



UNIVERSIDAD DE GRANADA

2ºD

GRADO EN INGENIERÍA INFORMÁTICA

Fundamentos de Ingeniería del Software: Práctica 4

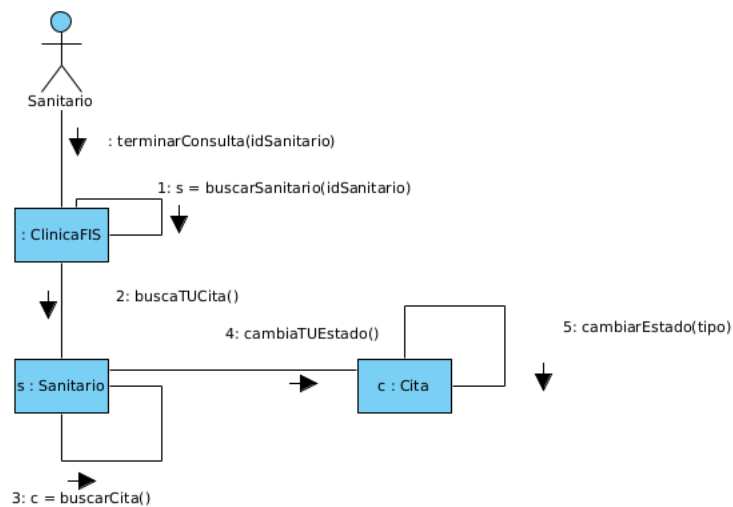
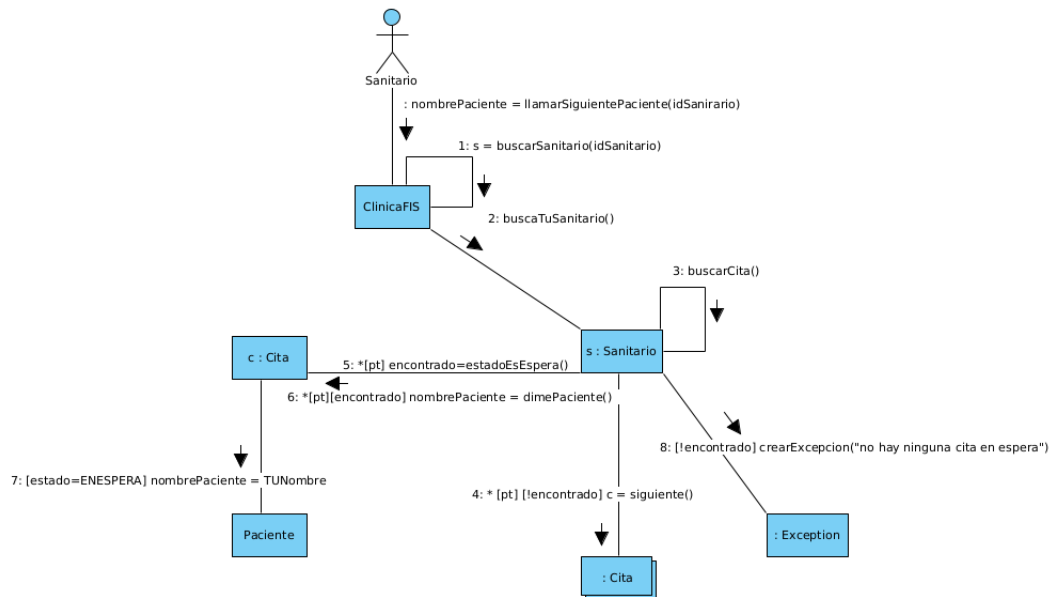
Martina Álvarez Lorenzo
Pablo Ariza García
David Gutiérrez Pérez
Yeray López Ramírez

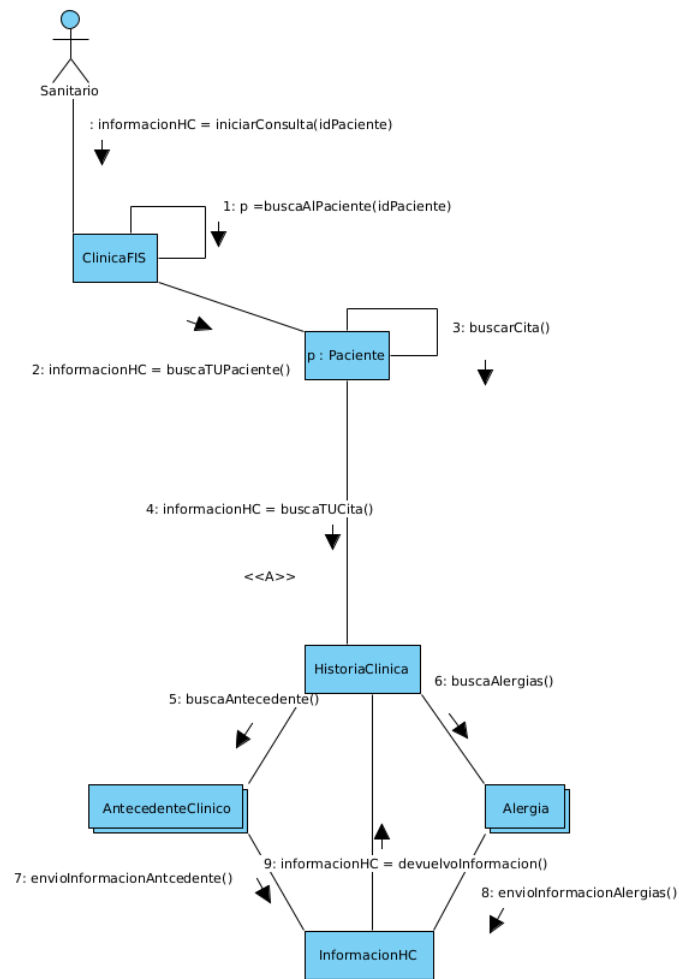
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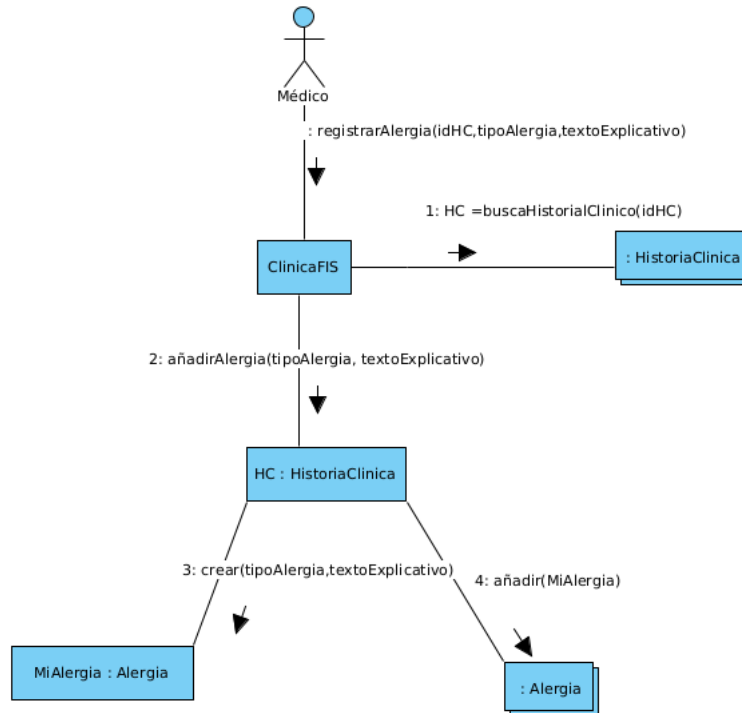
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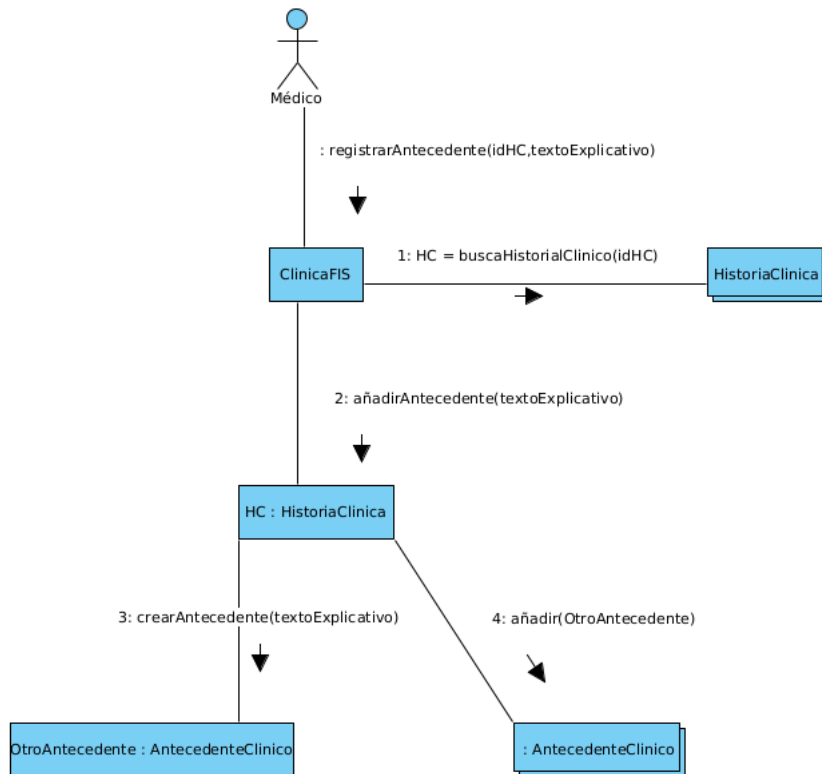
1. Diagramas de Comunicación

1.1. Diagramas de Martina Álvarez Lorenzo

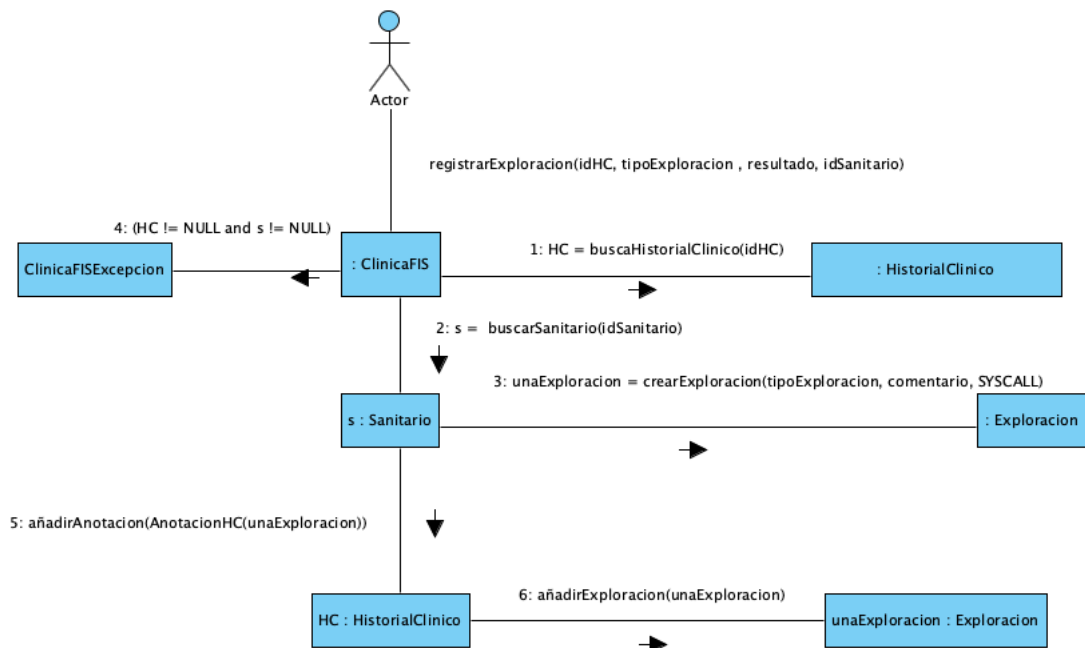
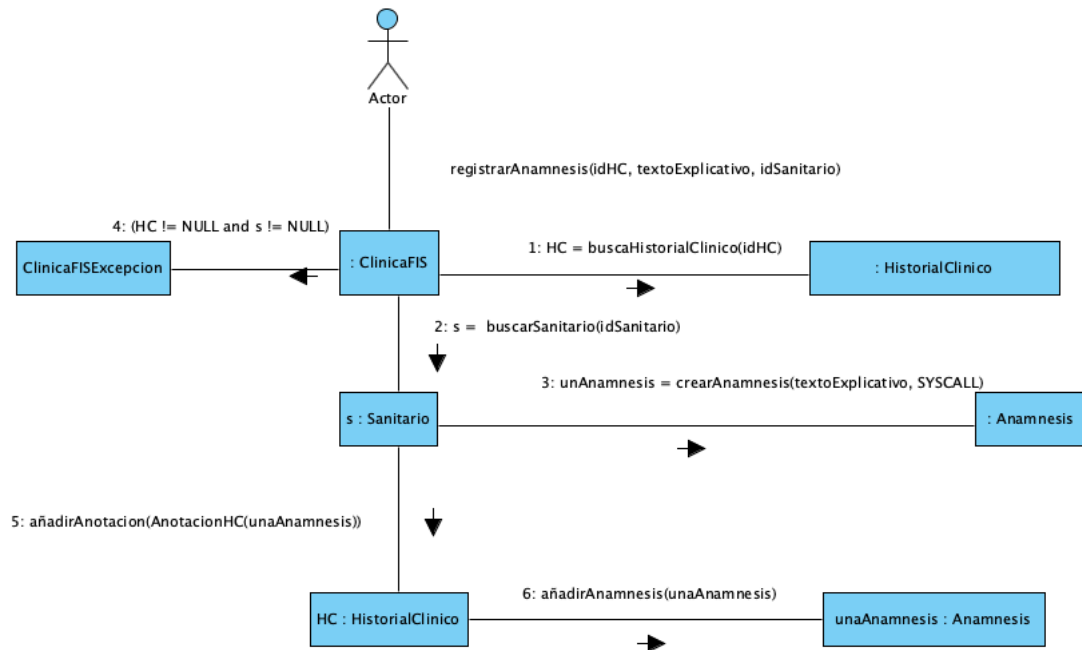


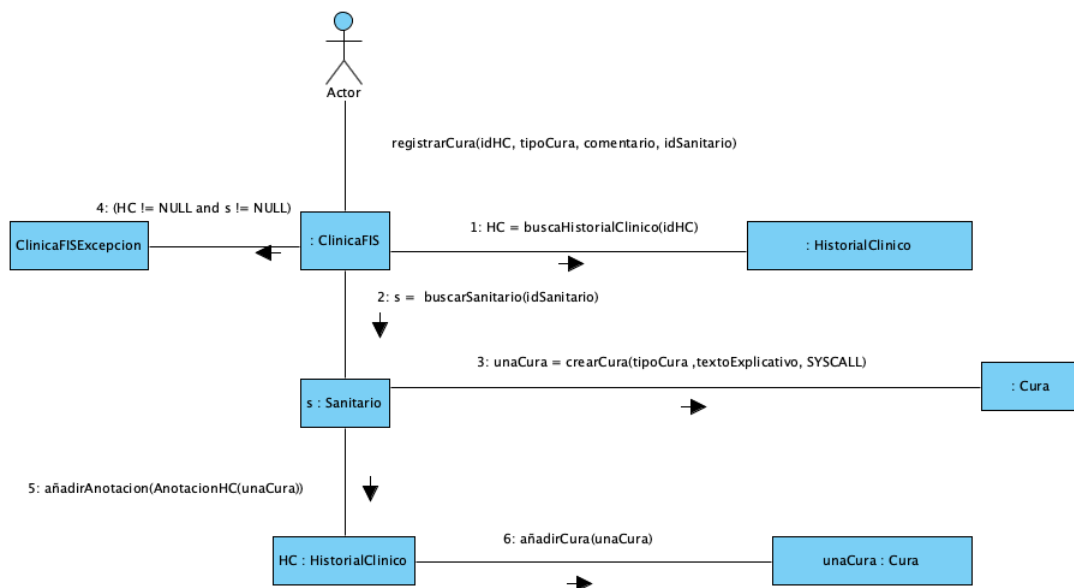
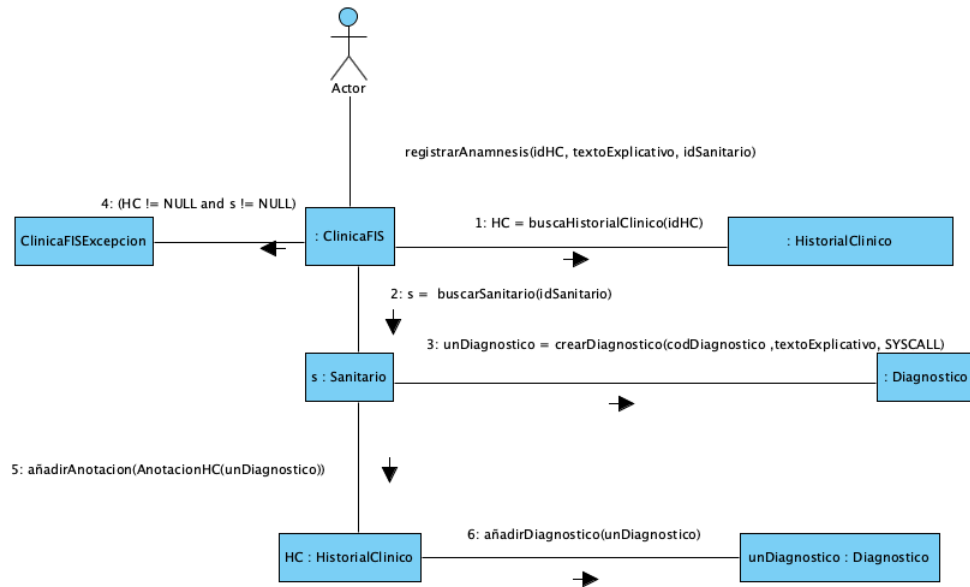


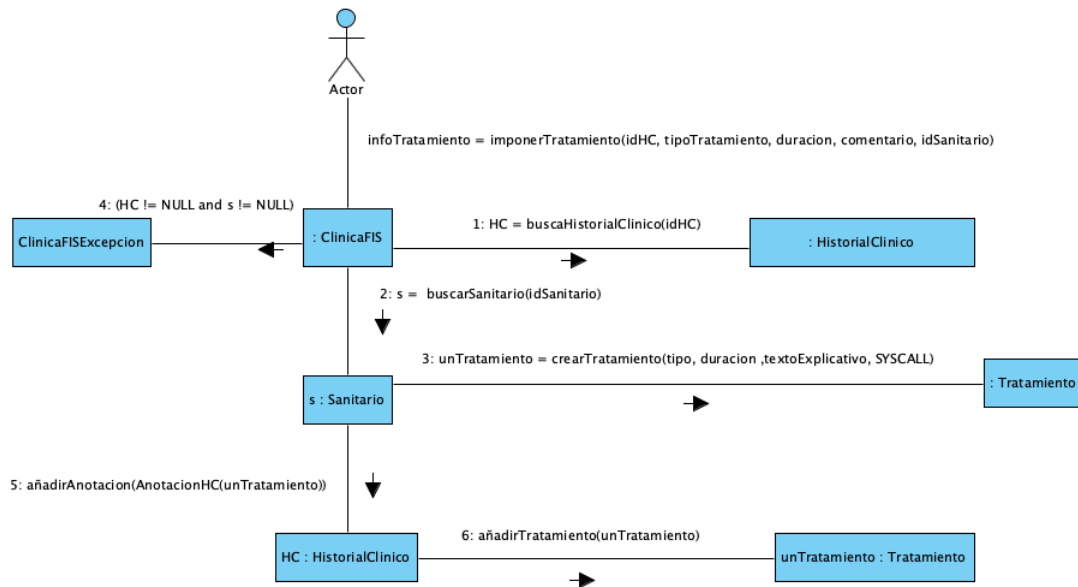




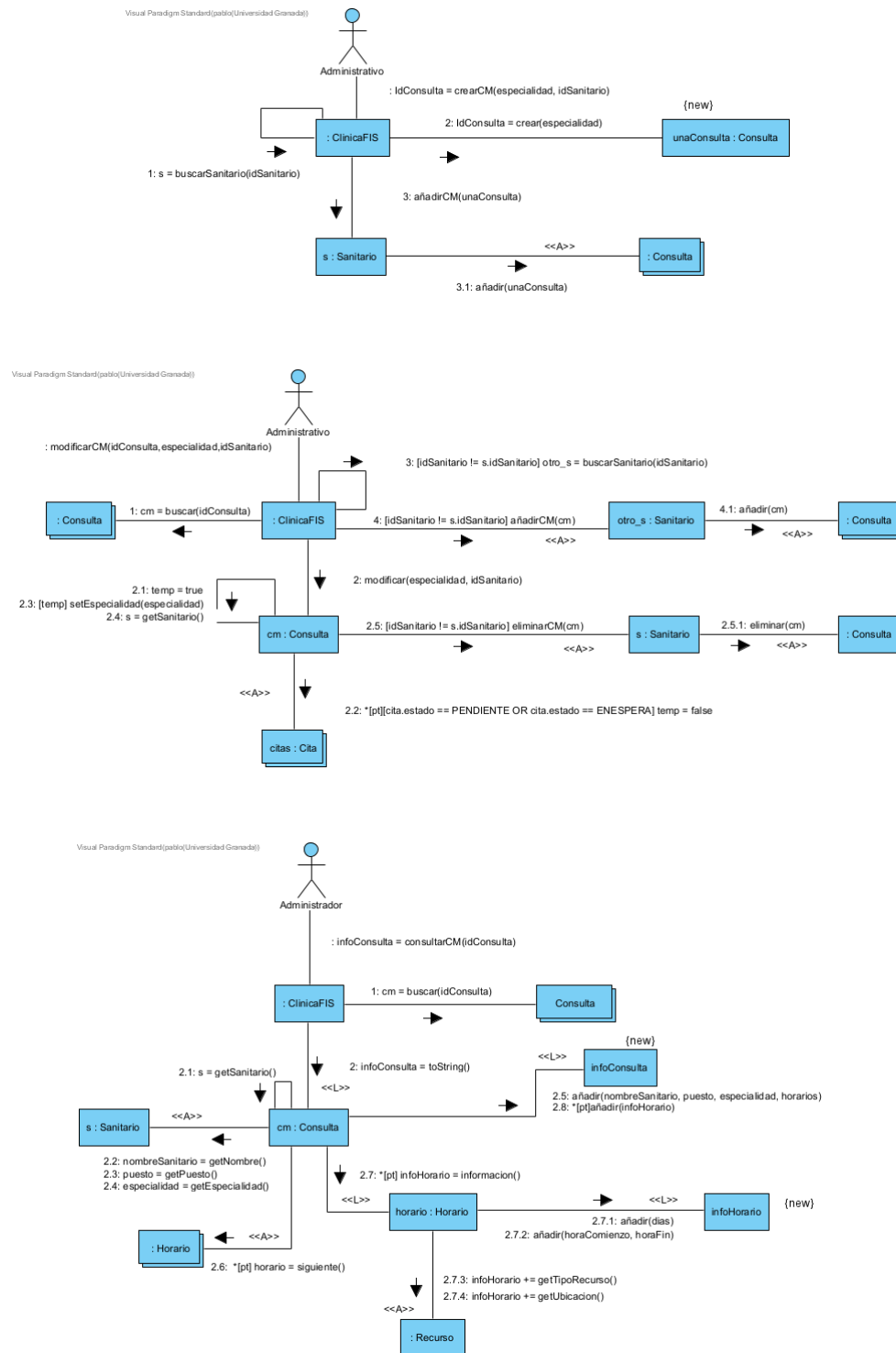
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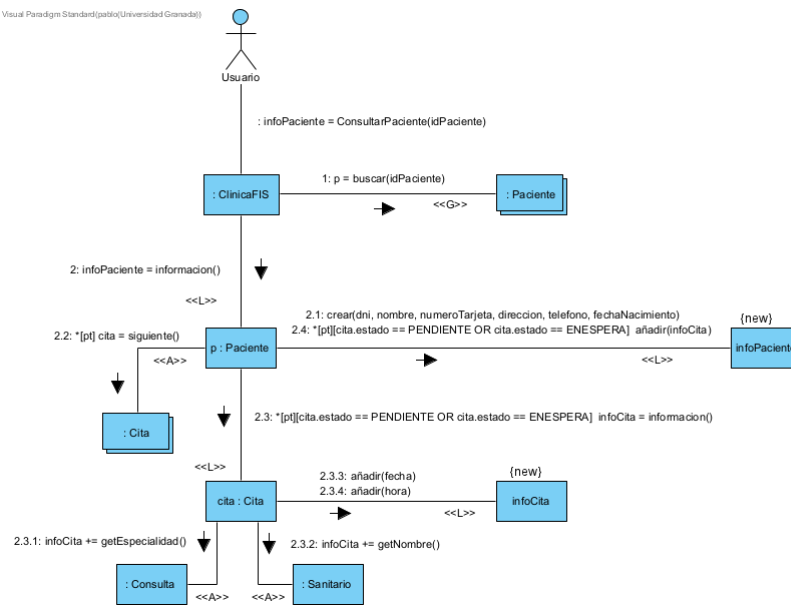




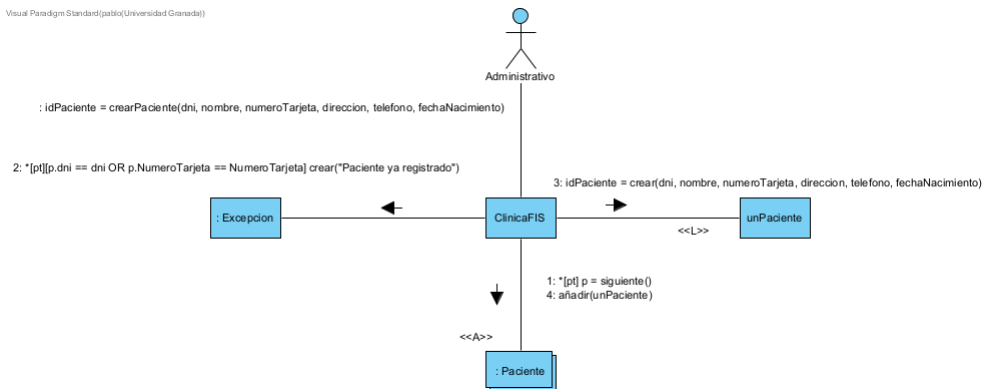
1.3. Diagramas de Pablo Ariza García



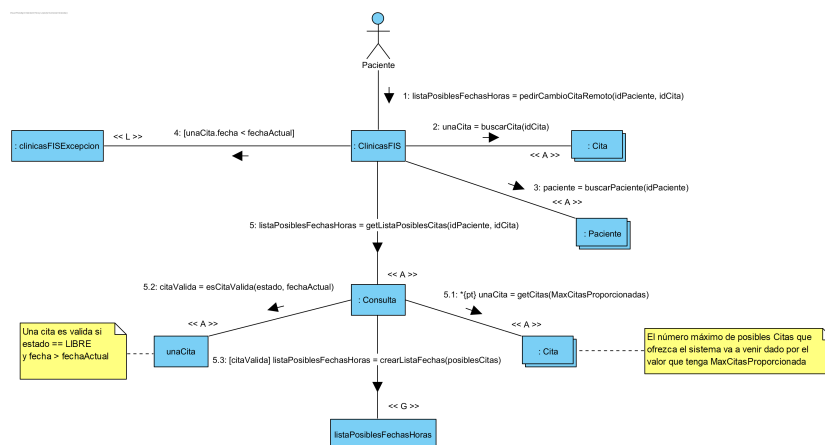
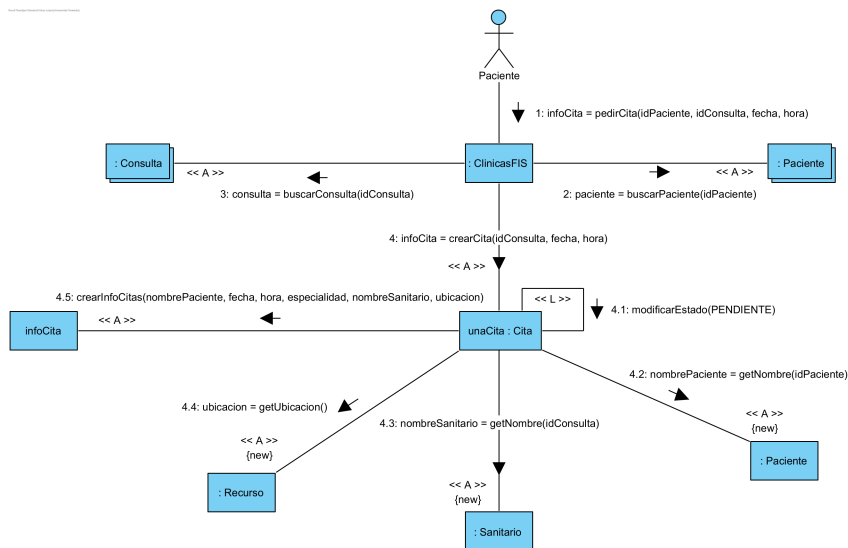
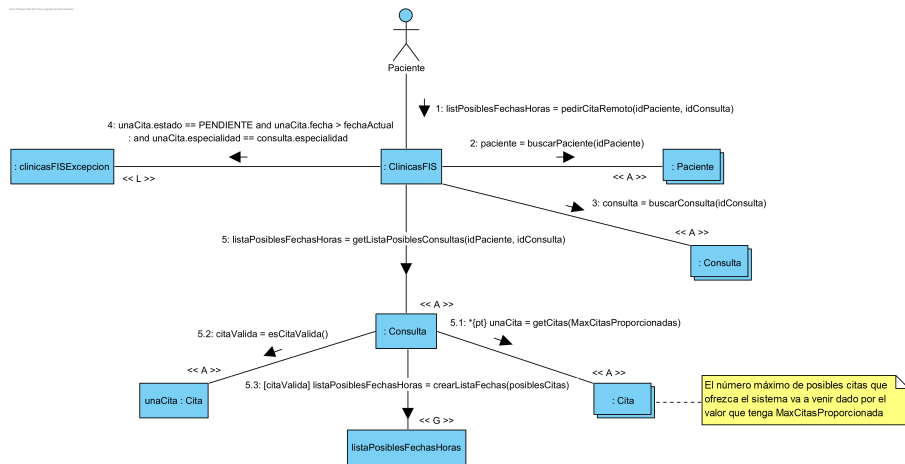
Visual Paradigm Standard (patio@Universidad Granada)

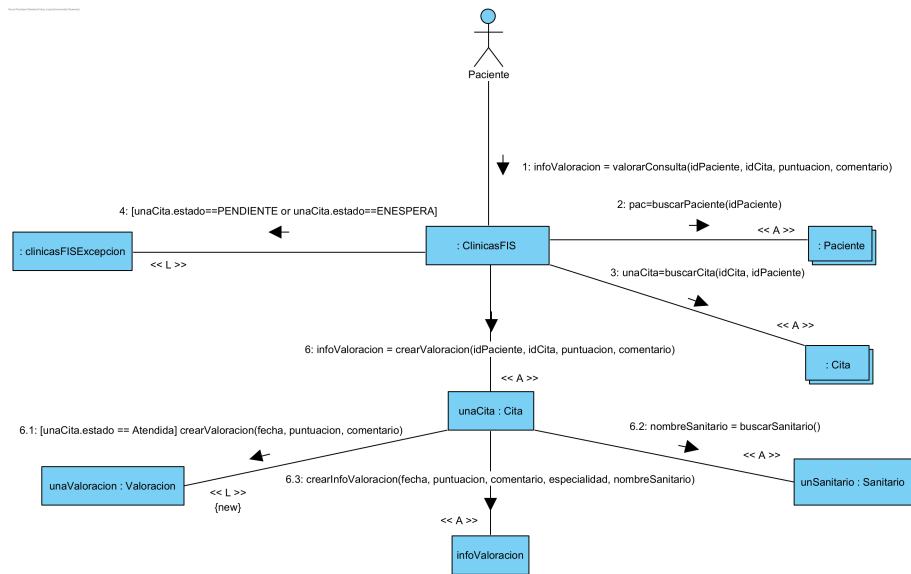
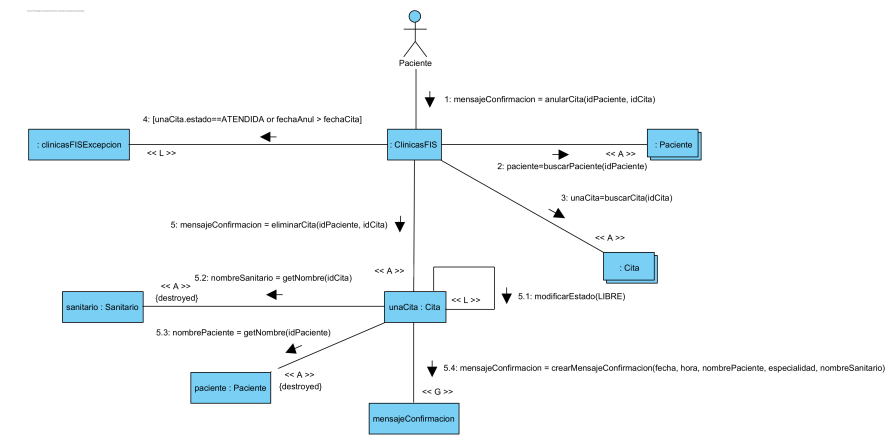


Visual Paradigm Standard (patio@Universidad Granada)



1.4. Diagramas de Yeray López Ramírez





2. Diagrama de clases

Realizado por Martina Álvarez Lorenzo, Pablo Ariza García y Yeray López Ramirez.

