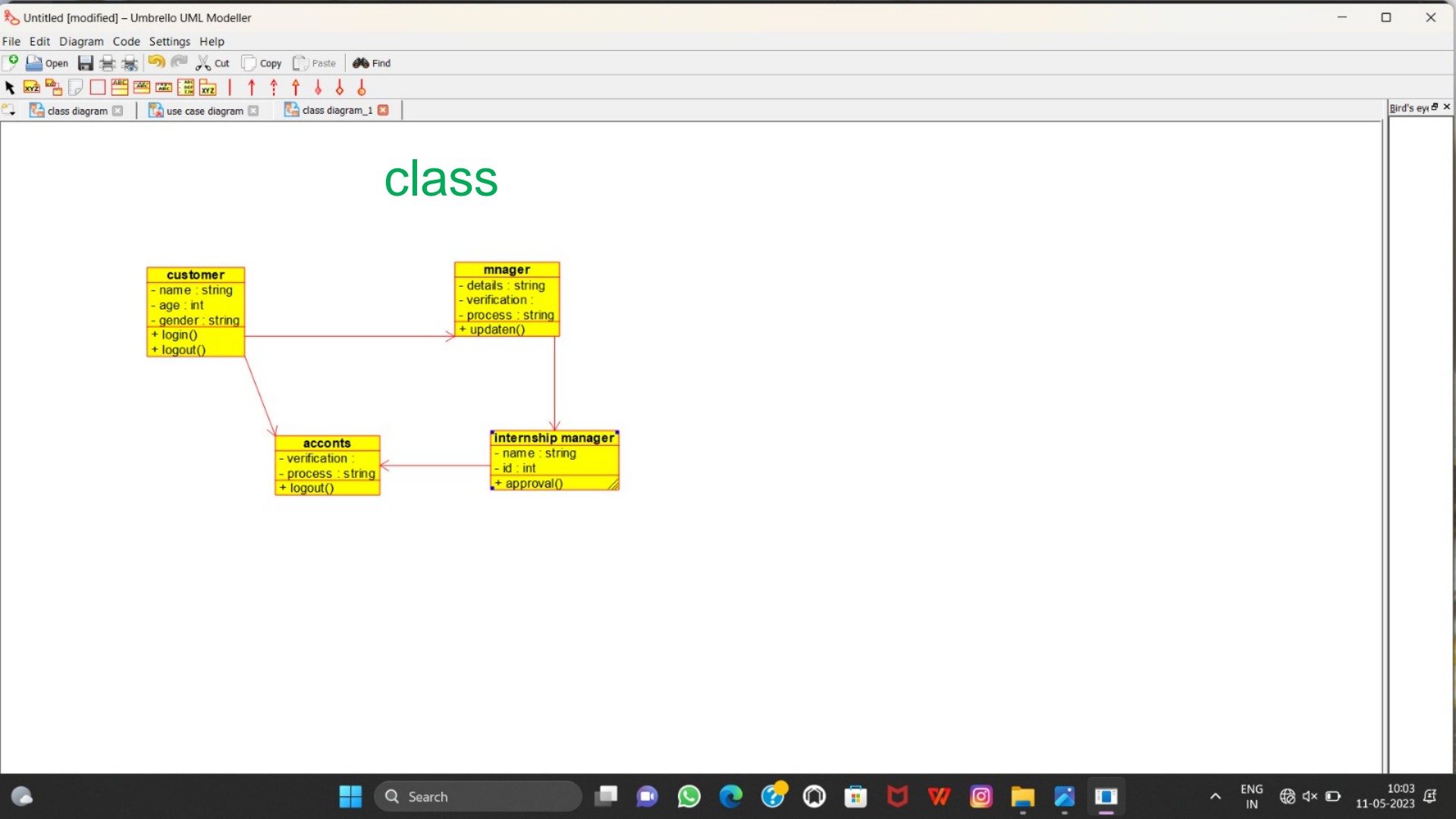
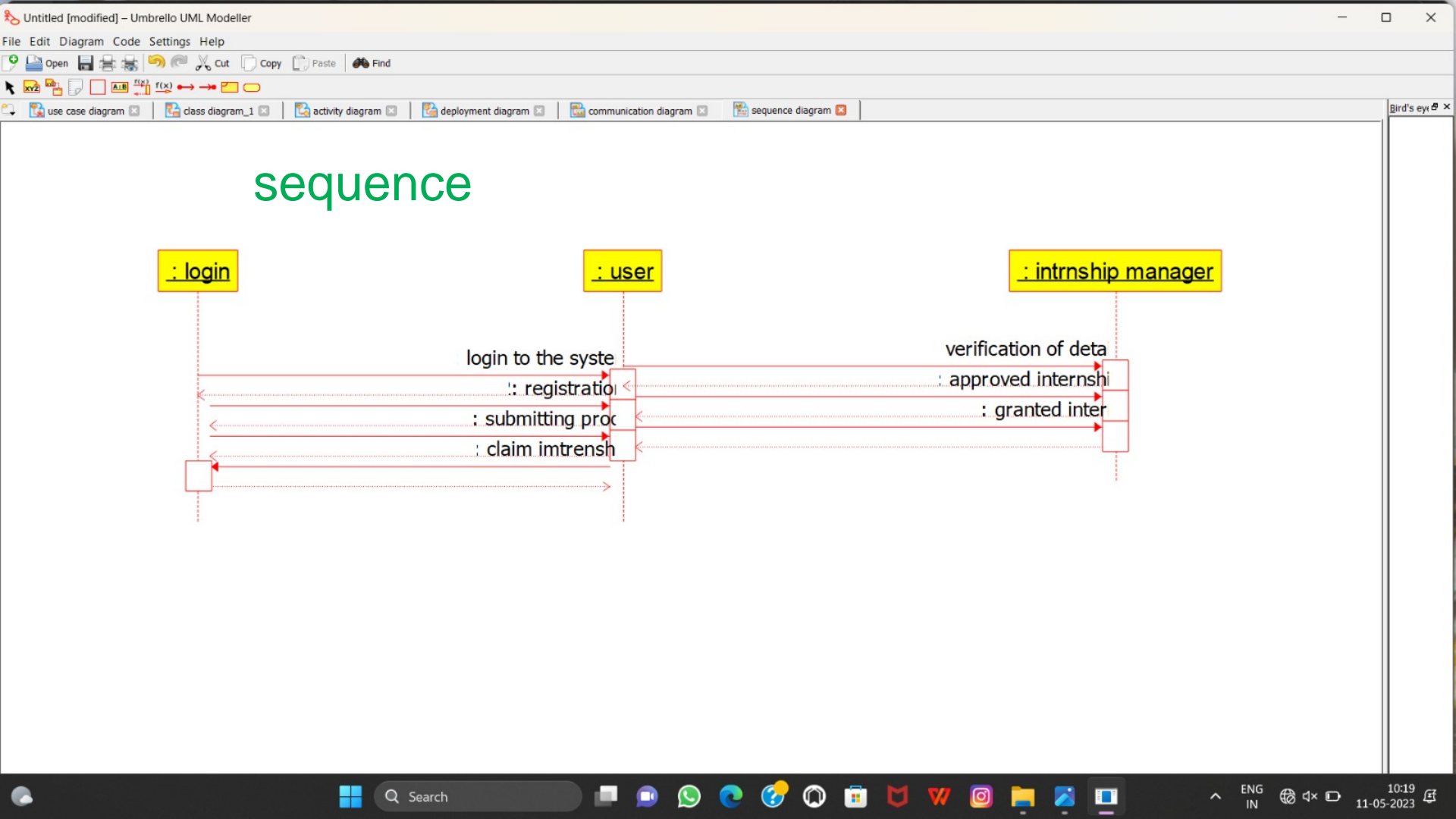


credit card processing system

usecase







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ENG
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10:19
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Untitled [modified] – Umbrello UML Modeller

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use case diagram

class diagram_1

activity

Bird's eye

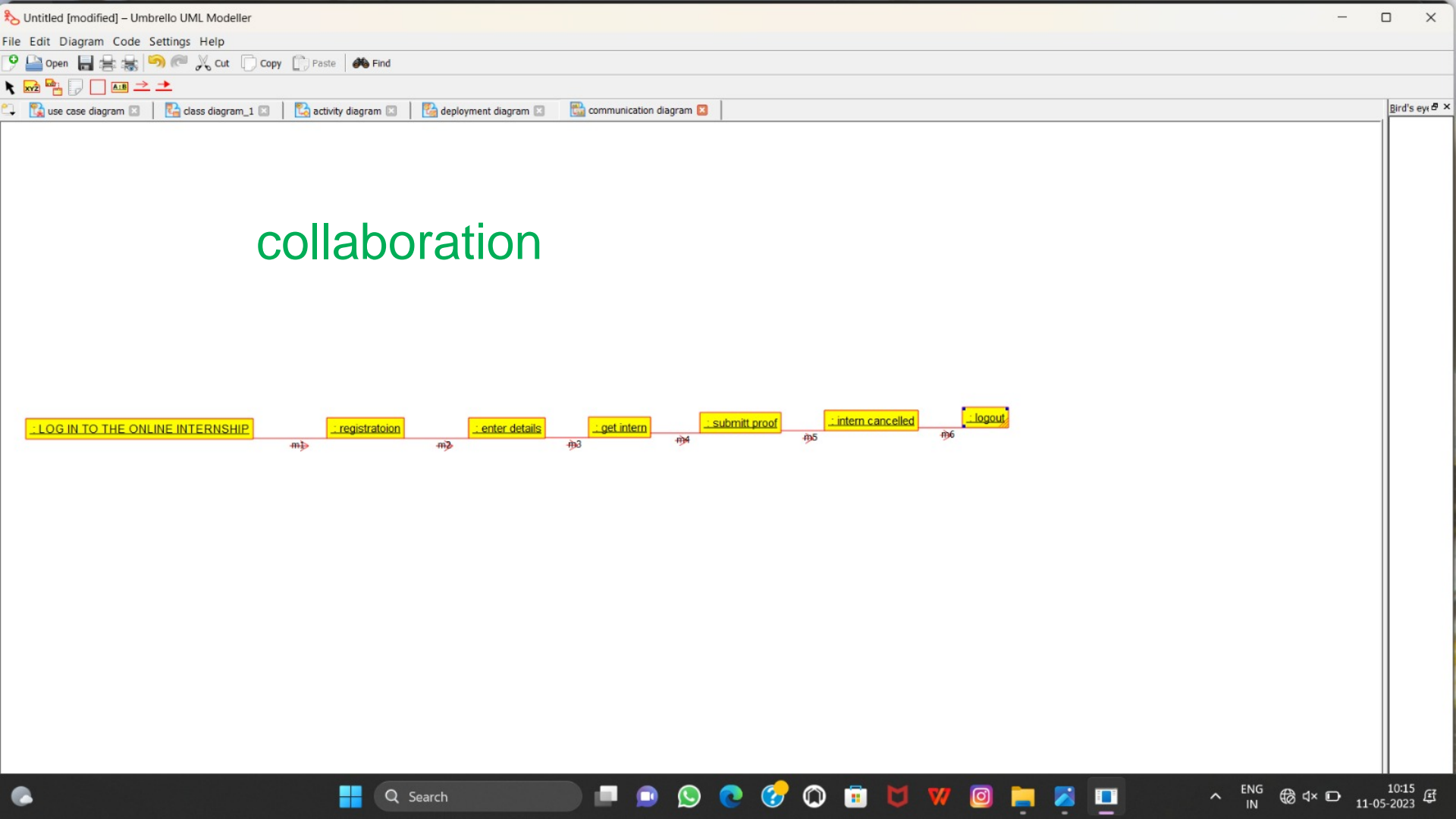
activity

```
graph TD; Start(( )) --> Login[login to the system]; Login --> Enter[enter details]; Enter --> Register[registration]; Intern[get contract intern] --> Register; Register --> Decision{ }; Decision --> NotIntern[if not get intern]; Decision --> InternPossible[internship possible]; Decision --> Verification[verification]; NotIntern --> Decision; InternPossible --> Decision; Verification --> Logout[logout];
```

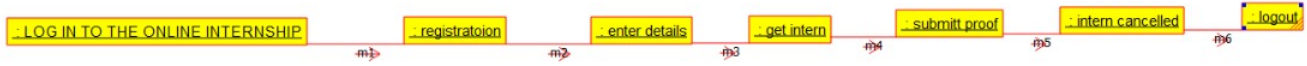
The diagram is a UML Activity Diagram. It begins with a red start node (a solid circle) at the top. An arrow points down to a yellow rounded rectangle labeled "login to the system". Another arrow points down to a yellow rounded rectangle labeled "eter details". A third arrow points down to a yellow rounded rectangle labeled "registration". From the bottom of "registration", an arrow points up to a yellow rounded rectangle labeled "get contract intern". From the bottom of "get contract intern", an arrow points up to the "registration" node. From the bottom of "registration", an arrow points down to a yellow diamond-shaped decision node. Three arrows branch out from the decision node: one points left to a yellow rounded rectangle labeled "if not get intern", one points right to a yellow rounded rectangle labeled "internship possible", and one points down to a yellow rounded rectangle labeled "verification". An arrow points from "if not get intern" back up to the decision node. An arrow points from "internship possible" back up to the decision node. From the bottom of "verification", an arrow points down to a yellow rounded rectangle labeled "logout".

10:09

11-05-2023



collaboration



deployment

