

OOAD - MINI CASE STUDY

CAMPUS RECRUITMENT SYSTEM : *SYSTEM STATE DIAGRAM*

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STATE DIAGRAM :

A state diagram is used to represent the condition of the system or part of the system at finite instances of time. It's a behavioural diagram and it represents the behaviour using finite state transitions. State diagrams are also referred to as **State machines** and **State-chart Diagrams**. These terms are often used interchangeably. So simply, a state diagram is used to model the dynamic behaviour of a class in response to time and changing external stimuli. We can say that each and every class has a state but we don't model every class using State diagrams. We prefer to model the states with three or more states.

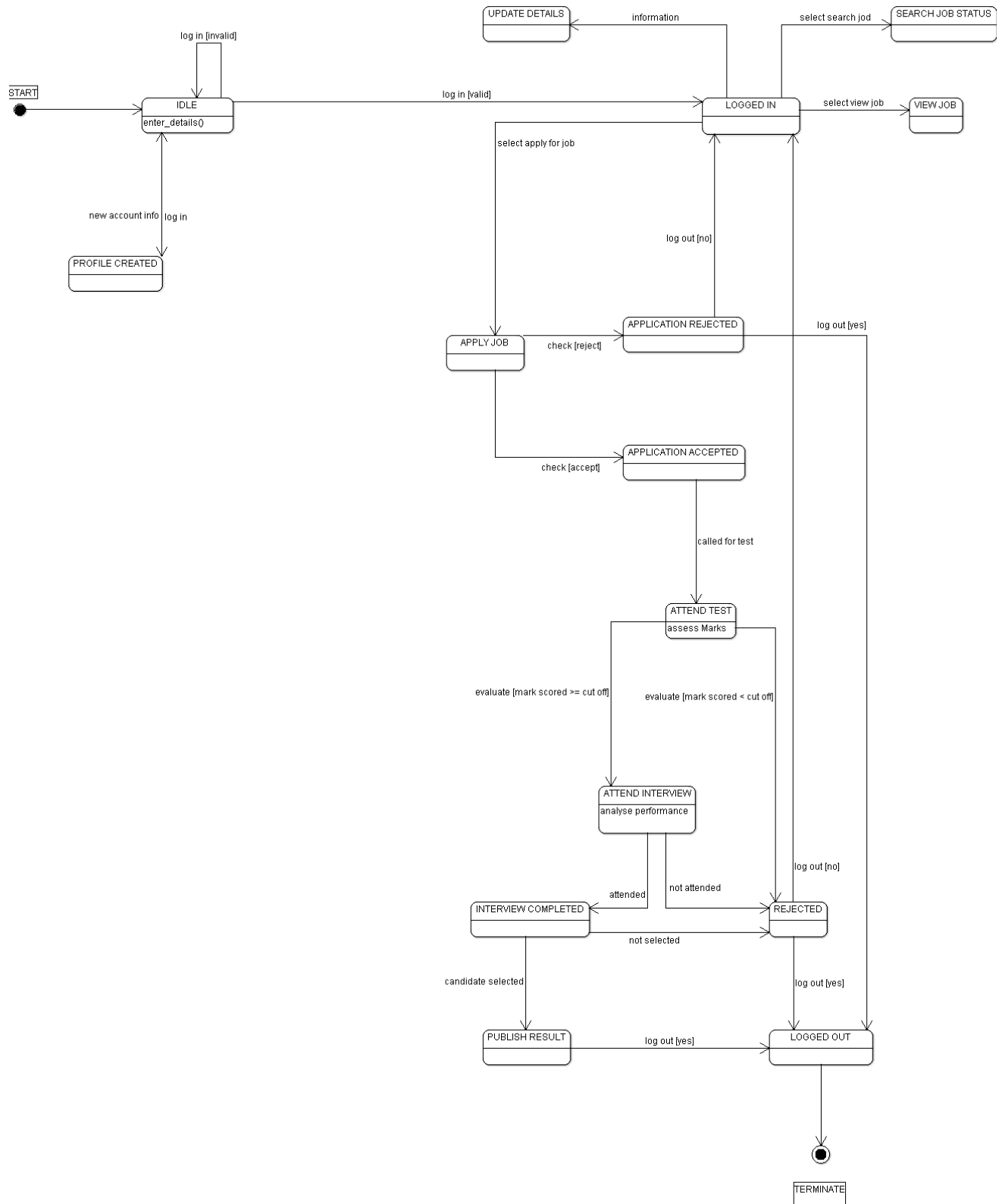
Uses of state-chart diagram :

1. We use it to state the events responsible for change in state
2. We use it to model the dynamic behaviour of the system .
3. To understand the reaction of objects/classes to internal or external stimuli.

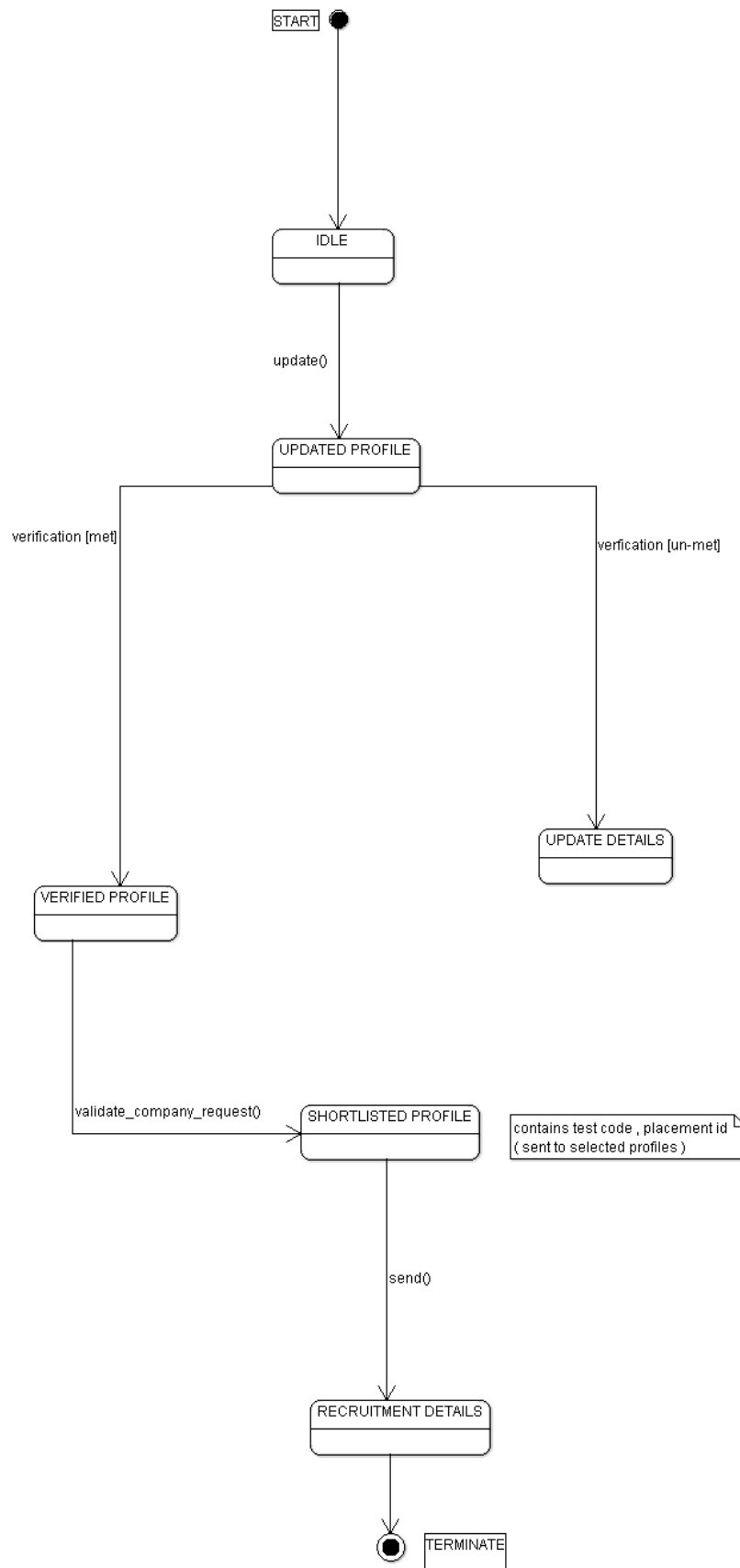
State Diagram :

1. State diagram - Student
2. State diagram - Profile
3. State diagram - Job

State Machine diagram for Student :



State Machine diagram for Profile :



State Machine diagram for Job :

