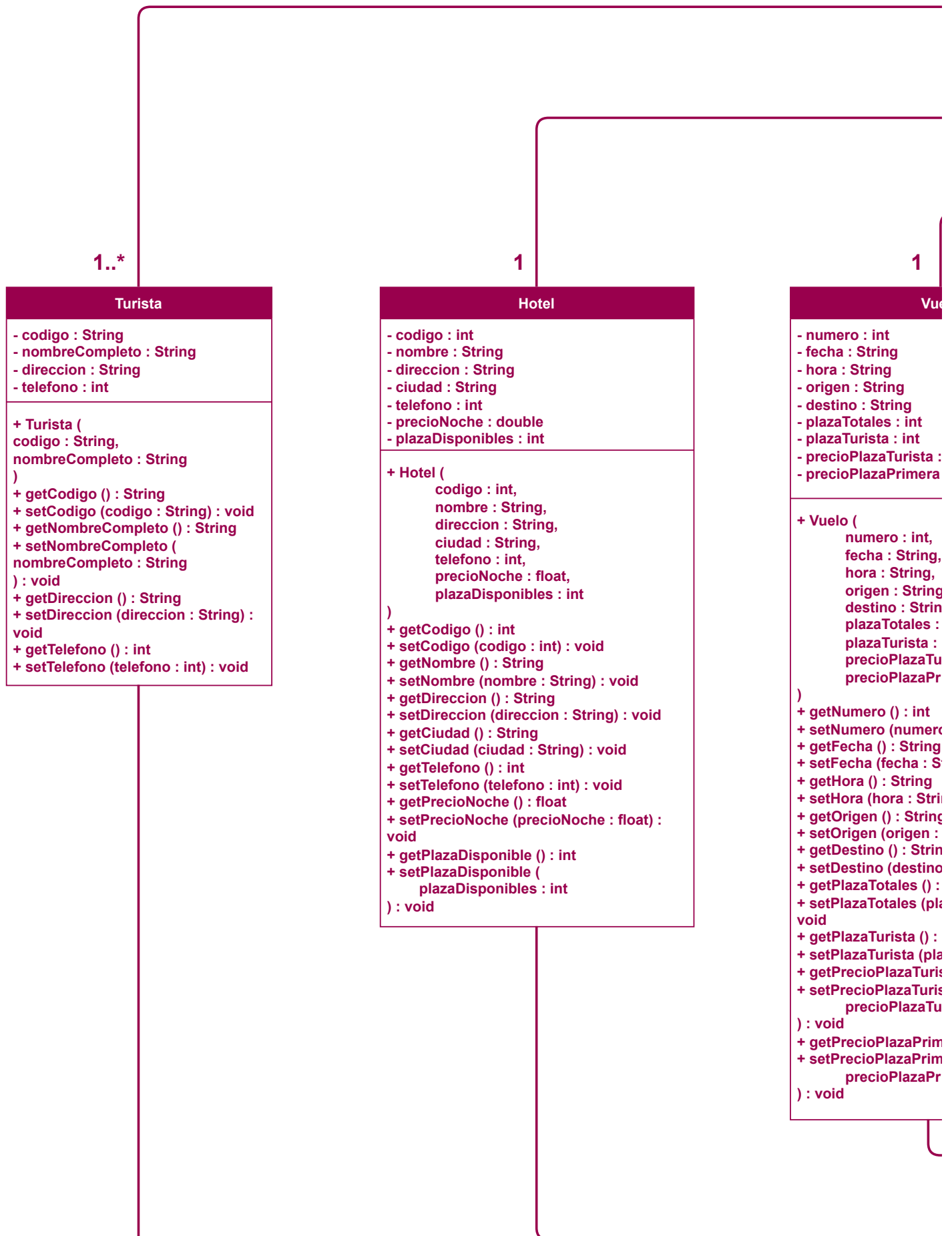
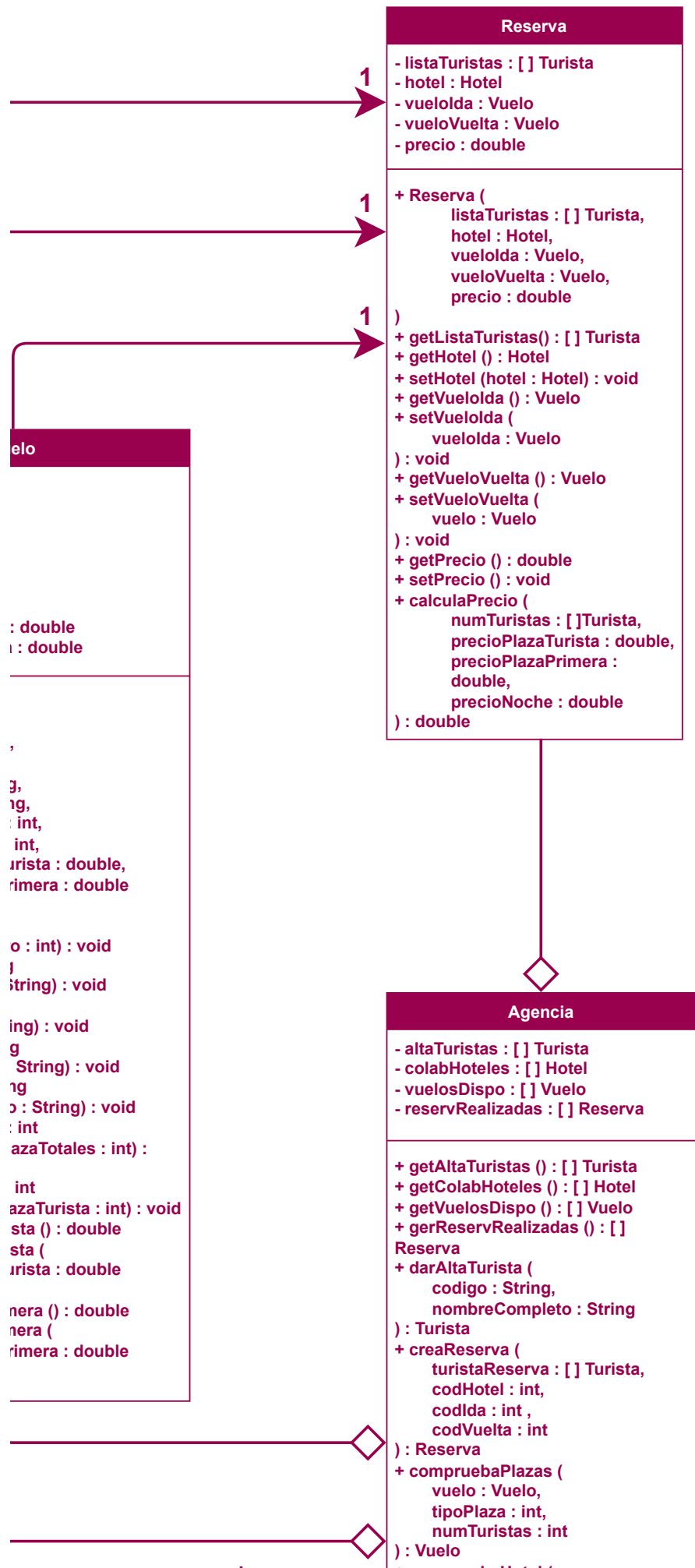
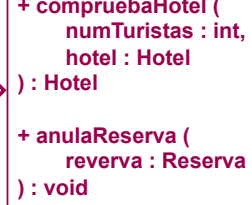


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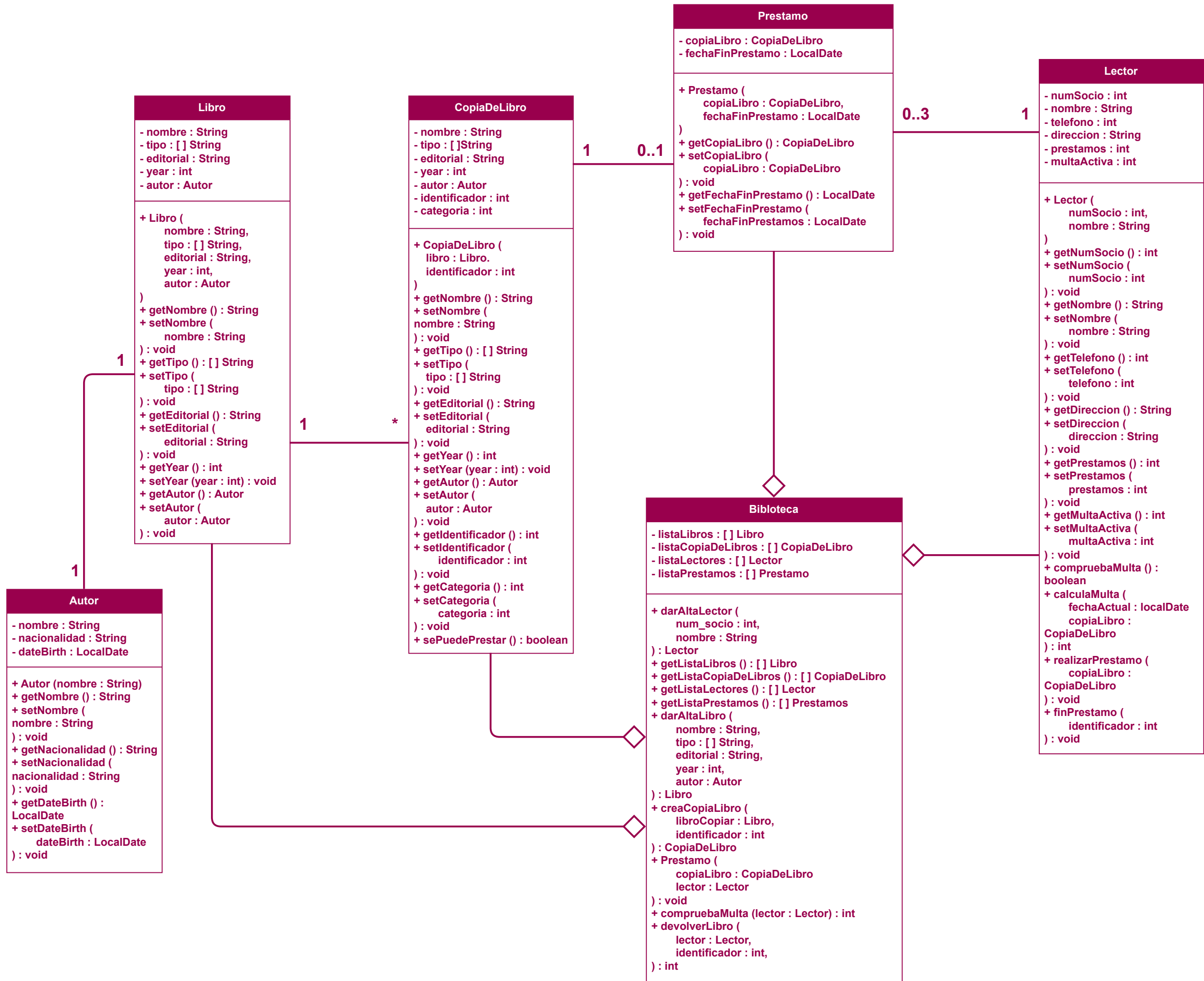


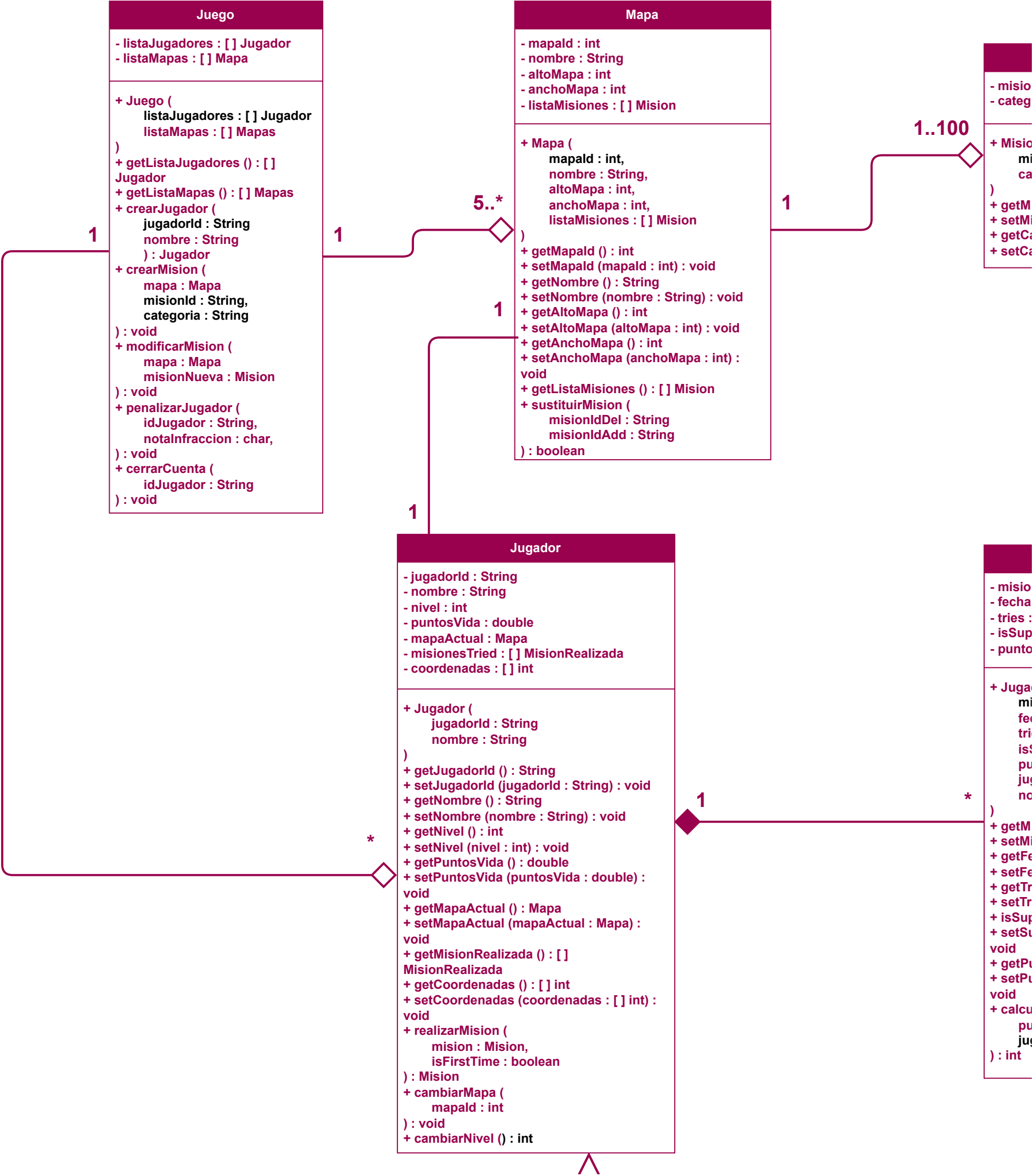


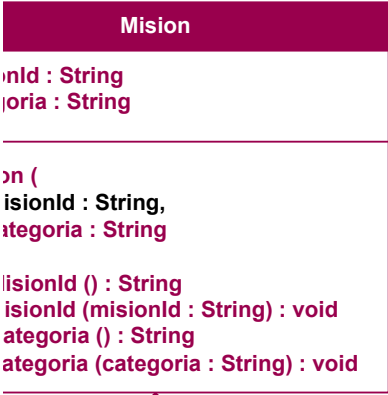
```
classDiagram
    class {
        +comprobarHotel (
            numTuristas : int,
            hotel : Hotel
        ) : Hotel
        +anulaReserva (
            reervera : Reserva
        ) : void
    }
    class --> class
```

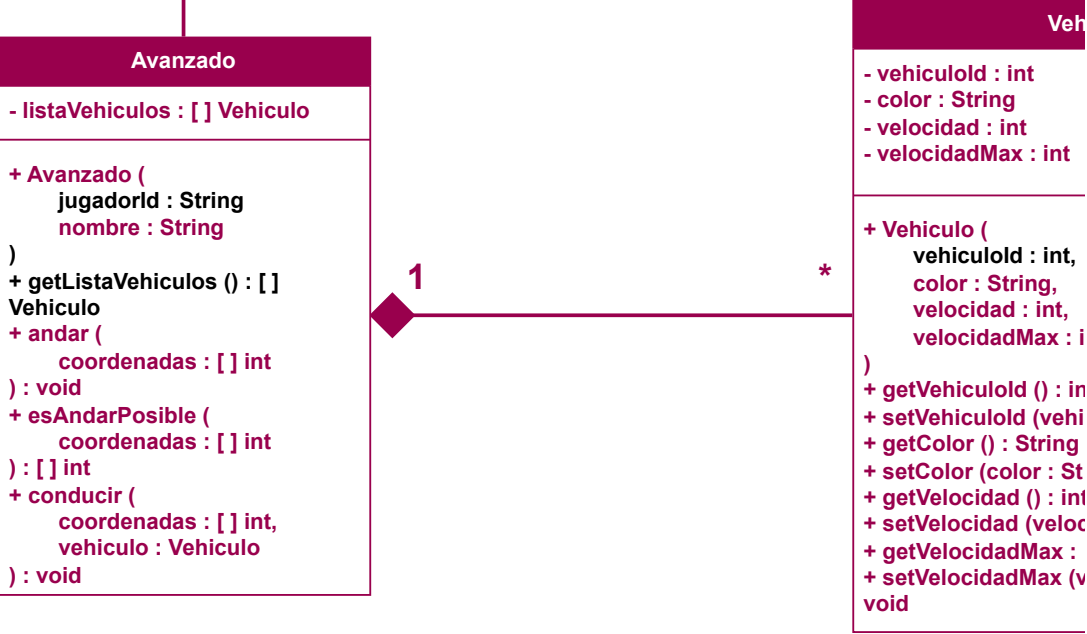
+ comprobarHotel (
 numTuristas : int,
 hotel : Hotel
) : Hotel

+ anulaReserva (
 reervera : Reserva
) : void









```

+ Principiante (
    jugadorId : String
    nombre : String
    fechaAlta : LocalDate
)
+ getFechaAlta () : LocalDate
+ setFechaAlta (fechaAlta : LocalDate) :
void
+ andar (
    coordenadas : [ ] int,
) : void
+ esAndarPosible (
    coordenadas : [ ] int
) : [ ] int

```