

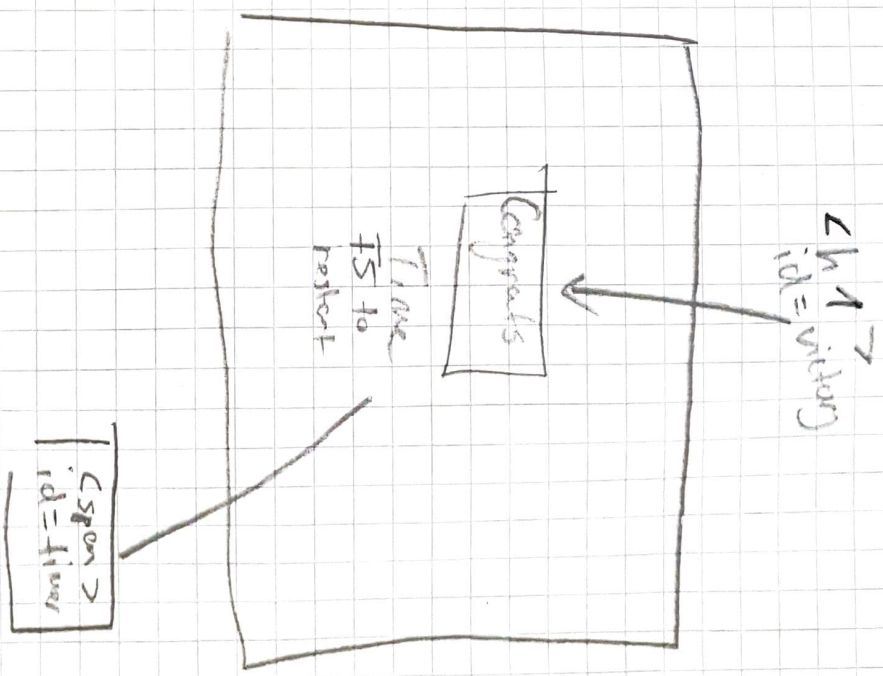
Memory : UI - Scribble



<input>
id = value window

<button>
id = start button
click

<div>
id = start ...
click



UML Blackmail

Companion : Use - Case - Diagram

