4. SYSTEM DESIGN

4.1 Diagrams

4.1.1 Use case Diagram

The main purpose of a use case diagram is to portray the dynamic aspect of a system. It gathers the system's needs. It depicts the external view of the system. It recognizes the internal as well as external factors that influence the system. It represents the interaction between the actors.

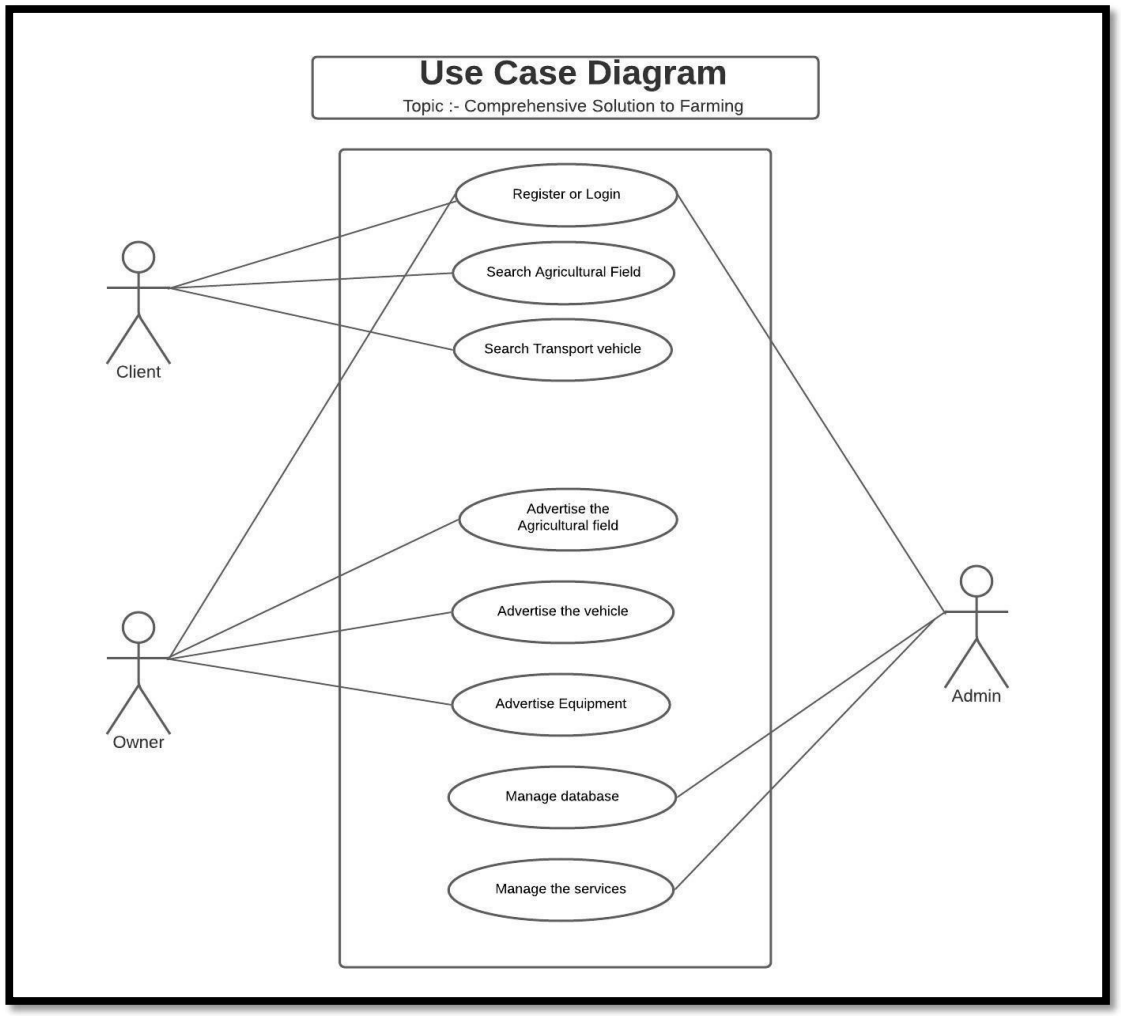

Fig 4.1 . Use case diadgram

4.1.2 Activity Diagram

Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system. The control flow is drawn from one operation to another. This flow can be sequential, branched, or concurrent.

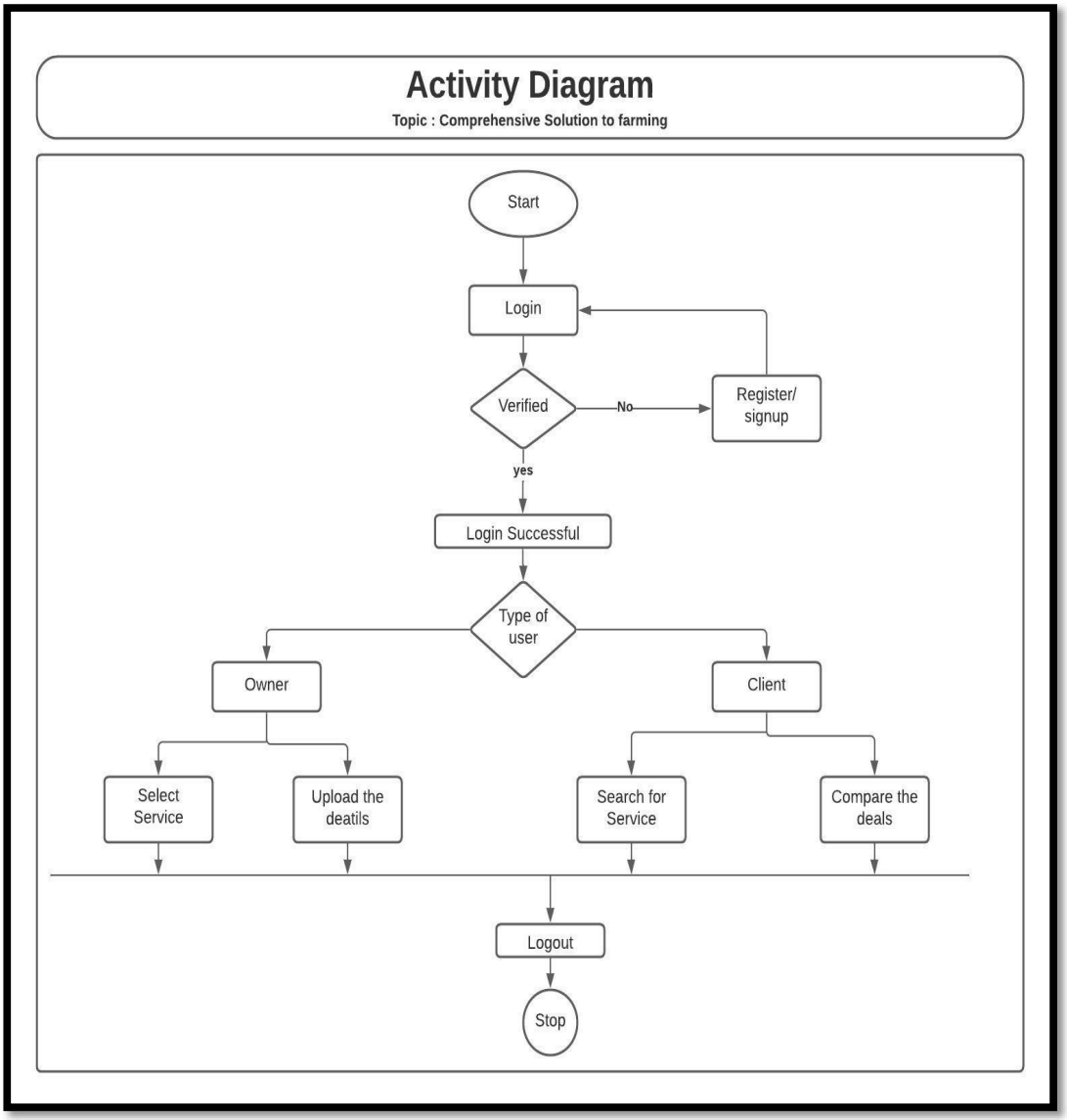

Fig 4.2 . Activity Diagram

4.1.3 Sequence Diagram

A sequence diagram is a type of interaction diagram because it describes how

and in what order a group of objects works together. Sequence diagrams are sometimes known as event diagrams or event scenarios.

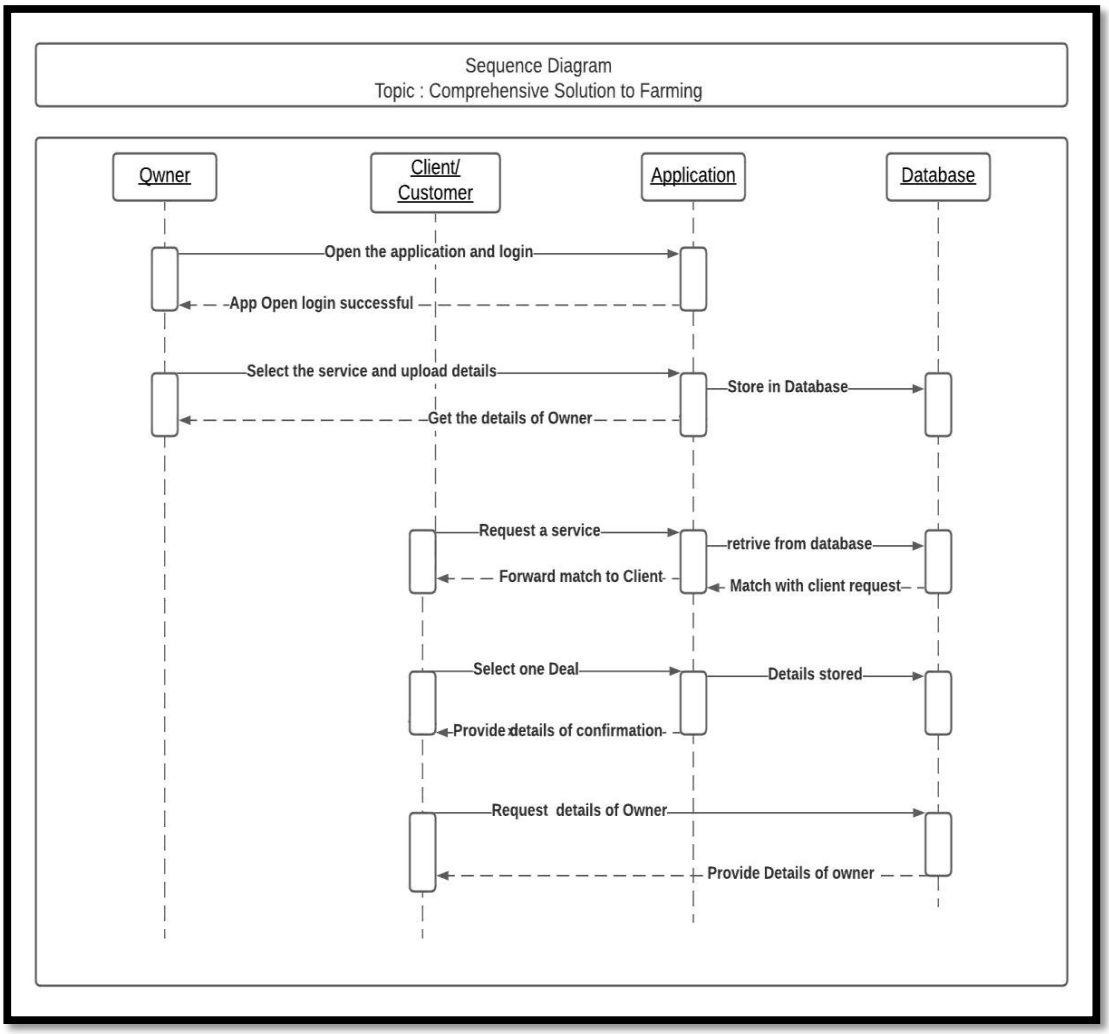

Fig 4.3 . Sequence diagram

4.1.4 DFD (Data Flow diagram)

This diagram represent the data flow of the application.

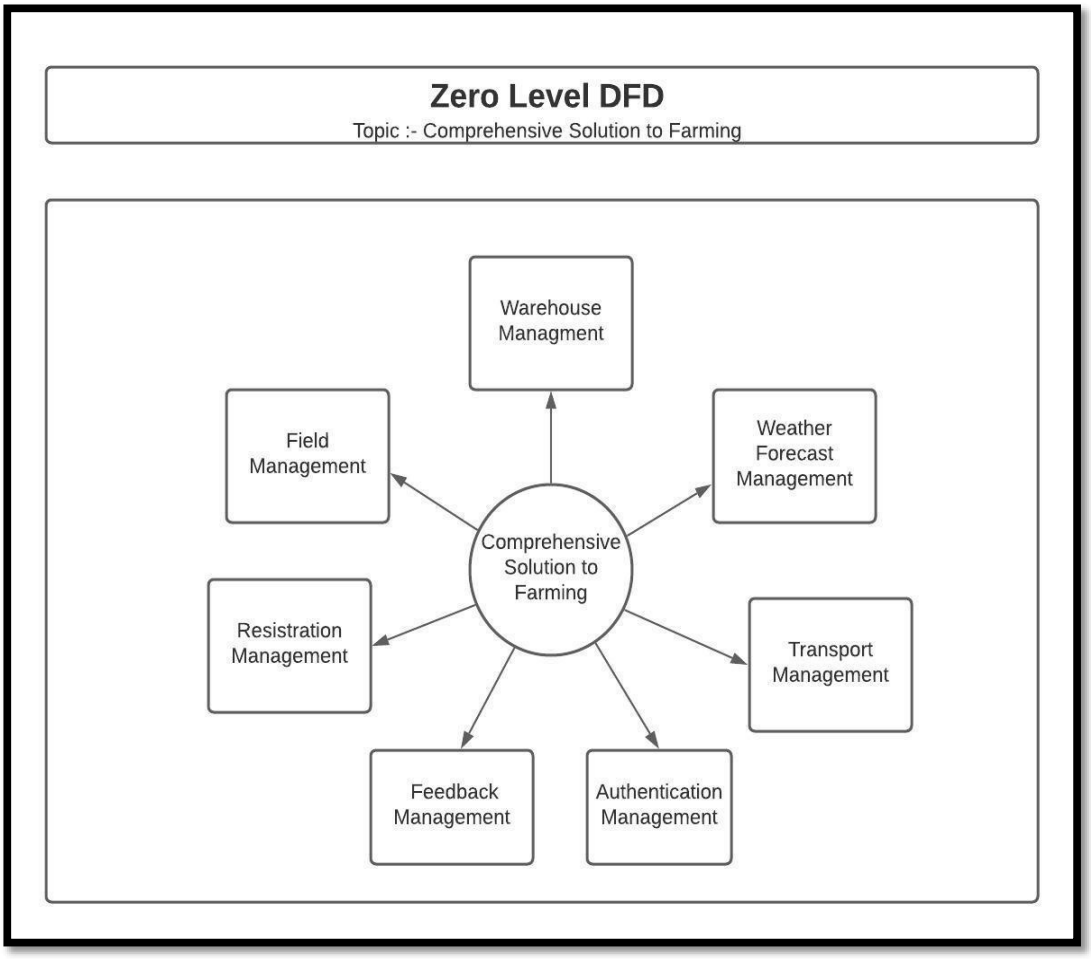

Fig 4.4. DFD