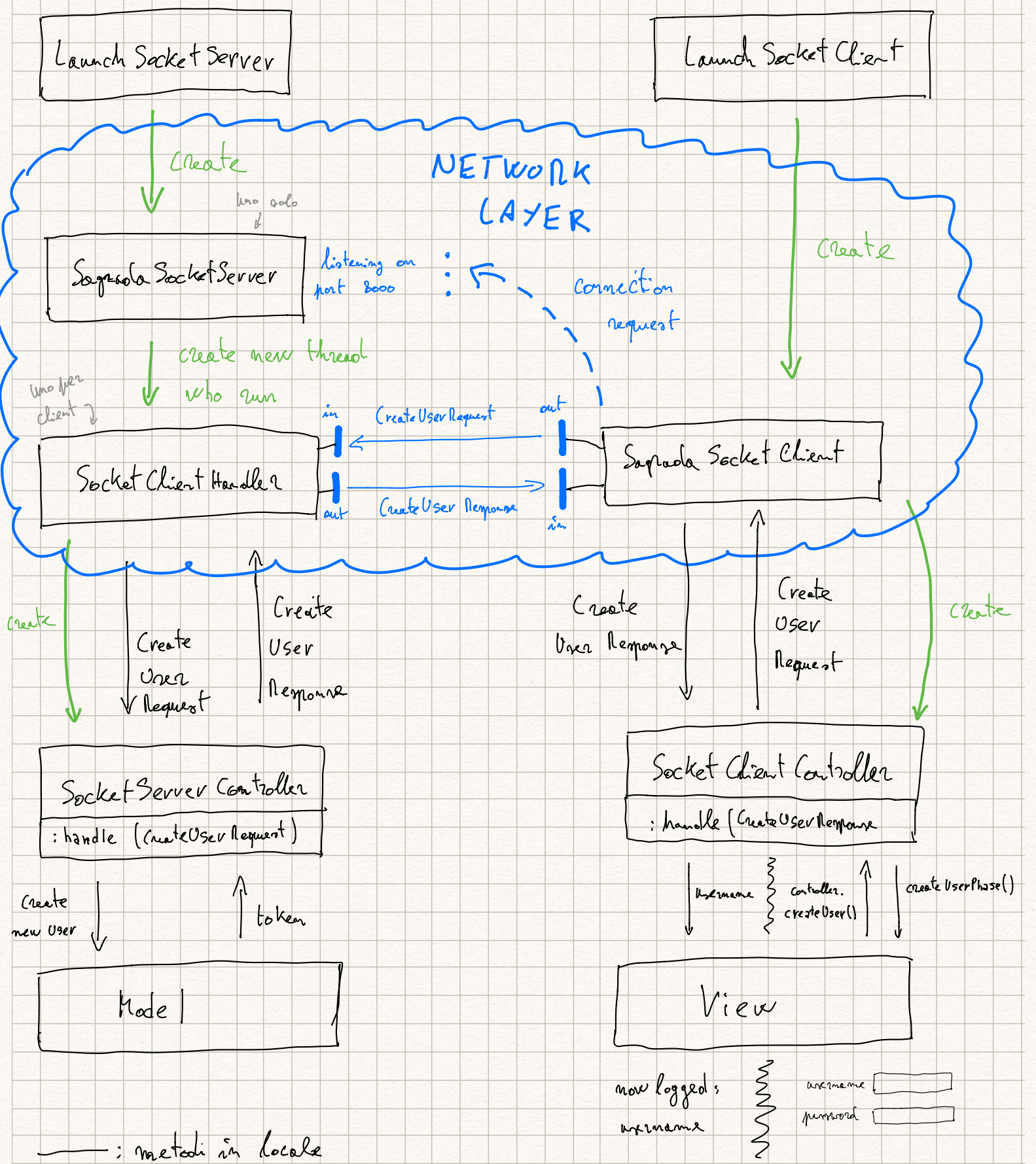


SERVER

CLIENT



— : metodi in locale

— : scambio di info in rete      — : creazione oggetto