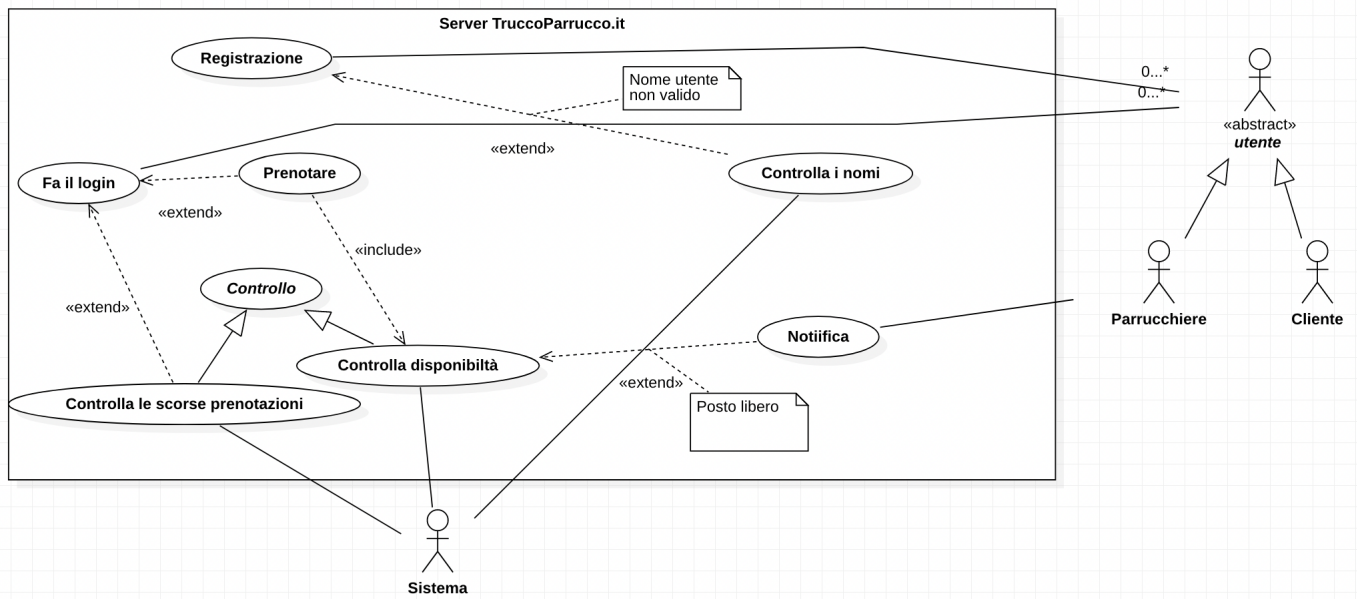


PDF con tutti i grafici UML

Nicolas Anselmi, David Guzman Piedrahita and Marco Vinciguerra

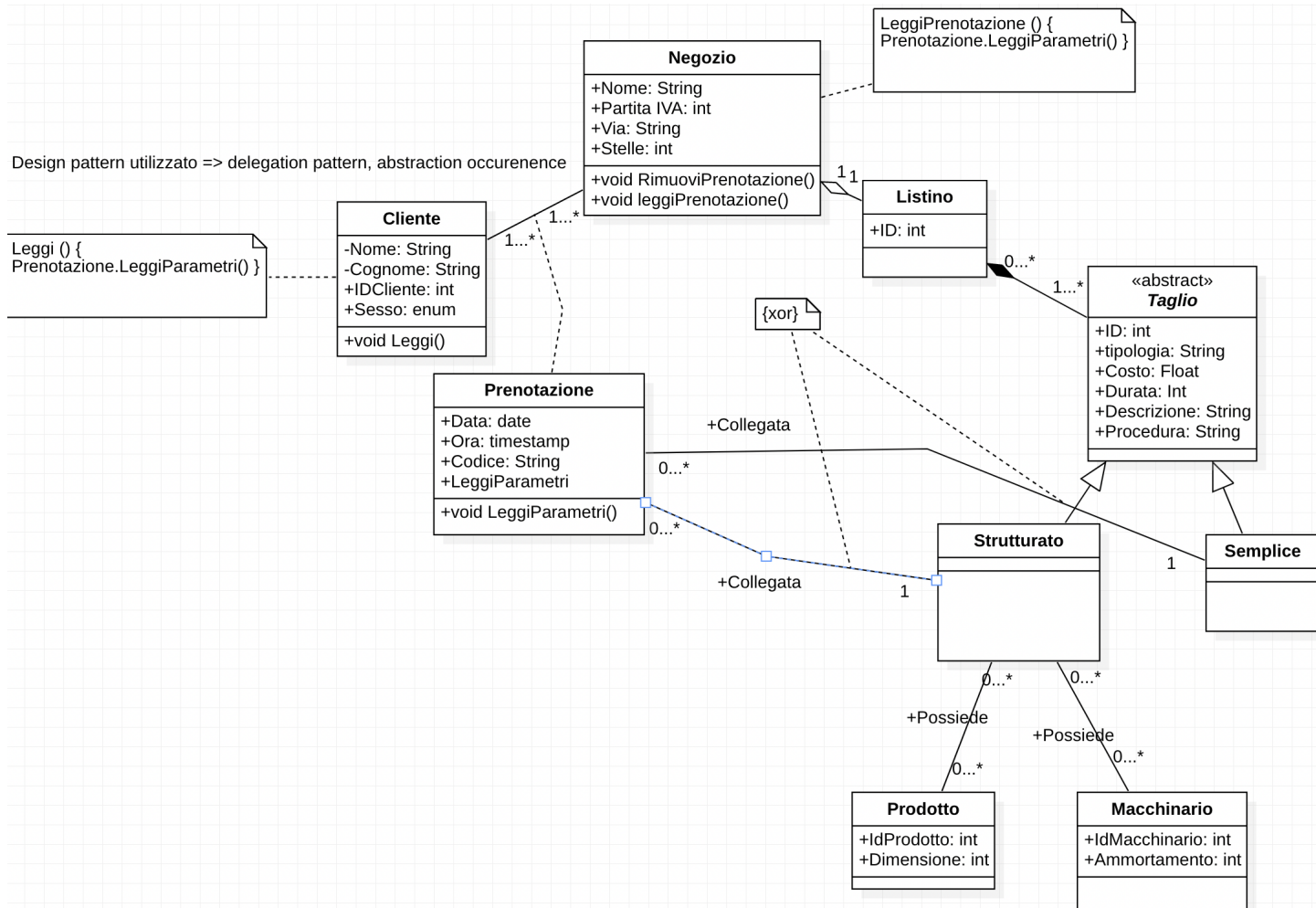
14 gennaio 2022

1 Use case diagram



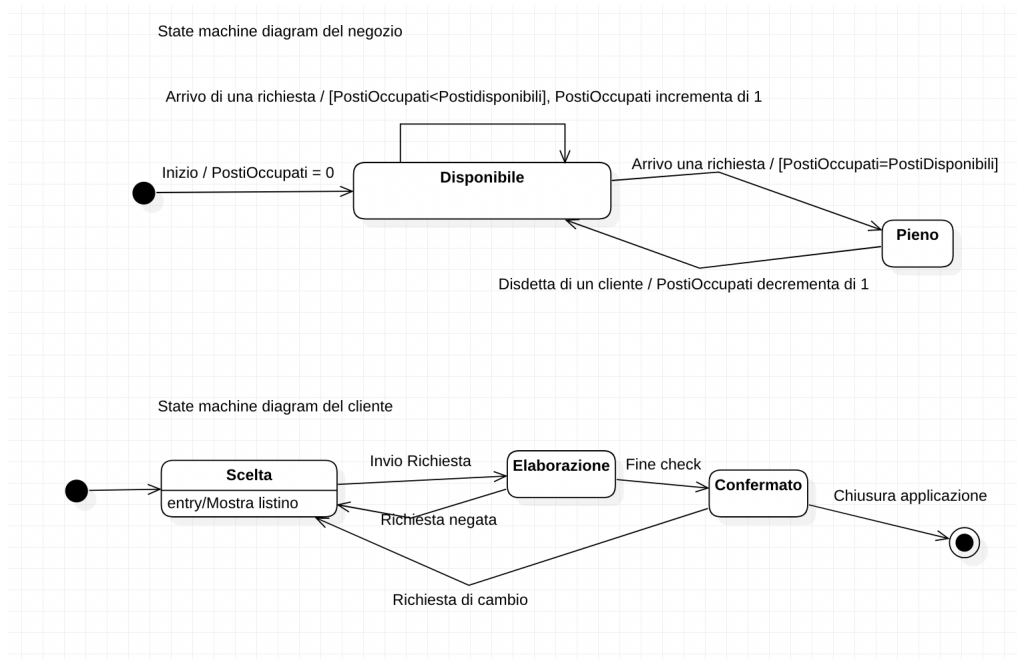
Controllo è una classe astratta in quanto i due tipi di controllo funzionano alla stessa maniera, cambia solo il tipo di algoritmo decisionale.

2 Class diagram



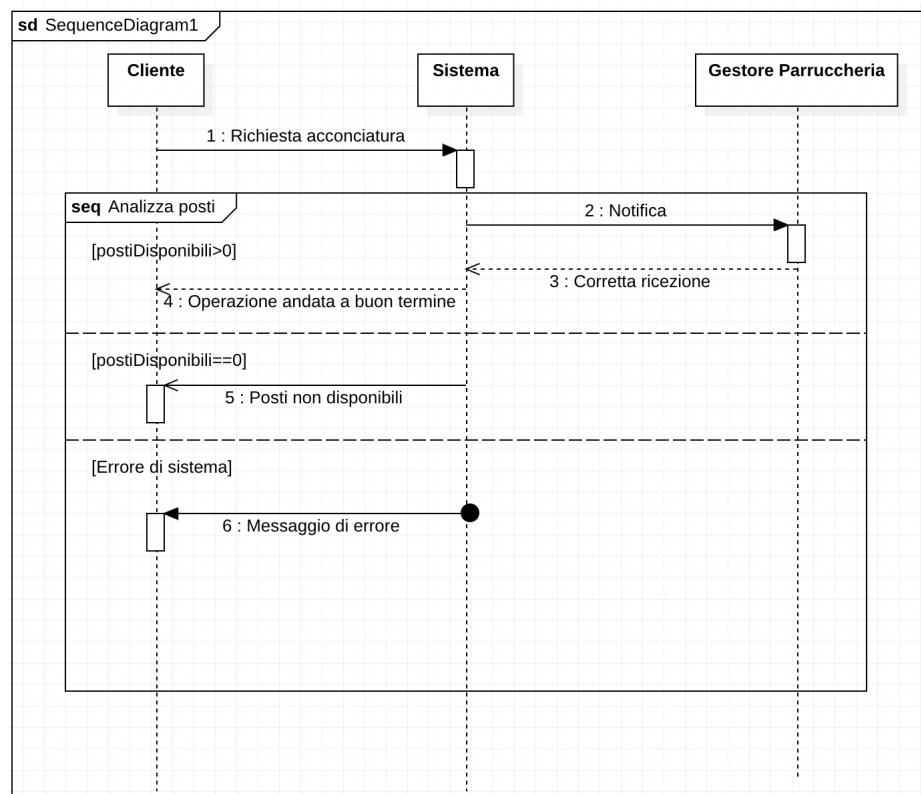
3 State machine diagram

3.1 State machine diagram del parrucchiere

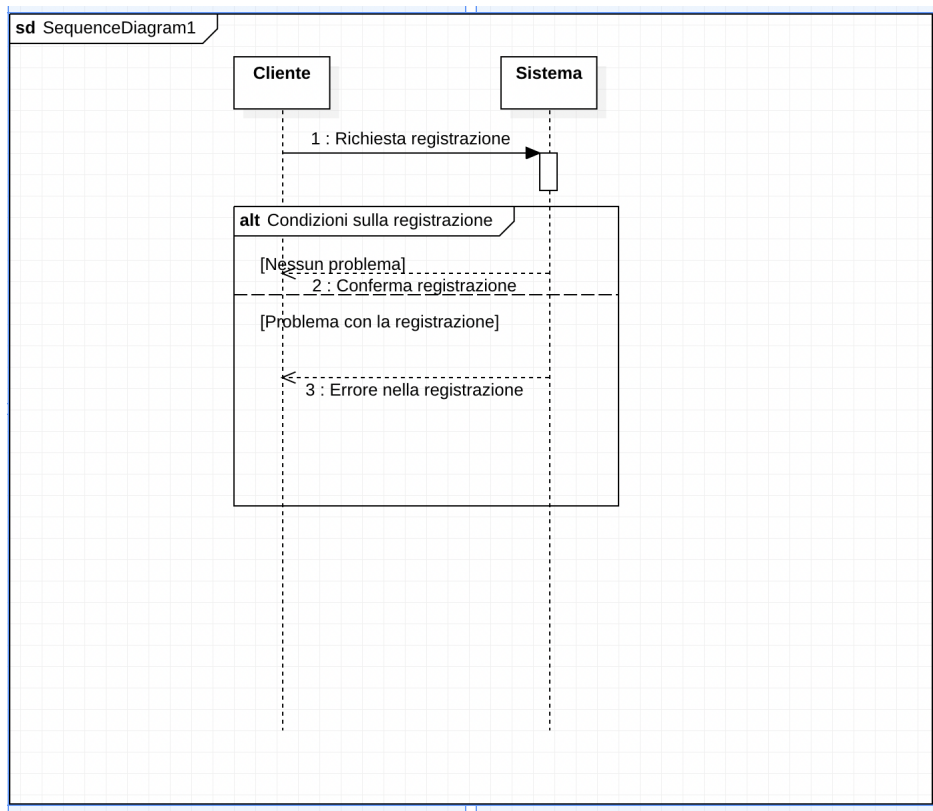


4 Sequence diagram

4.1 Sequence diagram del login

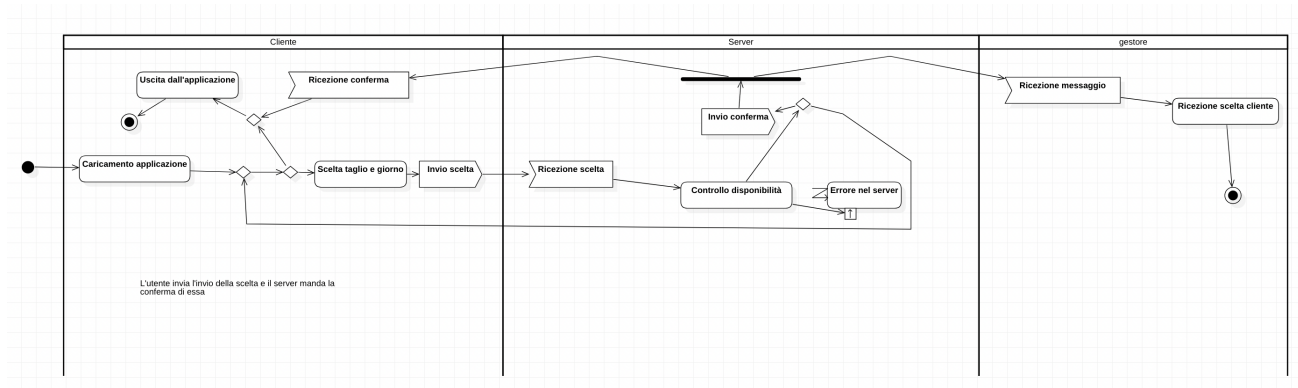


4.2 Sequence diagram della registrazione



5 Activity diagram

5.1 Granularità alta



5.2 Granularità bassa

