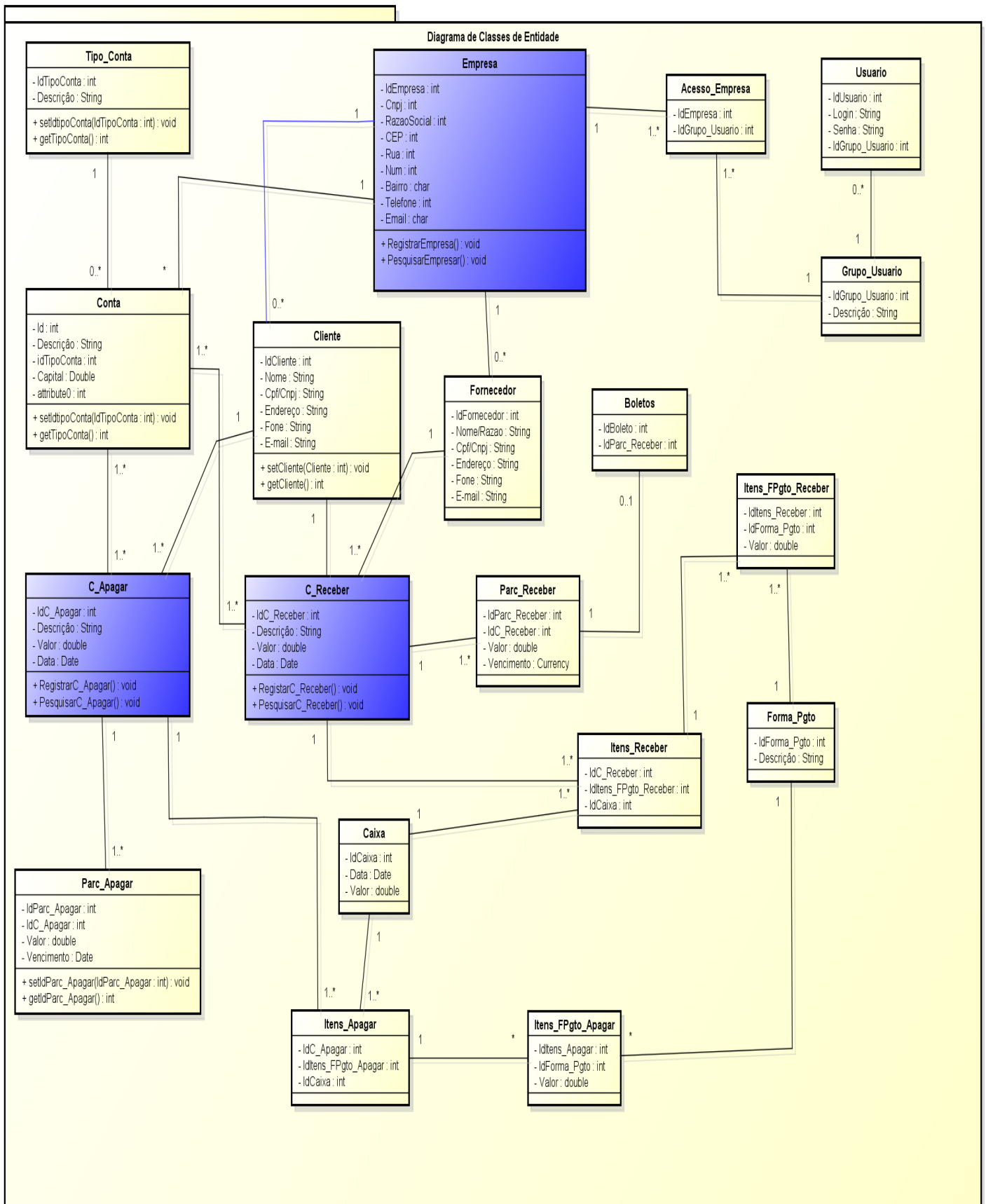
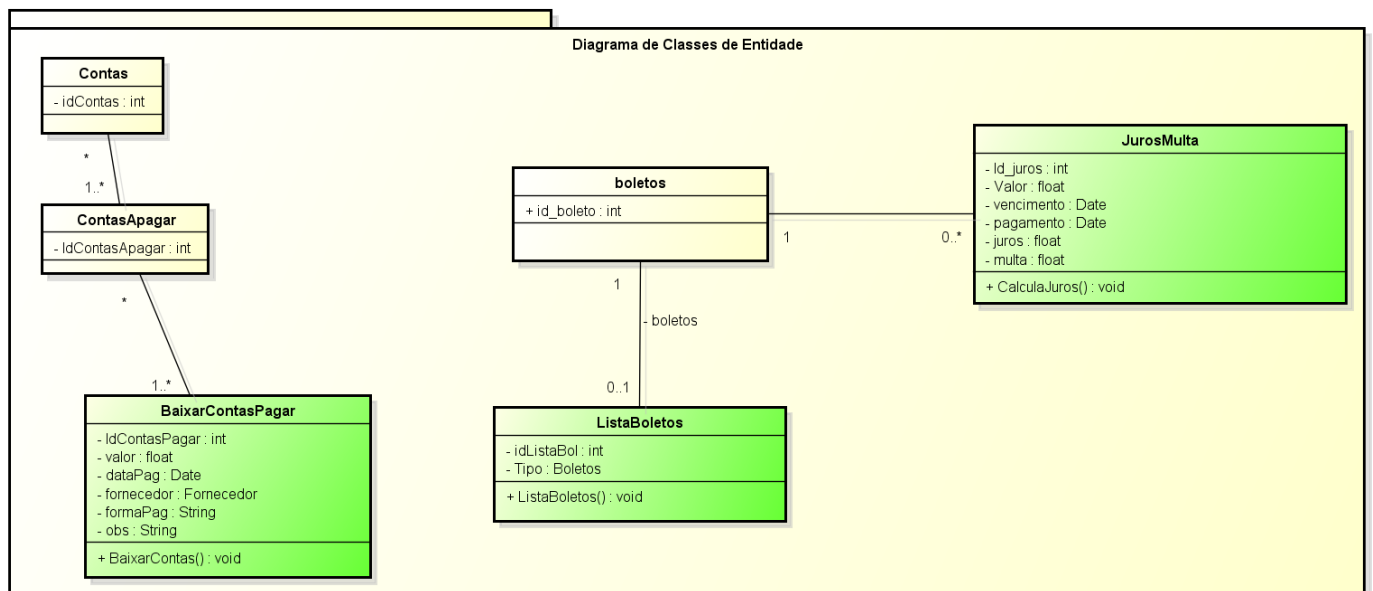


SPRINT 3: PROJETAR CASOS DE USO e PERSISTENCIA

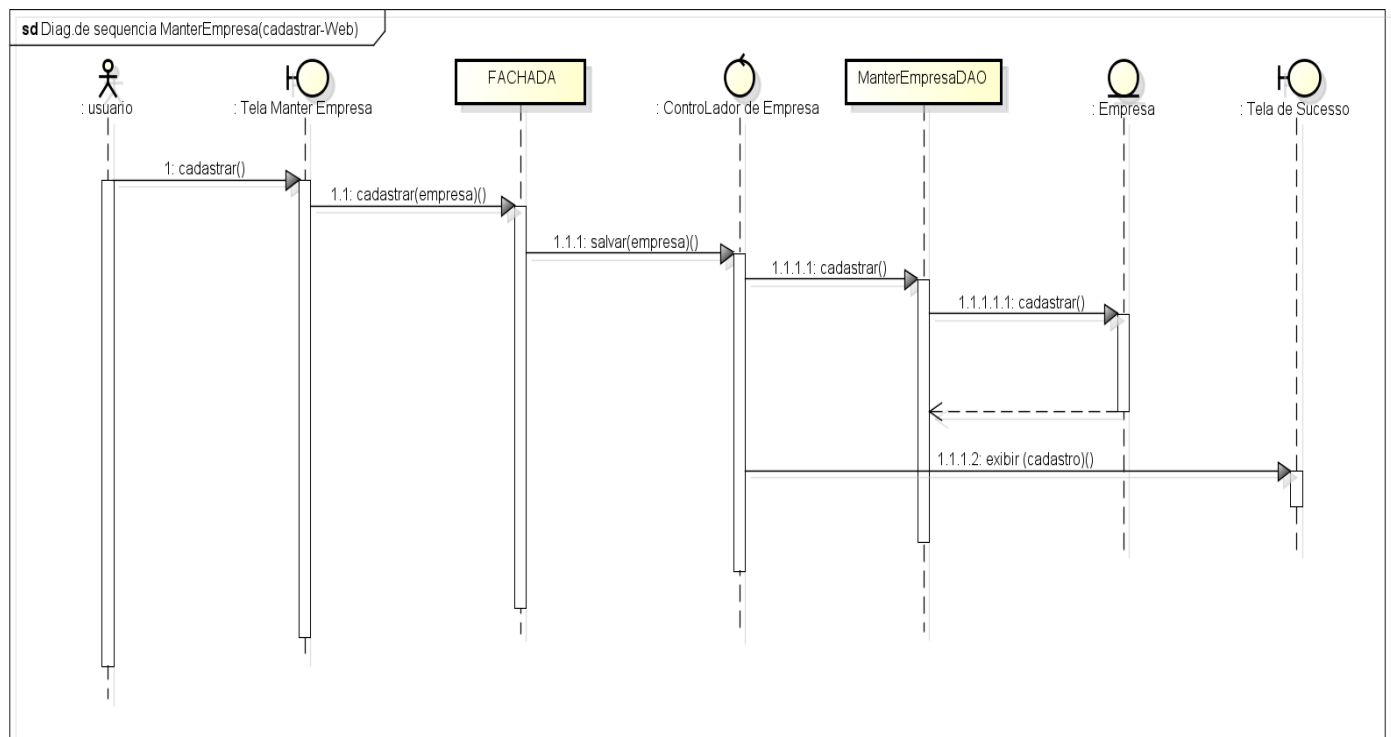
1. Diagrama de classes de Projeto

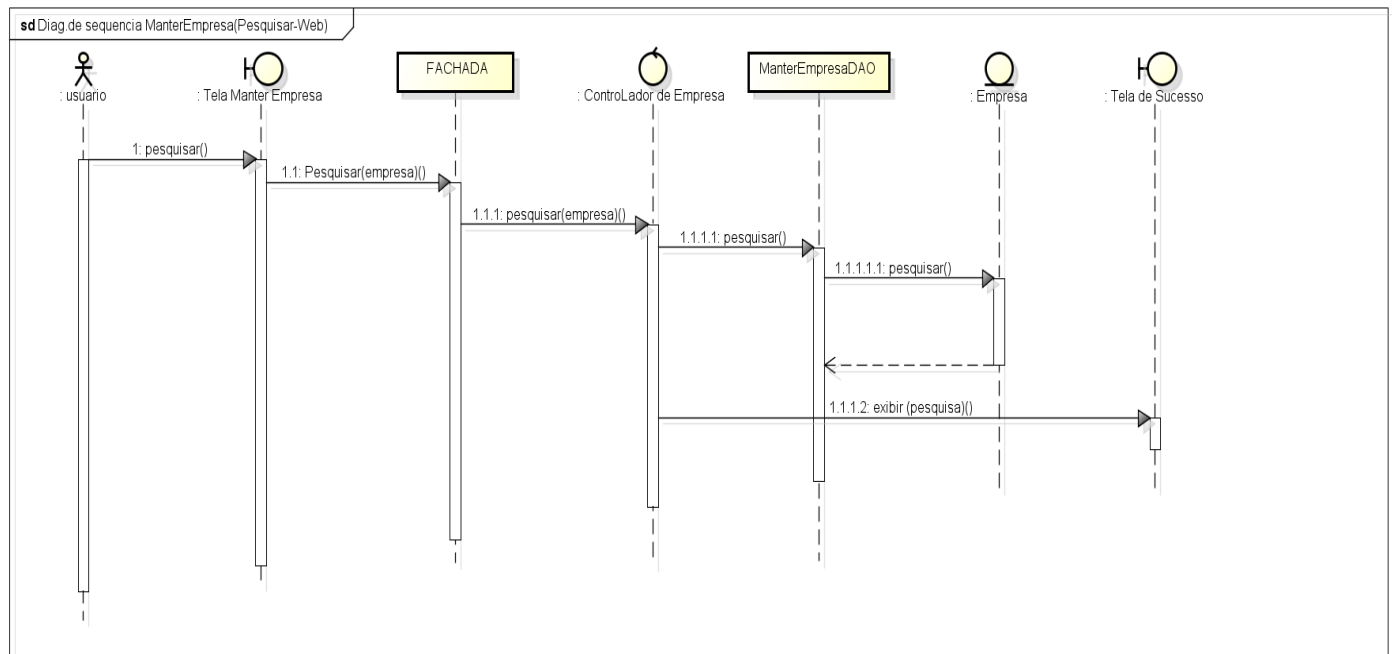
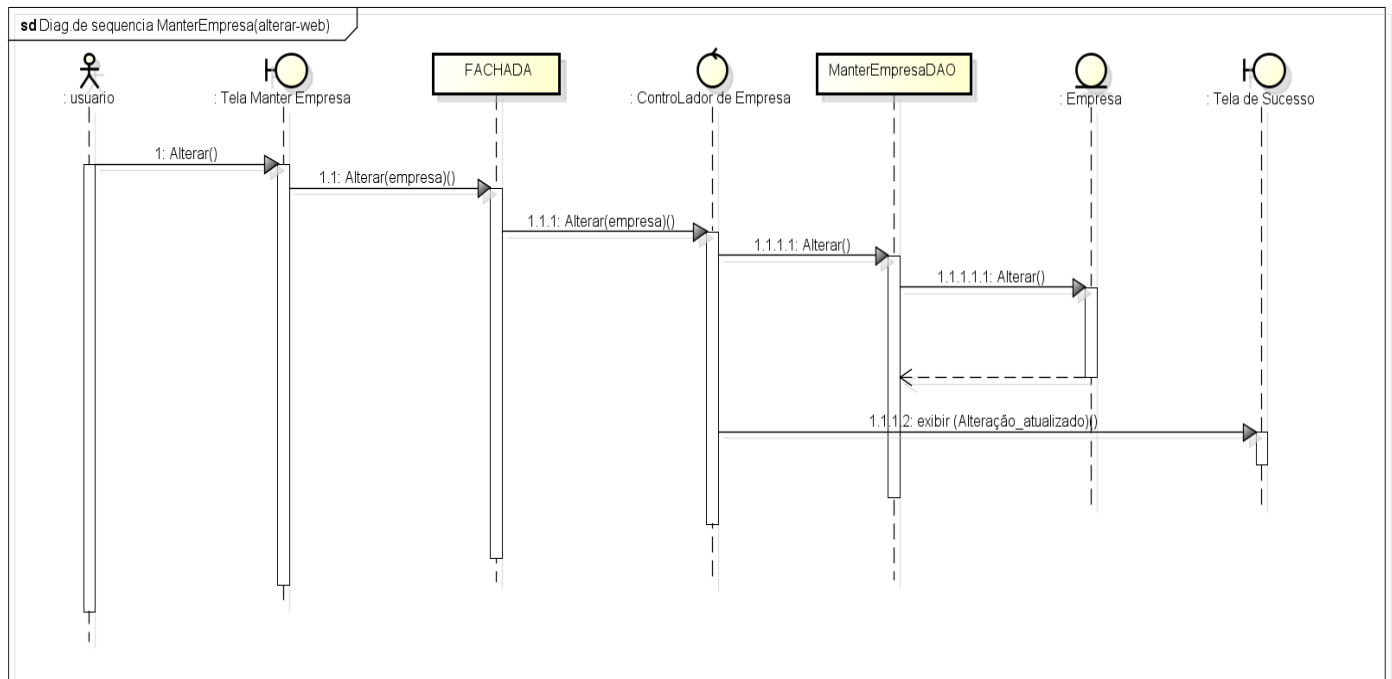




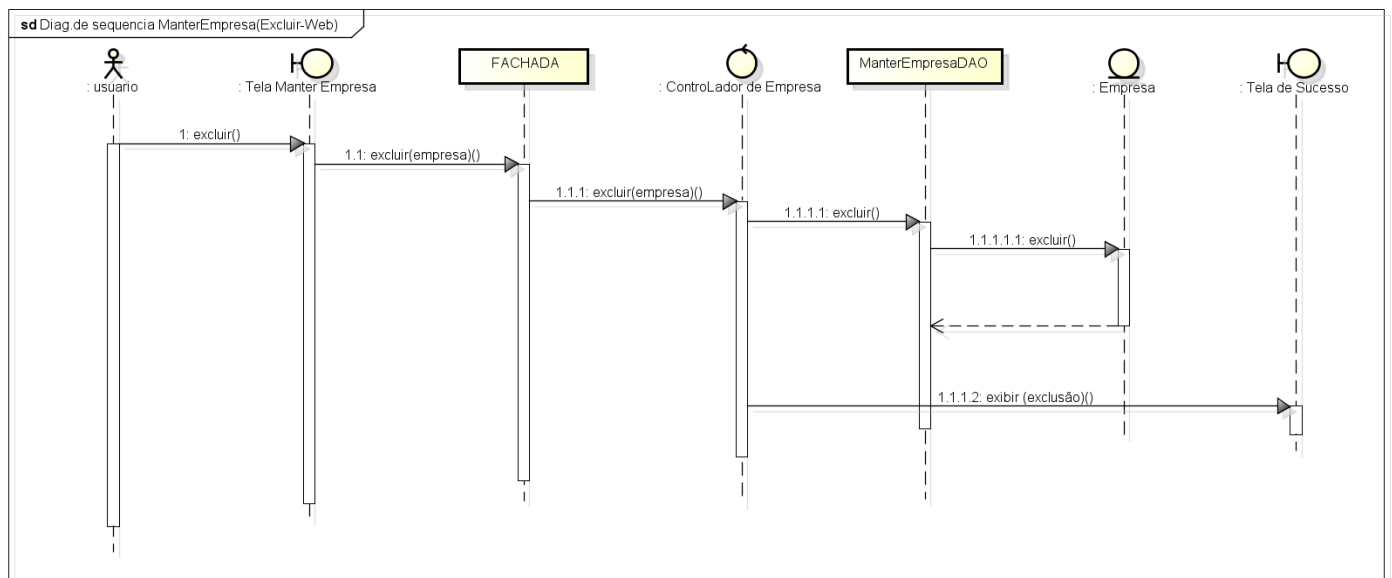
2. Diagrama de sequência de Projeto:

❖ Manter Empresa (WEB) :



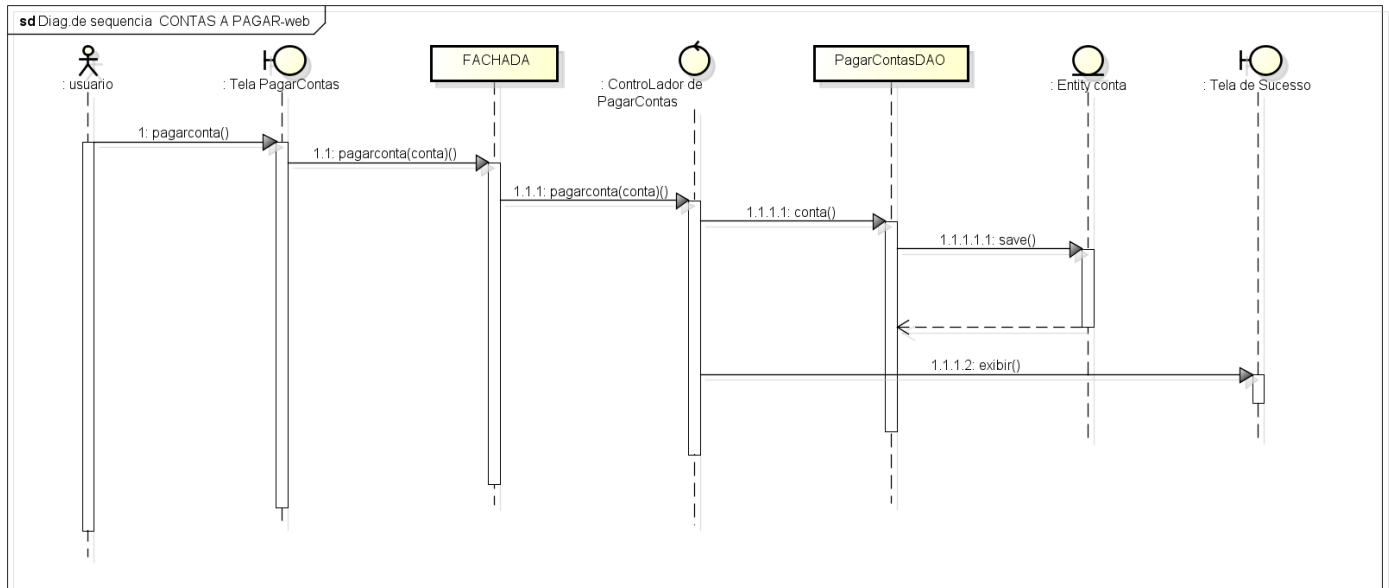


powered by Astah

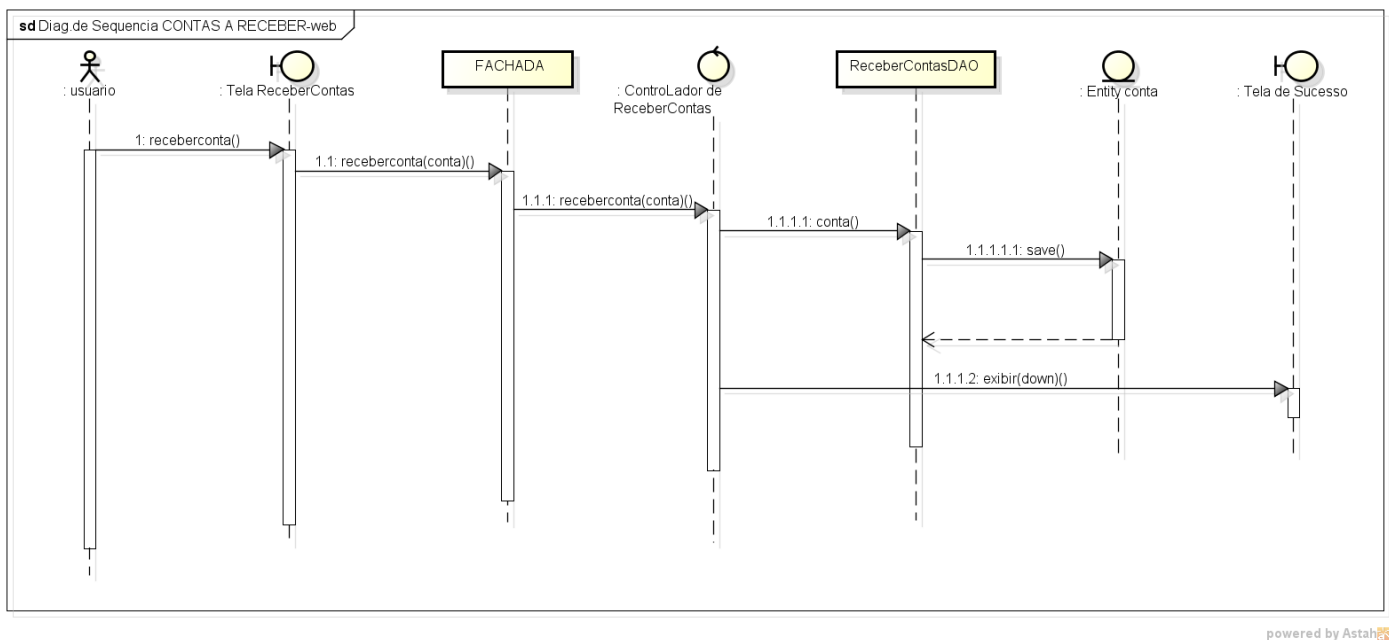


powered by Astah

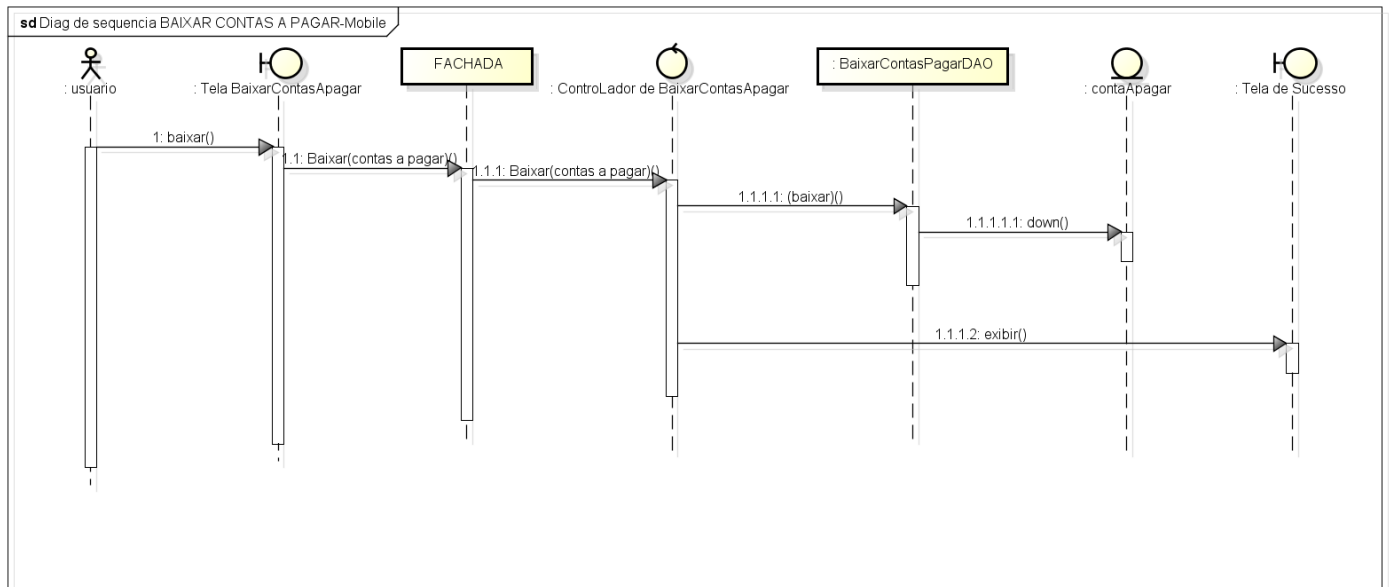
❖ Pagar Conta (WEB) :



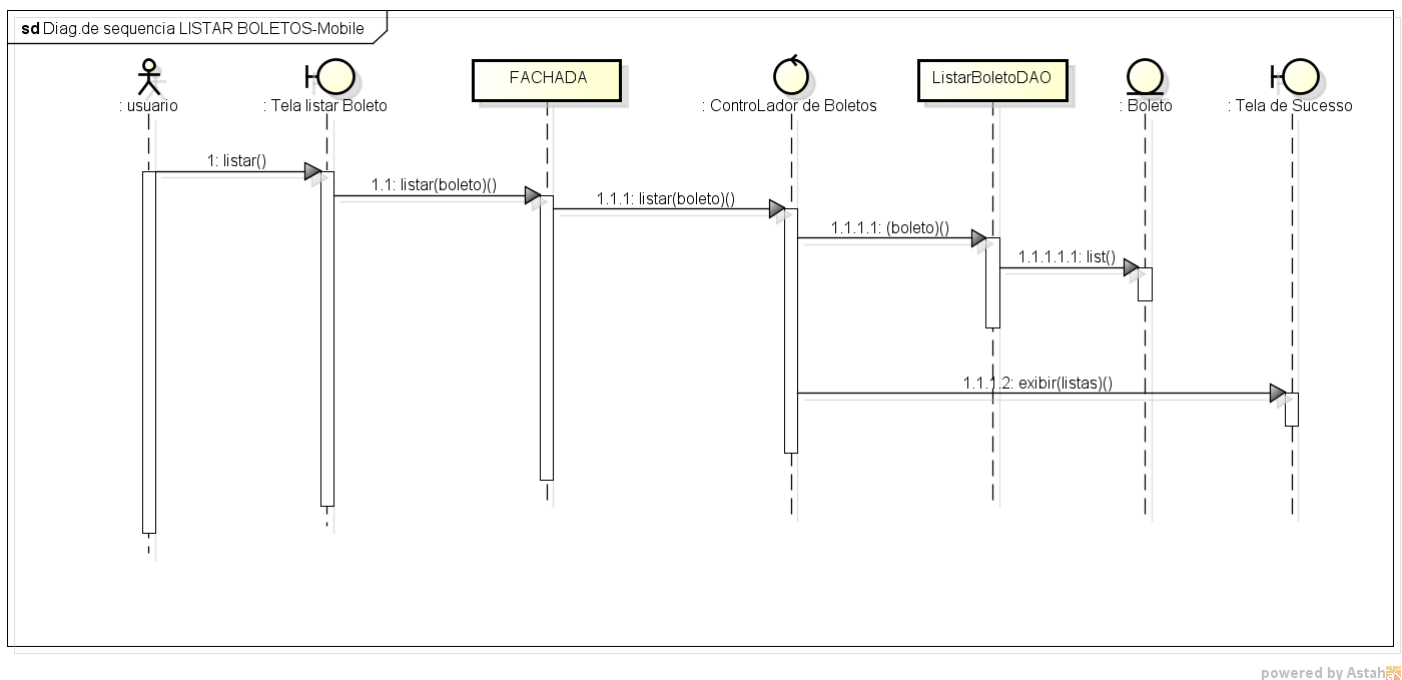
❖ Receber Conta (WEB) :



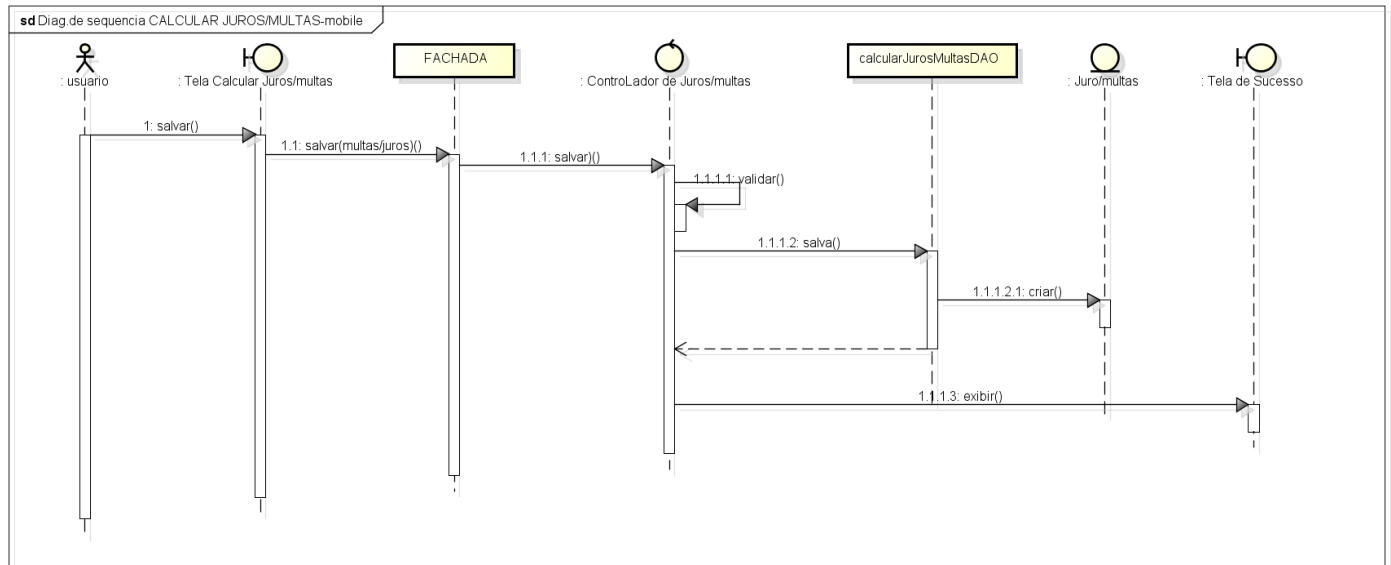
❖ Baixar Contas a Pagar (mobile):



❖ Listar Boletos (mobile):



❖ Calcular Juros e Multa (mobile):



3. Projeto lógico do Banco de Dados: Tabelas, campos e relacionamentos

