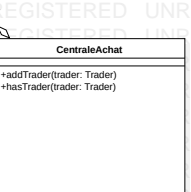
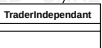
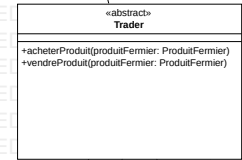
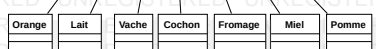
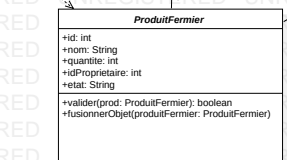
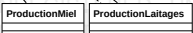
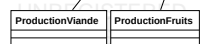
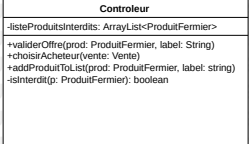
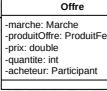
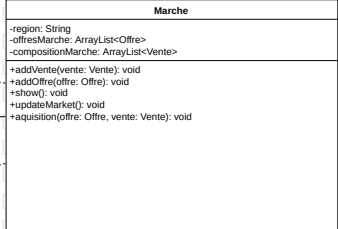
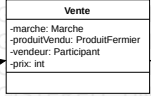
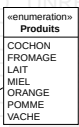
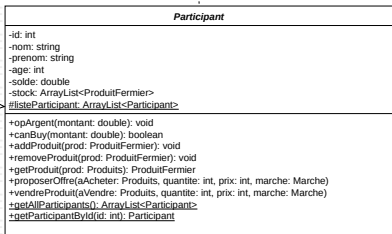
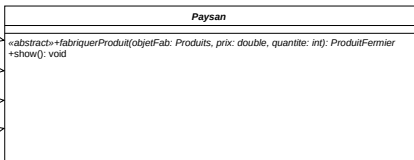
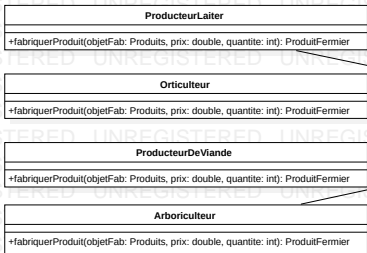


Model Main

Les méthodes de getters et setters des propriétés ne sont pas ajoutés dans l'UML vu leur utilité et simplicité évidente.



interactionSequenceDiagram1

Model: Use Case Diagram



grossiste



Controlleur



centraleAchat



trader



participant