



# Apartment Rental Management System Bashavara.com

**System Design (Class & Collaboration) Diagram**

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# Subsystems



- Advertisement Posting And Publishing
- Advertisement Management
- Advertisement Searching
- Wish list Management
- Property Alert Management

# Subsystem 1: Advertisement Posting And Publishing

## Use-Cases

- 1.0 : Sign Up
- 1.1 : Sign In
- 1.2 : Post Advertisement
- 1.3 : Publish Advertisement

# Use-case 1.0: Sign Up

## Typical Course of Events

Actor Action	System Response
1.User applies for signing up	2.System sends signup form
3.User fills up the form	4.System saves users' info in server
5.Sign in to the system	6.System verifies id and password, then permits or denies access to account

# Use-case 1.0: Sign Up

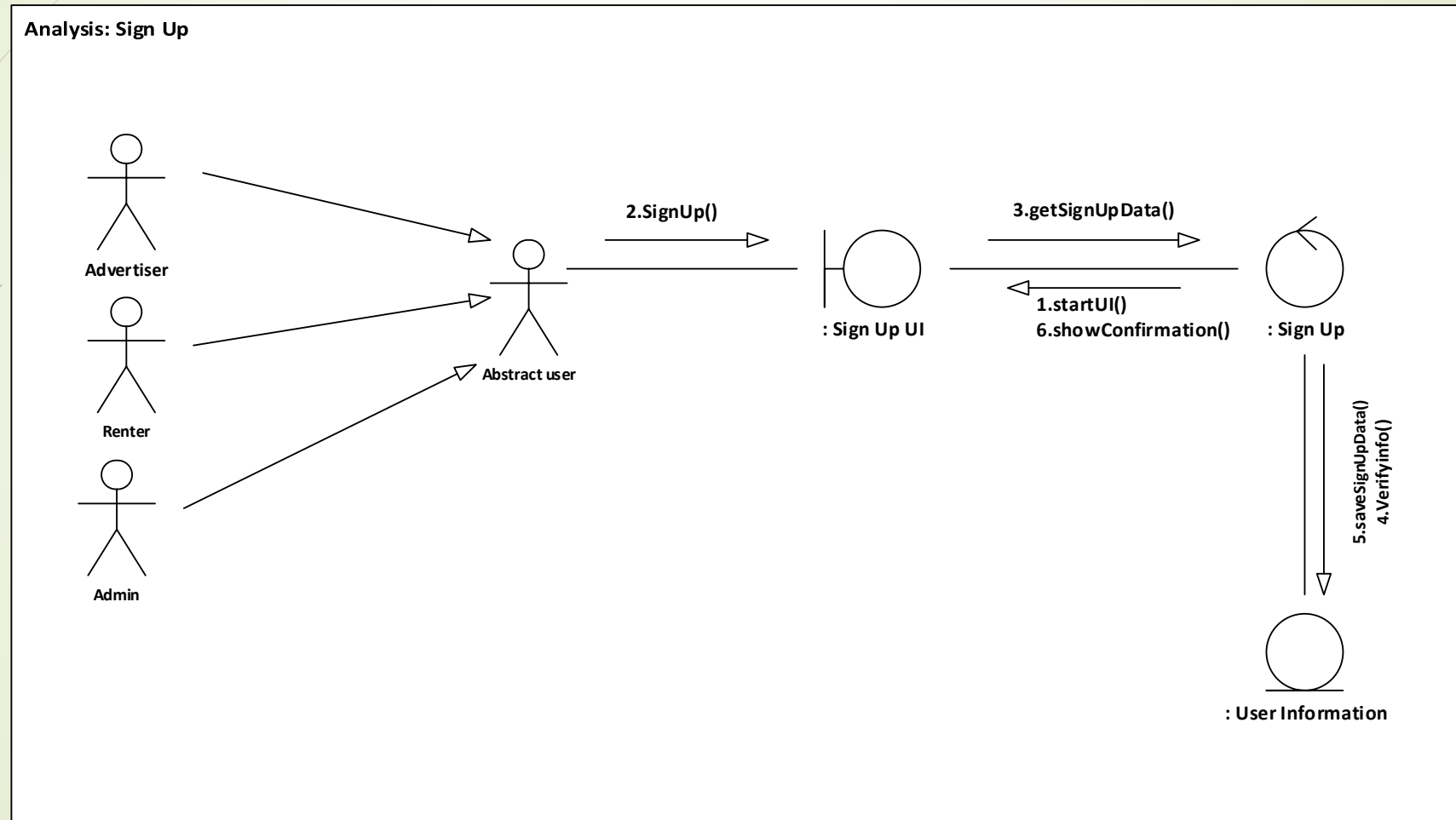


Fig: Collaboration Diagram

# Use-case 1.0: Sign Up

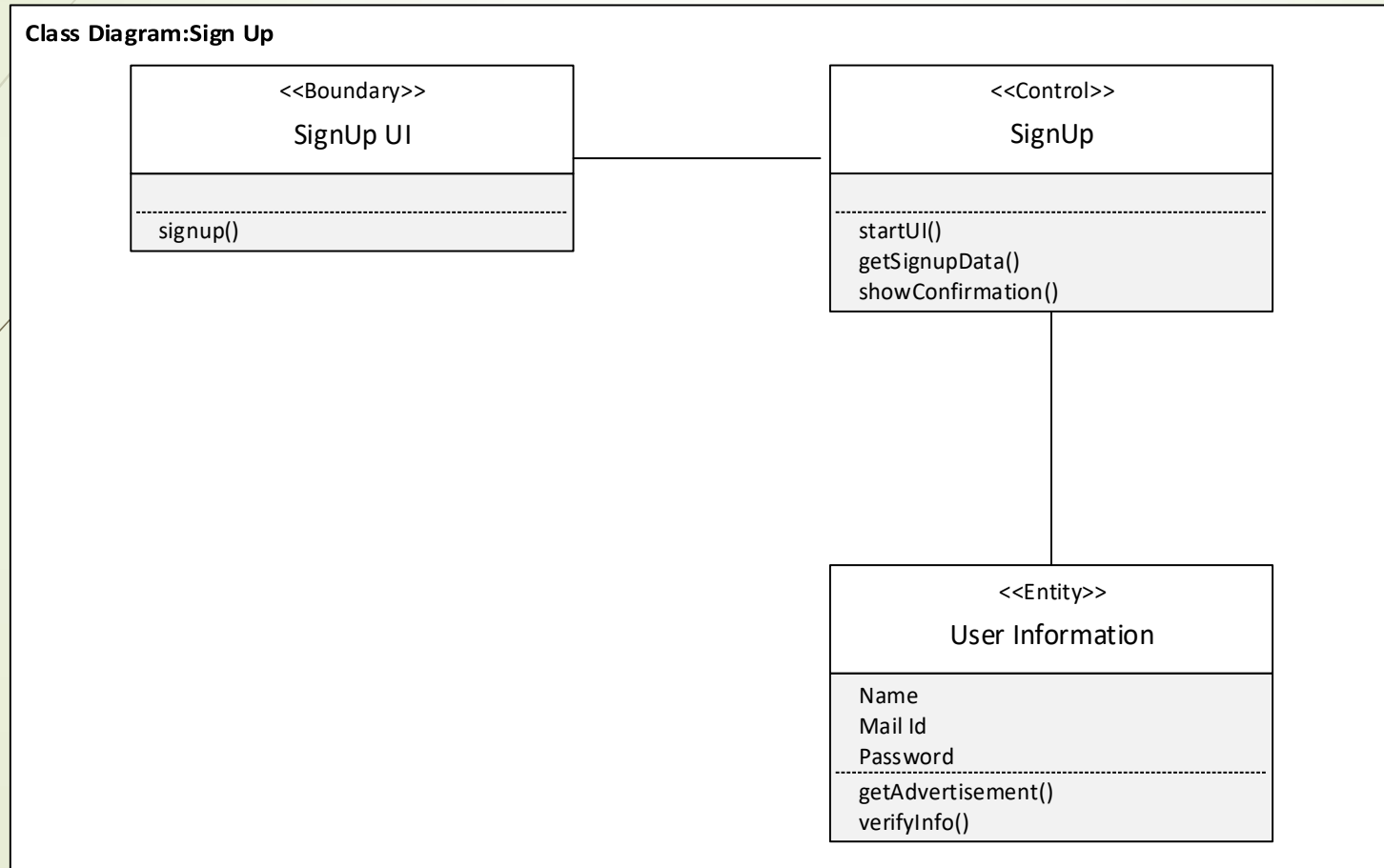



Fig: Class Diagram



## Use-case 1.1: Sign In

### Typical Course of Events

Actor Action	System Response
1.User applies for sign In	2.System verifies id and password, then permits or denies access to account

# Use-case 1.1: Sign In

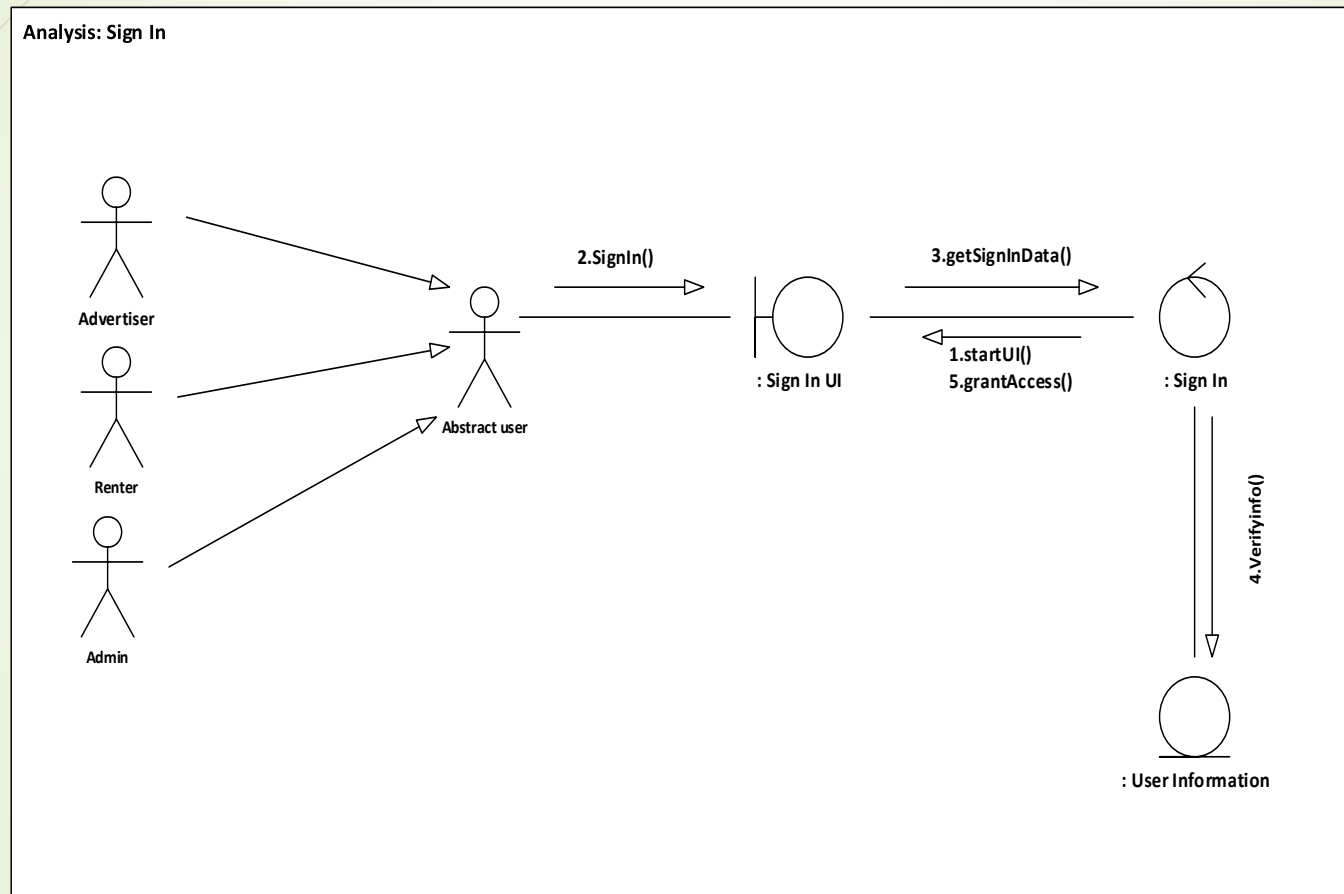


Fig: Collaboration Diagram



# Use-case 1.1: Sign In

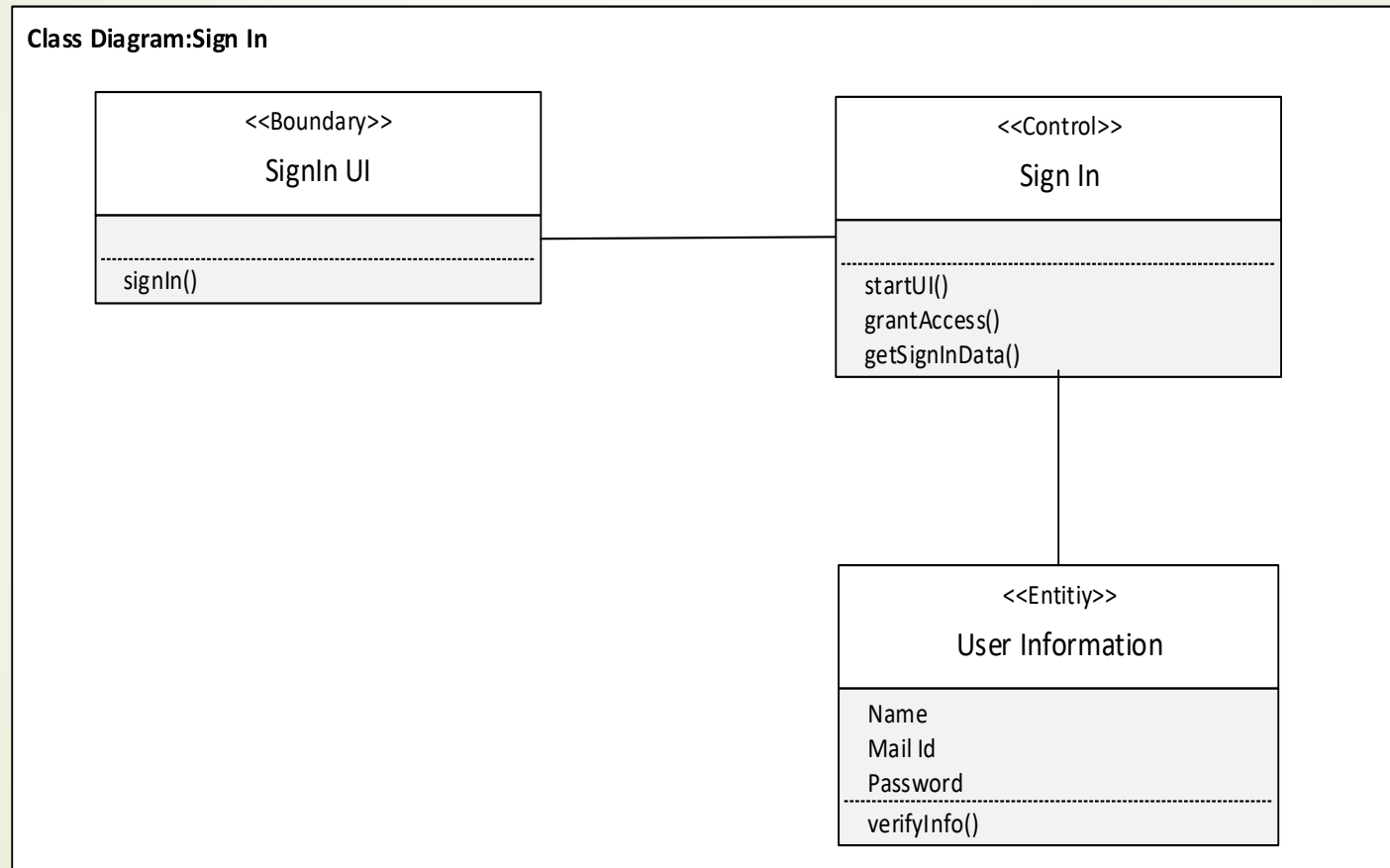


Fig: Class Diagram

## Use-case 1.2: Post Advertisement

### Typical Course of Events

Actor Action	System Response
1.Advertiser applies for posting advertisement	2.System sends scope for posting advertisement
3.Advertiser fills up required information and submit advertisement	4.System server saves advertisement

## Use-case 1.2: Post Advertisement

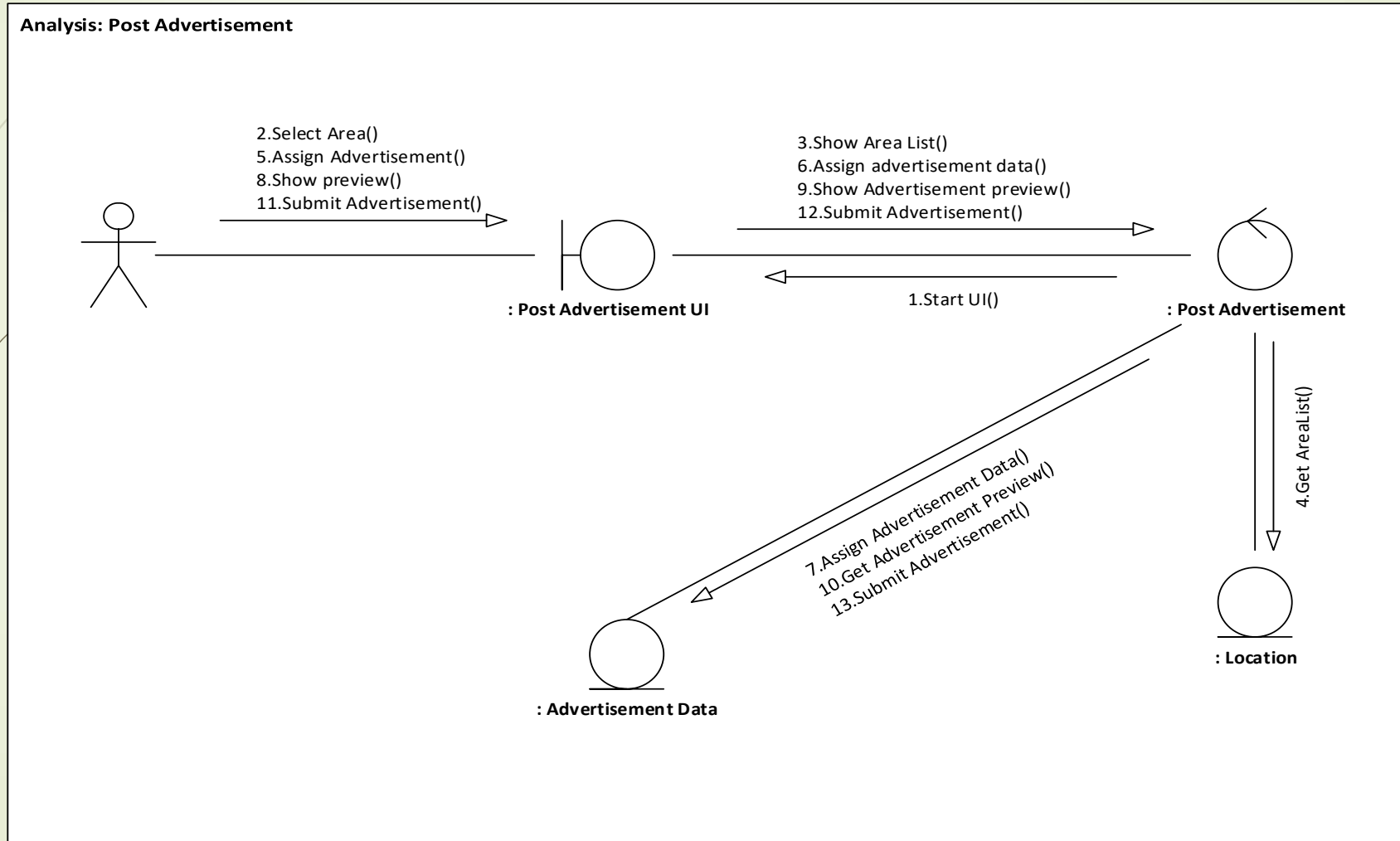


Fig: Collaboration Diagram

## Use-case 1.2: Post Advertisement

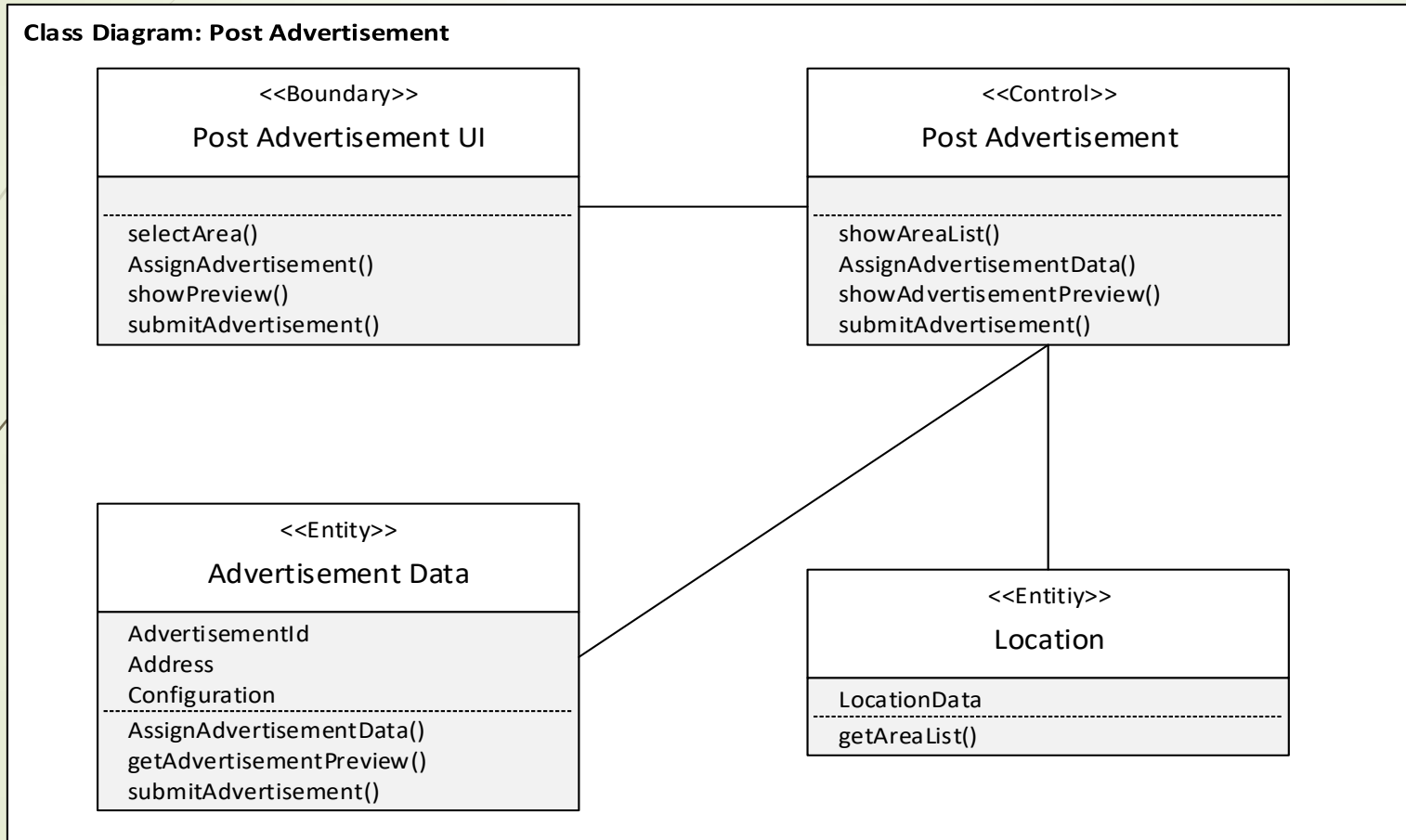


Fig: Class Diagram



## Use-case 1.3: Publish Advertisement

### Typical Course of Events

Actor Action	System Response
1.Admin verifies posted Advertisement	2.System publishes verified Advertisement

# Use-case 1.3: Publish Advertisement

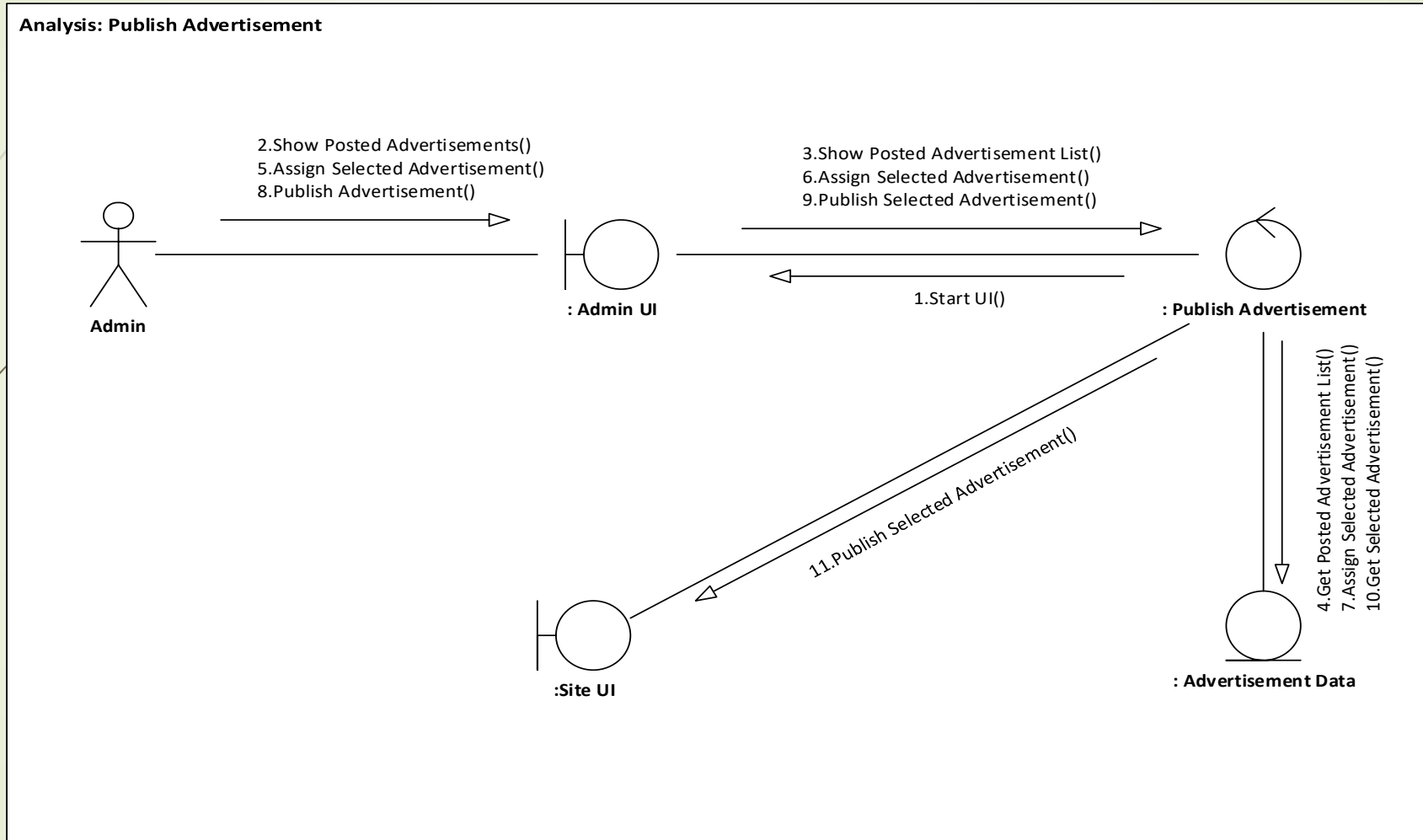


Fig: Collaboration Diagram

## Use-case 1.3: Publish Advertisement

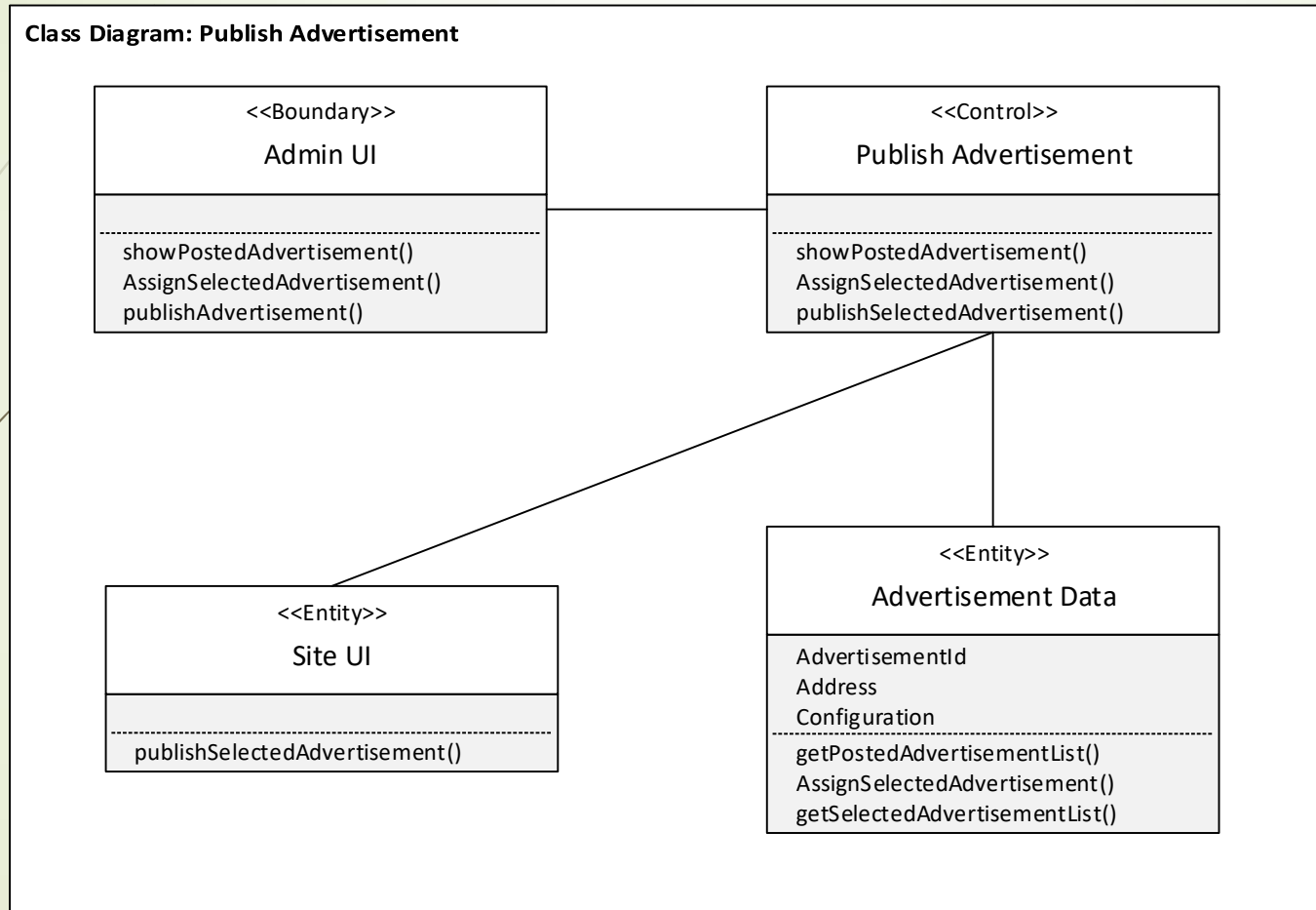


Fig: Class Diagram




# Subsystem 2: Advertisement Management

## Use-Cases

- 2.0 : Sign In
- 2.1 : Manage Advertisement





## Use-case 2.0: Sign In

### Typical Course of Events

Actor Action	System Response
1.User applies for sign In	2.System verifies id and password, then permits or denies access to account

## Use-case 2.0: Sign In

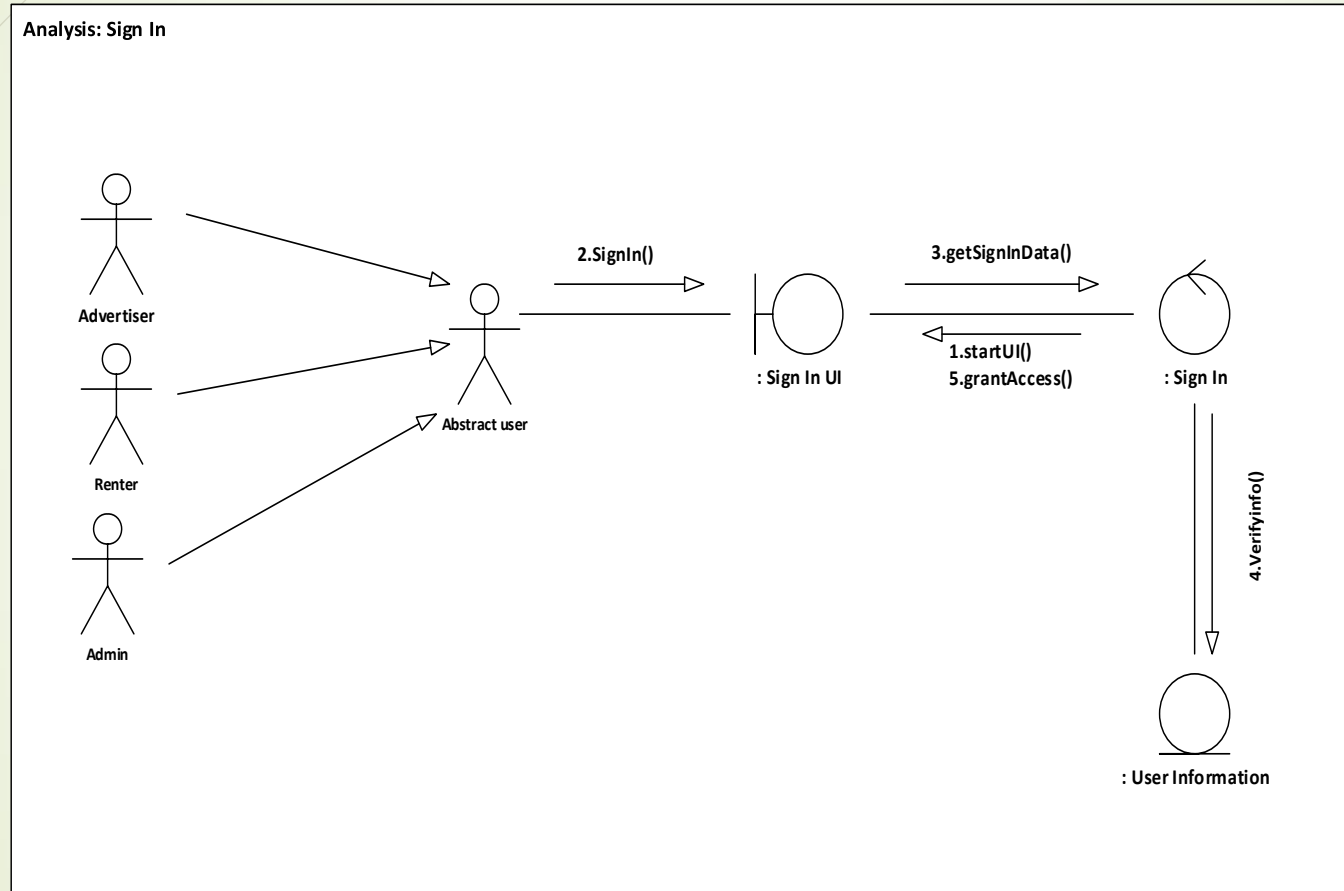


Fig: Collaboration Diagram

## Use-case 2.0: Sign In

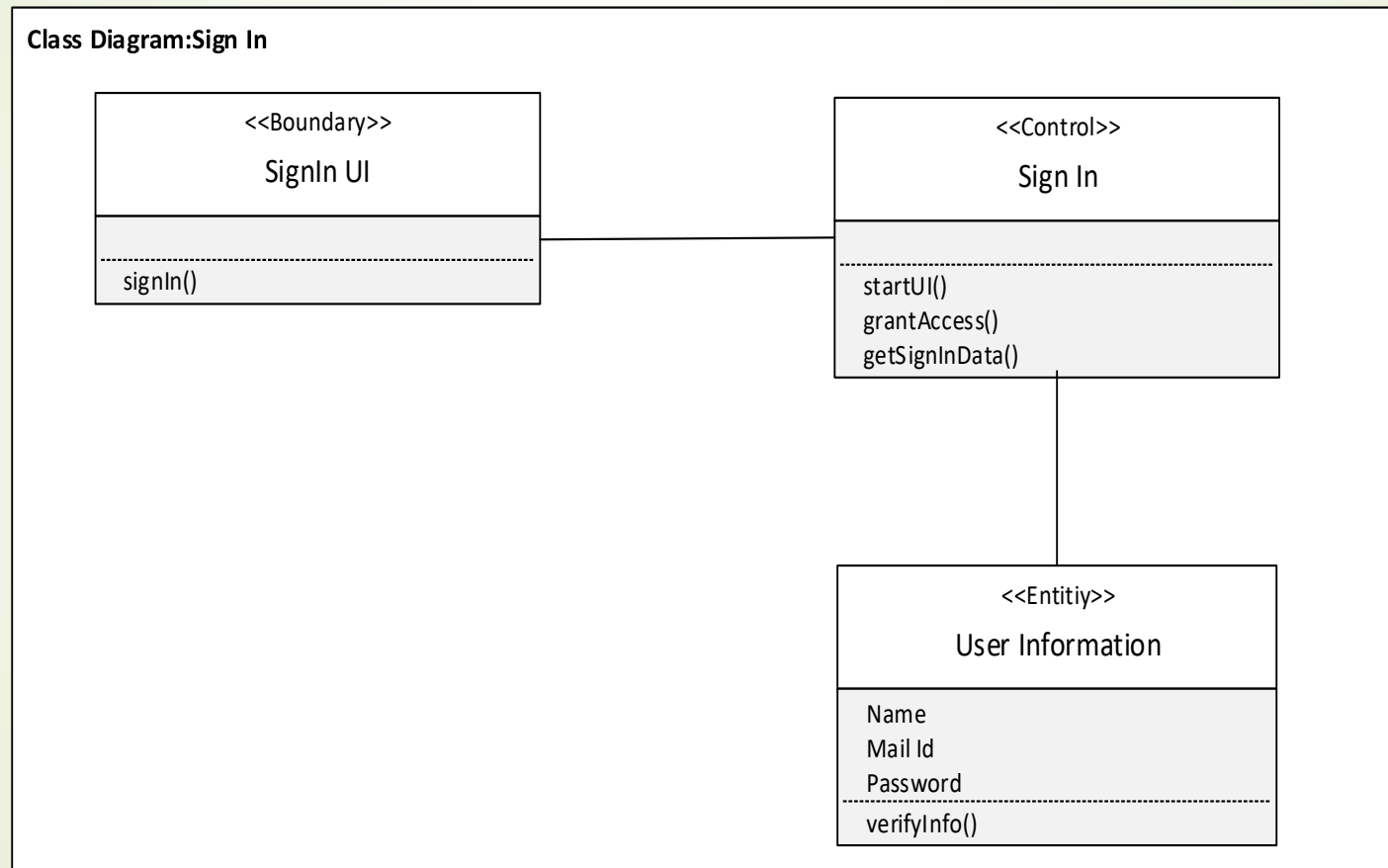


Fig: Class Diagram

## Use-case 2.1: Manage Advertisement

### Typical Course of Events

Actor Action	System Response
1.Advertiser/Admin applies for managing advertisement	2.System sends scope for editing or deleting advertisement
3.Advertiser/Admin submits managed advertisements	4.System server saves and publishes managed advertisements

## Use-case 2.1: Manage Advertisement

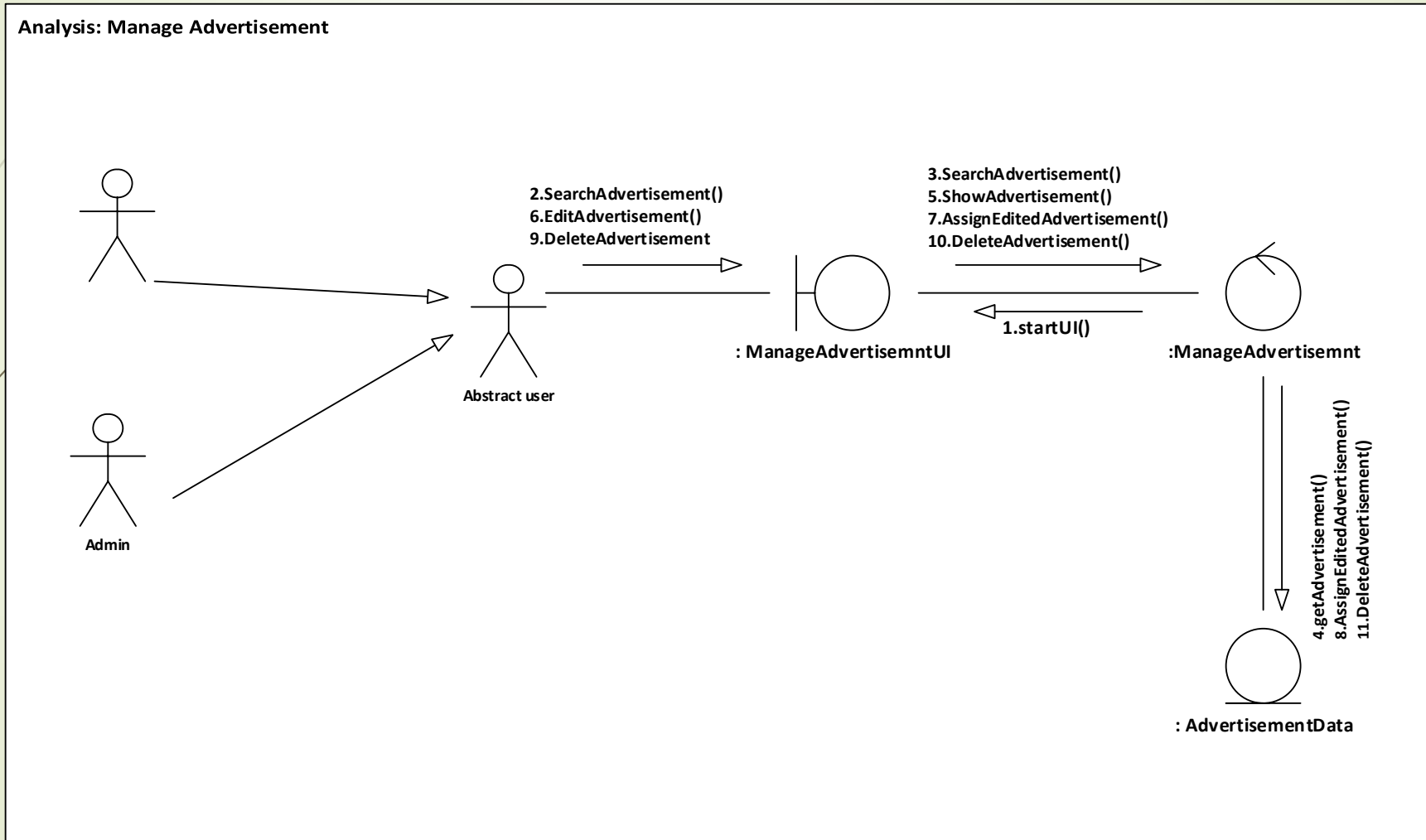


Fig: Collaboration Diagram

## Use-case 2.1: Manage Advertisement

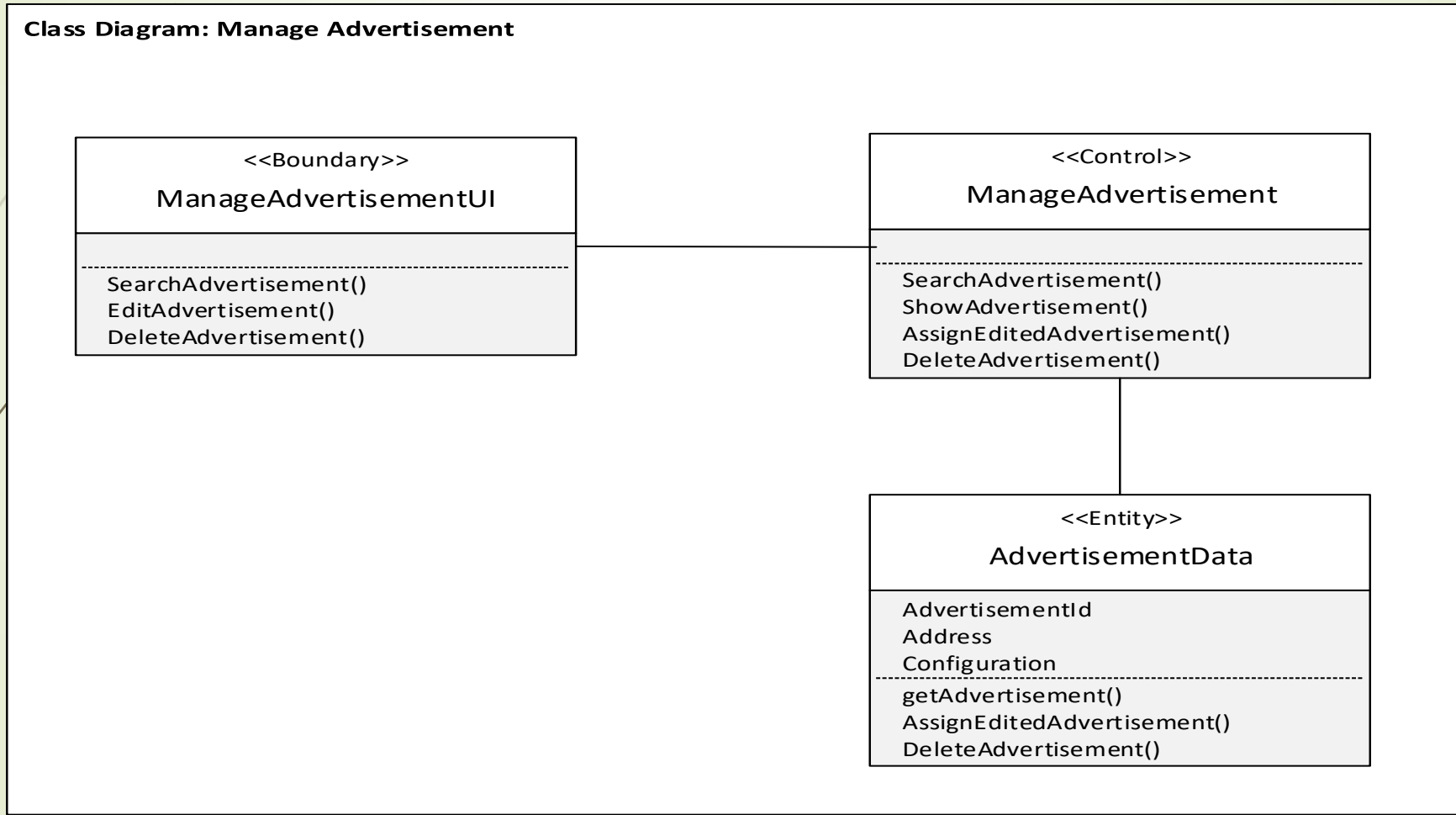


Fig: Class Diagram



# Subsystem 3: Advertisement Searching

## Use-Cases

- 3.0 : Search Advertisement



## Use-case 3.0: Search Advertisement

### Typical Course of Events

Actor Action	System Response
1.User searches advertisements category-wise or randomly.	2.System server fetches and shows advertisements to user.



# Use-case 3.0: Search Advertisement

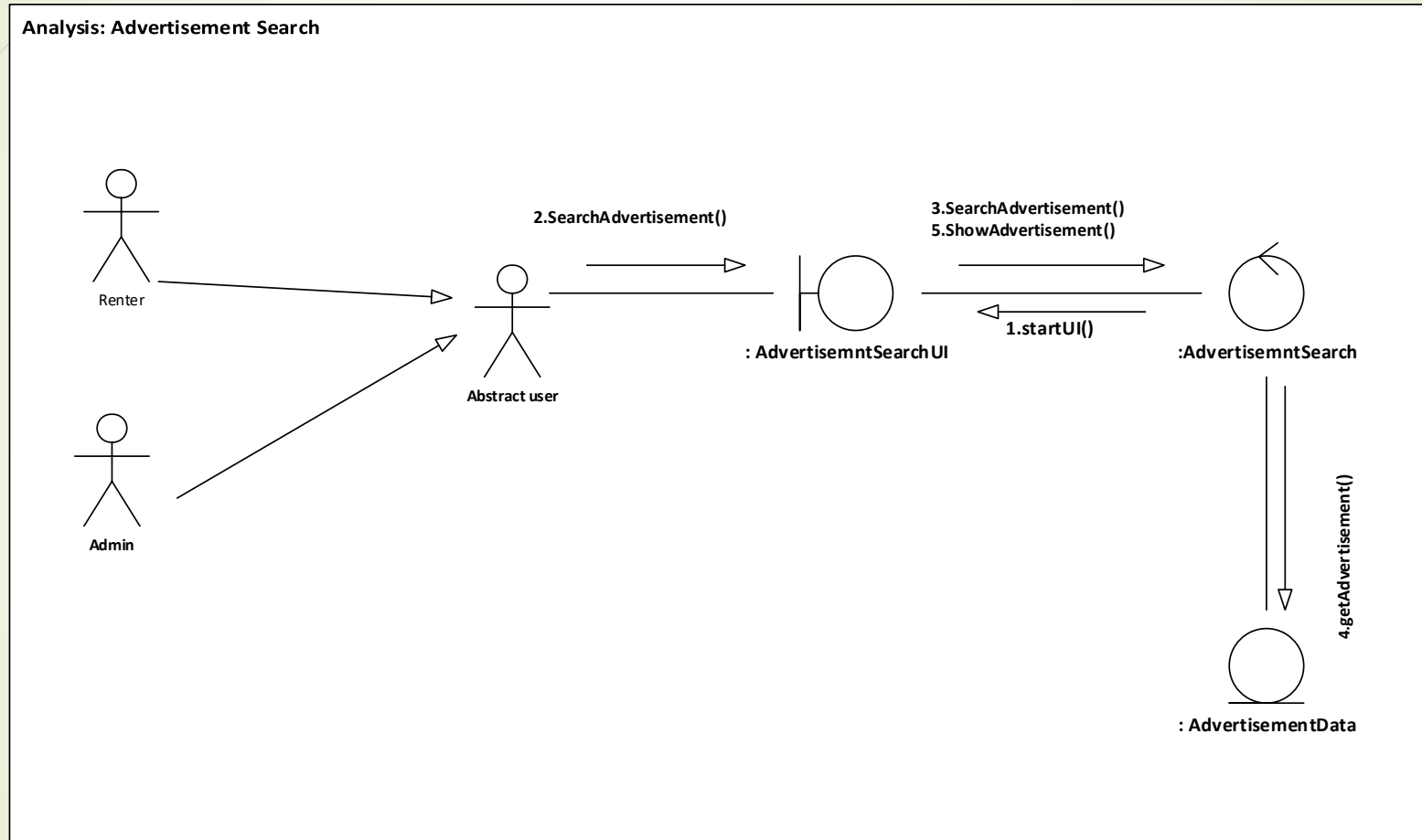


Fig: Collaboration Diagram

## Use-case 3.0: Search Advertisement

Class Diagram: Search Advertisement

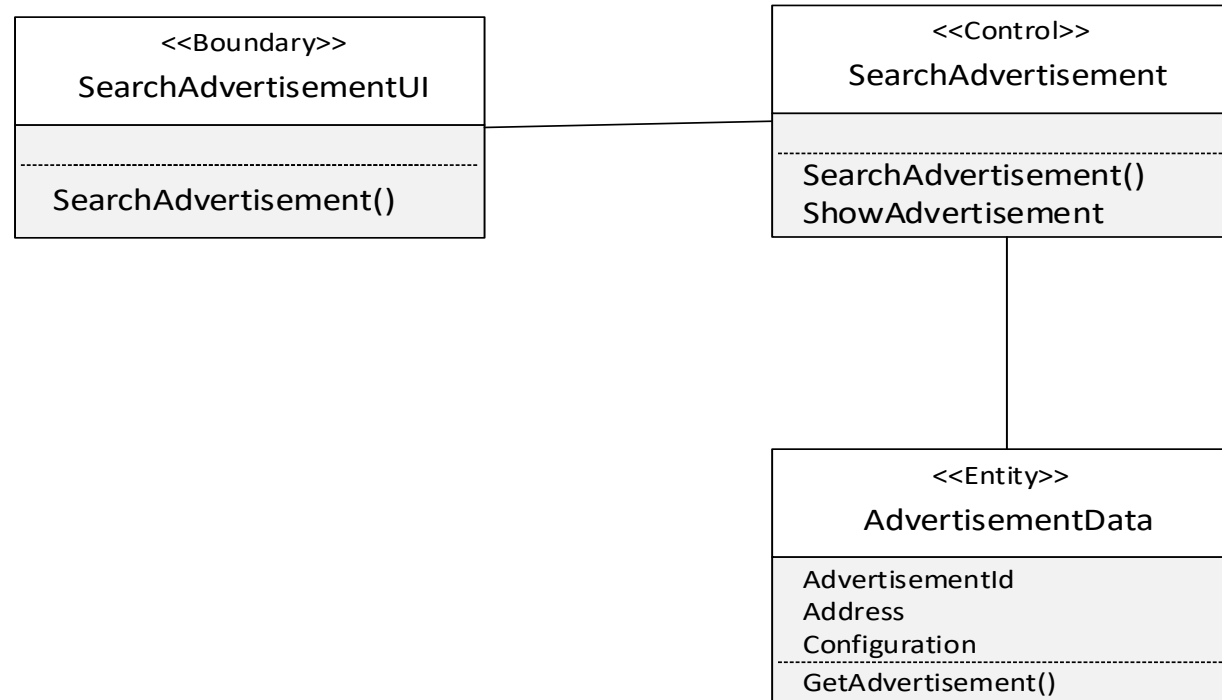


Fig: Class Diagram



# Subsystem 4: Wish list Management

## Use-Cases

- 4.0 : Sign In
- 4.1 : Update Wish list



# Subsystem 5: Property Alert Management

## Use-Cases

- 5.0 : Sign In
- 5.1 : Create Property Alert
- 5.2 : Manage Property Alert