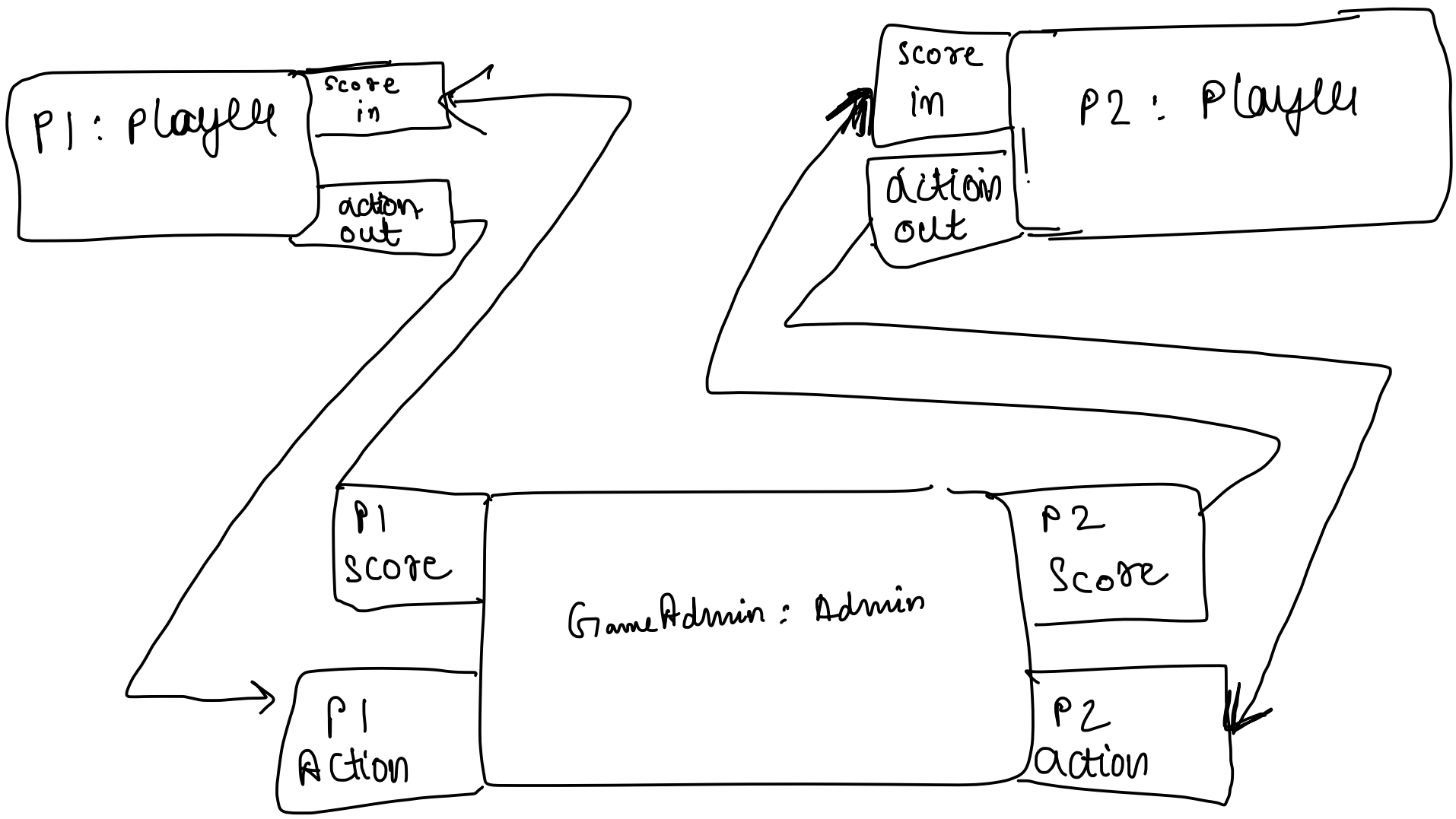
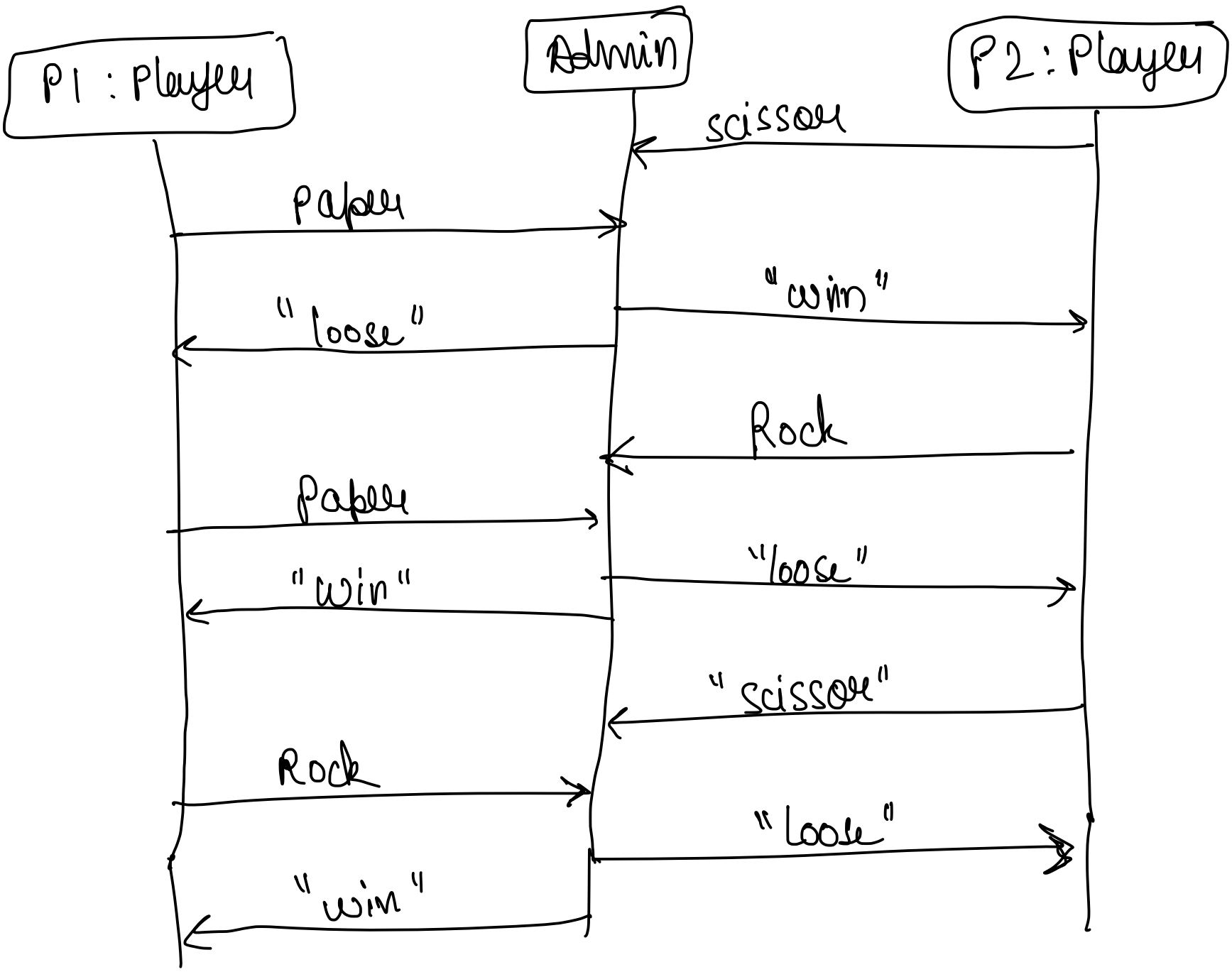
Exercise 1.1 Parts, Parts, Connectors

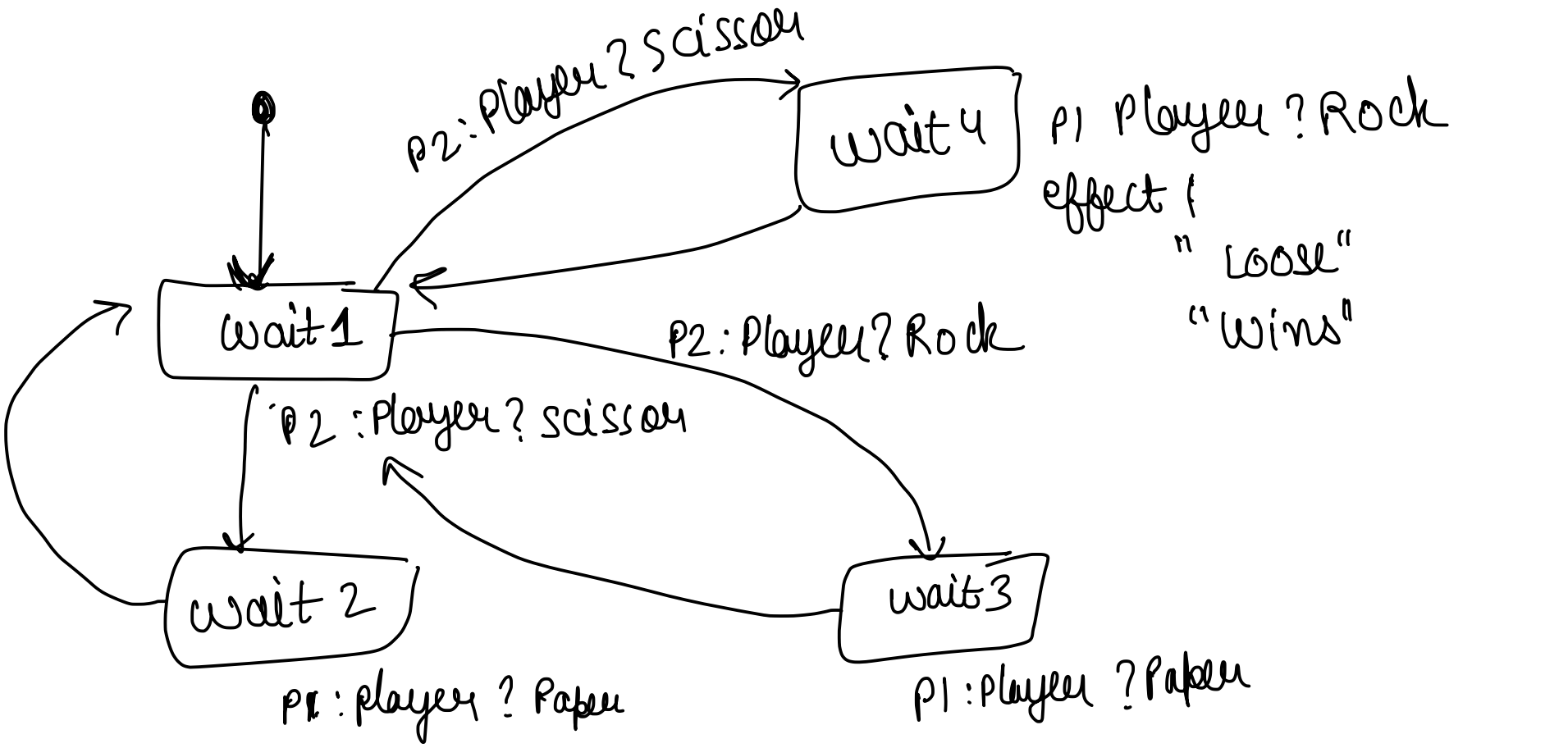


Exercise 1.2 Lifelines and Messages



Exercise 1.3

State / Transitions ≡ Trigger & Effect




Please check ThingML code now