

# Trabajo Práctico Programación Concurrente



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# Actores

- Ecommerce
- Shop
- ShopServerSide

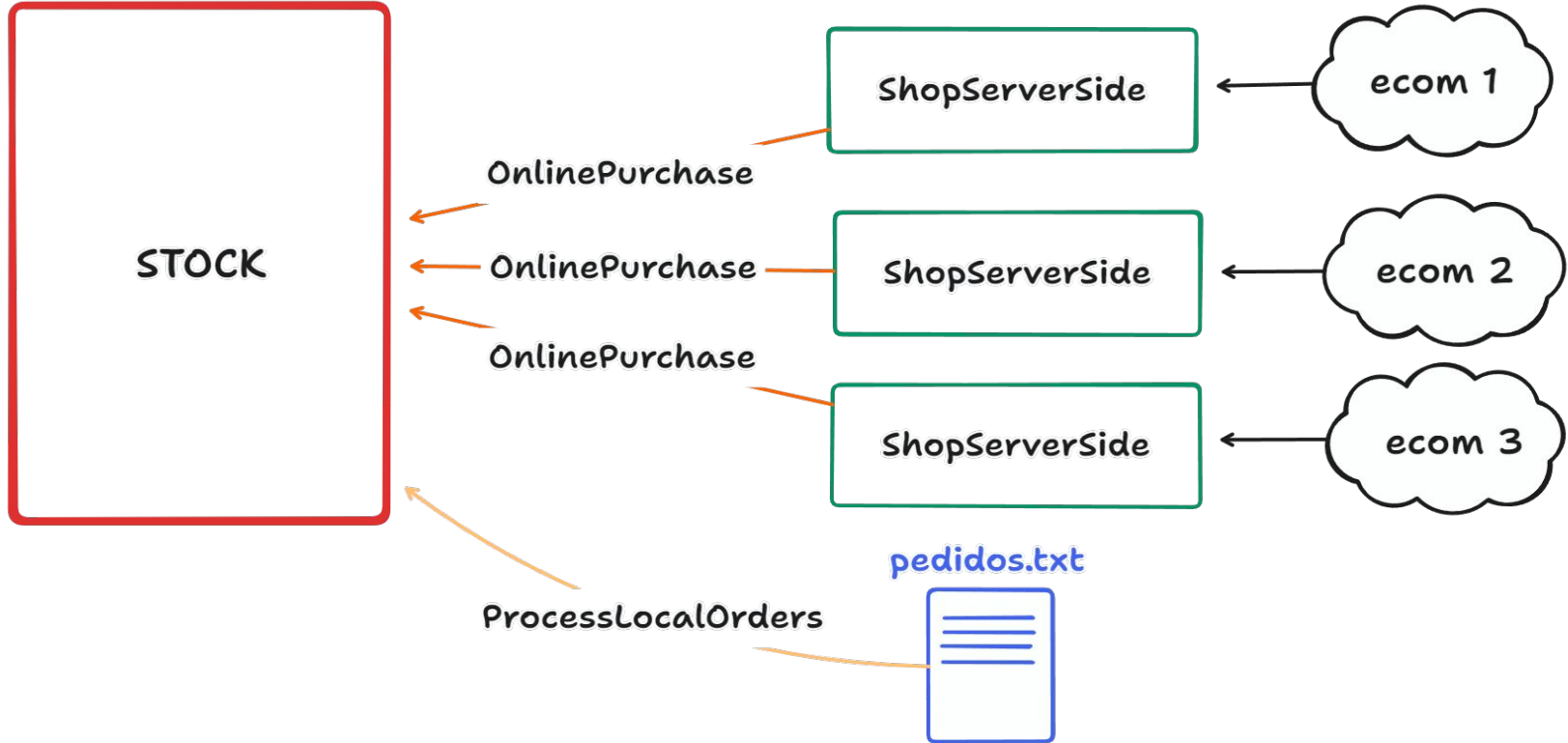
# Mensajes

- ProcessOrders -> Ecom
- ProcessEcomOrders -> Ecom
- ForwardOrder -> Ecom
- ConnectShops -> Ecom
- Stop -> Ecom
- Reconnect -> Ecom
- StreamHandler -> Ecom
- DeliverPurchase -> Shop
- LocalPurchase -> Shop
- OnlinePurchase -> Shop
- ProcessLocalOrders -> Shop
- StreamHandler -> ShopServerSide

**SHOP**

# Diagrama general estructura shop

SHOP



## Diagrama general de ProcessLocalOrders para un shop

### ProcessLocalOrders

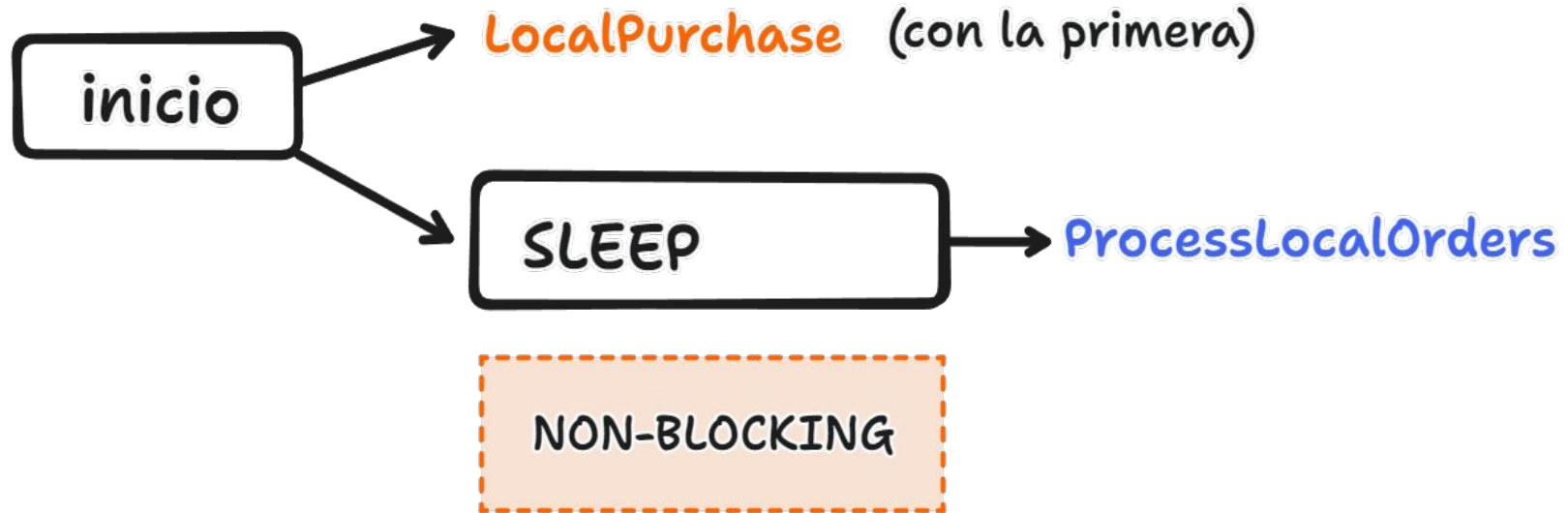
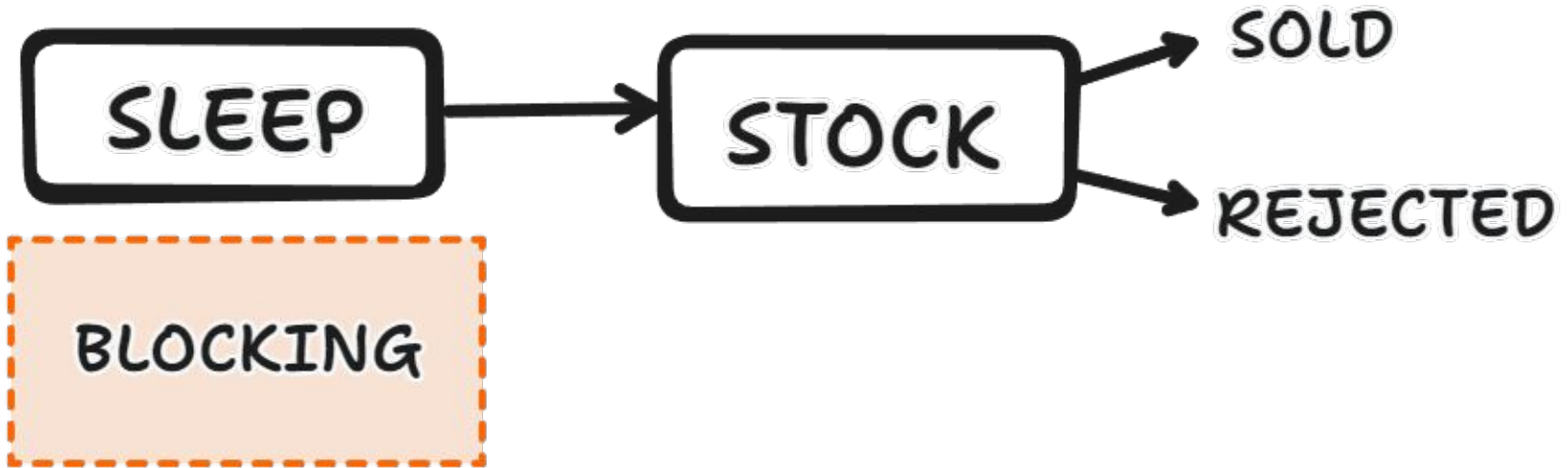


Diagrama general de una LocalPurchase para un shop

## LocalPurchase



## Diagrama general de StreamHandler de un shop

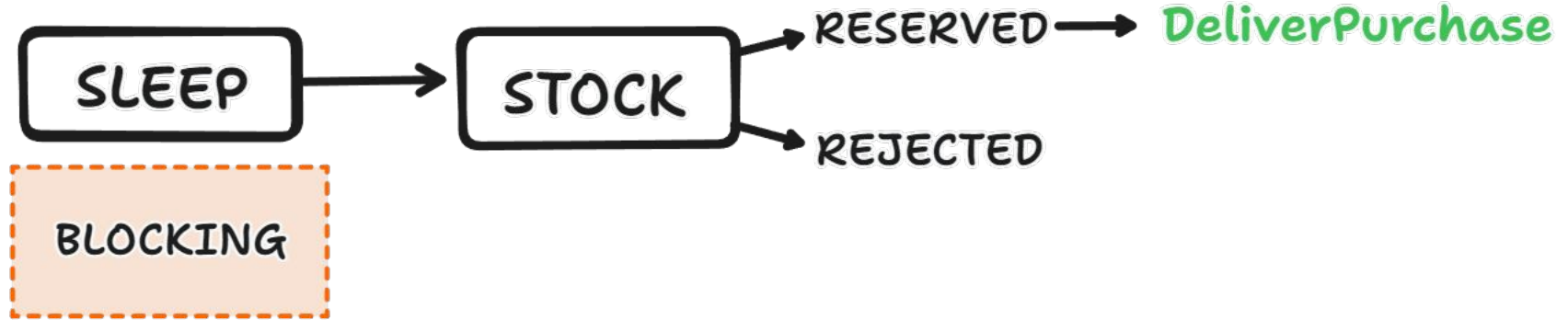
### ServerSideShop StreamHandler





## Diagrama general de OnlinePurchase para un shop

OnlinePurchase



## Diagrama general de DeliverPurchase para un shop

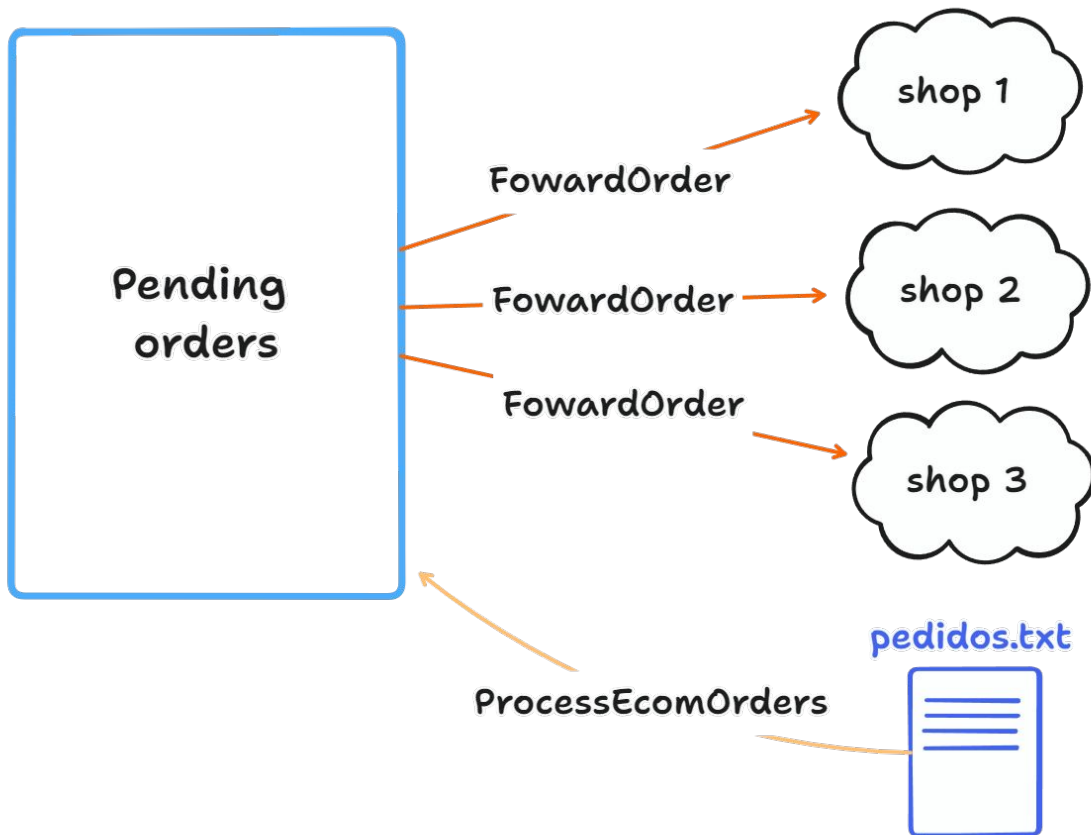
### DeliverPurchase



**ECOM**

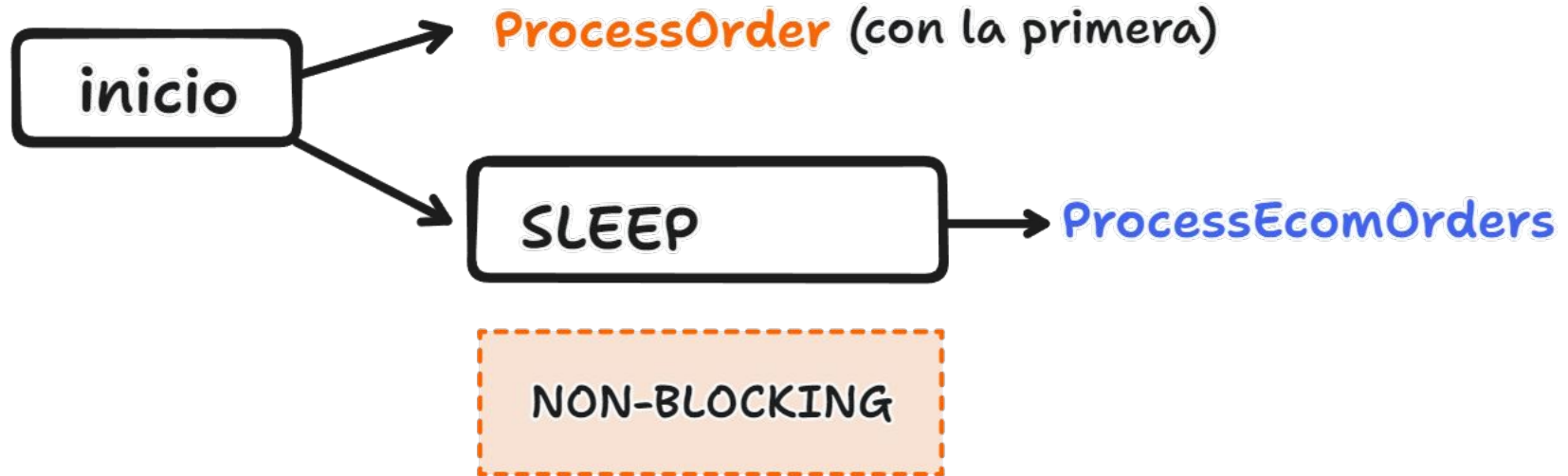
# Diagrama general estructura de Ecom

ECOM



## Diagrama general de ProcessEcomOrders de un Ecom

### ProcessEcomOrders



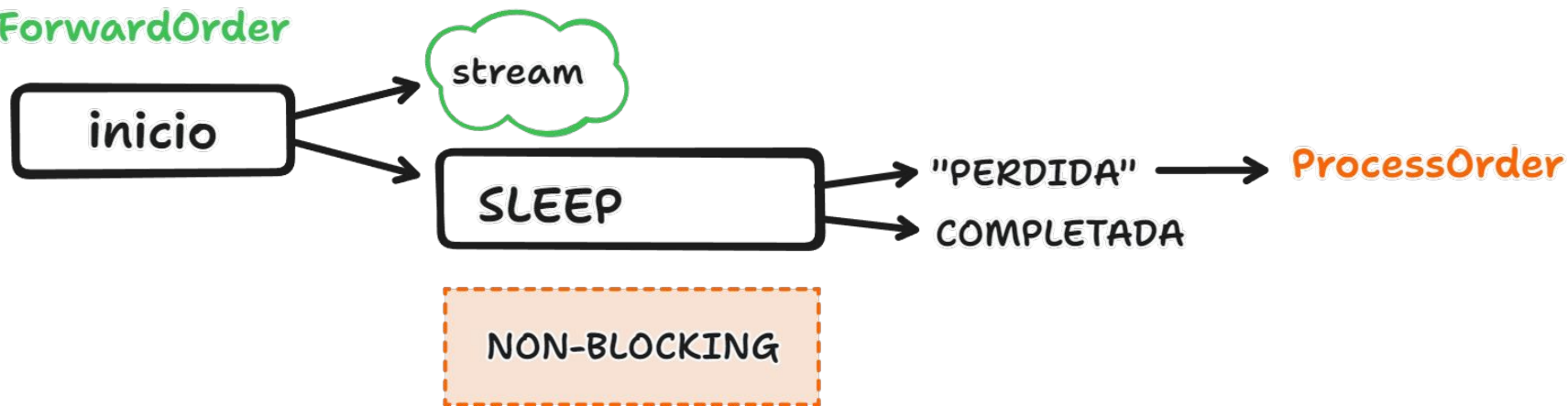
## Diagrama general de ProcessOrder de un Ecom

ProcessOrder



## Diagrama general de ForwardOrder de un Ecom

ForwardOrder



"PERDIDA": sigue pendiente y no fue reenviada a ninguna otra tienda

## Diagrama general de StreamHandler de un Ecom

### Ecom StreamHandler





**GRACIAS**