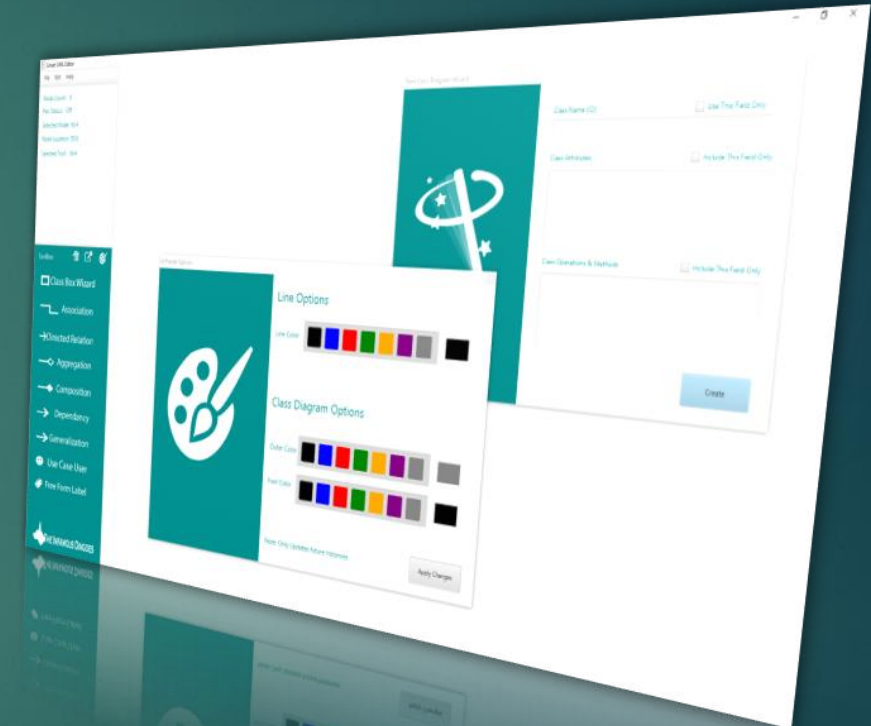


SmartUML

USER MANUAL



System Requirements

1 to 2 GB ram (Usually operates under 1)

*A constant Online Connection (Required to display some objects)

Java 8 or Higher

Operating System Support

Microsoft Windows 7, 8, 10

Apple MAC OSX Version 10 or Higher

Any Version of Linux/Unix Based Systems



Overview

Save/Load/New/Help & More

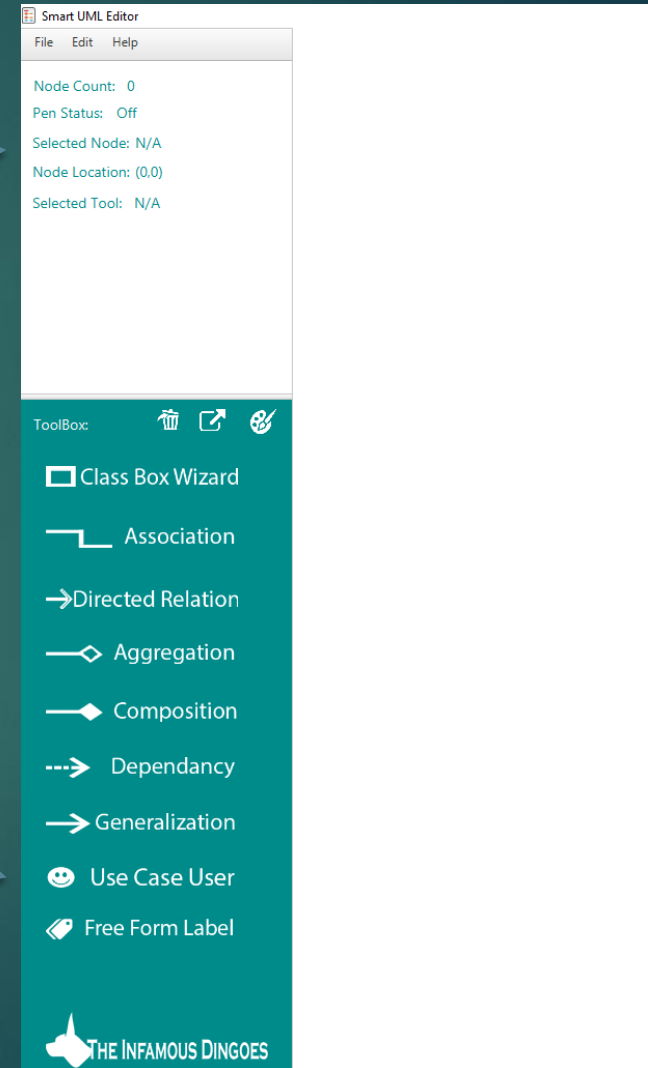
Workspace Properties and Info

Launches a wizard to create Class Box Diagrams (CBD)

Allows for Connecting CBD's with Various Line Types

Create UseCase Characters

Create Free Form Labels



Overview Continued

Delete Selected Workspace Item

Export Project as .PNG or.PDF

UI Coloring Schemes (Workspace View & Export Only)

Indicates Which Tool is Selected



Overview Continued

Indicates Which Tool is Selected

- Association
- Directed Relation
- Aggregation

Node Count

Line Tool Status (On/Off)

Which Node is in Focus

Where is Node in Workspace

Which Tool are You Using

Node Count: 7
Pen Status: Off
Selected Node: Test2
Node Location: (428.0 , 164.0)
Selected Tool: N/A

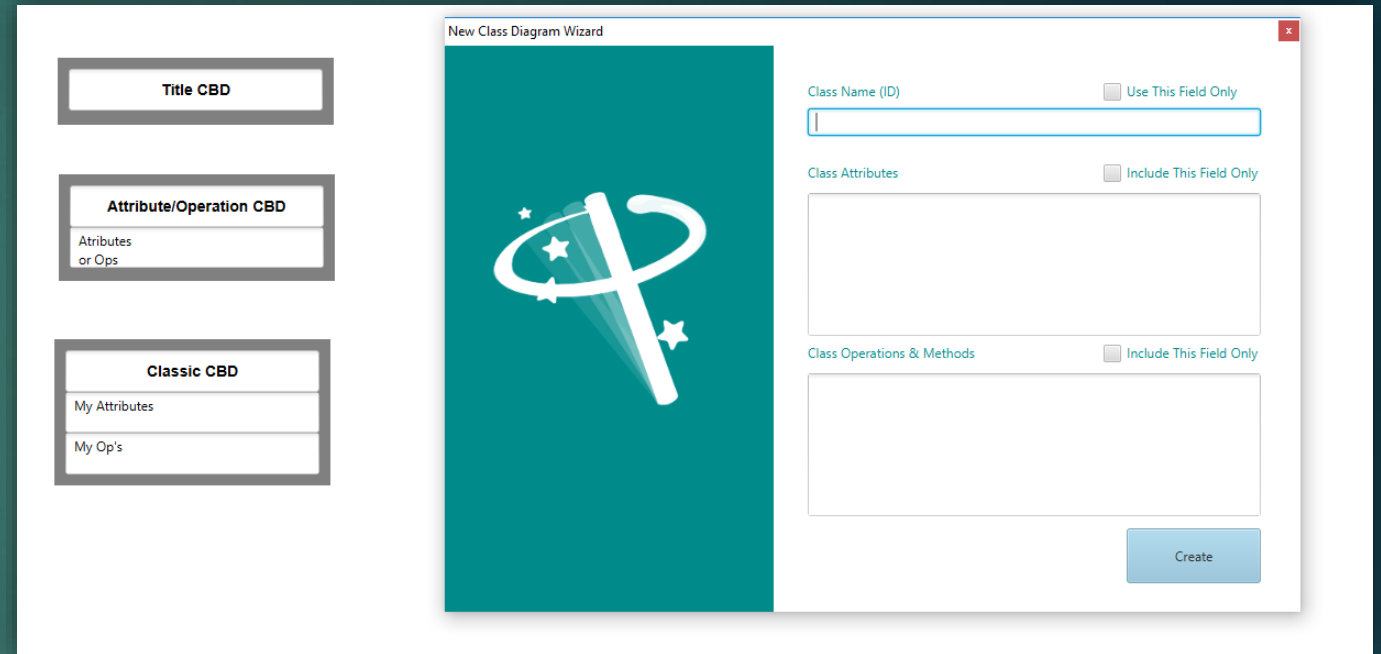
ClassBox Diagrams (CBD's)

CBD's can come in a variety of Versions such as TitleFields, Mini CBD's, or Classic CBD's

TitleFields – only display a header

Mini CBD's – display a header & either an attributes box or an operations box

Classic CBD's – display's everything



Note that the Checkfields shown control the rendering of the respective CBD and coloring depends On settings chosen in the UI manager prior to creating a CBD.

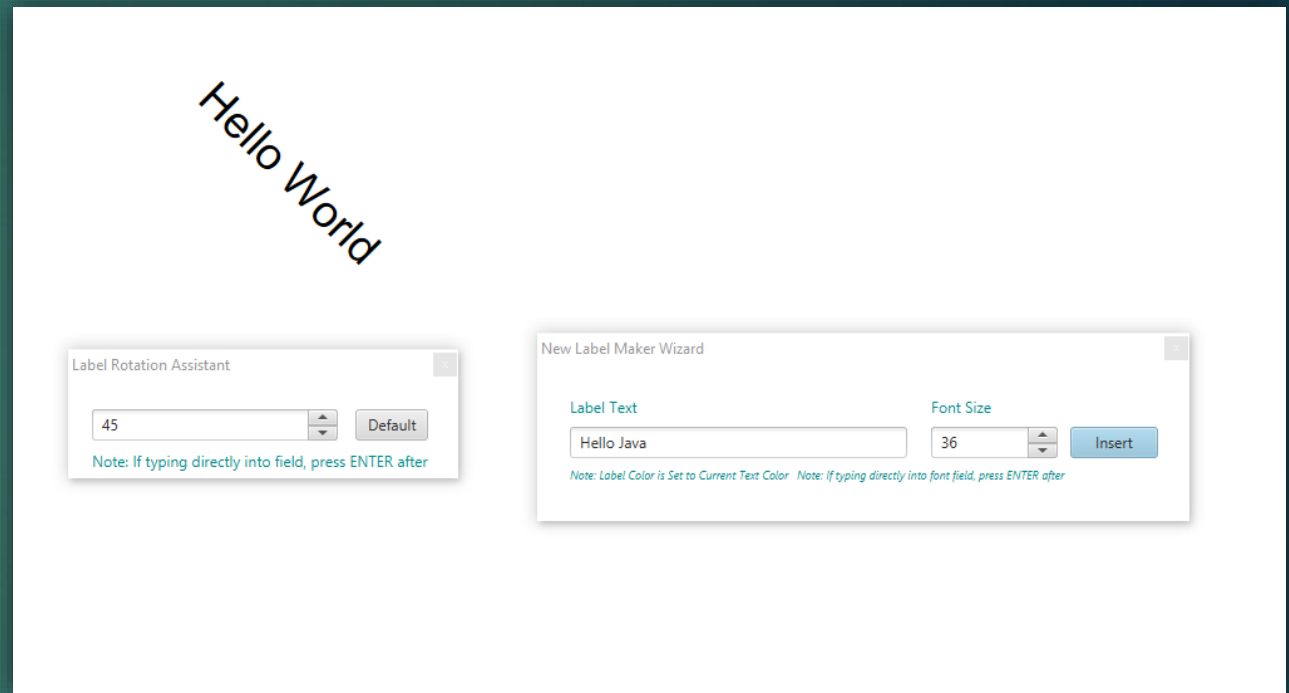
Free Form Labels

Labels can be created using the Free Form Label tool. Labels can be moved around the workspace

If you DOUBLE CLICK on a label, It will allow you to apply a rotation To the label.

Note: When connecting lines It is better to connect to a non-rotated First is the label has a rotation applied to it

It is important to note, that like CBD's, label font color rendering is determined by the UI manager Before the label is rendered. It is also important to note that you can change the font size in the Selection box by typing in the selected font size and pressing ENTER, before clicking Insert



Use Case Characters

Simply pressing the Use Case Button will generate a stick character
As shown to the right. These characters can be moved around on
The workspace but are at a fixed size.

Lines can be bound to these characters like any other object



Lines

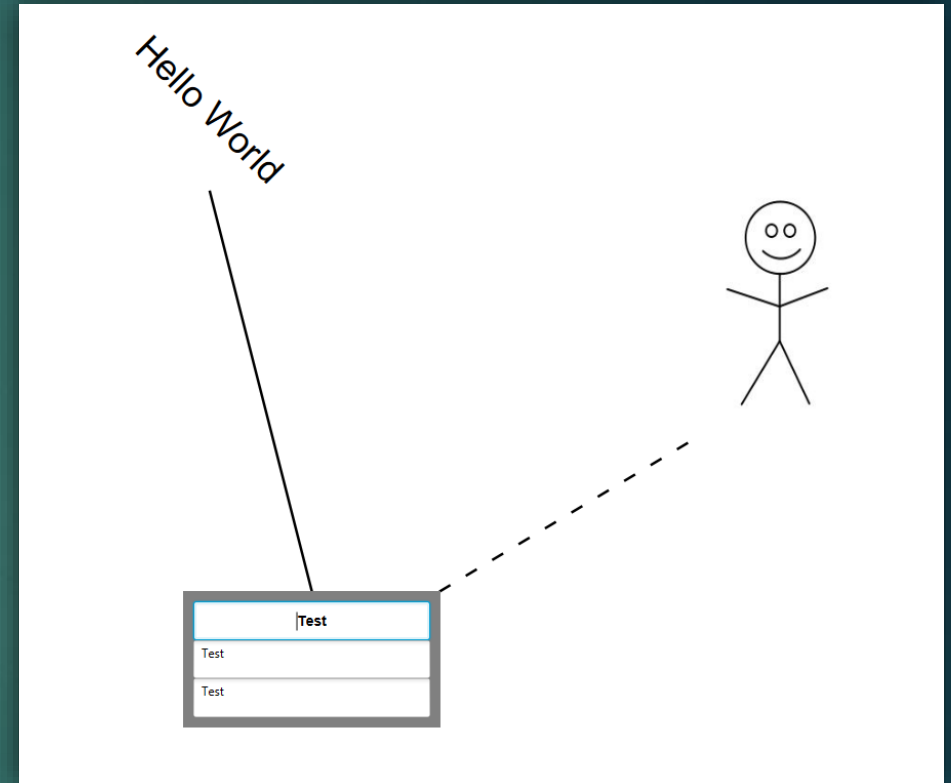
Lines are straight forward, Select objects (Nodes)
The first one is the starting point, and the second is the End point. Upon clicking the second one, a line will be drawn, binding and connecting the nodes based on the line type you have chosen.

Important Notes

Line coloring is chosen by UI manager prior to creating line

Line synchronization occurs when nodes are moved around or touched (depending on the type of node)

Lines themselves count as nodes and most wizards and tools that are not lines themselves, turn the line tool off or tell you to do so to prevent undesired behavior

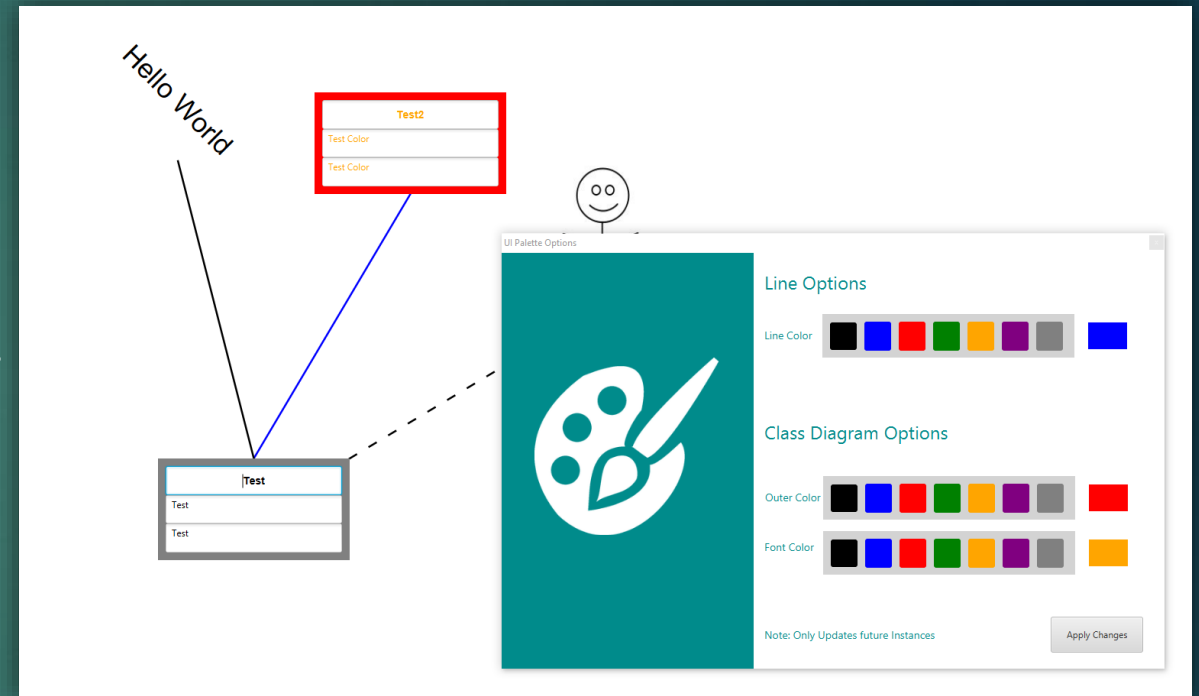


UI Color Manager

The UI Color Manager adds a splash of Flare in the project by allowing key Lines and nodes to take on various colors.

The manager is passive, meaning that any Changes made won't show up until the next Object is drawn (it does not apply to rendered objects)

Note: Any coloring that occurs cannot be Saved to file (Yet), but can be exported As PNG or PDF

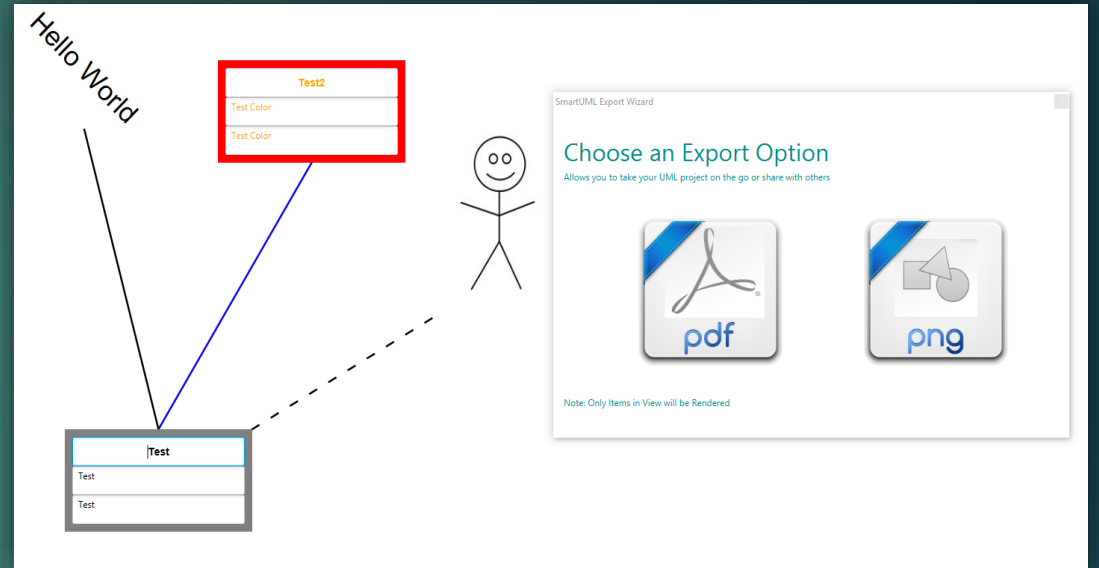


Exporting

Projects can be exported as a .PNG Image file or as a .PDF file to be shared With friends, or coworkers.

Simply click on the Export button and choose Which format you would like.

Note: These formats are compatible with Every major operating system (mobile included)



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Images & Objects hosted by the ANTF Group (antfcorp.com)

