

Ingineria Sistemelor de Programare

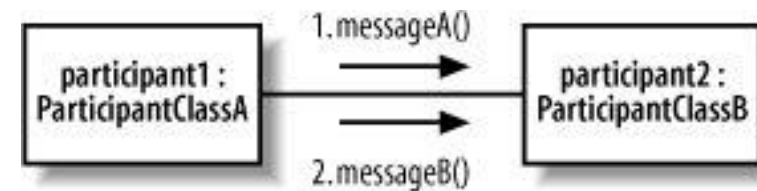
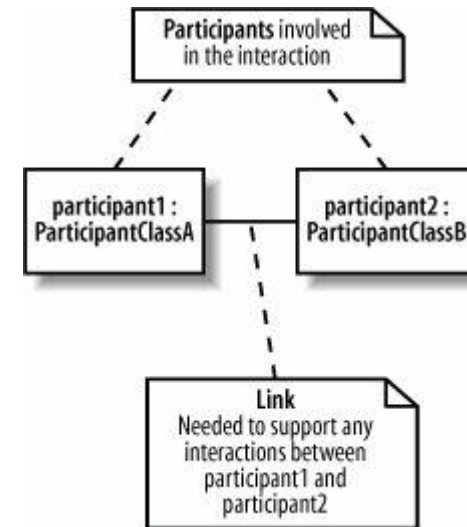
UML – Communication Diagrams

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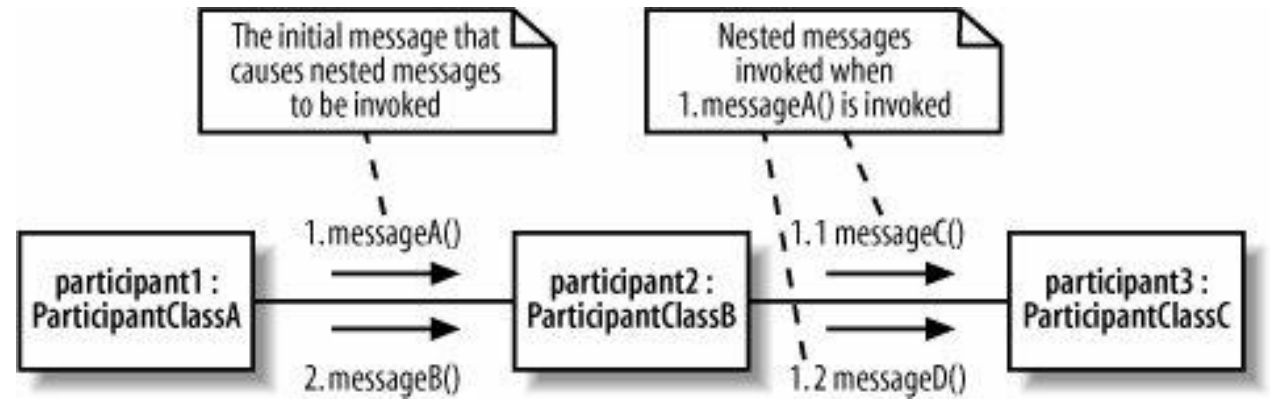
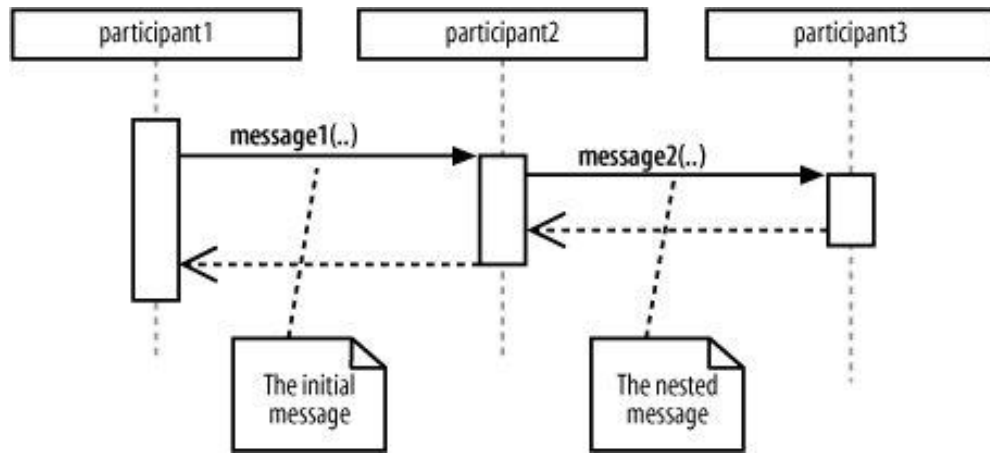
2016

Introducere

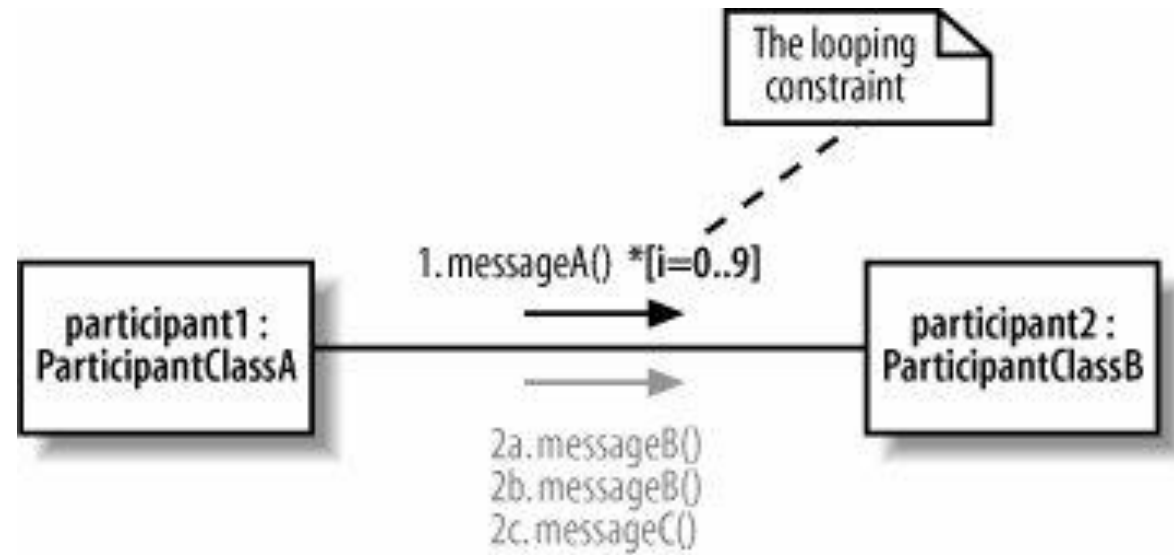
- Participanti
- Legaturi
- Mesaje



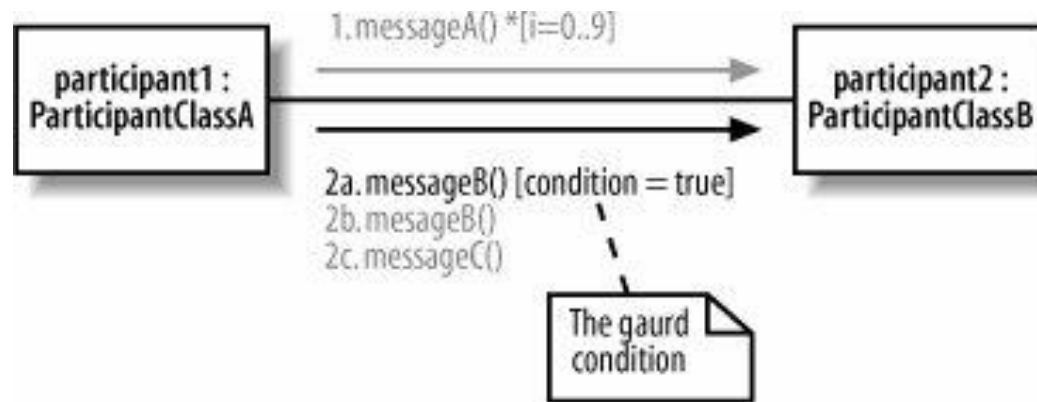
Mesaje imbricate



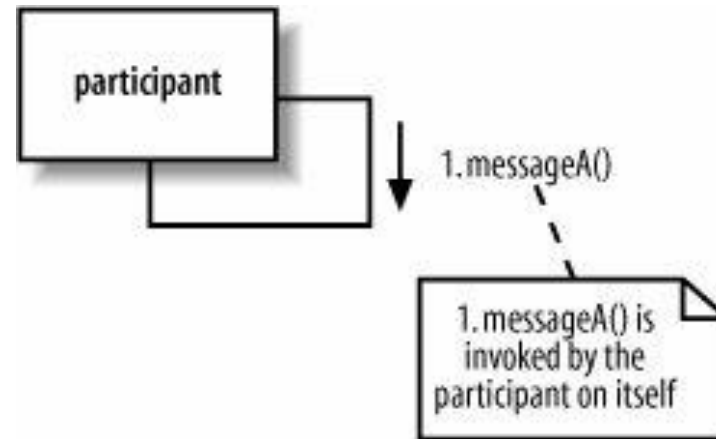
Mesaje in bucla



Mesaje conditionale



Mesaje catre sine



Example

