```
DrawUML Changelog Documentation PlantUML
PlantUML
PlantUML is a component that allows to quickly write.
This is cheat sheet of PlantUML to use frequently.
Basic
Common
Notes and Comments.
                                    image
     keyword
                        usage
     title
                                    Title
                         Title
                       Notes Left
   note left :
                       Notes Right
  note right :
                                       Note Note
                    Single-line Comment
     /<sup>1 1</sup>/
                      Block Comment
Code
 title Title
 ( )
 note left : Note
 note right : Note
 ' single-line comment
   block comment
Draw
               Title
Participant
Participant actors.
                         image
   keyword
                usage
    actor
                 Actor
                Boundary
  boundary
   control
                Control
                 Entity
   entity
                Database
  database
                          Database
Code
 actor Actor
 boundary Boundary
 control Control
 entity Entity
 database Database
:Actor alias:
Draw
 Actor
                         Actor alias
Arrow
Arrow direction.
  keyword
               usage image
    -up->
                 Up
   -down->
                 Down
   -left->
  -right->
                 Right
                       \rightarrow
Code
 up -up-> right
 -right-> down
 -down-> left
 -left-> up
Draw
  right down
UML
Use Case
Represent the required functions.
                         image
 keyword
               usage
   ( )
               Use Case
    ->
                 Use
    | >
             Extend, Include – ->
 others
Code
 actor Promoter
 actor Entrant
 Promoter --> (Create Event)
 Promoter -> (Attend Event)
 Entrant --> (Find Event)
 (Attend Event) <- Entrant
 (Attend Event) <.. (Create Member) : <<include>>
Draw
                       Attend Event
    Promoter
                                               Entrant
                             <<include>>
                                            Find Event
   Create Event
                      Create Member
Activity
Represent the state of the process.
                      image
 keyword
             usage
   II II
              Activity
   (*) ->
               Initial
  -> (*)
               Final
 others
Code
 (*) --> "Find Event"
 "Find Event" -> "Attend Event"
 if "Capacity?" then
   ->[ok] "Create Ticket"
 else
   -->[full] if "Standby?" then
     ->[ok] "Standby Ticket"
   else
     -->[no] "Cancel Ticket"
    "Cancel Ticket" --> (*)
   endif
 endif
 "Create Ticket" --> ==show==
 "Standby Ticket" --> ==show==
 ==show== --> "Show Ticket"
 "Show Ticket" --> (*)
Draw
               Attend Event
             Capacity?
                              Create Ticket
         Standby?
                        Standby Ticket
              Cancel Ticket
                         Show Ticket
State
Represent the state of the objects.
                      image
 keyword
             usage
   [*] ->
  -> [*]
               Final
Code
 [*] --> active
 active -right-> inactive : disable
 inactive -left-> active : enable
 inactive --> closed : close
 active --> closed : close
 closed --> [*]
Draw
          disable
                    inactive
           enable
          close
                   /close
            closed
Sequence
Represent the messages and orders of the interacts.
             usage image
 keyword
             Message ->
              Return <----
    <--
 others
Code
 actor Entrant
 Entrant -> Ticket : Attend Event Request
 activate Ticket
 Ticket -> Member : Create Member Request
 activate Member
 Member -> Member : Create Member
 Ticket <-- Member : Create Member Response
 deactivate Member
 Ticket -> Ticket : Create Ticket
 Entrant <-- Ticket : Attend Event Response</pre>
 deactivate Ticket
Draw
                                               Member
Entrant
    Attend Event Request
                           Create Member Request
                                                    Create Member
                            Create Member Response
                           Create Ticket
    Attend Event Response
Entrant
                                               Member
Object
Represent the logical view of the object.
 keyword
                         image
              usage
                         Object
               Object
  object
    < | -
              Extension
                         \triangleleft
    *-
             Composition
                         •
     0-
              Agregation
                         \diamond
 others
Code
 object User
 object Group
 object Member
 object Event
 object Ticket
 User . Group
 User o.. Member
 Group o.. Member
 Group o. Event
 Event o.. Ticket
 Member . Ticket
Draw
                      Event
           Group
         Member
                     Ticket
Class
Represent the logical view of the class.
                      image
 keyword
             usage
                       Class
   class
              Class
     +
              Public
                       0
```

_ Private # Protected \Diamond ~ Package \triangle others Code class User { username password +sign_in() class Group { name

C User C Group username name password sign_in() C Member roles Component Represent the dependency of the components. image keyword usage Component Package Package package

Package

Folder

Store

File

© Copyright 2014, ogom.

Created using nSume.

Cloud

[backup] .. [File] : FTP

Draw

class Member {

User .. Member Group .. Member

frame

Frame

frame

roles

Draw