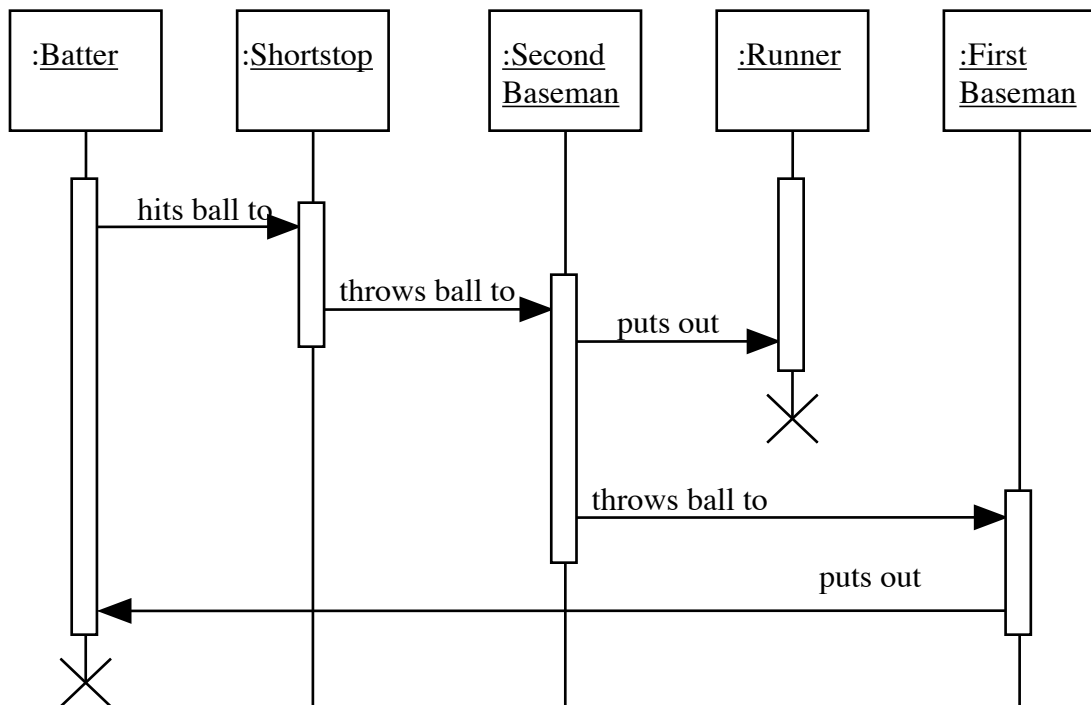# CPS122 - OBJECT-ORIENTED SOFTWARE DEVELOPMENT

An Example of two Kinds of Interaction Diagram for a 6-4-3 Double Play in Baseball

Sequence Diagram

Communication Diagram