

# Grafici UML

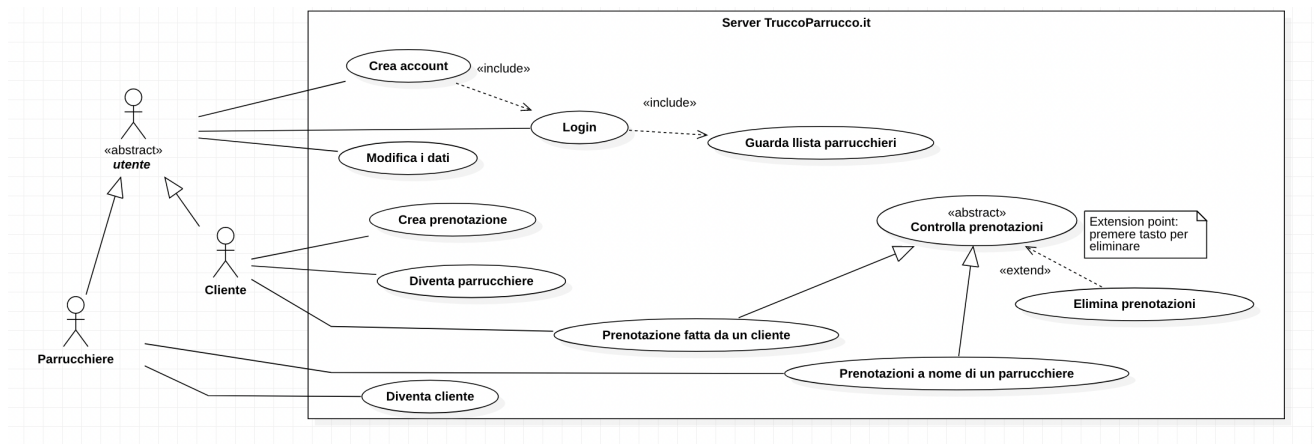
Nicolas Anselmi, David Guzman Piedrahita and Marco Vinciguerra

12 febbraio 2022

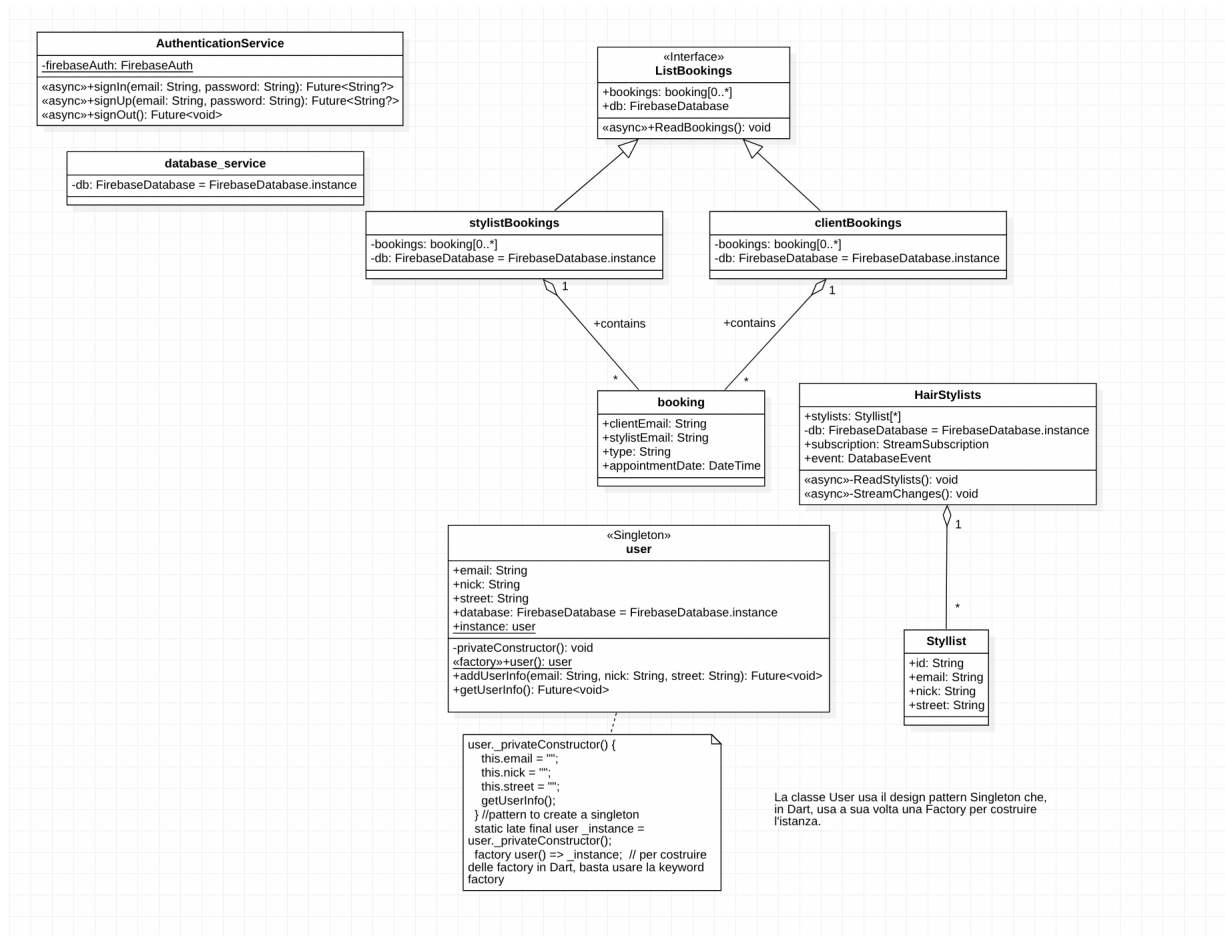
## 1 Introduzione

Nel progetto vengono fatti diversi activity diagram per illustrare al meglio il funzionamento ai diversi tipi di stakeholder.

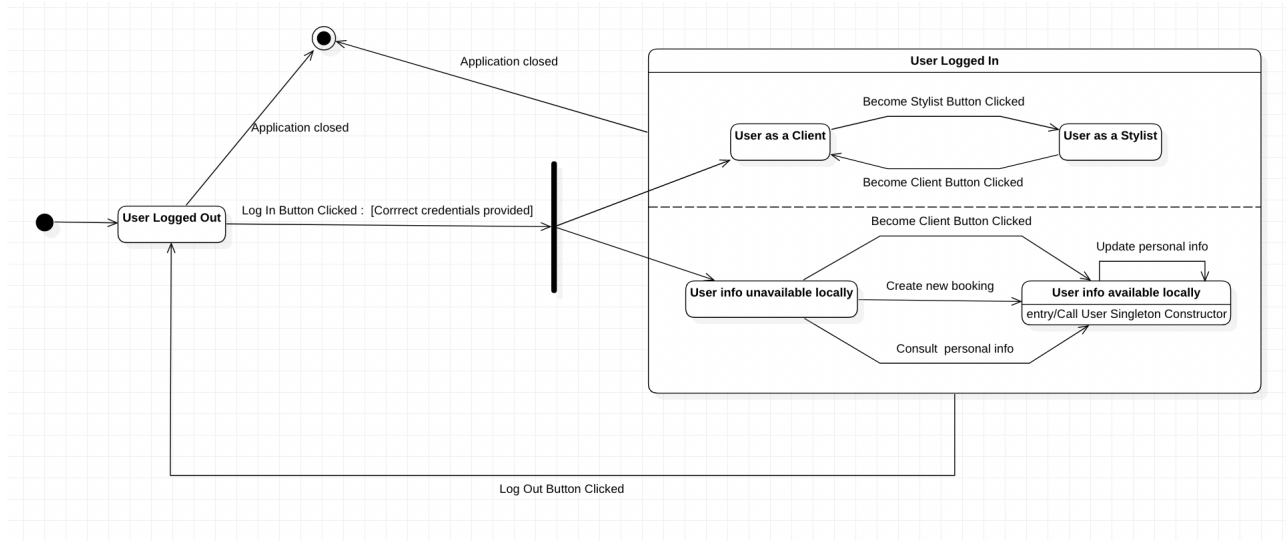
## 2 Use case diagram



### 3 Class diagram

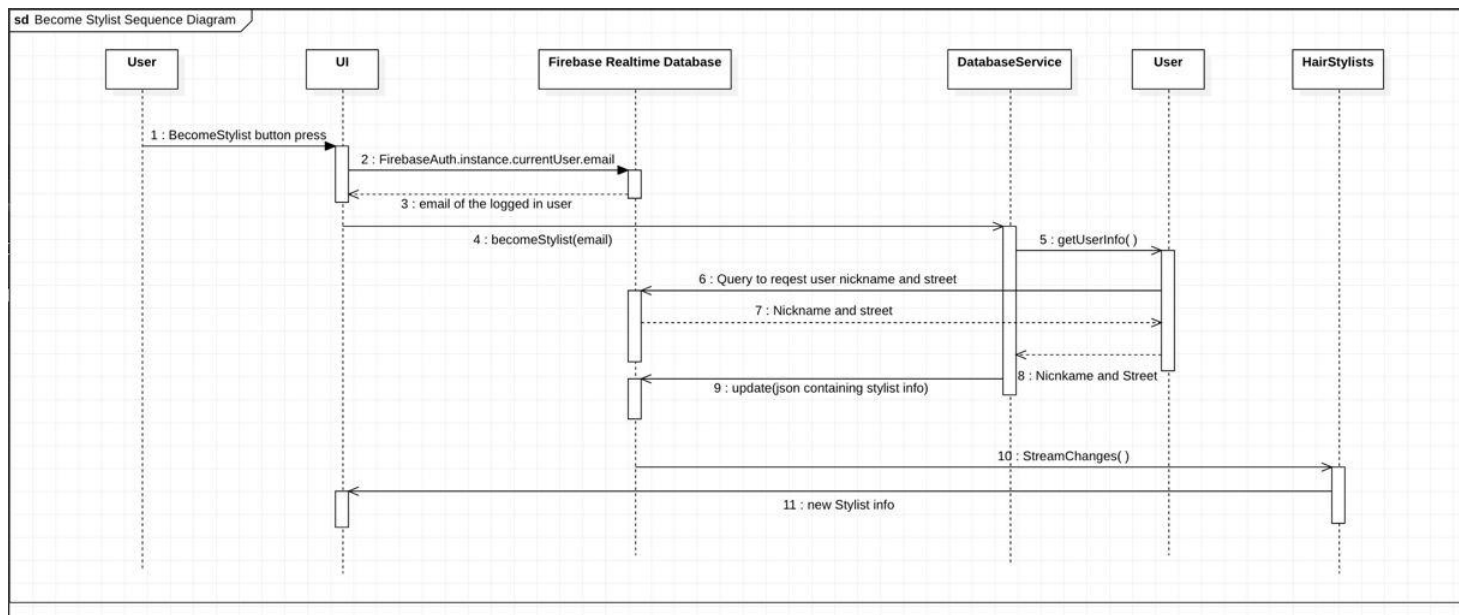


## 4 State machine diagram

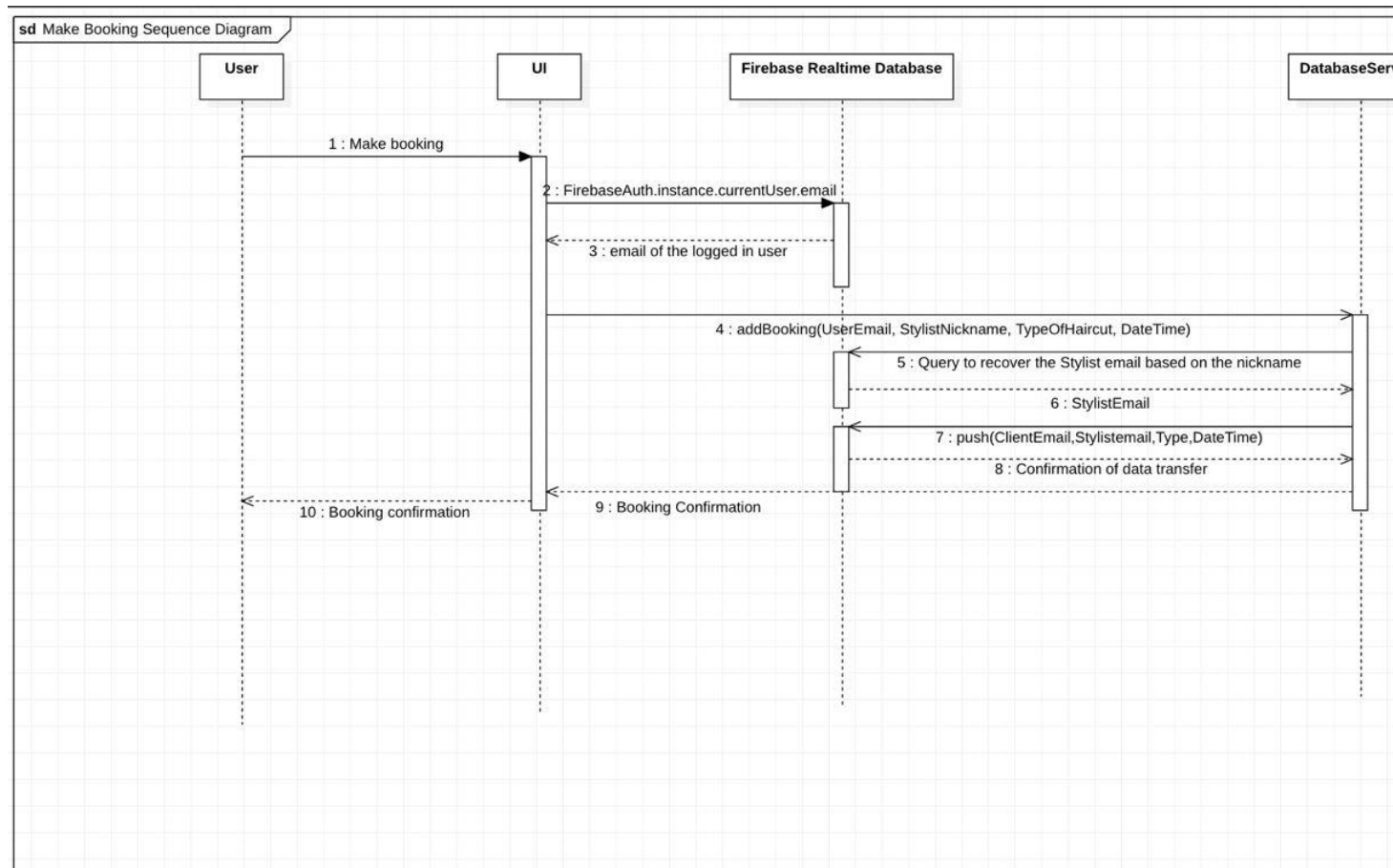


## 5 Sequence diagram

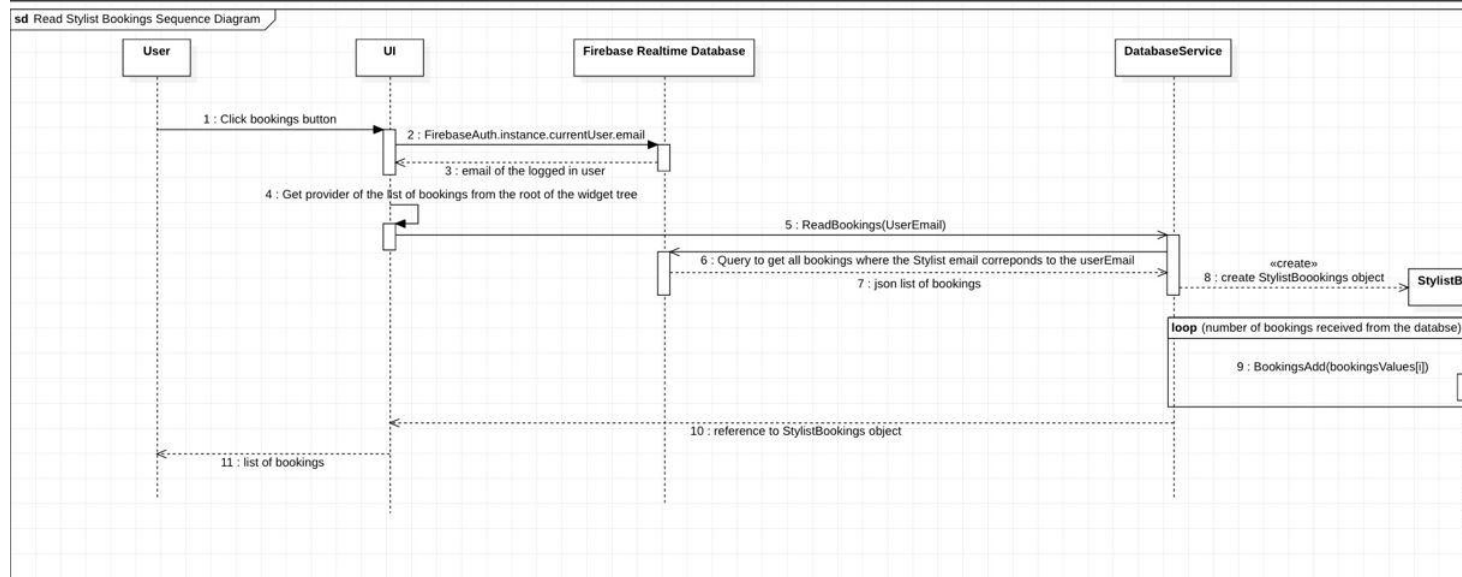
### 5.1 Become stylist



### 5.2 Make booking



### 5.3 Read stylist booking

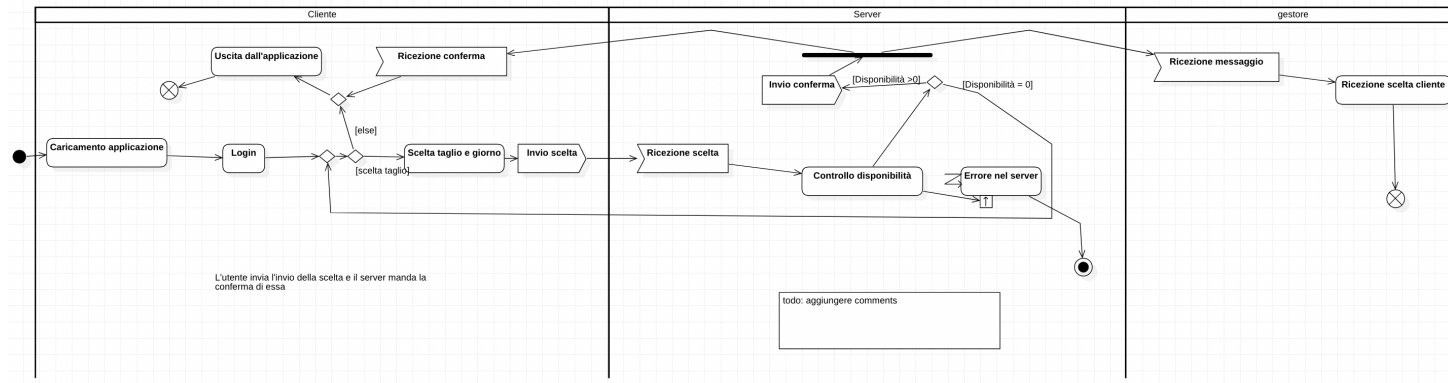


## 6 Activity diagram

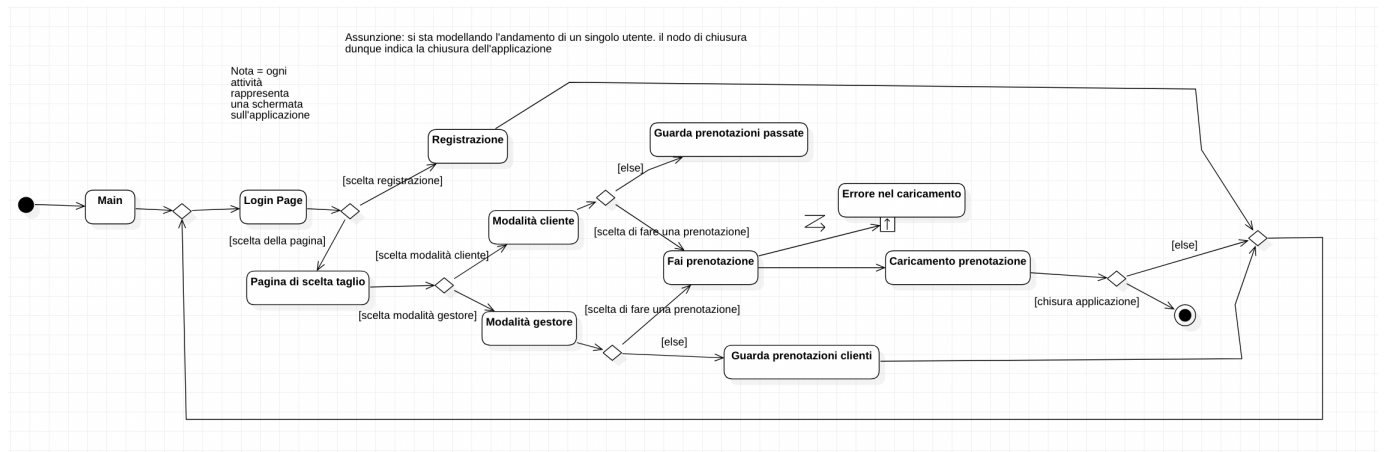
### 6.1 Spiegazione

Sono stati fatti 3 activity diagram per rappresentare al meglio i diversi punti di vista degli stakeholder.

### 6.2 funzionamento del programma con una granularità alta



### 6.3 funzionamento dell'UI con i nomi delle classi



### 6.4 funzionamento del programma con una granularit  alta

