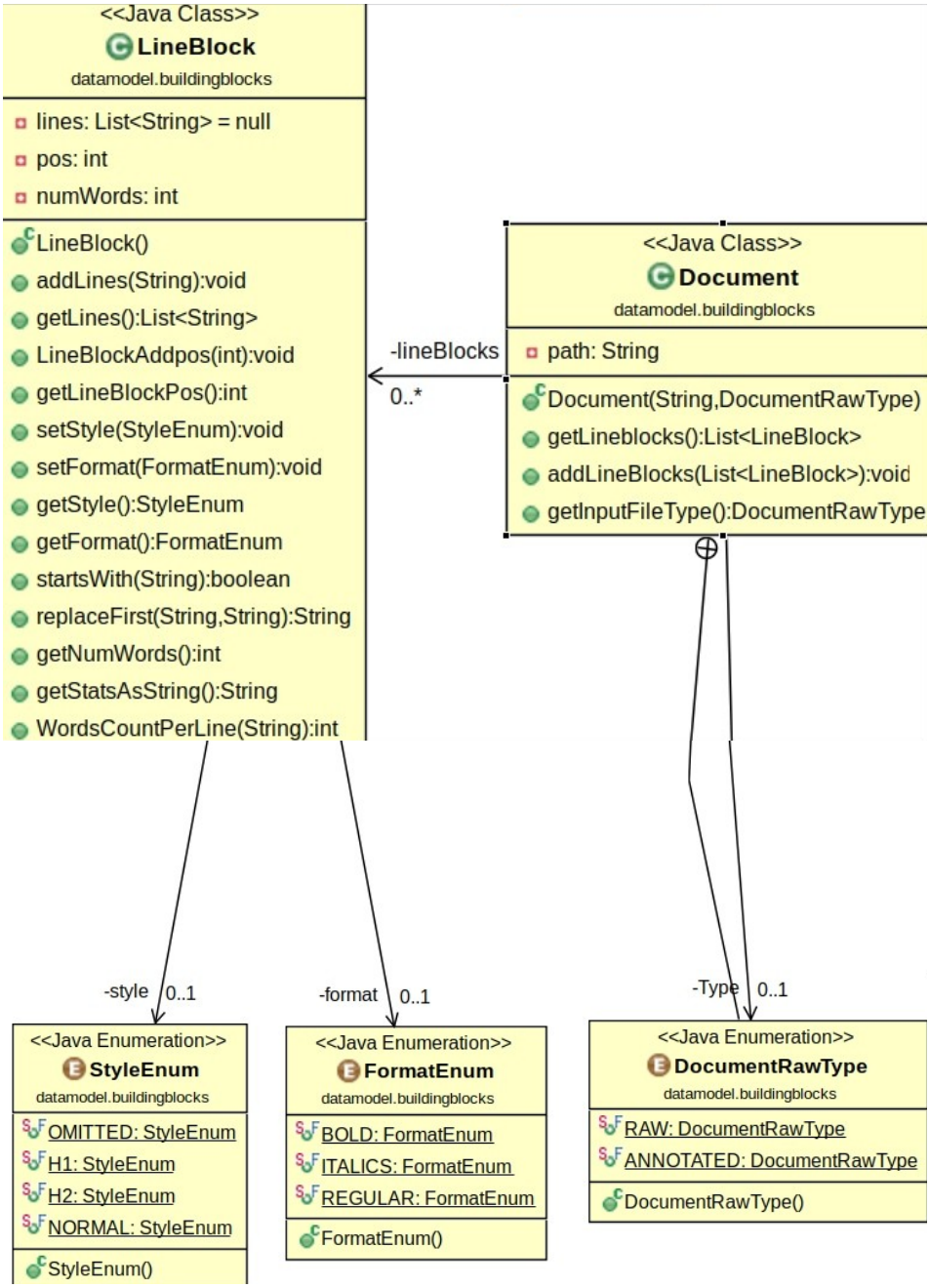
3. ΣΧΕΔΙΑΣΗ ΛΟΓΙΣΜΙΚΟΥ

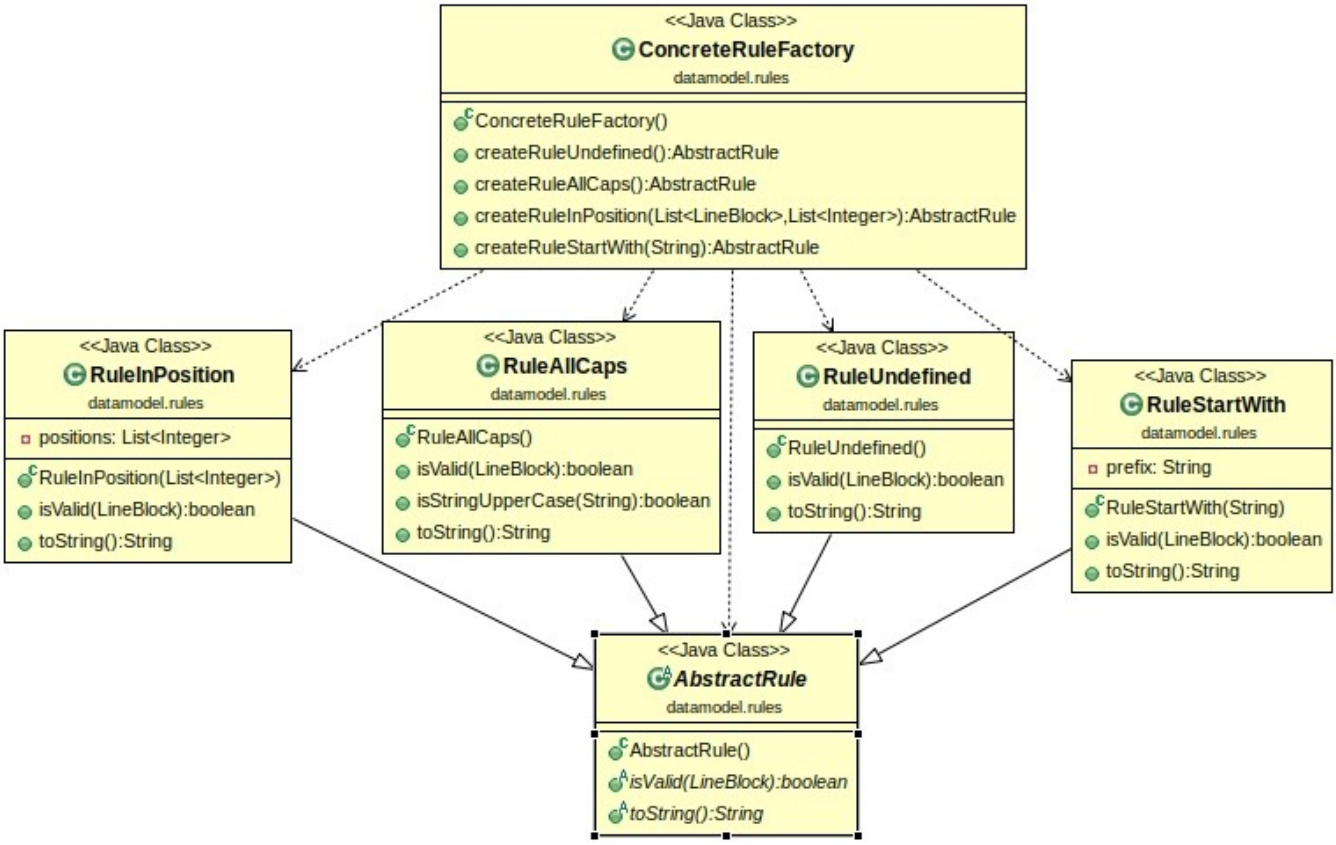
3.1 ΔΙΑΓΡΑΜΜΑΤΑ ΠΑΚΕΤΩΝ

package **datamodel.buildingblocks**

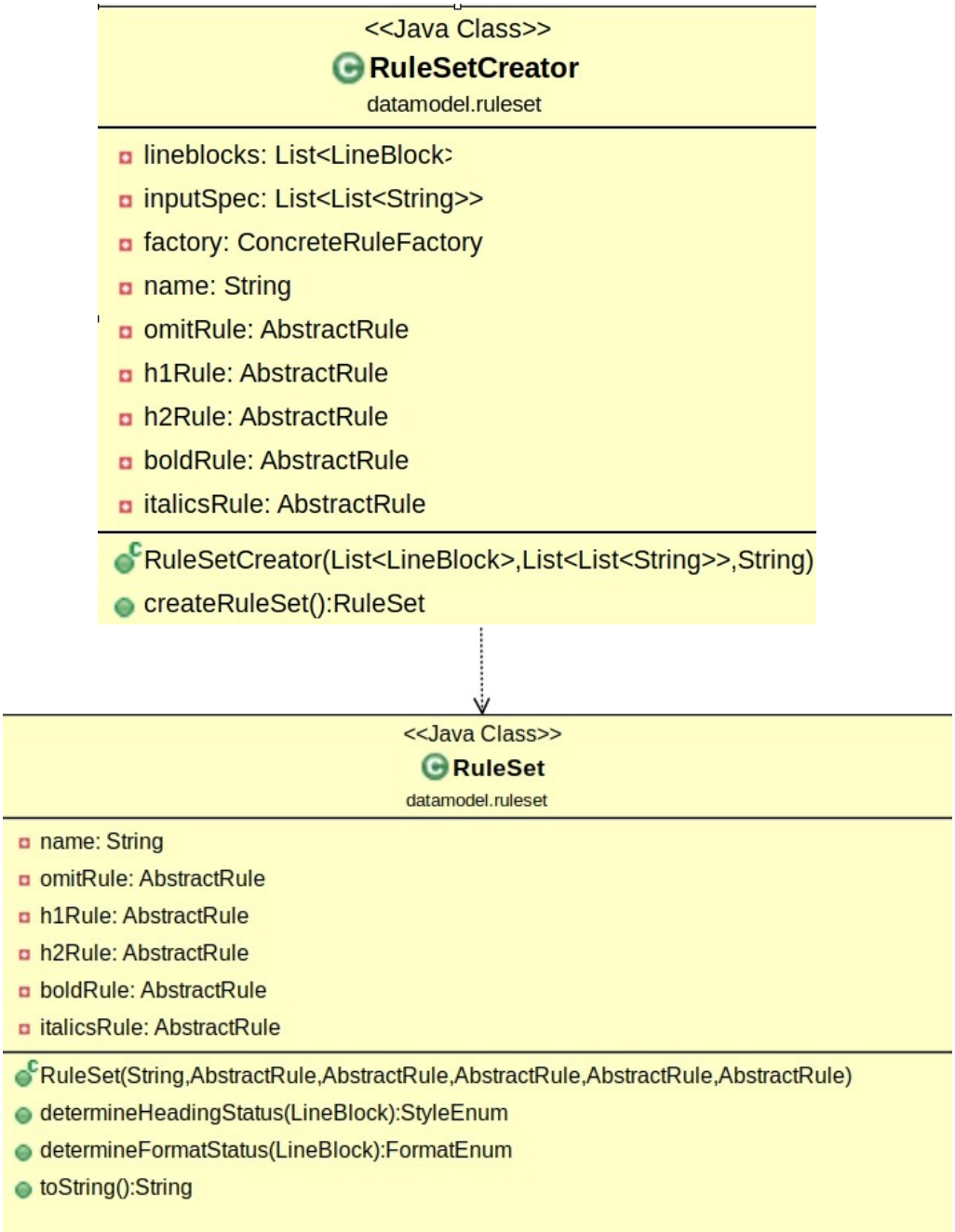


3.2 ΔΙΑΓΡΑΜΜΑΤΑ ΚΛΑΣΕΩΝ

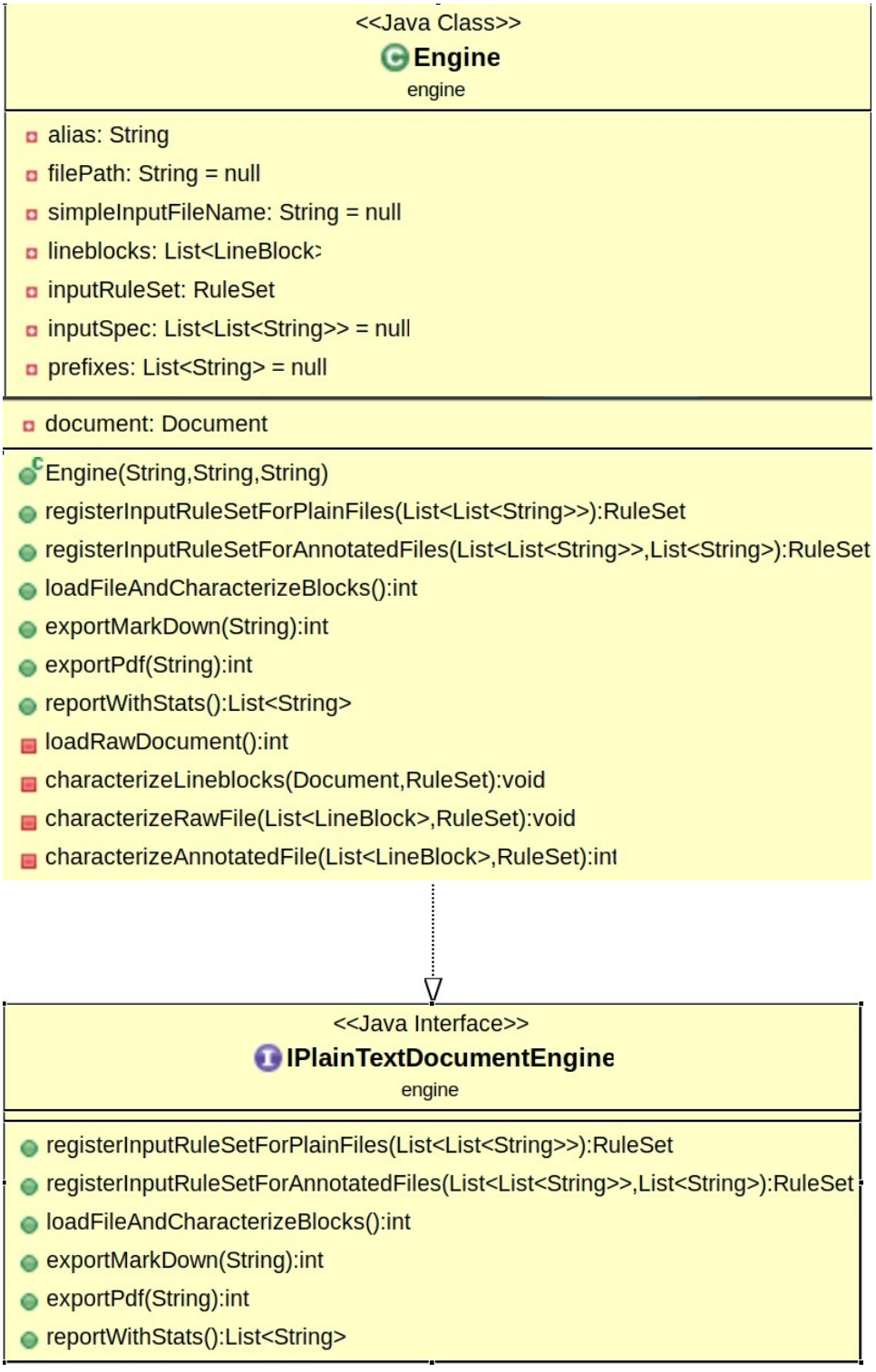
package datamodel.rules



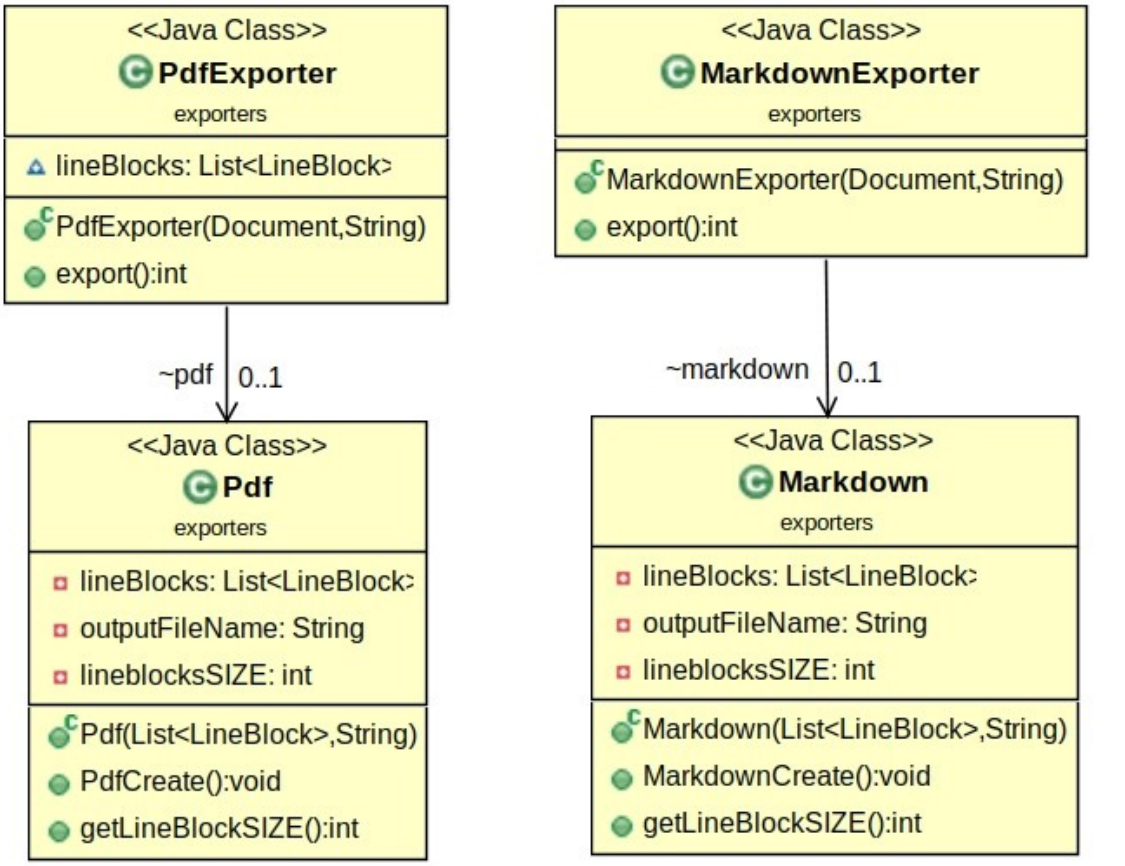
package datamodel.ruleset



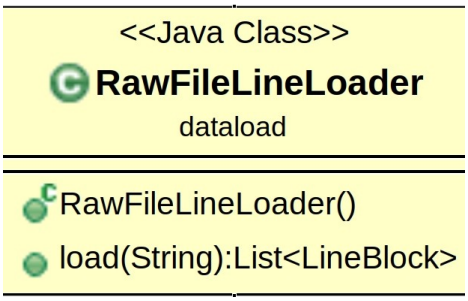
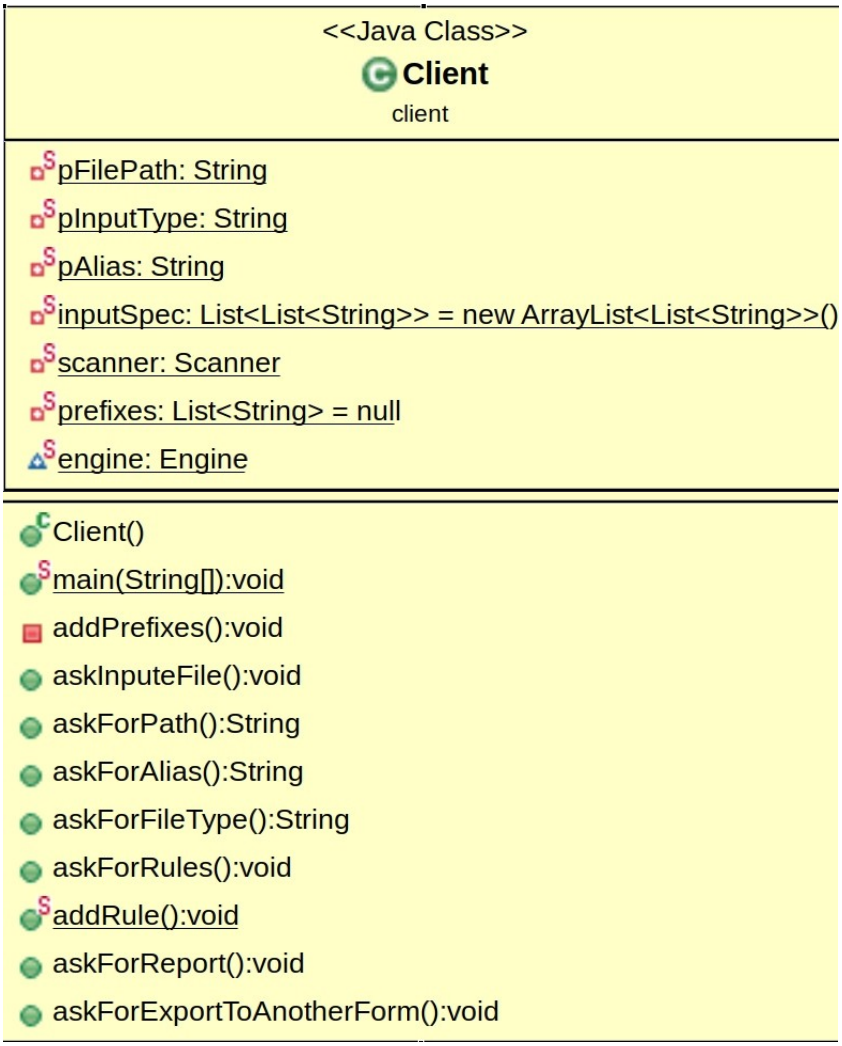
package engine



package exporters



package dataload



package client