





Diagramas de secuencia y estado


WORKING DIAGRAMS


 **Main** — Model


 **PayBill()** — StateMachine5


 **CheckInGuest()** — StateMachine4


 **CleanRoom()** — StateMachine3


 **RecordComplaints()** — StateMachine2


 **PurchaseInventory()** — StateMachine1

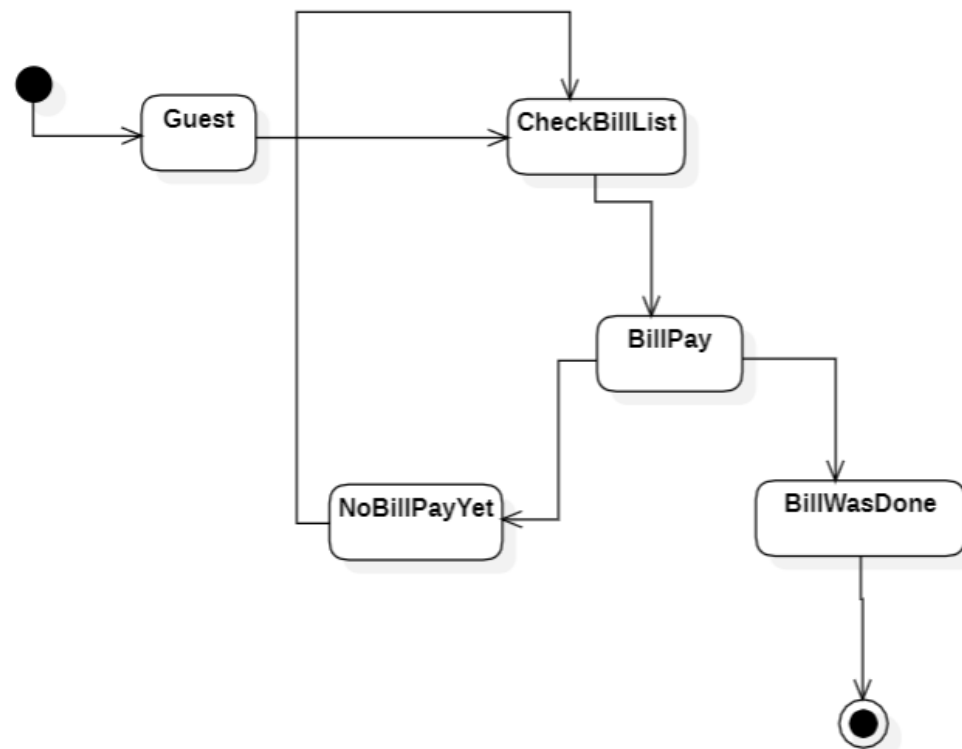
 **PurchaseInventorySequence** — Interaction1

 **RecordComplaintsSequence** — Interaction1












 **CleanRoomSequence** — Interaction1

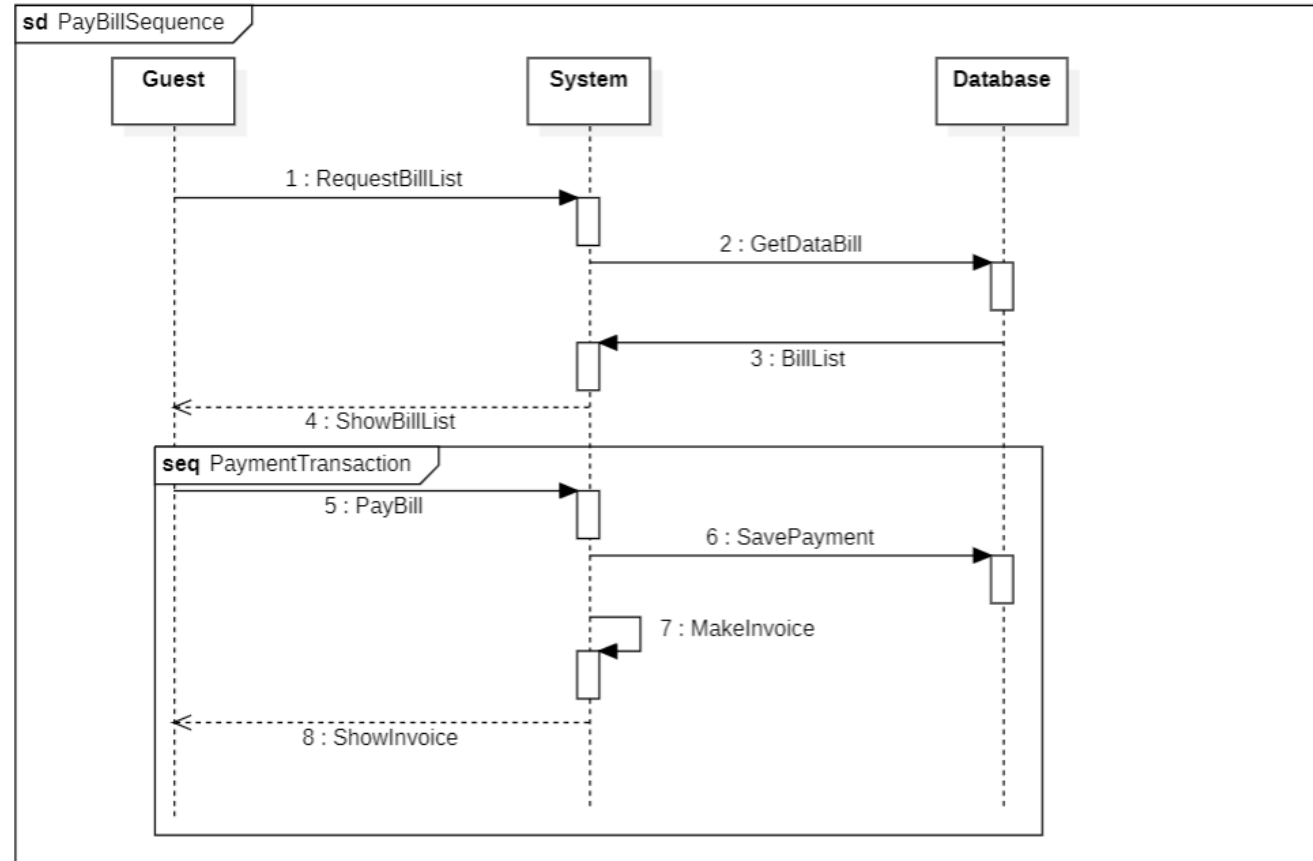
 **CheckInGuestSequence** — Interaction1

 **PayBillSequence** — Interaction1





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-  PurchaseInventorySequence — Interaction1
-  RecordComplaintsSequence — Interaction1
-  CleanRoomSequence — Interaction1
-  CheckInGuestSequence — Interaction1
-  PayBillSequence — Interaction1





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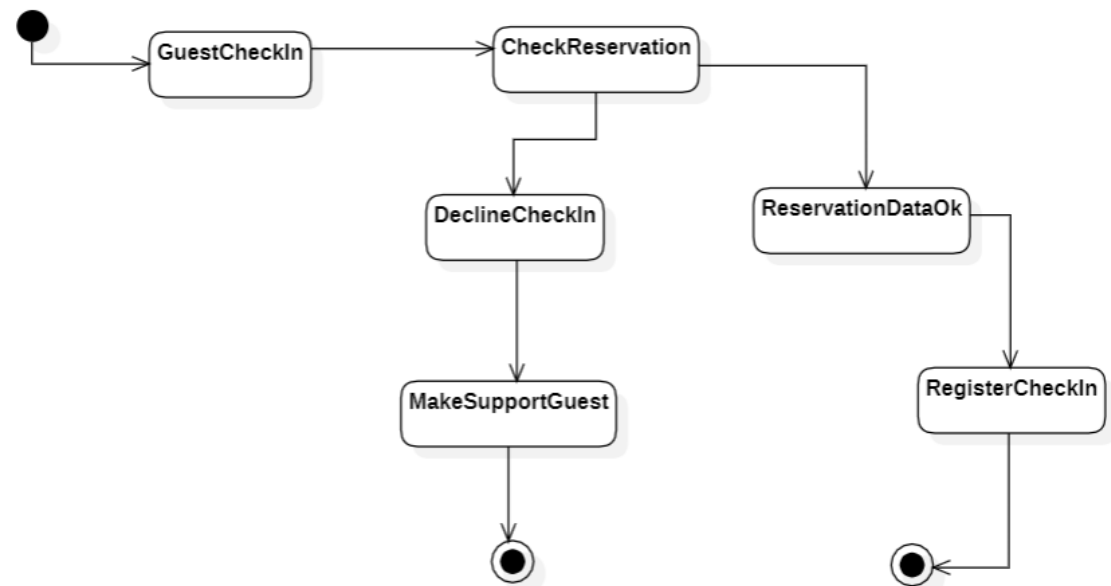
 **PurchaseInventorySequence** — Interaction1

 **RecordComplaintsSequence** — Interaction1












 **CleanRoomSequence** — Interaction1

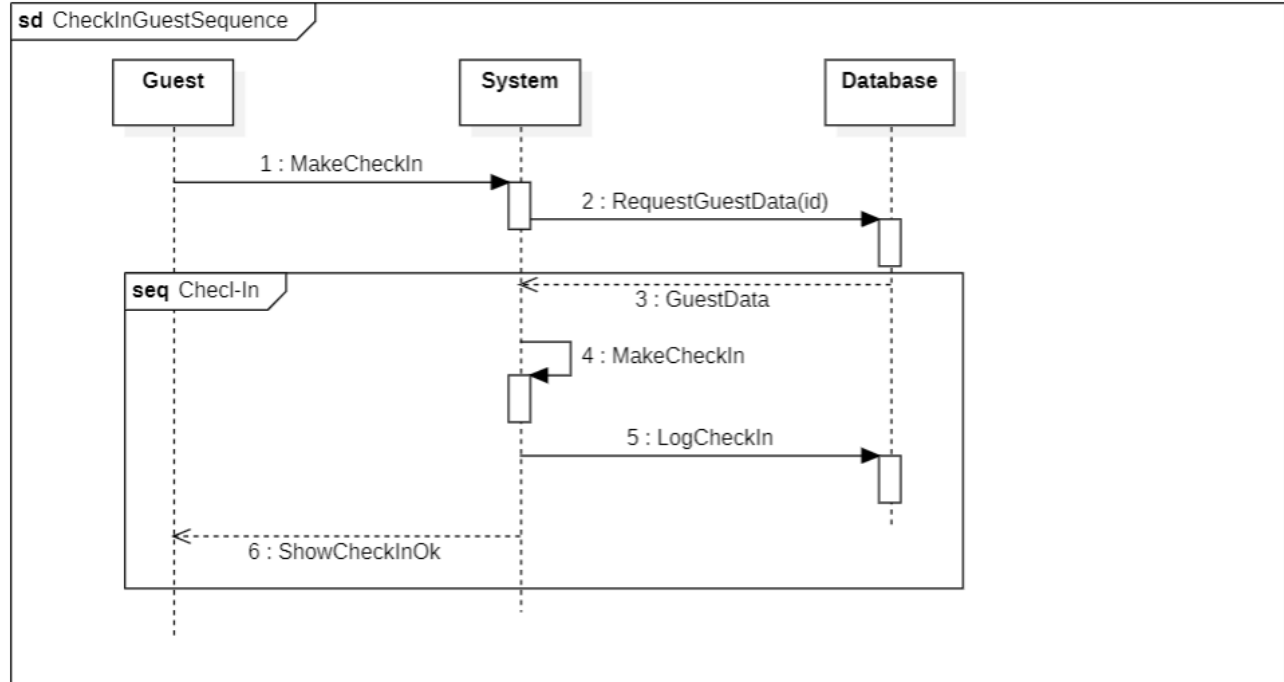
 **CheckInGuestSequence** — Interaction1

 **PayBillSequence** — Interaction1





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-  PurchaseInventorySequence — Interaction1
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-  **CheckInGuestSequence** — Interaction1
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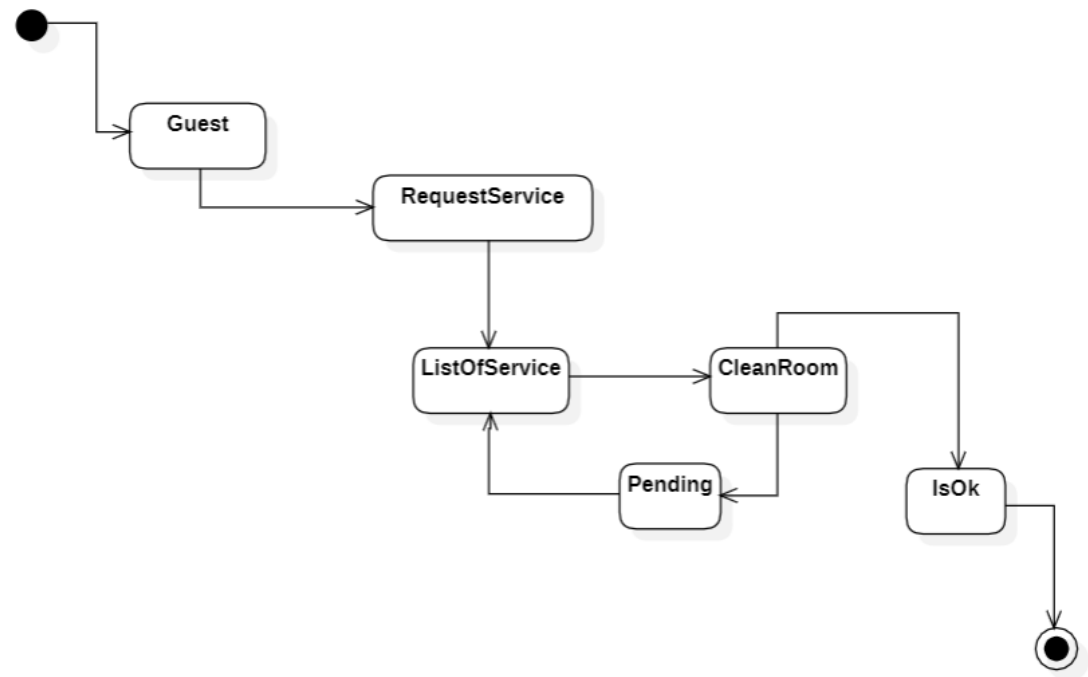
 **PurchaseInventorySequence** — Interaction1

 **RecordComplaintsSequence** — Interaction1












 **CleanRoomSequence** — Interaction1

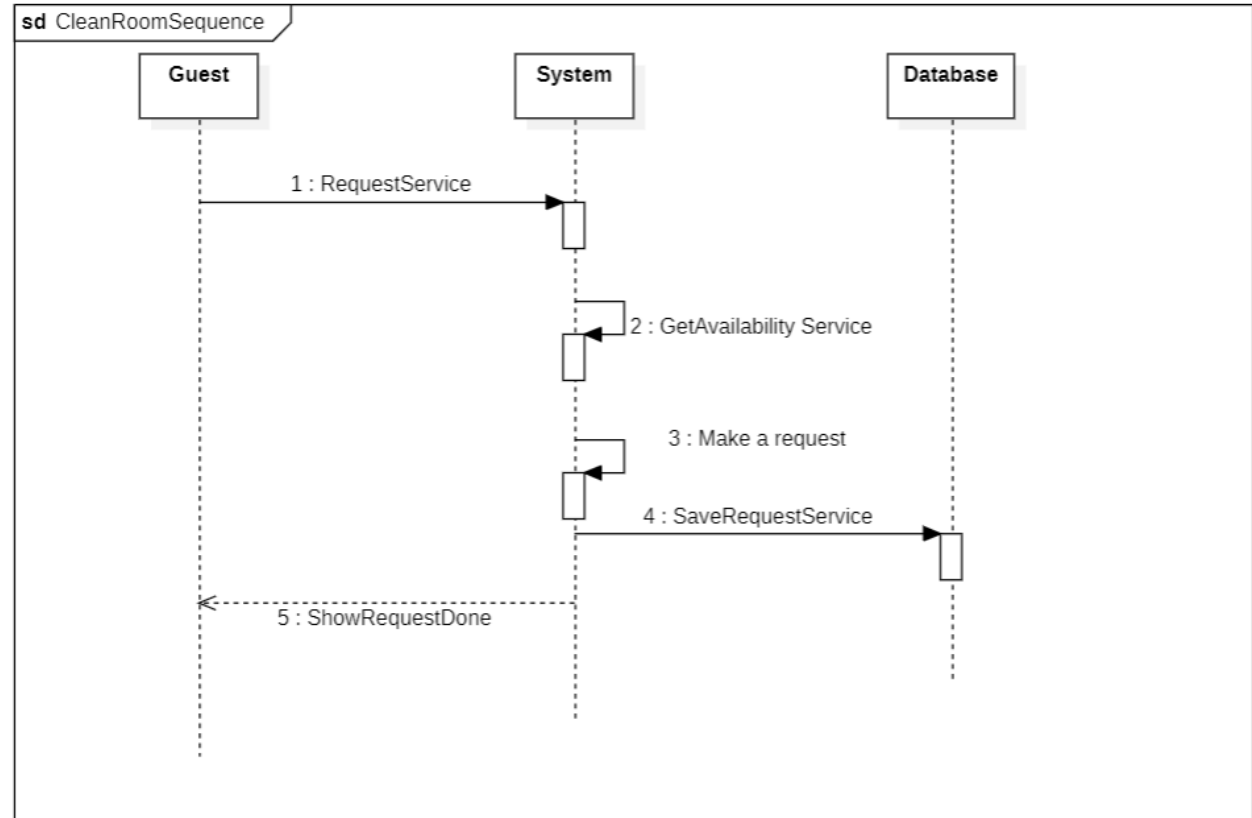
 **CheckInGuestSequence** — Interaction1

 **PayBillSequence** — Interaction1





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-  **CleanRoomSequence** — Interaction1
-  CheckInGuestSequence — Interaction1
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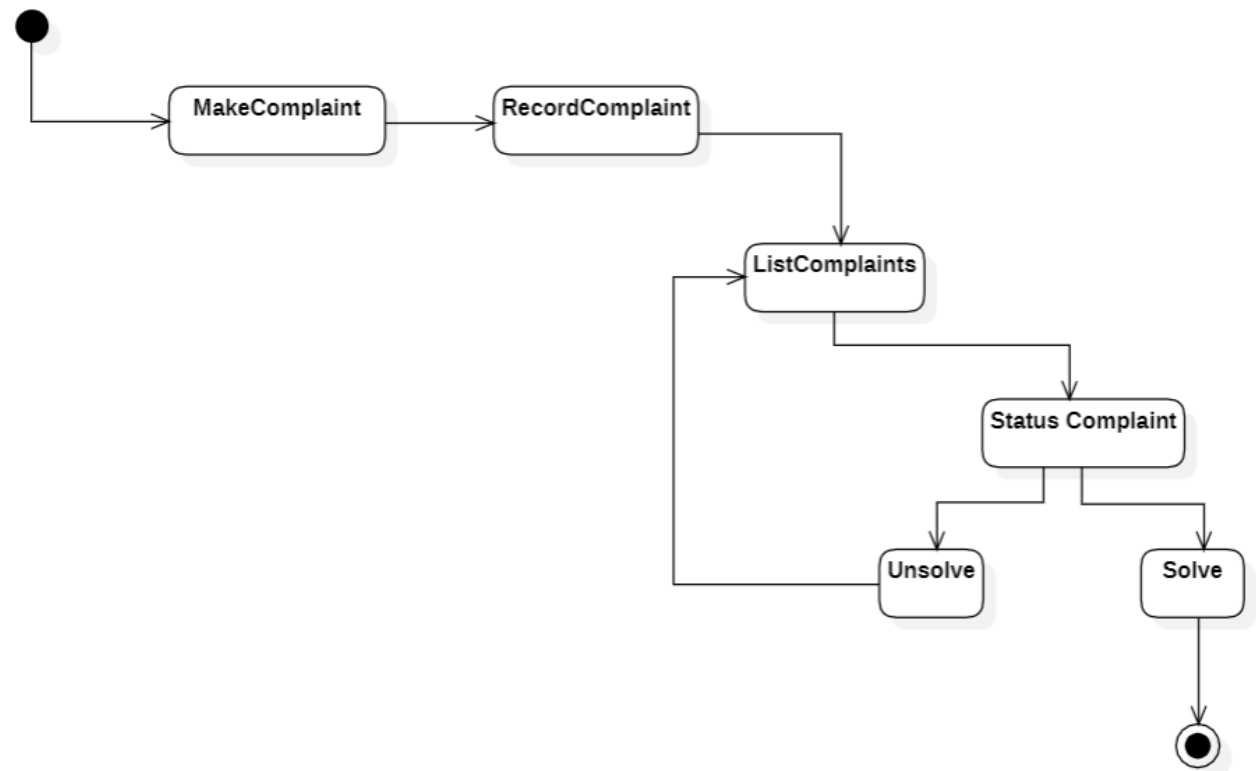
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 **RecordComplaintsSequence** — Interaction1

 **CleanRoomSequence** — Interaction1

 **CheckInGuestSequence** — Interaction1

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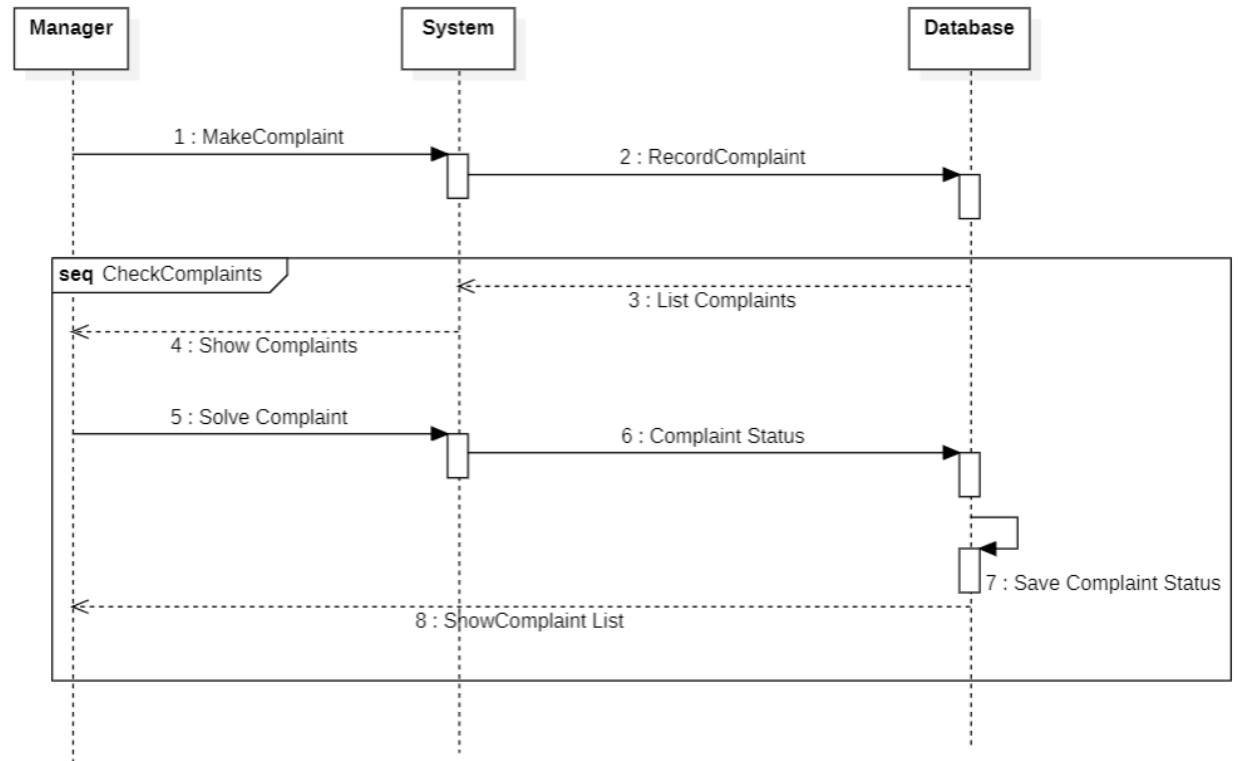
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TOOLBOX





sd RecordComplaintsSequence





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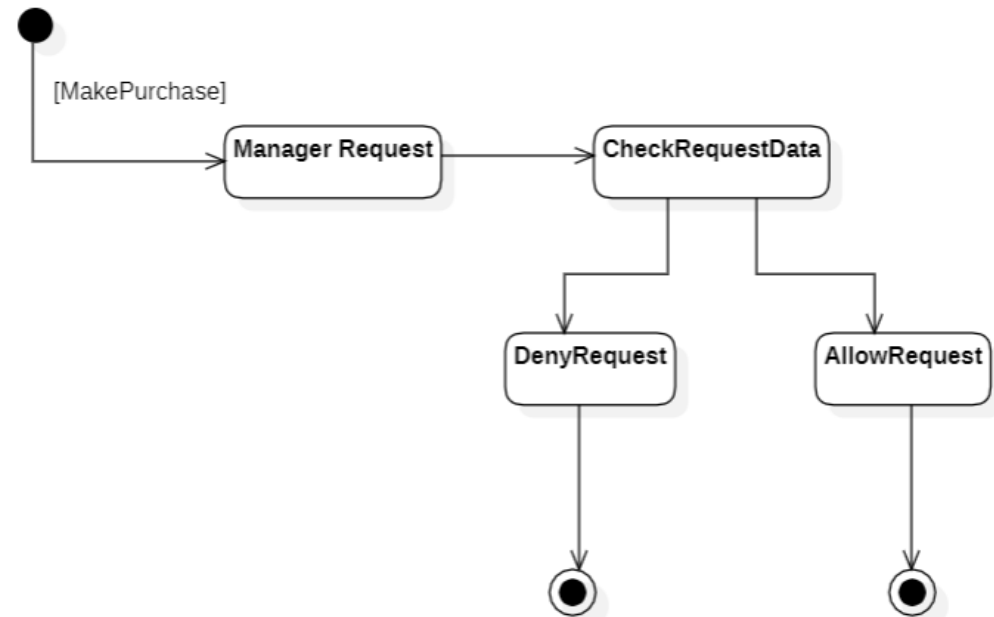
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