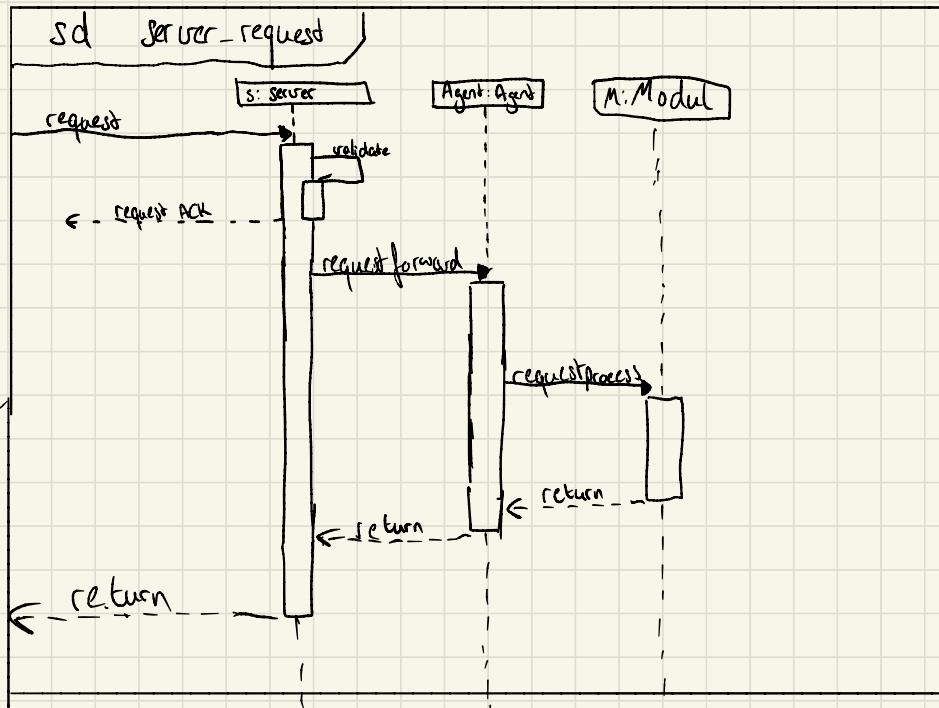



Software-Engineering 3

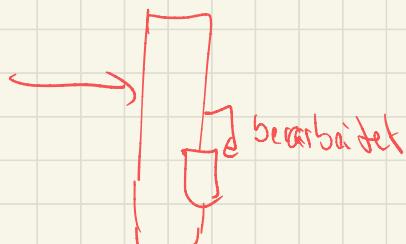
Aufg 1



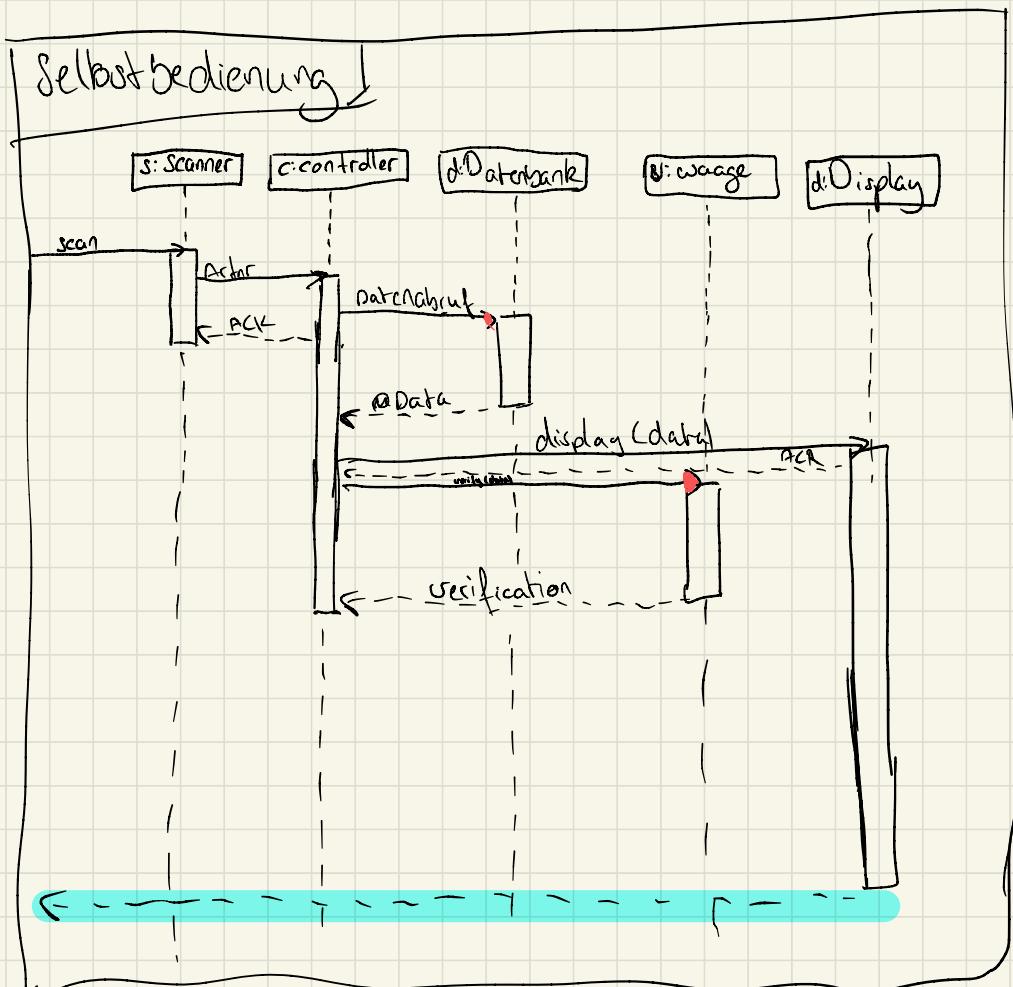
- dient auch als Klasse für Muster -

LSS

m: Modul



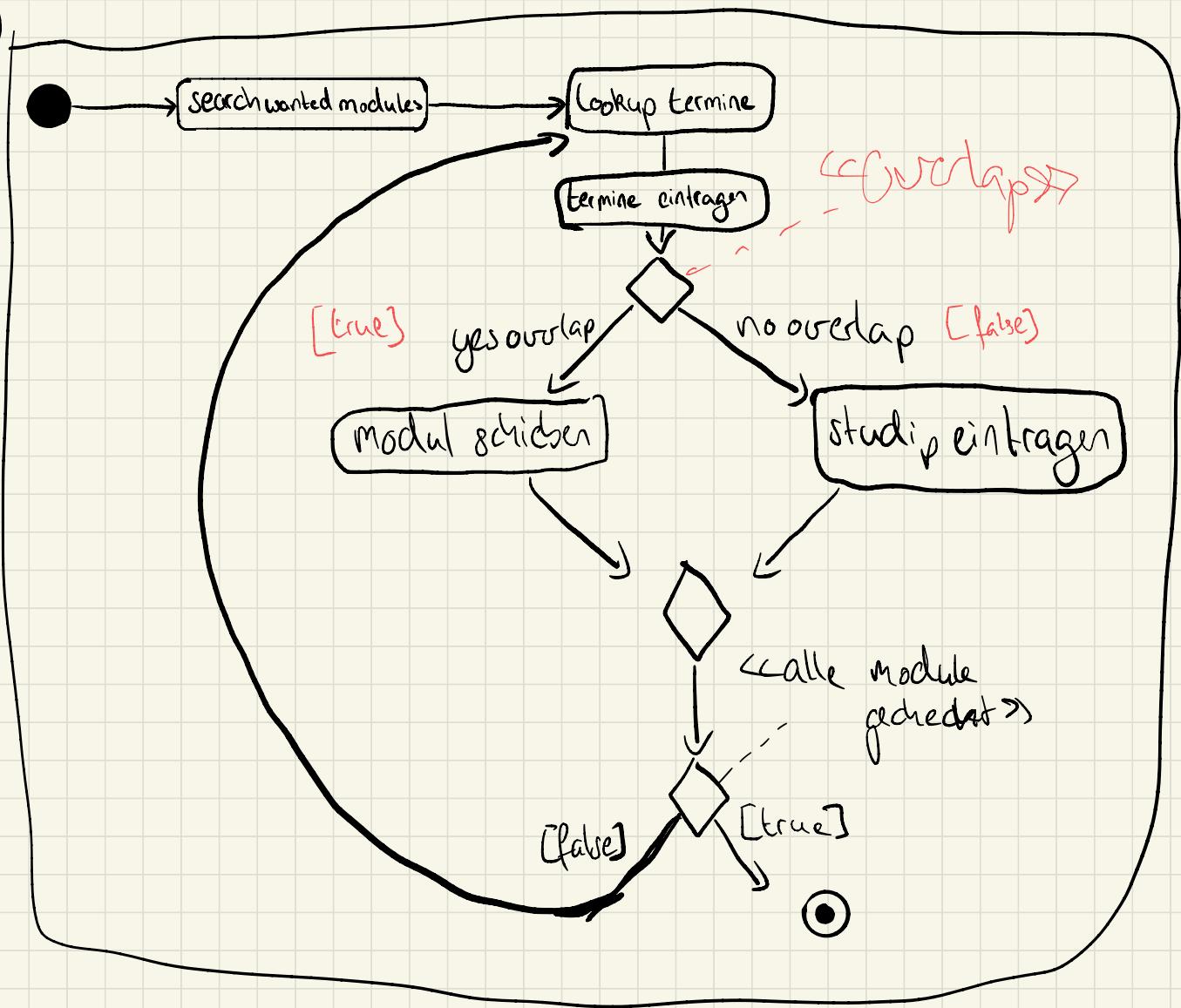
2)



Datenbank-Urqlachtlung

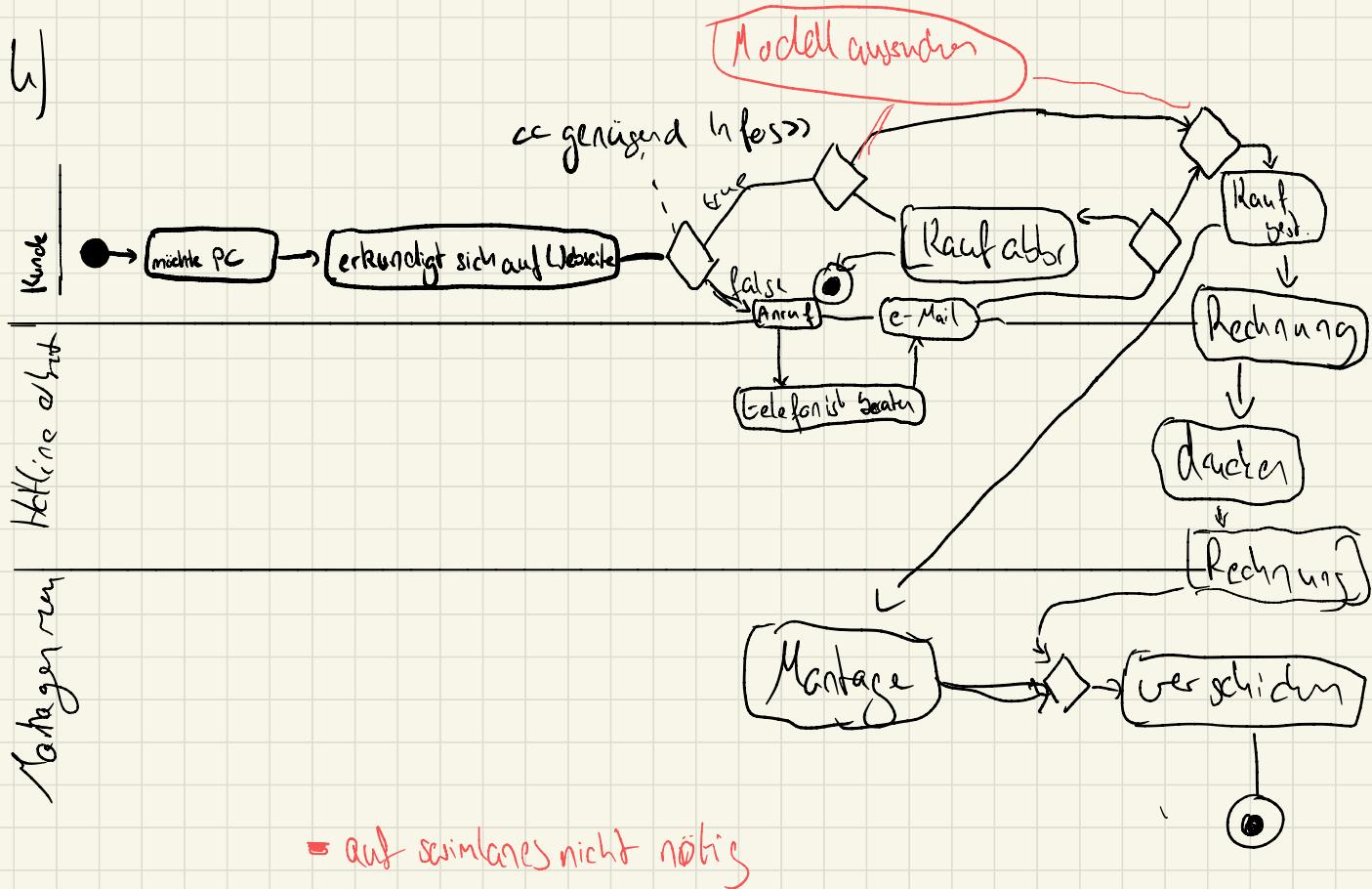
controller display in controller

3)



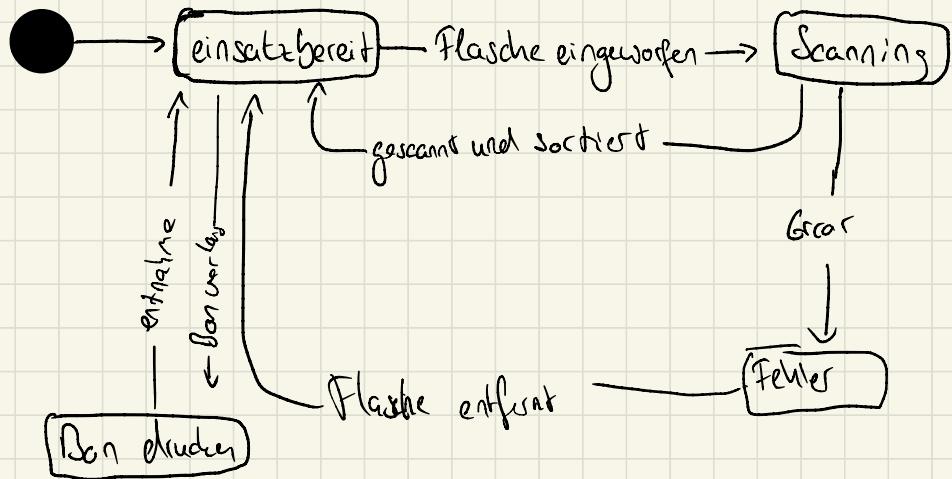
2)

b)

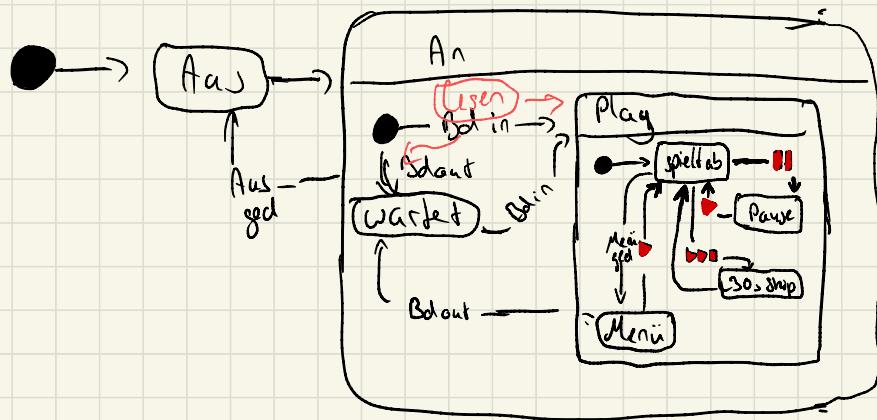


= auf swimlanes nicht nötig

5)



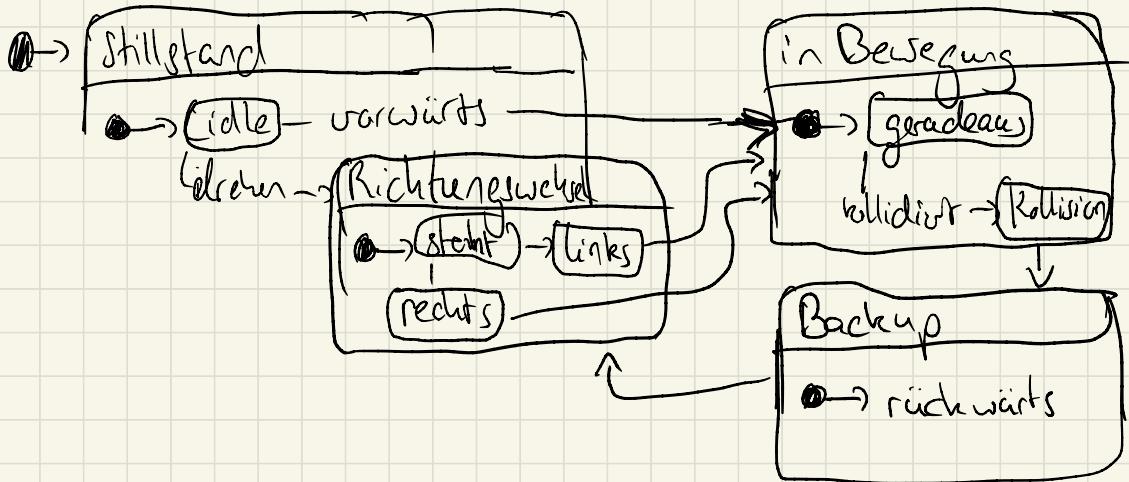
6)



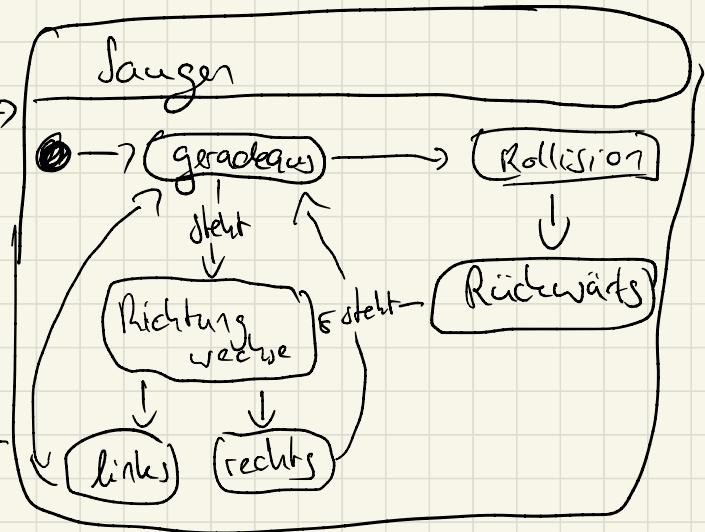
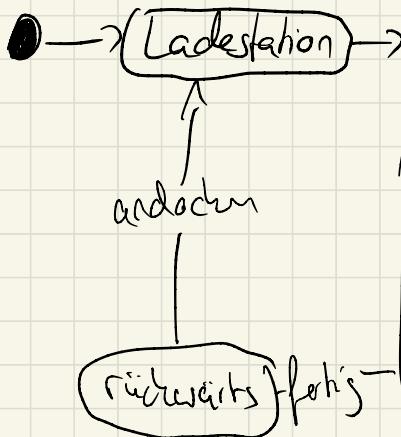
Bedingungen an [Lesen - zustand]

→

7)



7

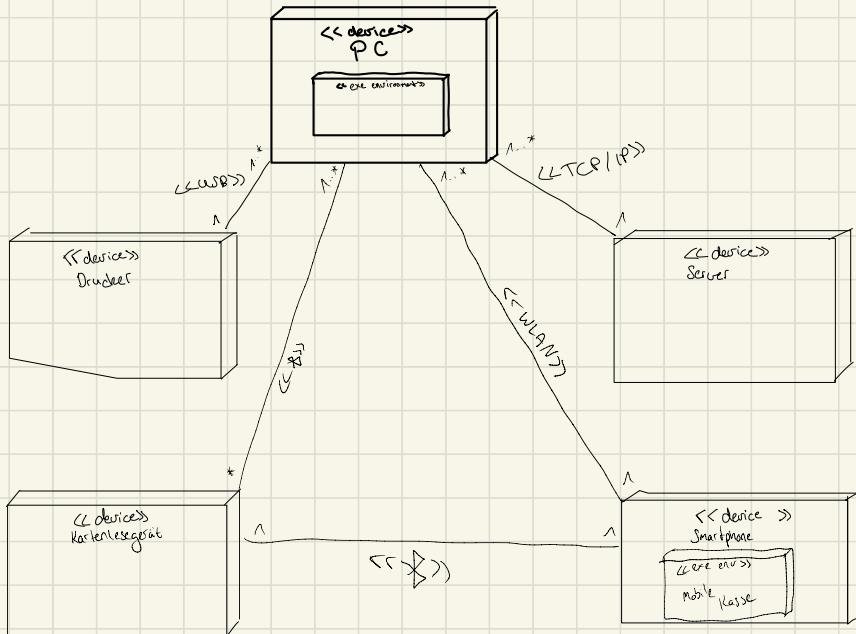


alle Pfeile beschriften

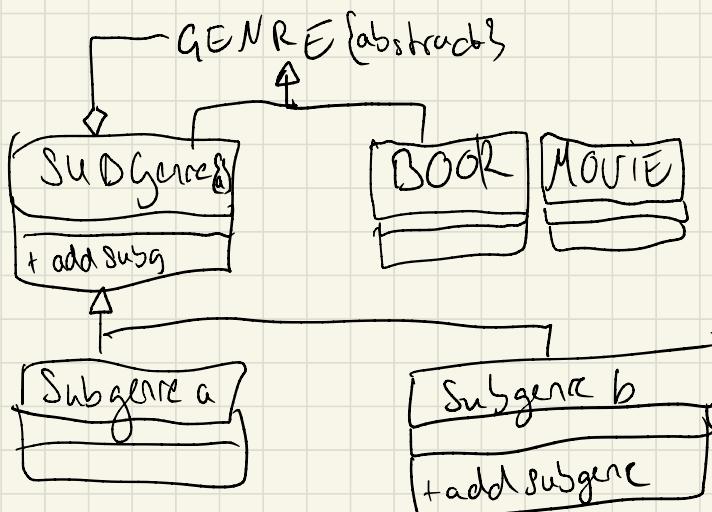
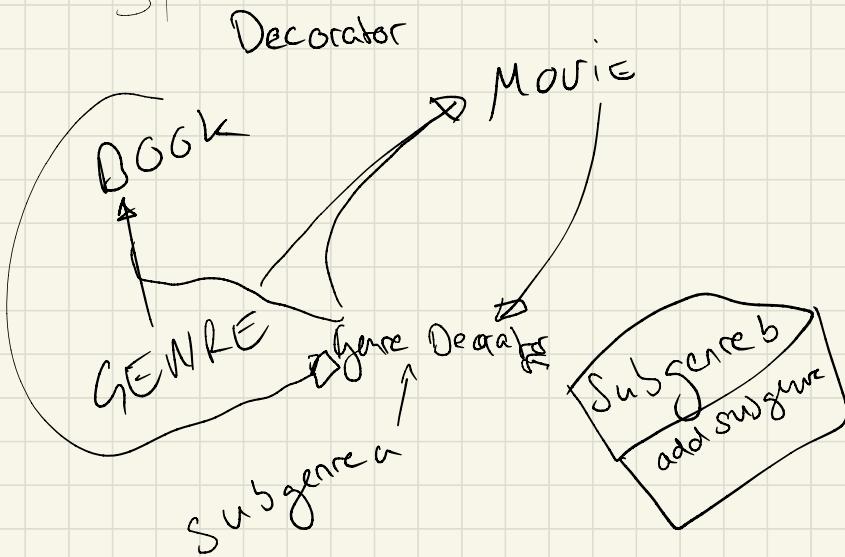
1)

Software - Engineering I 4)

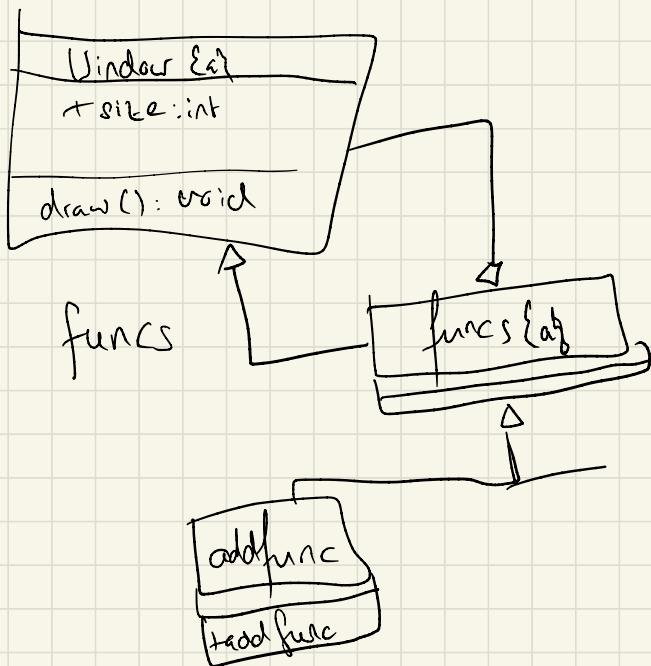
2



3)



4) Decorator



Observer

