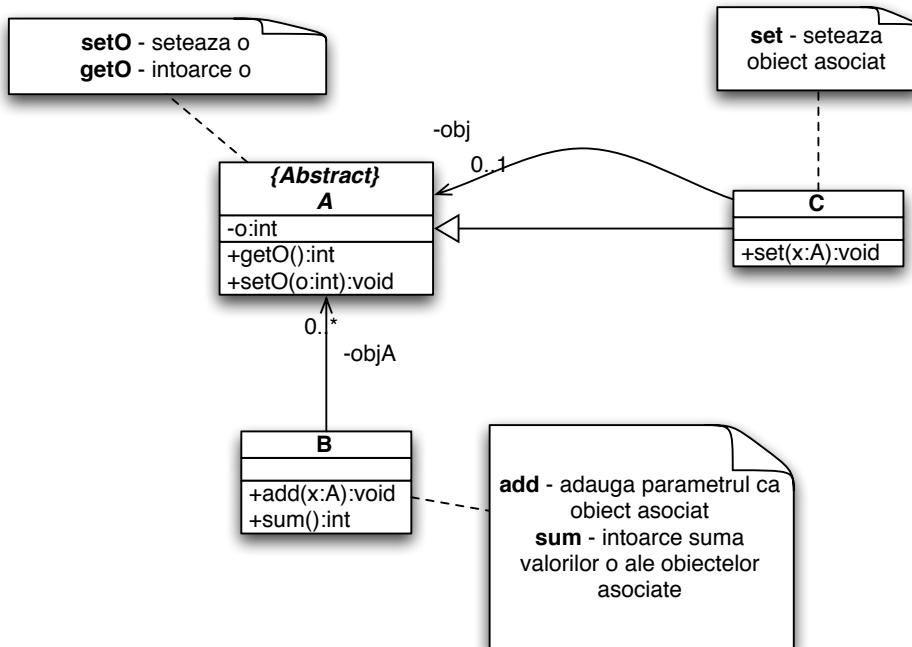


B

1. Implementati diagrama de mai jos



2. Desenati diagrama de sevante (inclusiv bare de activare) pornind de la apelul marcat cu `/**/` si pana la revenirea din acel apel.

```
interface P {
    public void r();
}

class S implements P {
    private P f;
    public S(P t) {
        this.f = t;
    }
    public void m(P a) {
        this.r();
        f.r();
    }
    public void r() {
        f.r();
    }
}
class Z implements P {
    public void q() {}
    public void r() {
        q();
    }
}
class Main {
    public static void main(String argv[]) {
        Z t = new Z();
        S s2 = new S(t);
        S s1 = new S(s2);
        /**/s1.m(s2);}}
```