

OBJECT ORIENTED ANALYSIS AND DESIGN PROJECT PHASE-I Time Table Generation System

Group #2

Group Members:

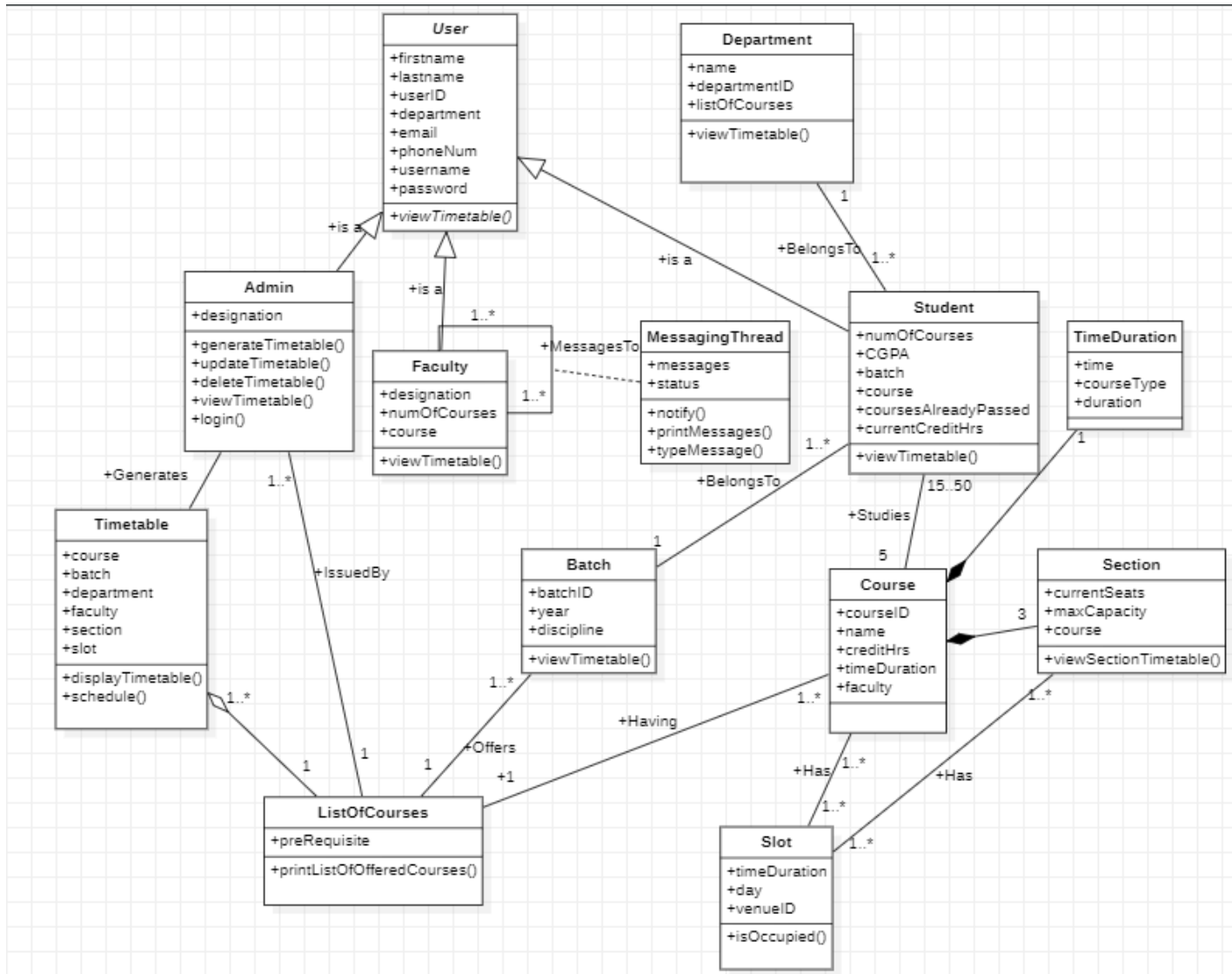
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SPRING 2020

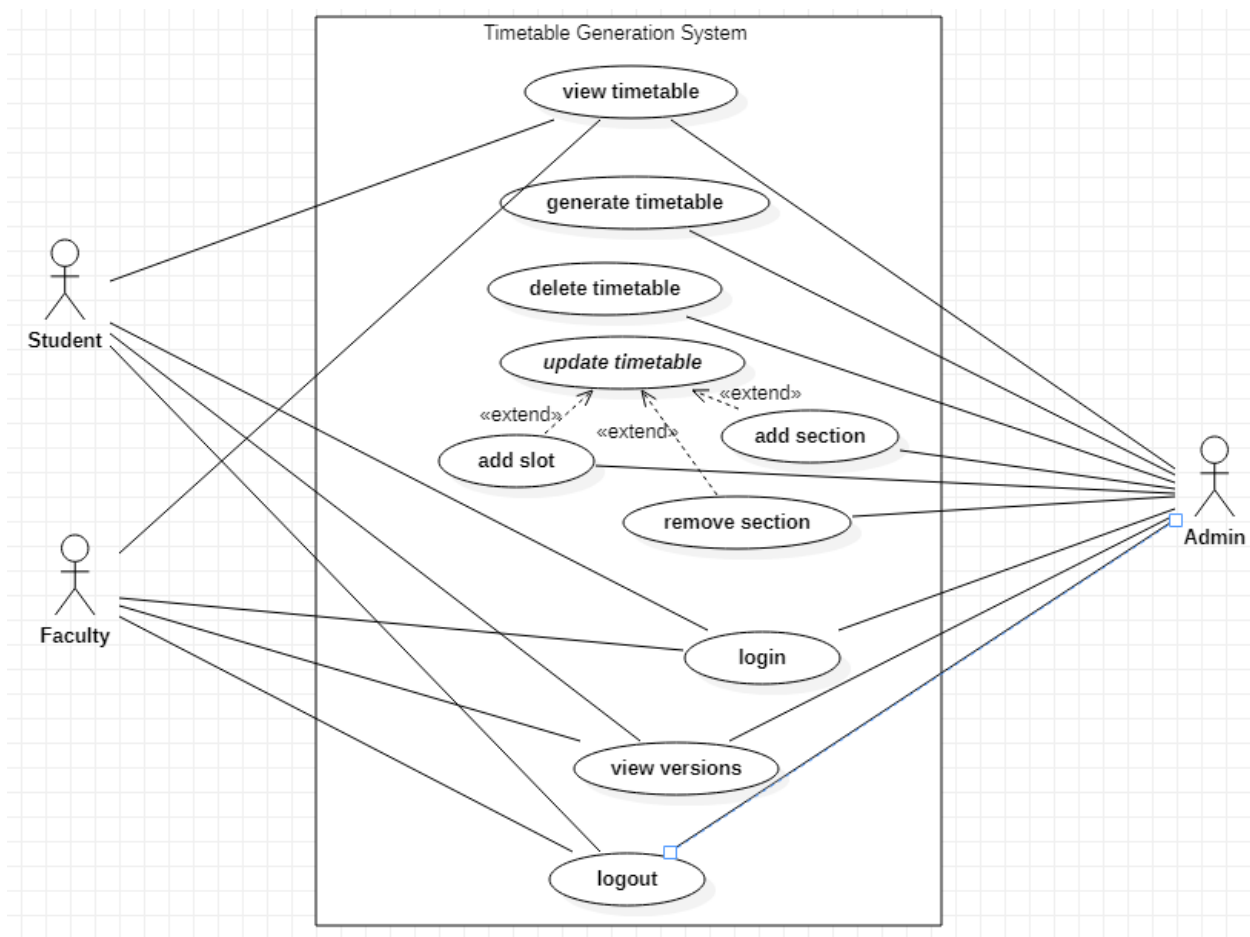
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Submitted to: **Dr. Ali Afzal Malik**

Analysis Class Diagram



Used Case Diagram



Used Case Templates

Identifier	UC-1	
Name	view timetable	
Summary	Displays the timetable to the users.	
Priority	High	
Actors	Admin, Faculty, Student	
Pre-condition(s)	Actor is logged in.	
Post-condition(s)	System displays the timetable successfully.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Clicks on the “view timetable” button.	
2.		Displays message to the user.
3.	Selects from the provided options.	
4.		Displays the timetable on screen in the desired form
Alternate Course of Action#01 (Timetable is not yet available)		
S#	Actor Action	System Response
2.		Displays the error message.
Alternate Course of Action#02 (Student is not registered in any course)		
S#	Actor Action	System Response
4.		Displays the error message.

Identifier	UC-2	
Name	generate timetable	
Summary	The system generates timetable with all the details.	
Priority	High	
Actors	Admin	
Pre-condition(s)	Actor is logged in.	
Post-condition(s)	Timetable is generated successfully.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Clicks on generate timetable button.	
2.		Displays timetable.

Identifier	UC-3	
Name	delete timetable	
Summary	This allows the actor to delete a timetable.	
Priority	Medium	
Actors	Admin	
Pre-condition(s)	Actor must is logged in and exists a timetable which the actor wants to delete.	
Post-condition(s)	System successfully deletes the timetable.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Clicks on the delete option.	
2.		Opens the list of timetables.
3.	Clicks on the timetable which needs to be deleted.	
4.		Opens the timetable and asks for confirmation to delete.
5.	Clicks on “yes” button.	
6.		Deletes the timetable.
7.		Displays message.

8.		Goes back to home page.
Alternate Course of Action (Clicks on "No" button)		
S#	Actor Action	System Response
6.		Goes back to home page.

Identifier	UC-4	
Name	add slot	
Summary	Adds a time slot to the timetable.	
Priority	High	
Actors	Admin	
Pre-condition(s)	Admin is logged in.	
Post-condition(s)	Time slot is added successfully to the timetable.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Enters time slot.	
2.		Checks for time slot.
3.		Adds the given time slot.
Alternate Course of Action (Time slot already exists)		
S#	Actor Action	System Response
3.		Prints error message.

Identifier	UC-5	
Name	add section	
Summary	Adds a new section for a course.	
Priority	Medium	
Actors	Admin	
Pre-condition(s)	Admin is logged in.	
Post-condition(s)	New section is added for a course.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Enters section name.	
2.		Checks whether the section already exists or not.
3.		Adds section.
Alternate Course of Action (Section already exists)		
S#	Actor Action	System Response
3.		Print error message.

Identifier	UC-6	
Name	remove section	
Summary	Removes a section of a registered course.	
Priority	Medium	
Actors	Admin	
Pre-condition(s)	The section exists for that course.	
Post-condition(s)	Section is removed for that registered course.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Enters section name.	
2.		Checks whether the section already exists or not.

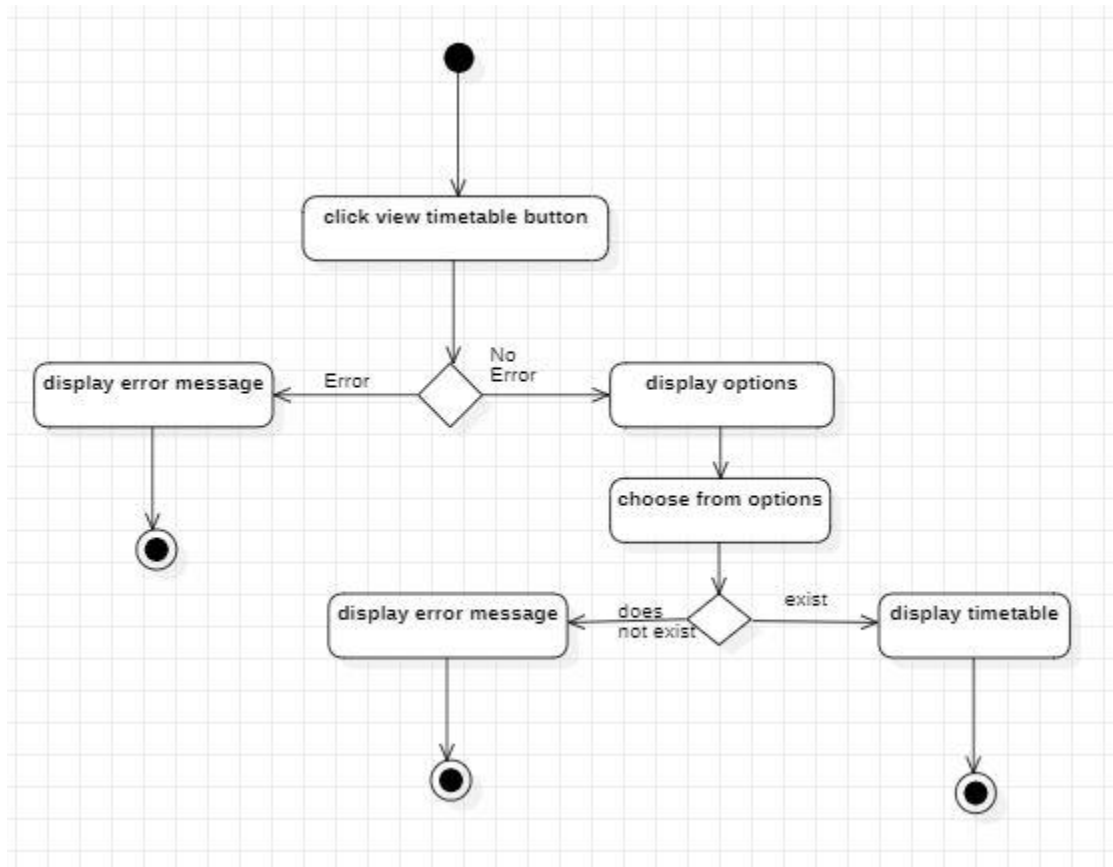
3.		Removes section.
Alternate Course of Action (Section does not exist)		
S#	Actor Action	System Response
3.		Prints error message.

Identifier	UC-7	
Name	login	
Summary	Actor logs in after verification of username and password.	
Priority	High	
Actors	Admin, Faculty, Student.	
Pre-condition(s)	Actor is able to login.	
Post-condition(s)	Actor can generate timetable.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Enters username and password.	
2.	Clicks on login button.	
3.		Verifies credentials.
4.		Redirects to home page.
Alternate Course of Action (Invalid Credentials)		
S#	Actor Action	System Response
4.		Displays error message.
5.		Prompts to enter valid credentials.
Go back to step 1.		

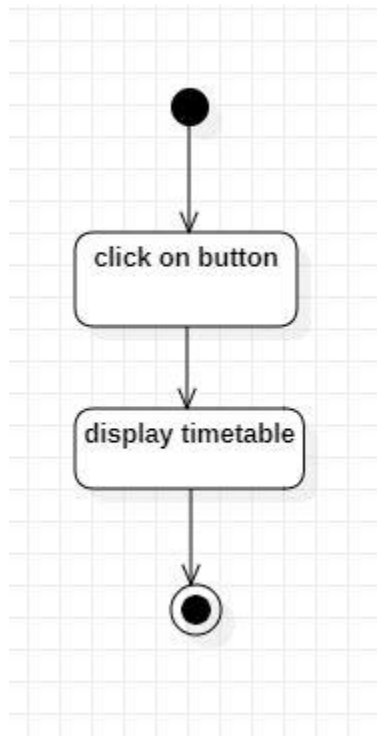
Identifier	UC-8	
Name	logout	
Summary	Actor logs out from system.	
Priority	High	
Actors	Admin	
Pre-condition(s)	Actor is logged in.	
Post-condition(s)	Actor can login.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Clicks on log out button.	
2.		Redirects to home page.
Alternate Course of Action (Session Expired)		
S#	Actor Action	System Response
2.		Displays "Session Already Expired" message.

Identifier	UC-9	
Name	view version	
Summary	The system allows to view different versions of the timetable.	
Priority	Low	
Actors	Admin, Faculty, Student.	
Pre-condition(s)	System is running.	
Post-condition(s)	System is running.	
Typical Course of Action		
S#	Actor Action	System Response
1.	Click on "view versions button.	
2.		Opens up the list of versions.

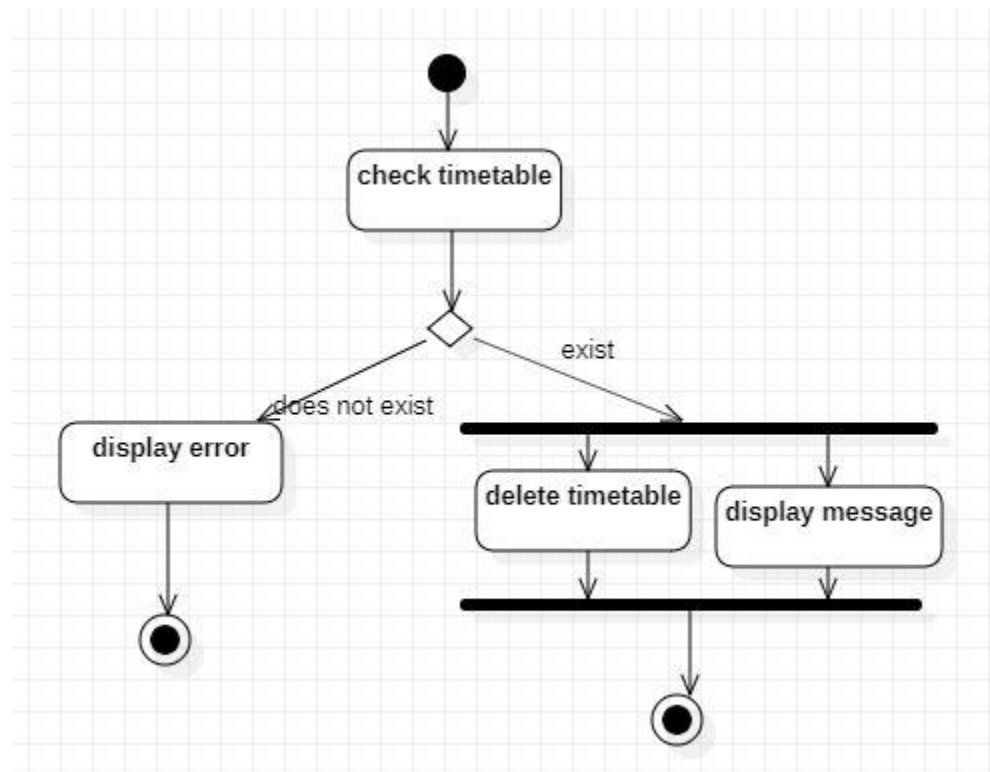
UC1



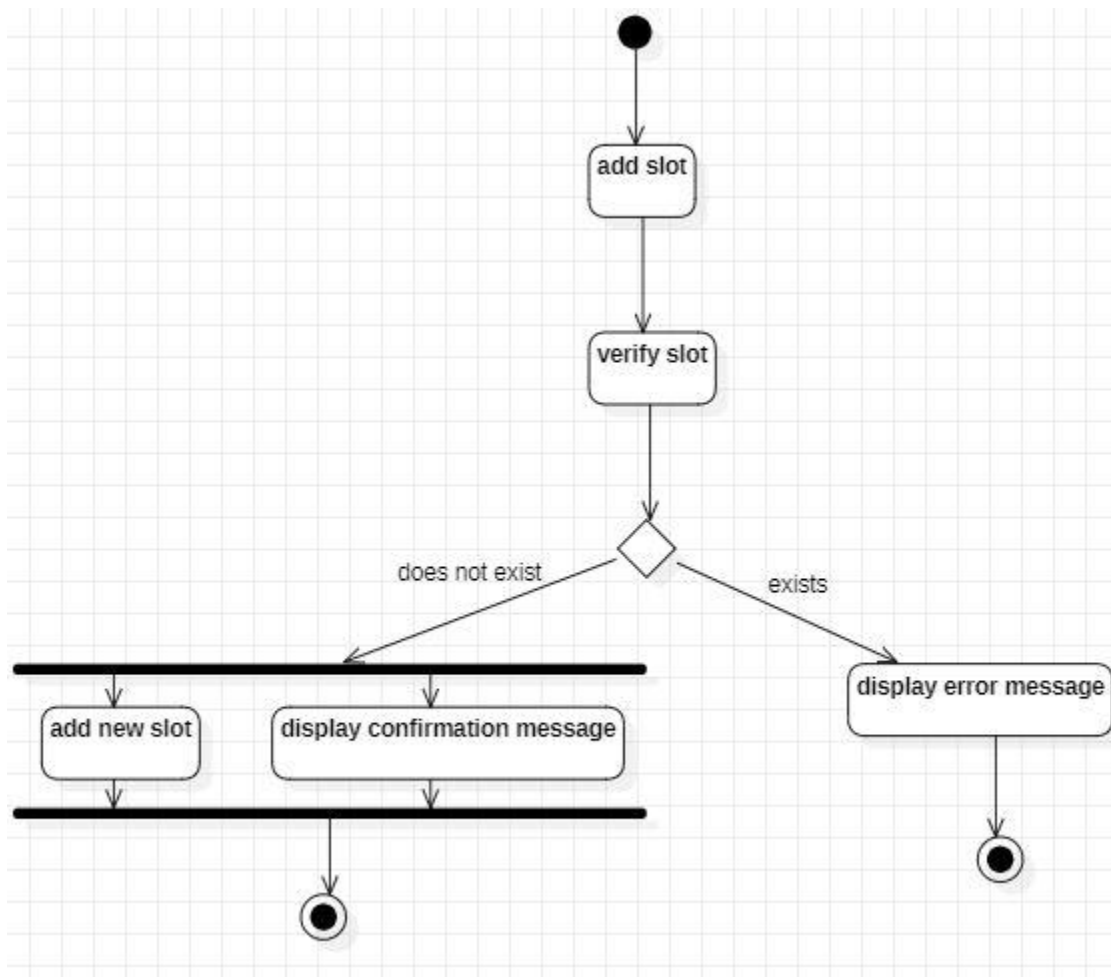
UC2



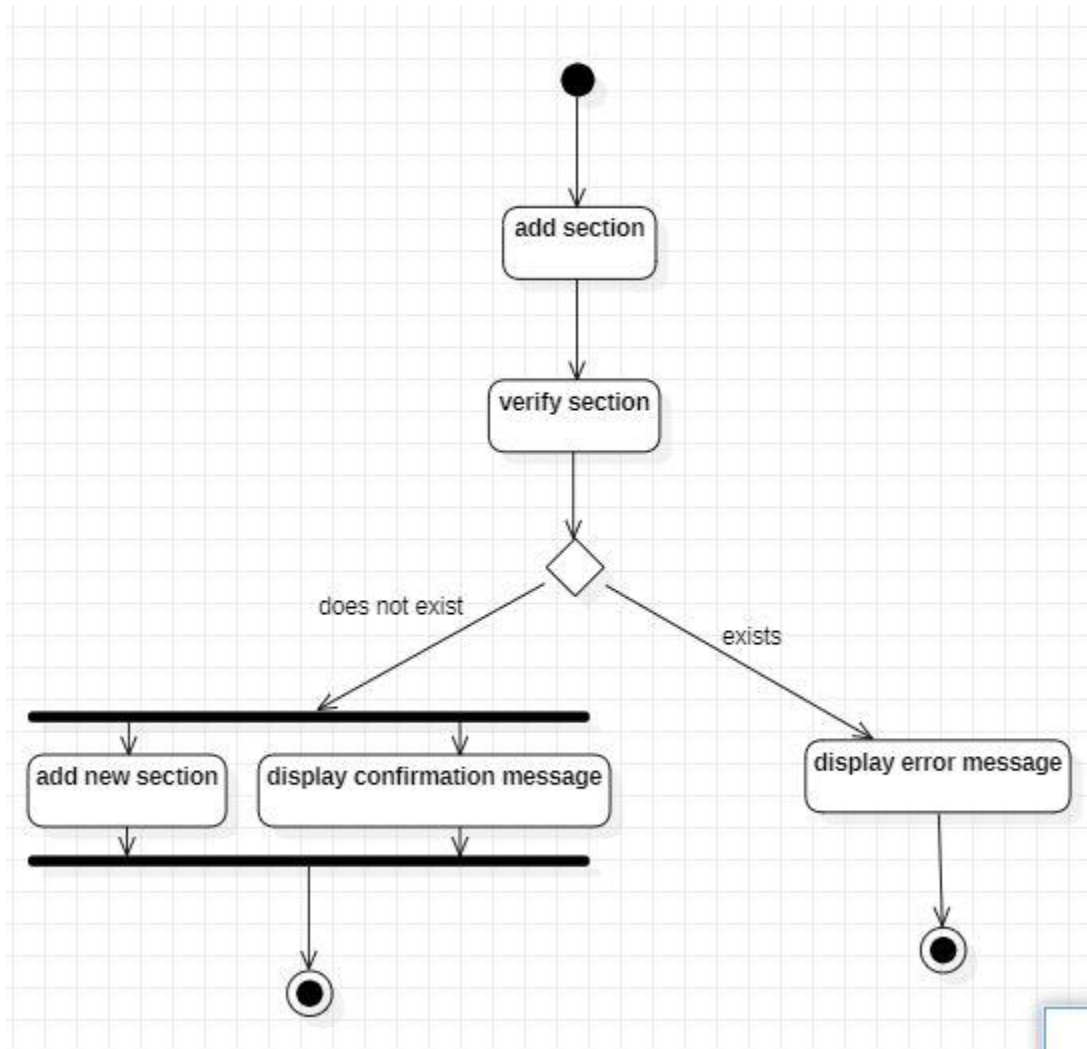
UC3



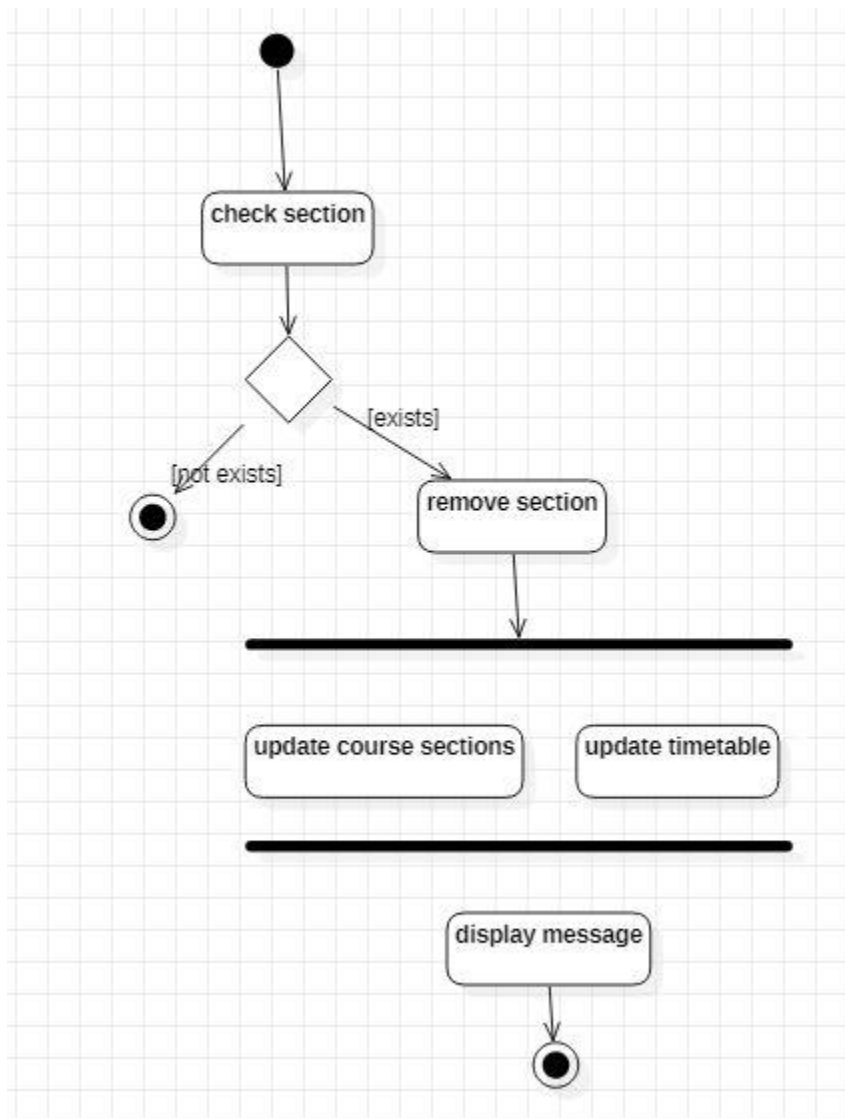
UC4



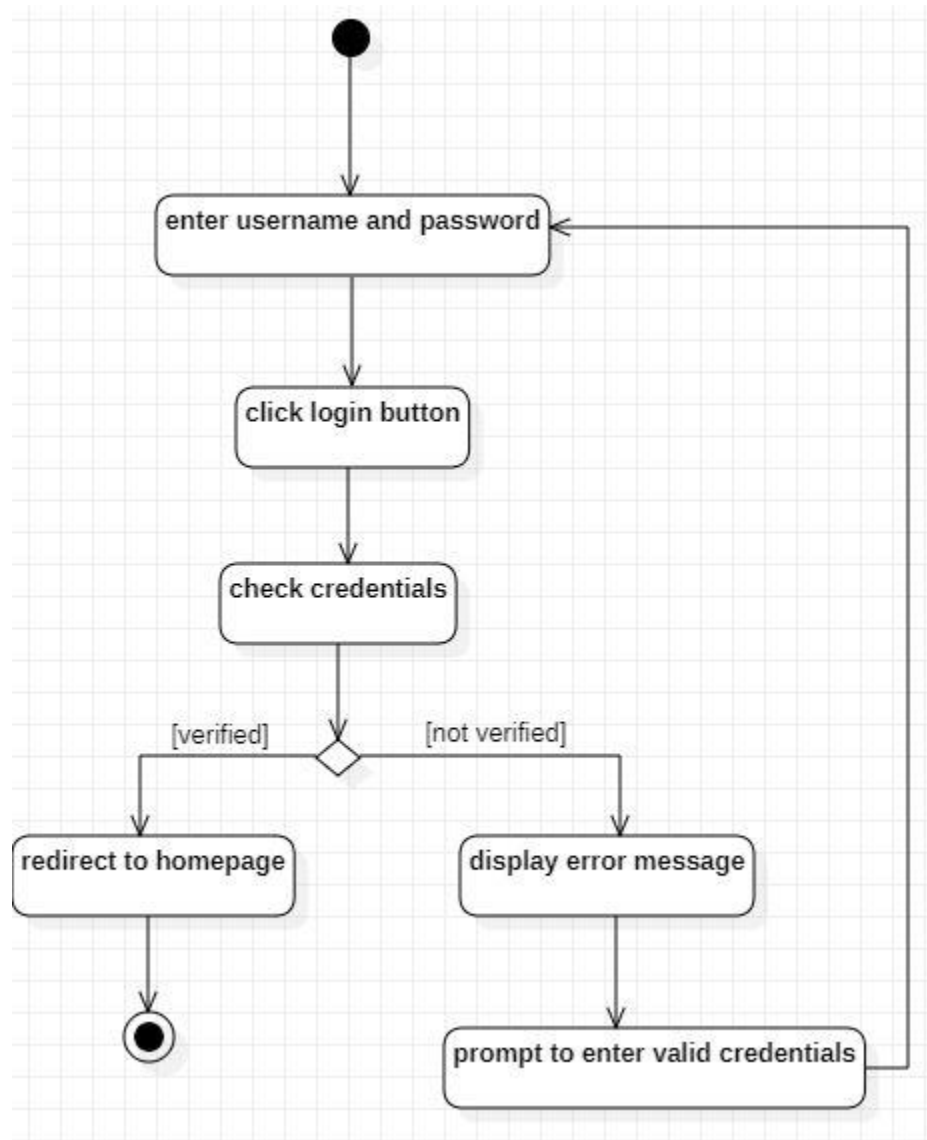
UC5



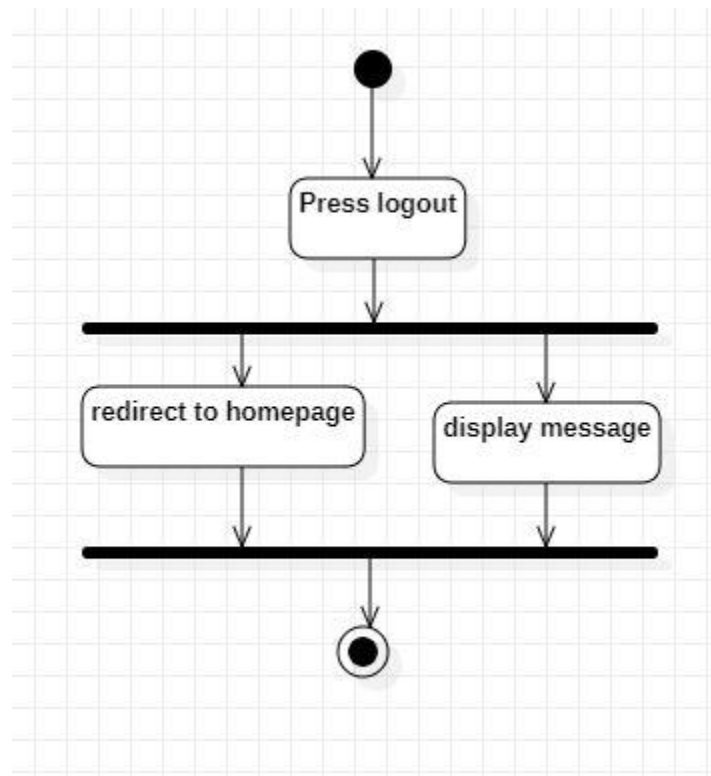
UC6



UC7



UC8



UC9

