



Universidad de Granada

Escuela Técnica Superior de Ingenierías  
Informática y de Telecomunicaciones

Prácticas de Fundamentos e Ingeniería de software

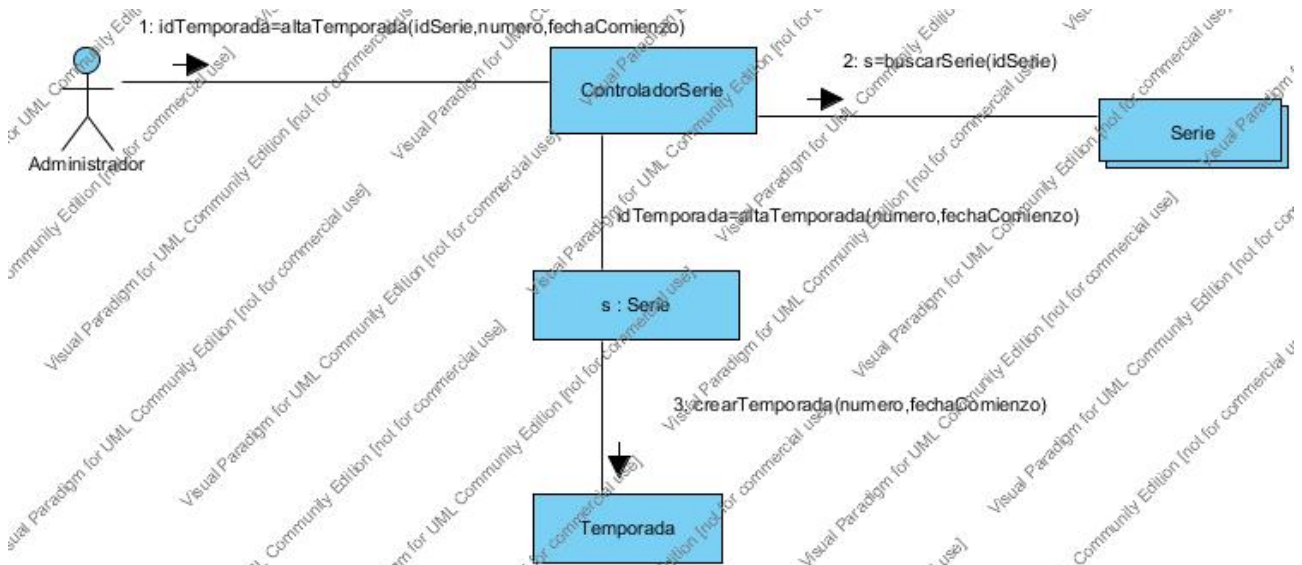
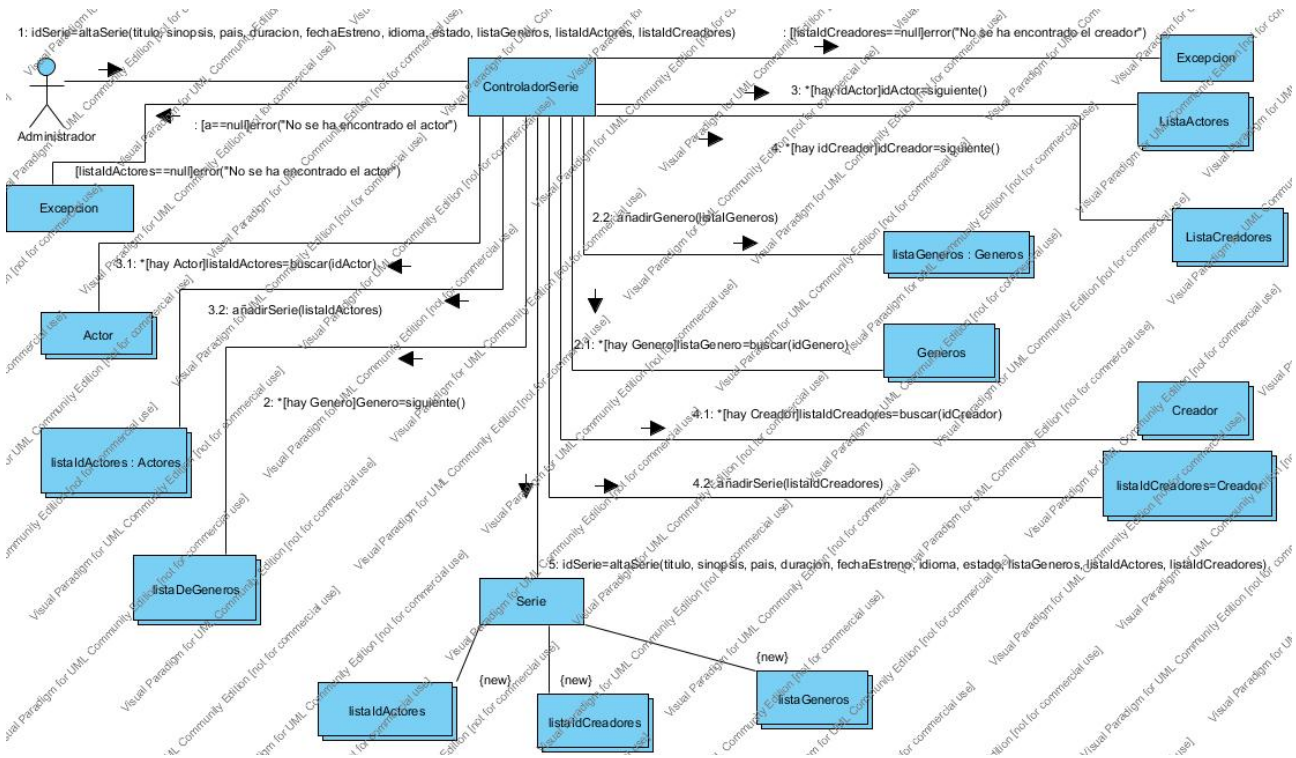
CHRISTIAN ANDRADES MOLINA  
JOSE CRISTOBAL LOPEZ ZAFRA  
ALEJANDRO RUIZ PEINADO  
SERAFIN VELEZ PALOMINO

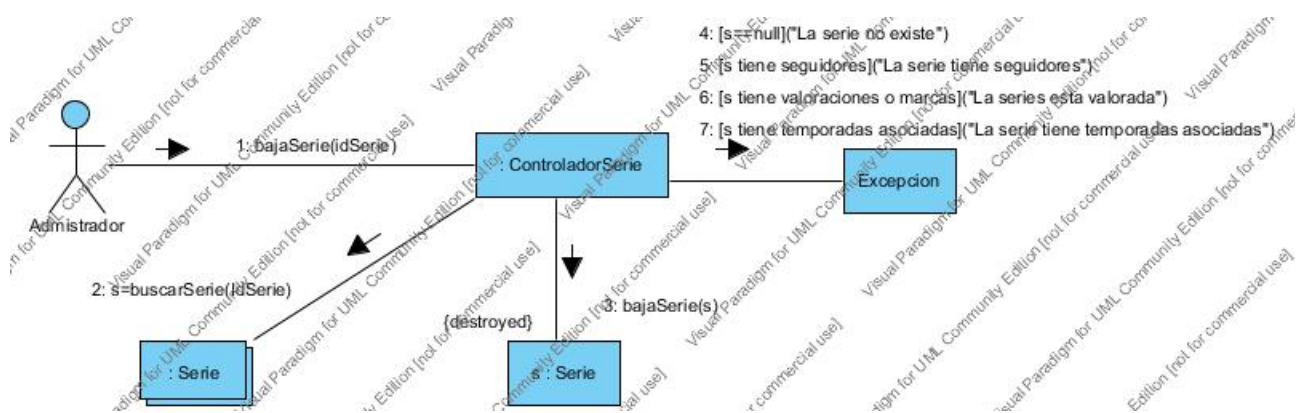
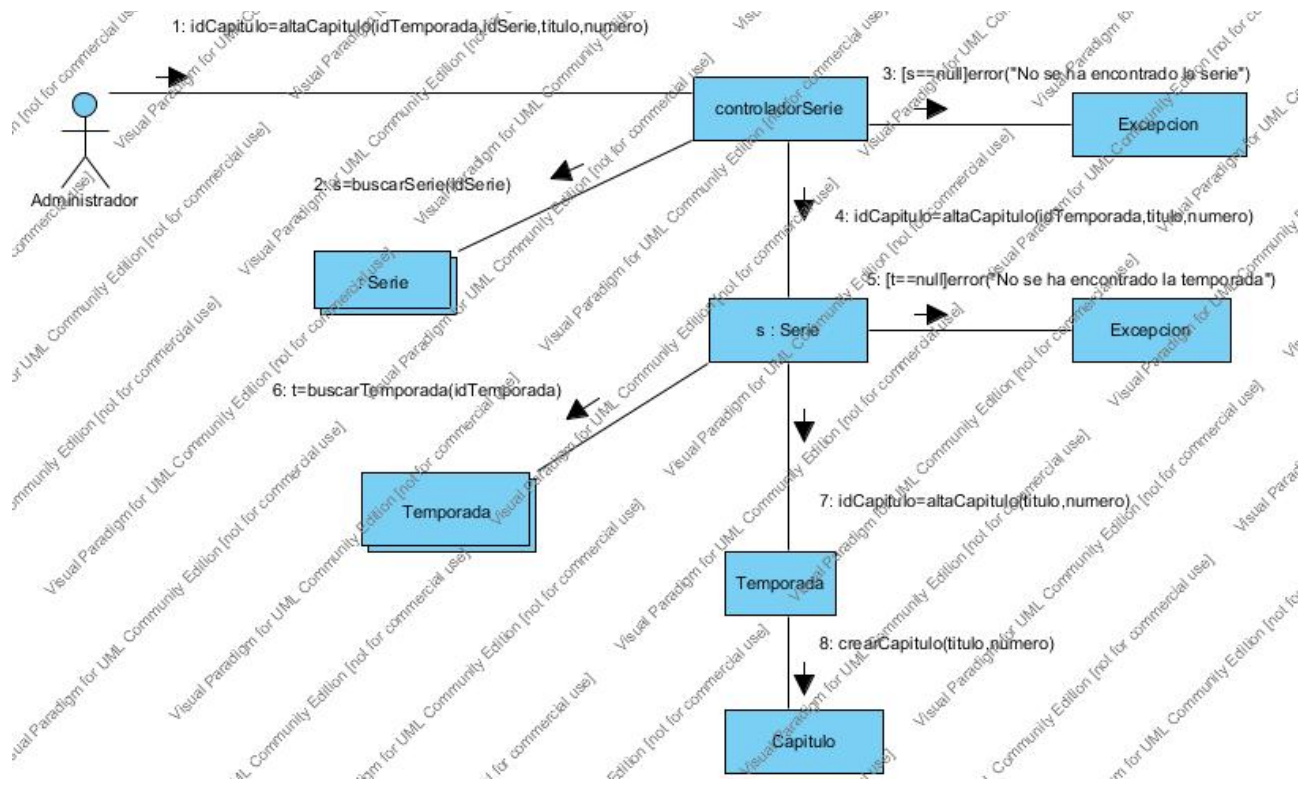
## Práctica 4

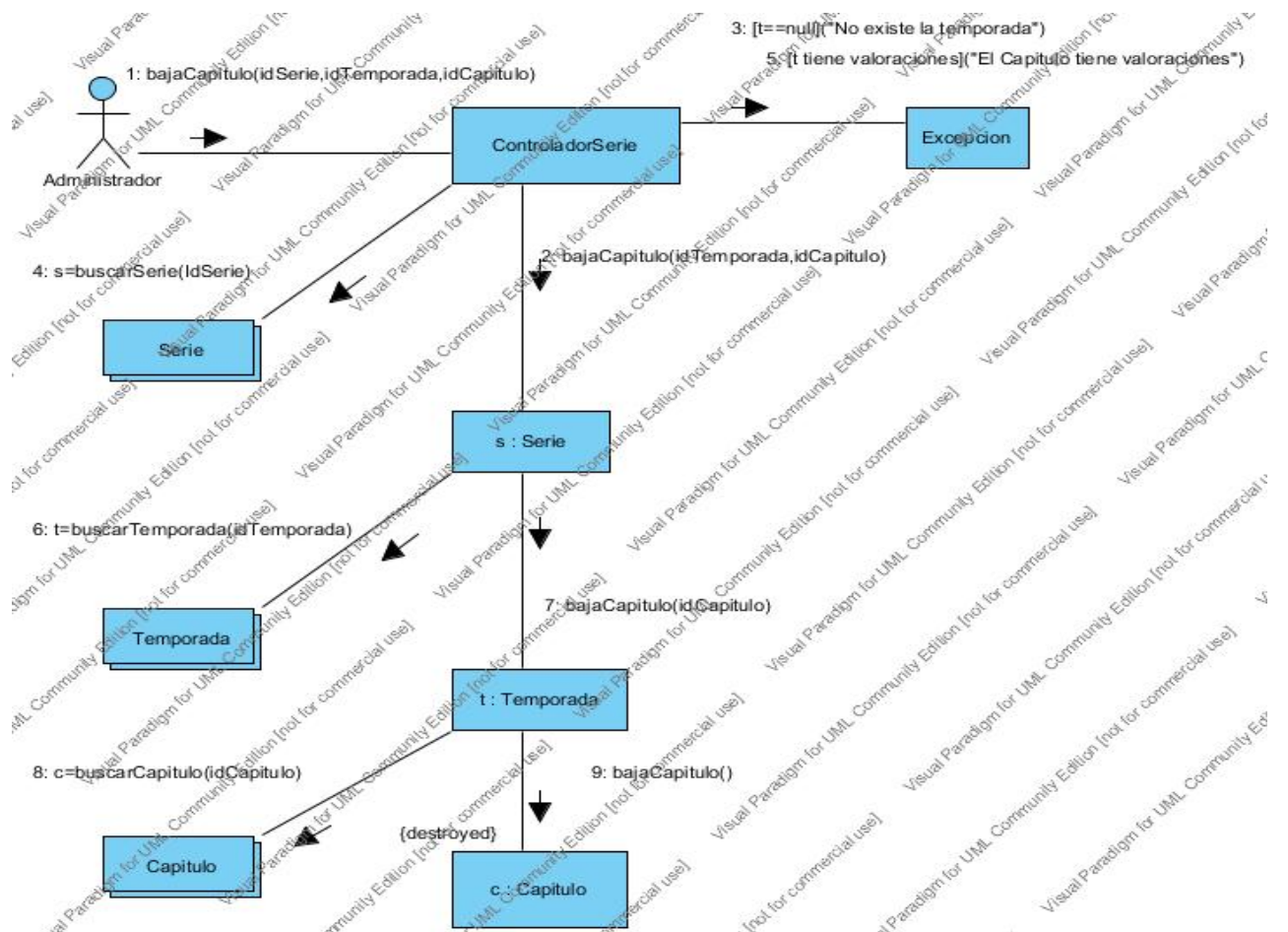
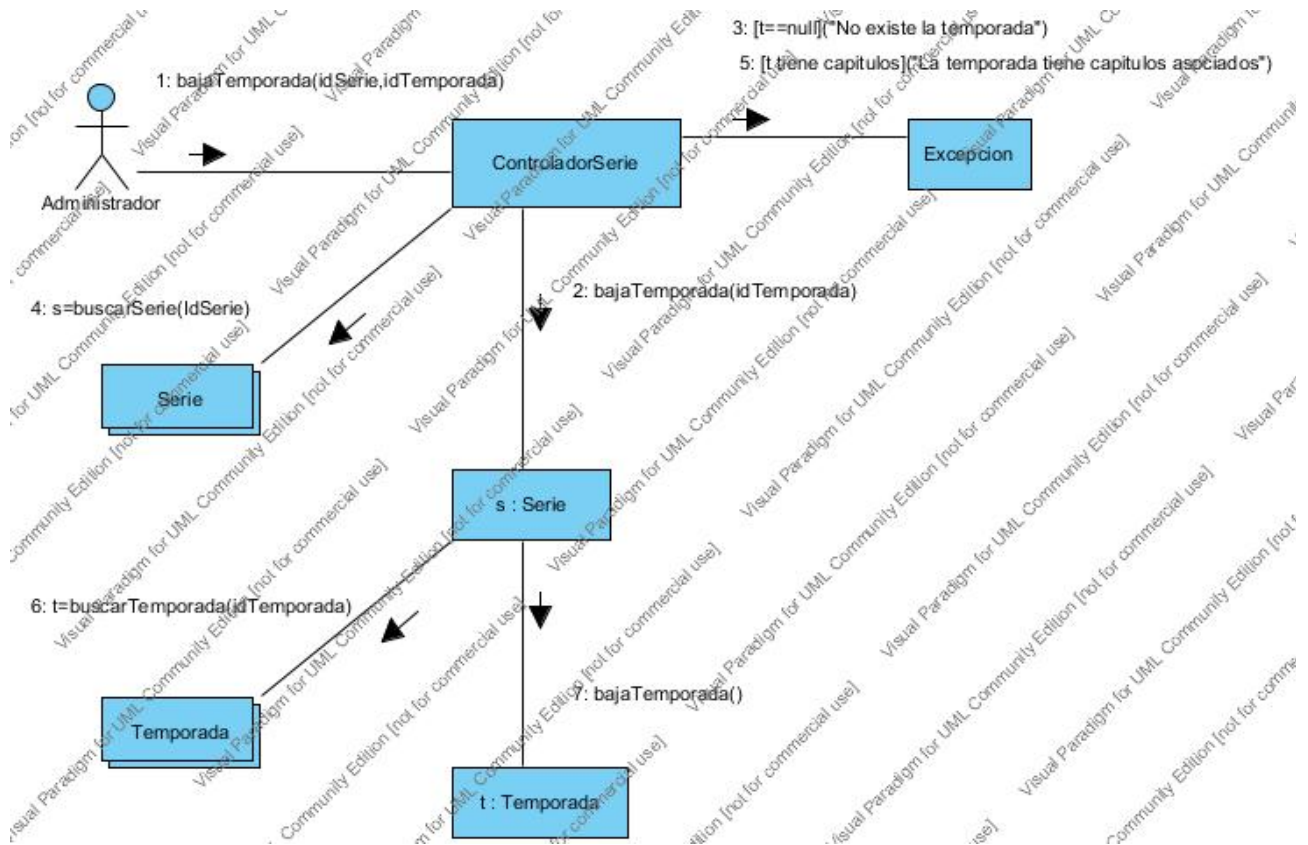
**Diseño e implementación**

100

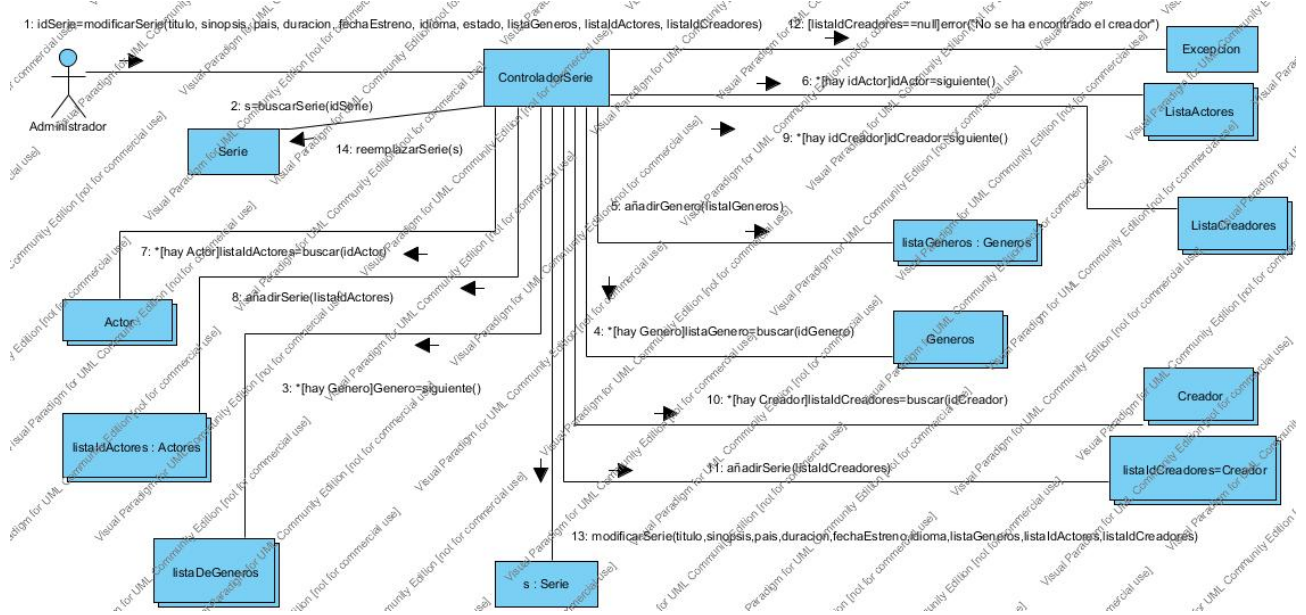
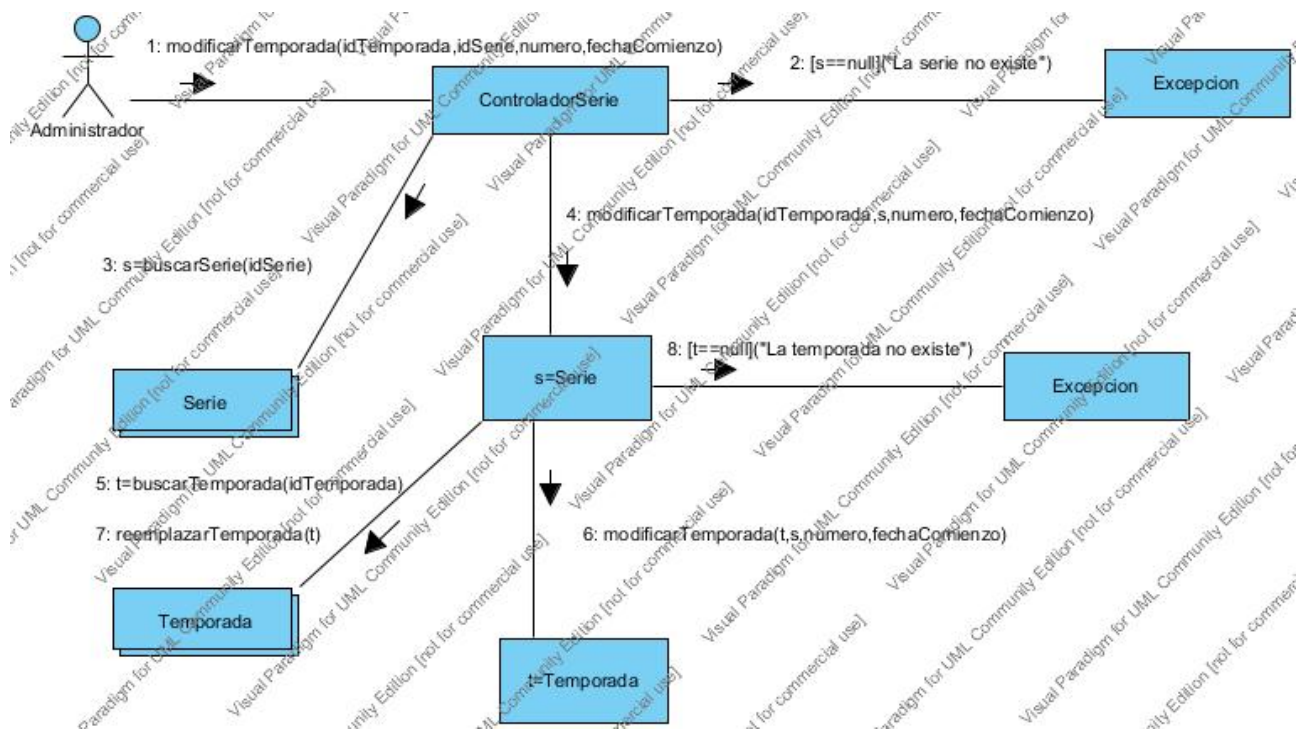
**Serafin Velez Palomino**



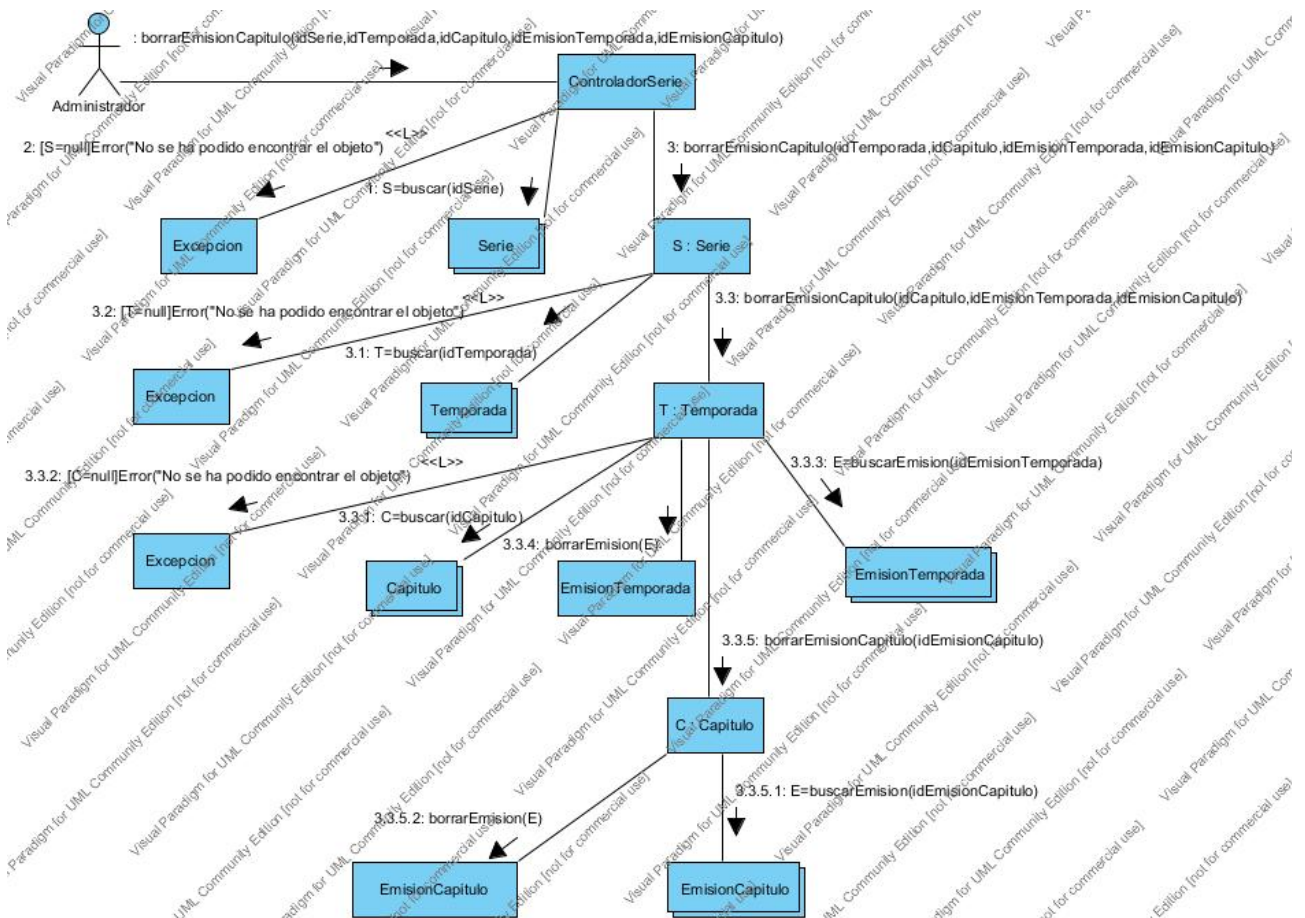
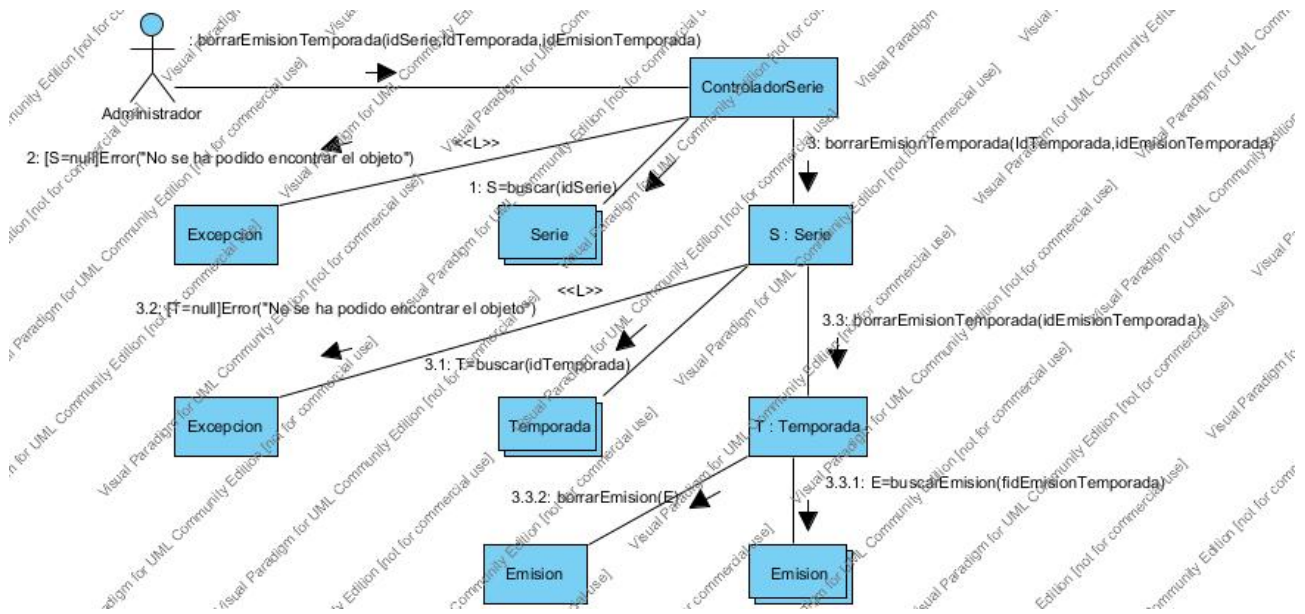




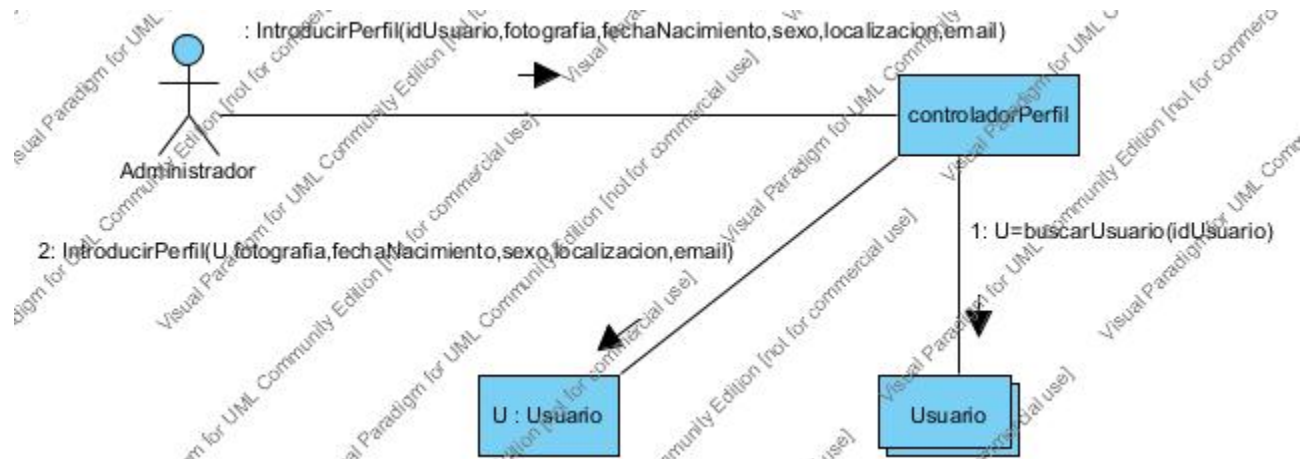
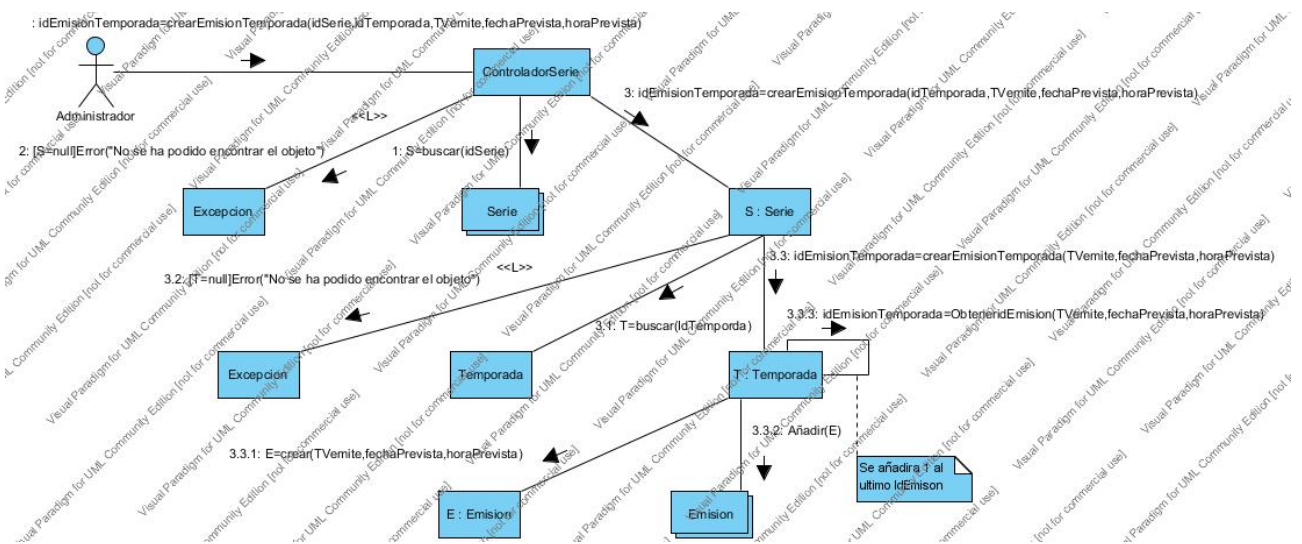
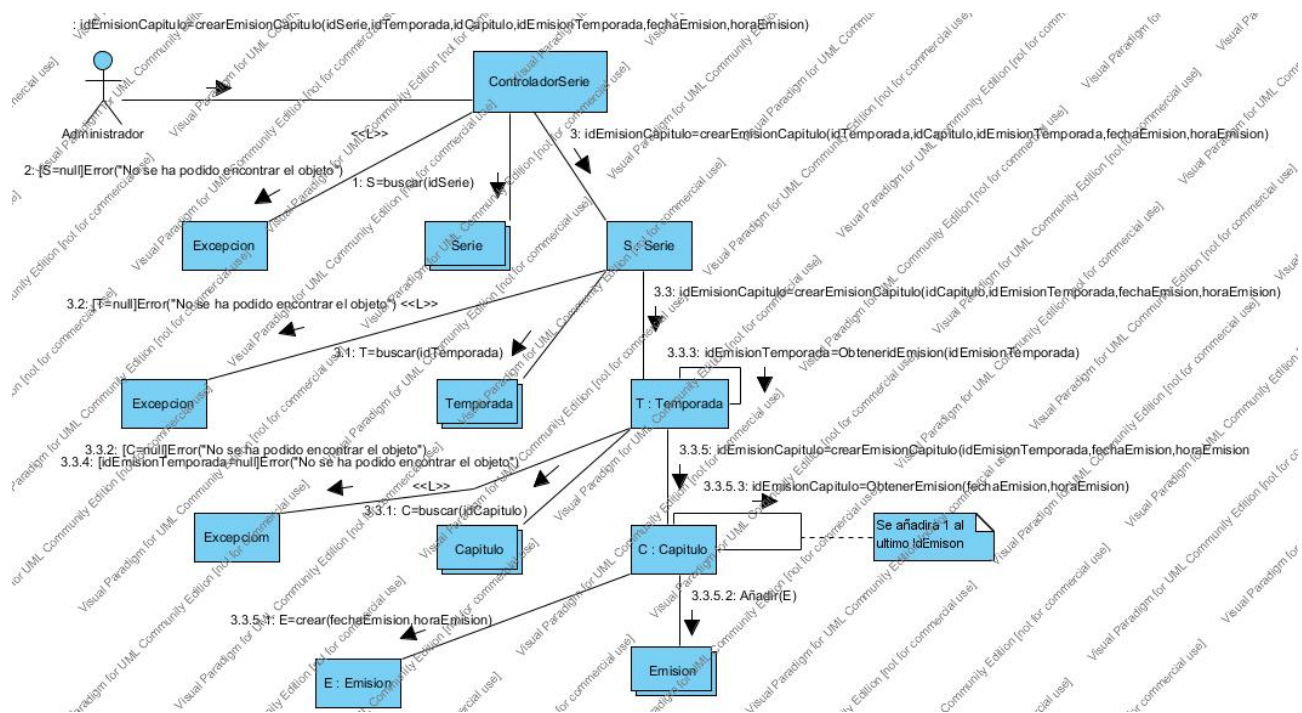


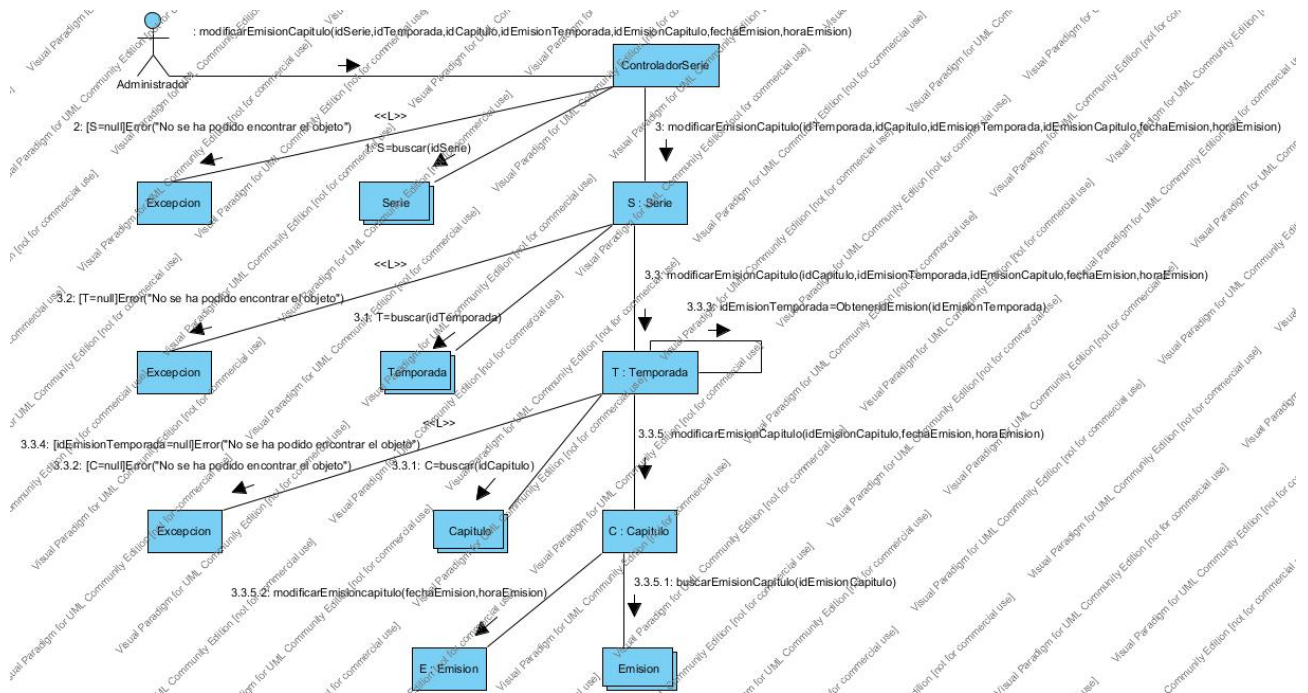
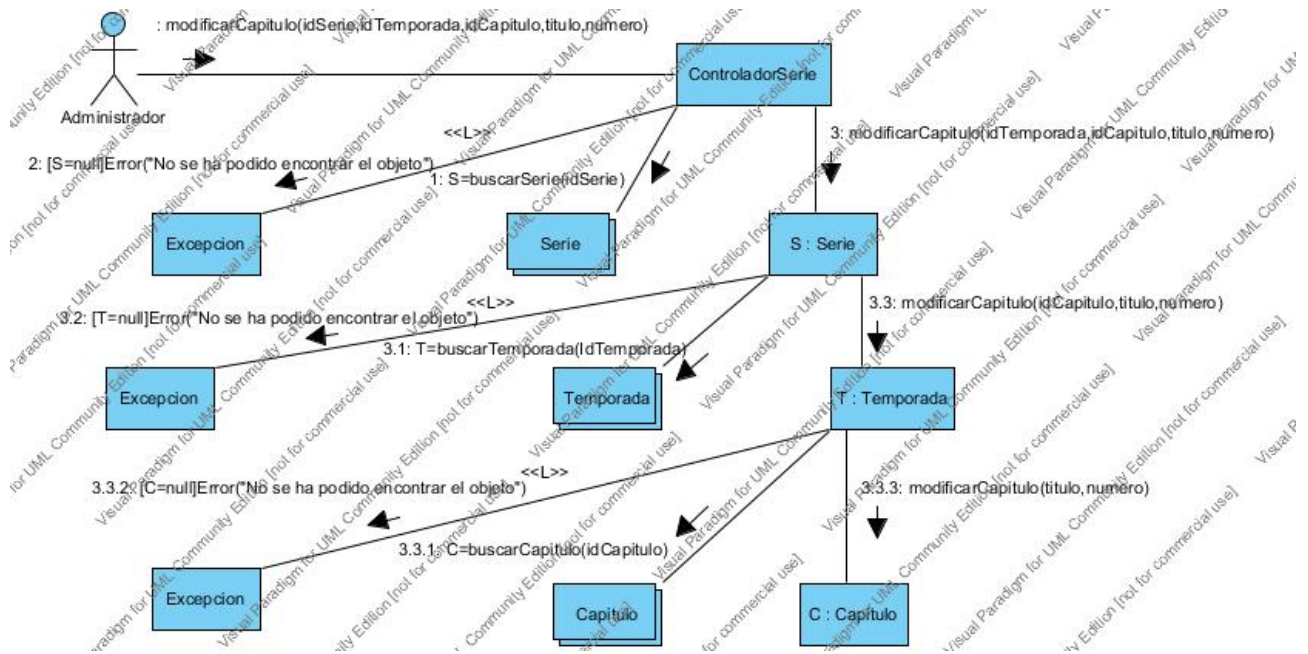


# Alejandro Ruiz Peinado

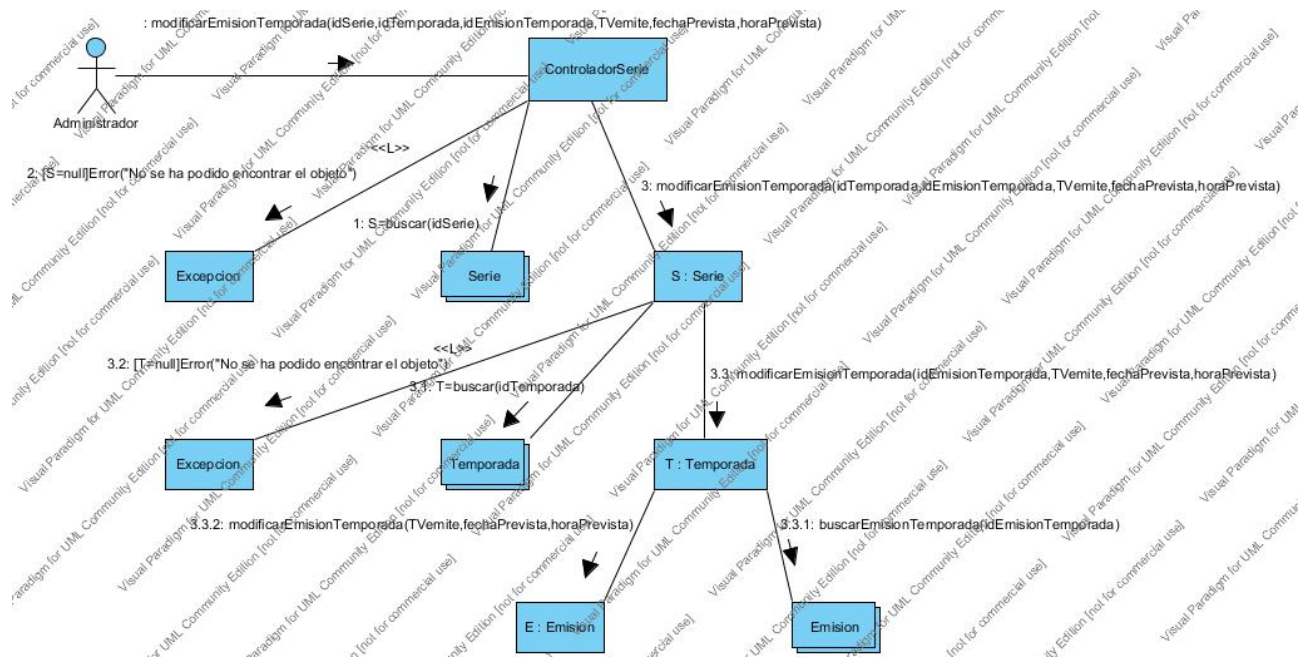






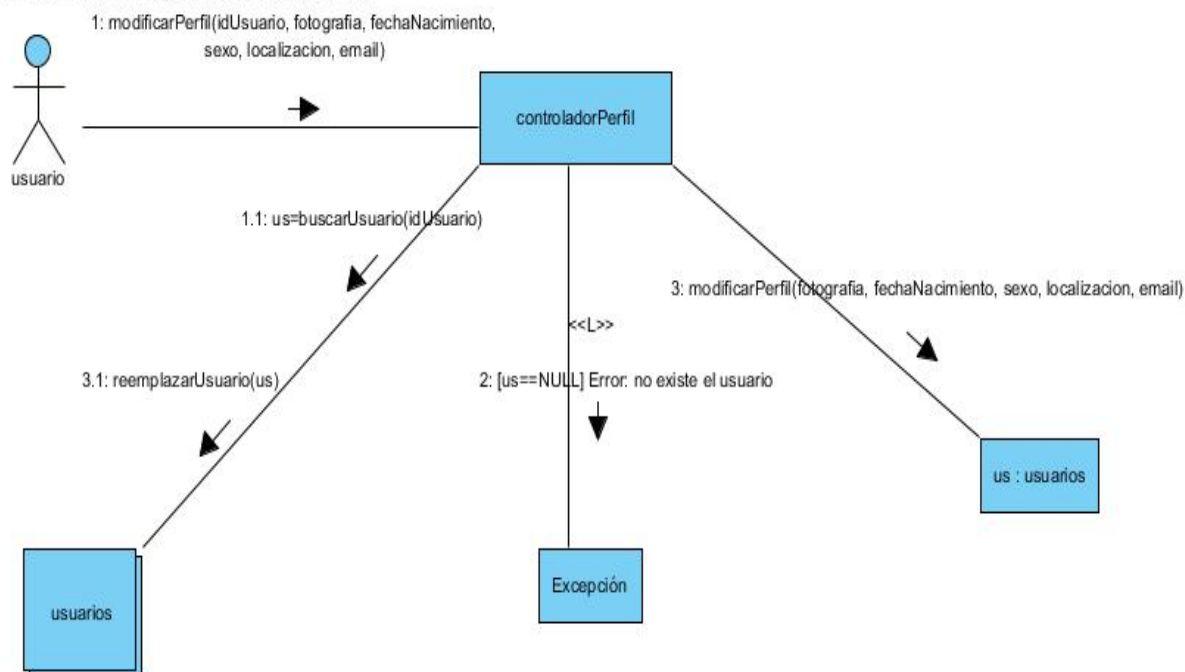


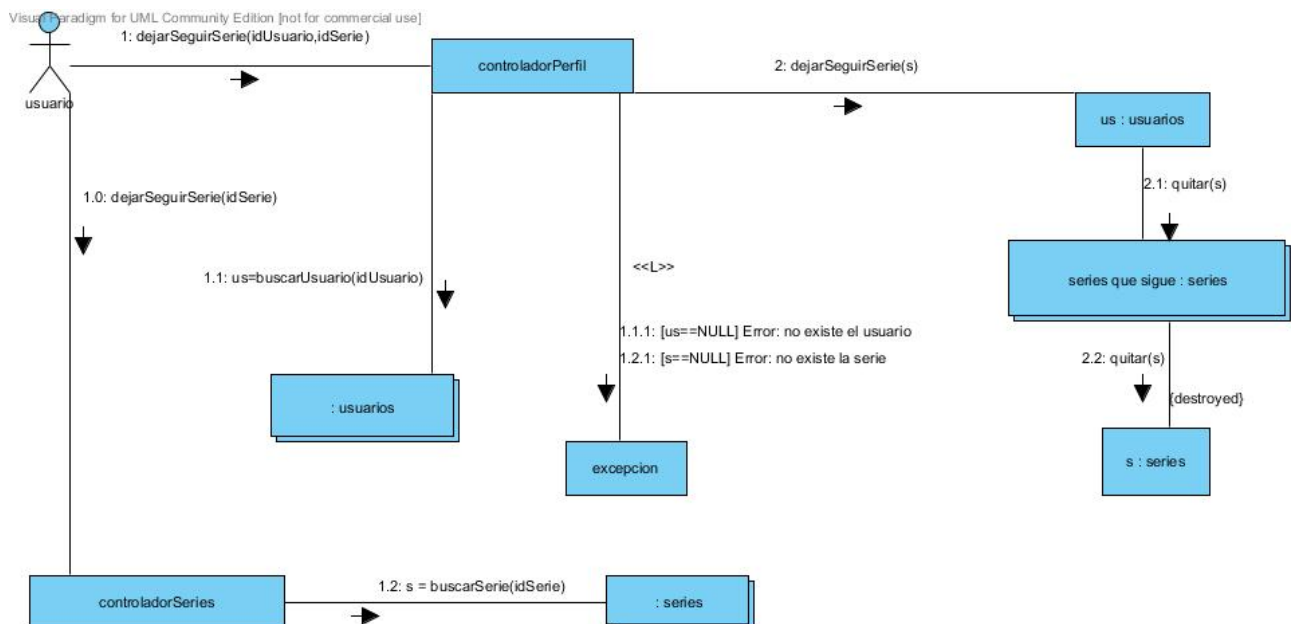
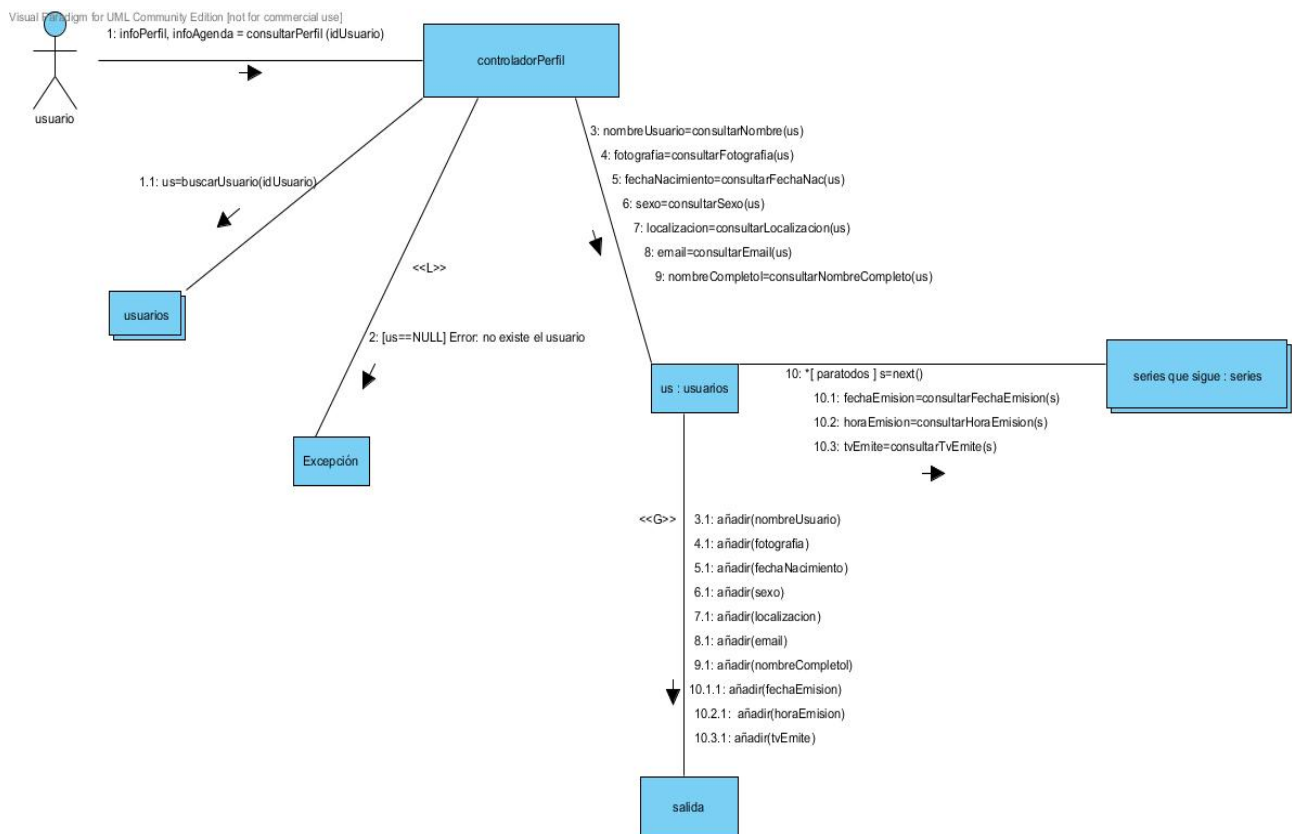


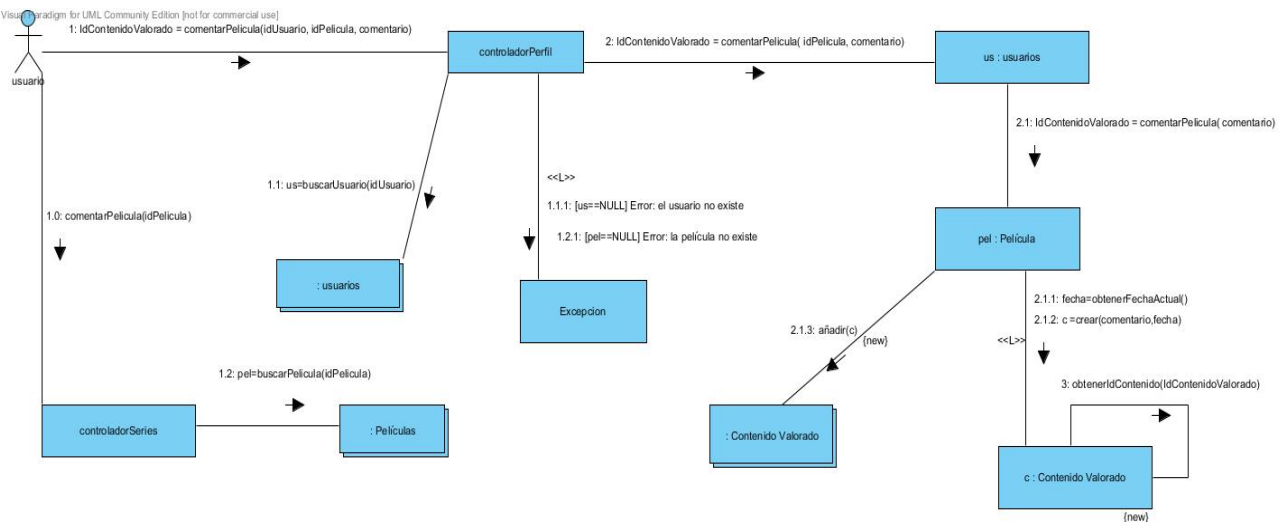
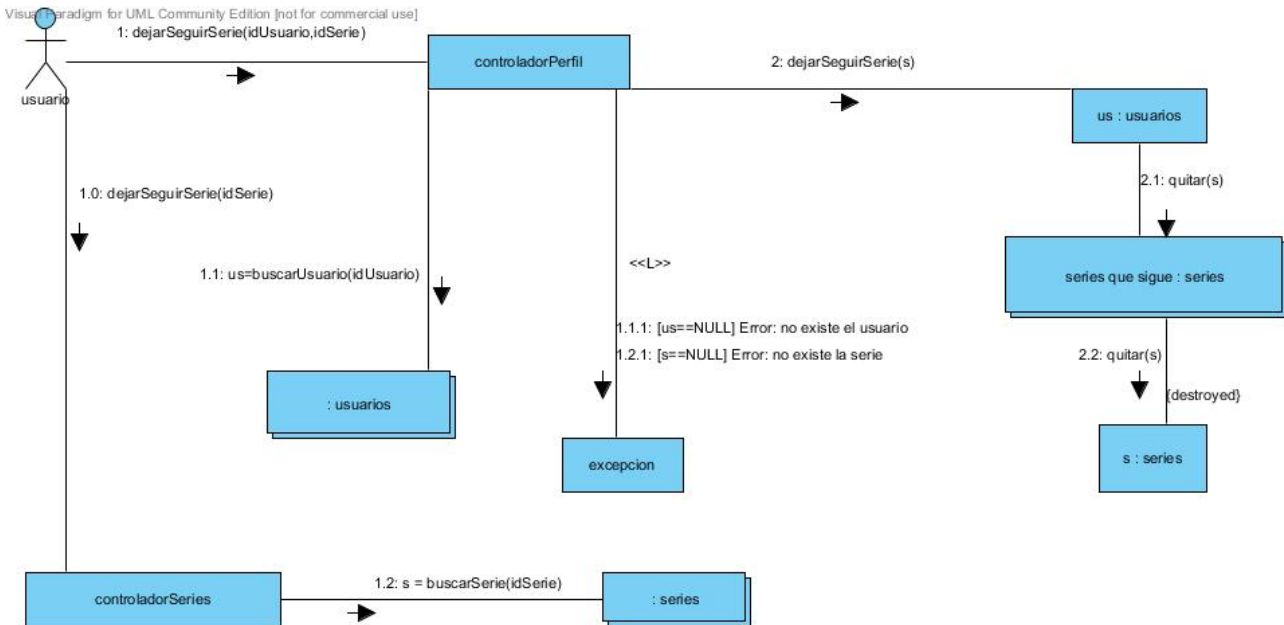
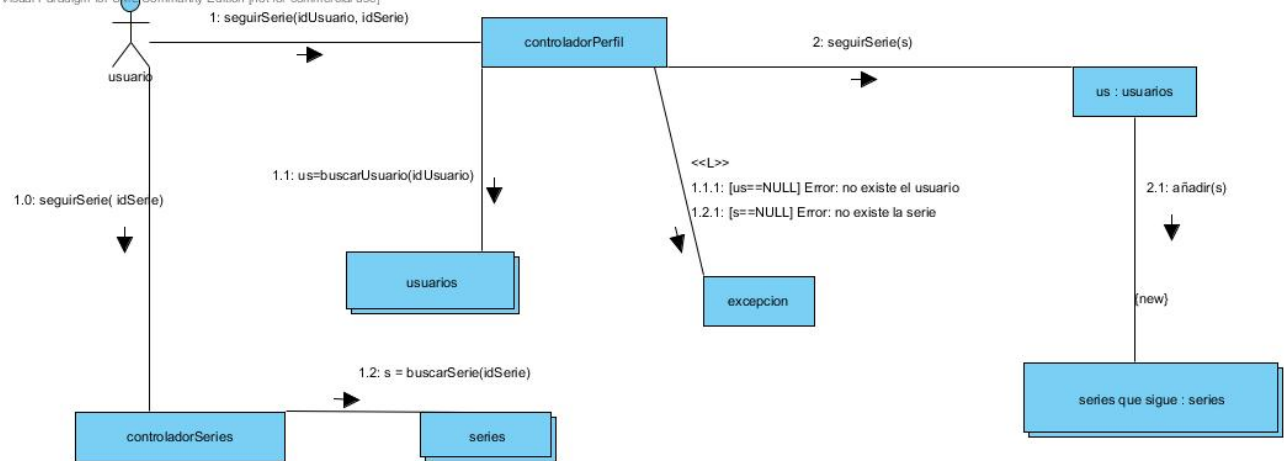


**José Cristobal López Zafra**

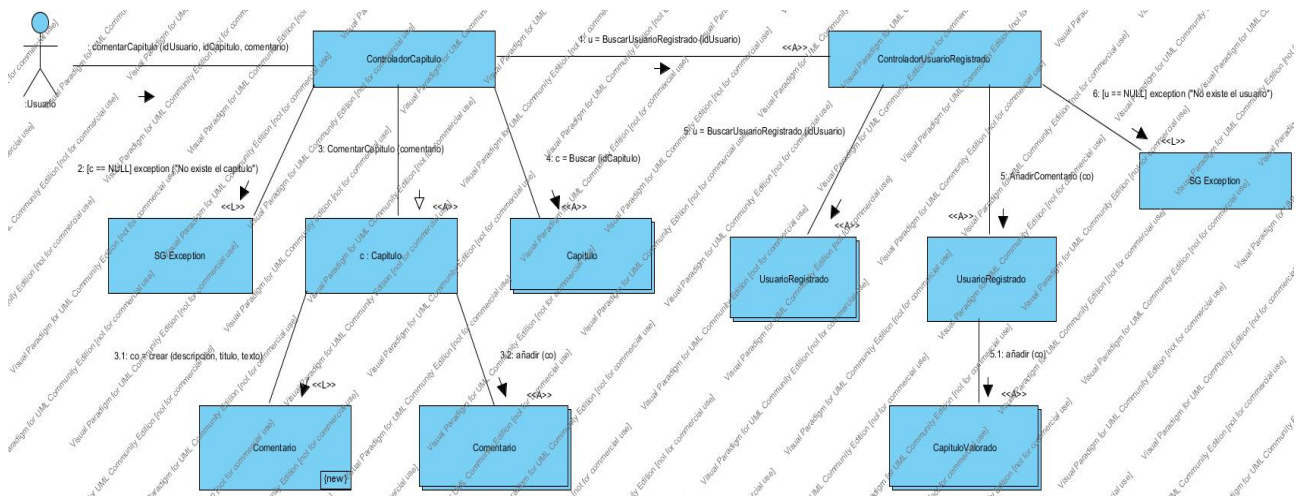
Visual Paradigm for UML Community Edition [not for commercial use]



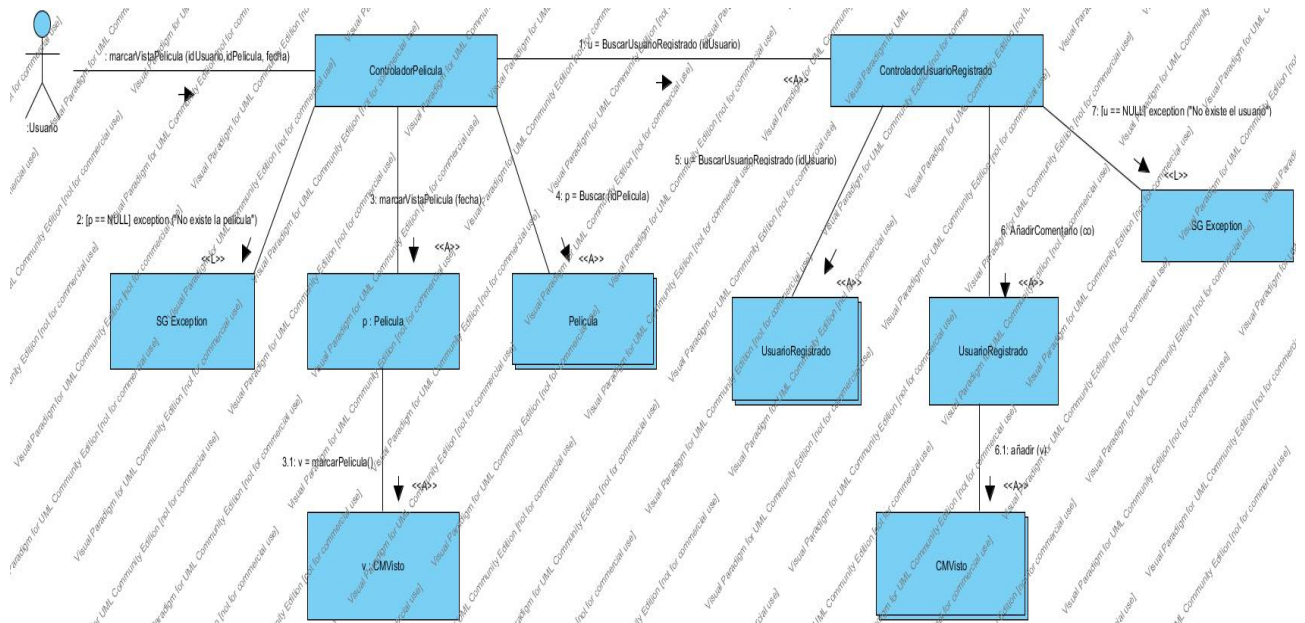
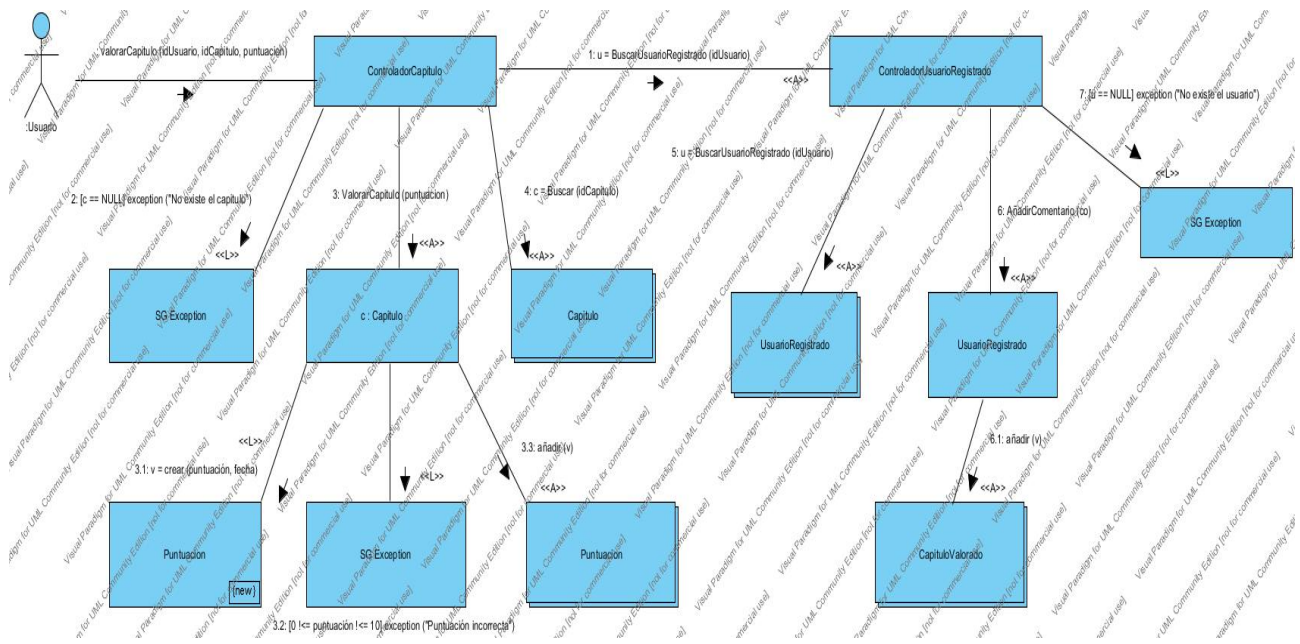




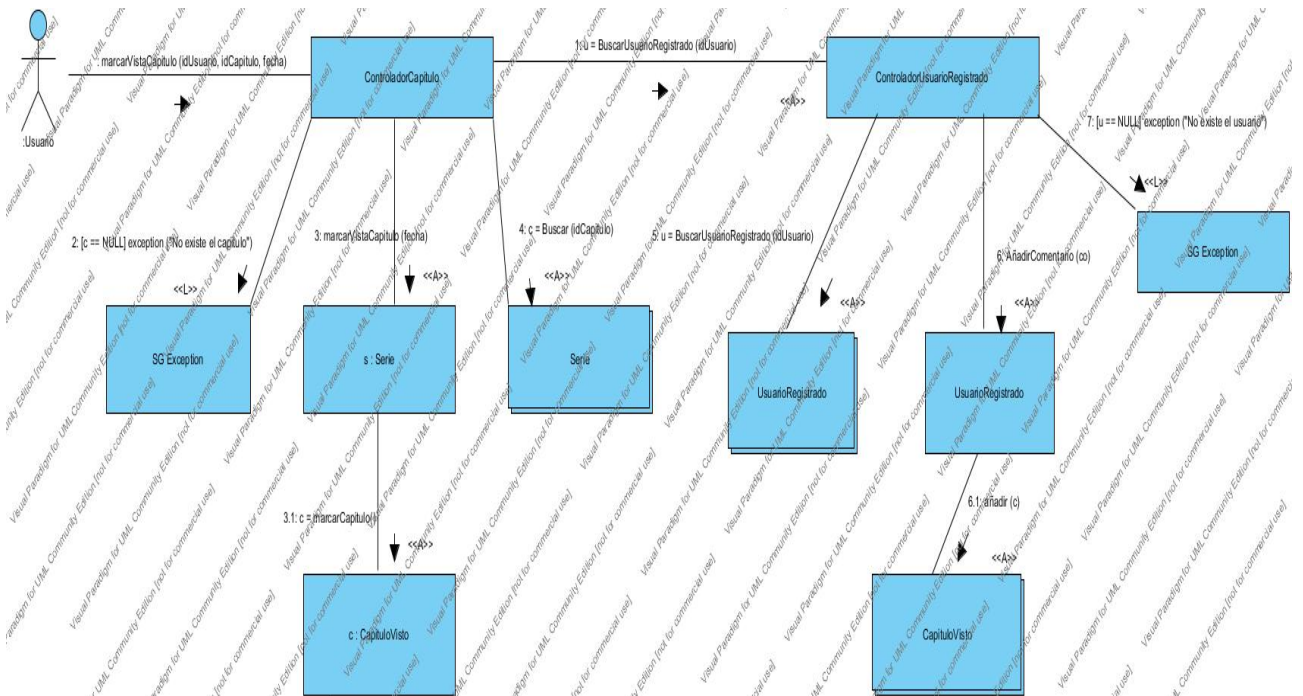
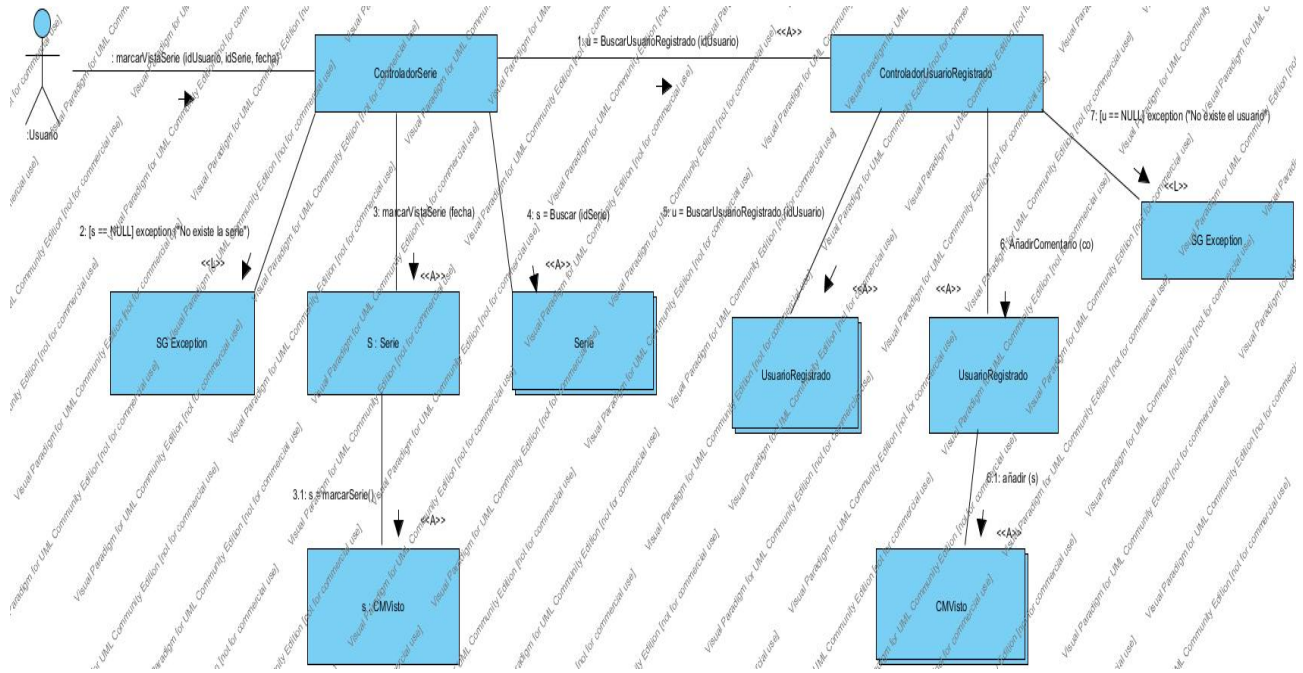












# Diagrama de clases del diseño:

Visual Paradigm for UML, Community

