

DISCIPLINA: ENGENHARIA DE SOFTWARE

PROFESSORA: FERNANDA GOMES SILVA

TURMA: N01

DATA: 07/06/2020

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PROJETO PRÁTICO DA UNIDADE II - DIAGRAMA DE CLASSES DA UML

Classes utilizadas:

CommentsController.cs

<https://github.com/abpframework/abp/blob/dev/modules/blogging/src/Volo.Blogging.HttpApi/Volo/Blogging/CommentsController.cs>

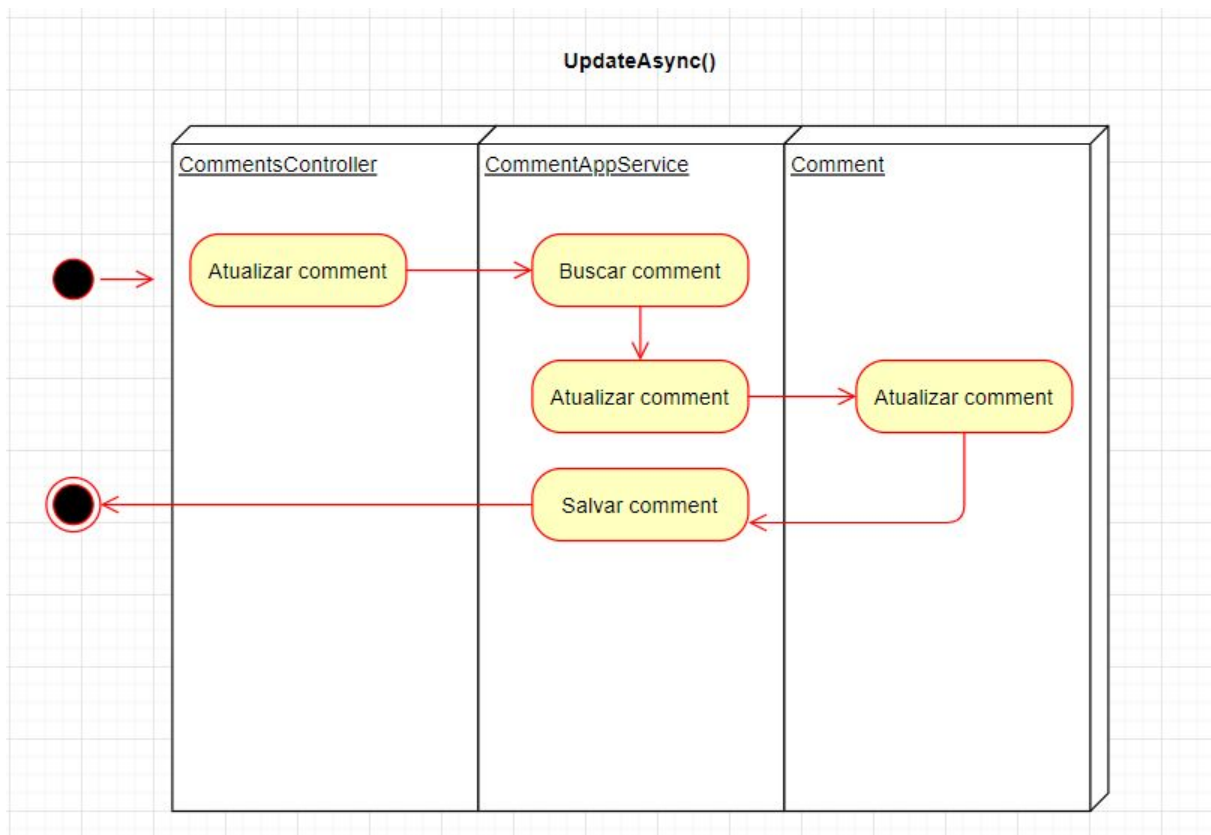
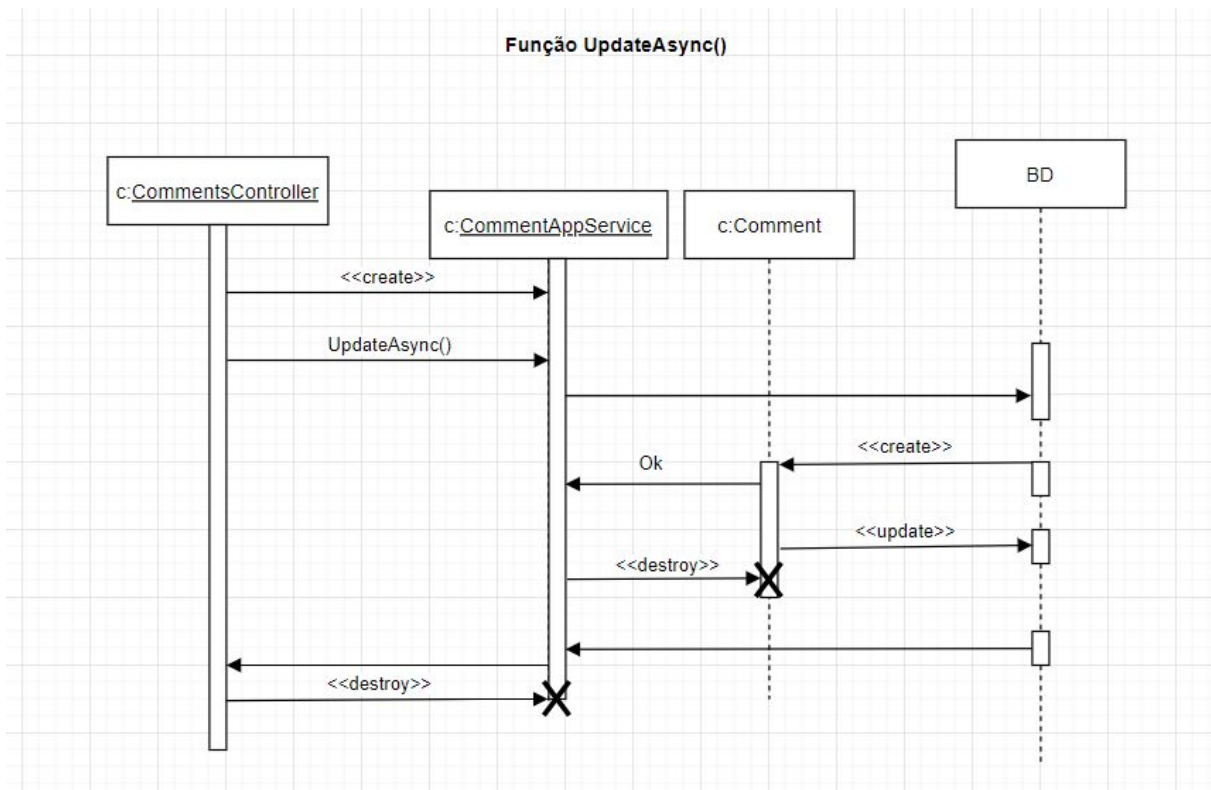
CommentAppService.cs

<https://github.com/abpframework/abp/blob/dev/modules/blogging/src/Volo.Blogging.Application/Volo/Blogging/Comments/CommentAppService.cs>

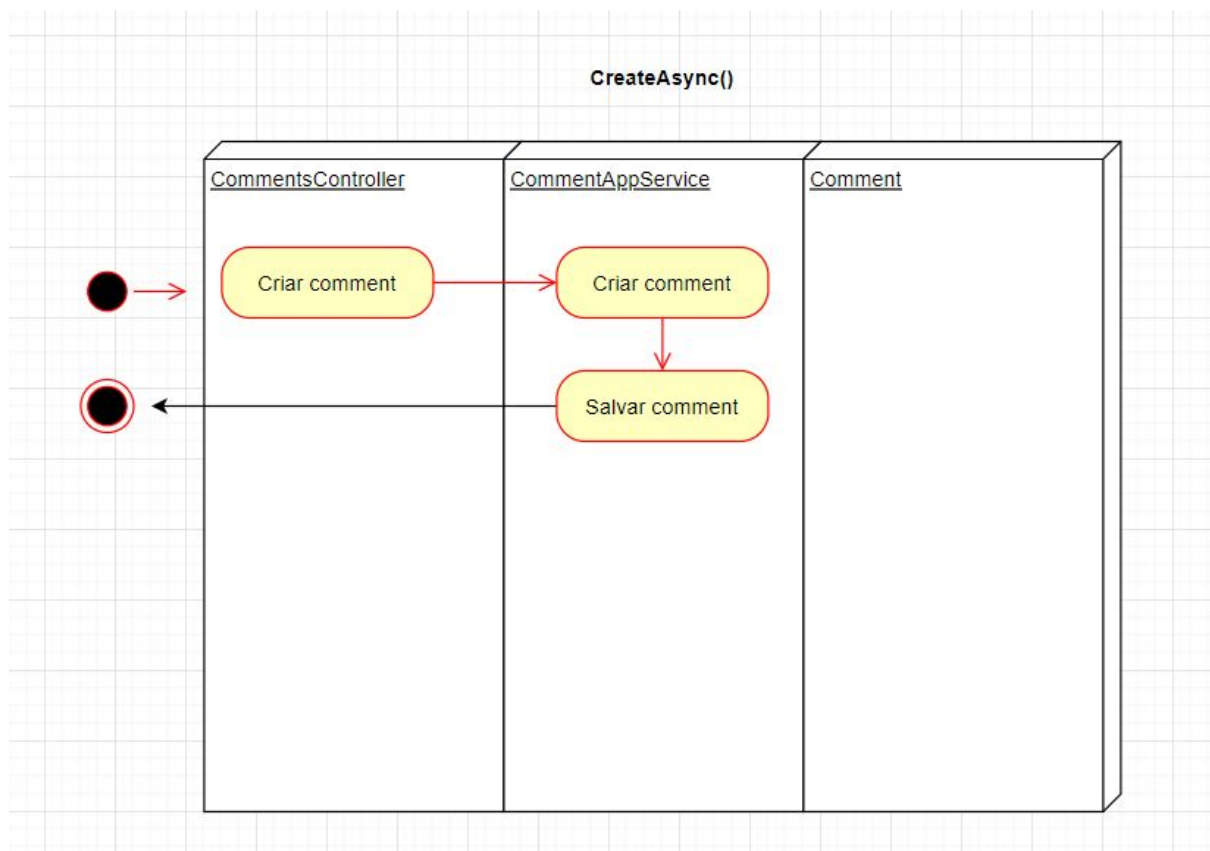
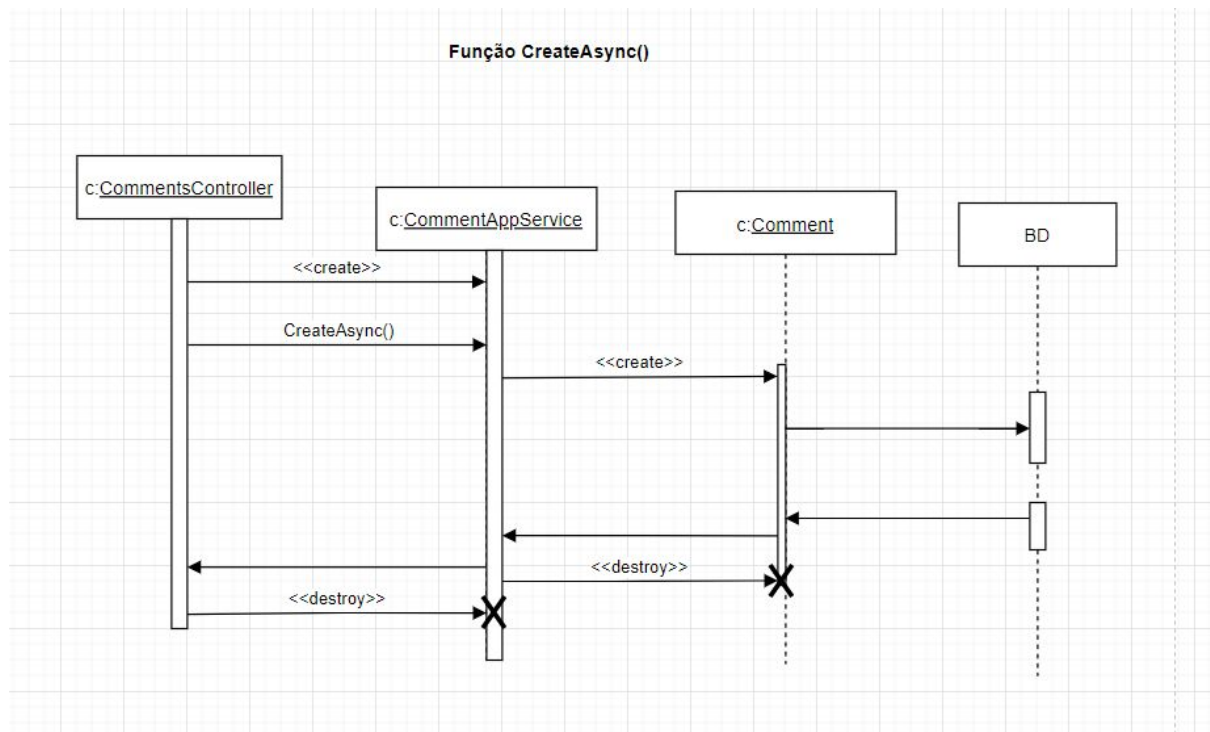
Comment.cs

<https://github.com/abpframework/abp/blob/dev/modules/blogging/src/Volo.Blogging.Domain/Volo/Blogging/Comments/Comment.cs>

1 - FUNÇÃO: UpdateAsync()

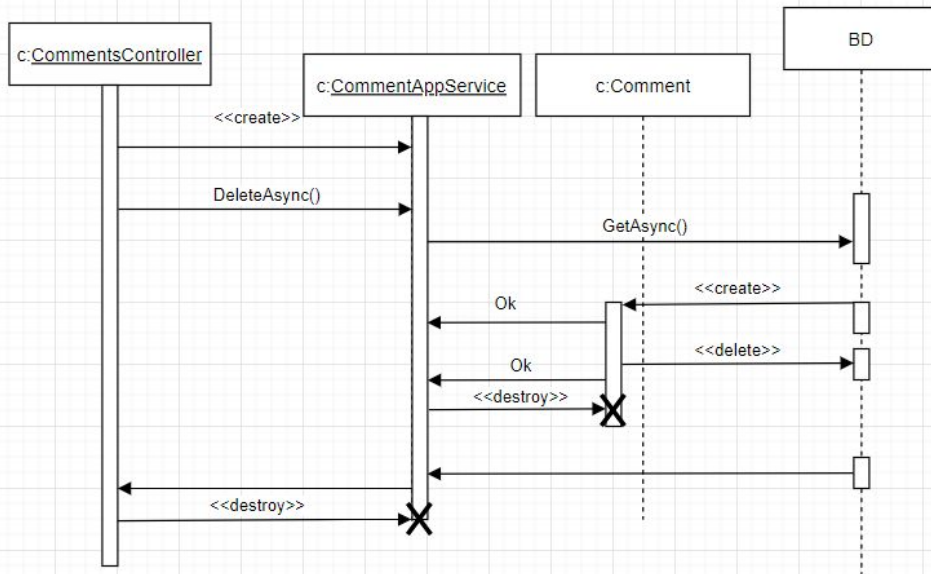


2- FUNÇÃO: CreateAsync()



3- FUNÇÃO: DeleteAsync()

Função DeleteAsync()



DeleteAsync()

