

Design diagrams

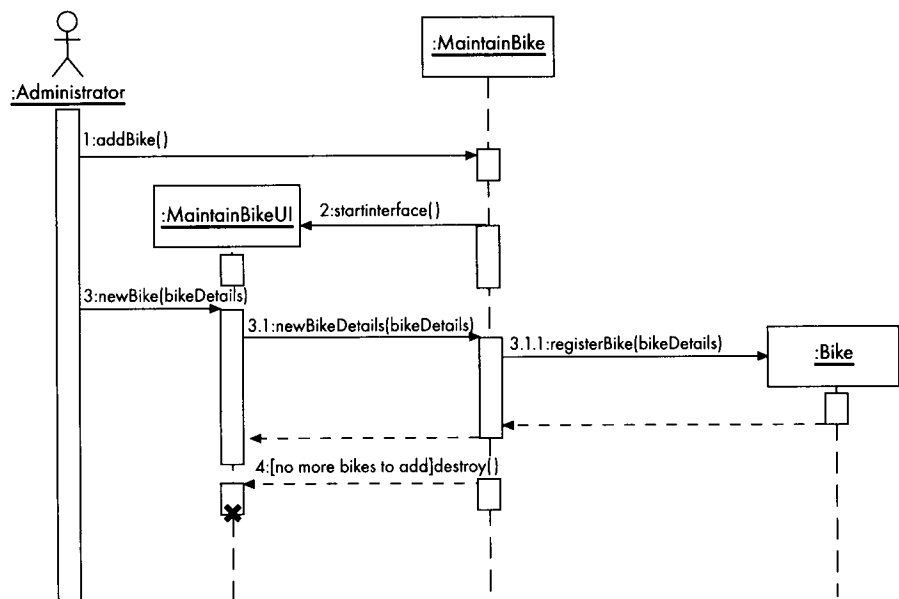


Figure A.29 (see also Figure 10.7 on Page 258) Sequence diagram showing object creation and deletion

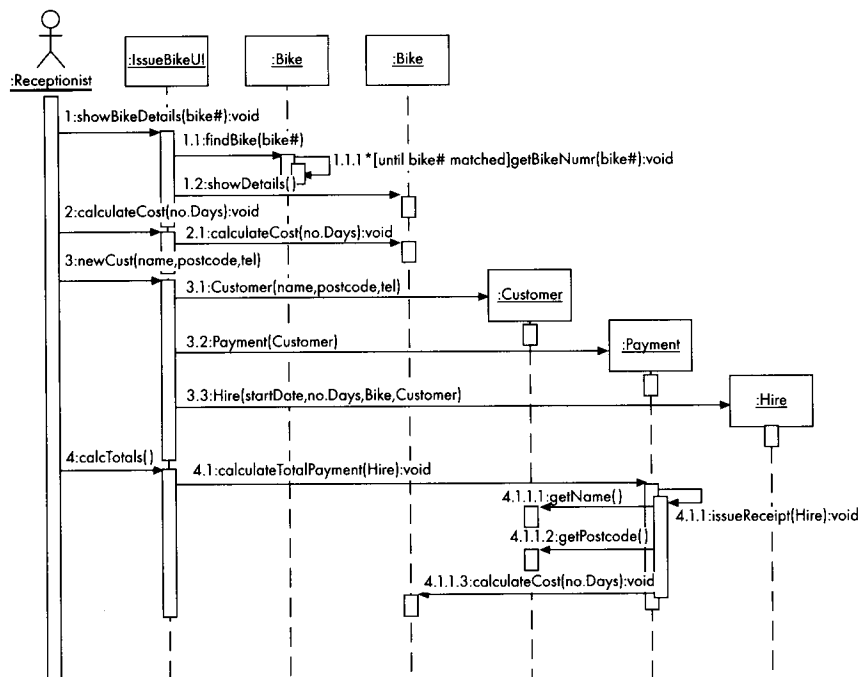


Figure A.30 (see also Figure 10.11 on Page 262) Sequence diagram for the Wheels system – 'Issue bike' use case, successful hire scenario