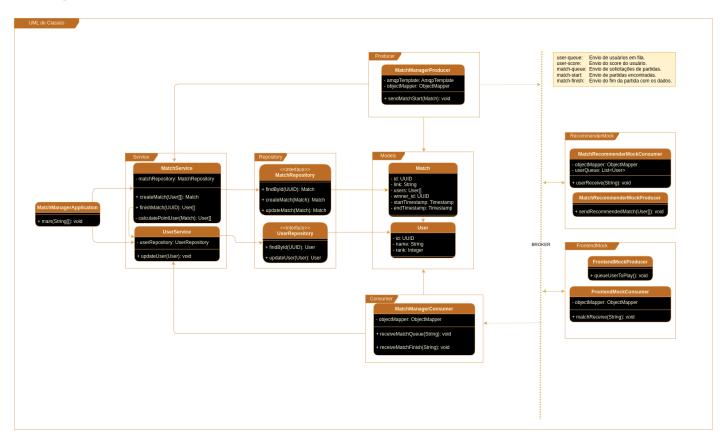
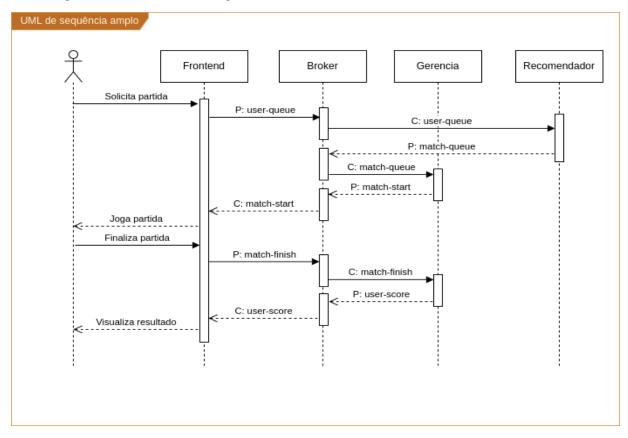
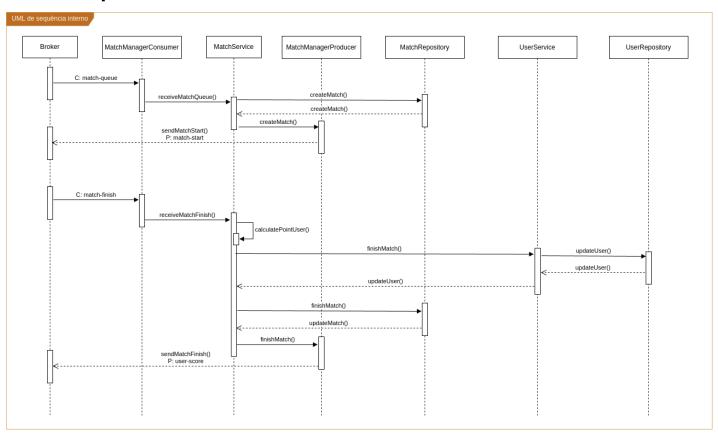
#### UML de Classes



# UML de Sequência amplo



# UML de Sequência interno



## Design Pattern: Singleton/Decorator

```
@Service
public class MatchService {
    @Autowired
    private MatchRepository matchRepository;
```

#### Design Pattern: Builder/Decorator

```
@Table(name = "matches")
@Entity(name = "match")
@Getter
@Setter
@NoArgsConstructor
@AllArgsConstructor
@ToString
public class Match {
   @Id
   @GeneratedValue(strategy = GenerationType.UUID)
   private UUID id;
   @ManyToOne
   @JoinColumn(name = "user1_id")
   private User user1;
   @ManyToOne
   @JoinColumn(name = "user2_id")
   private User user2;
```

## Design Pattern: Observer/Decorator

```
@Component
public class MatchManagerConsumer {
    private final ObjectMapper objectMapper = new ObjectMapper();

    @RabbitListener(queues = "user-queue")
    public void userReceive(String message) {
```

### Documentação

