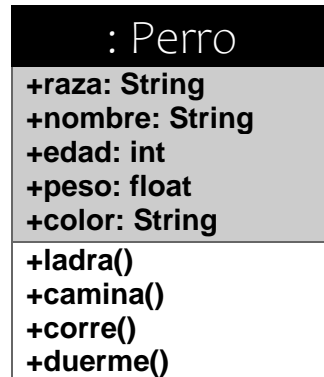


Tarea 12.

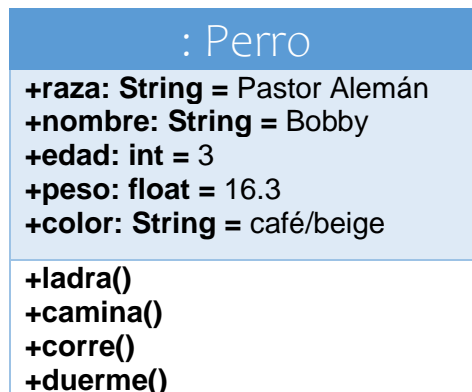
Paradigmas de programación

Diagramas UML

Clase



Perro 1



Perro 2

