
SSN College of Engineering

Activity Diagram

Members:



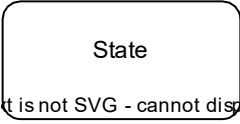
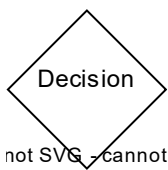
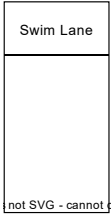

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PROS Activity Diagram

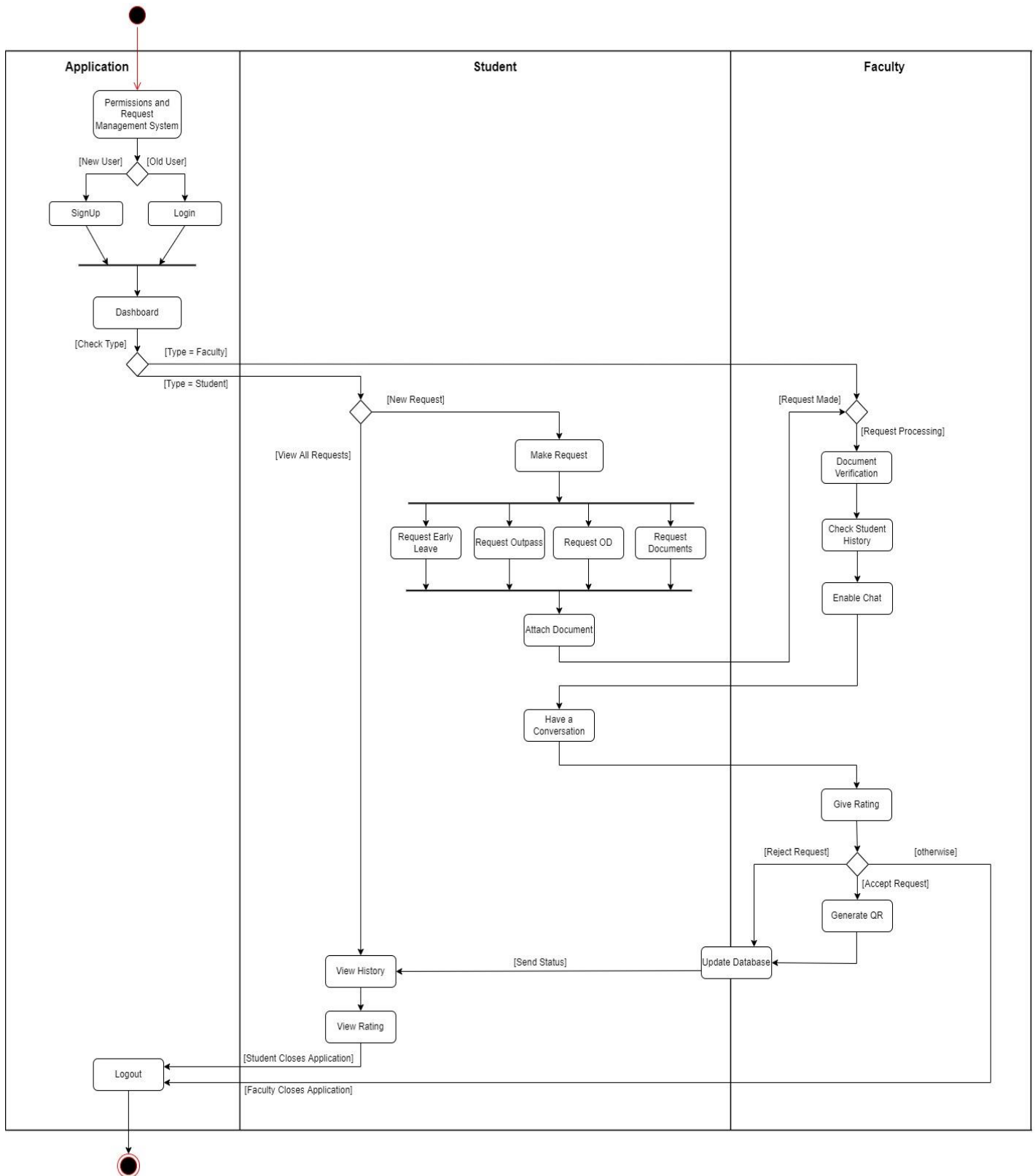
Aim:

To construct an Activity Diagram for the given use case by identifying actors and activities.

Notations used for Activity Diagram:

Notation	Type	Explanation
	Start	It initiates the transition
	End	It marks the end of the transitions
	State	Each state in the state machine is represented using this rounded rectangle
	Decision	It represents the transitions based on the conditions
	Swim Lane	It is used for grouping same user's activities in one column
	Fork	It is used for concurrent executions

Activity Diagram:



Explanation:

The above Activity diagram shows the flow of the process that takes place from login till logout. It contains 3 swimlanes depicting the 3 main players responsible for in the software. The application is the base where login/registration and verification from the database happens. The student swimlane consists of all the operations that the student performs which includes making a request, attaching necessary documents, view their requests history, rating and QR Code. The Faculty swimlane is where the faculty can choose to accept or reject the student's request. If the faculty wants more clarifications, then they can enable chat and chat with the student. After that, the faculty has to give the rating based on the student's request and behaviour. The student then can check whether their request got approved or not. If yes, they can show the QR code wherever necessary for authentication. The final step is, the student can Log out of the application. The above diagram consists of all possible scenarios that can take place to start from the starting stage to go the ending stage