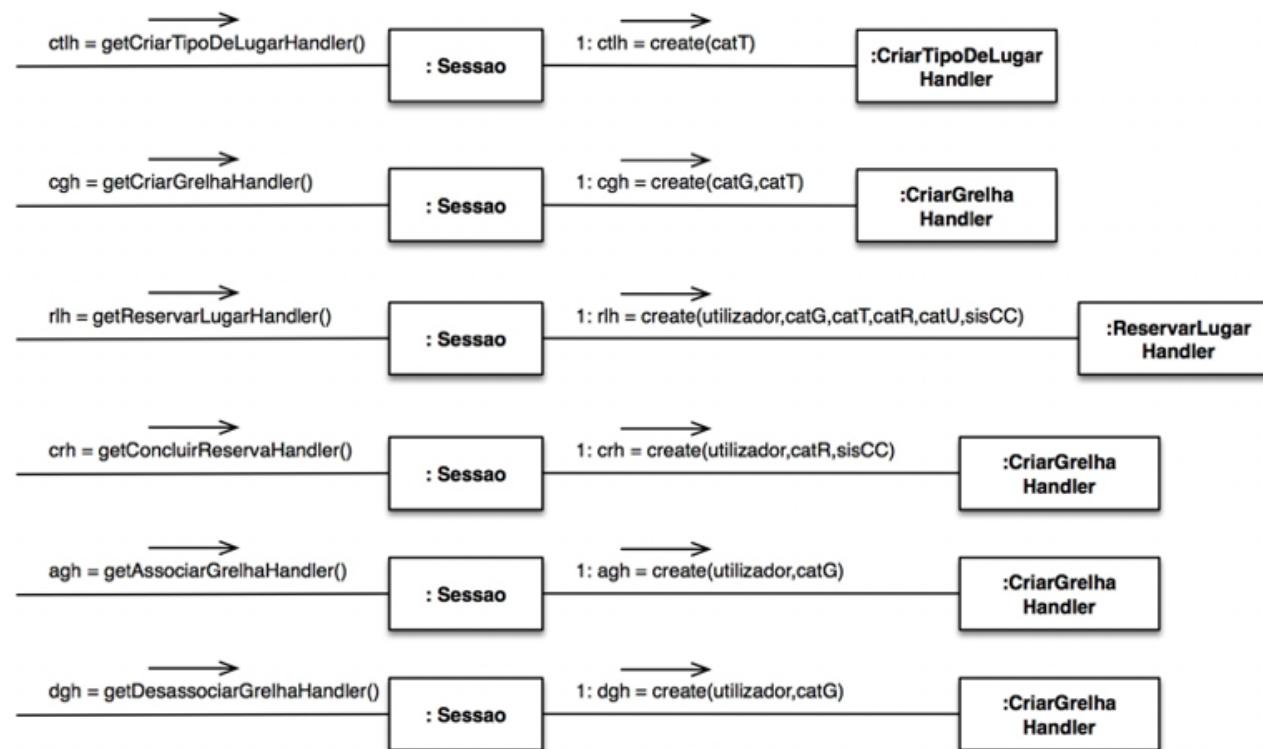
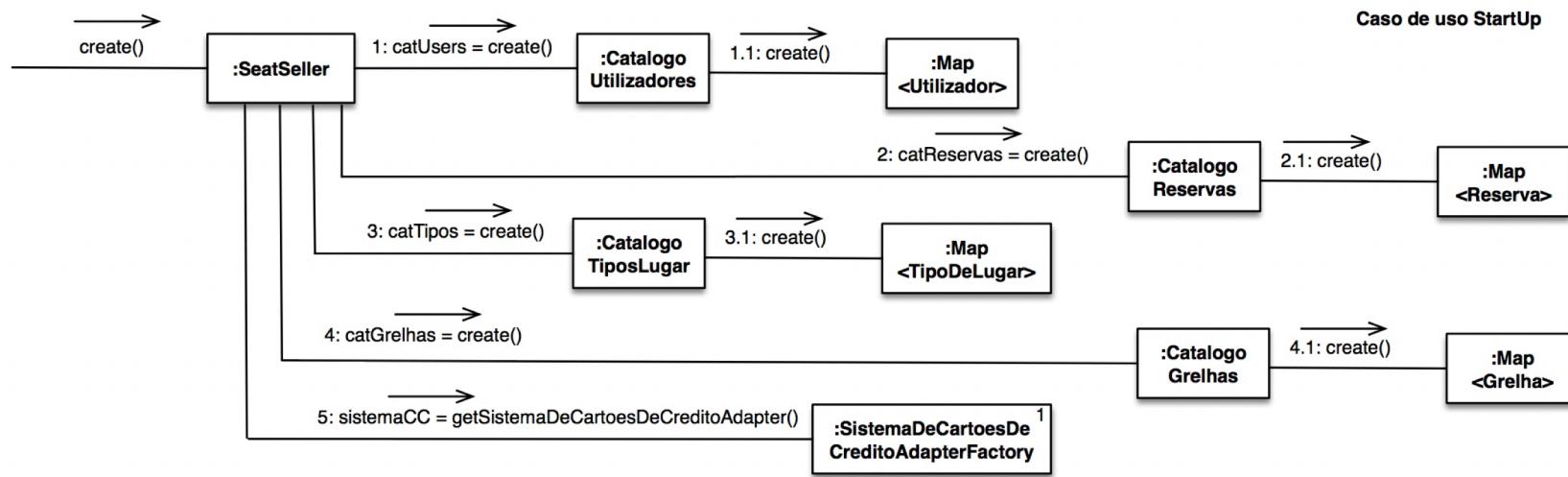


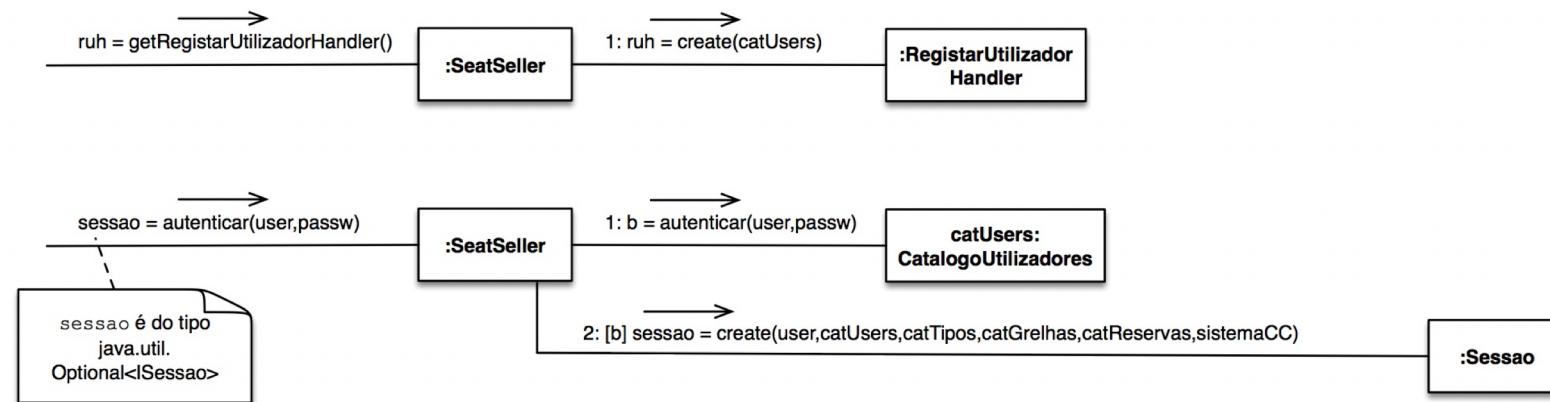


Métodos da classe Sessao

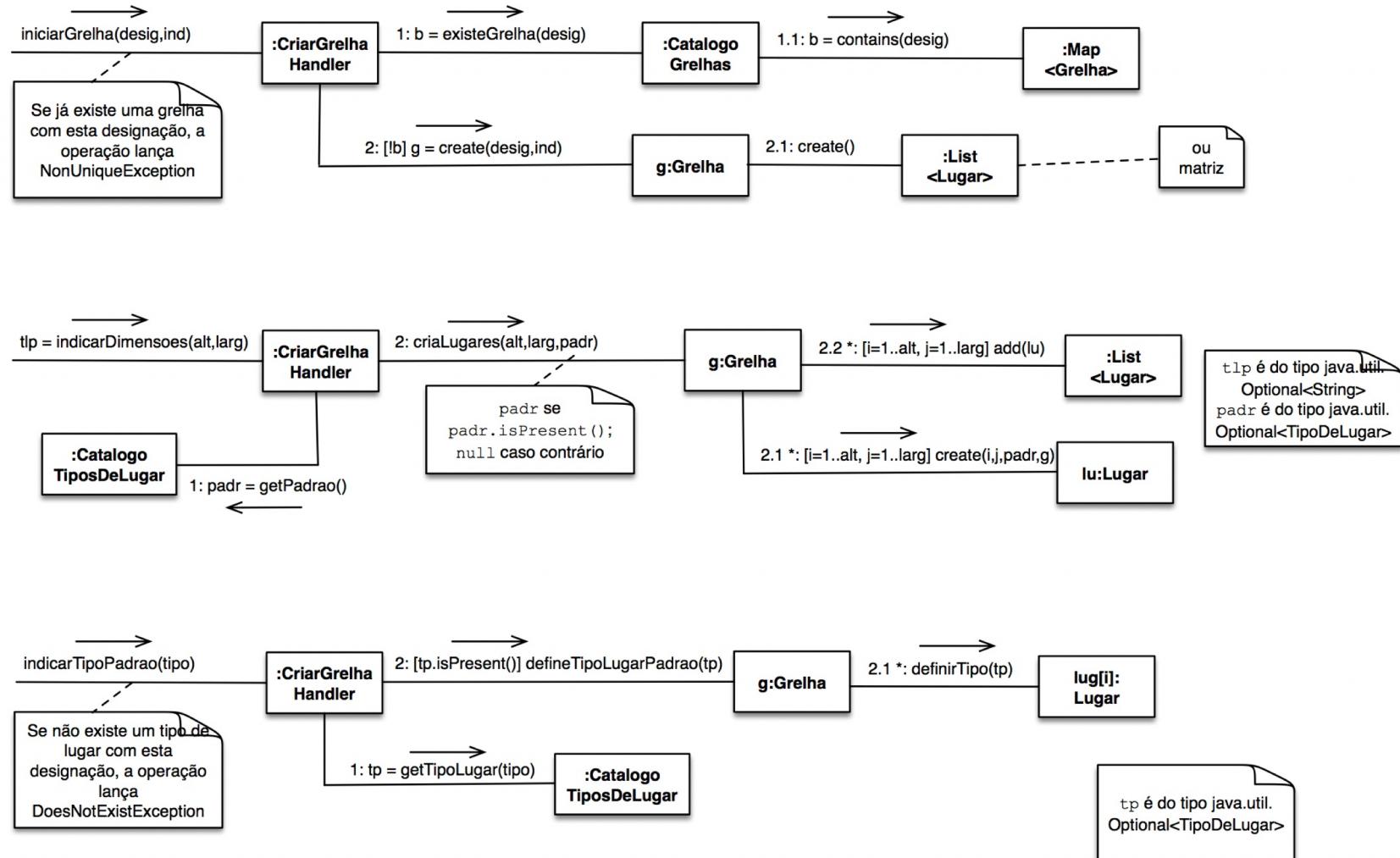


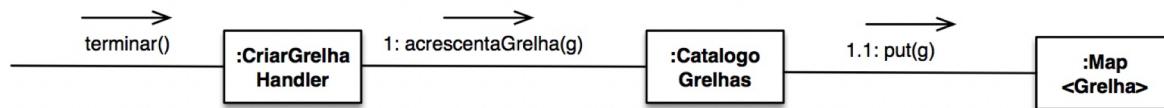
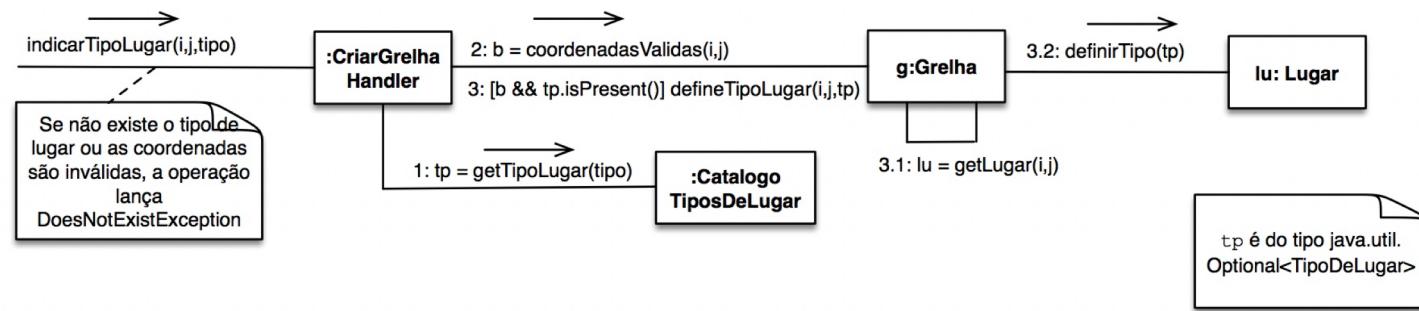


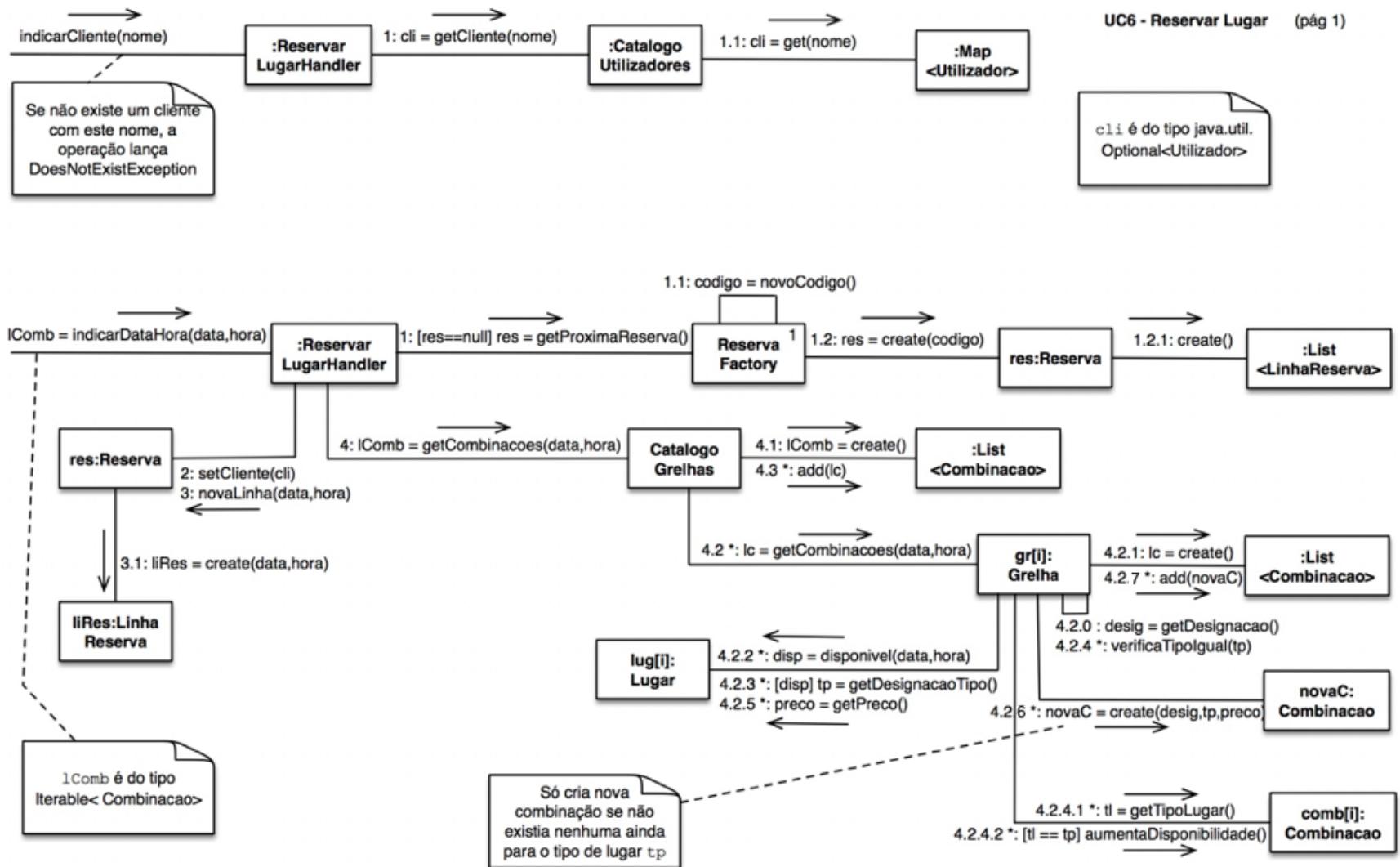
Outros métodos da classe SeatSeller:



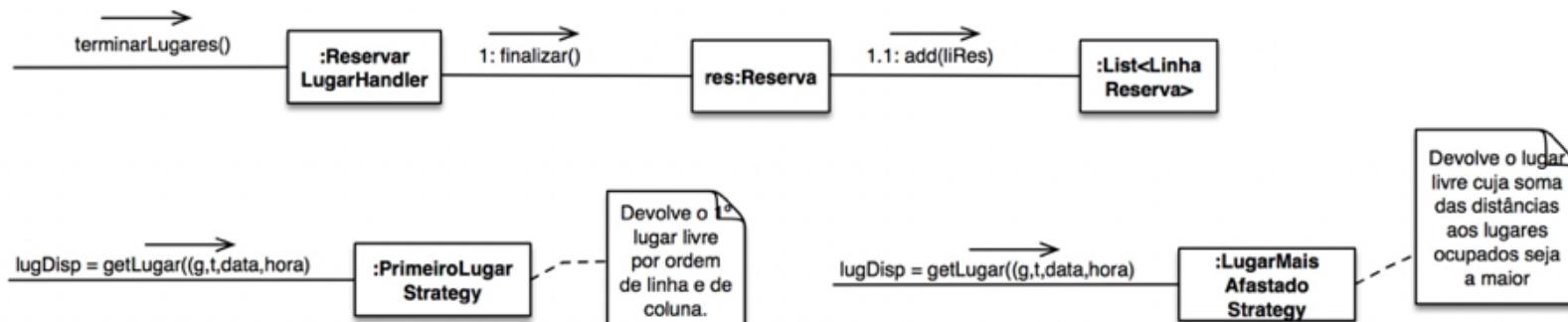
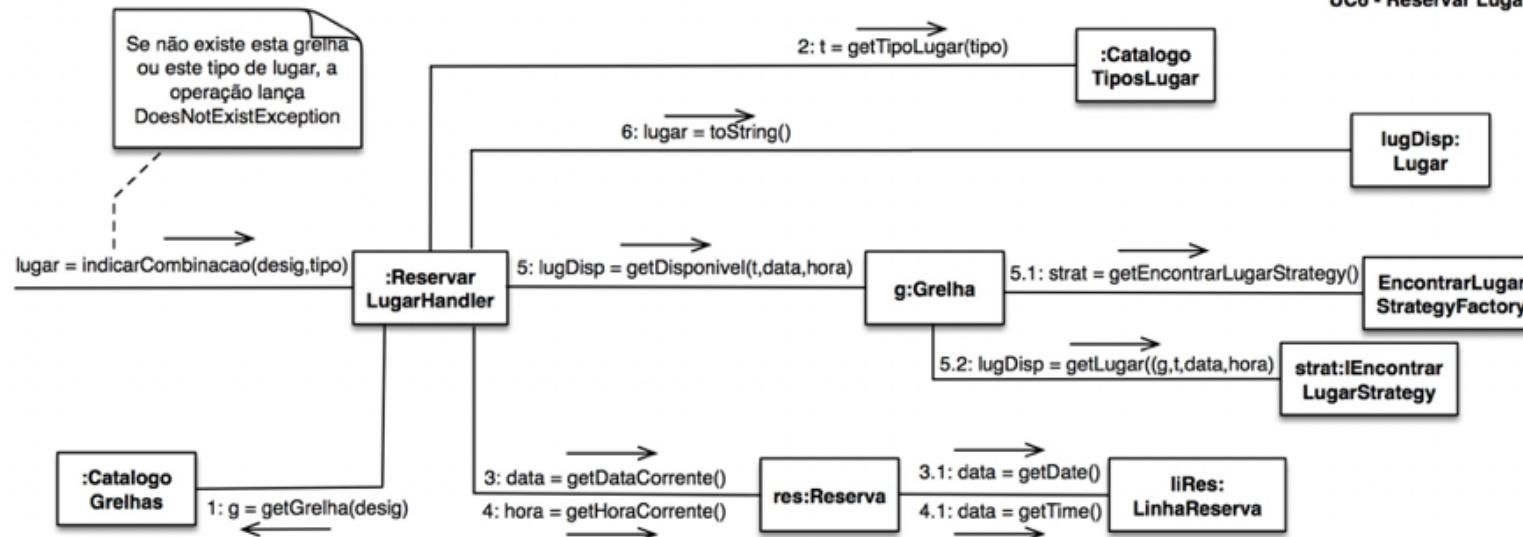
UC4 - Criar Grelha (pág 1)



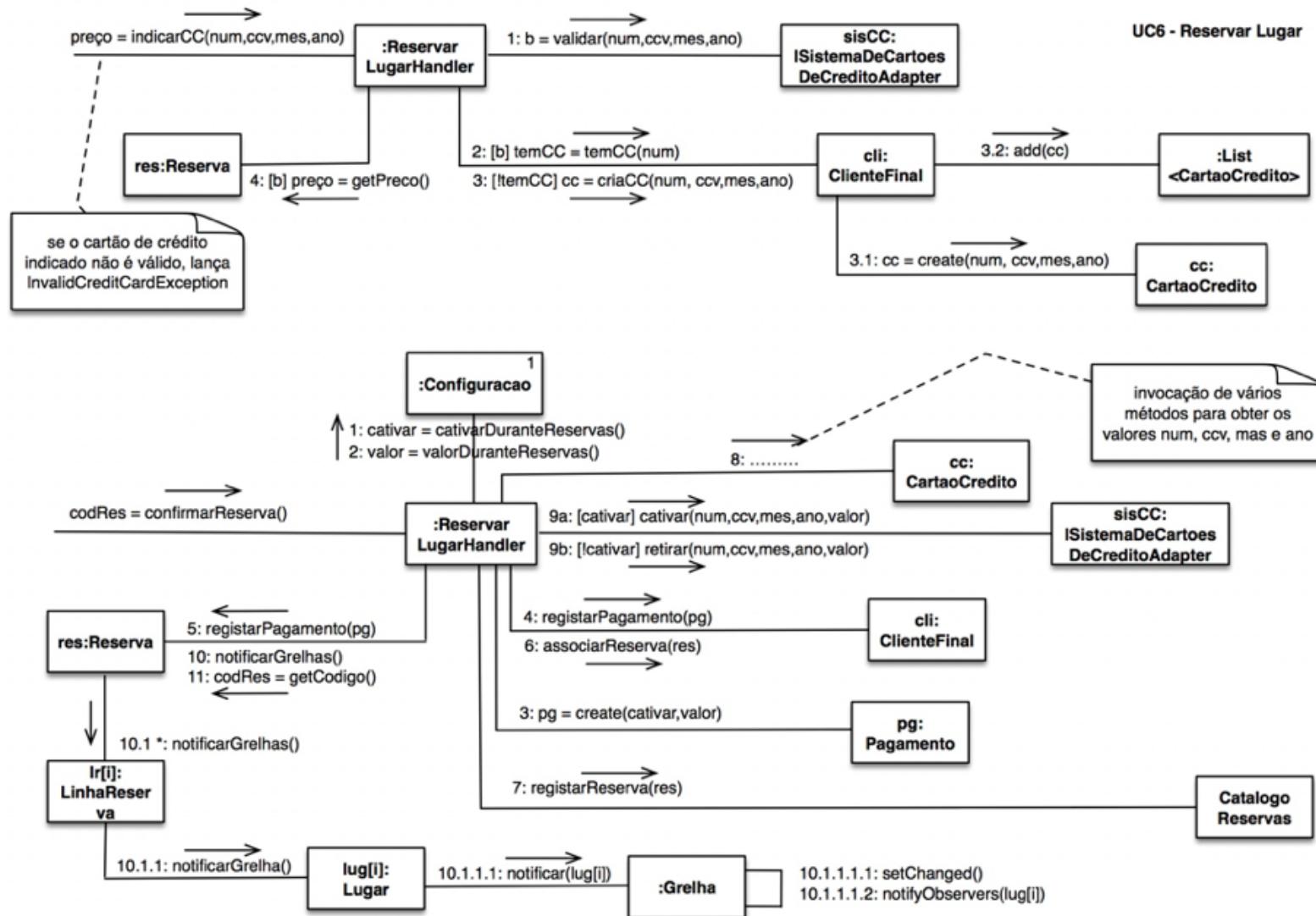




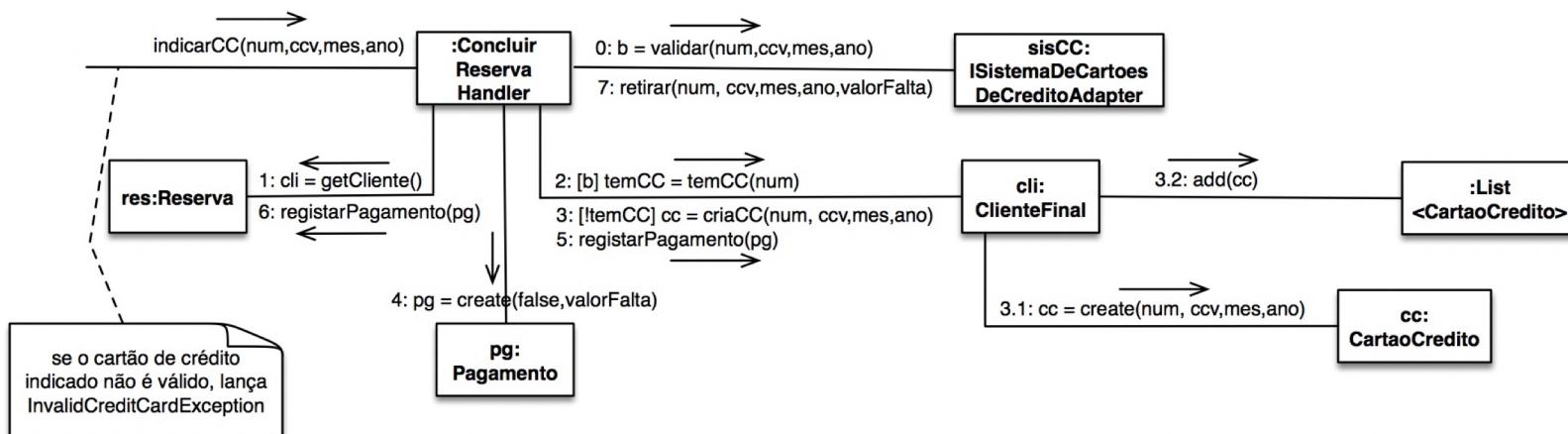
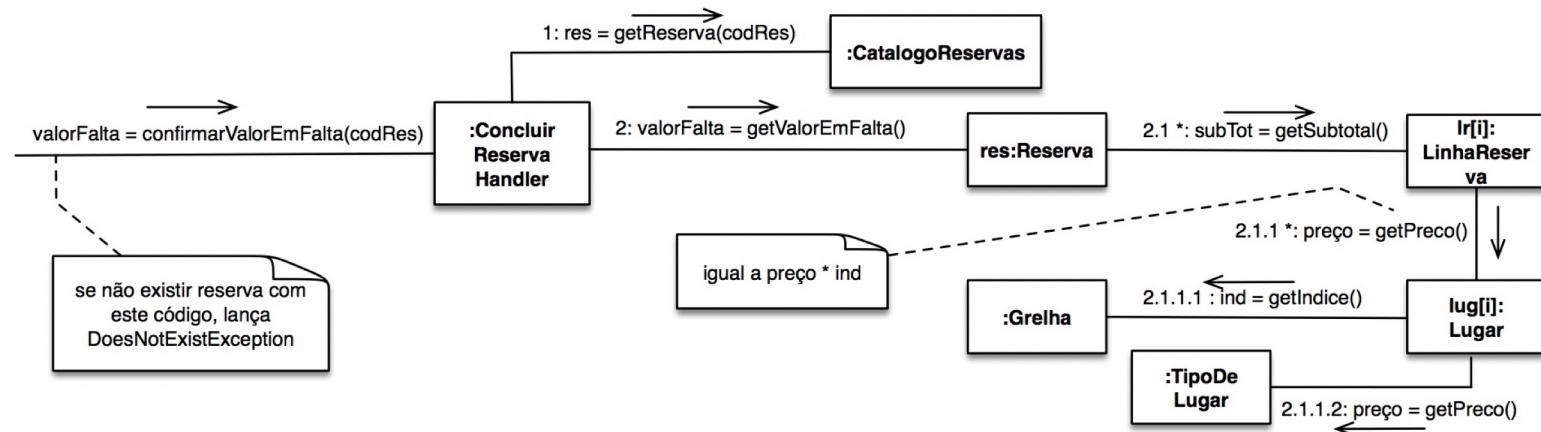
UC6 - Reservar Lugar (pág 2)



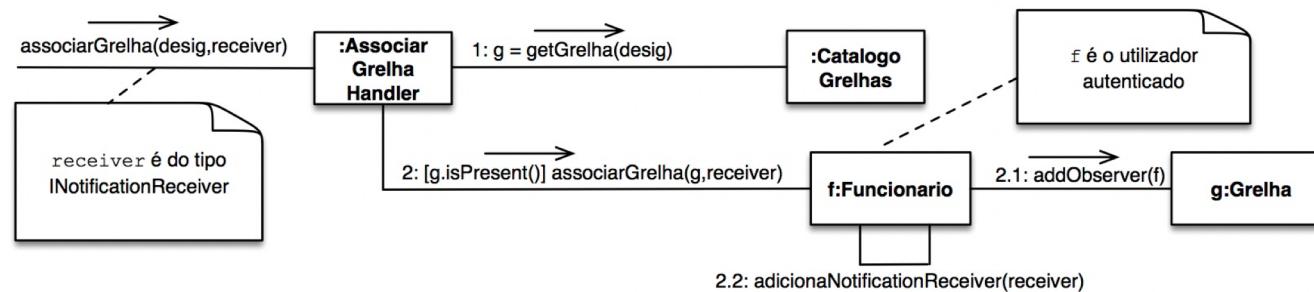
UC6 - Reservar Lugar (pág 3)



UC7 - Concluir Reserva



UC9 - Associar Grelha



UC10 - Desassociar Grelha

