UML

Unified Modeling Language

Quoi

- Langage
  - Syntaxe
  - Normalisées
- Modélisation
  - Abstraction du fonctionnement
  - Spécification et conception
- Unifié
  - Standard

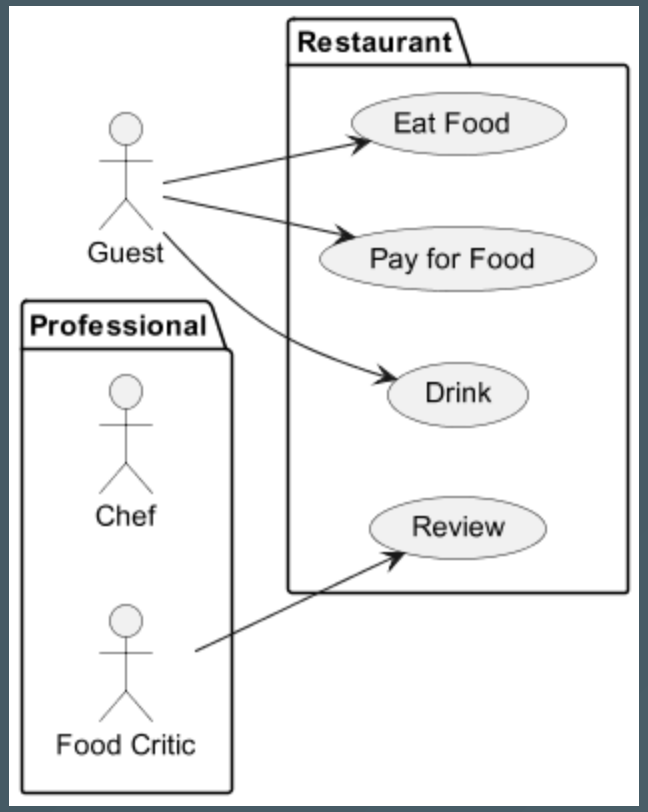
Pourquoi

- Analyser
- Documenter
- Apprendre

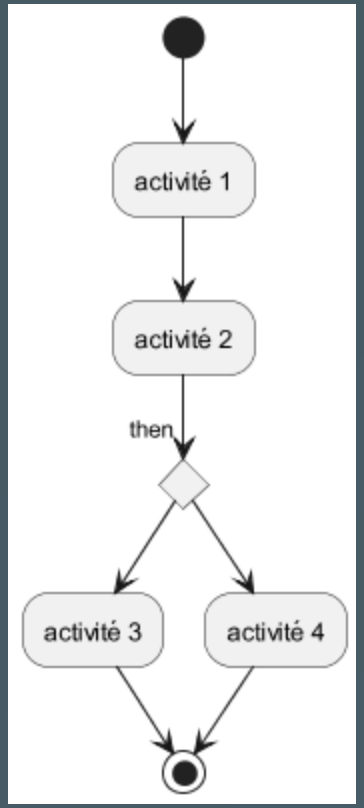
Différents diagrammes

Diagrammes structurels	Diagrammes comportementaux	Diagrammes d'interaction
Diagramme de classes	**Diagramme de cas d'utilisation**	**Diagramme de séquence**
Diagramme d'objets	Diagramme états-transitions	Diagramme de communication
Diagramme de composants	Diagramme d'activité	Diagramme global d'interaction
Diagramme de déploiement		

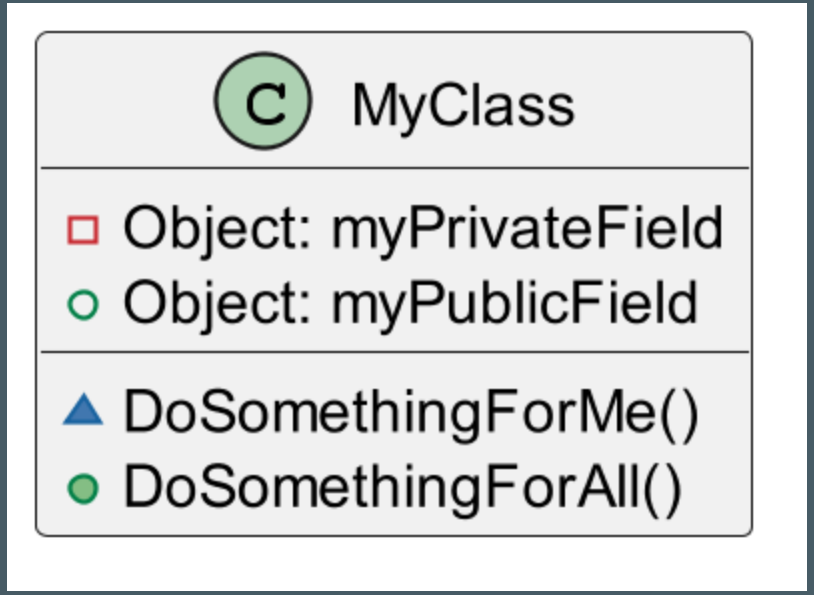
Cas d'utilisation



Activités

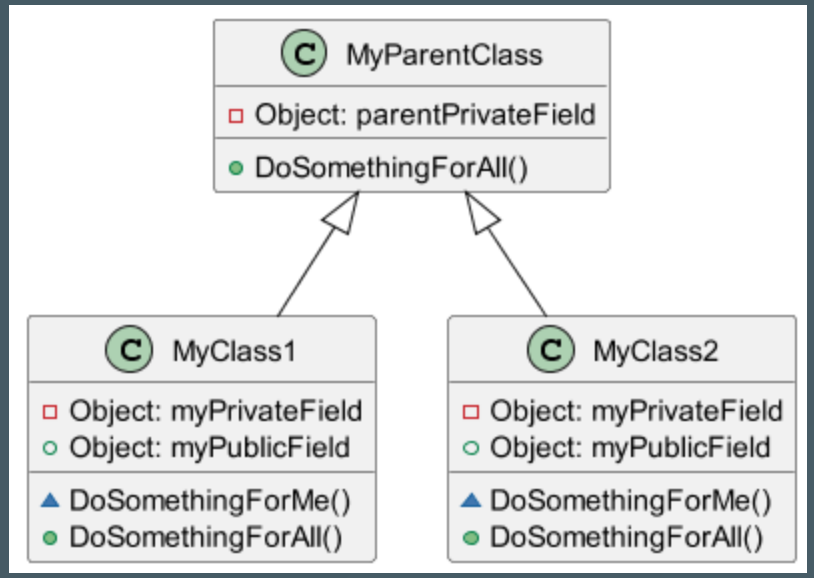


Classes: class



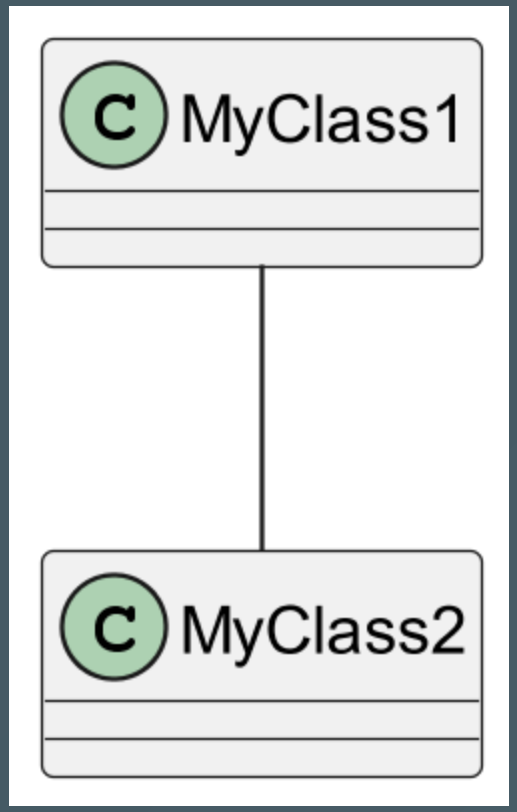

```
public class MyClass() { }
```

Classes: Extension



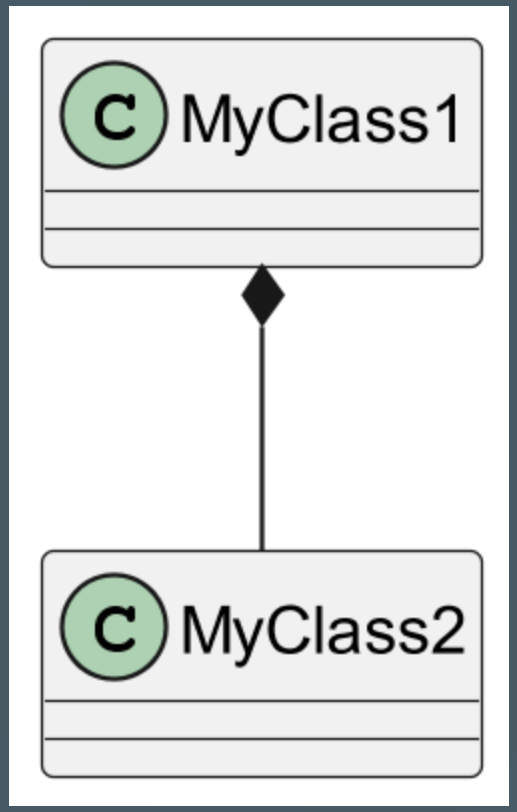

```
public class MyClass1() extends MyParentClass{ }
```

Classes: Relation



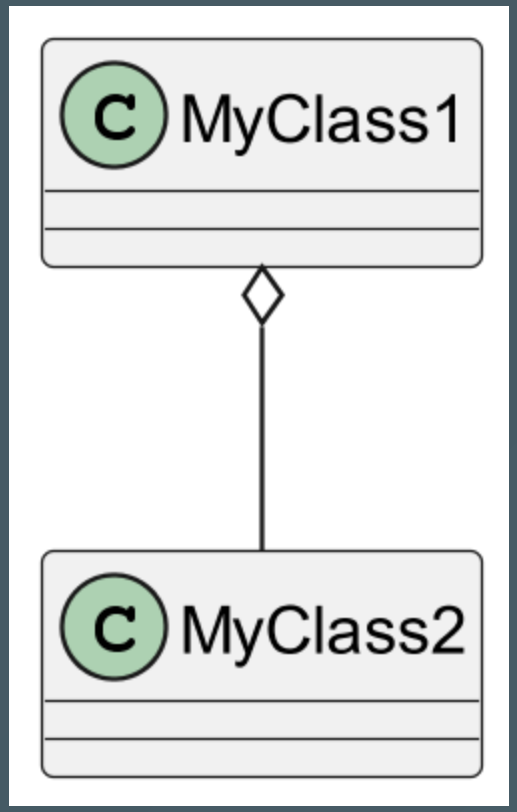

```
public class MyClass1(){
    public void doSomething(){ myClass2.doSomething(); }
}
```

Classes: Composition



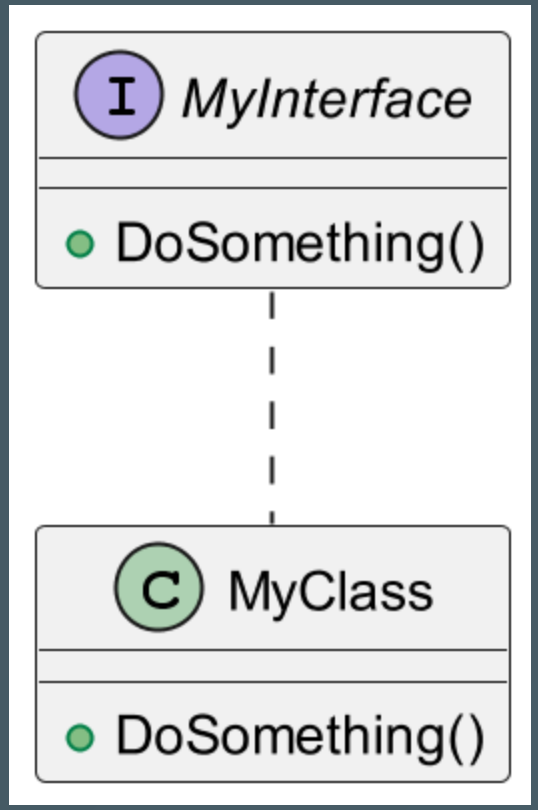

```
public class MyClass1(){
    public MyClass1() { this.myClass2 = new MyClass2(); }
}
```

Classes: Agrégation



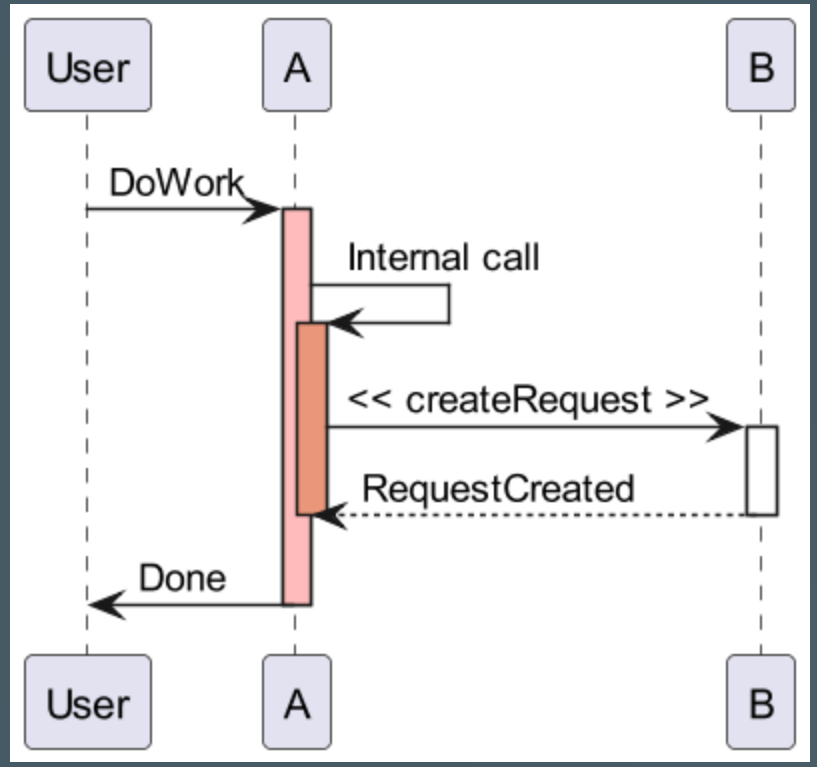

```
public class MyClass1(){
   public MyClass1(MyClass2 myClass2) { this.myClass2 = myClass2; }
}
```

Classes: Interface




```
public class MyClass1() implements MyClass2{ }
```

Séquence


User
A
B
DoWork
Internal call
<< createRequest >>
RequestCreated
Done
User
A
B

Ressources

- UML
- Modélisation UML de Christine Solnon
- Introduction au génie logiciel
  et à la modélisation de
  Delphine Longuet