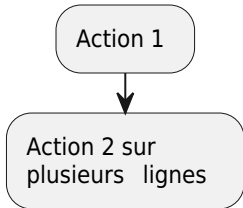


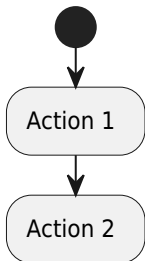
# Diagramme d'activités UML

Permet d'analyser un traitement, ou des interactions Homme/machine (Use case) Consolidation de la description textuelle de use case.

## Action



## Début

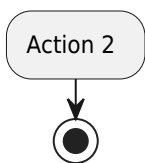


## Fin

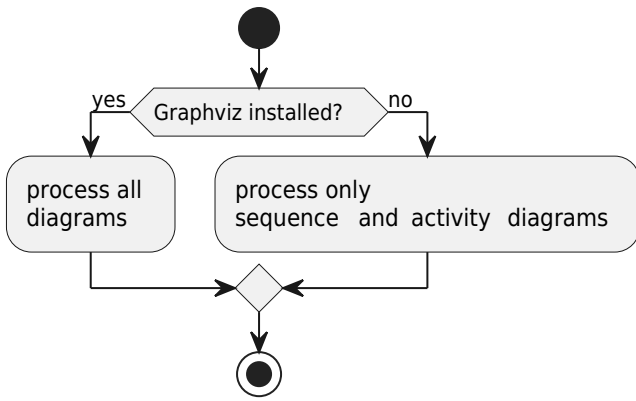
Fin de traitement

```
:Action 2;  
end
```

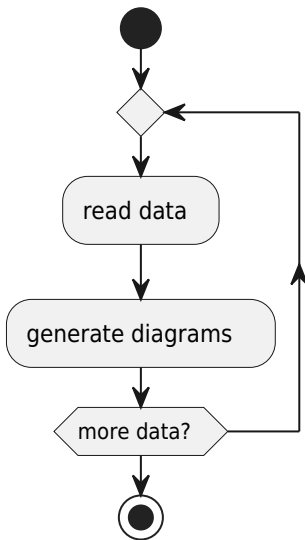
Fin de tous les traitements



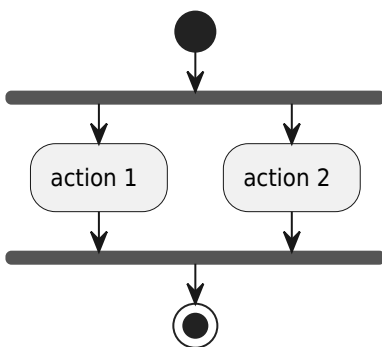
## Condition



## Itération/répétition



## Synchronisation



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