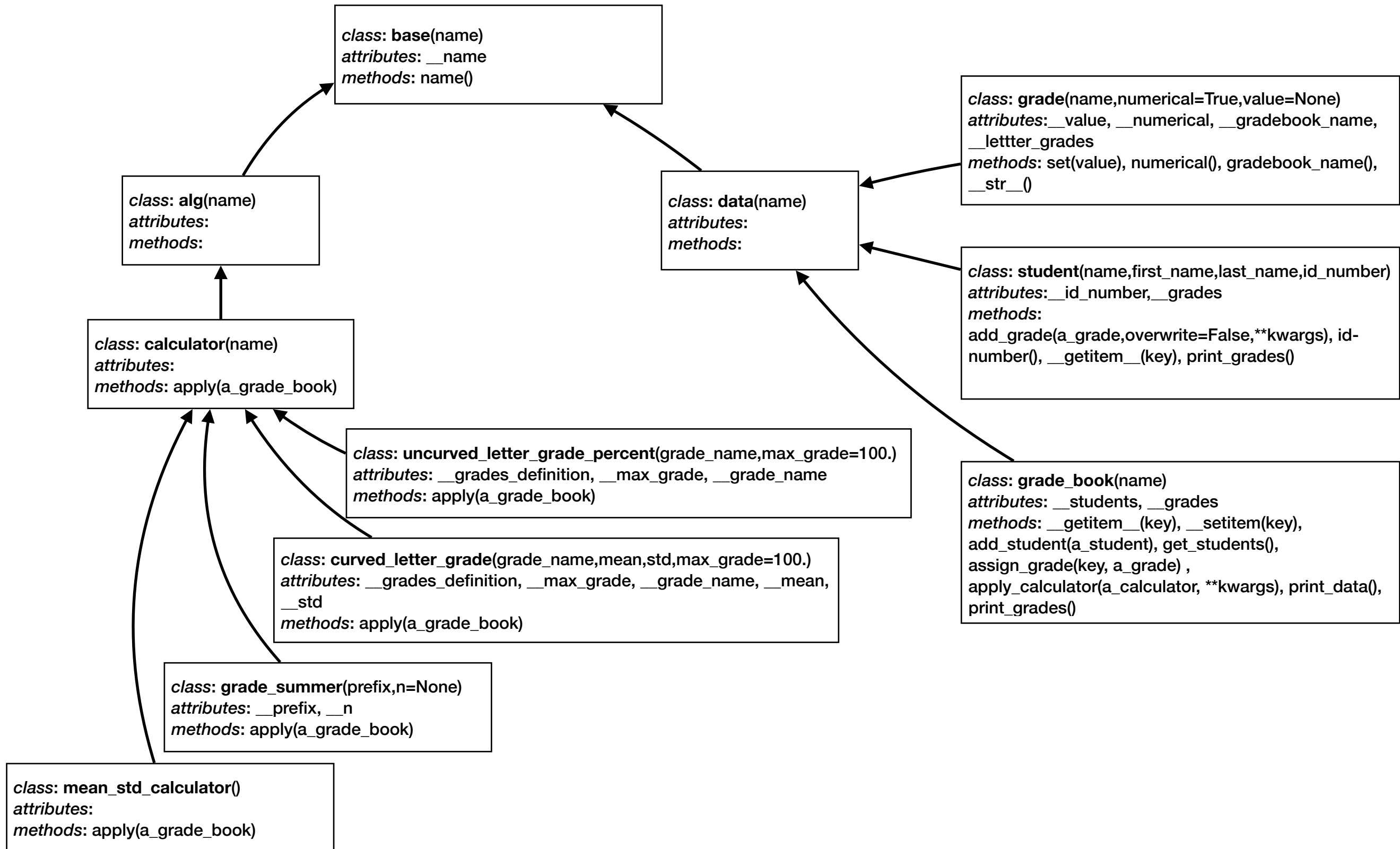


# Introduction to Scientific Computing I

*Lecture 30*

Amir Farbin

# Unified Modeling Language (UML)



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