

ENTORNOS DE DESARROLLO

UML

Unidad 11.

Adaya Elías Gracia

1S DAW

Ejercicio para entregar.

Realización de todas las relaciones entre clases.

The screenshot shows the Visual Studio Code editor with the 'uml' project open. The file explorer on the left shows 'src' and 'uml'. The code editor displays the following code:

```
@startuml
skinparam classAttributeIconSize 0

class Evento{
}
class Conferencia{
}
class BoardMeeting{
}
Evento <|-- Conferencia
Evento <|-- BoardMeeting

@enduml
```

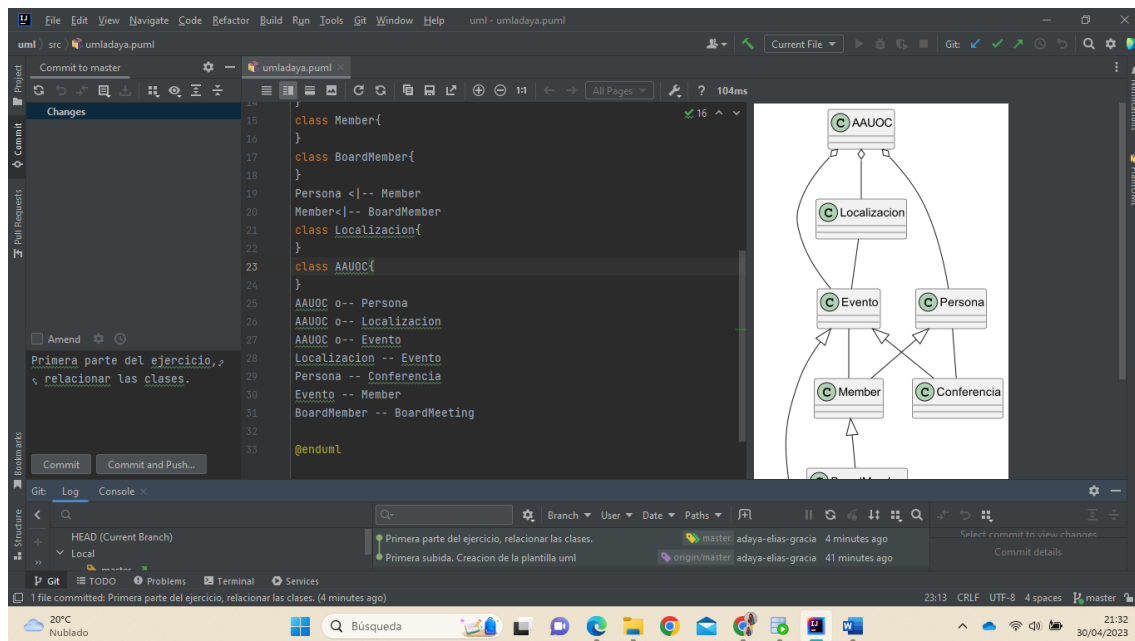
The UML diagram on the right shows a class hierarchy where 'Evento' is the superclass, and 'Conferencia' and 'BoardMeeting' are subclasses. The interface shows a commit message: 'Primera subida. Creacion de la plantilla uml'.

The screenshot shows the Visual Studio Code editor with the 'uml' project open. The code editor displays the following code:

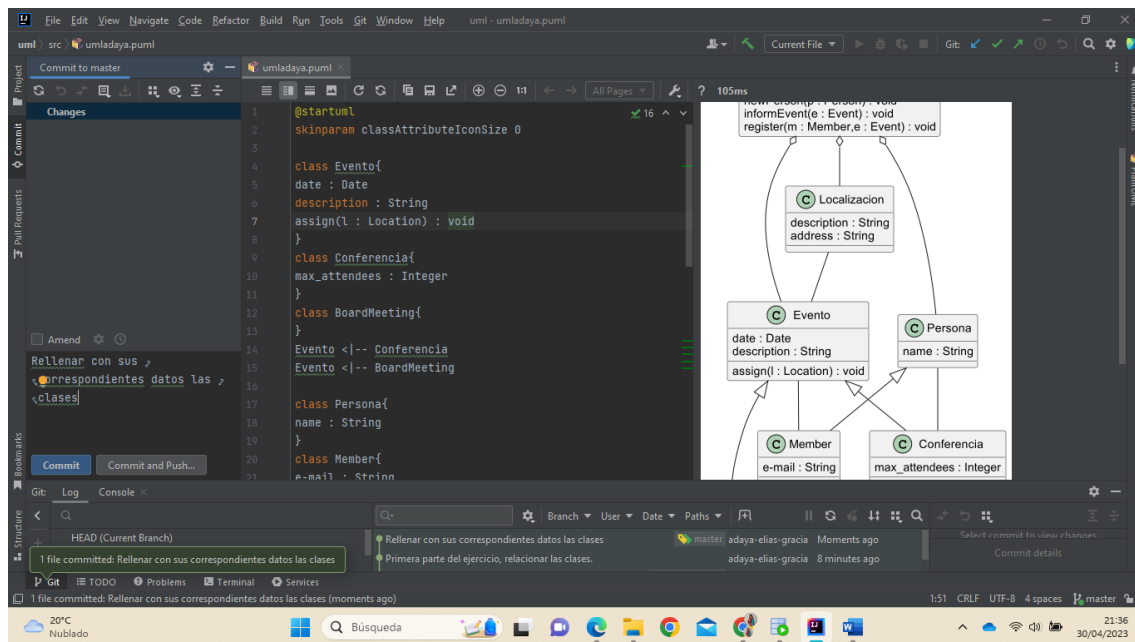
```
class Evento{
}
class Conferencia{
}
class BoardMeeting{
}
Evento <|-- Conferencia
Evento <|-- BoardMeeting

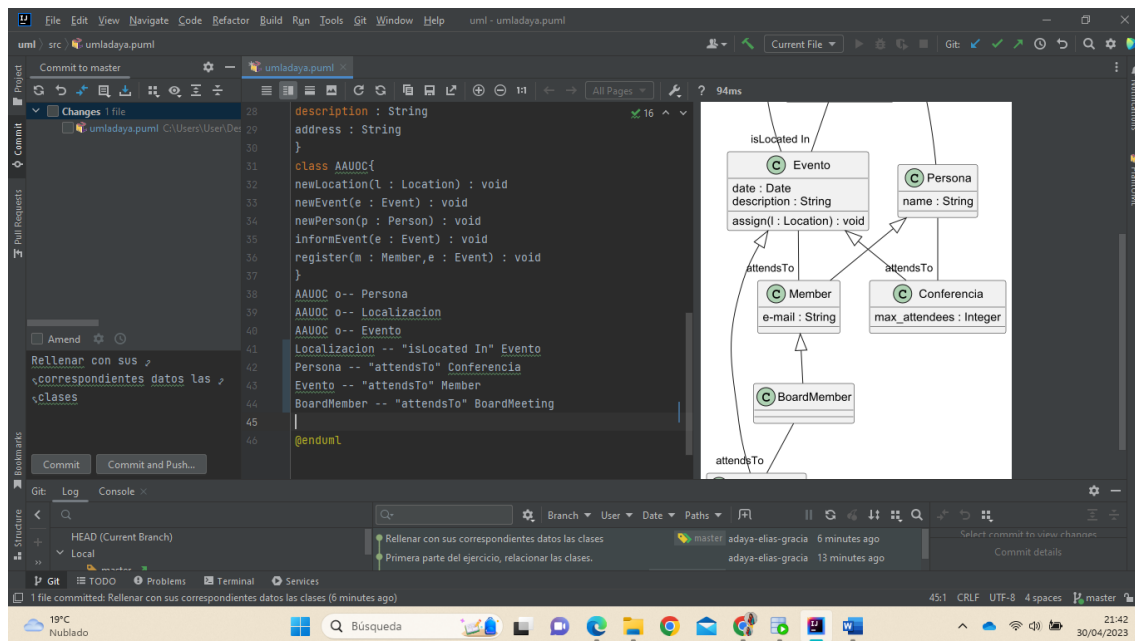
class Persona{
}
class Member{
}
class BoardMember{
}
Persona <|-- Member
Member <|-- BoardMember
```

The UML diagram on the right shows a more complex class hierarchy. 'Evento' is the superclass for 'Conferencia' and 'BoardMeeting'. 'Persona' is the superclass for 'Member', and 'Member' is the superclass for 'BoardMember'. The interface shows a commit message: 'Primera subida. Creacion de la plantilla uml'.



Rellenar las clases con sus atributos y métodos.





Por último, añadir las cardinalidades

