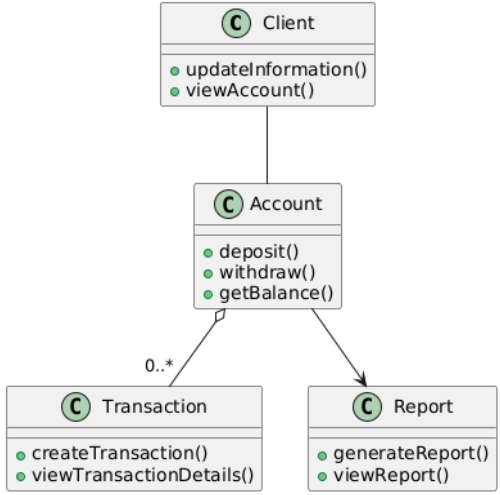
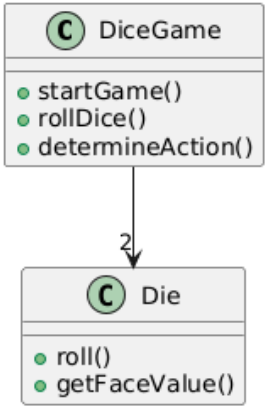
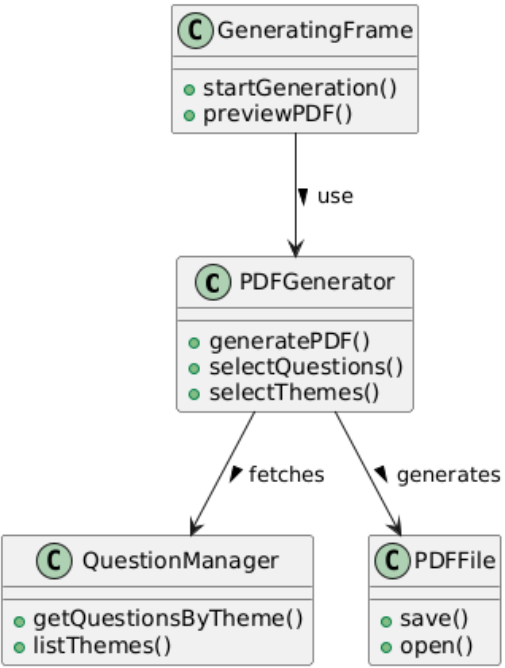
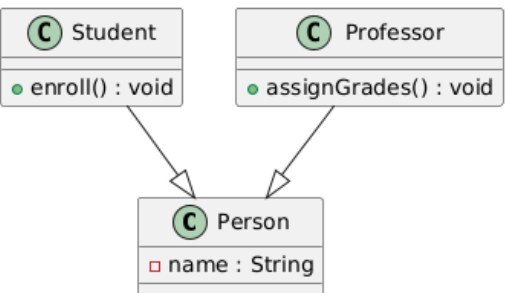
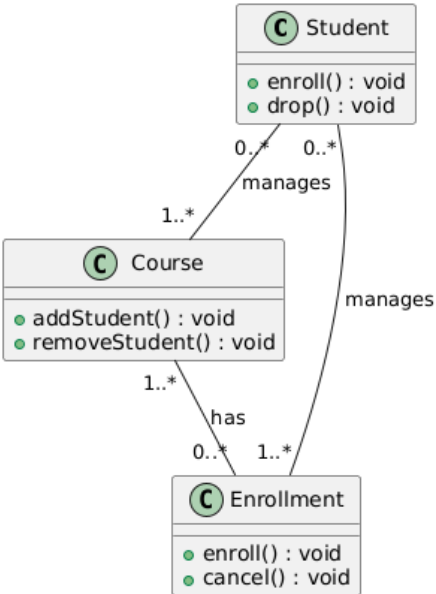
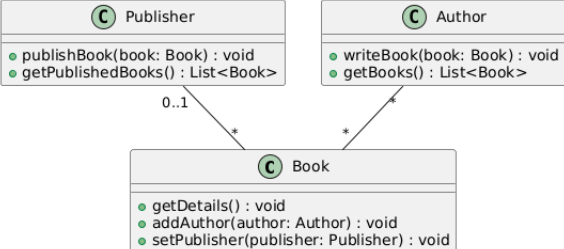


TABLA III. DIAGRAMAS DE CLASES DE REFERENCIA

Código	Código en PlantUML	Diagrama de clases UML
HU01	<pre> @startuml class User { +register() +createProfile() } class SpecificUser { +viewProfile() } User < -- SpecificUser @enduml </pre>	<pre> classDiagram class User { +register() +createProfile() } class SpecificUser { +viewProfile() } User < -- SpecificUser </pre>
HU02	<pre> @startuml class Book { +registerBook() +getBookInfo() +addAuthor() } class Author { +viewAuthoredBooks() } Book o-- Author @enduml </pre>	<pre> classDiagram class Book { +registerBook() +getBookInfo() +addAuthor() } class Author { +viewAuthoredBooks() } Book o-- Author </pre>
HU03	<pre> @startuml class Admin { +assignPermission() +revokePermission() +viewUserPermissions() } class User { +requestAccess() } class Permission { +validatePermission() } class Resource { +grantAccess() +restrictAccess() } Admin -- User User --> Permission Permission -- Resource @enduml </pre>	<pre> classDiagram class Admin { +assignPermission() +revokePermission() +viewUserPermissions() } class User { +requestAccess() } class Permission { +validatePermission() } class Resource { +grantAccess() +restrictAccess() } Admin -- User User --> Permission Permission -- Resource </pre>

<p>HU04</p>	<pre> @startuml class Client { +updateInformation() +viewAccount() } class Account { +deposit() +withdraw() +getBalance() } class Transaction { +createTransaction() +viewTransactionDetails() } class Report { +generateReport() +viewReport() } Client -- Account Account o-- "0..*" Transaction Account --> Report @enduml </pre>	 <pre> classDiagram class Client { +updateInformation() +viewAccount() } class Account { +deposit() +withdraw() +getBalance() } class Transaction { +createTransaction() +viewTransactionDetails() } class Report { +generateReport() +viewReport() } Client -- Account Account o-- "0..*" Transaction Account --> Report </pre>
<p>HU05</p>	<pre> @startuml class DiceGame { +startGame() +rollDice() +determineAction() } class Die { +roll() +getFaceValue() } DiceGame --> "2" Die @enduml </pre>	 <pre> classDiagram class DiceGame { +startGame() +rollDice() +determineAction() } class Die { +roll() +getFaceValue() } DiceGame --> "2" Die </pre>

<p>HU06</p>	<pre> @startuml class PDFGenerator { +generatePDF() +selectQuestions() +selectThemes() } class QuestionManager { +getQuestionsByTheme() +listThemes() } class PDFFile { +save() +open() } class GeneratingFrame { +startGeneration() +previewPDF() } GeneratingFrame --> PDFGenerator : "use >" PDFGenerator --> QuestionManager : "fetches >" PDFGenerator --> PDFFile : "generates >" @enduml </pre>	 <pre> classDiagram class GeneratingFrame { +startGeneration() +previewPDF() } class PDFGenerator { +generatePDF() +selectQuestions() +selectThemes() } class QuestionManager { +getQuestionsByTheme() +listThemes() } class PDFFile { +save() +open() } GeneratingFrame --> PDFGenerator : use PDFGenerator --> QuestionManager : fetches PDFGenerator --> PDFFile : generates </pre>
<p>HU07</p>	<pre> @startuml class Person { - name : String } class Student { +enroll() : void } class Professor { +assignGrades() : void } Student -- > Person Professor -- > Person @enduml </pre>	 <pre> classDiagram class Person { -name : String } class Student { +enroll() : void } class Professor { +assignGrades() : void } Person < -- Student Person < -- Professor </pre>

<p>HU08</p>	<pre> @startuml class Student { +enroll() : void +drop() : void } class Course { +addStudent() : void +removeStudent() : void } class Enrollment { +enroll() : void +cancel() : void } Student "0..*" -- "1..*" Course : "manages" Course "1..*" -- "0..*" Enrollment : "has" Student "0..*" -- "1..*" Enrollment : "manages" @enduml </pre>	 <pre> classDiagram class Student { +enroll() void +drop() void } class Course { +addStudent() void +removeStudent() void } class Enrollment { +enroll() void +cancel() void } Student "0..*" -- "1..*" Course : manages Course "1..*" -- "0..*" Enrollment : has Student "0..*" -- "1..*" Enrollment : manages </pre>
<p>HU09</p>	<pre> @startuml class Book { +getDetails() : void +addAuthor(author: Author) : void +setPublisher(publisher: Publisher) : void } class Publisher { +publishBook(book: Book) : void +getPublishedBooks() : List<Book> } class Author { +writeBook(book: Book) : void +getBooks() : List<Book> } Publisher "0..1" -- "*" Book Author "*" -- "*" Book @enduml </pre>	 <pre> classDiagram class Publisher { +publishBook(book: Book) void +getPublishedBooks() List<Book> } class Author { +writeBook(book: Book) void +getBooks() List<Book> } class Book { +getDetails() void +addAuthor(author: Author) void +setPublisher(publisher: Publisher) void } Publisher "0..1" -- "*" Book Author "*" -- "*" Book </pre>

HU10

@startuml

```
class Form {
    #elements : array/FormElement[]
    +render($indent = 0 : int)
    +addElement(FormElement $element)
}
```

```
abstract class FormElement {
    +render($indent = 0 : int)
}
```

```
class InputElement {
    +render($indent = 0 : int)
}
```

```
class TextElement {
    +render($indent = 0 : int)
}
```

```
FormElement <|.. TextElement
FormElement <|.. InputElement
FormElement <|.. Form
```

@enduml

