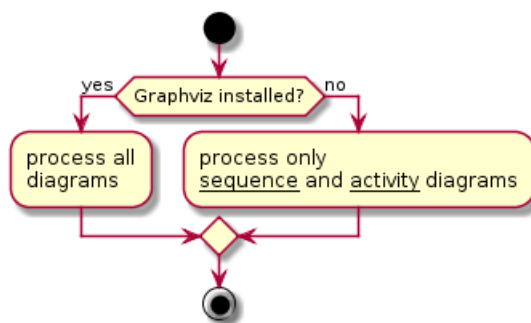
```

@startuml
start

if (Graphviz installed?) then (yes)
:process all\ndiagrams;
else (no)
:process only
__sequence__ and __activity__ diagrams;
endif

stop
@enduml

```



You can use the `elseif` keyword to have several tests :

```

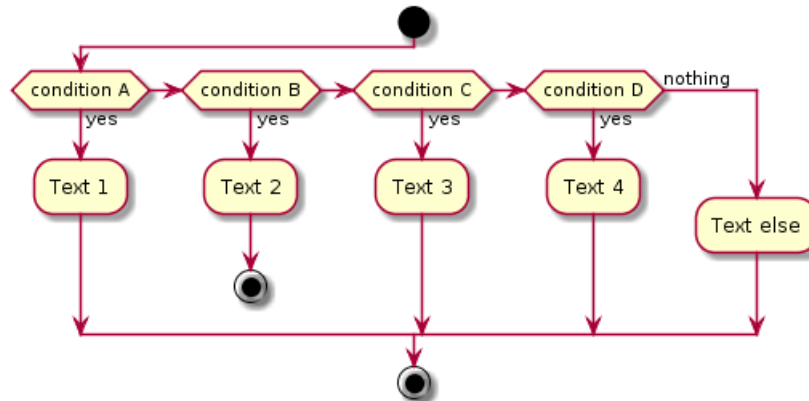
@startuml
start
if (condition A) then (yes)
:Text 1;
elseif (condition B) then (yes)
:Text 2;
stop
elseif (condition C) then (yes)
:Text 3;
elseif (condition D) then (yes)
:Text 4;
endif

```

```

else (nothing)
:Text else;
endif
stop
@enduml

```



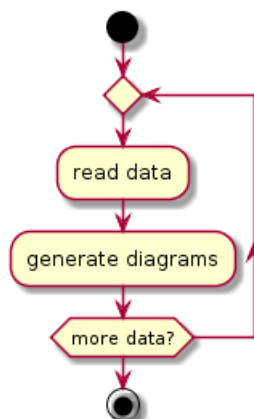
5.4 Repeat loop

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

```

@startuml
start
repeat
:read data;
:generate diagrams;
repeat while (more data?)
stop
@enduml

```



5.5 While loop

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

```

@startuml
start
while (data available?)

```

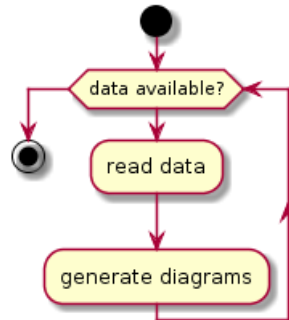
```

:read data;
:generate diagrams;
endwhile

stop

@enduml

```

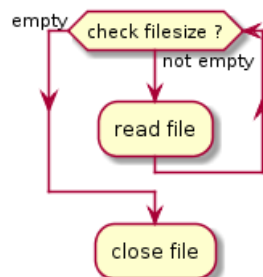


It is possible to provide a label after the `endwhile` keyword, or using the `is` keyword.

```

@startuml
while (check filesize ?) is (not empty)
:read file;
endwhile (empty)
:close file;
@enduml

```



5.6 Parallel processing

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

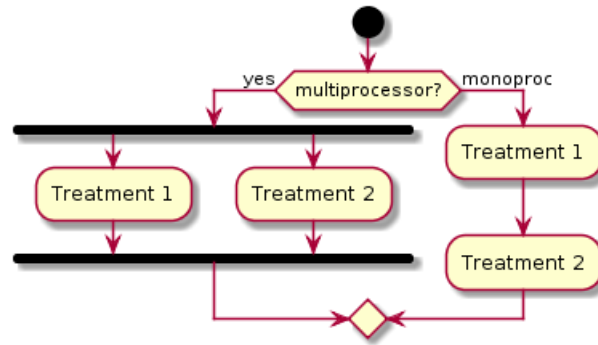
```

@startuml
start

if (multiprocessor?) then (yes)
fork
:Treatment 1;
fork again
:Treatment 2;
end fork
else (monoproc)
:Treatment 1;
:Treatment 2;
endif

@enduml

```



5.7 Notes

Text formatting can be done using creole wiki syntax.

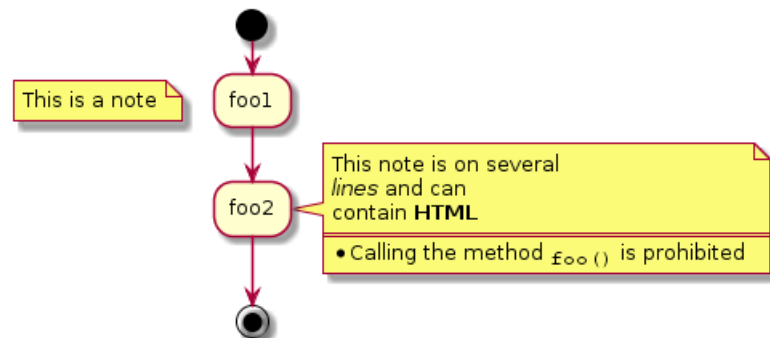
A note can be floating, using `floating` keyword.

```

@startuml

start
:foo1;
floating note left: This is a note
:foo2;
note right
This note is on several
//lines// and can
contain <b>HTML</b>
====
* Calling the method "foo()" is prohibited
end note
stop

@enduml
  
```



5.8 Colors

You can use specify a color for some activities.

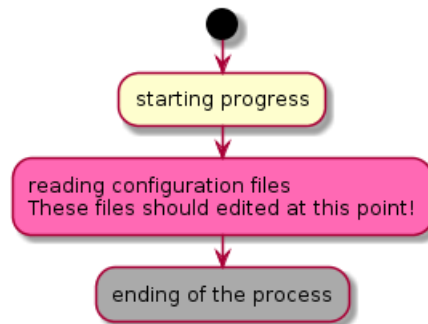
```

@startuml

start
:starting progress;
#HotPink:reading configuration files
These files should edited at this point!;
#AAAAAA:ending of the process;

@enduml
  
```





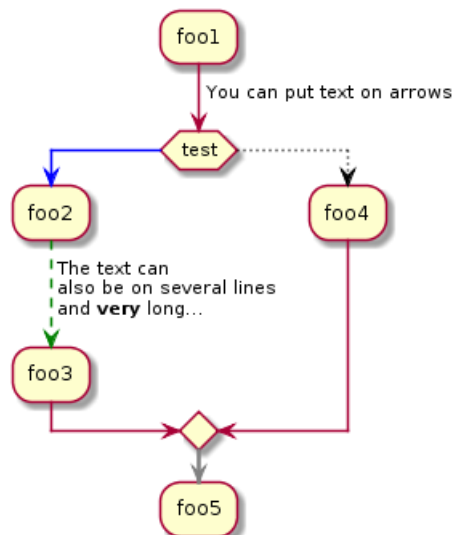
5.9 Arrows

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;
-> You can put text on arrows;
if (test) then
-[#blue]->
:foo2;
-[#green,dashed]-> The text can
also be on several lines
and very long...;
:foo3;
else
-[#black,dotted]->
:foo4;
endif
-[#gray,bold]->
:foo5;
@enduml
  
```



5.10 Grouping

You can group activity together by defining partition:

```

@startuml
start
partition Initialization {
:read config file;
}
  
```

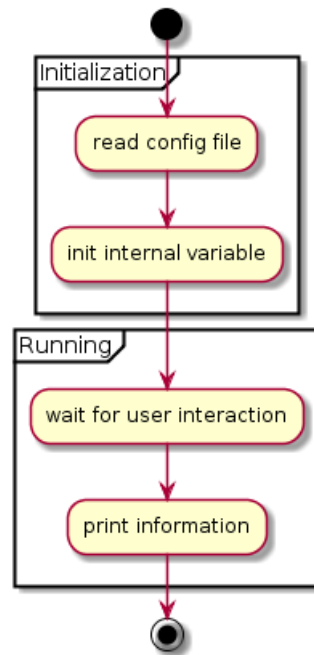


```

: init internal variable;
}
partition Running {
: wait for user interaction;
: print information;
}

stop
@enduml

```



5.11 Swimlanes

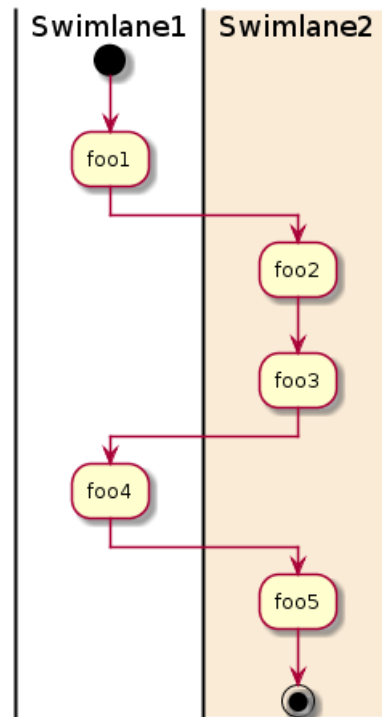
Using pipe |, you can define swimlanes.

It's also possible to change swimlanes color.

```

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

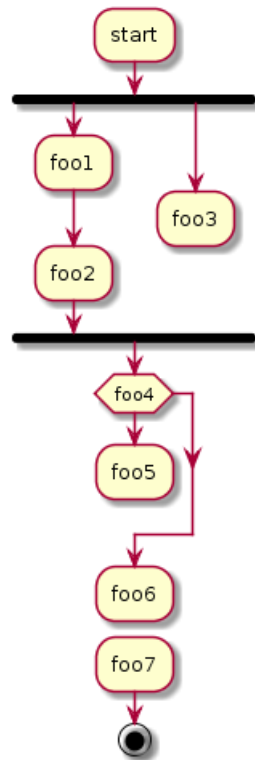
```



5.12 Detach

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

```
@startuml
: start;
fork
: foo1;
: foo2;
fork again
: foo3;
detach
endfork
if (foo4) then
: foo5;
detach
endif
: foo6;
detach
: foo7;
stop
@enduml
```



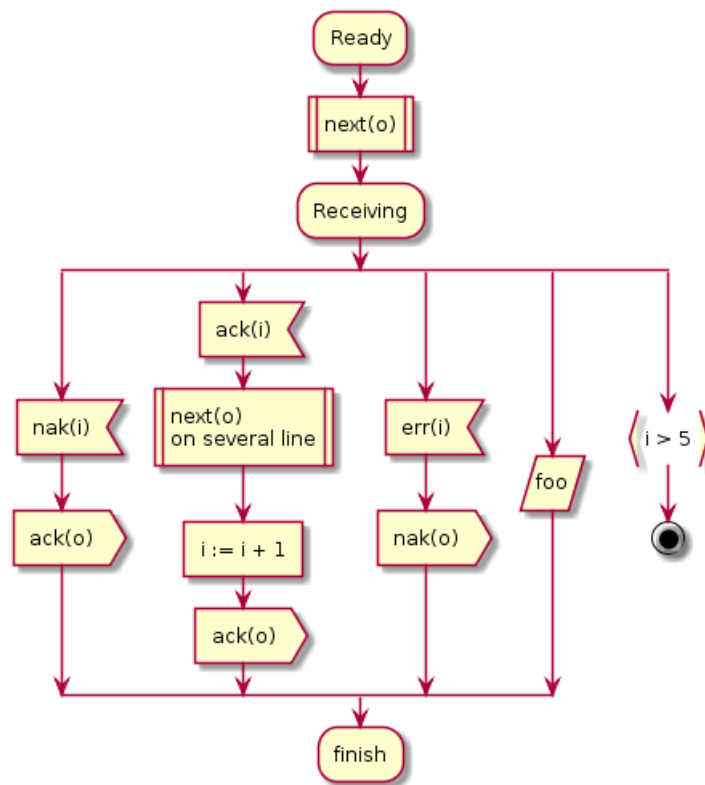
5.13 SDL

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

- |
- <
- >
- /
-]
- }

```

@startuml
:Ready;
:next(o)|
:Receiving;
split
:nak(i)<
:ack(o)>
split again
:ack(i)<
:next(o)
on several line|
:i := i + 1]
:ack(o)>
split again
:err(i)<
:nak(o)>
split again
:foo/
split again
:i > 5}
stop
end split
:finish;
@enduml
  
```

5.14 Complete example

```

@startuml

start
:ClickServlet.handleRequest();
:new page;
if (Page.onSecurityCheck) then (true)
:Page.onInit();
if (isForward?) then (no)
:Process controls;
if (continue processing?) then (no)
stop
endif
endif

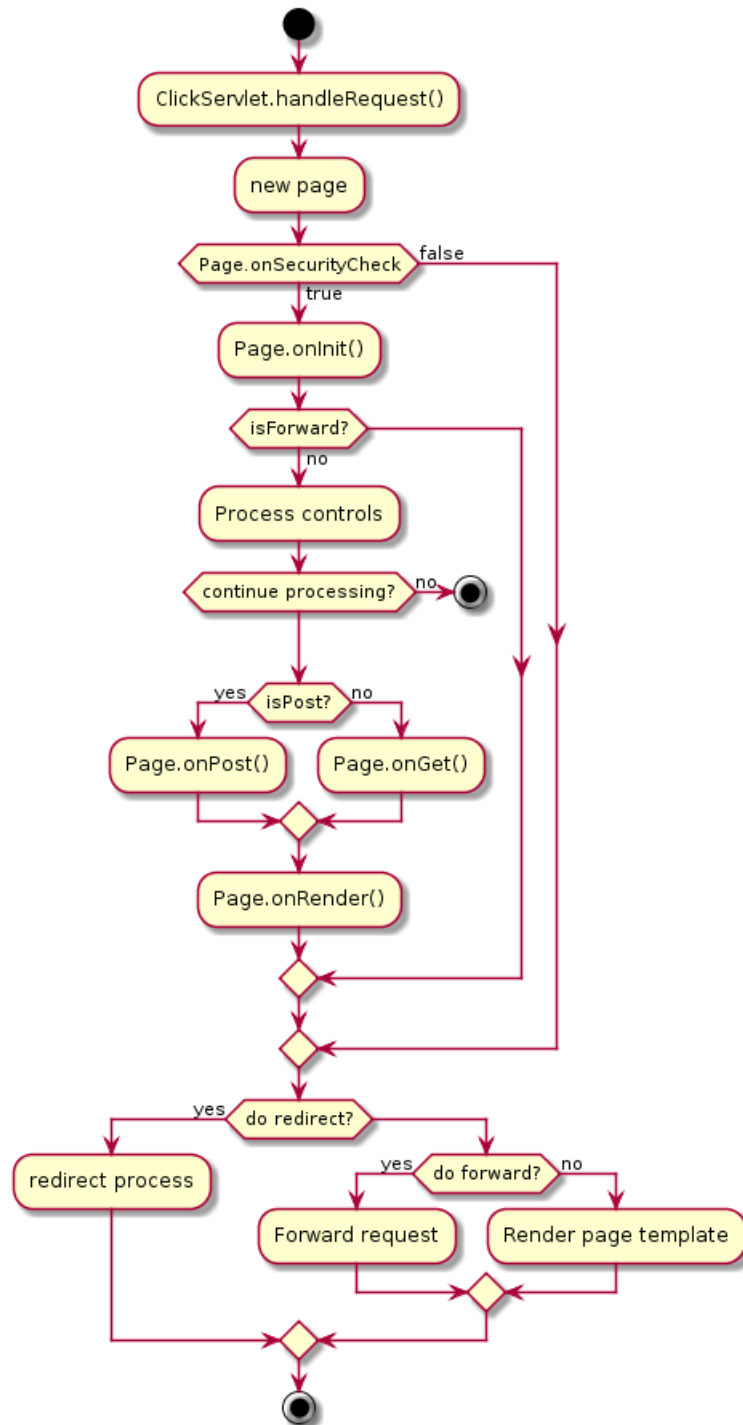
if (isPost?) then (yes)
:Page.onPost();
else (no)
:Page.onGet();
endif
:Page.onRender();
endif
else (false)
endif

if (do redirect?) then (yes)
:redirect process;
else
if (do forward?) then (yes)
:Forward request;
else (no)
:Render page template;
endif
endif

stop

@enduml

```



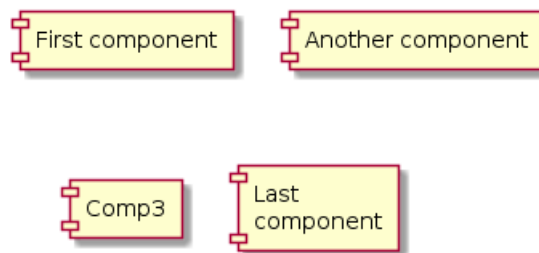
6 Component Diagram

6.1 Components

Components must be bracketed.

You can also use the `component` keyword to defines a component. And you can define an alias, using the `as` keyword. This alias will be used latter, when defining relations.

```
@startuml
[First component]
[Another component] as Comp2
component Comp3
component [Last\ncomponent] as Comp4
@enduml
```



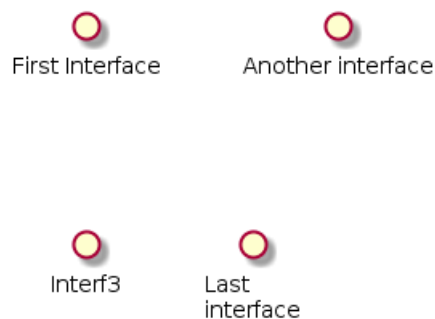
6.2 Interfaces

Interface can be defined using the `()` symbol (because this looks like a circle).

You can also use the `interface` keyword to defines an interface. And you can define an alias, using the `as` keyword. This alias will be used latter, when defining relations.

We will see latter that interface definition is optional.

```
@startuml
() "First Interface"
() "Another interface" as Interf2
interface Interf3
interface "Last\ninterface" as Interf4
@enduml
```



6.3 Basic example

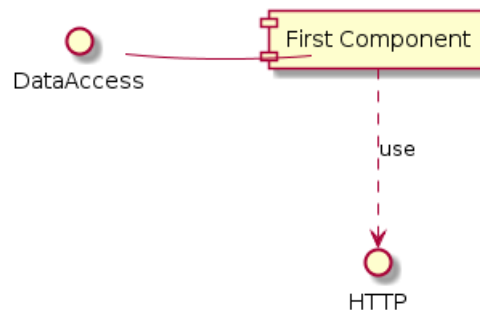
Links between elements are made using combinations of dotted line (`..`), straight line (`--`), and arrows (`-->`) symbols.



```

@startuml
DataAccess - [First Component]
[First Component] ..> HTTP : use
@enduml

```



6.4 Using notes

You can use the `note left of`, `note right of`, `note top of`, `note bottom of` keywords to define notes related to a single object.

A note can be also define alone with the `note` keywords, then linked to other objects using the `..` symbol.

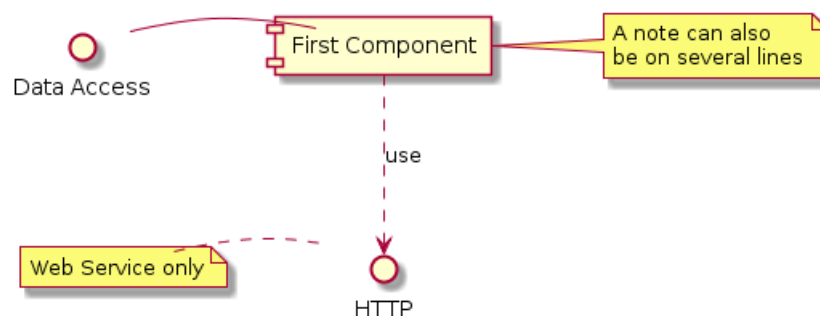
```

@startuml
interface "Data Access" as DA
DA - [First Component]
[First Component] ..> HTTP : use

note left of HTTP : Web Service only

note right of [First Component]
A note can also
be on several lines
end note
@enduml

```



6.5 Grouping Components

You can use several keywords to group components and interfaces together:

- `package`
- `node`



- folder
- frame
- cloud
- database

```
@startuml

package "Some Group" {
  HTTP - [First Component]
  [Another Component]
}

node "Other Groups" {
  FTP - [Second Component]
  [First Component] --> FTP
}

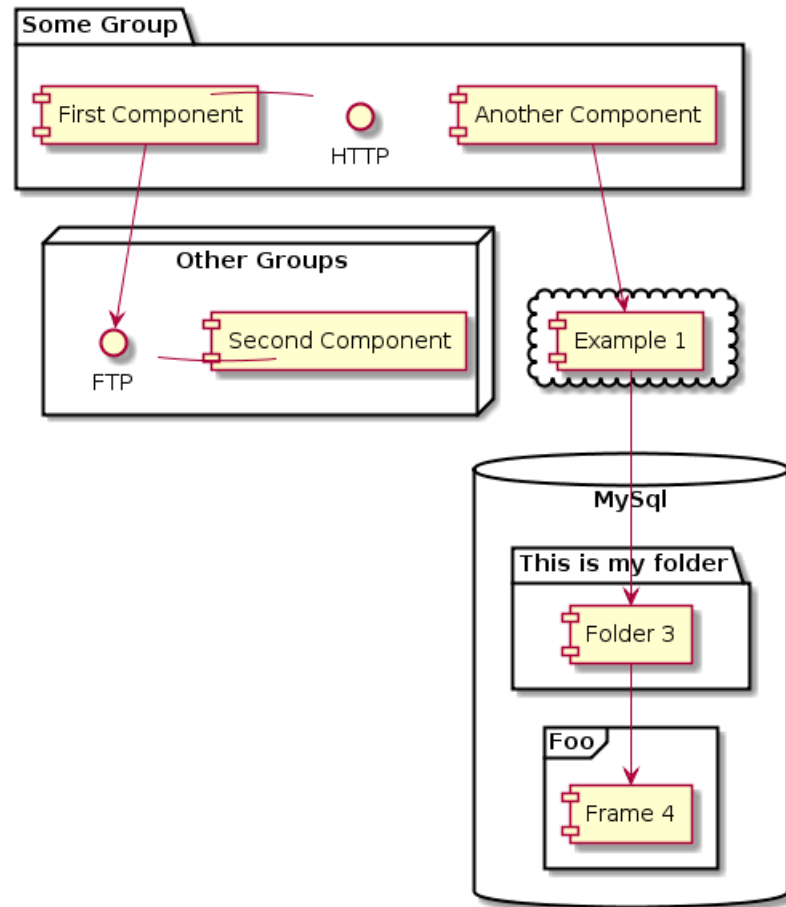
cloud {
  [Example 1]
}

database "MySQL" {
  folder "This is my folder" {
    [Folder 3]
  }
  frame "Foo" {
    [Frame 4]
  }
}

[Another Component] --> [Example 1]
[Example 1] --> [Folder 3]
[Folder 3] --> [Frame 4]

@enduml
```

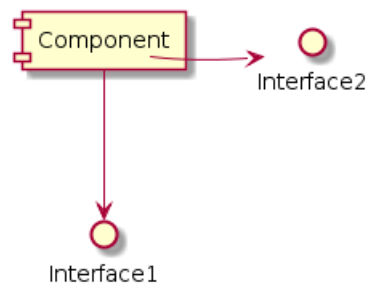




6.6 Changing arrows direction

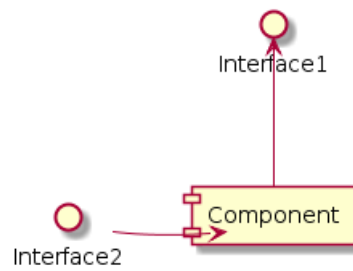
By default, links between classes have two dashes -- and are vertically oriented. It is possible to use horizontal link by putting a single dash (or dot) like this:

```
@startuml
[Component] --> Interface1
[Component] -> Interface2
@enduml
```



You can also change directions by reversing the link:

```
@startuml
Interface1 <-- [Component]
Interface2 <- [Component]
@enduml
```

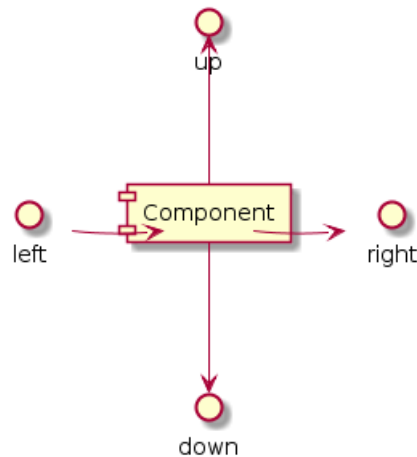


It is also possible to change arrow direction by adding **left**, **right**, **up** or **down** keywords inside the arrow:

```

@startuml
[Component] -left-> left
[Component] -right-> right
[Component] -up-> up
[Component] -down-> down
@enduml

```



You can shorten the arrow by using only the first character of the direction (for example, **-d-** instead of **-down-**) or the two first characters (**-do-**).

Please note that you should not abuse this functionality : *Graphviz* gives usually good results without tweaking.

6.7 Use UML2 notation

The `skinparam componentStyle uml2` command is used to switch to UML2 notation.

```

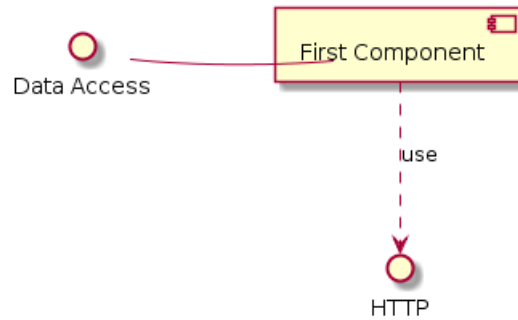
@startuml
skinparam componentStyle uml2

interface "Data Access" as DA

DA - [First Component]
[First Component] ..> HTTP : use

@enduml

```

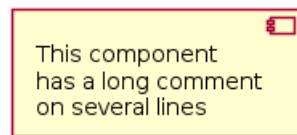


6.8 Long description

It is possible to put description on several lines using square brackets.

```

@startuml
component comp1 [
This component
has a long comment
on several lines
]
@enduml
  
```



6.9 Individual colors

You can specify a color after component definition.

```

@startuml
component [Web Server] #Yellow
@enduml
  
```



6.10 Using Sprite in Stereotype

You can use sprites within stereotype components.

```

@startuml
sprite $businessProcess [16x16/16] {
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFF0FFFF
FFFFFFFFF0FFFF
FF0000000000FF
FF0000000000FF
FF0000000000FF
FFFFFFFFF0FFFF
FFFFFFFFF0FFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
}
  
```

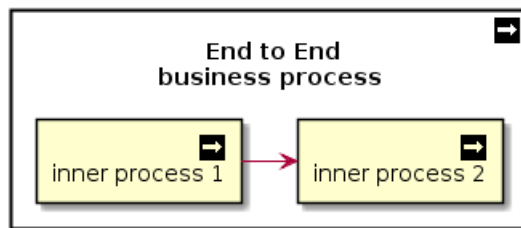


```

FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
}

rectangle " End to End\nbusiness process" <<$businessProcess>> {
rectangle "inner process 1" <<$businessProcess>> as src
rectangle "inner process 2" <<$businessProcess>> as tgt
src -> tgt
}
@enduml

```



6.11 Skinparam

You can use the `skinparam` command to change colors and fonts for the drawing.

You can use this command :

- In the diagram definition, like any other commands,
- In an included file,
- In a configuration file, provided in the command line or the ANT task.

You can define specific color and fonts for stereotyped components and interfaces.

```

@startuml

skinparam interface {
backgroundColor RosyBrown
borderColor orange
}

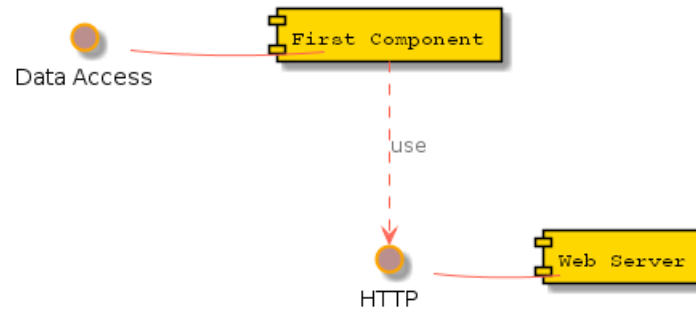
skinparam component {
FontSize 13
BackgroundColor<<Apache>> Red
BorderColor<<Apache>> #FF6655
FontName Courier
BorderColor black
BackgroundColor gold
ArrowFontName Impact
ArrowColor #FF6655
ArrowFontColor #777777
}

() "Data Access" as DA

DA - [First Component]
[First Component] ..> () HTTP : use
HTTP - [Web Server] << Apache >>

@enduml

```



```

@startuml
[AA] <<static lib>>
[BB] <<shared lib>>
[CC] <<static lib>>

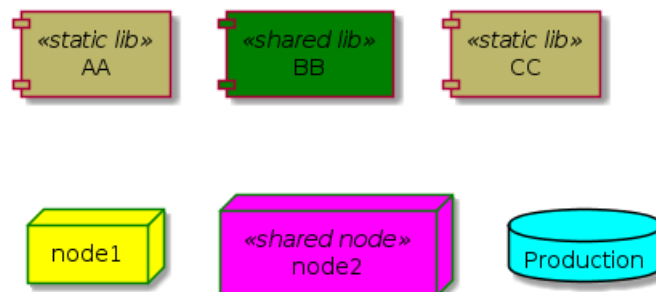
node node1
node node2 <<shared node>>
database Production

skinparam component {
  backgroundColor<<static lib>> DarkKhaki
  backgroundColor<<shared lib>> Green
}

skinparam node {
  borderColor Green
  backgroundColor Yellow
  backgroundColor<<shared node>> Magenta
}
skinparam databaseBackgroundColor Aqua

@enduml

```



7 State Diagram

7.1 Simple State

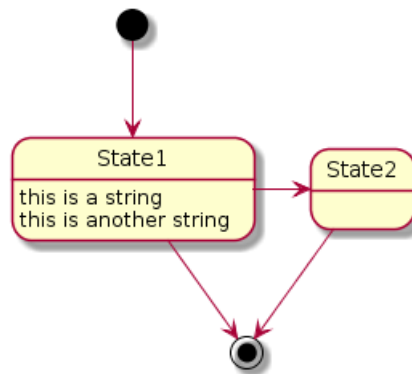
You can use [*] for the starting point and ending point of the state diagram.

Use --> for arrows.

```
@startuml
[*] --> State1
State1 --> [*]
State1 : this is a string
State1 : this is another string

State1 -> State2
State2 --> [*]

@enduml
```



7.2 Composite state

A state can also be composite. You have to define it using the **state** keywords and brackets.

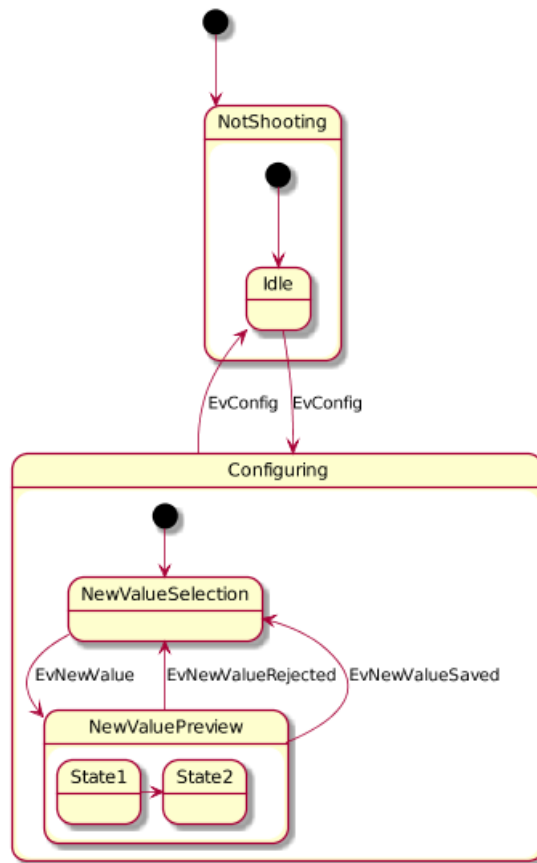
```
@startuml
scale 350 width
[*] --> NotShooting

state NotShooting {
  [*] --> Idle
  Idle --> Configuring : EvConfig
  Configuring --> Idle : EvConfig
}

state Configuring {
  [*] --> NewValueSelection
  NewValueSelection --> NewValuePreview : EvNewValue
  NewValuePreview --> NewValueSelection : EvNewValueRejected
  NewValuePreview --> NewValueSelection : EvNewValueSaved
}

state NewValuePreview {
  State1 -> State2
}

@enduml
```



7.3 Long name

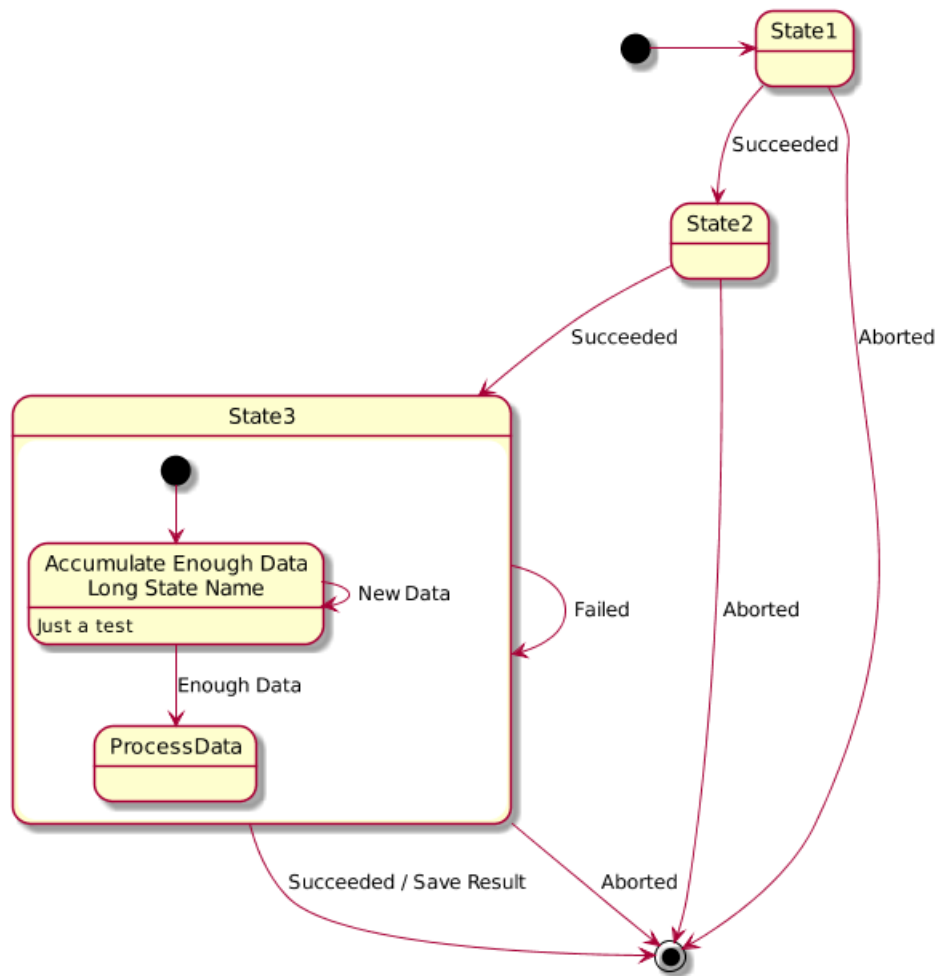
You can also use the **state** keyword to use long description for states.

```

@startuml
scale 600 width

[*] -> State1
State1 --> State2 : Succeeded
State1 --> [*] : Aborted
State2 --> State3 : Succeeded
State2 --> [*] : Aborted
state State3 {
state "Accumulate Enough Data\nLong State Name" as long1
long1 : Just a test
[*] --> long1
long1 --> long1 : New Data
long1 --> ProcessData : Enough Data
}
State3 --> State3 : Failed
State3 --> [*] : Succeeded / Save Result
State3 --> [*] : Aborted

@enduml
  
```



7.4 Concurrent state

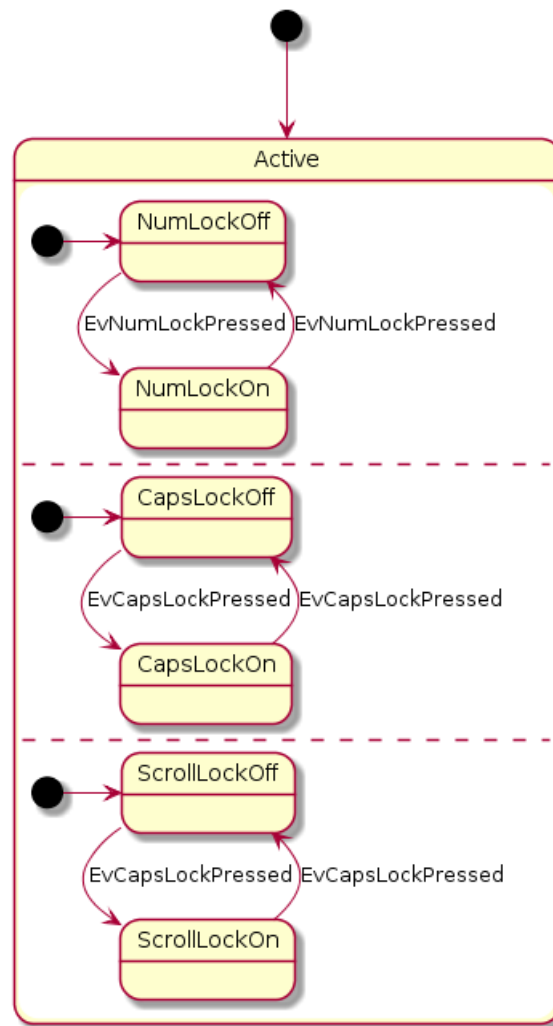
You can define concurrent state into a composite state using either `--` or `||` symbol as separator.

```

@startuml
[*] --> Active

state Active {
    [*] -> NumLockOff
    NumLockOff --> NumLockOn : EvNumLockPressed
    NumLockOn --> NumLockOff : EvNumLockPressed
    --
    [*] -> CapsLockOff
    CapsLockOff --> CapsLockOn : EvCapsLockPressed
    CapsLockOn --> CapsLockOff : EvCapsLockPressed
    --
    [*] -> ScrollLockOff
    ScrollLockOff --> ScrollLockOn : EvCapsLockPressed
    ScrollLockOn --> ScrollLockOff : EvCapsLockPressed
}

@enduml
  
```



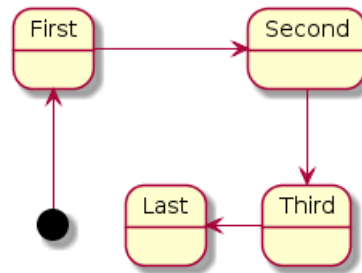
7.5 Arrow direction

You can use `->` for horizontal arrows. It is possible to force arrow's direction using the following syntax:

- `-down->` (default arrow)
- `-right->` or `->`
- `-left->`
- `-up->`

```

@startuml
[*] -up-> First
First -right-> Second
Second --> Third
Third -left-> Last
@enduml
  
```



You can shorten the arrow by using only the first character of the direction (for example, `-d-` instead of `-down-`) or the two first characters (`-do-`).

Please note that you should not abuse this functionality : *Graphviz* gives usually good results without tweaking.

7.6 Note

You can also define notes using `note left of`, `note right of`, `note top of`, `note bottom of` keywords.

You can also define notes on several lines.

```

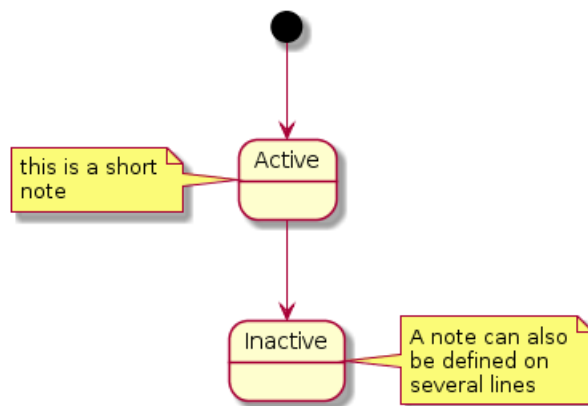
@startuml

[*] --> Active
Active --> Inactive

note left of Active : this is a short\nnote

note right of Inactive
A note can also
be defined on
several lines
end note

@enduml
  
```



You can also have floating notes.

```

@startuml

state foo
note "This is a floating note" as N1

@enduml
  
```



7.7 More in notes

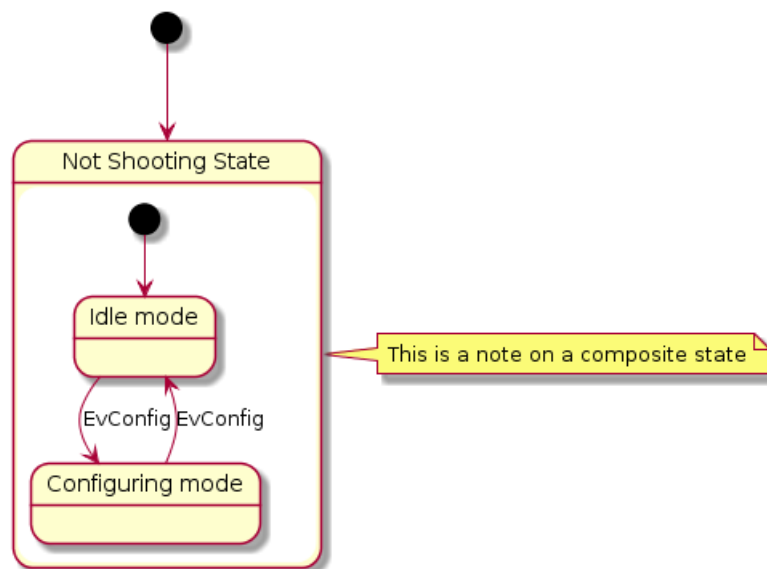
You can put notes on composite states.

```
@startuml
[*] --> NotShooting

state "Not Shooting State" as NotShooting {
state "Idle mode" as Idle
state "Configuring mode" as Configuring
[*] --> Idle
Idle --> Configuring : EvConfig
Configuring --> Idle : EvConfig
}

note right of NotShooting : This is a note on a composite state

@enduml
```



7.8 Skinparam

You can use the `skinparam` command to change colors and fonts for the drawing.

You can use this command :

- In the diagram definition, like any other commands,
- In an included file,
- In a configuration file, provided in the command line or the ANT task.

You can define specific color and fonts for stereotyped states.

```
@startuml
skinparam backgroundColor LightYellow
skinparam state {
StartColor MediumBlue
EndColor Red
BackgroundColor Peru
BackgroundColor<<Warning>> Olive
BorderColor Gray
FontName Impact
}

[*] --> NotShooting

state "Not Shooting State" as NotShooting {
```

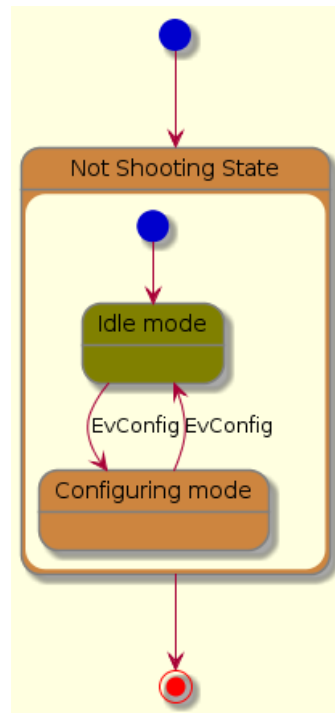



```

state "Idle mode" as Idle <<Warning>>
state "Configuring mode" as Configuring
[*] --> Idle
Idle --> Configuring : EvConfig
Configuring --> Idle : EvConfig
}

NotShooting --> [*]
@enduml

```

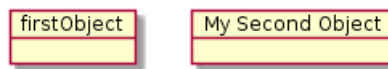


8 Object Diagram

8.1 Definition of objects

You define instance of objects using the `object` keywords.

```
@startuml
object firstObject
object "My Second Object" as o2
@enduml
```



8.2 Relations between objects

Relations between objects are defined using the following symbols :

Extension	< --	
Composition	*--	
Aggregation	o--	

It is possible to replace `--` by `..` to have a dotted line.

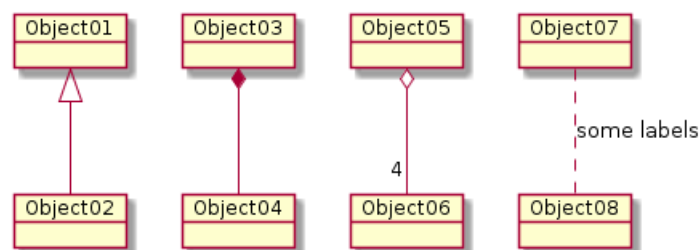
Knowing those rules, it is possible to draw the following drawings.

It is possible to add a label on the relation, using `" : "`, followed by the text of the label.

For cardinality, you can use double-quotes `"` on each side of the relation.

```
@startuml
object Object01
object Object02
object Object03
object Object04
object Object05
object Object06
object Object07
object Object08

Object01 <|-- Object02
Object03 *-- Object04
Object05 o-- "4" Object06
Object07 .. Object08 : some labels
@enduml
```



8.3 Adding fields

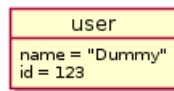
To declare fields, you can use the symbol `:"` followed by the field's name.

```
@startuml
object user

user : name = "Dummy"
user : id = 123

@enduml
```



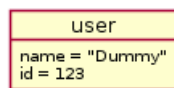


It is also possible to group between brackets {} all fields.

```
@startuml
```

```
object user {  
  name = "Dummy"  
  id = 123  
}
```

```
@enduml
```



8.4 Common features with class diagrams

- Visibility
- Defines notes
- Use packages
- Skin the output

9 Common commands

9.1 Comentários

Tudo que começar com `aspa simples` ' é um comentário.

Você também pode colocar comentário em diversas linhas colocando `/'` para iniciar e `/'` para finalizar.

9.2 Footer and header

You can use the commands `header` or `footer` to add a footer or a header on any generated diagram.

You can optionally specify if you want a `center`, `left` or `right` footer/header, by adding a keyword.

As for title, it is possible to define a header or a footer on several lines.

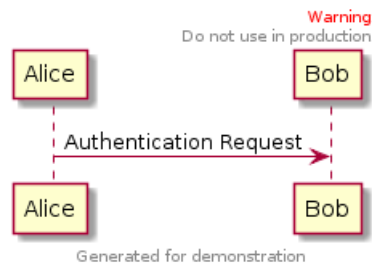
It is also possible to put some HTML into the header or footer.

```
@startuml
Alice -> Bob: Authentication Request

header
<font color=red>Warning:</font>
Do not use in production.
endheader

center footer Generated for demonstration

@enduml
```



9.3 Zoom

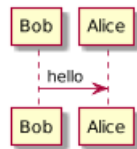
You can use the `scale` command to zoom the generated image.

You can use either a number or a fraction to define the scale factor. You can also specify either width or height (in pixel). And you can also give both width and height : the image is scaled to fit inside the specified dimension.

- `scale 1.5`
- `scale 2/3`
- `scale 200 width`
- `scale 200 height`
- `scale 200*100`
- `scale max 300*200`
- `scale max 1024 width`
- `scale max 800 height`

```
@startuml
scale 180*90
Bob->Alice : hello
@enduml
```





9.4 Título

A palavra-chave **title** é utilizada para colocar um título na figura. Você pode inserir nova linha utilizando `\n` na descrição do título.

Some skinparam settings are available to put borders on the title.

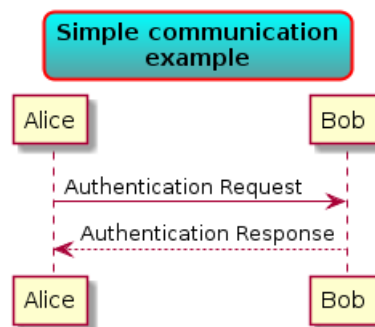
```

@startuml
skinparam titleBorderRoundCorner 15
skinparam titleBorderThickness 2
skinparam titleBorderColor red
skinparam titleBackgroundColor Aqua-CadetBlue

title Simple communication\nexample

Alice -> Bob: Authentication Request
Bob --> Alice: Authentication Response

@enduml
  
```



Você pode utilizar formatação nativa no título.

Você também pode definir título em diversas linhas usando as palavras-chave **title** e **end title**.

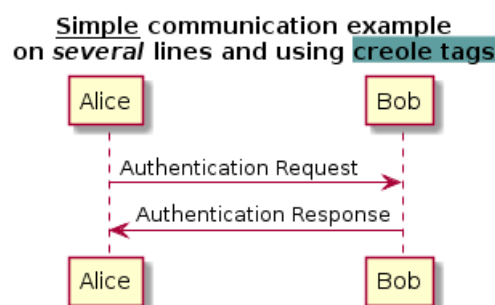
```

@startuml

title
<u>Simple</u> communication example
on <i>several</i> lines and using <back:cadetblue>creole tags</back>
end title

Alice -> Bob: Authentication Request
Bob -> Alice: Authentication Response

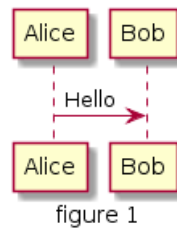
@enduml
  
```



9.5 Caption

There is also a `caption` keyword to put a caption under the diagram.

```
@startuml
caption figure 1
Alice -> Bob: Hello
@enduml
```

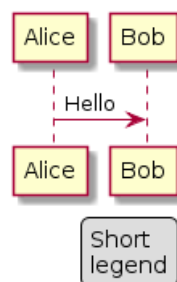


9.6 Legenda para o diagrama

As palavras chaves `legend` e `end legend` são usadas para a definição de uma legenda.

Você pode opcionalmente especificar ter o tipo de alinhamento `left`, `right` ou `center` para a legenda.

```
@startuml
Alice -> Bob : Hello
legend right
Short
legend
endlegend
@enduml
```



10 Salt

Salt is a subproject included in PlantUML that may help you to design graphical interface.

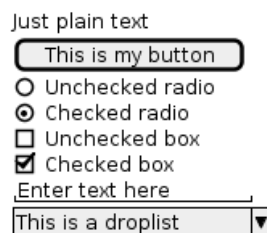
You can use either `@startsalt` keyword, or `@startuml` followed by a line with `salt` keyword.

10.1 Basic widgets

A window must start and end with brackets. You can then define:

- Button using `[` and `]`.
- Radio button using `(` and `)`.
- Checkbox using `[` and `]`.
- User text area using `"`.

```
@startuml
salt
{
Just plain text
[This is my button]
() Unchecked radio
(X) Checked radio
[] Unchecked box
[X] Checked box
"Enter text here  "
^This is a droplist^
}
@enduml
```



The goal of this tool is to discuss about simple and sample windows.

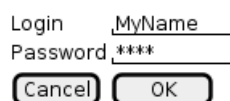
10.2 Using grid

A table is automatically created when you use an opening bracket `{`.

And you have to use `|` to separate columns.

For example:

```
@startsalt
{
Login      | "MyName  "
Password   | "****    "
[Cancel]   | [ OK    ]
}
@endsalt
```



Just after the opening bracket, you can use a character to define if you want to draw lines or columns of the grid :

To display all vertical and horizontal lines

! To display all vertical lines

- To display all horizontal lines

+ To display external lines

```
@startsalt
{+
Login      | "MyName   "
Password   | "****     "
[Cancel]   | [ OK      ]
}
@endsalt
```

Login	MyName
Password	****
Cancel	OK

10.3 Using separator

You can use several horizontal lines as separator.

```
@startsalt
{
Text1
..
"Some field"
==
Note on usage
~~
Another text
--
[Ok]
}
@endsalt
```

Text1
<u>Some field</u>
<u>Note on usage</u>
Another text
Ok

10.4 Tree widget

To have a Tree, you have to start with {T and to use + to denote hierarchy.

```
@startsalt
{
{T
+ World
++ America
+++ Canada
+++ USA
++++ New York
++++ Boston
+++ Mexico
++ Europe
+++ Italy
+++ Germany
++++ Berlin
```




```

++ Africa
}
}
@endsalt

```



10.5 Enclosing brackets

You can define subelements by opening a new opening bracket.

```

@startsalt
{
Name      | "
Modifiers: | { (X) public | () default | () private | () protected
[] abstract | [] final   | [] static }
Superclass: | { "java.lang.Object " | [Browse...] }
}
@endsalt

```

Name:
 Modifiers: ☒ public ☐ default ☐ private ☐ protected
☐ abstract ☐ final ☐ static
 Superclass:

10.6 Adding tabs

You can add tabs using {/ notation. Note that you can use HTML code to have bold text.

```

@startsalt
{+
{/ <b>General | Fullscreen | Behavior | Saving }
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
}
[Close]
}
@endsalt

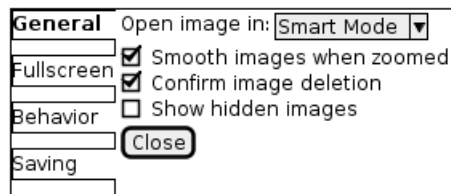
```

Tab could also be vertically oriented:

```

@startsalt
{+
{/ <b>General
Fullscreen
Behavior
Saving } |
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
[Close]
}
}
@endsalt

```



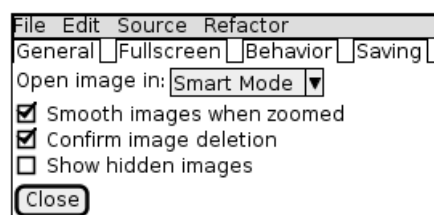
10.7 Using menu

You can add a menu by using {* notation.

```

@startsalt
{+
{* File | Edit | Source | Refactor }
{/ General | Fullscreen | Behavior | Saving }
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
}
[Close]
}
@endsalt

```



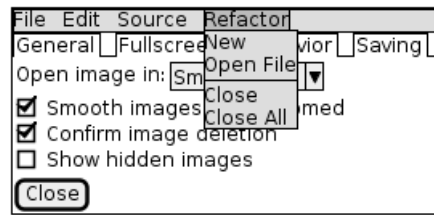
It is also possible to open a menu:

```

@startsalt
{+
{* File | Edit | Source | Refactor
Refactor | New | Open File | - | Close | Close All }
{/ General | Fullscreen | Behavior | Saving }
{
{ Open image in: | ^Smart Mode^ }
[X] Smooth images when zoomed
[X] Confirm image deletion
[ ] Show hidden images
}
[Close]
}
@endsalt

```





10.8 Advanced table

You can use two special notations for table :

- * to indicate that a cell with span with left
- . to denotate an empty cell

```
@startsalt
{#
. | Column 2 | Column 3
Row header 1 | value 1 | value 2
Row header 2 | A long cell | *
}
@endsalt
```

	Column 2	Column 3
Row header 1	value 1	value 2
Row header 2	A long cell	

11 Creole

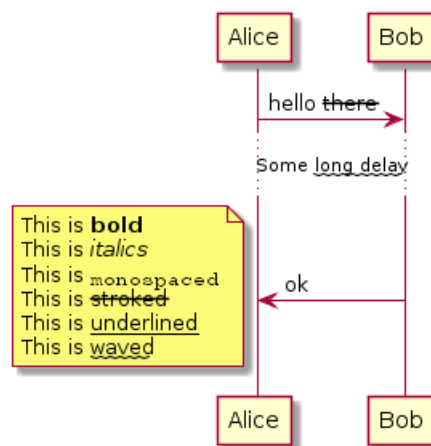
A light Creole engine have been integrated into PlantUML to have a standardized way of defining text style.

All diagrams are now supporting this syntax.

Note that ascending compatibility with HTML syntax is preserved.

11.1 Emphasized text

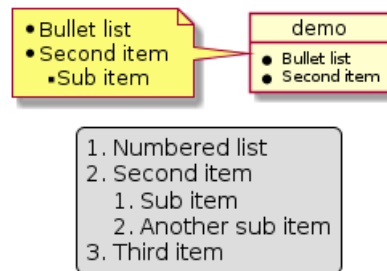
```
@startuml
Alice -> Bob : hello --there--
... Some ~~long delay~~ ...
Bob -> Alice : ok
note left
This is bold
This is italics
This is "monospaced"
This is --stroked--
This is __underlined__
This is ~~waved~~
end note
@enduml
```



11.2 List

```
@startuml
object demo {
* Bullet list
* Second item
}
note left
* Bullet list
* Second item
** Sub item
end note

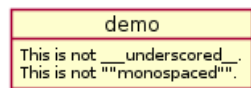
legend
# Numbered list
# Second item
## Sub item
## Another sub item
# Third item
end legend
@enduml
```



11.3 Escape character

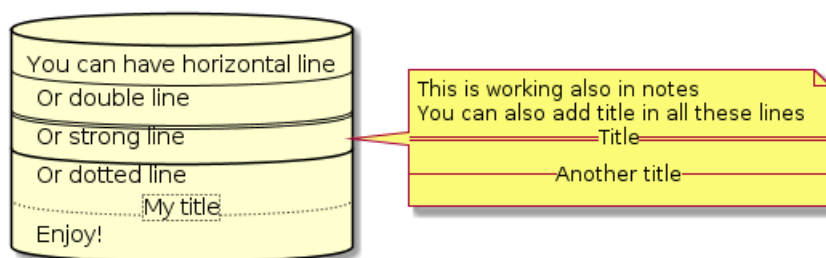
You can use the tilde ~ to escape special creole characters.

```
@startuml
object demo {
This is not ~___underscored___.
This is not ~""monospaced"".
}
@enduml
```



11.4 Horizontal lines

```
@startuml
database DB1 as "
You can have horizontal line
----
Or double line
====
Or strong line
----
Or dotted line
..My title..
Enjoy!
"
note right
This is working also in notes
You can also add title in all these lines
==Title==
--Another title--
end note
@enduml
```

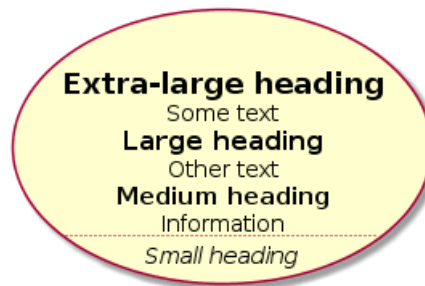


11.5 Headings

```

@startuml
usecase UC1 as "
= Extra-large heading
Some text
== Large heading
Other text
=== Medium heading
Information
....
==== Small heading"
@enduml

```



11.6 Legacy HTML

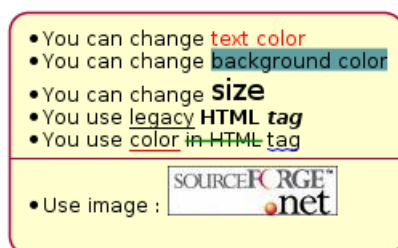
Some HTML tags are also working:

- `` for bold text
- `<u>` or `<u:#AAAAAA>` or `<u:colorName>` for underline
- `<i>` for italic
- `<s>` or `<s:#AAAAAA>` or `<s:colorName>` for strike text
- `<w>` or `<w:#AAAAAA>` or `<w:colorName>` for wave underline text
- `<color:#AAAAAA>` or `<color:colorName>`
- `<back:#AAAAAA>` or `<back:colorName>` for background color
- `<size:nn>` to change font size
- `<img:file>` : the file must be accessible by the filesystem
- `<img:http://url>` : the URL must be available from the Internet

```

@startuml
:* You can change <color:red>text color</color>
* You can change <back:cadetblue>background color</back>
* You can change <size:18>size</size>
* You use <u>legacy</u> <b>HTML <i>tag</i></b>
* You use <u:red>color</u> <s:green>in HTML</s> <w:#0000FF>tag</w>
----
* Use image : <img:sourceforge.jpg>
;
@enduml

```



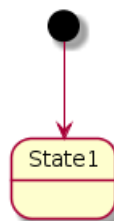
11.7 Table

It is possible to build table.

```
@startuml
skinparam titleFontSize 14
title
Example of simple table
|= |= table |= header |
| a | table | row |
| b | table | row |
end title
[*] --> State1
@enduml
```

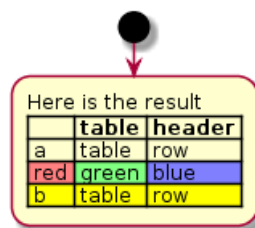
Example of simple table

	table	header
a	table	row
b	table	row



You can specify background colors for cells and lines.

```
@startuml
start
:Here is the result
|= |= table |= header |
| a | table | row |
|<#FF8080> red |<#80FF80> green |<#8080FF> blue |
<#yellow>| b | table | row |;
@enduml
```



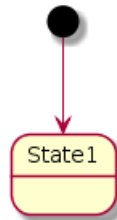
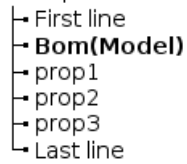
11.8 Tree

You can use |_ characters to build a tree.

```
@startuml
skinparam titleFontSize 14
title
Example of Tree
|_ First line
|_ **Bom(Model)**
|_ prop1
|_ prop2
|_ prop3
|_ Last line
end title
[*] --> State1
@enduml
```



Example of Tree



11.9 Special characters

It's possible to use any unicode characters with `&#` syntax or `<U+XXXX>`

```

@startuml
usecase foo as "this is &#8734; long"
usecase bar as "this is also <U+221E> long"
@enduml
  
```



11.10 OpenIconic

OpenIconic is an very nice open source icon set. Those icons have been integrated into the creole parser, so you can use them out-of-the-box.

You can use the following syntax: `<&ICON_NAME>`.

```

@startuml
title: <size:20><&heart>Use of OpenIconic<&heart></size>
class Wifi
note left
Click on <&wifi>
end note
@enduml
  
```

♥Use of OpenIconic♥



The complete list is available on OpenIconic Website, or you can use the following special diagram:

```

@startuml
listopeniconic
@enduml
  
```


List Open Iconic

Credit to

<https://useiconic.com/open>

	bell		cloud		excerpt		musical-note		star
	bluetooth		cloudy		expand-down		paperclip		sun
	bold		code		expand-left		pencil		tablet
	bolt		cog		expand-right		layers		tag
	book		collapse-down		expand-up		lightbulb		person
	bookmark		collapse-left		external-link		link-broken		phone
	box		collapse-right		eye		link-intact		pie-chart
	briefcase		collapse-up		eyedropper		list		pin
	british-pound		command		file		list-rich		play-circle
	browser		comment-square		fire		location		plus
	brush		compass		flag		lock-locked		power-standby
	bug		contrast		flash		lock-unlocked		thumb-up
	bullhorn		copywriting		folder		loop-circular		timer
	calculator		credit-card		fork		loop-square		transfer
	calendar		crop		fullscreen-enter		map		trash
	camera-slr		dashboard		fullscreen-exit		magnifying-glass		underline
	caret-bottom		data-transfer-download		globe		map-marker		vertical-align-bottom
	caret-left		data-transfer-upload		graph		media-play		vertical-align-center
	caret-right		delete		grid-four-up		media-pause		vertical-align-top
	caret-top		dial		grid-three-up		media-play		video
	cart		document		grid-two-up		media-record		volume-high
	chat		dollar		hard-drive		media-skip-backward		volume-low
	check		double-quote-sans-left		header		media-skip-forward		volume-off
	chevron-bottom		double-quote-sans-right		headphones		media-step-backward		warning
	chevron-left		double-quote-serif-left		heart		media-step-forward		wifi
	chevron-right		double-quote-serif-right		home		media-stop		wrench
	chevron-top		droplet		image		medical-cross		yen
	circle-check		eject		inbox		menu		zoom-in
	circle-x		elevator		infinity		microphone		zoom-out
	cloud-download		ellipses		info		minus		
	cloud-upload		envelope-closed		italic		monitor		
			envelope-open		justify-center		moon		
			euro		justify-left				
					justify-right				
					key				
					laptop				
					layers				
					lightbulb				
					link-broken				
					link-intact				
					list				
					list-rich				
					location				
					lock-locked				
					lock-unlocked				
					loop-circular				
					loop-square				
					map				
					magnifying-glass				
					map-marker				
					media-play				
					media-record				
					media-skip-backward				
					media-skip-forward				
					media-step-backward				
					media-step-forward				
					media-stop				
					medical-cross				
					menu				
					microphone				
					minus				
					monitor				
					moon				
					move				
							musical-note		
							paperclip		
							pencil		
							person		
							phone		
							pie-chart		
							pin		
							play-circle		
							plus		
							power-standby		
							print		
							project		
							pulse		
							puzzle-piece		
							question-mark		
							rain		
							random		
							reload		
							resize-both		
							resize-height		
							resize-width		
							rss-alt		
							rss		
							script		
							share-boxed		
							share		
							shield		
							signal		
							signpost		
							sort-ascending		
							sort-descending		
							spreadsheet		



11.11 Defining and using sprites

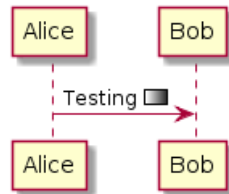
A *Sprite* is a small graphic element that can be used in diagrams.

In PlantUML, sprites are monochrome and can have either 4, 8 or 16 gray level.

To define a sprite, you have to use a hexadecimal digit between 0 and F per pixel.

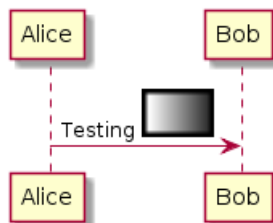
Then you can use the sprite using <\$XXX> where XXX is the name of the sprite.

```
@startuml
sprite $foo1 {
FFFFFFFFFFFFFFFF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
FFFFFFFFFFFFFFFF
}
Alice -> Bob : Testing <$foo1>
@enduml
```



You can scale the sprite.

```
@startuml
sprite $foo1 {
FFFFFFFFFFFFFFFF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
F0123456789ABCF
FFFFFFFFFFFFFFFF
}
Alice -> Bob : Testing <$foo1{scale=3}>
@enduml
```



11.12 Encoding Sprite

To encode sprite, you can use the command line like:

```
java -jar plantuml.jar -encodesprite 16z foo.png
```



where `foo.png` is the image file you want to use (it will be converted to gray automatically).

After `-encodesprite`, you have to specify a format: 4, 8, 16, 4z, 8z or 16z.

The number indicates the gray level and the optional `z` is used to enable compression in sprite definition.

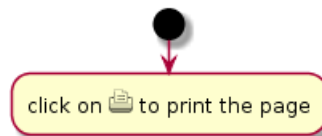
11.13 Importing Sprite

You can also launch the GUI to generate a sprite from an existing image.

Click in the menubar then on **File/Open Sprite Window**.

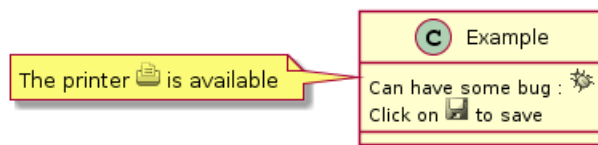
After copying an image into you clipboard, several possible definitions of the corresponding sprite will be displayed : you will just have to pickup the one you want.

11.14 Examples



```
@startuml
sprite $printer [15x15/8z] N0tH3W0W208HxFz_kMAhj7lHWpa1XC716sz0Pq4MVPEWfBHIuxP3L6kbTcizR8tAhzaqFvXwvFfPE
start
:click on <$printer> to print the page;
@enduml
```

Use of sprites (🖨️, 🐛...)



```
@startuml
sprite $bug [15x15/16z] PKzR2i0m2BFMi15p_FEjQEqB1z27aeqCqixa8S40T7C53cKpsHpaYPDJY_12MHM-BLRyywPhrrlw3qu
sprite $printer [15x15/8z] N0tH3W0W208HxFz_kMAhj7lHWpa1XC716sz0Pq4MVPEWfBHIuxP3L6kbTcizR8tAhzaqFvXwvFfPE
sprite $disk {
444445566677881
436000000009991
43600000000ACA1
53700000001A7A1
537000000012B8A1
53800000123B8A1
63800001233C9A1
634999AABBC99B1
744566778899AB1
7456AAAAA99AAB1
8566AFC228AABB1
8567AC8118BBBB1
867BD4433BBBBB1
39AAAAABBBBBBC1
}

title Use of sprites (<$printer>, <$bug>...)

class Example {
Can have some bug : <$bug>
Click on <$disk> to save
}
```

```
note left : The printer <$printer> is available  
@enduml
```



12 Aterando fontes e cores

12.1 Uso

Você pode mudar a cor e fonte de desenhos usando o comando `skinparam`. Exemplo:

```
skinparam backgroundColor yellow
```

Este comando pode ser utilizado:

- Na definição de diagramas, assim como outros comandos,
- Em um arquivo incluído (veja *Pré-Processamento*),
- Em um arquivo de configuração, disponibilizado na linha de comando ou na ANT task.

12.2 Nested

To avoid repetition, it is possible to nest definition. So the following definition :

```
skinparam xxxxParam1 value1
skinparam xxxxParam2 value2
skinparam xxxxParam3 value3
skinparam xxxxParam4 value4
```

is strictly equivalent to:

```
skinparam xxxx {
    Param1 value1
    Param2 value2
    Param3 value3
    Param4 value4
}
```

12.3 Color

You can use either standard color name or RGB code.

Parameter name	Default Value	Color	Comment
backgroundColor	white		Background of the page
activityArrowColor	#A80036		Color of arrows in activity diagrams
activityBackgroundColor	#FEFECE		Background of activities
activityBorderColor	#A80036		Color of activity borders
activityStartColor	black		Starting circle in activity diagrams
activityEndColor	black		Ending circle in activity diagrams
activityBarColor	black		Synchronization bar in activity diagrams
usecaseArrowColor	#A80036		Color of arrows in usecase diagrams
usecaseActorBackgroundColor	#FEFECE		Head's color of actor in usecase diagrams
usecaseActorBorderColor	#A80036		Color of actor borders in usecase diagrams
usecaseBackgroundColor	#FEFECE		Background of usecases
usecaseBorderColor	#A80036		Color of usecase borders in usecase diagrams
classArrowColor	#A80036		Color of arrows in class diagrams
classBackgroundColor	#FEFECE		Background of classes/interface/enum in class diagrams
classBorderColor	#A80036		Borders of classes/interface/enum in class diagrams
packageBackgroundColor	#FEFECE		Background of packages in class diagrams
packageBorderColor	#A80036		Borders of packages in class diagrams
stereotypeCBackgroundColor	#ADD1B2		Background of class spots in class diagrams
stereotypeABBackgroundColor	#A9DCDF		Background of abstract class spots in class diagrams
stereotypeIBBackgroundColor	#B4A7E5		Background of interface spots in class diagrams
stereotypeEBackgroundColor	#EB937F		Background of enum spots in class diagrams
componentArrowColor	#A80036		Color of arrows in component diagrams
componentBackgroundColor	#FEFECE		Background of components
componentBorderColor	#A80036		Borders of components
componentInterfaceBackgroundColor	#FEFECE		Background of interface in component diagrams
componentInterfaceBorderColor	#A80036		Border of interface in component diagrams
noteBackgroundColor	#FBFB77		Background of notes
noteBorderColor	#A80036		Border of notes
stateBackgroundColor	#FEFECE		Background of states in state diagrams
stateBorderColor	#A80036		Border of states in state diagrams
stateArrowColor	#A80036		Colors of arrows in state diagrams
stateStartColor	black		Starting circle in state diagrams
stateEndColor	black		Ending circle in state diagrams
sequenceArrowColor	#A80036		Color of arrows in sequence diagrams
sequenceActorBackgroundColor	#FEFECE		Head's color of actor in sequence diagrams
sequenceActorBorderColor	#A80036		Border of actor in sequence diagrams
sequenceGroupBackgroundColor	#EEEEEE		Header color of alt/opt/loop in sequence diagrams
sequenceLifeLineBackgroundColor	white		Background of life line in sequence diagrams
sequenceLifeLineBorderColor	#A80036		Border of life line in sequence diagrams
sequenceParticipantBackgroundColor	#FEFECE		Background of participant in sequence diagrams
sequenceParticipantBorderColor	#A80036		Border of participant in sequence diagrams



12.4 Font color, name and size

You can change the font for the drawing using `xxxFontColor`, `xxxFontSize` and `xxxFontName` parameters.

Example:

```
skinparam classFontColor red
skinparam classFontSize 10
skinparam classFontName Apex
```

You can also change the default font for all fonts using `skinparam defaultFontName`.

Example:

```
skinparam defaultFontName Apex
```

Please note the fontname is highly system dependent, so do not over use it, if you look for portability.

Parameter Name	Default Value	Comment
activityFontColor activityFontSize activityFontStyle activityFontName	black 14 plain	Used for activity box
activityArrowFontColor activityArrowFontSize activityArrowFontStyle activityArrowFontName	black 13 plain	Used for text on arrows in activity diagrams
circledCharacterFontColor circledCharacterFontSize circledCharacterFontStyle circledCharacterFontName circledCharacterRadius	black 17 bold Courier 11	Used for text in circle for class, enum and others
classArrowFontColor classArrowFontSize classArrowFontStyle classArrowFontName	black 10 plain	Used for text on arrows in class diagrams
classAttributeFontColor classAttributeFontSize classAttributeIconSize classAttributeFontStyle classAttributeFontName	black 10 10 plain	Class attributes and methods
classFontColor classFontSize classFontStyle classFontName	black 12 plain	Used for classes name
classStereotypeFontColor classStereotypeFontSize classStereotypeFontStyle classStereotypeFontName	black 12 italic	Used for stereotype in classes
componentFontColor componentFontSize componentFontStyle componentFontName	black 14 plain	Used for components name
componentStereotypeFontColor componentStereotypeFontSize componentStereotypeFontStyle componentStereotypeFontName	black 14 italic	Used for stereotype in components



componentArrowFontColor componentArrowFontSize componentArrowFontStyle componentArrowFontName	black 13 plain	Used for text on arrows in component diagrams
noteFontColor noteFontSize noteFontStyle noteFontName	black 13 plain	Used for notes in all diagrams but sequence diagrams
packageFontColor packageFontSize packageFontStyle packageFontName	black 14 plain	Used for package and partition names
sequenceActorFontColor sequenceActorFontSize sequenceActorFontStyle sequenceActorFontName	black 13 plain	Used for actor in sequence diagrams
sequenceDividerFontColor sequenceDividerFontSize sequenceDividerFontStyle sequenceDividerFontName	black 13 bold	Used for text on dividers in sequence diagrams
sequenceArrowFontColor sequenceArrowFontSize sequenceArrowFontStyle sequenceArrowFontName	black 13 plain	Used for text on arrows in sequence diagrams
sequenceGroupingFontColor sequenceGroupingFontSize sequenceGroupingFontStyle sequenceGroupingFontName	black 11 plain	Used for text for "else" in sequence diagrams
sequenceGroupingHeaderFontColor sequenceGroupingHeaderFontSize sequenceGroupingHeaderFontStyle sequenceGroupingHeaderFontName	black 13 plain	Used for text for "alt/opt/loop" headers in sequence diagrams
sequenceParticipantFontColor sequenceParticipantFontSize sequenceParticipantFontStyle sequenceParticipantFontName	black 13 plain	Used for text on participant in sequence diagrams
sequenceTitleFontColor sequenceTitleFontSize sequenceTitleFontStyle sequenceTitleFontName	black 13 plain	Used for titles in sequence diagrams
titleFontColor titleFontSize titleFontStyle titleFontName	black 18 plain	Used for titles in all diagrams but sequence diagrams
stateFontColor stateFontSize stateFontStyle stateFontName	black 14 plain	Used for states in state diagrams
stateArrowFontColor stateArrowFontSize stateArrowFontStyle stateArrowFontName	black 13 plain	Used for text on arrows in state diagrams
stateAttributeFontColor stateAttributeFontSize stateAttributeFontStyle stateAttributeFontName	black 12 plain	Used for states description in state diagrams



usecaseFontColor usecaseFontSize usecaseFontStyle usecaseFontName	black 14 plain	Used for usecase labels in usecase diagrams
usecaseStereotypeFontColor usecaseStereotypeFontSize usecaseStereotypeFontStyle usecaseStereotypeFontName	black 14 italic	Used for stereotype in usecase
usecaseActorFontColor usecaseActorFontSize usecaseActorFontStyle usecaseActorFontName	black 14 plain	Used for actor labels in usecase diagrams
usecaseActorStereotypeFontColor usecaseActorStereotypeFontSize usecaseActorStereotypeFontStyle usecaseActorStereotypeFontName	black 14 italic	Used for stereotype for actor
usecaseArrowFontColor usecaseArrowFontSize usecaseArrowFontStyle usecaseArrowFontName	black 13 plain	Used for text on arrows in usecase diagrams
footerFontColor footerFontSize footerFontStyle footerFontName	black 10 plain	Used for footer
headerFontColor headerFontSize headerFontStyle headerFontName	black 10 plain	Used for header



12.5 Black and White

You can force the use of a black white output using the `skinparam monochrome true` command.

```
@startuml
skinparam monochrome true

actor User
participant "First Class" as A
participant "Second Class" as B
participant "Last Class" as C

User -> A: DoWork
activate A

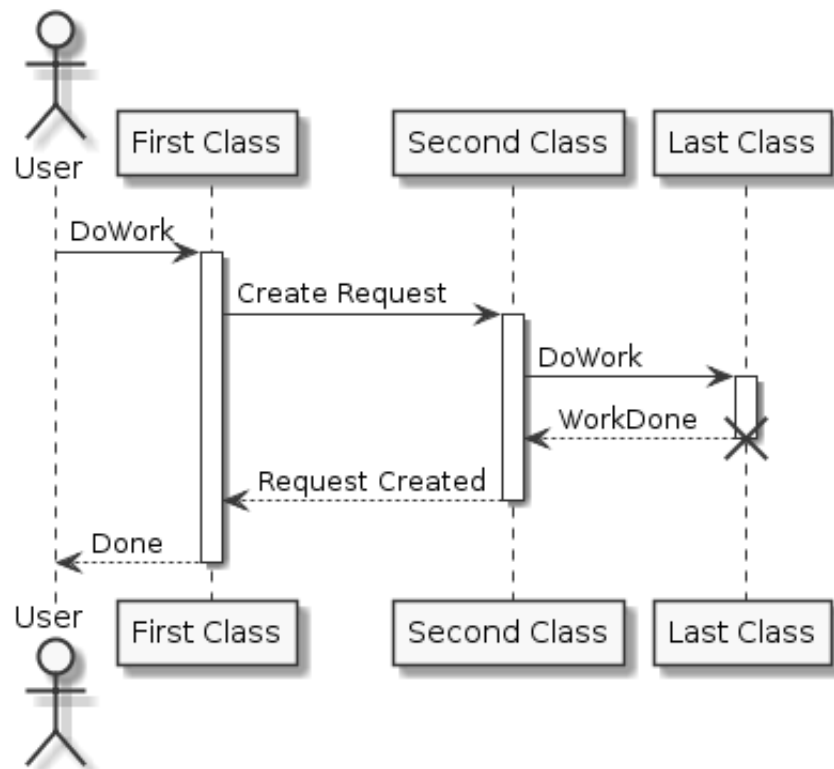
A -> B: Create Request
activate B

B -> C: DoWork
activate C
C --> B: WorkDone
destroy C

B --> A: Request Created
deactivate B

A --> User: Done
deactivate A

@enduml
```



13 Preprocessing

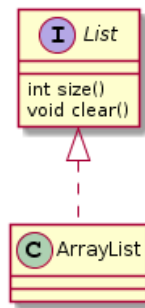
Some minor preprocessing capabilities are included in **PlantUML**, and available for *all* diagrams. Those functionalities are very similar to the C language preprocessor, except that the special character (#) has been changed to the exclamation mark (!).

13.1 Including files

Use the `!include` directive to include file in your diagram.

Imagine you have the very same class that appears in many diagrams. Instead of duplicating the description of this class, you can define a file that contains the description.

```
@startuml
!include List.iuml
List <|.. ArrayList
@enduml
```



File List.iuml: interface List List : int size() List : void clear()

The file `List.iuml` can be included in many diagrams, and any modification in this file will change all diagrams that include it.

A file can be only be included once. If you want to include several times the very same file, you have to use the directive `!include_many` instead of `!include`.

You can also put several `@startuml/@enduml` text block in an included file and then specify which block you want to include adding `!0` where 0 is the block number.

For example, if you use `!include foo.txt!1`, the second `@startuml/@enduml` block within `foo.txt` will be included.

You can also put an id to some `@startuml/@enduml` text block in an included file using `@startuml(id=MY_OWN_ID)` syntax and then include the block adding `!MY_OWN_ID` when including the file, so using something like `!include foo.txt!MY_OWN_ID`.

13.2 Including URL

Use the `!includeurl` directive to include file from Internet/Intranet in your diagram.

You can also use `!includeurl http://someurl.com/mypath!0` to specify which `@startuml/@enduml` block from `http://someurl.com/mypath` you want to include. The `!0` notation denotes the first diagram.

13.3 Constant definition

You can define constant using the `!define` directive. As in C language, a constant name can only use alphanumeric and underscore characters, and cannot start with a digit.



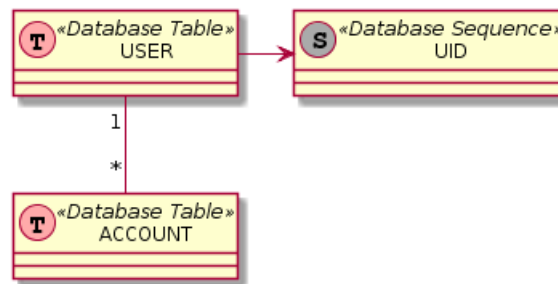
```

@startuml

!define SEQUENCE (S,#AAAAAA) Database Sequence
!define TABLE (T,#FFAAAA) Database Table

class USER << TABLE >>
class ACCOUNT << TABLE >>
class UID << SEQUENCE >>
USER "1" -- "*" ACCOUNT
USER -> UID
@enduml

```



Of course, you can use the `!include` directive to define all your constants in a single file that you include in your diagram.

Constant can be undefined with the `!undef XXX` directive.

You can also specify constants within the command line, with the `-D` flags.

```
java -jar plantuml.jar -DTITLE="My title" atest1.txt
```

Note that the `-D` flag must be put after the `"-jar plantuml.jar"` section.

13.4 Macro definition

You can also define macro with arguments.

```

@startuml

!define module(x) component x <<module>>
module(ABC)
module(XYZ)
@enduml

```

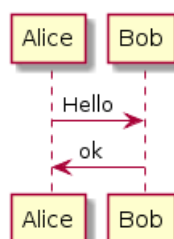


Macro can have several arguments.

```

@startuml
!define send(a,b,c) a->b : c
send(Alice, Bob, Hello)
send(Bob, Alice, ok)
@enduml

```



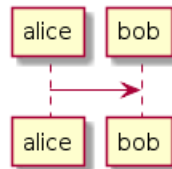
13.5 Adding date and time

You can also expand current date and time using the special variable `%date%`.

Date format can be specified using format specified in SimpleDataFormat documentation.

```
@startuml
!define ANOTHER_DATE %date[yyyy.MM.dd 'at' HH:mm]%
Title Generated %date% or ANOTHER_DATE
alice -> bob
@enduml
```

Generated Sun Sep 03 17:09:54 UTC 2017 or 2017.09.03 at 17:09



13.6 Other special variables

You can also use the following special variables:

`%dirpath%` Path of the current file

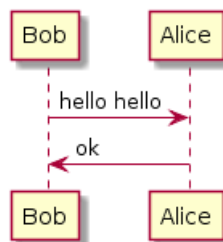
`%filename%` Name of the current file

13.7 Macro on several lines

You can also define macro on several lines using `!definelong` and `!enddefinelong`.

```
@startuml
!define DOUBLE(x) x x
!definelong AUTHEN(x,y)
x -> y : DOUBLE(hello)
y -> x : ok
!enddefinelong

AUTHEN(Bob,Alice)
@enduml
```

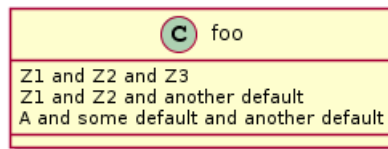


13.8 Default values for macro parameters

It is possible to assign default values to macro parameters.

```
@startuml
!define some_macro(x, y = "some default" , z = 'another default' ) x and y and z
class foo {
some_macro(Z1, Z2, Z3)
some_macro(Z1, Z2)
some_macro(A)
}
@enduml
```





13.9 Conditions

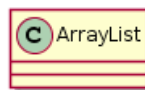
You can use `!ifdef XXX` and `!endif` directives to have conditionnal drawings.

The lines between those two directives will be included only if the constant after the `!ifdef` directive has been defined before.

You can also provide a `!else` part which will be included if the constant has **not** been defined.

```

@startuml
!include ArrayList.iuml
@enduml
  
```



File `ArrayList.iuml`:

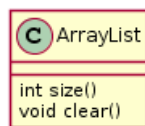
```

class ArrayList
!ifdef SHOW_METHODS
ArrayList : int size()
ArrayList : void clear()
!endif
  
```

You can then use the `!define` directive to activate the conditionnal part of the diagram.

```

@startuml
!define SHOW_METHODS
!include ArrayList.iuml
@enduml
  
```

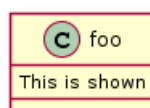


You can also use the `!ifndef` directive that includes lines if the provided constant has NOT been defined.

You can use boolean expression with parenthesis, operators `and` `||` in the test.

```

@startuml
!define SHOW_FIELDS
!undef SHOW_METHODS
class foo {
!ifdef SHOW_FIELDS || SHOW_METHODS
This is shown
!endif
!ifdef SHOW_FIELDS && SHOW_METHODS
This is NOT shown
!endif
}
@enduml
  
```



13.10 Search path

You can specify the java property "plantuml.include.path" in the command line.

For example:

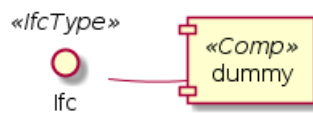
```
java -Dplantuml.include.path="c:/mydir" -jar plantuml.jar atest1.txt
```

Note the this -D option has to put before the -jar option. -D options after the -jar option will be used to define constants within plantuml preprocessor.

13.11 Advanced features

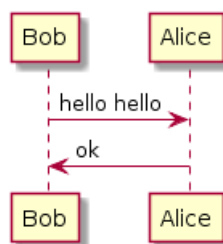
It is possible to append text to a macro argument using the ## syntax.

```
@startuml
!definelong COMP_TEXTGENCOMP(name)
[name] << Comp >>
interface Ifc << IfcType >> AS name##Ifc
name##Ifc - [name]
!enddefinelong
COMP_TEXTGENCOMP(dummy)
@enduml
```



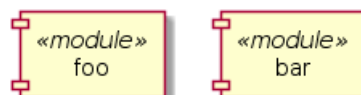
A macro can be defined by another macro.

```
@startuml
!define DOUBLE(x) x x
!definelong AUTHEN(x,y)
x -> y : DOUBLE(hello)
y -> x : ok
!enddefinelong
AUTHEN(Bob,Alice)
@enduml
```



A macro can be polymorphic with argument count.

```
@startuml
!define module(x) component x <<module>>
!define module(x,y) component x as y <<module>>
module(foo)
module(bar, barcode)
@enduml
```



You can use system environment variable or constant definition when using include:

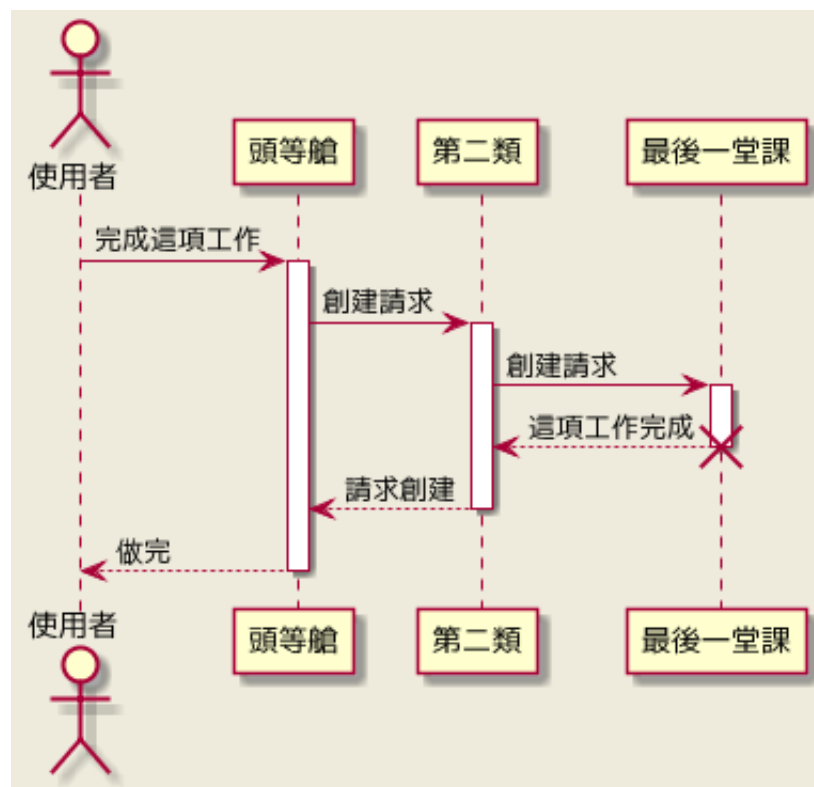
```
!include %windir%/test1.txt
!define PLANTUML_HOME /home/foo
!include PLANTUML_HOME/test1.txt
```



14 Internacionalização

A linguagem PlantUML utiliza *letters* para definir atores, casos de uso e assim por diante. Mas *letters* não são somente caracteres latin A-Z, elas podem ser *qualquer tipo de letra de qualquer idioma*.

```
@startuml
skinparam backgroundColor #EEEEBD
actor
participant " " as A
participant " " as B
participant " " as
-> A:
activate A
A -> B:
activate B
B -> :
activate
--> B:
destroy
B --> A:
deactivate B
A --> :
deactivate A
@enduml
```



14.1 Charset

The default charset used when reading the text files containing the UML text description is system dependent. Normally, it should just be fine, but in some case, you may want to the use another charset. For example, with the command line:

```
java -jar plantuml.jar -charset UTF-8 files.txt
```



Or, with the ant task:

```
<target name="main">  
<plantuml dir="./src" charset="UTF-8" />  
</target>
```

Depending of your Java installation, the following charset should be available: ISO-8859-1, UTF-8, UTF-16BE, UTF-16LE, UTF-16.



15 Cores

Aqui está uma lista de cores reconhecidas por PlantUML. Note que os nomes das cores são *case insensitive*.

	AliceBlue		GhostWhite		NavajoWhite
	AntiqueWhite		GoldenRod		Navy
	Aquamarine		Gold		OldLace
	Aqua		Gray		OliveDrab
	Azure		GreenYellow		Olive
	Beige		Green		OrangeRed
	Bisque		HoneyDew		Orange
	Black		HotPink		Orchid
	BlanchedAlmond		IndianRed		PaleGoldenRod
	BlueViolet		Indigo		PaleGreen
	Blue		Ivory		PaleTurquoise
	Brown		Khaki		PaleVioletRed
	BurlyWood		LavenderBlush		PapayaWhip
	CadetBlue		Lavender		PeachPuff
	Chartreuse		LawnGreen		Peru
	Chocolate		LemonChiffon		Pink
	Coral		LightBlue		Plum
	CornflowerBlue		LightCoral		PowderBlue
	Cornsilk		LightCyan		Purple
	Crimson		LightGoldenRodYellow		Red
	Cyan		LightGreen		RosyBrown
	DarkBlue		LightGrey		RoyalBlue
	DarkCyan		LightPink		SaddleBrown
	DarkGoldenRod		LightSalmon		Salmon
	DarkGray		LightSeaGreen		SandyBrown
	DarkGreen		LightSkyBlue		SeaGreen
	DarkKhaki		LightSlateGray		SeaShell
	DarkMagenta		LightSteelBlue		Sienna
	DarkOliveGreen		LightYellow		Silver
	DarkOrchid		LimeGreen		SkyBlue
	DarkRed		Lime		SlateBlue
	DarkSalmon		Linen		SlateGray
	DarkSeaGreen		Magenta		Snow
	DarkSlateBlue		Maroon		SpringGreen
	DarkSlateGray		MediumAquaMarine		SteelBlue
	DarkTurquoise		MediumBlue		Tan
	DarkViolet		MediumOrchid		Teal
	Darkorange		MediumPurple		Thistle
	DeepPink		MediumSeaGreen		Tomato
	DeepSkyBlue		MediumSlateBlue		Turquoise
	DimGray		MediumSpringGreen		Violet
	DodgerBlue		MediumTurquoise		Wheat
	FireBrick		MediumVioletRed		WhiteSmoke
	FloralWhite		MidnightBlue		White
	ForestGreen		MintCream		YellowGreen
	Fuchsia		MistyRose		Yellow
	Gainsboro		Moccasin		



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