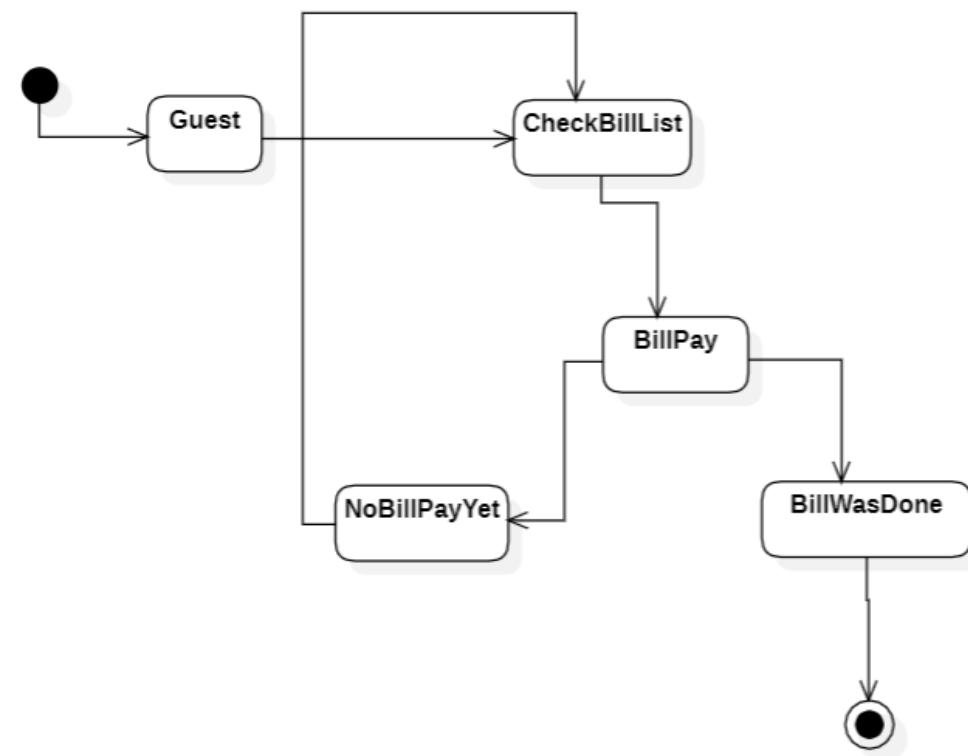
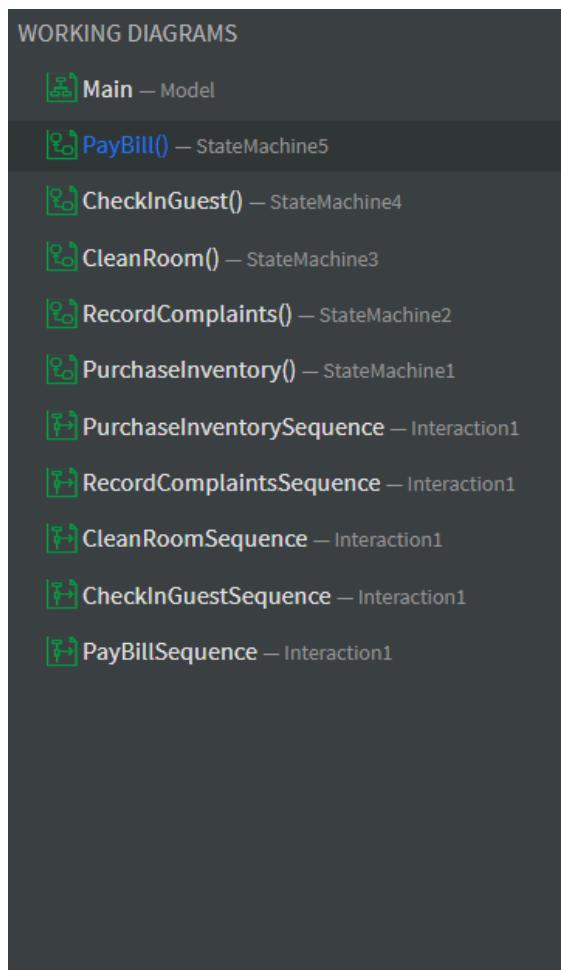
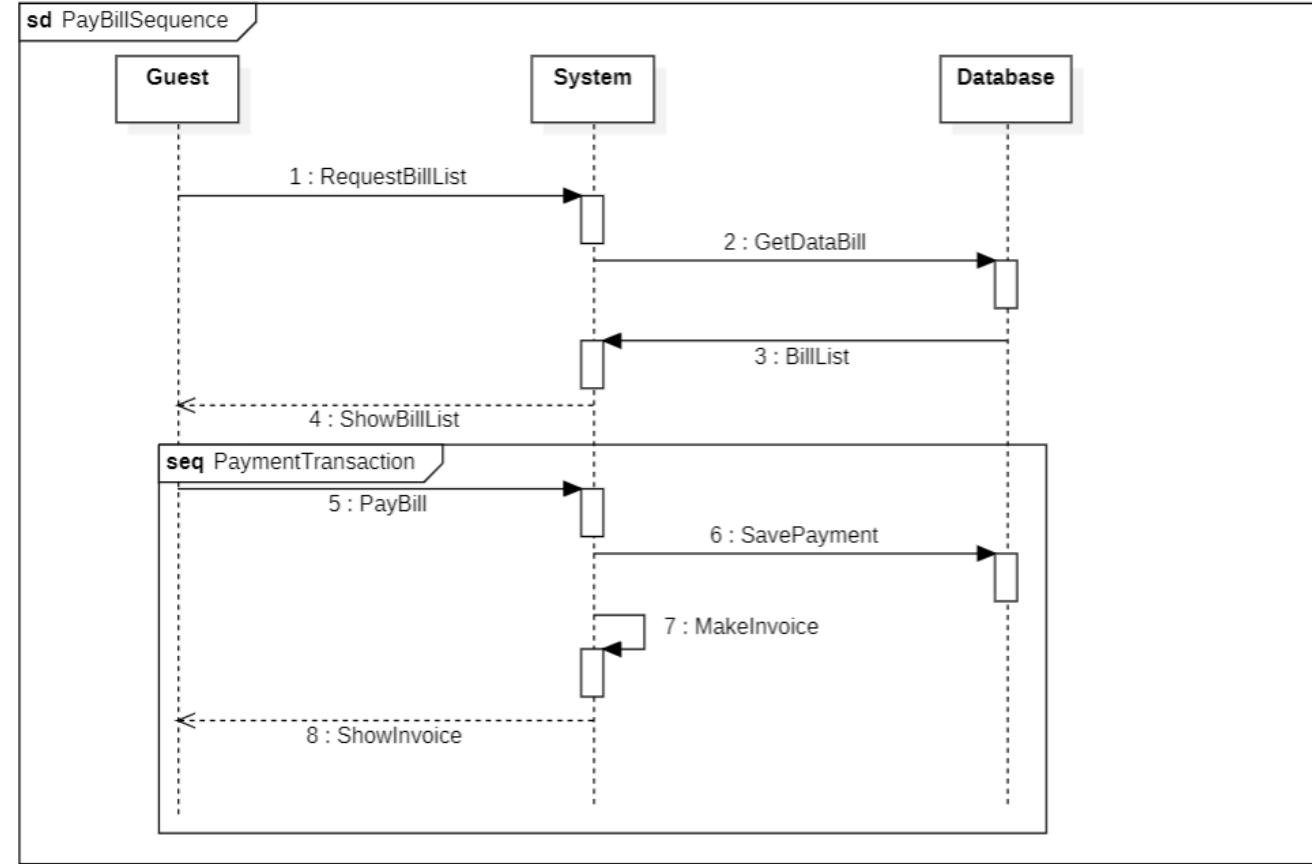


## Diagramas de secuencia y estado



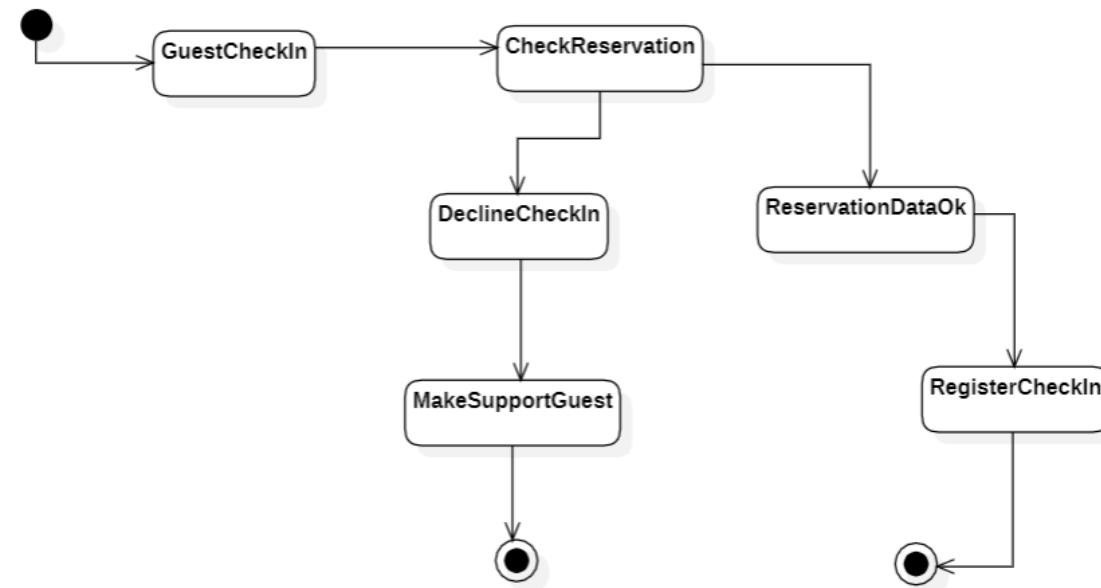
## WORKING DIAGRAMS

- Main — Model
- PayBill() — StateMachine5
- CheckInGuest() — StateMachine4
- CleanRoom() — StateMachine3
- RecordComplaints() — StateMachine2
- PurchaseInventory() — StateMachine1
- PurchaseInventorySequence — Interaction1
- RecordComplaintsSequence — Interaction1
- CleanRoomSequence — Interaction1
- CheckInGuestSequence — Interaction1
- PayBillSequence — Interaction1



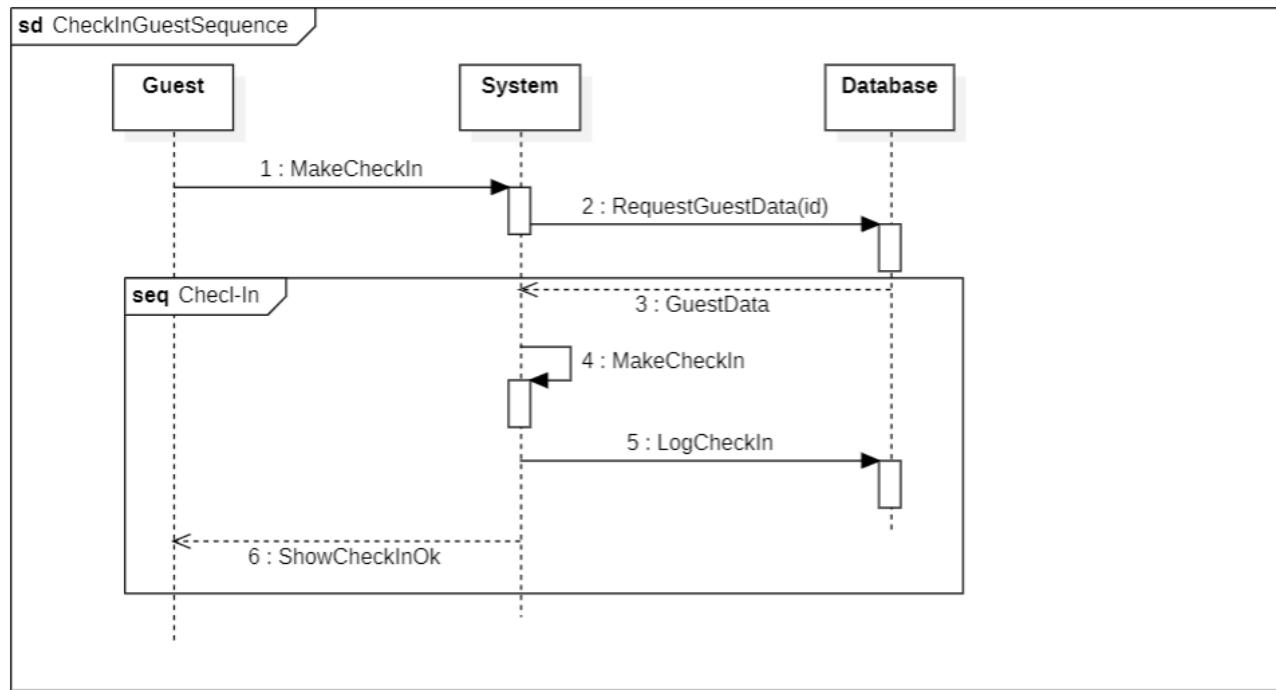
## WORKING DIAGRAMS

- Main – Model
- PayBill() – StateMachine5
- CheckInGuest() – StateMachine4
- CleanRoom() – StateMachine3
- RecordComplaints() – StateMachine2
- PurchaseInventory() – StateMachine1
- PurchaseInventorySequence – Interaction1
- RecordComplaintsSequence – Interaction1
- CleanRoomSequence – Interaction1
- CheckInGuestSequence – Interaction1
- PayBillSequence – Interaction1



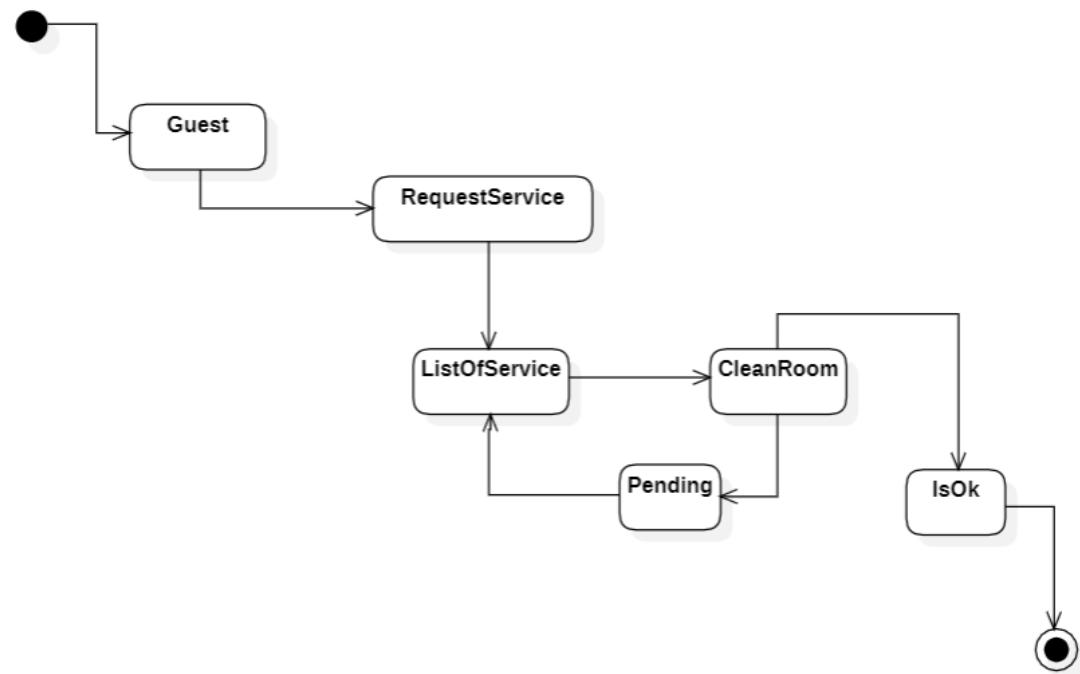
#### WORKING DIAGRAMS

-  Main — Model
-  PayBill() — StateMachine5
-  CheckInGuest() — StateMachine4
-  CleanRoom() — StateMachine3
-  RecordComplaints() — StateMachine2
-  PurchaseInventory() — StateMachine1
-  PurchaseInventorySequence — Interaction1
-  RecordComplaintsSequence — Interaction1
-  CleanRoomSequence — Interaction1
-  CheckInGuestSequence — Interaction1
-  PayBillSequence — Interaction1



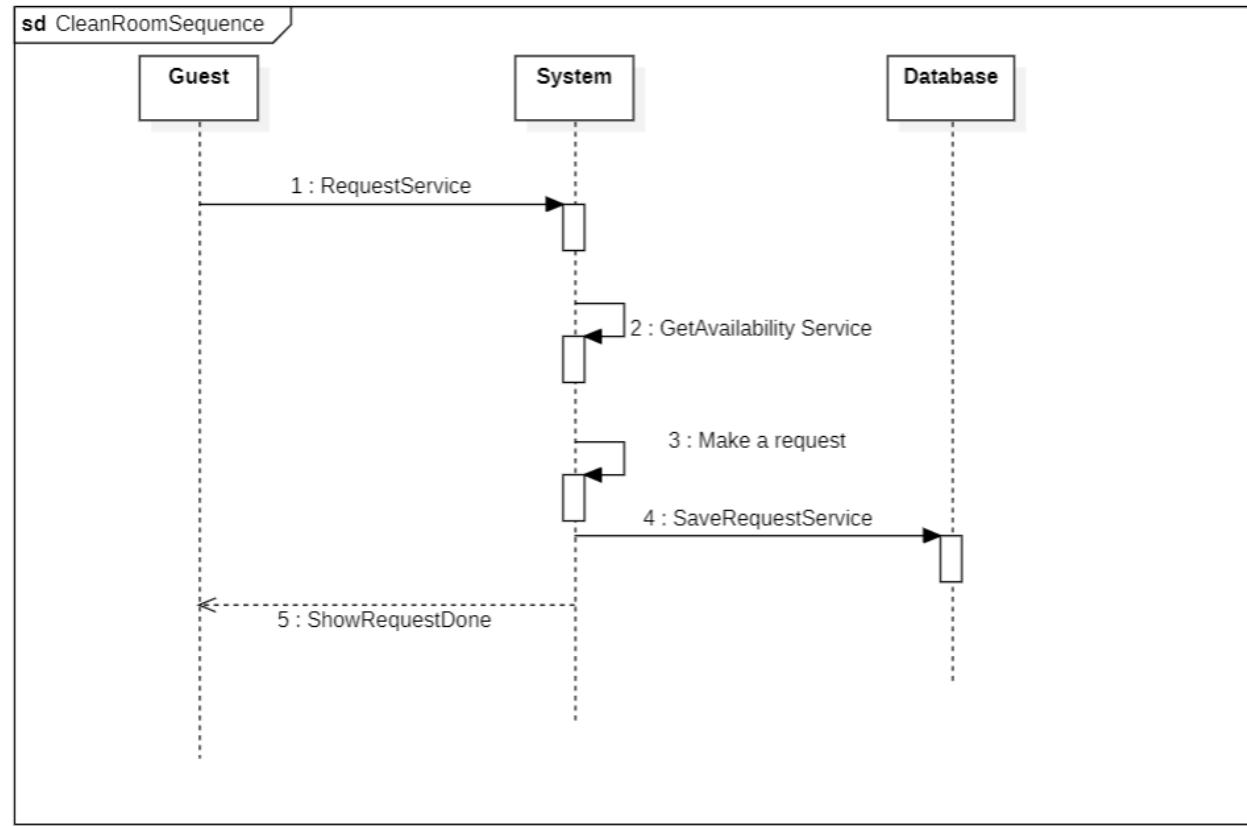
## WORKING DIAGRAMS

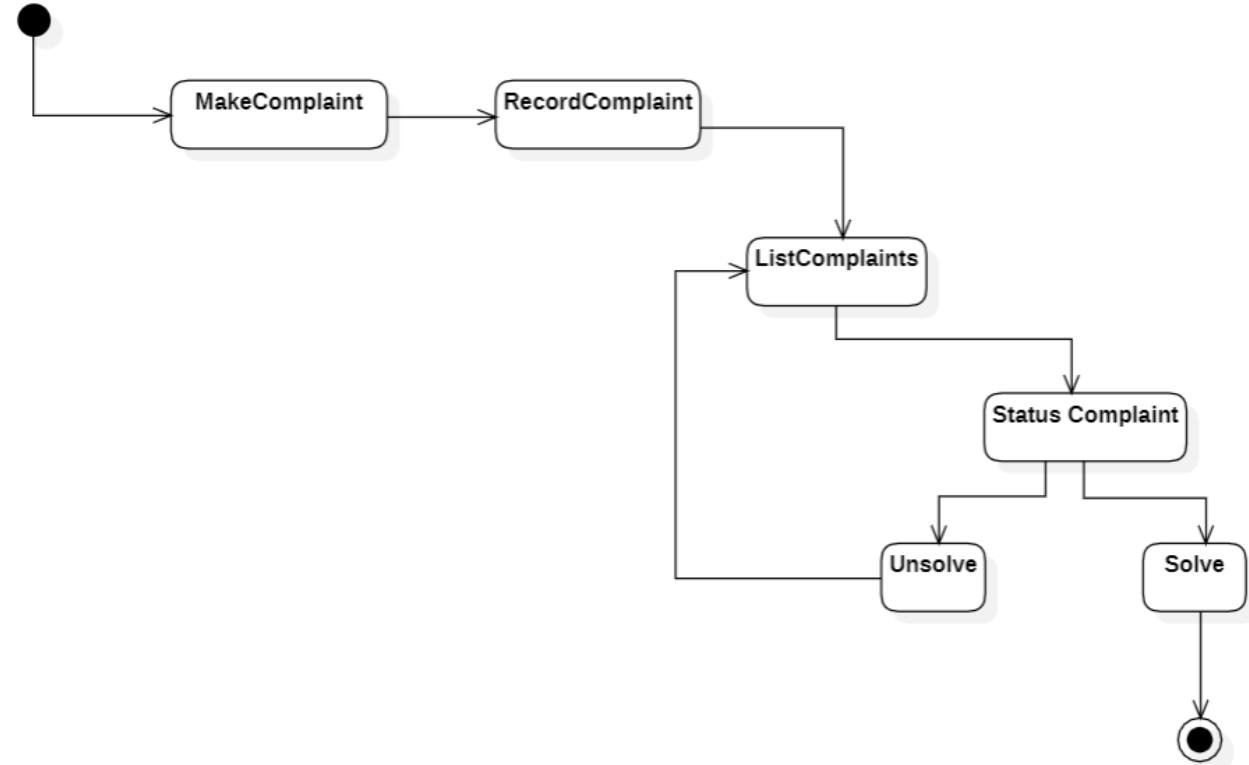
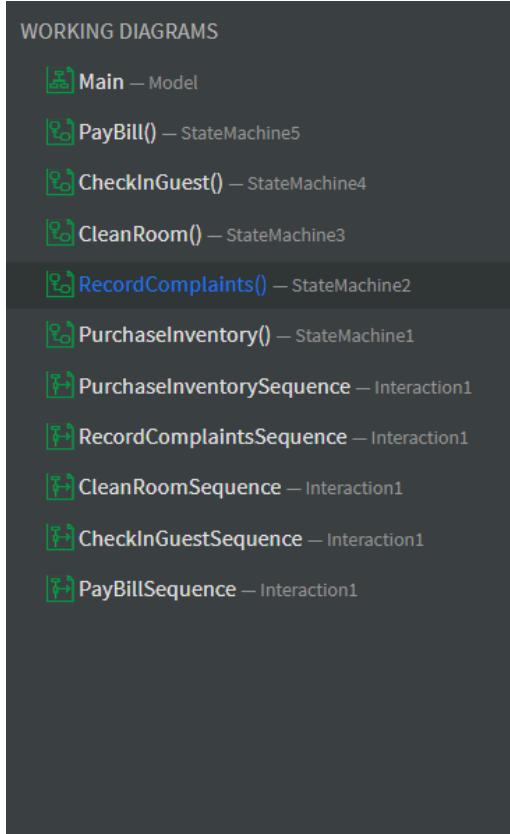
 Main	— Model
 PayBill()	— StateMachine5
 CheckInGuest()	— StateMachine4
 CleanRoom()	— StateMachine3
 RecordComplaints()	— StateMachine2
 PurchaseInventory()	— StateMachine1
 PurchaseInventorySequence	— Interaction1
 RecordComplaintsSequence	— Interaction1
 CleanRoomSequence	— Interaction1
 CheckInGuestSequence	— Interaction1
 PayBillSequence	— Interaction1

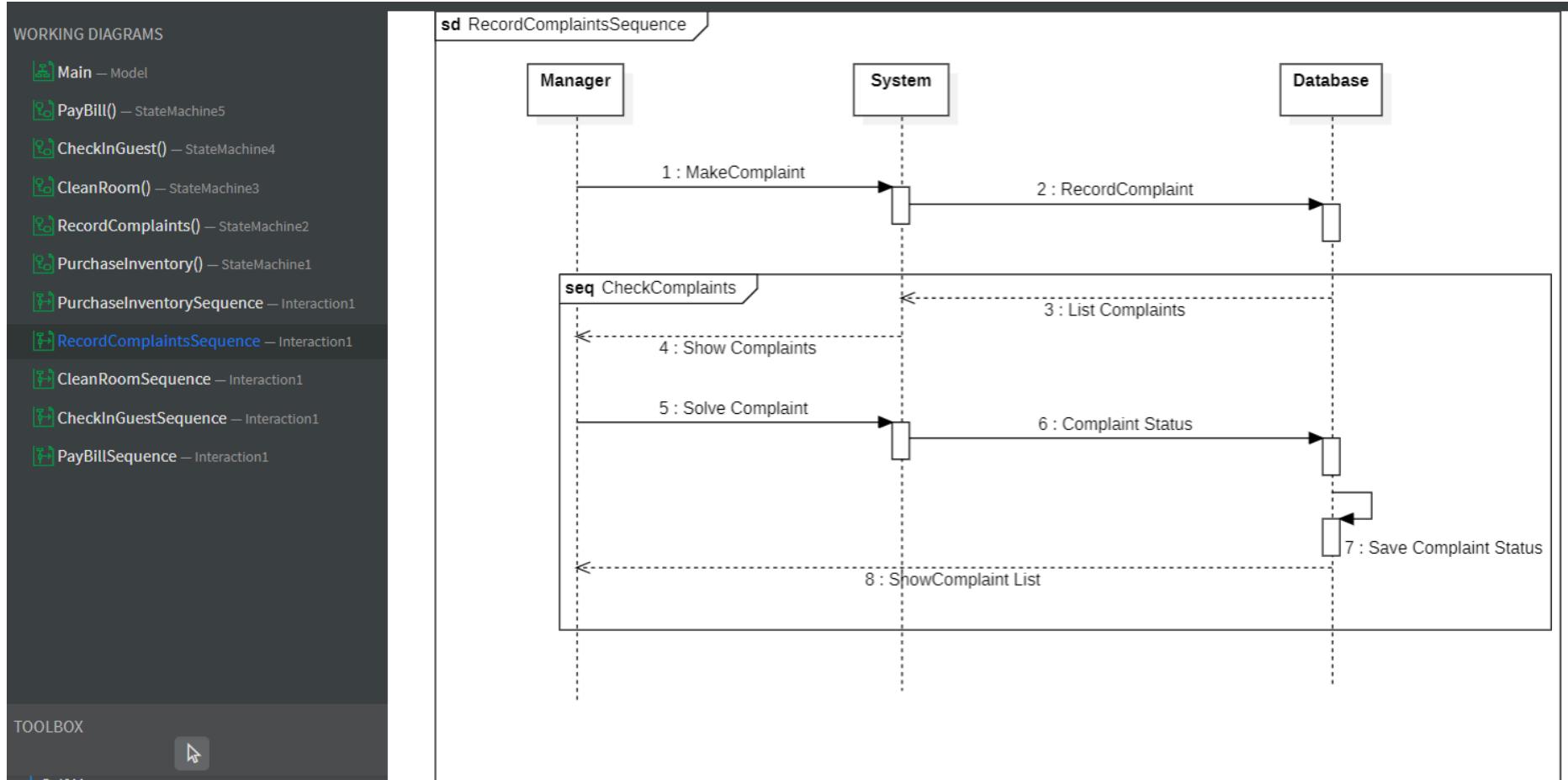


#### WORKING DIAGRAMS

- Main — Model
- PayBill() — StateMachine5
- CheckInGuest() — StateMachine4
- CleanRoom() — StateMachine3
- RecordComplaints() — StateMachine2
- PurchaseInventory() — StateMachine1
- PurchaseInventorySequence — Interaction1
- RecordComplaintsSequence — Interaction1
- CleanRoomSequence — Interaction1
- CheckInGuestSequence — Interaction1
- PayBillSequence — Interaction1

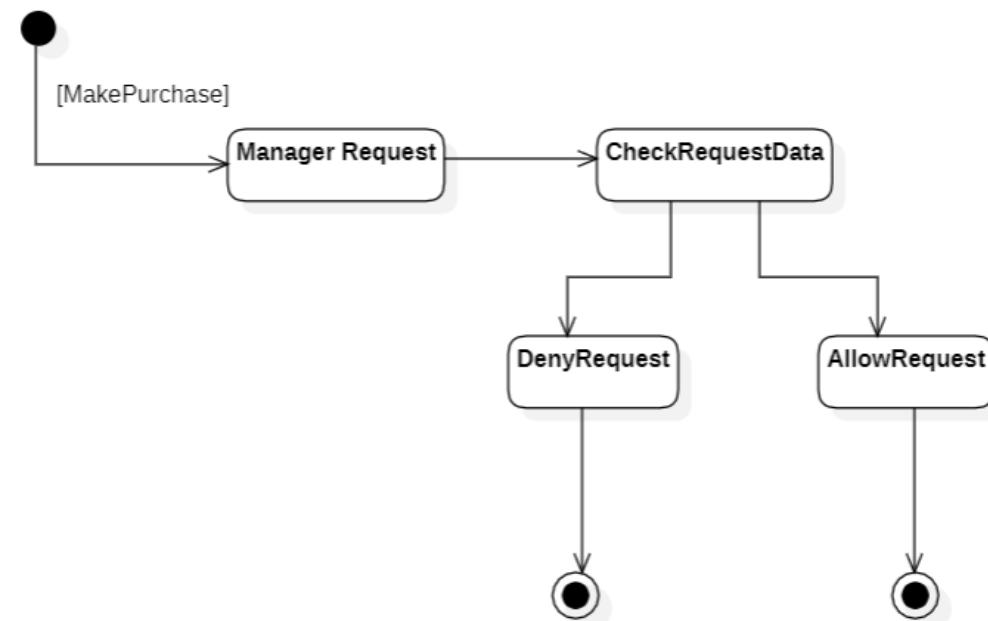






## WORKING DIAGRAMS

-  Main — Model
-  PayBill() — StateMachine5
-  CheckInGuest() — StateMachine4
-  CleanRoom() — StateMachine3
-  RecordComplaints() — StateMachine2
-  PurchaseInventory() — StateMachine1
-  PurchaseInventorySequence — Interaction1
-  RecordComplaintsSequence — Interaction1
-  CleanRoomSequence — Interaction1
-  CheckInGuestSequence — Interaction1
-  PayBillSequence — Interaction1



## WORKING DIAGRAMS

- Main – Model
- PayBill() – StateMachine5
- CheckInGuest() – StateMachine4
- CleanRoom() – StateMachine3
- RecordComplaints() – StateMachine2
- PurchaselInventory() – StateMachine1
- PurchaselInventorySequence – Interaction1
- RecordComplaintsSequence – Interaction1
- CleanRoomSequence – Interaction1
- CheckInGuestSequence – Interaction1
- PayBillSequence – Interaction1

