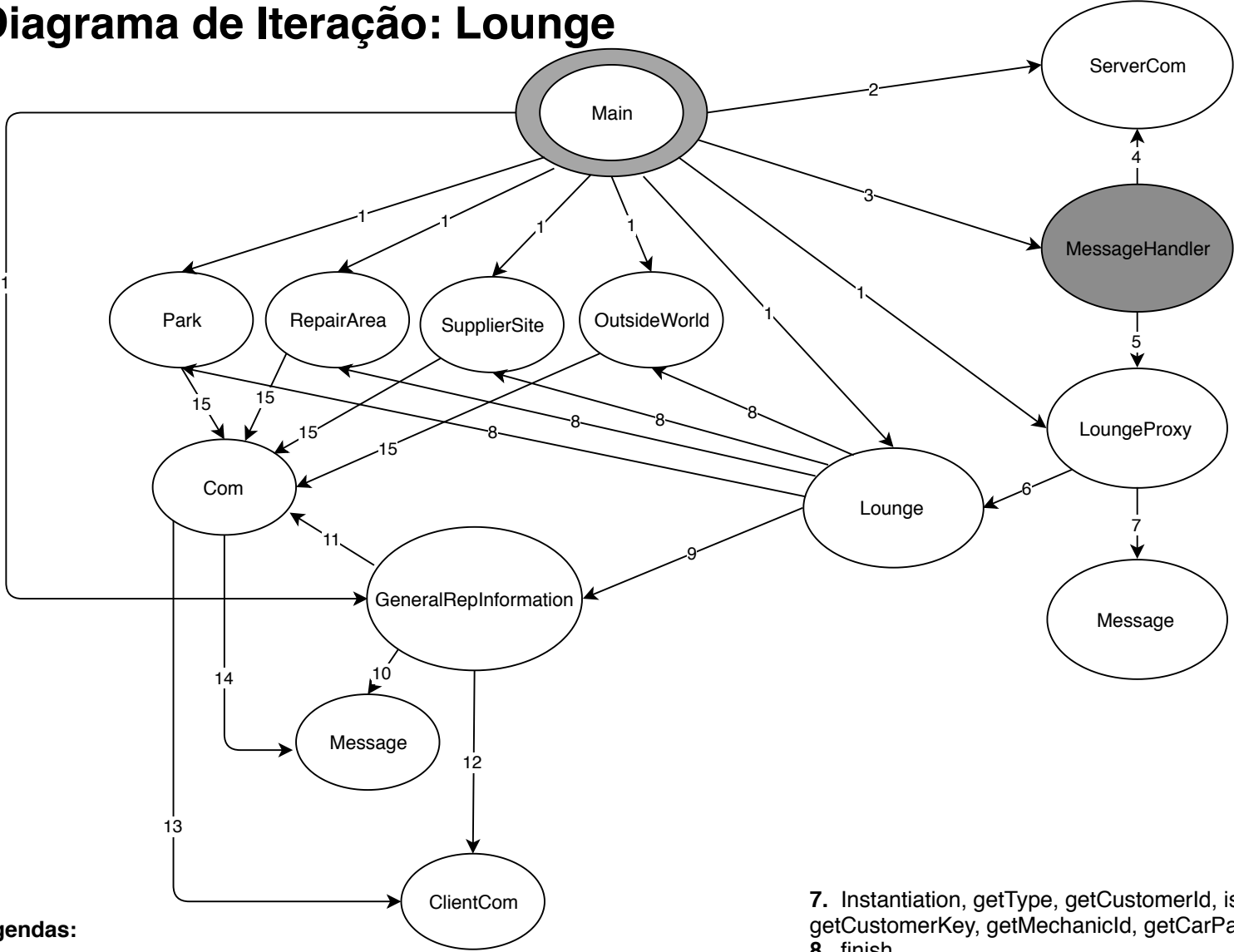


Diagrama de Iteração: Lounge



- Legendas:**
- Tipo de dados não instanciado. Entidade ativa.
 - Tipo de dados instanciado. Entidade ativa.
 - Tipo de dados instanciado. Entidade passiva.

- Legendas:**
- 1. Instantiation.
 - 2. Instantiation, start, accept.
 - 3. Instantiation, start.
 - 4. readObject, writeObject, close.
 - 5. processMessage.
 - 6. enterCustomerQueue, attendCustomer, getReplacementCarKey, returnReplacementCarKey, exitLounge, giveManagerCarKey, payForTheService, getCarToRepairKey, requestPart, registerStockRefill, checksPartsRequest, alertManagerRepairDone, readyToDeliverKey, requestedNumberPart, allDone, getCustomerFromKey, isCustomerFixedCarKeysEmpty, getFixedCarKey, finish.
 - 7. Instantiation, getType, getCustomerId, isPayment, getReplacementCarKey, getCustomerKey, getMechanicId, getCarPart, getNumPart.
 - 8. finish.
 - 9. setStateManager, setStateCustomer, setStateMechanic, setCustomerNeedsReplacement, addCustomersQueue, removeCustomerQueue, addCustomersReplacementQueue, removeCustomersReplacementQueue, setNumReplacementParked, setNumCarWaitingPart, setFlagMissingPart, finish
 - 10. Instantiation
 - 11. openChannel, expectMessageType.
 - 12. writeObject
 - 13. Instantiation, open, close, readObject
 - 14. Instantiation, getType.
 - 15. finish