



ArgoUML ##### 0.34

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java -jar argouml.jar -help

java -jar argouml.jar -locale en

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#####: When ArgoUML starts, it shows an empty class diagram on which you can add various objects. ArgoUML works according the following principles:

#####: The file operations save and open handle one `project` at a time. One `project` corresponds to a `model` plus diagram information, i.e. everything you can edit within the ArgoUML window.

#####: Select objects by left-clicking on them. The functionality of ArgoUML can be activated in the menu, in toolbars, or in pop-up menus when right-clicking above an object. Many of these functions work on the selected objects.