Itajaí, 27 de abril de 2017

Universidade do Vale do Itajaí - UNIVALI

Centro de Ciências Tecnológicas da Terra e do Mar

Curso de Bacharelado em Ciência da Computação

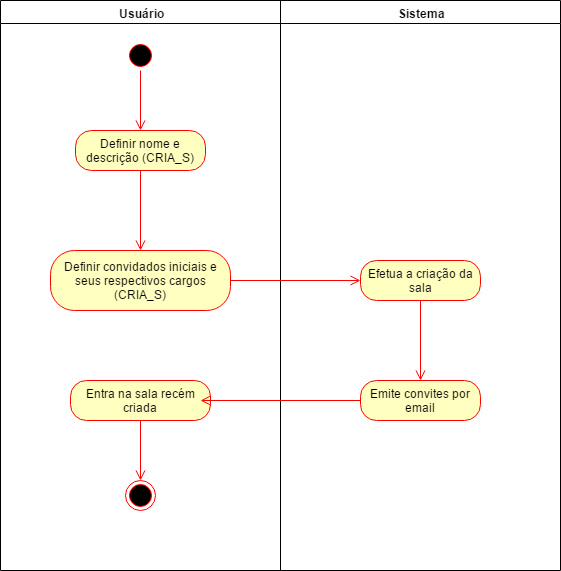
Disciplina de Engenharia de Software

Professor: Antônio Carlos Silva

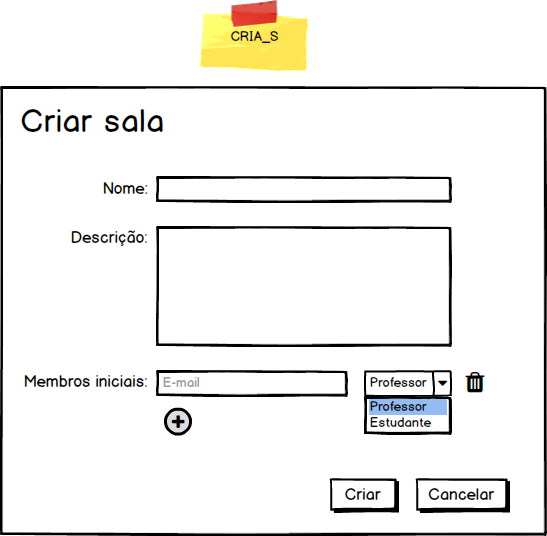
Acadêmicos: Arthur Passos, Andriél Ferreira, Eliel Silvério Junior, Fernando Concatto e Hálersson Paris Goes

Diagramas de Atividades e Mockups

# Atividade 1: Criar Sala

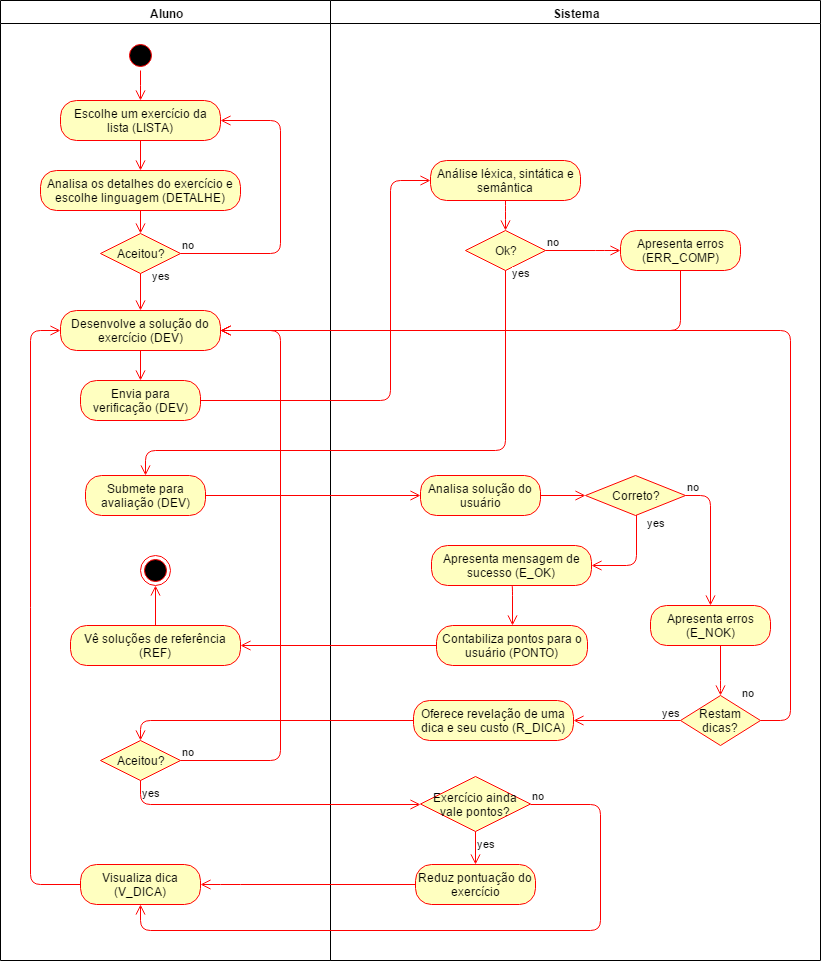


# Mockups: Atividade 1



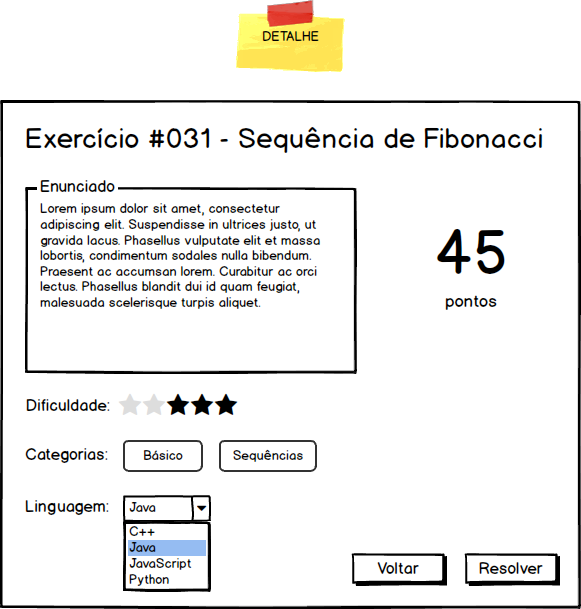
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# Atividade 2: Exercitar Programação

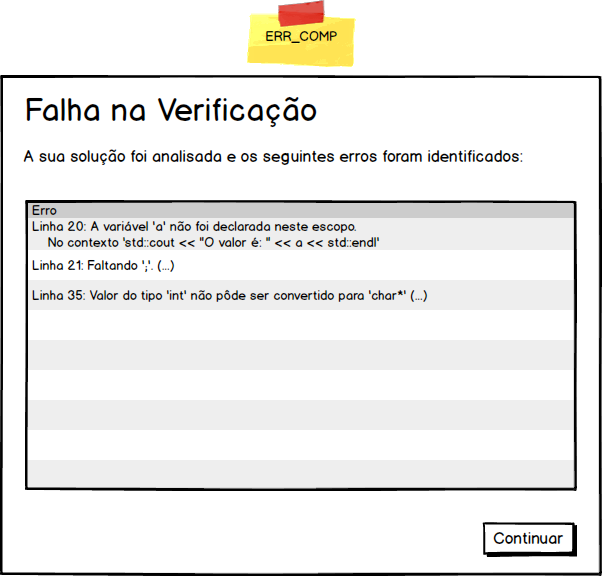


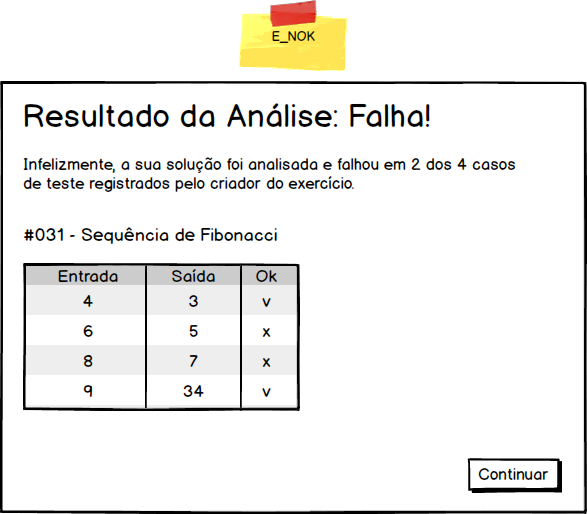
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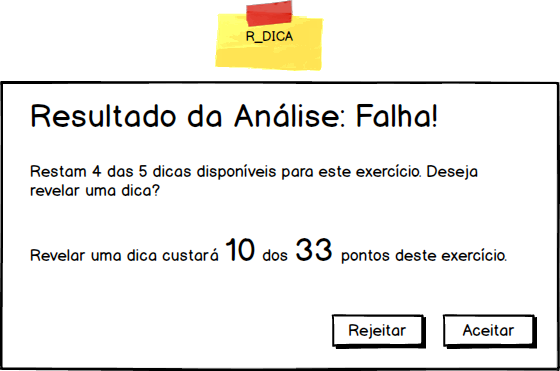


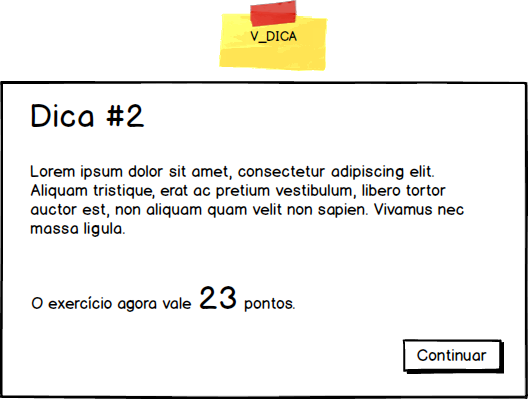


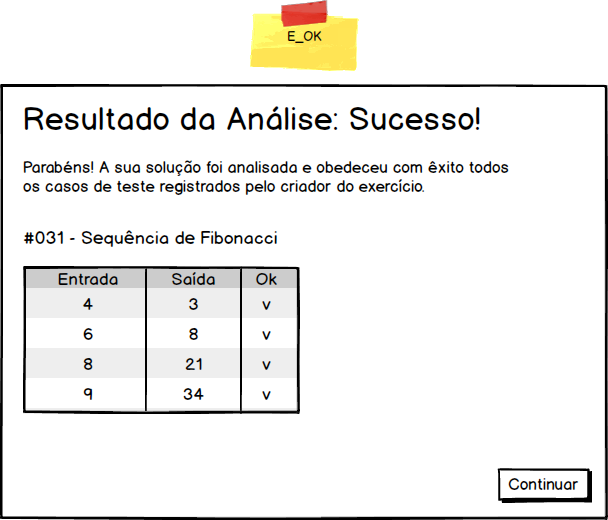




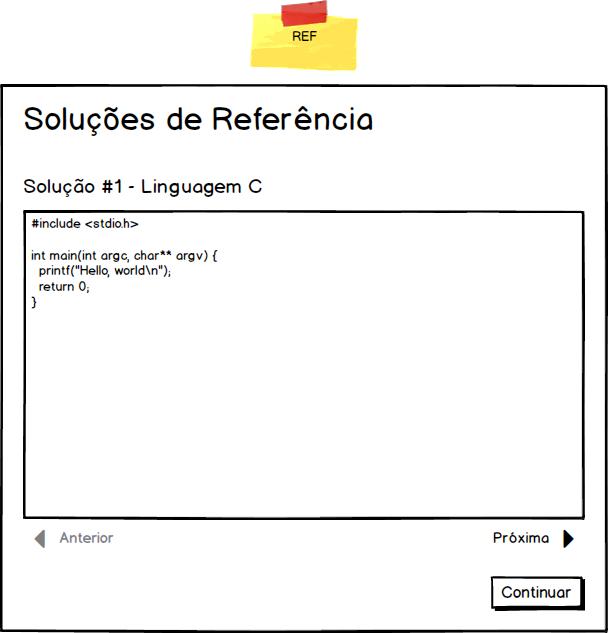












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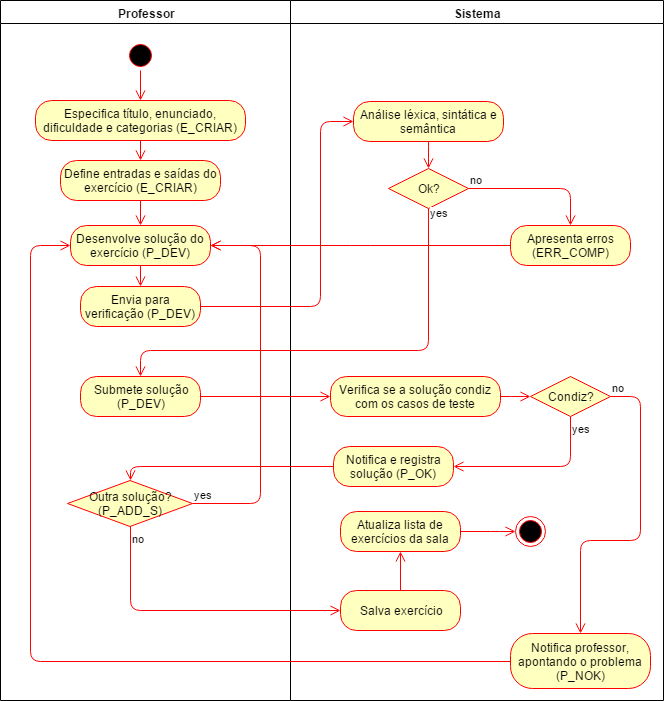
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# Atividade 3: Criar Exercício

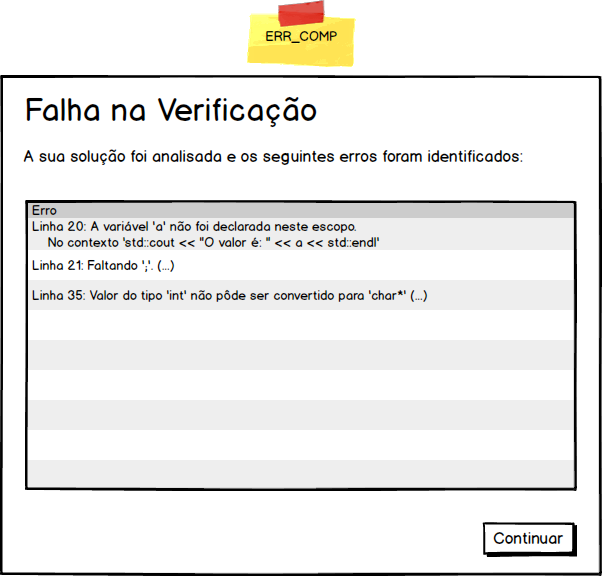


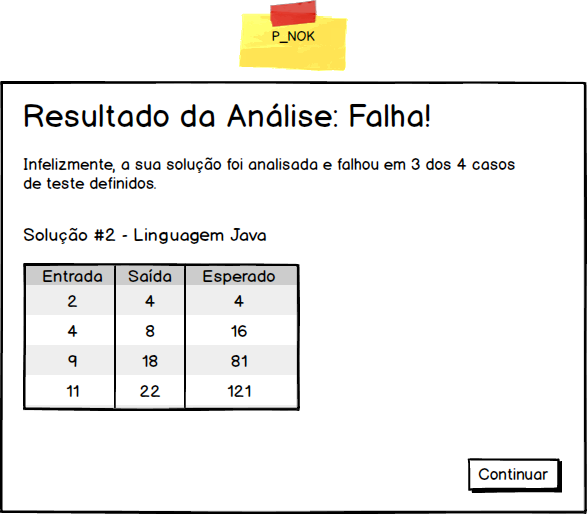
# Mockups: Atividade 3

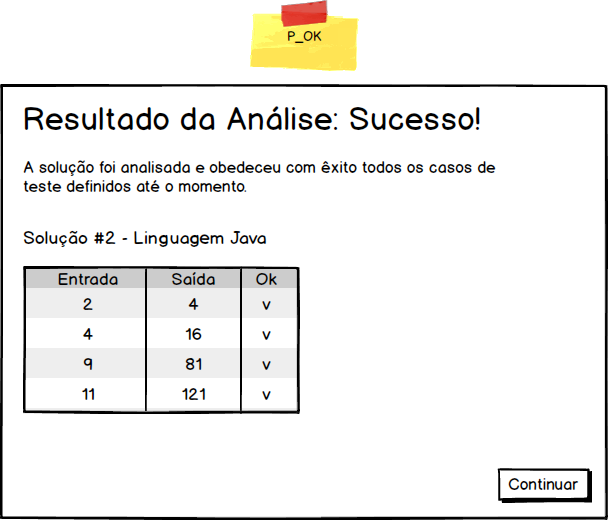
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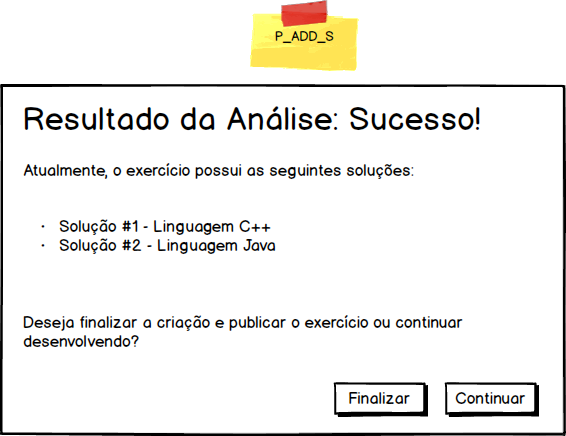
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# Mockup extra: LISTA para professores

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