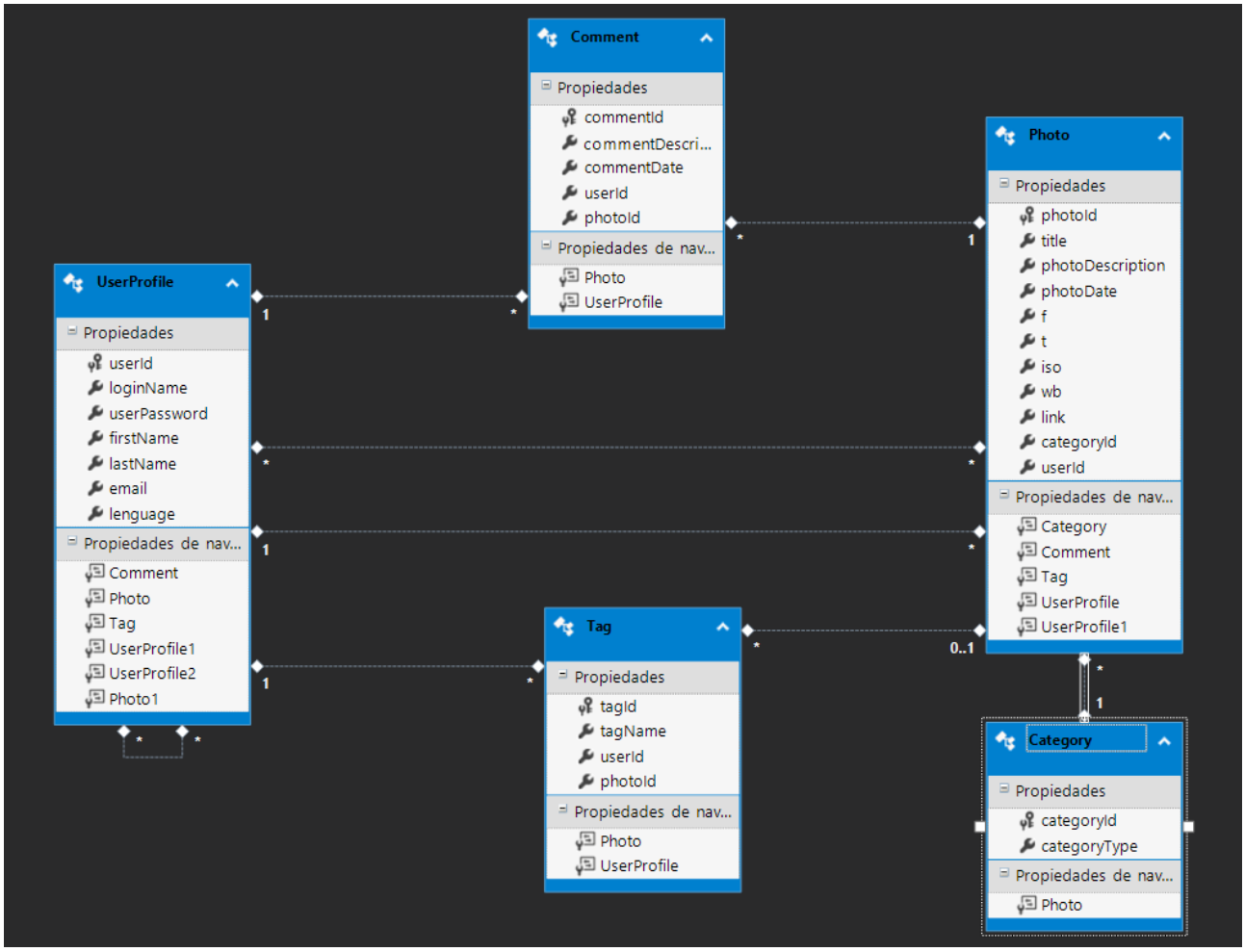
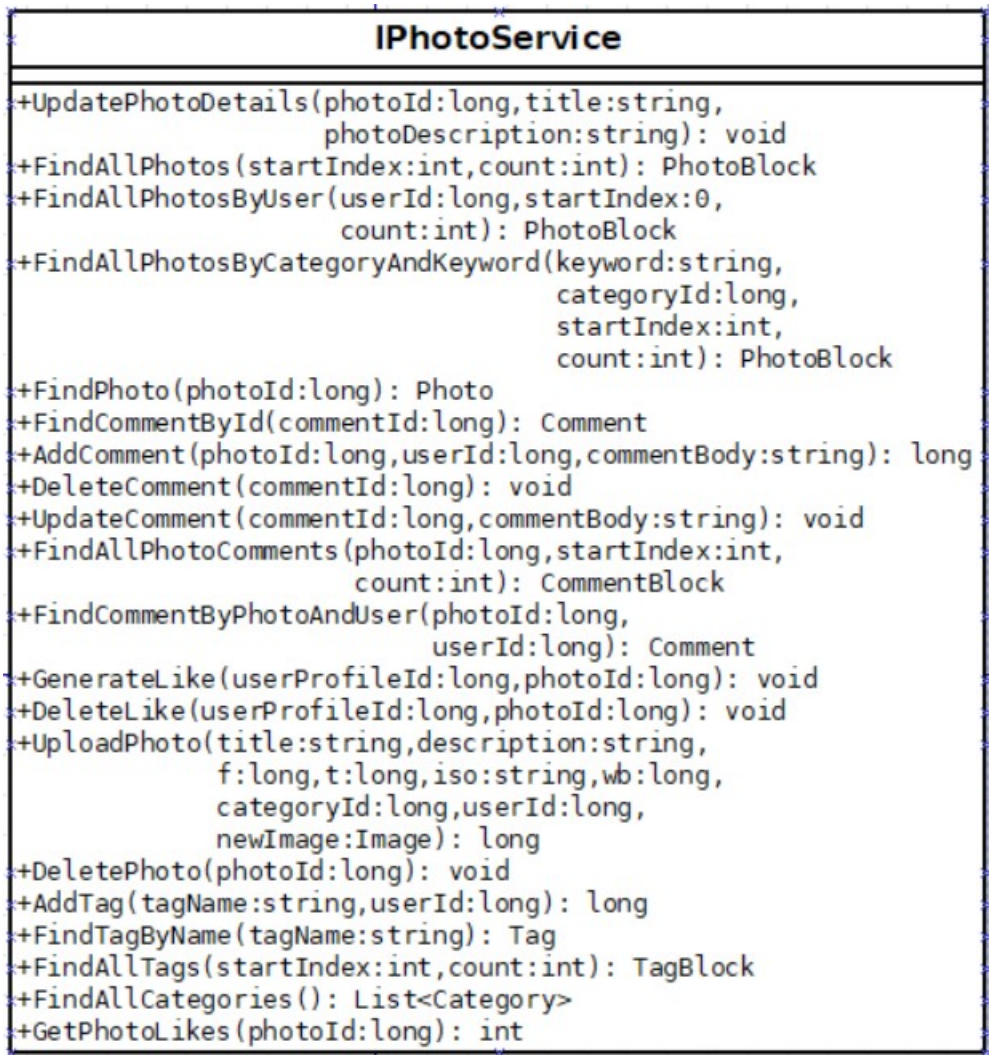
2.
2.1 Entidades



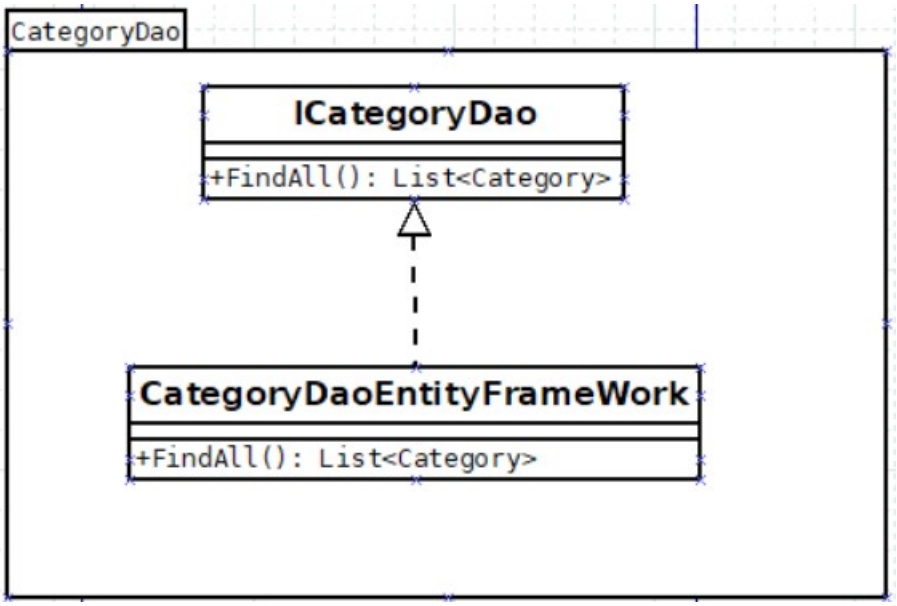
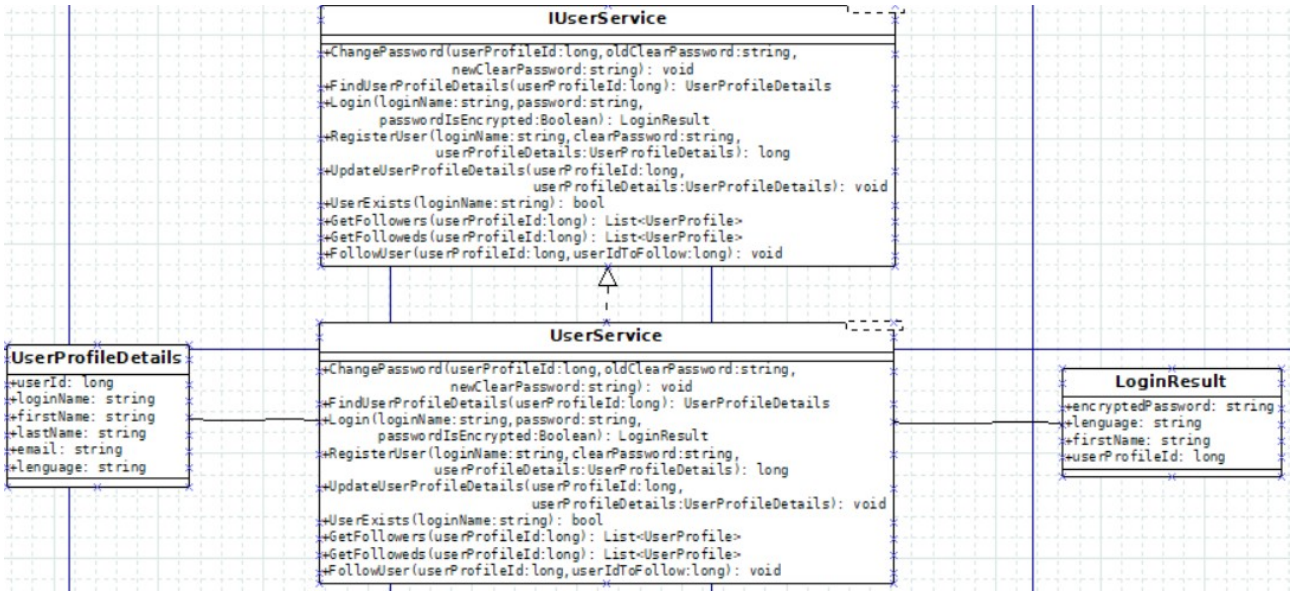
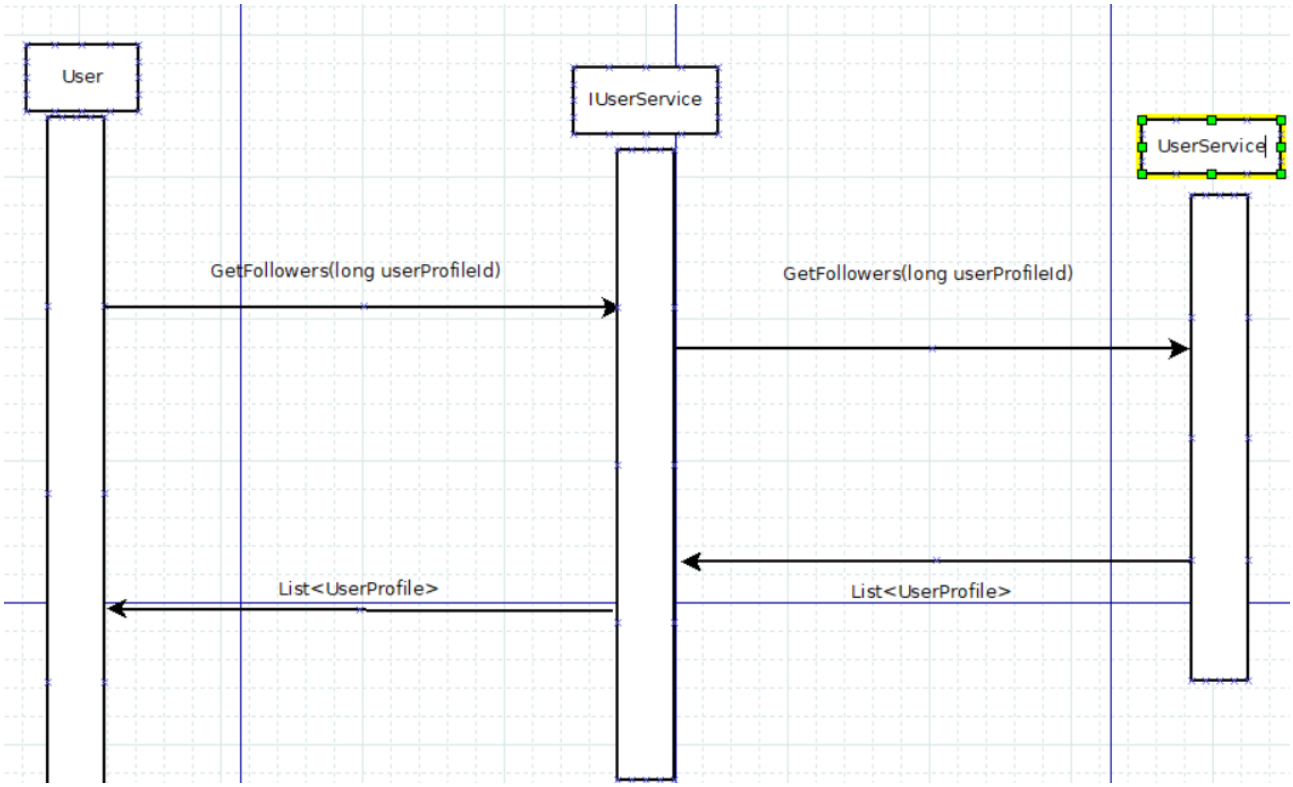
2.2 Interfaces de los servicios

IUserService

```
+ChangePassword(userProfileId:long,oldClearPassword:string,
                newClearPassword:string): void
+FindUserProfileDetails(userProfileId:long): UserProfileDetails
+Login(loginName:string,password:string,
       passwordIsEncrypted:Boolean): LoginResult
+RegisterUser(loginName:string,clearPassword:string,
              userProfileDetails:UserProfileDetails): long
+UpdateUserProfileDetails(userProfileId:long,
                          userProfileDetails:UserProfileDetails): void
+UserExists(loginName:string): bool
+GetFollowers(userProfileId:long): List<UserProfile>
+GetFolloweds(userProfileId:long): List<UserProfile>
+FollowUser(userProfileId:long,userIdToFollow:long): void
```



2.3 Diseño de un Dao



2.4 Diseño deun servicio del modelo