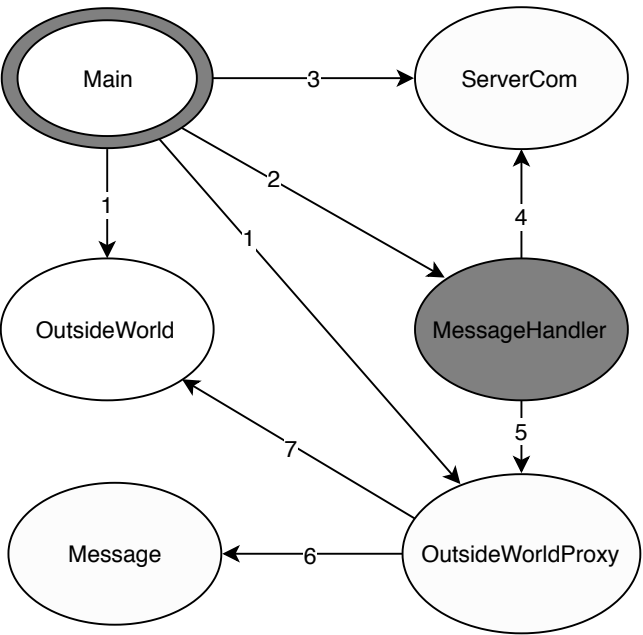
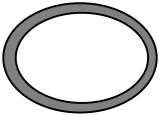


# Diagrama de Iteração: Outside World

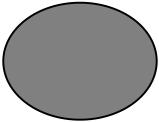


**Legendas:**

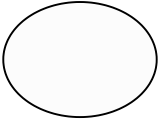
- 1. instantiate.
- 2. instantiate, start.
- 3. instantiate, start, accept.
- 4. readObject, writeObject, close.
- 5. processMessage.
- 6. getType, getCustomerId.
- 7. waitForRepair, alertCustomer, alertRemainingCustomers, customersNotYetAtOutsideWorldisEmpty, finish.



Tipo de dados não instanciado.  
Entidade ativa.



Tipo de dados instanciado.  
Entidade ativa.



Tipo de dados instanciado.  
Entidade passiva.