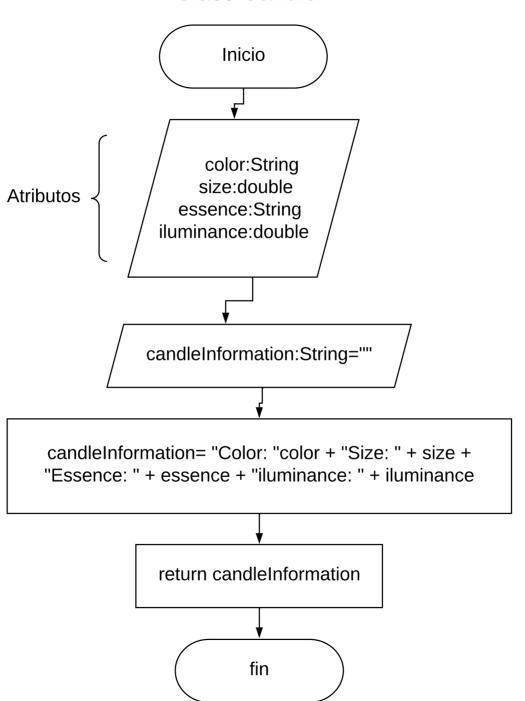
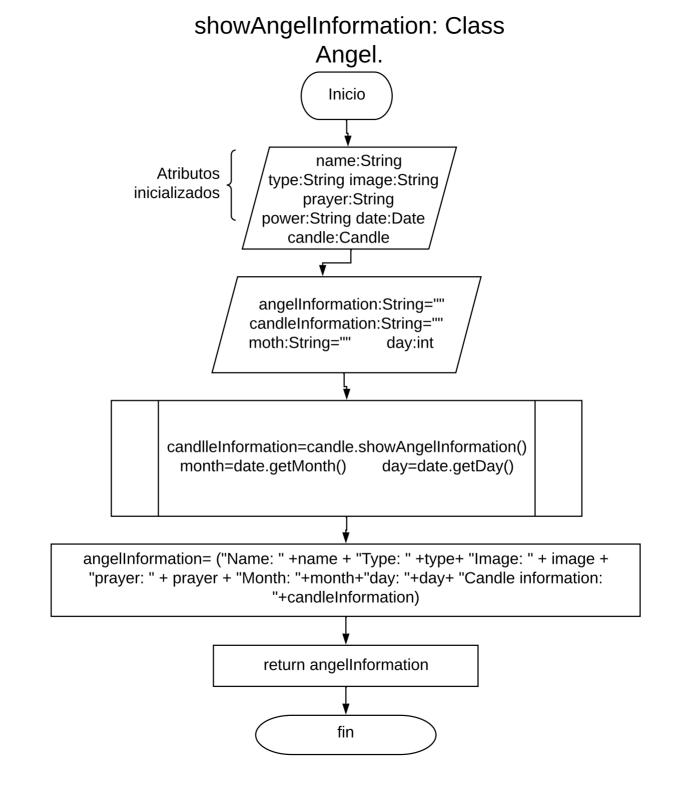
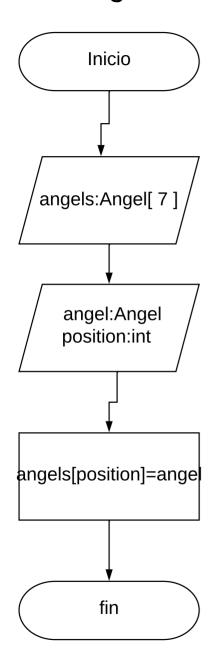
showCandelInformation: Class Candle.

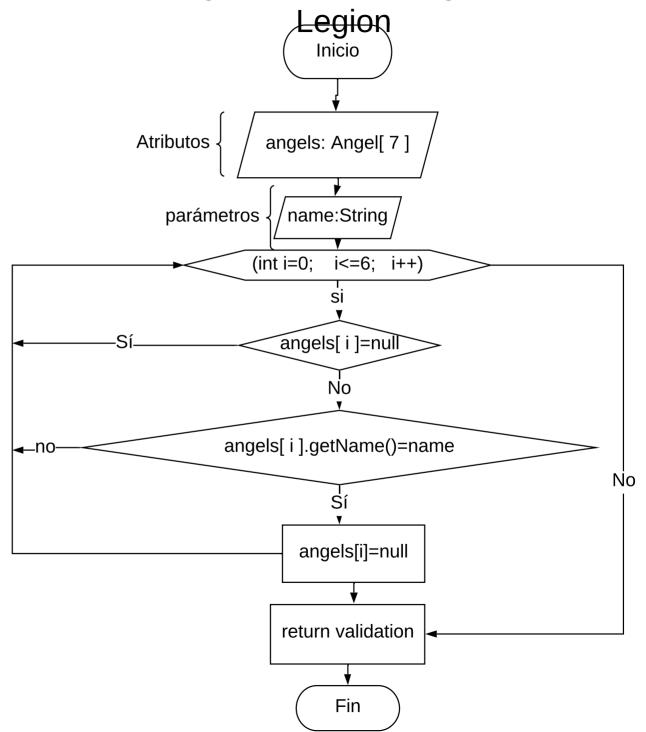




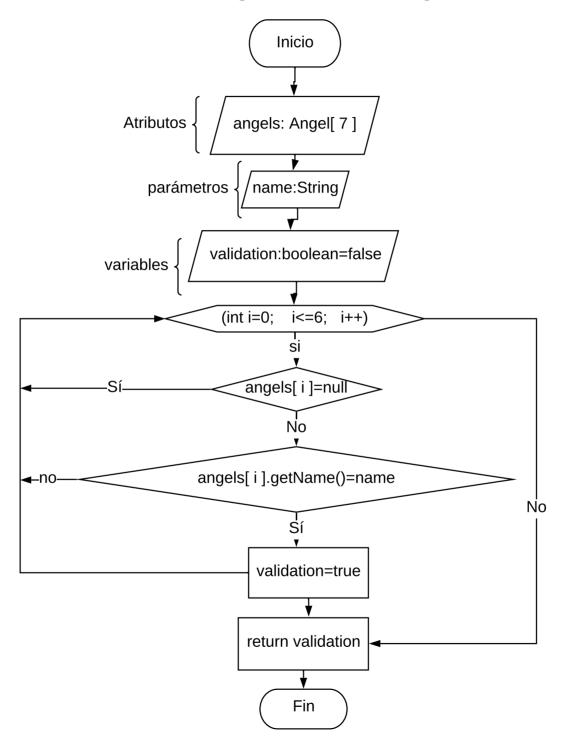
addAngel:Class Legion

addAngel and deleteAngel: Class

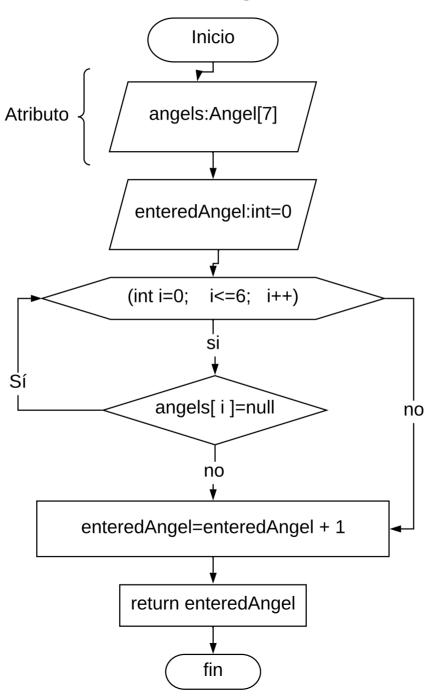




existAngel: Class Legion

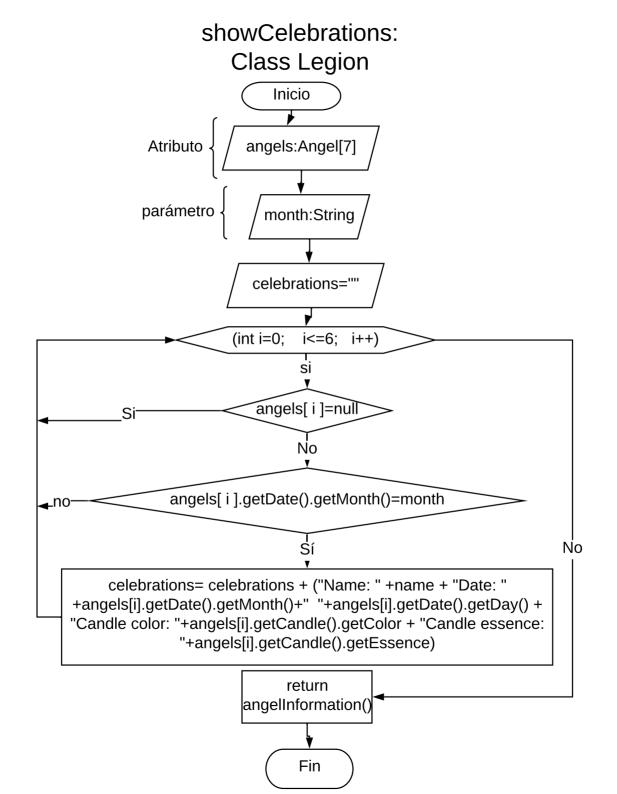


countAngels: Class Legion

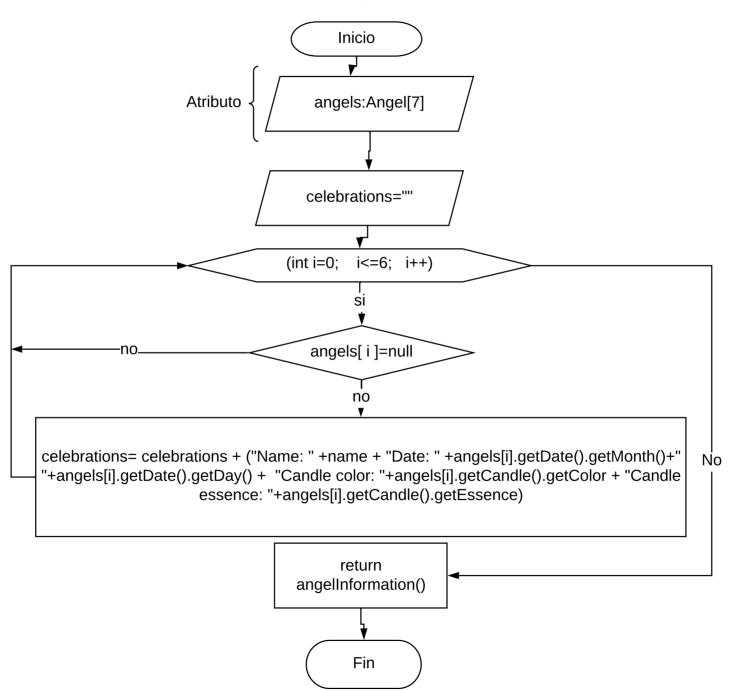


getAngelInformationFromName: **Class Legion** Inicio angels:Angel[7] Atributo parámetro _name:String angelInformation="" (int i=0; i<=6; i++) angels[i]=null No angels[i].getName = _name Νo angelInformation = angels[i].showAngelInformation() return angelInformation() Fin

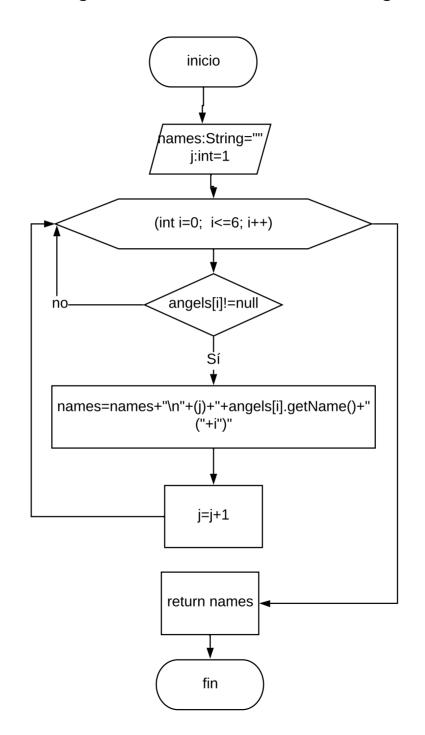
getAngelInformationFromPower: **Class Legion** Inicio angels:Angel[7] Atributo parámetro power:String angelInformation="" (int i=0; i<=6; i++) angels[i]=null Νo angels[i].getPower =power Νo angelInformation = angels[i].showAngelInformation() return angelInformation() Fin



showAllCelebrations:Class Legion

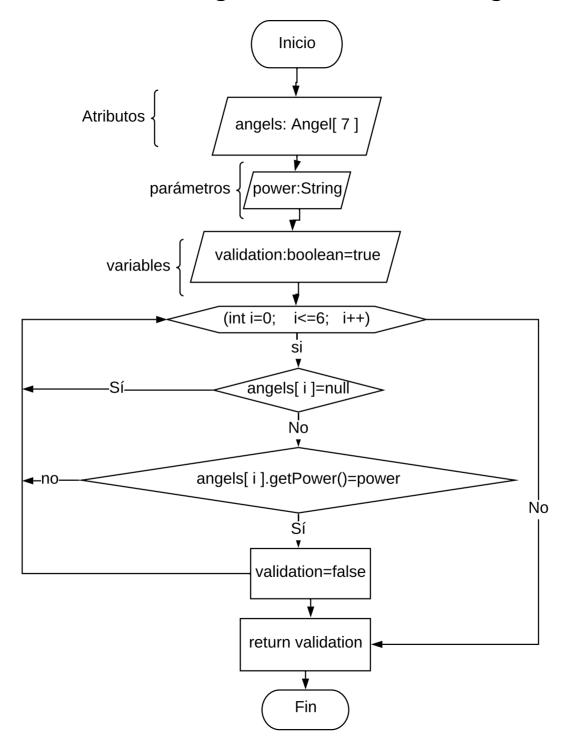


showAngelsNamesEntered:Class Legion



validateAngelName: Class Legion Inicio angels: Angel[7] Atributos · parámetros /name:String/ thowLastChar:String="" validation:boolean=false variables validation1:boolean=false validation2:boolean=true twoLastChar="" + name.charAt(name.length()-2) + name.charAt(name.length()-1) twoLastChar = "el" validation1=true novalidation2 = !(existAngel(name)) validation = validation1 && validation2 return validation fin

validateAngelPower: Class Legion



Métodos Facilitadores: Class Legion

