# Diseño y Programación Orientada a Objetos Proyecto 2 Entrega 1

Arevalo M. Anderson.<sup>1</sup>, Ricaurte P. Natalia<sup>2</sup>, Alfonso Andrés F.<sup>3</sup>

1,2,3 Departamento de Ingeniería de Sistemas y Computación, Facultad de Ingeniería, Universidad de los Andes, Bogotá, Colombia

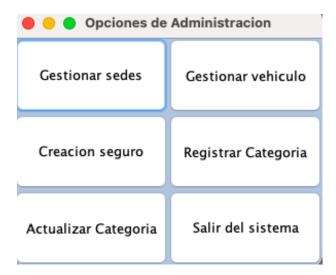
#### **LOGIN**



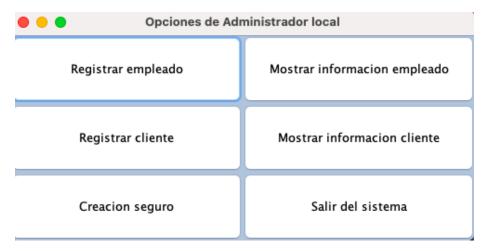
#### INICIO SESIÓN



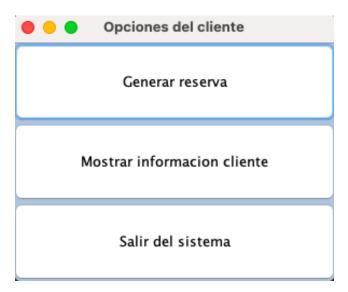
### OPCIÓN ADMINISTRADOR



#### OPCIÓN ADMINISTRADOR LOCAL



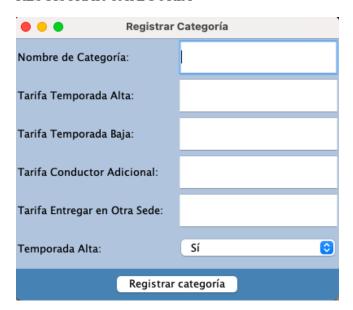
# OPCIÓN CLIENTE



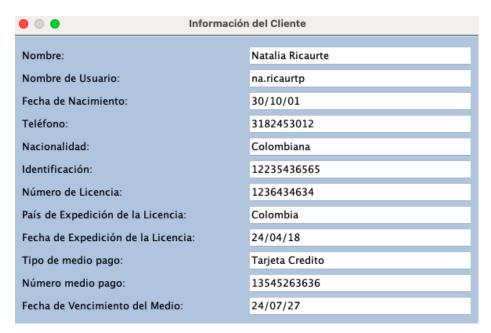
# OPCIÓN EMPLEADO



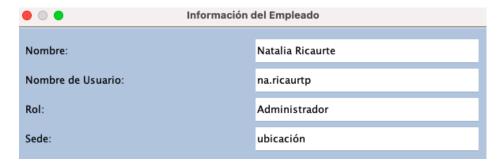
#### RESGISTRAR CATEGORÍA



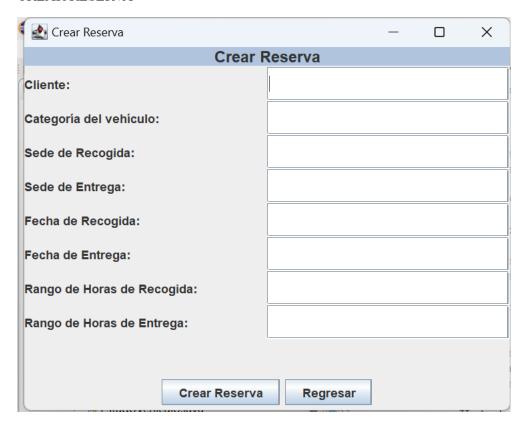
#### MOSTRAR INFORMACIÓN CLIENTE



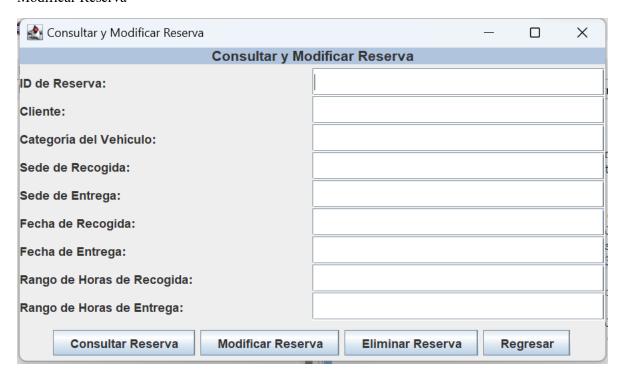
#### MOSTRAR INFORMACIÓN EMPLEADO



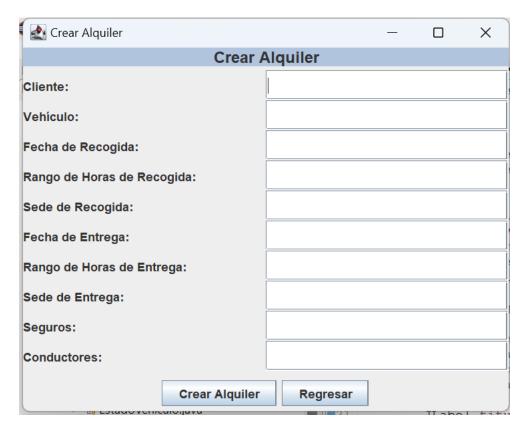
#### CREAR RESERVA



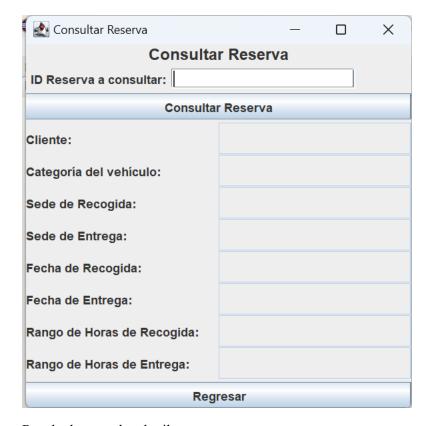
#### Modificar Reserva



CREAR ALQUILER



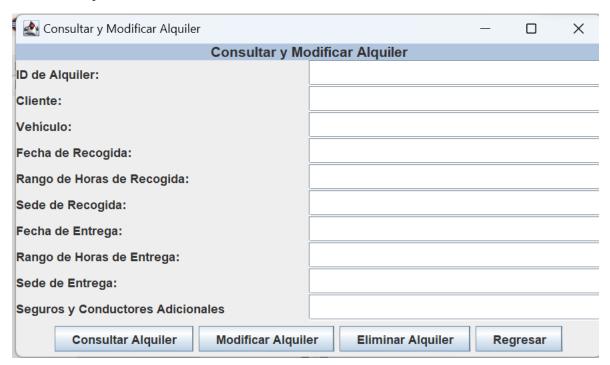
#### RESULTADO CONSULTA RESERVA

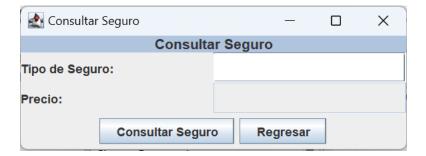


Resultado consulta alquiler

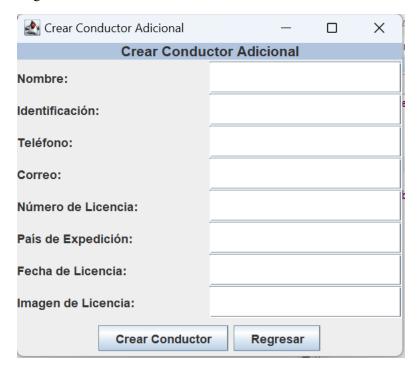


# Modificar Alquiler

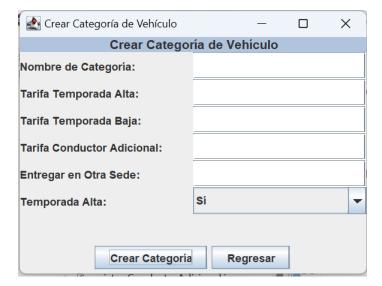




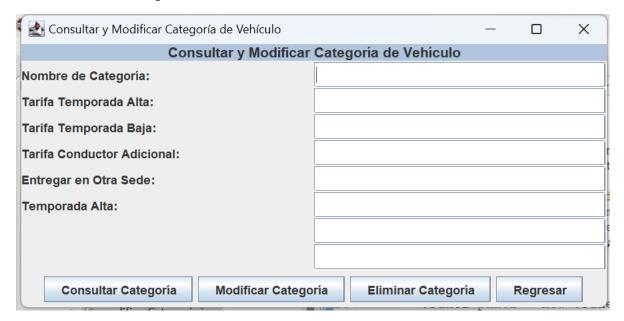
# Registrar conductor adicional



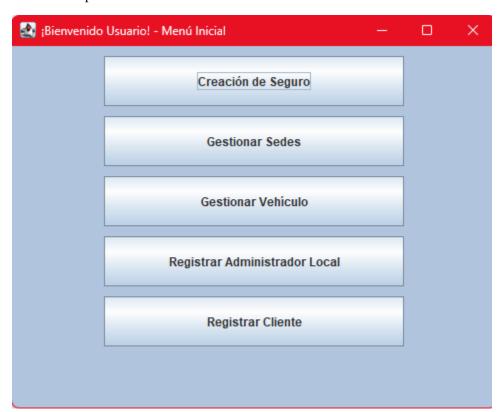
# Crear Categoría



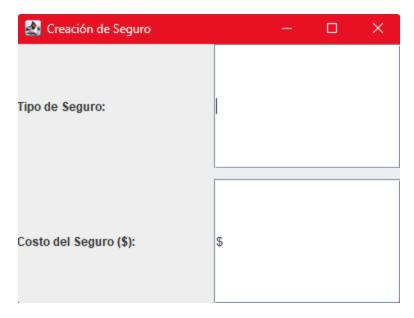
# Modificar eliminar categoría vehicular



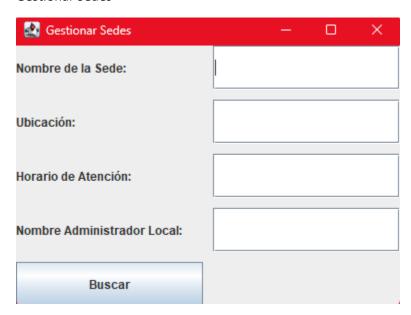
# Menú Principal



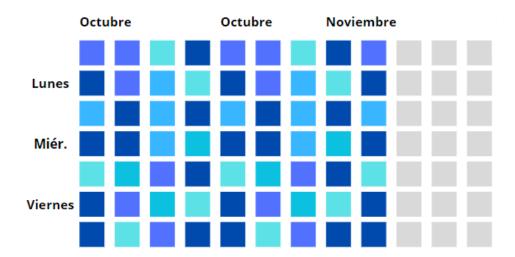
Creación de Seguro



**Gestionar Sedes** 



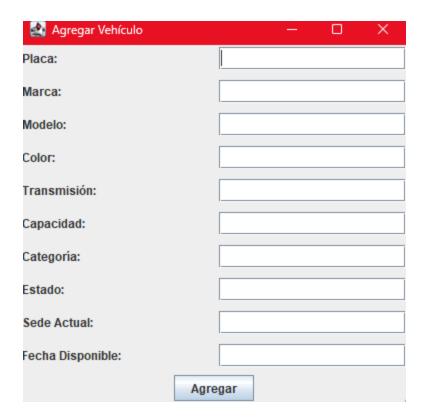
Visualización de Alto Nivel



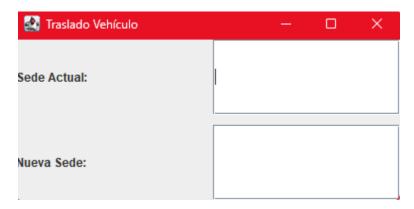
# Gestión de Vehículo



Agregar Vehículo



# Traslado de Vehículo



#### Eliminar Vehículo



# Registrar Administrador Local



# Registro de Clientes

