

简单活动图

开始/结束

条件语句

重复循环

while循环

并行处理

注释

颜色

箭头

连接器(Connector)

组合(grouping)

泳道(Swimlanes)

特殊领域语言(SDL)

一个完整的例子

分离(detach)

活动图(新语法) 当前活动图(activity diagram)的语法有诸多限制和缺点,比如代码难以维护。

预处理

通用命令

标准库

网站地图

用户指南(PDF)

外部链接

所以从V7947开始提出一种全新的、更好的语法格式和软件实现供用户使用(beta版)。 就像序列图一样,新的软件实现的另一个优点是它不再依赖于Graphviz。 新的语法将会替换旧的语法。然而考虑到兼容性,旧的语法仍被能够使用以确保向前兼容。

但是我们鼓励用户使用新的语法格式。 简单活动图 💽

活动标签(activity label)以冒号开始,以分号结束。

文本格式支持creole wiki语法。 活动默认安装它们定义的顺序就行连接。

@startuml Hello world :Hello world; :This is on defined on several **lines**; @endum1 This is on defined on several lines

你可以使用关键字start和stop表示图示的开始和结束。

开始/结束 💽

@startum1

start :Hello world; :This is on defined on Hello world several **lines**; stop @enduml This is on defined on several **lines**

也可以使用 end 关键字。 @startuml start :Hello world; :This is on defined on Hello world

several **lines**; end @enduml

条件语句 💽

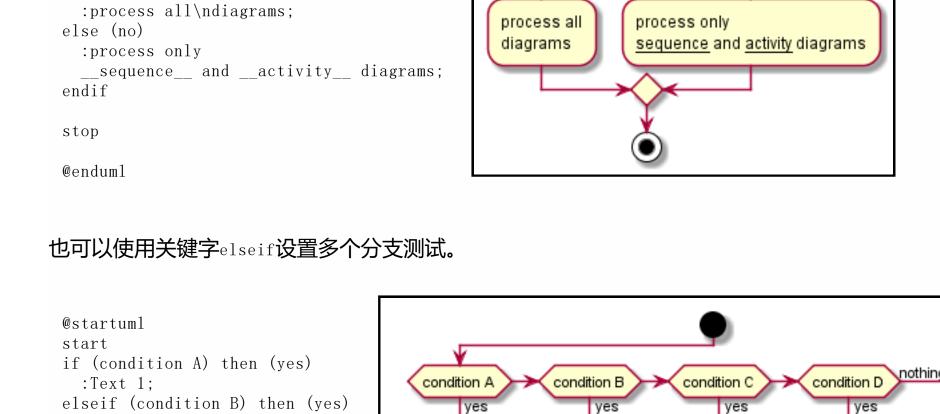
if (Graphviz installed?) then (yes)

@startum1 start Graphviz installed?

在图示中可以使用关键字if, then和else设置分支测试。标注文字则放在括号中。

This is on defined on

several **lines**



Text 1

Text 2

Text 3

Text 4

Text else

@endum1

重复循环 💽

:Text 2;

:Text 3;

:Text 4; else (nothing) :Text else;

endif stop

repeat

@endum1

while循环 💽

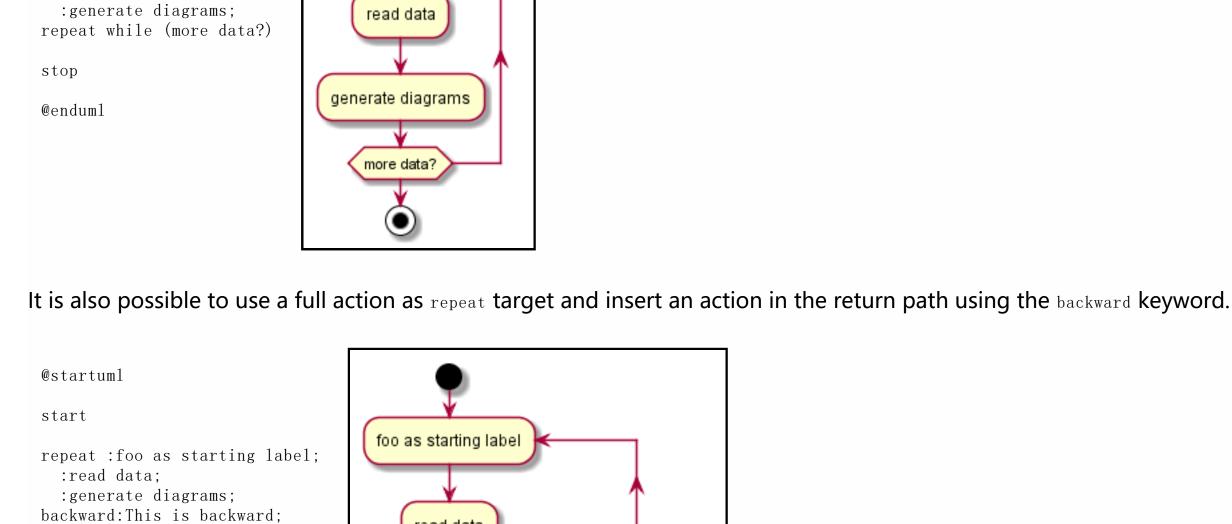
:read data;

elseif (condition C) then (yes)

elseif (condition D) then (yes)

@startum1 start

你可以使用关键字repeat和repeatwhile进行重复循环。



repeat while (more data?) This is backward stop

not empty

multiprocessor?

Treatment 1

This note is on several

Calling the method foo() is prohibited

lines and can

S contain **HTML**

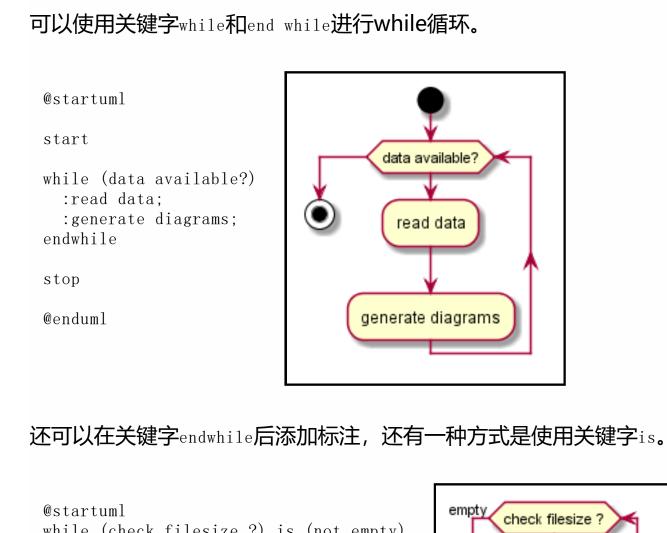
foo2

read file

read data

generate diagrams

more data?



close file

你可以使用关键字fork, fork again和end fork表示并行处理。

while (check filesize?) is (not empty)

:read file; endwhile (empty) :close file;

并行处理 💽

if (multiprocessor?) then (yes)

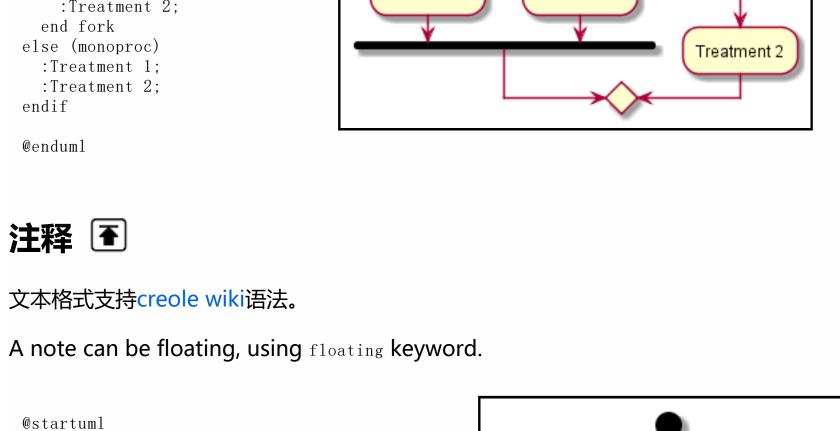
@startum1

fork

start

@enduml

:Treatment 1; fork again Treatment 1 Treatment 2 :Treatment 2;



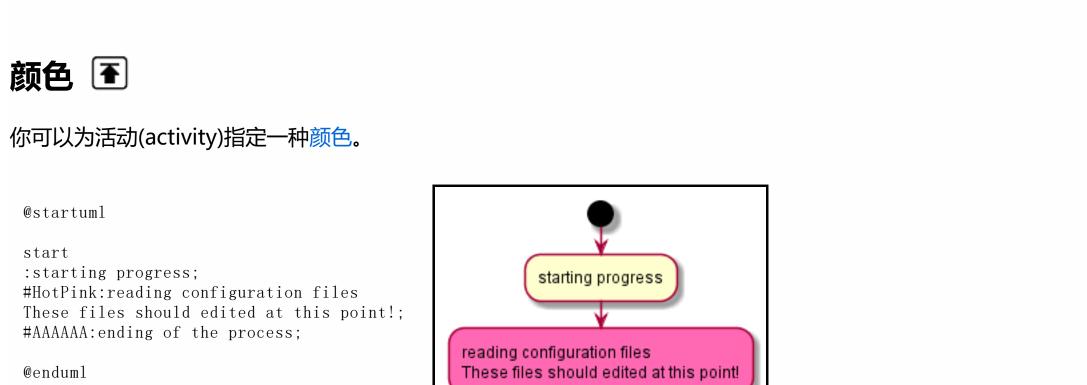
note right This note is on several //lines// and can contain HTML

start :foo1;

:foo2;

* Calling the method ""foo()"" is prohibited end note stop @endum1

floating note left: This is a note



foo1

test

ending of the process

You can put text on arrows

This is a note

@startuml :foo1; -> You can put text on arrows; if (test) then -[#blue]-> :foo2;

:foo5;

箭头 💽

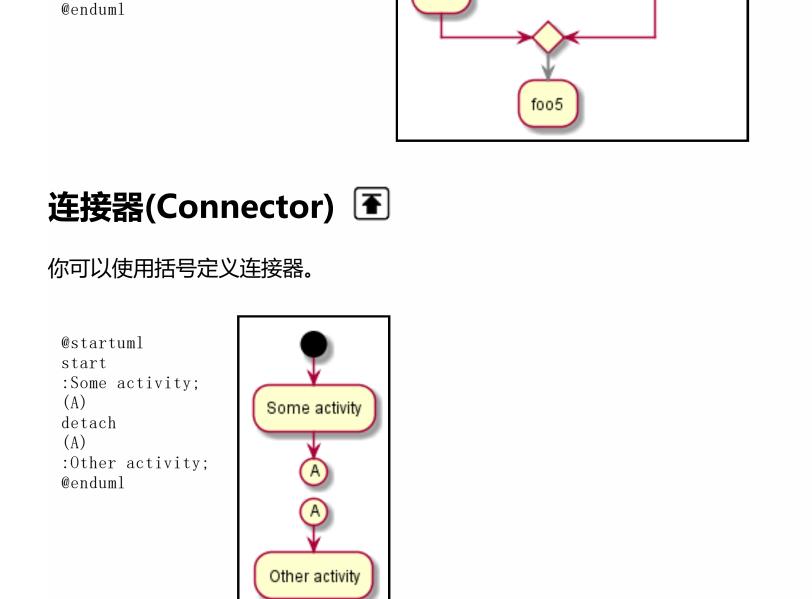
foo2 and **very** long...; :foo3; else IThe text can -[#black, dotted]-> l also be on several lines :foo4; land **very** long.. endif -[#gray, bold]->

同时,你也可以选择点状 (dotted),条状(dashed),加粗或者是隐式箭头

使用->标记, 你可以给箭头添加文字或者修改箭头颜色。

-[#green, dashed]-> The text can

also be on several lines



@endum1

泳道(Swimlanes) **①**

组合(grouping) **T**

partition Initialization {

:read config file;

:print information;

partition Running {

:init internal variable;

:wait for user interaction;

@startum1

stop

print information

通过定义分区(partition),你可以把多个活动组合(group)在一起。

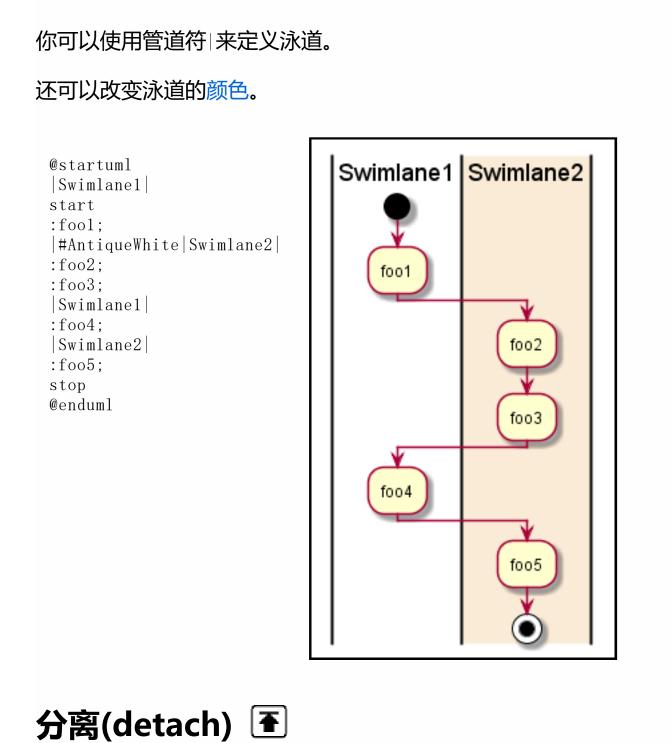
Initialization

Running

read config file

init internal variable

wait for user interaction



:foo7; stop @enduml

可以使用关键字detach移除箭头。

foo1

foo2

f006

foo3

@startuml :start; fork

:foo1; :foo2; fork again

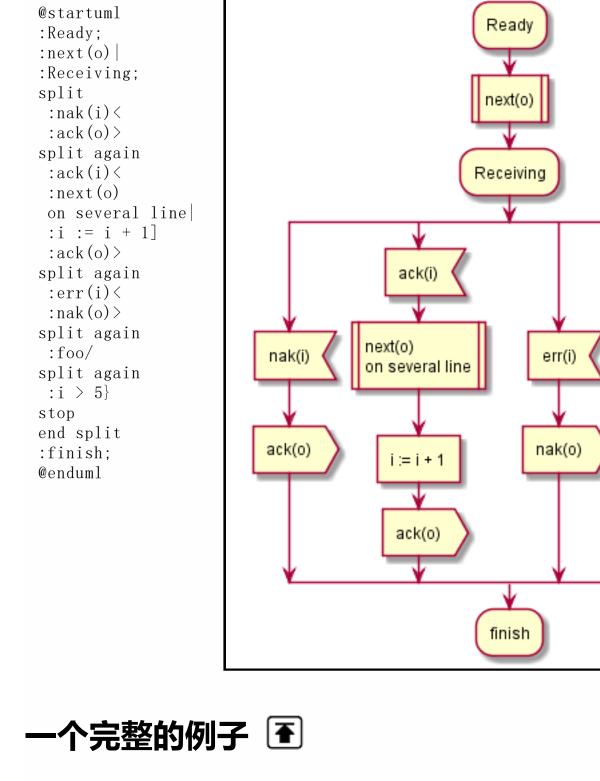
:foo3; detach endfork

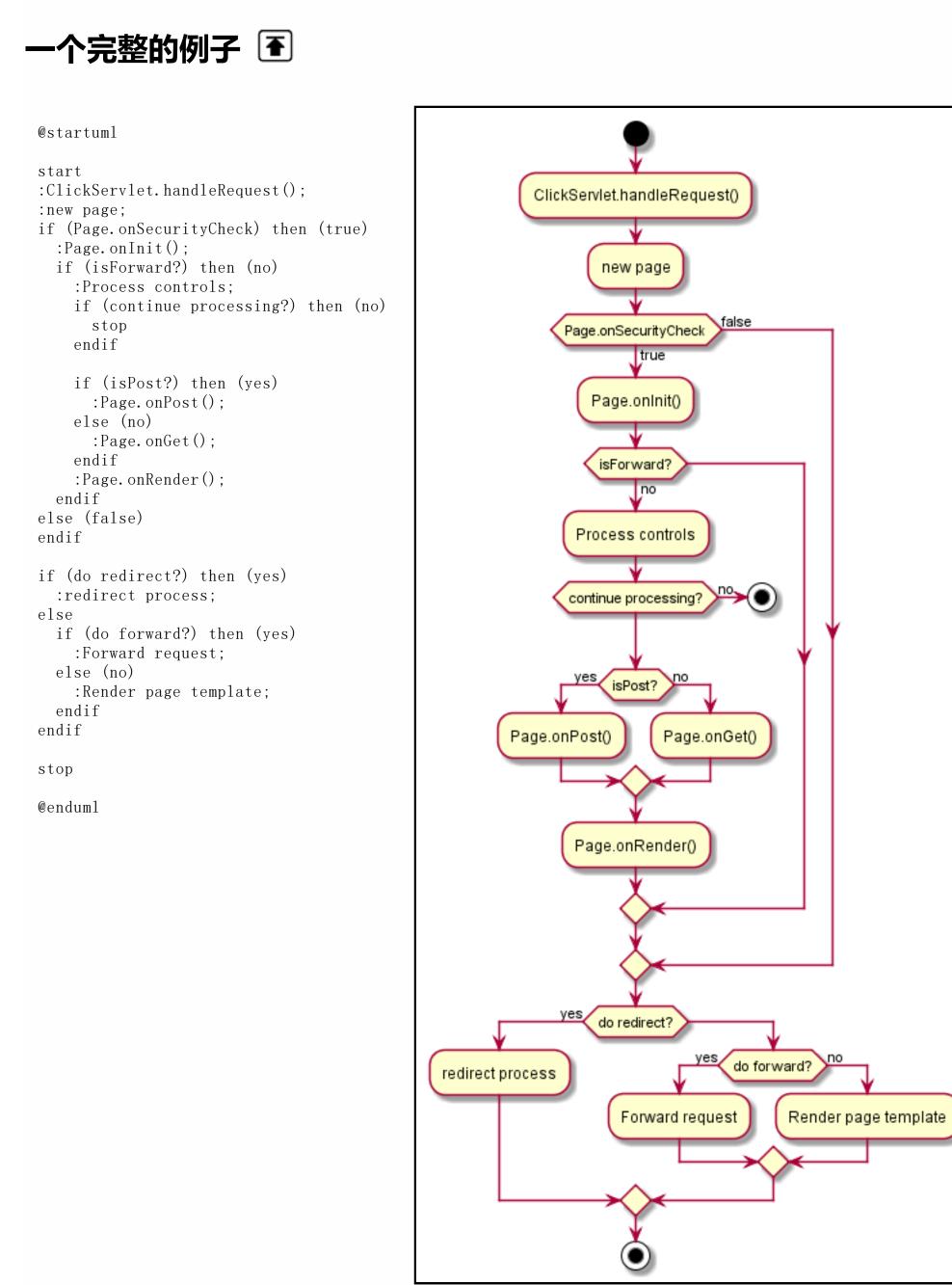
:foo5;

detach endif :foo6; detach

if (foo4) then

特殊领域语言(SDL) 🚹 通过修改活动标签最后的分号分隔符(;),可以为活动设置不同的形状。 • •] • }





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