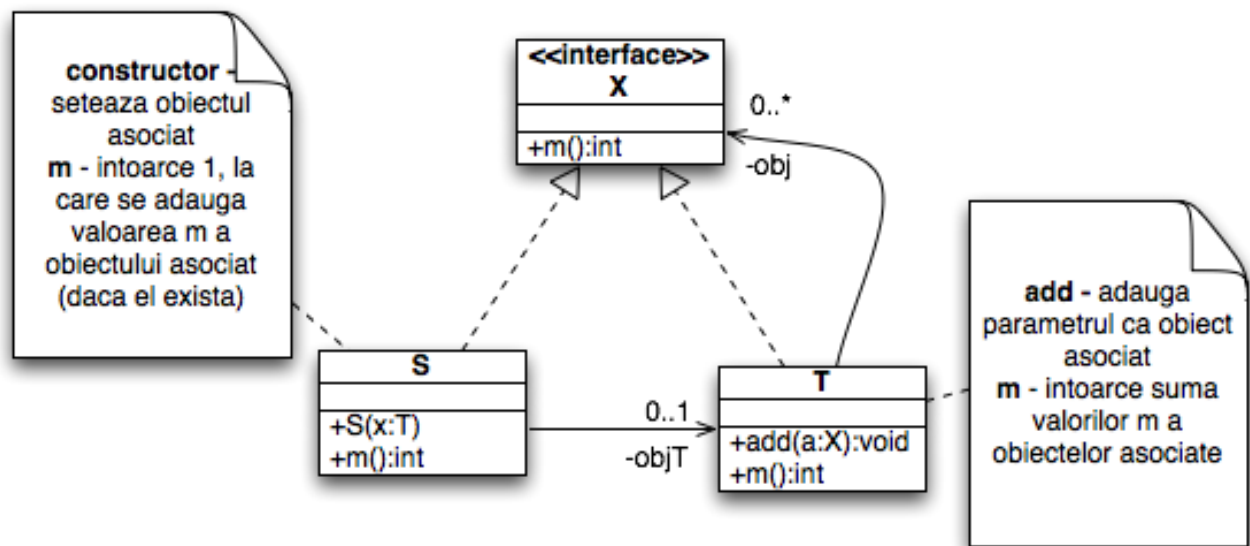


Tip A

1. Implementati diagrama de mai jos



2. In contextul dat, desenati diagrama de secvente (inclusiv bare de activare) pornind de la apelul marcat cu /\*\*/ si pana la revenirea din acel apel.

```
interface Y {
    public void r(Y w);
    public void s();
}

class S implements Y {
    public void q(Y t1, Y t2, Y t3) {
        this.r(t1);
        t1.r(t2);
        t1.r(t3);
    }
    public void r(Y g) {
        g.s();
    }
    public void s() {}
}

class P implements Y {
    public void s() {}
    public void r(Y g) {}
}

class Main {
    public static void main(String argv[]) {
        P p1 = new P();
        S s1 = new S();
        S s2 = new S();
        S s3 = new S();
        /**/s3.q(s2, s1, p1);
    }
}
```