UNITE ON WHEELS

A Car Pooling Platform

DIAGRAMS AND WORK-FLOWS

30-05-2020

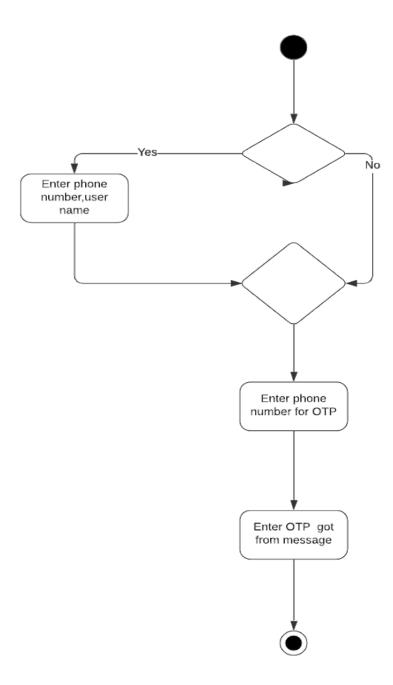
Adarsh Baghel Ruchir Mehta Namani Sreeharsh Shaikh Ubaid

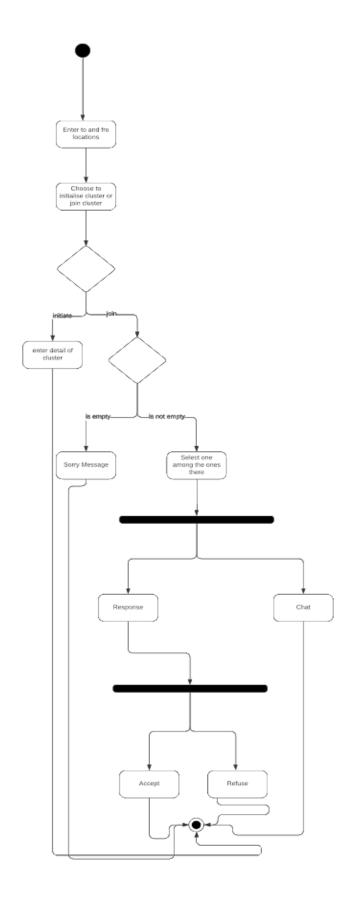
Prepared for CS 258 Software Engineering Spring 2019

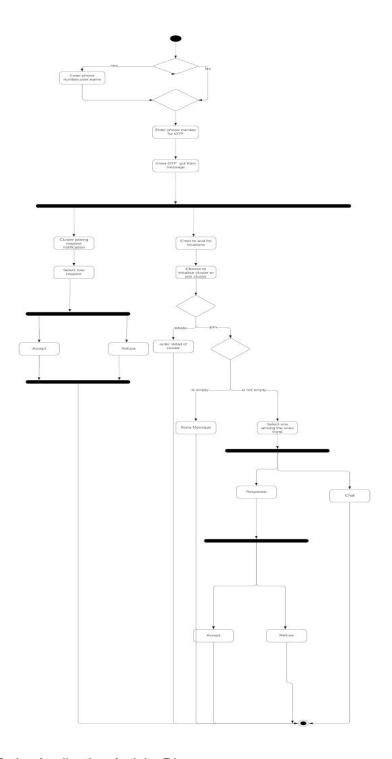
Objectives Covered

- 1. **Activity diagrams**: Show the activities involved in the processes or in the data processing.
- 2. **Use case diagrams**: Show the interactions between a system and its environment.
- 3. **Sequence diagrams**: Show interactions between actors and the system and between system components.
- 4. **Class diagrams**: Show the object classes in the system and the associations between these classes.
- 5. **ER diagrams**: Show different entities and relationships between them (similar to the class diagram)
- 6. **State diagrams**: Show how the system reacts to internal and external events.

Activity diagrams



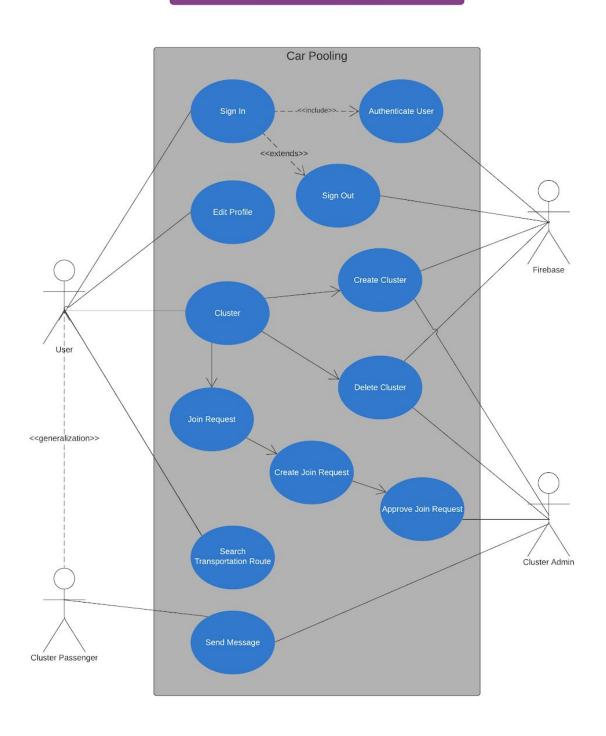




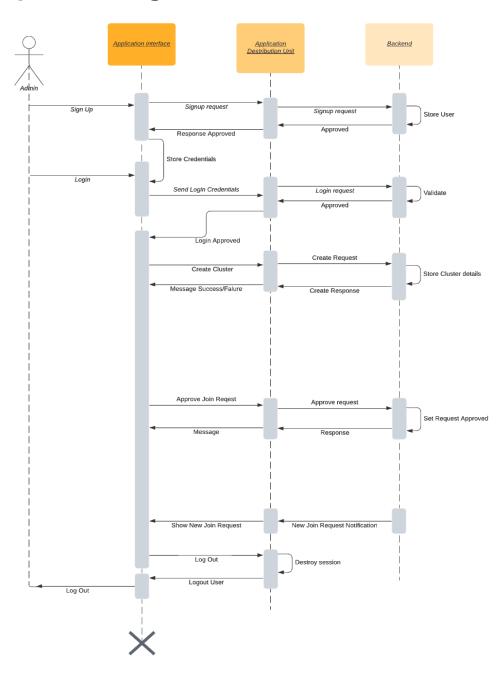
Entire Application Activity Diagram

Use Case Diagram:

Car Pooling Use Case Diagram A-R-H-U | 30-05-2020

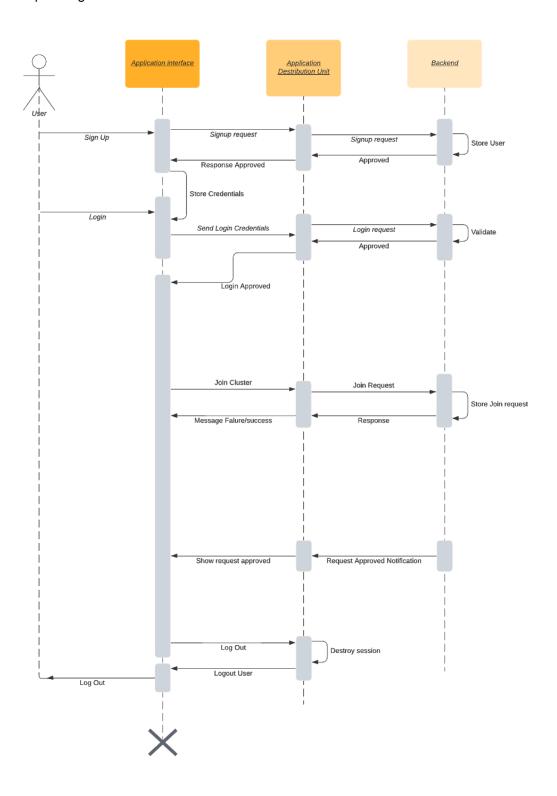


Sequence diagrams:

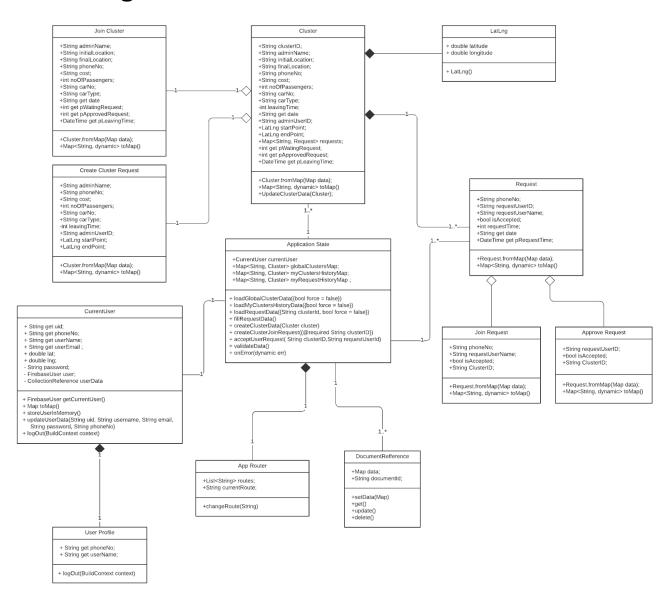


Cluster Admin

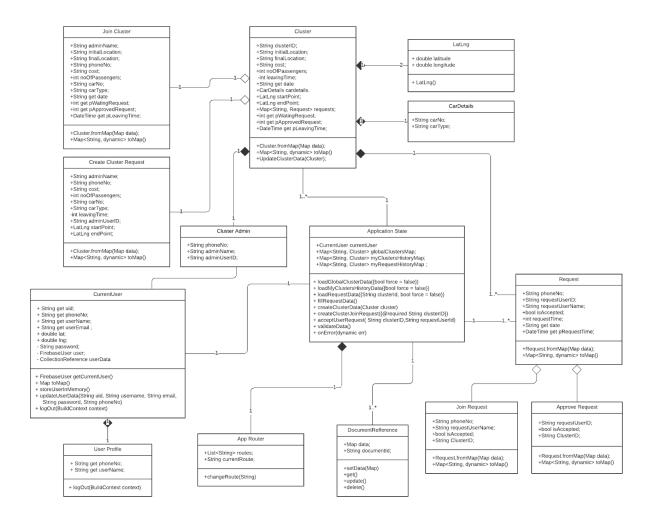
cluster passenger



Class diagrams:

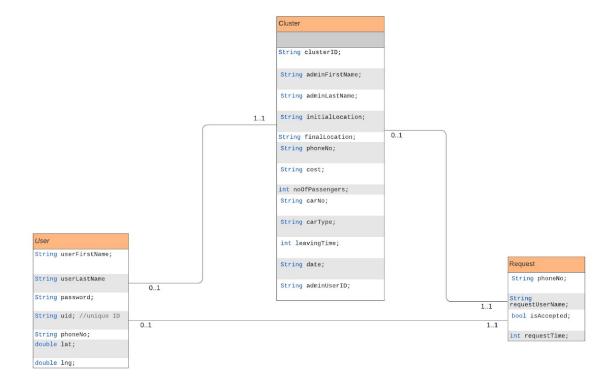


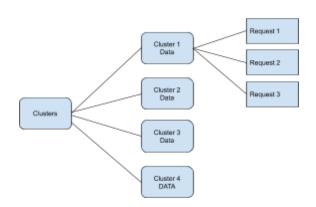
Class Diagram Iteration 1



Class Diagram Iteration 2

ER diagrams:





State transition Diagram:

