INGENIERÍA DE REQUISITOS DISEÑO

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1.	Introducción	

2. Modelo de interacción de objetos

2.1. Diagramas realizados por Rubén Morales Pérez

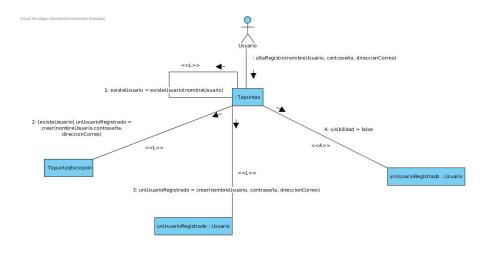


Figura 1: Alta registro

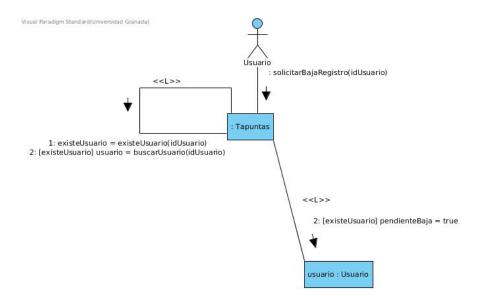


Figura 2: Solicitar baja registro

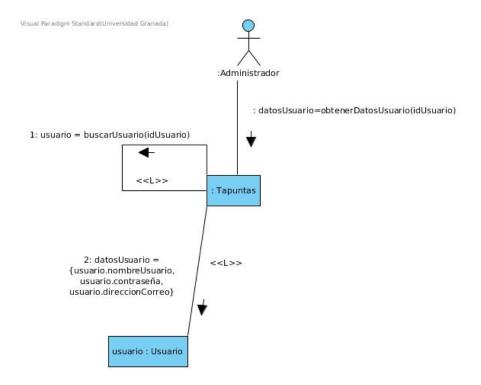


Figura 3: Obtener datos usuario

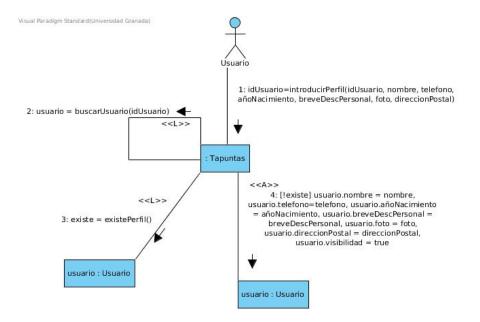


Figura 4: Introducir perfil

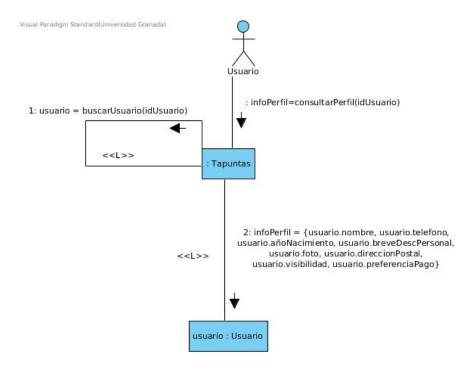


Figura 5: Consultar perfil

2.2. Diagramas realizados por Alicia Rodríguez Gómez

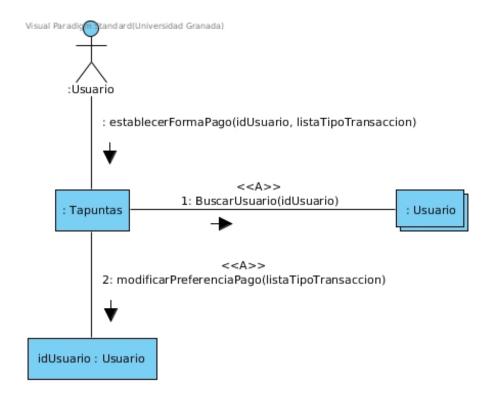


Figura 6: Establecer forma pago

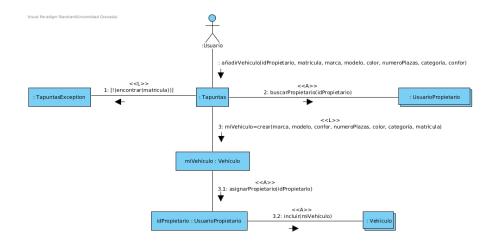


Figura 7: Añadir vehículo

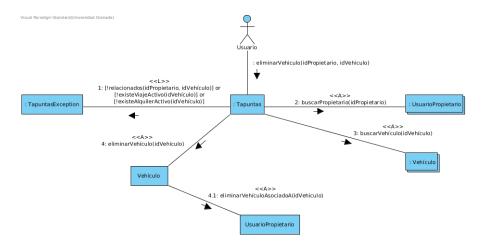


Figura 8: Eliminar vehículo

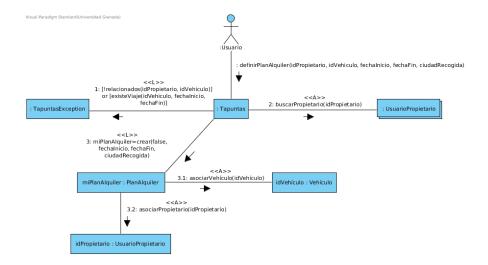


Figura 9: Definir plan alquiler

2.3. Diagramas realizados por Francisco Javier Morales Piqueras

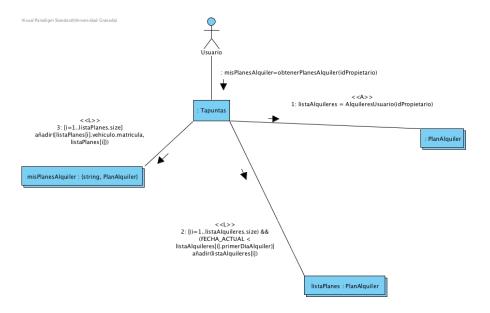


Figura 10:

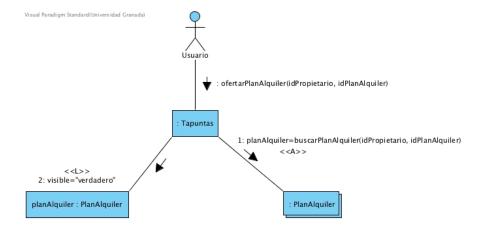


Figura 11:

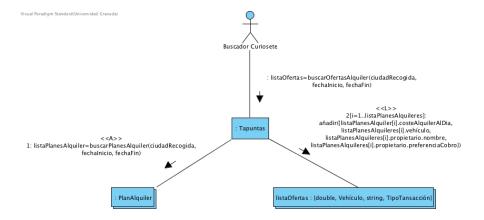


Figura 12:

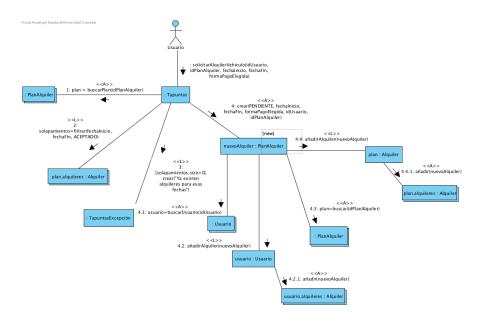


Figura 13: