
Diseño de la interacción del sistema

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Dario Guarda.

Sergio Matamala.

CARRERA: Ingeniería en informática y analista programador.

ASIGNATURA: Análisis y Diseño Orientado al Objeto.

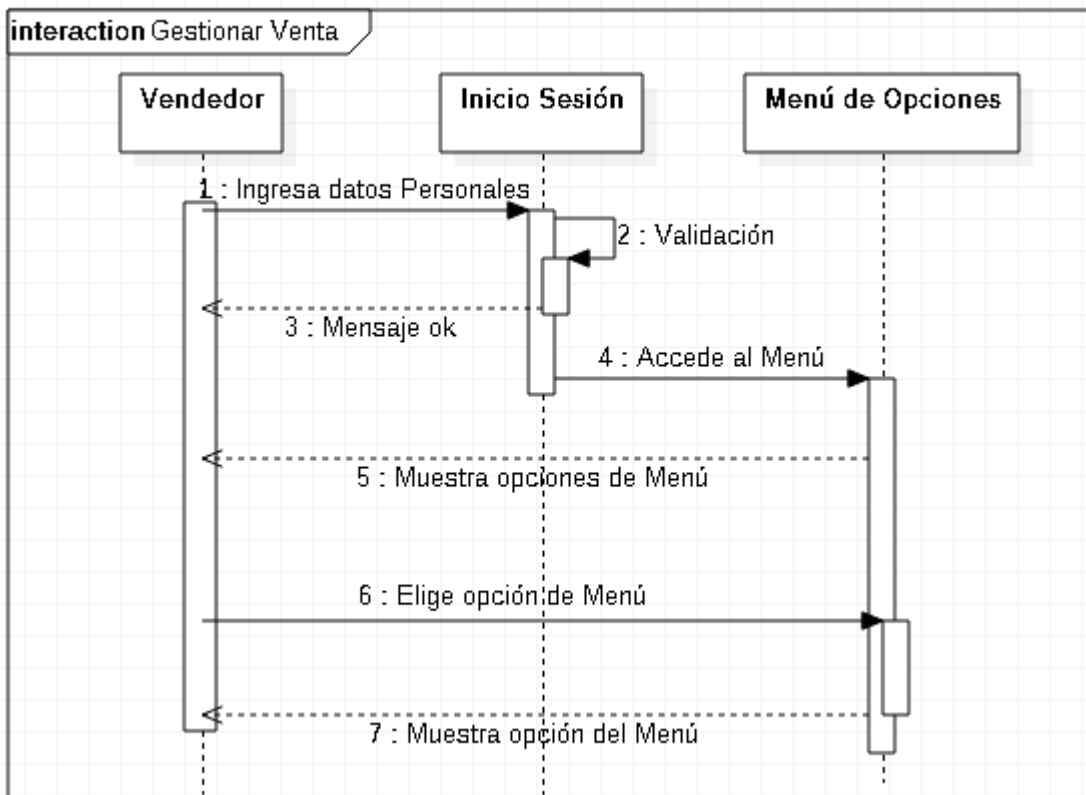
PROFESOR: Alex Rocha Saldivia.

SECCIÓN: 14

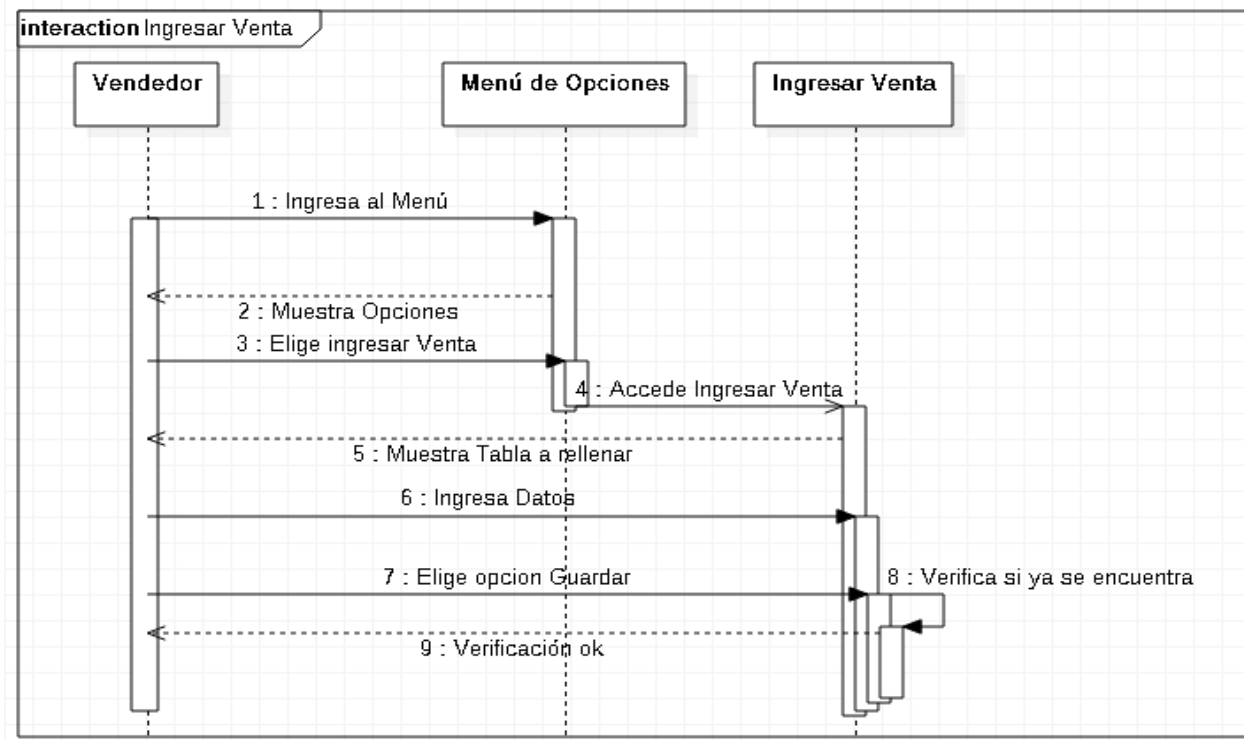
FECHA: 26/12/2018

VENTAS.

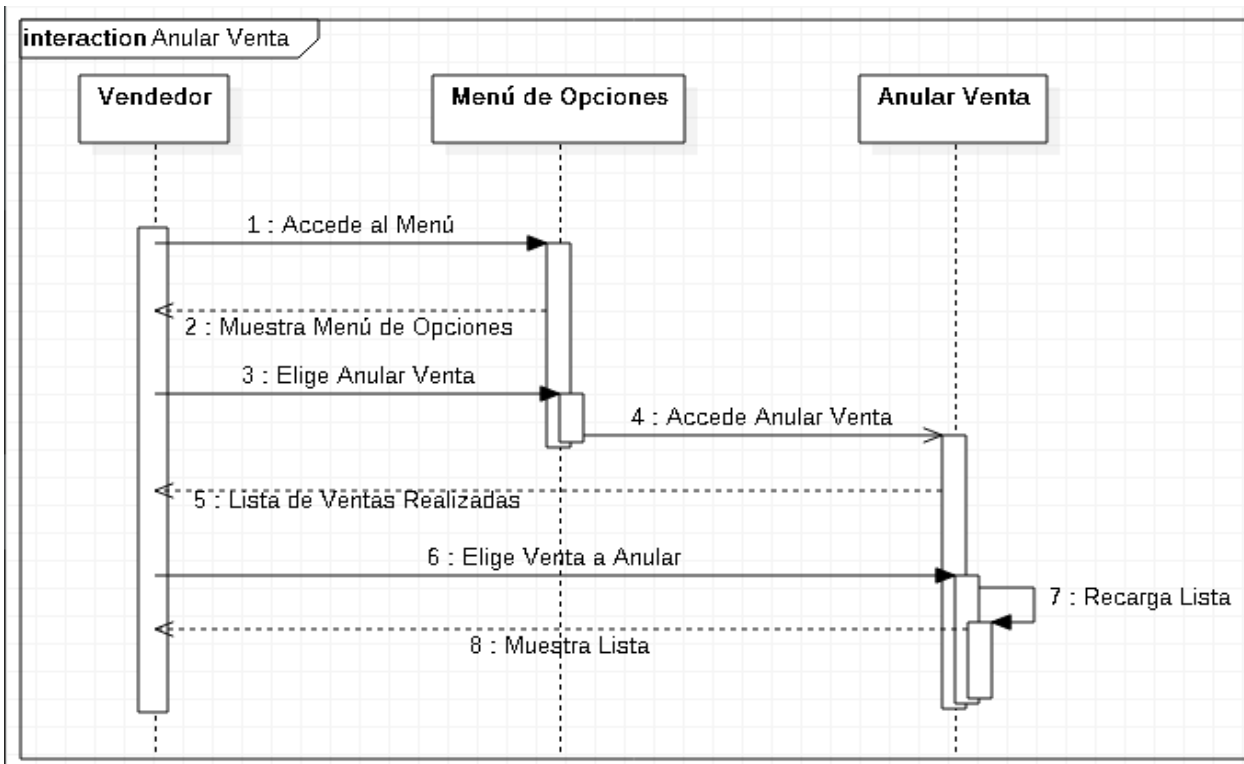
Gestionar venta.



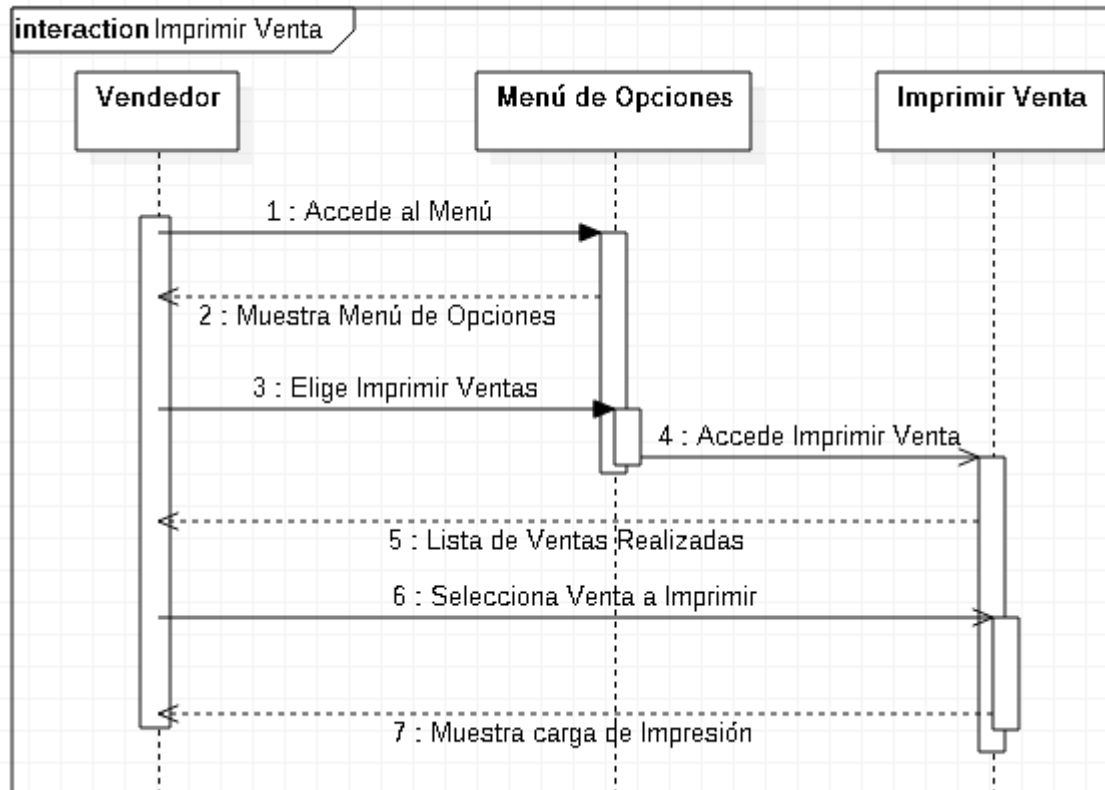
Ingresar venta.



Anular venta.

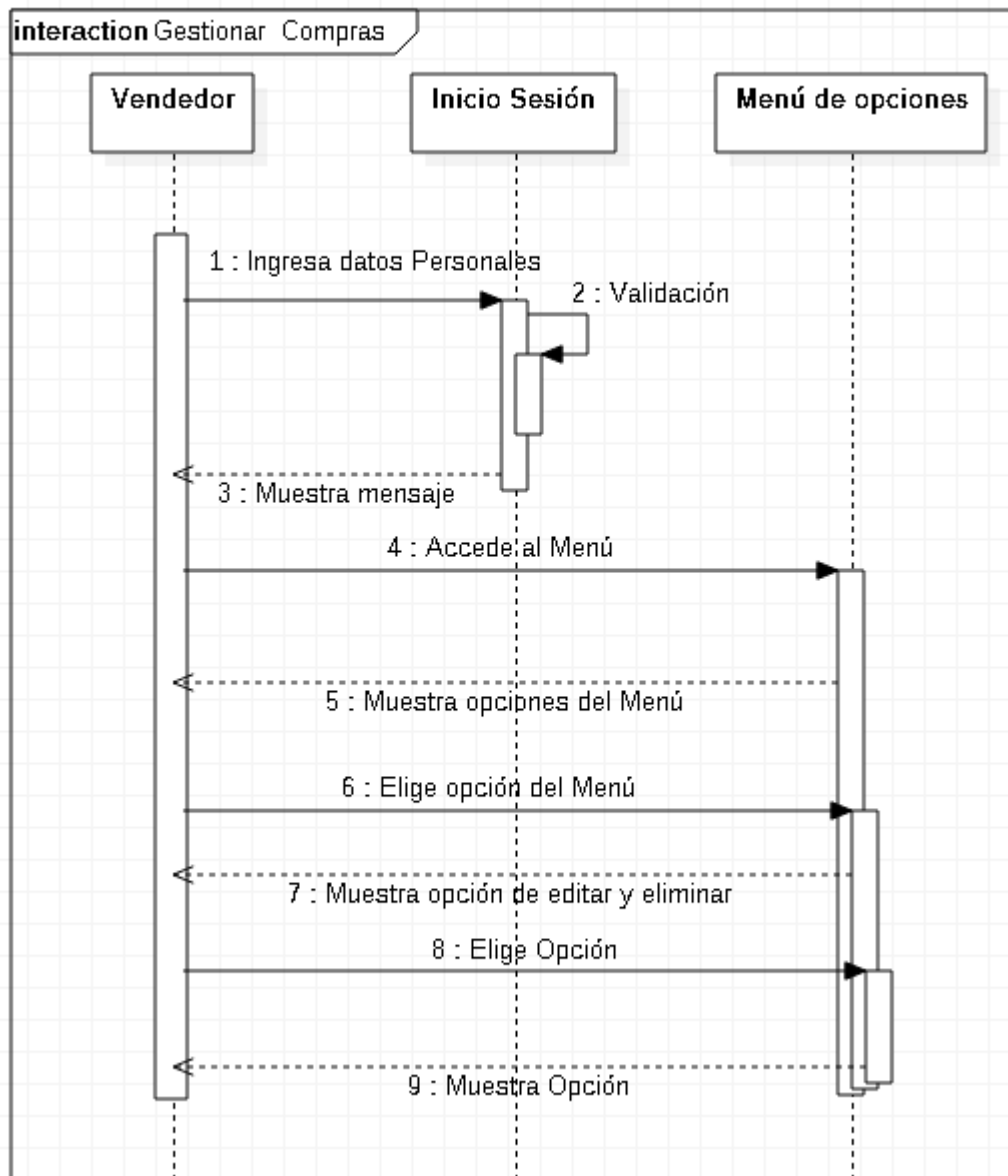


Imprimir venta.

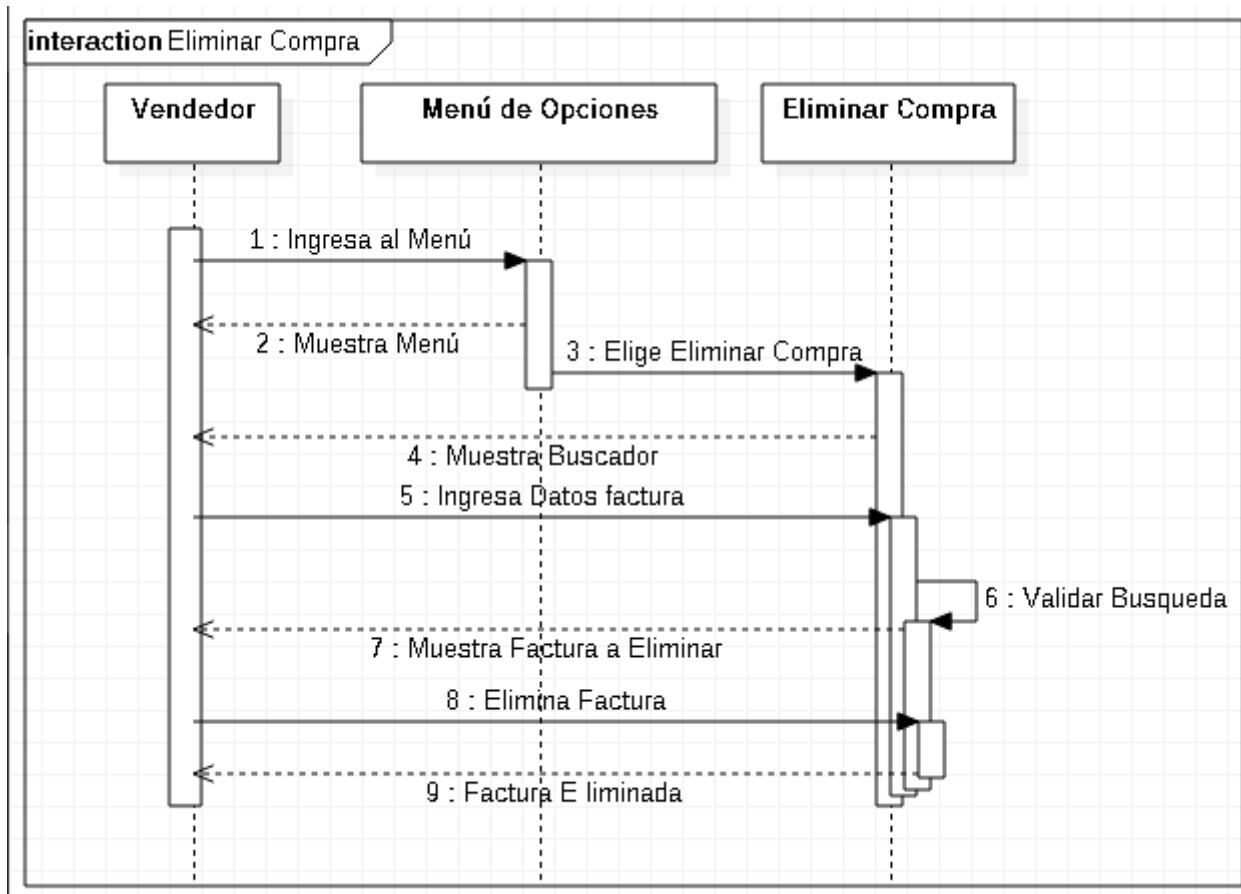


COMPRAS.

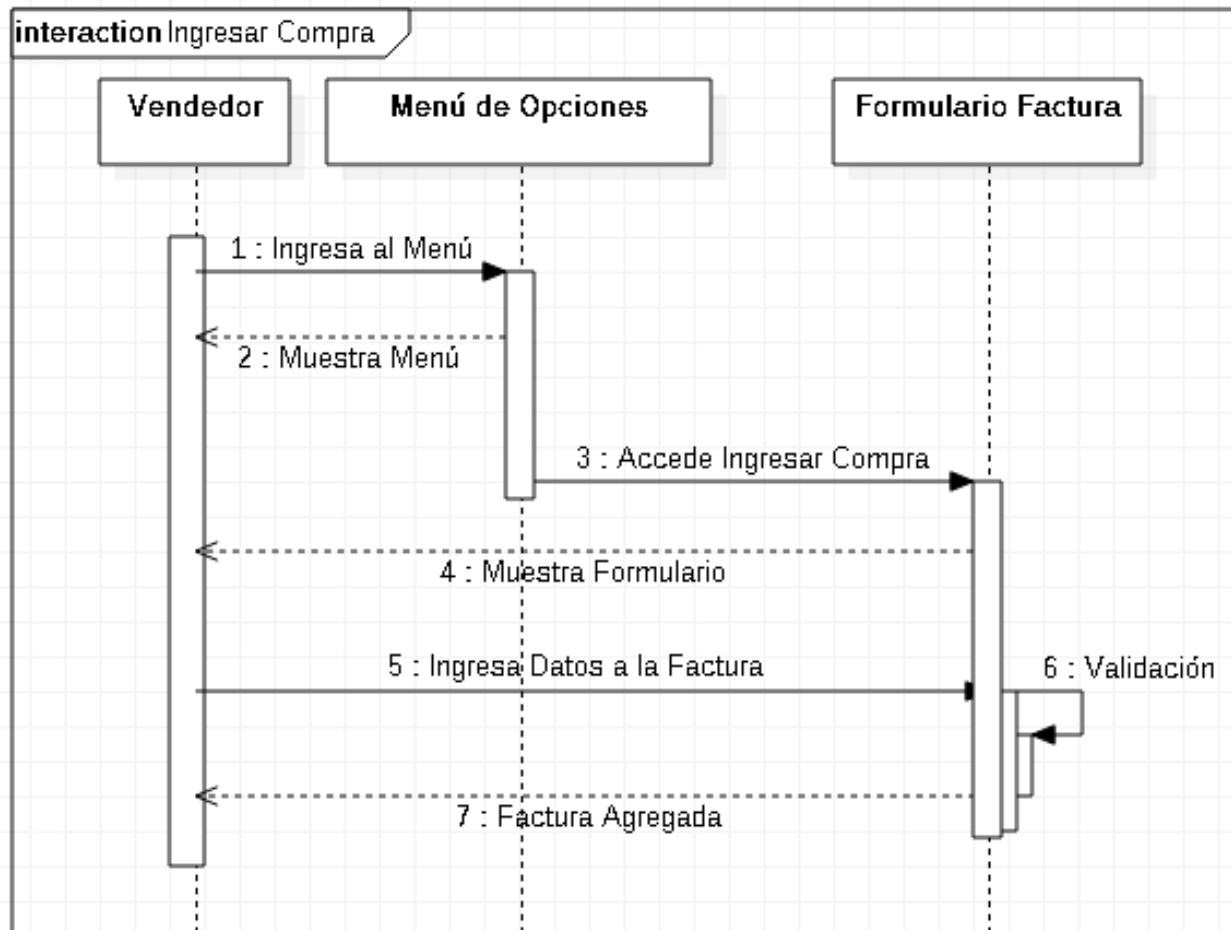
Gestionar compas.



Eliminar compra.

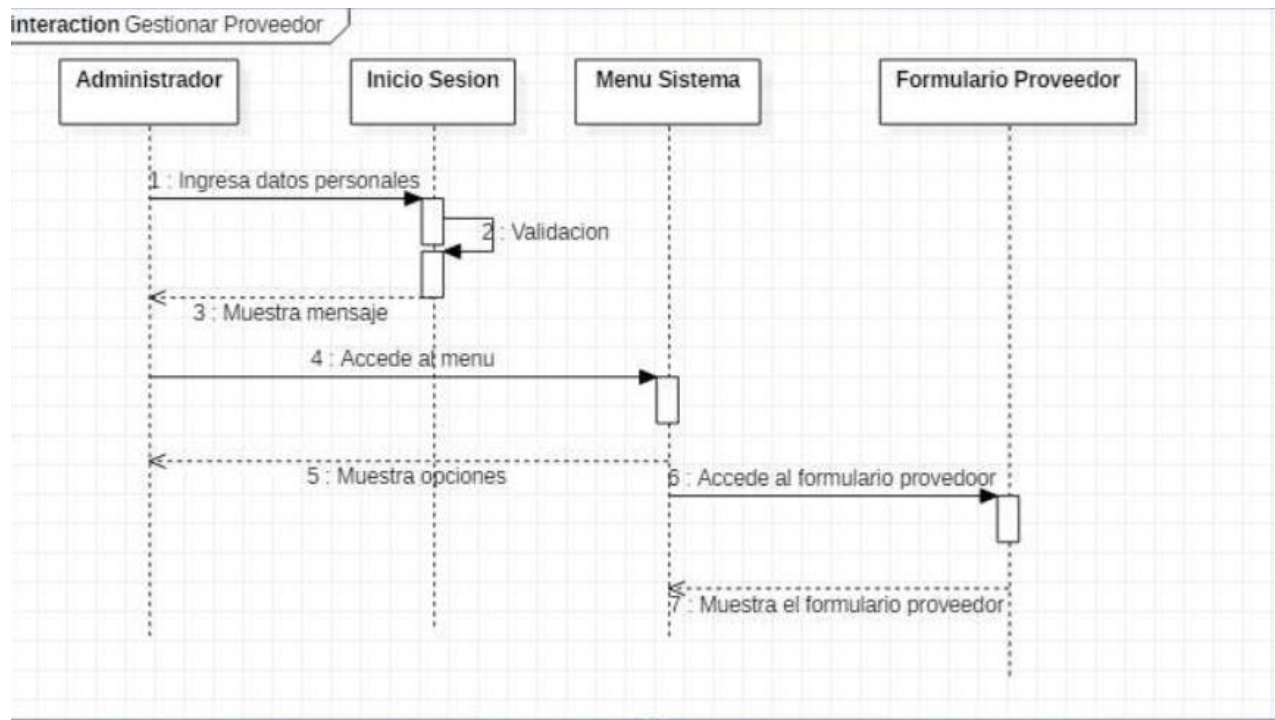


Ingresar Compra.

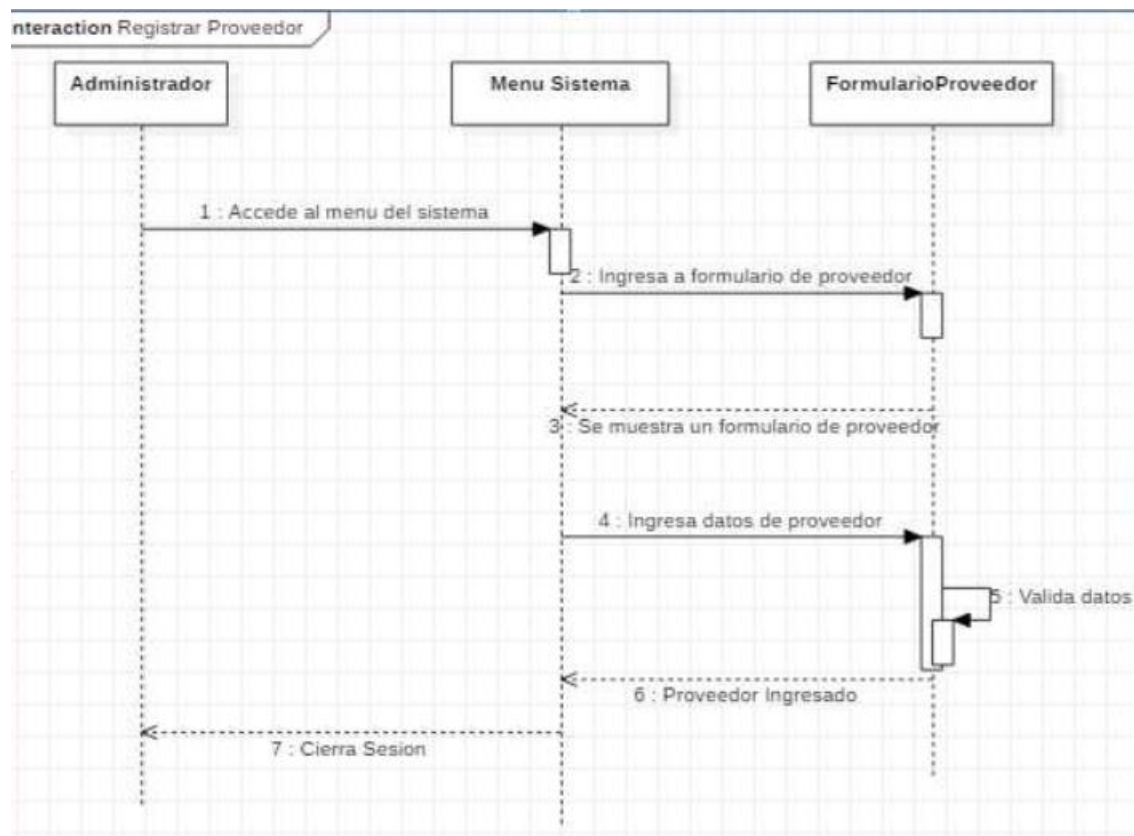


PROVEEDORES.

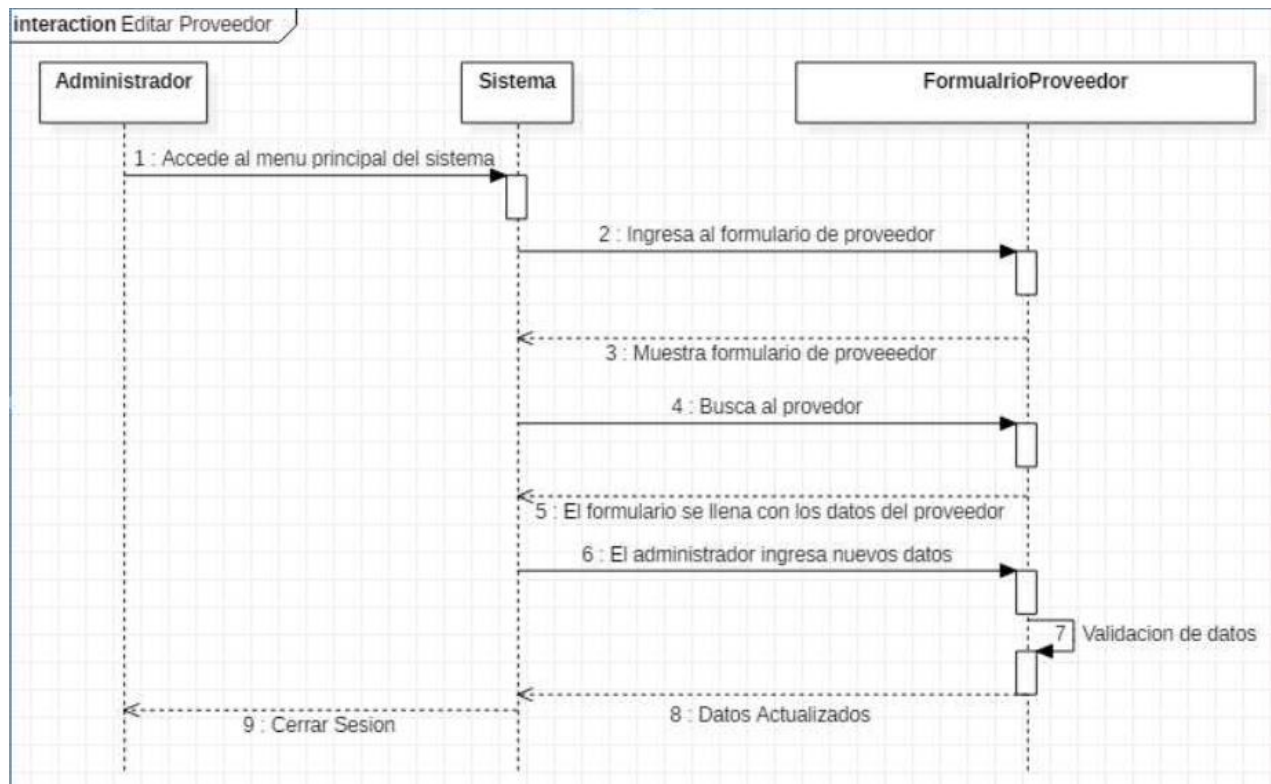
Gestionar proveedores.



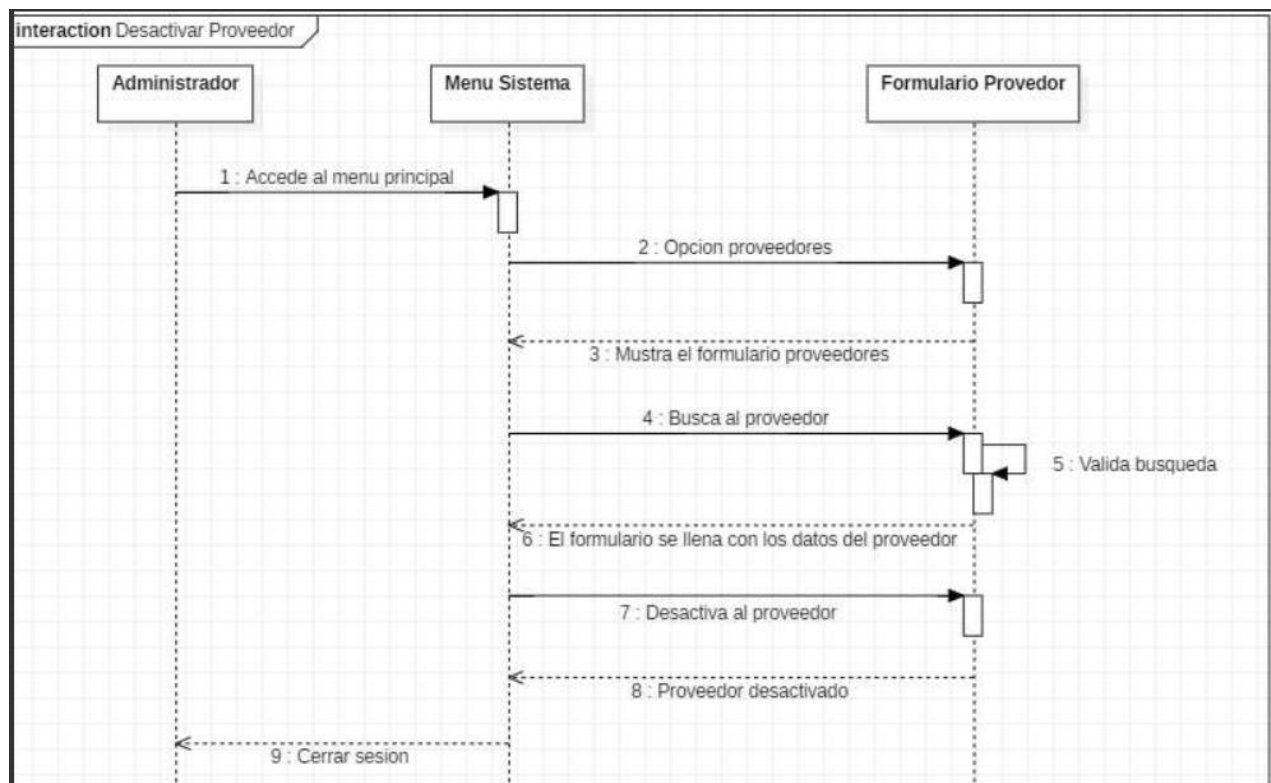
Ingreso proveedores.



Editar proveedores.

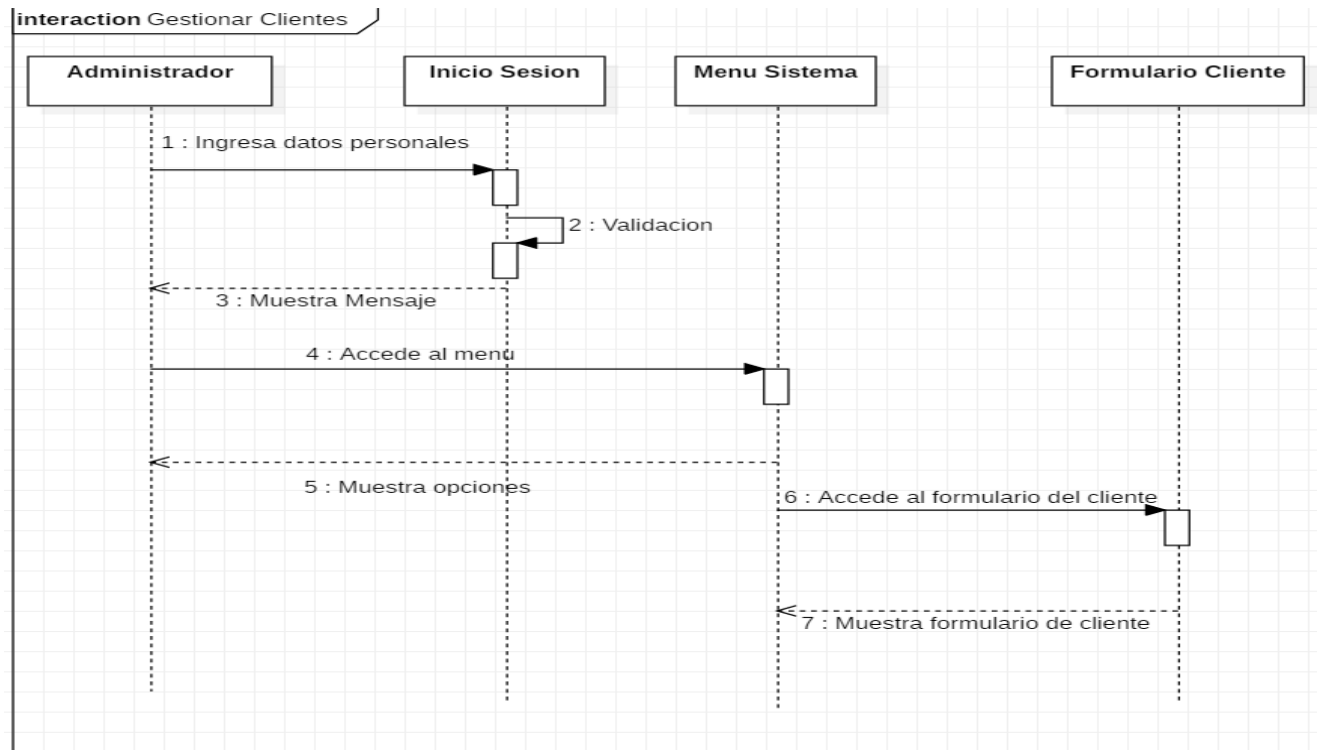


Desactivar proveedores.

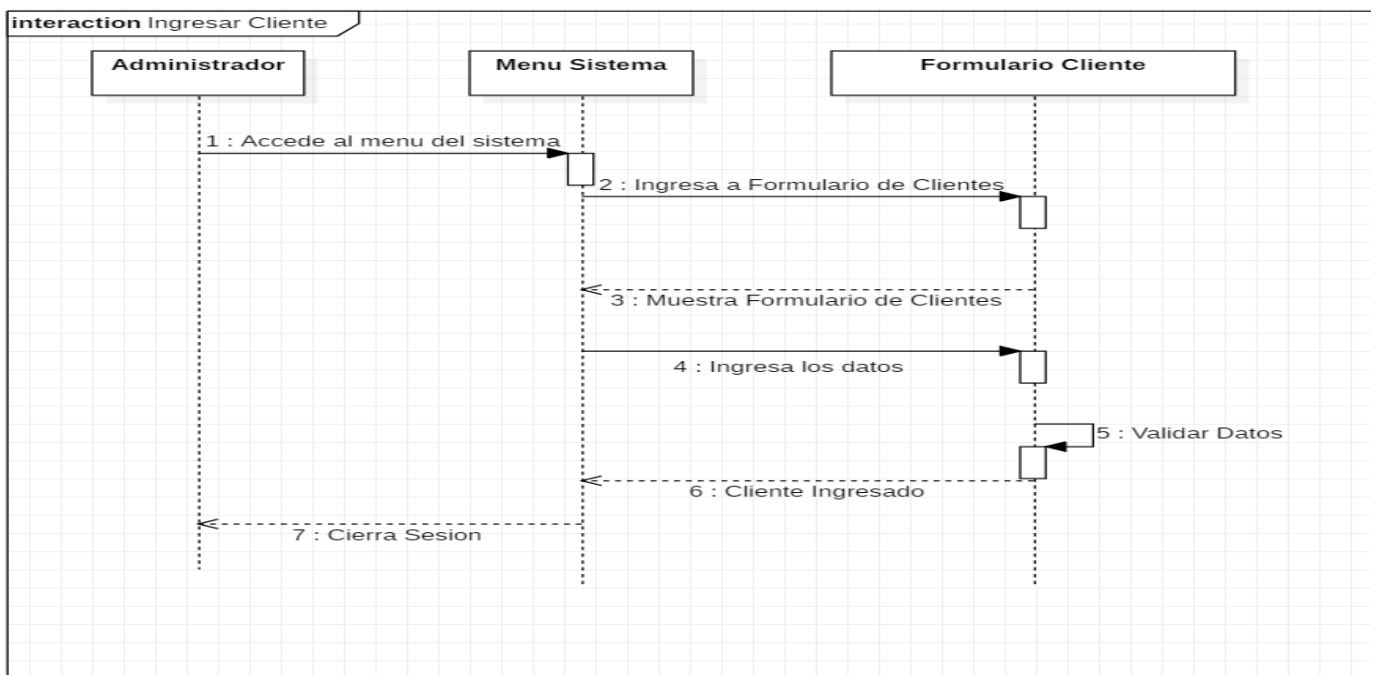


CLIENTES.

Gestionar clientes.

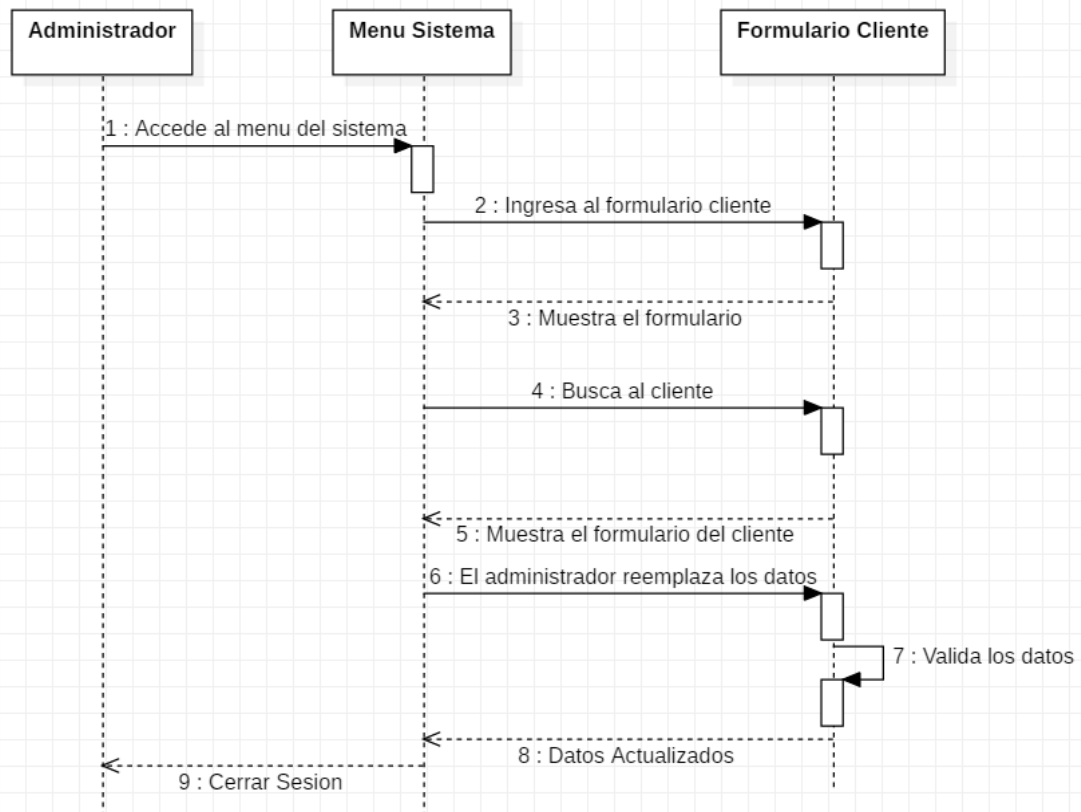


Ingresar clientes.

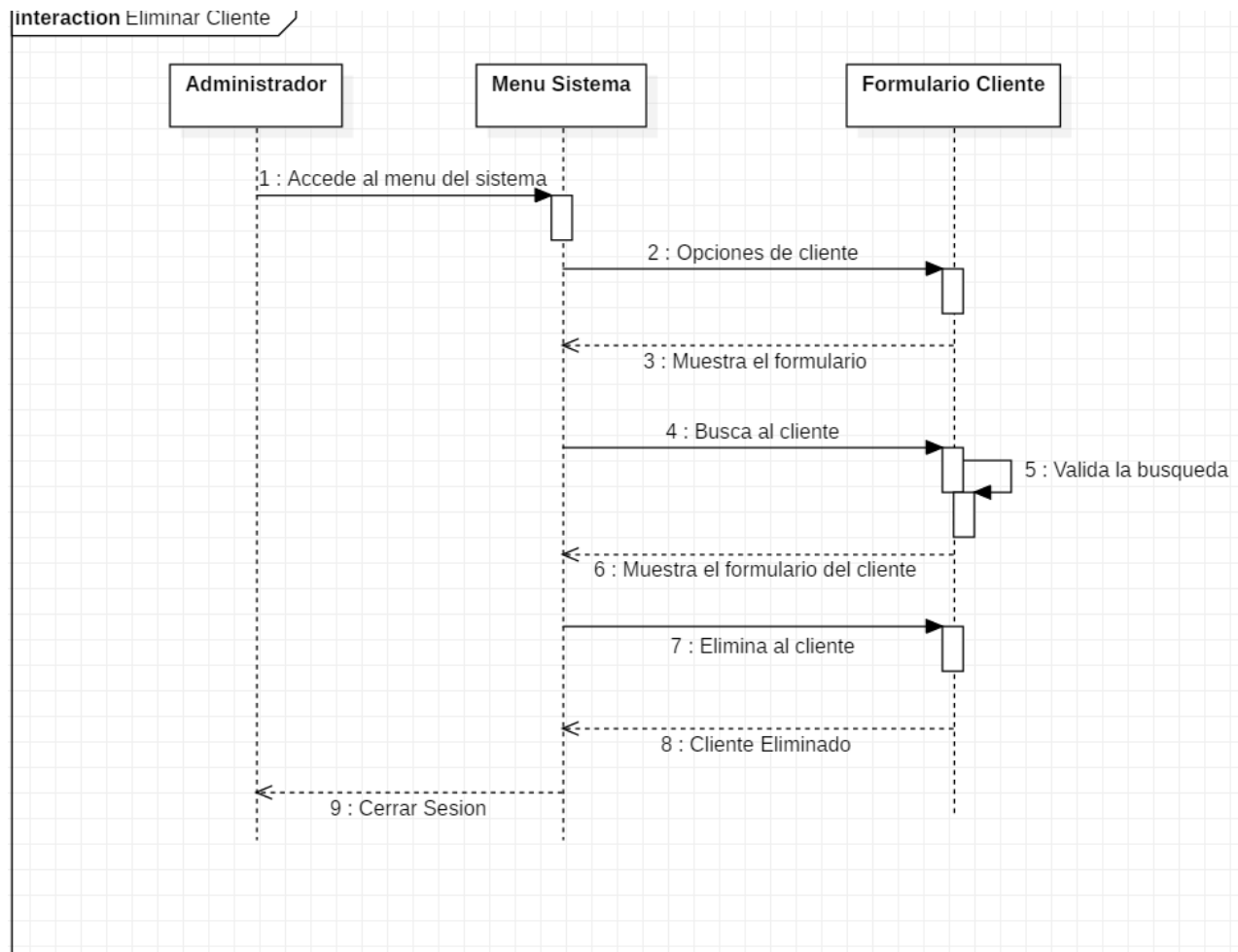


Modificar clientes.

Interaction Editar Cliente

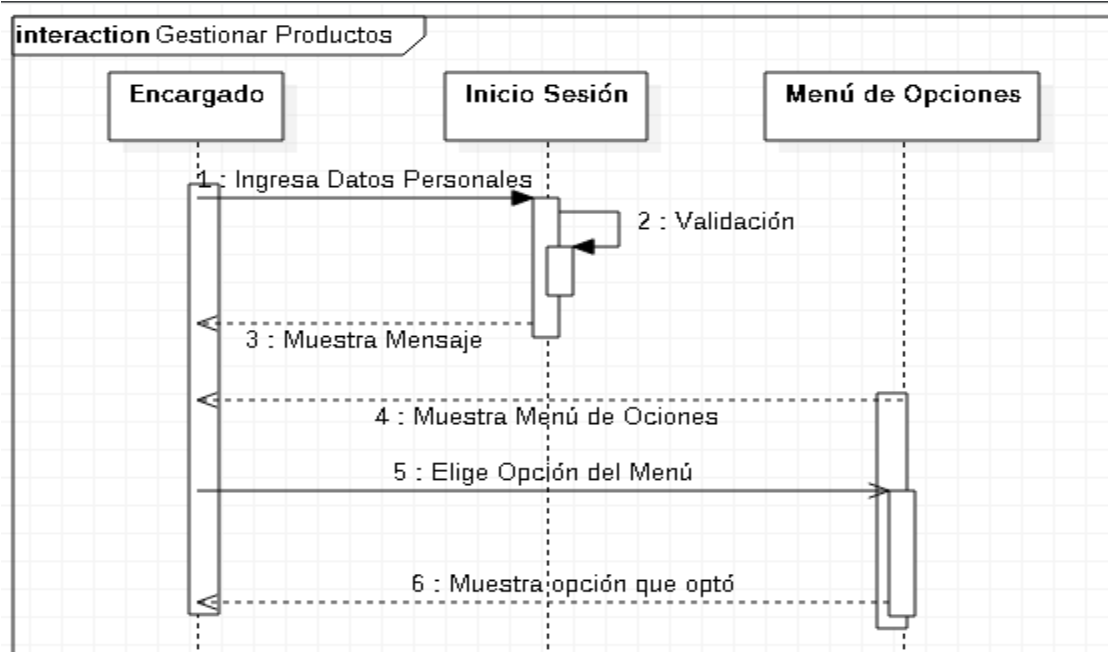


Eliminar clientes.

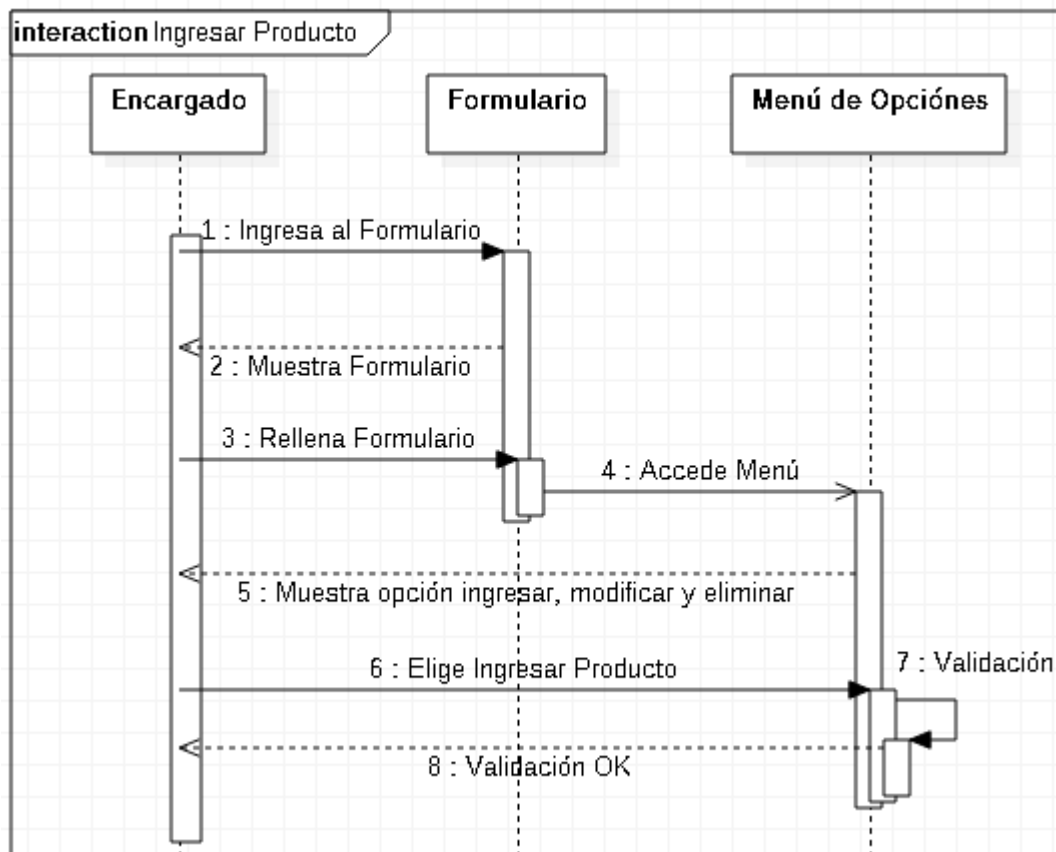


Productos.

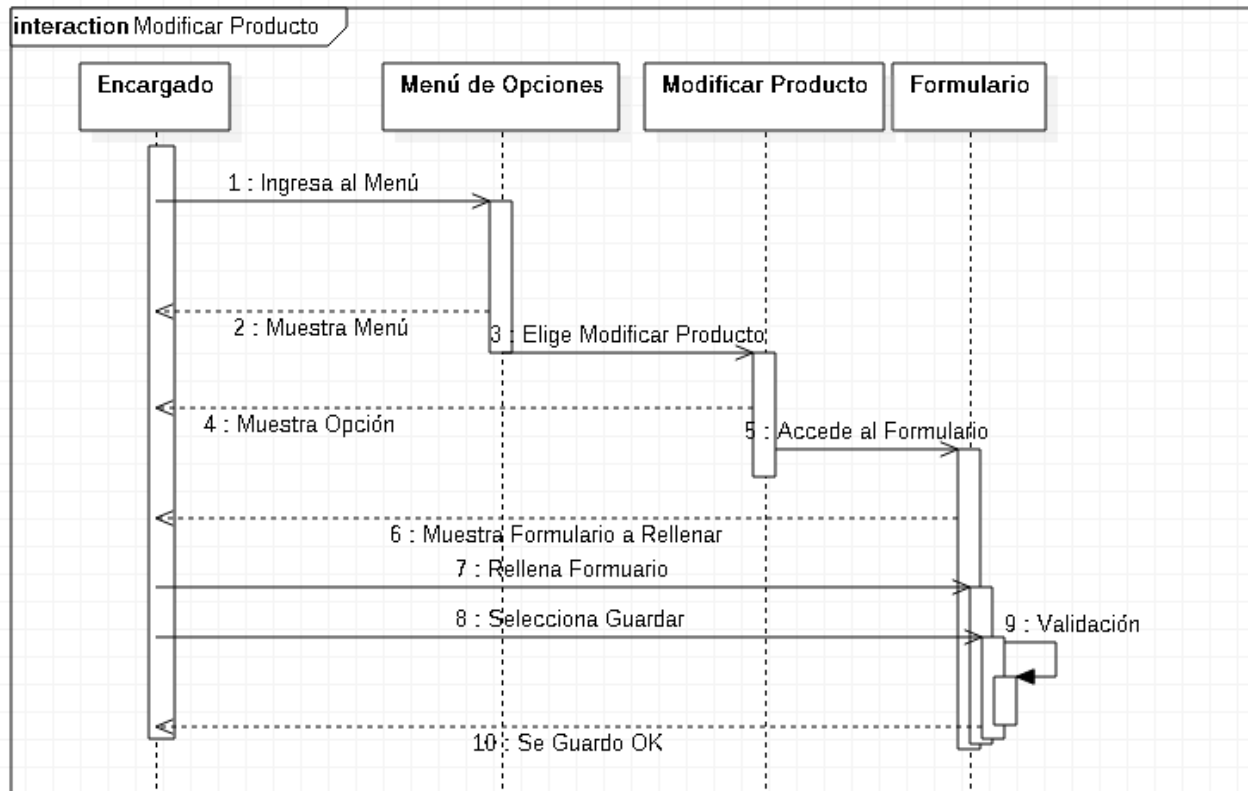
Gestionar productos.



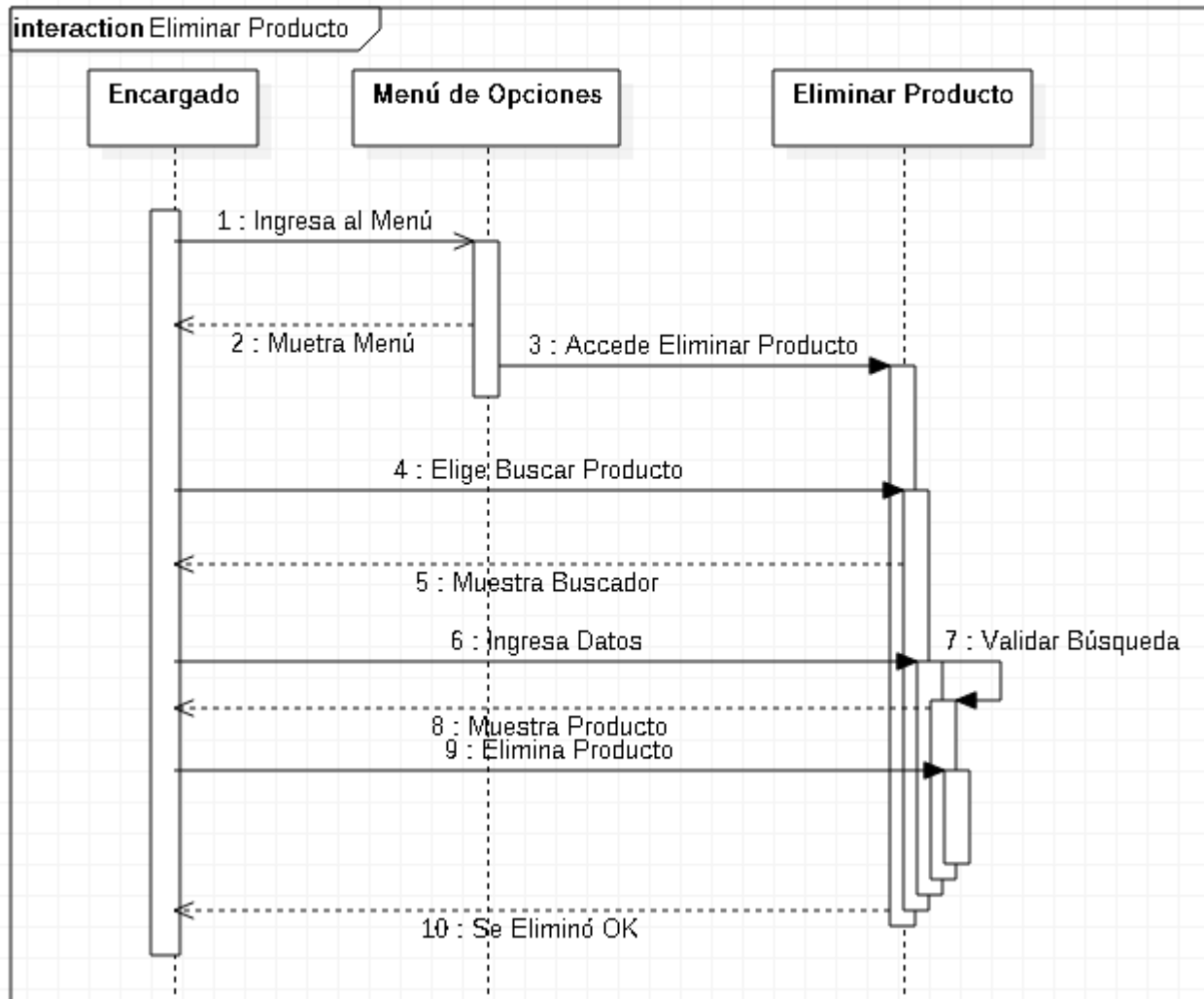
Ingresar Productos.



Modificar Productos.

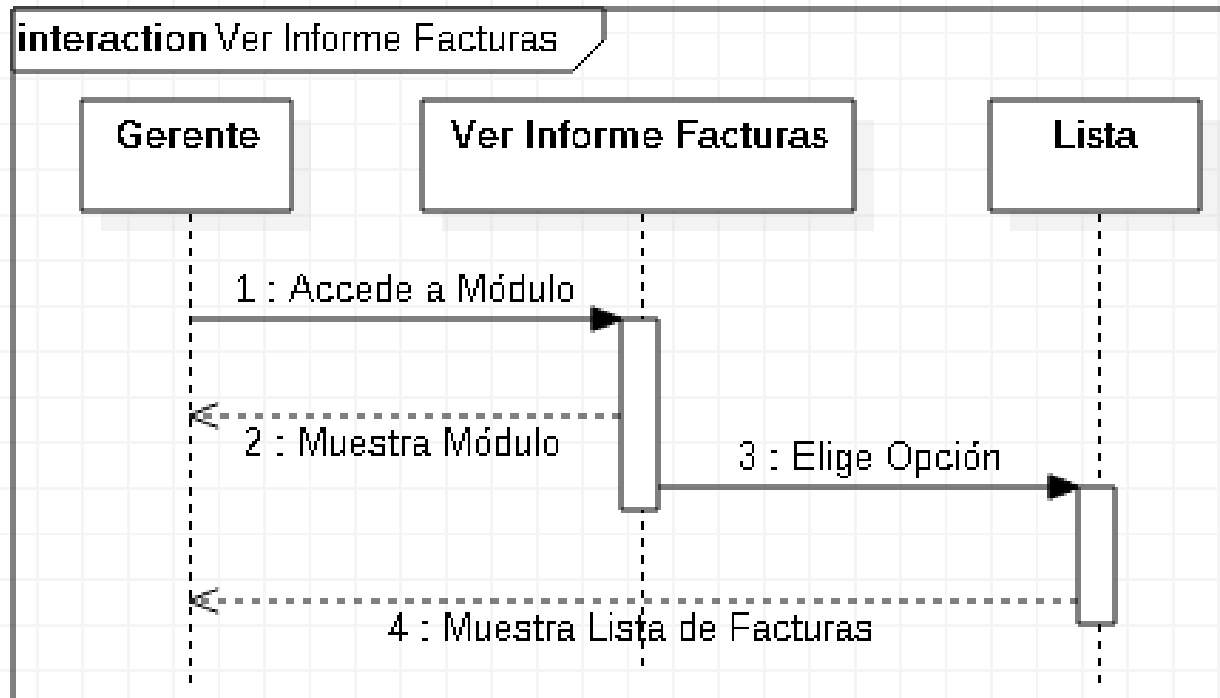


Eliminar Productos.

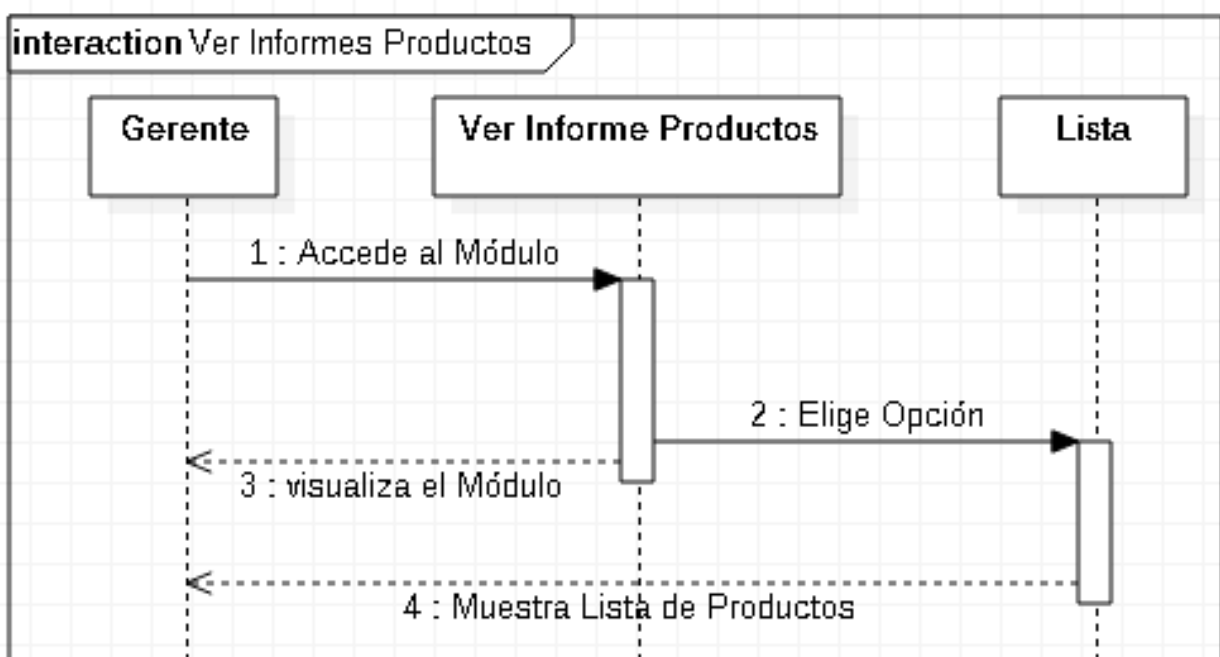


Ver Informes.

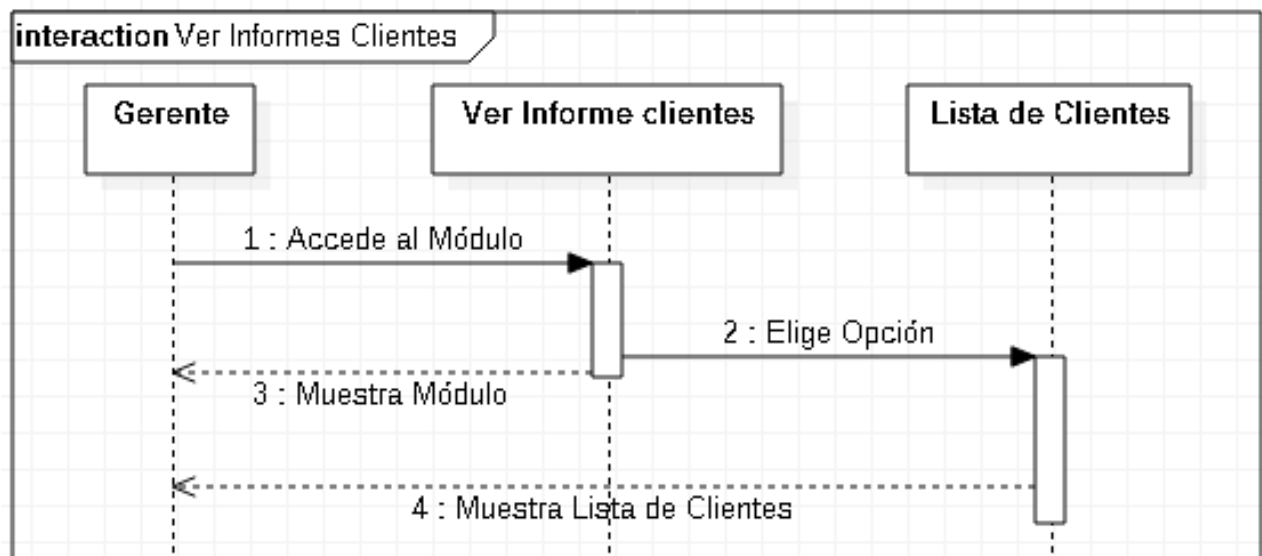
Ver Informes.



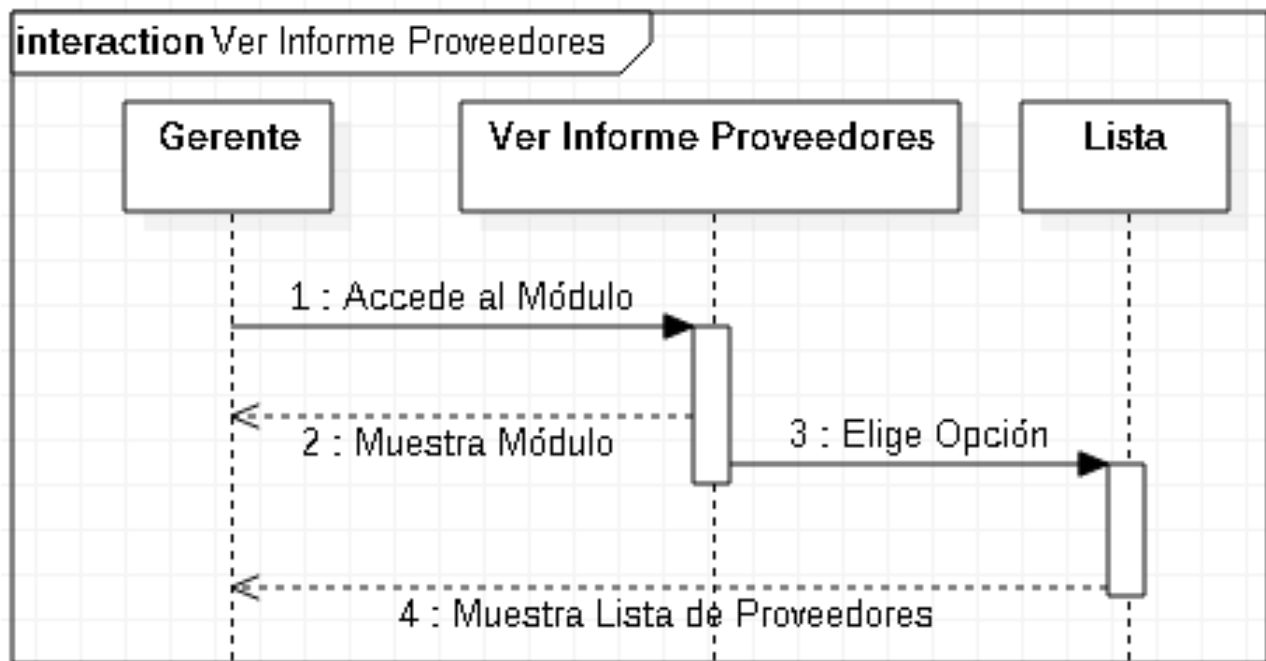
Ver Productos.



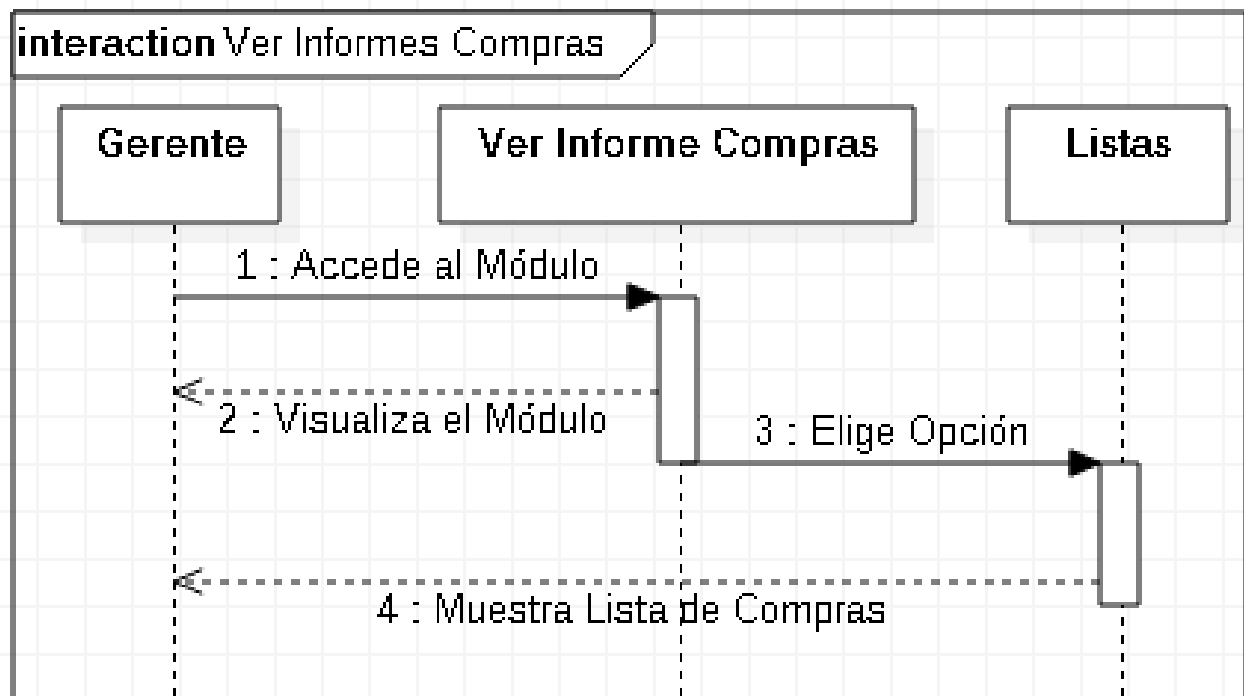
Ver Clientes.



Ver Proveedores.



Ver Compras.



Ver Facturas.

