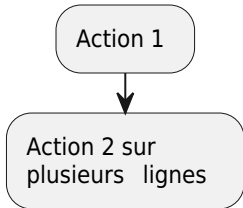


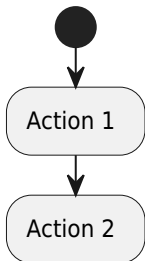
# Diagramme d'activités UML

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

## Action

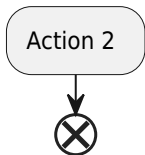


## Début

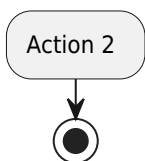


## Fin

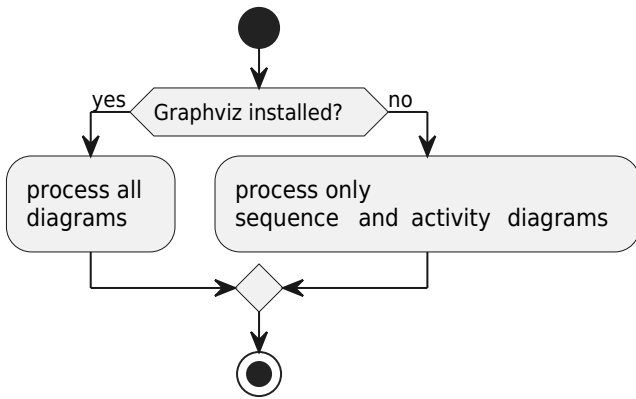
Fin de traitement



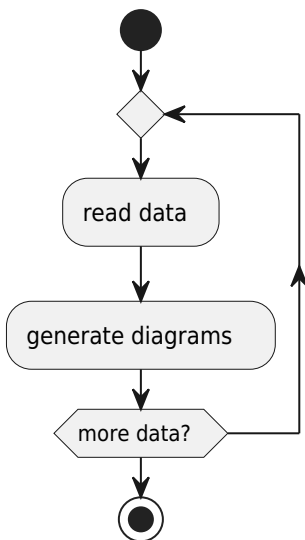
Fin de tous les traitements



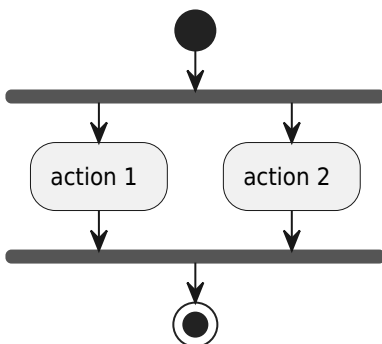
## Condition



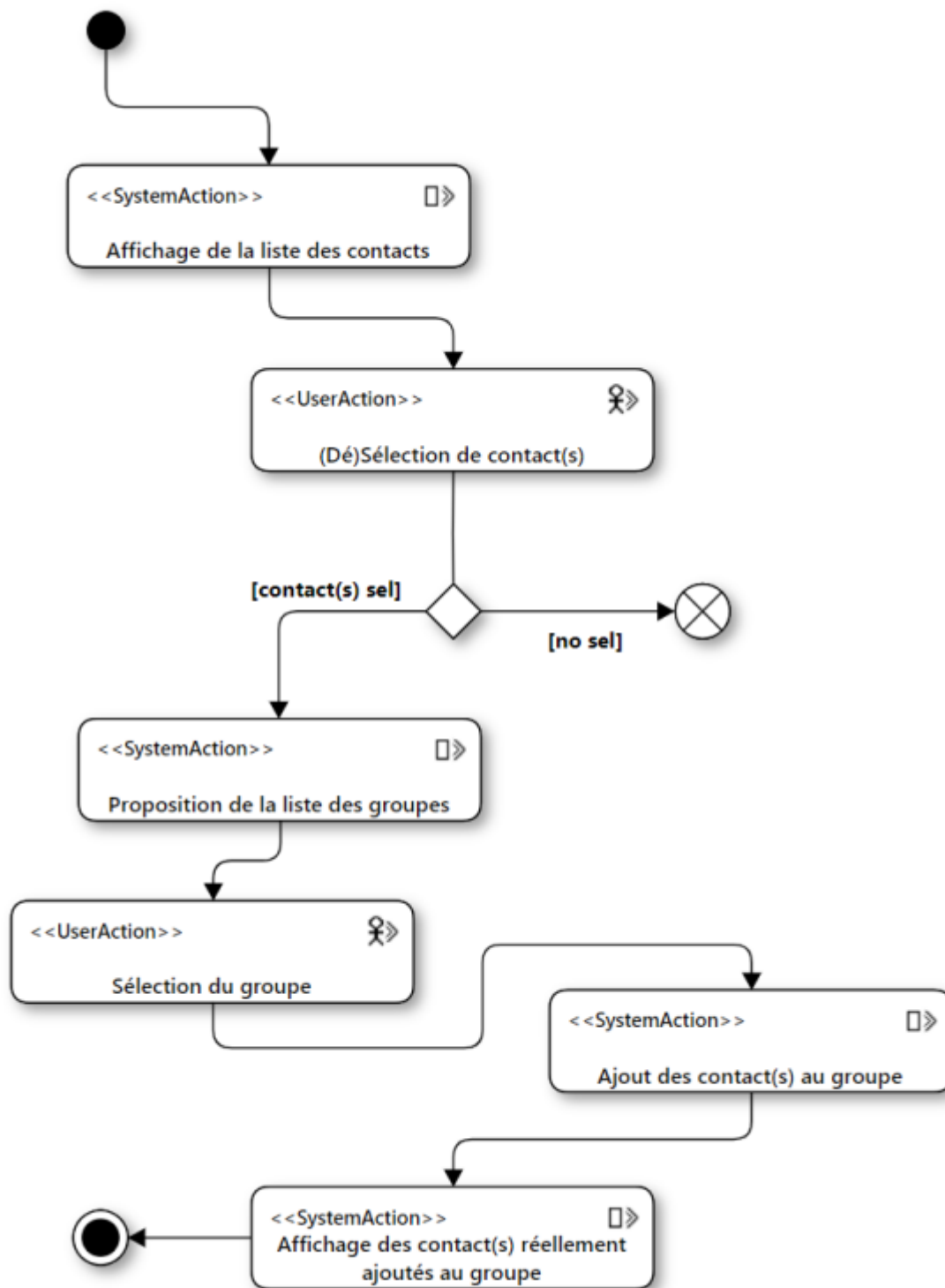
## Itération/répétition



## Synchronisation



# Exemple



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