Modèle 1 : Diagramme de classe

«enumeration» Velocity
+RAPIDE
+MOYEN
+LONG

GoalNbRep
-id_goal_nbrep

Interval
-min
-max
+getMin()
+getMax()

Structure
-id_structure
-name
+getters()
+setters()

Goal
-id_goal
-name
-duration
-rest_duration

GoalWeigth
-id_goal_weight

«enumeration» Duration
+1H00
+1H30
+2H00

+compatible with

CompatibleDisponibility
-structure
-disponibility

Disponibility
-id_disponibility

+compatible with

CanTrainOn
-user
-disponibility

+compose

+want to

TrainingType
-id_training
-name
+getters()
+setters()

Training
-id_training
-name
+getters()
+setters()

Serie
-id_serie
-date
-load
-repetitions
-rpe
-expected_repetitions
-expected_load
+getters()
+setters()
+saveSerie(userId): int

User
-id_user
-pseudonym
-password
-email
-size
-weight
-gender
-body_fat
-muscle_mass
+getters()
+setters()
+createTraining(): void
+saveTraining(): void
+removeExercice(Exercice): void
+reloadTraining(): void
+getTraining(): ArrayList<Serie>

Role
-id_role
-name
+getters()
+setters()

+has

+be part of

+train

+is

+compose training

TrainingComponent
-id_training_component
-order
+getOrder()
+setOrder()

+compose

Exercicetype
-id_type
-name
+getters()
+setters()

Exercice
-id_exercice
-name
-met
+removeFromType(): void

+is

UserExerciceData
-load
-mark
+getLoad()
+setLoad()

UseLimb
-user
-bodyLimb

-morphology

CompatibleLimb
-exercice
-bodyLimb

BodyLimb
-id_body_limb
-name

+user has

HasEquipment
-user
-equipment

CompatibleMorph
-exercice
-morph

«enumeration» Morph
+LONGILIGNE
+BREVILIGNE

CompatibleEquipment
-exercice
-equipment

Equipment
-id_equipment
-name

Controller
-user
-view
+VCreateTraining(data...): void
+CGoToPlanning(): void
+VGetPlanning(): void

+sendEvent

View
-controller
+createTrainingEvent(): void
+CGoToPlanning(): void
+printPlanningEvent(): void