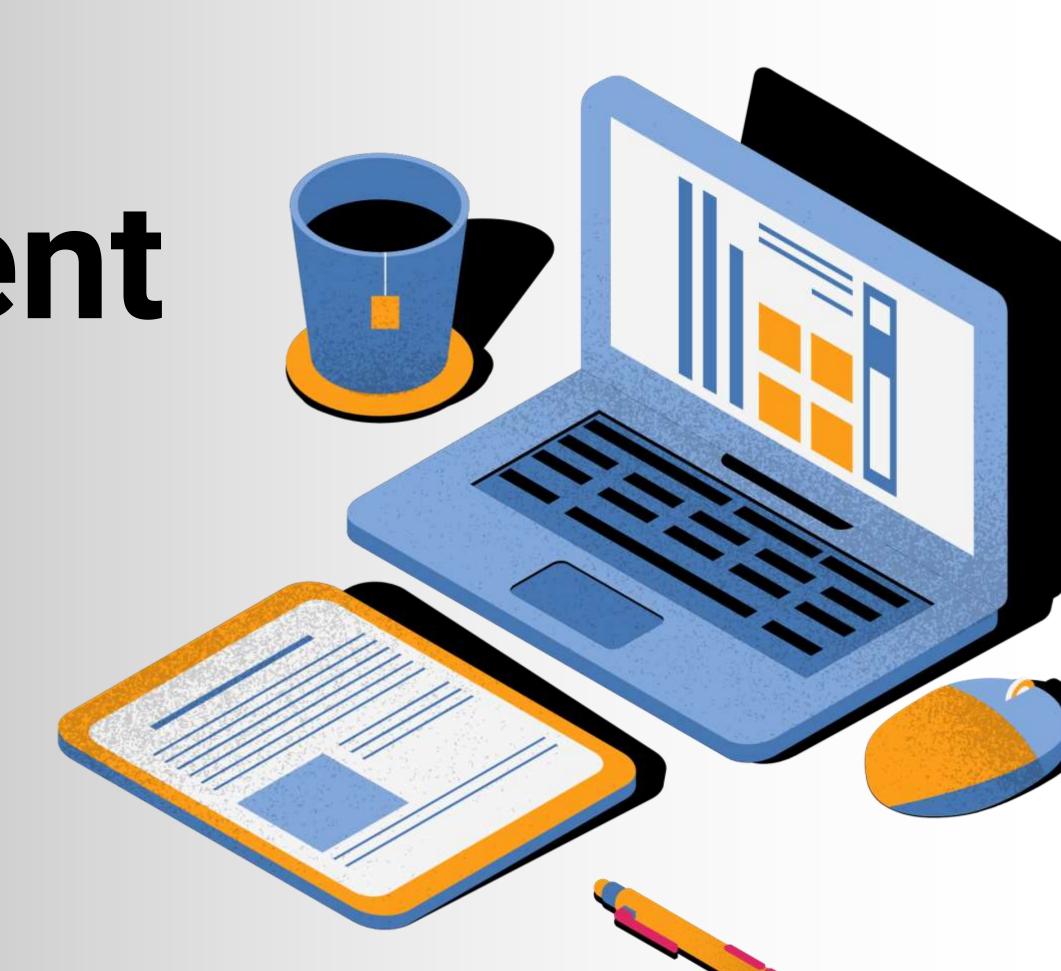
Asset Management System

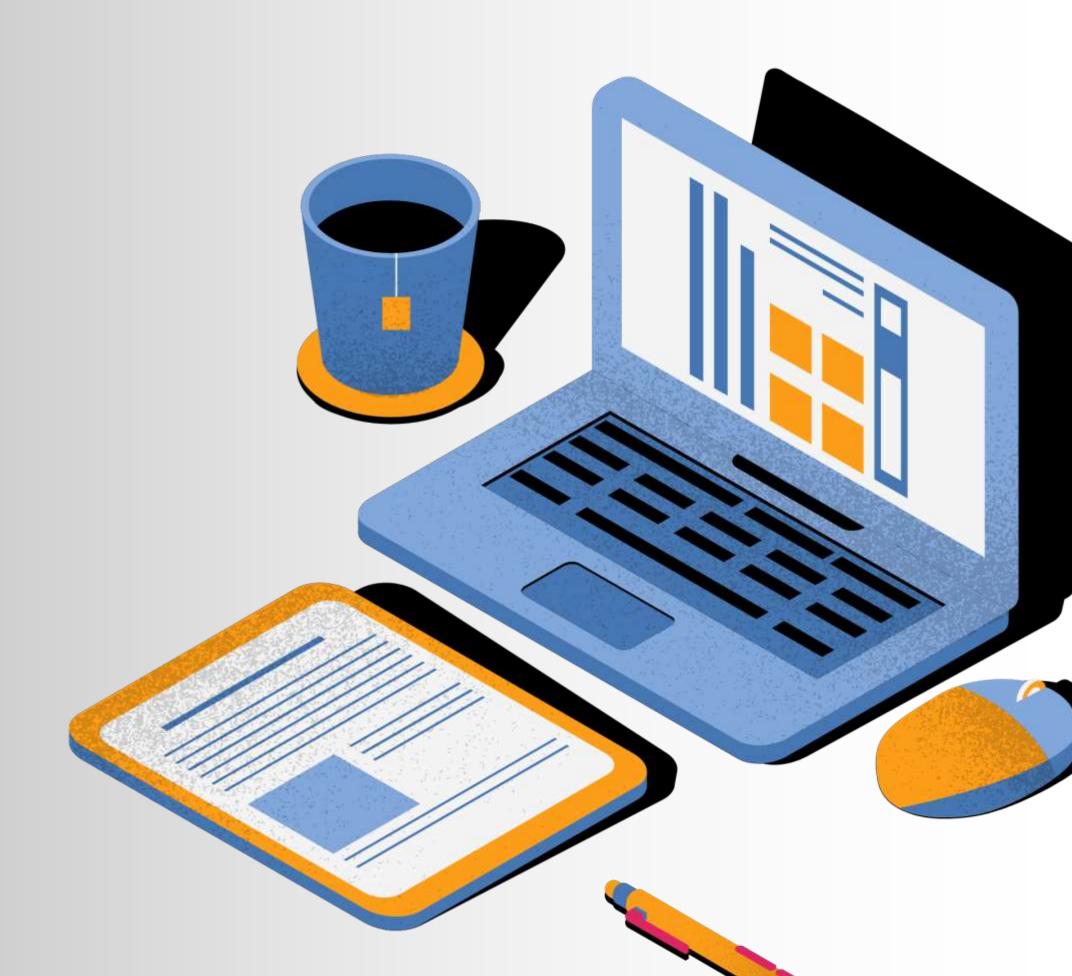
00M mini project



Group members:

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- Ayush Krishna (IIB2022027)

Guided By: Prof. OP VYAS



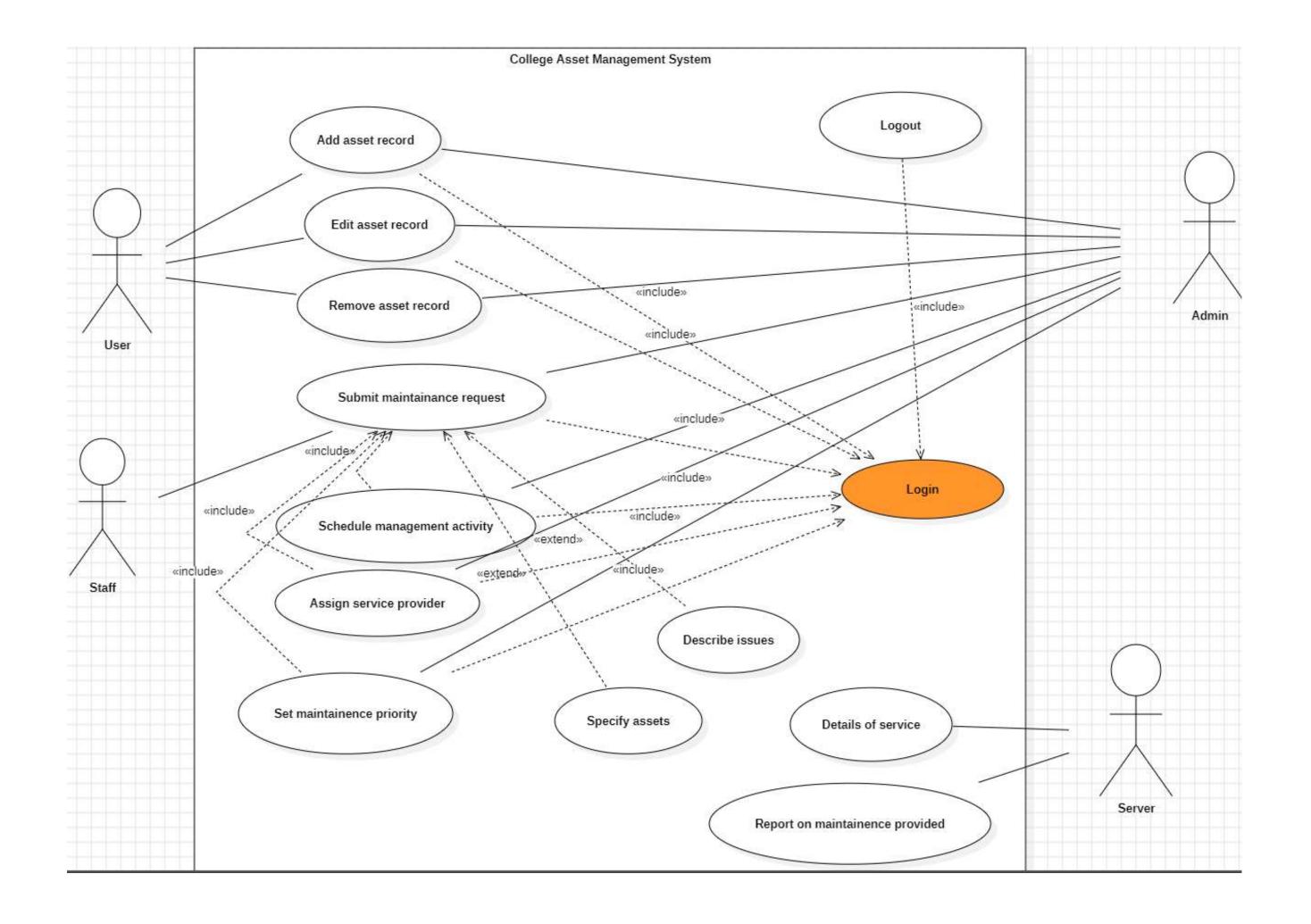
A java based project on Asset management system

AIM: Develop an web based interface for College Asset management system

Content: UML diagrams:-Use Case diagram, Class diagram, CRC diagram(s), illustrating the design of your program

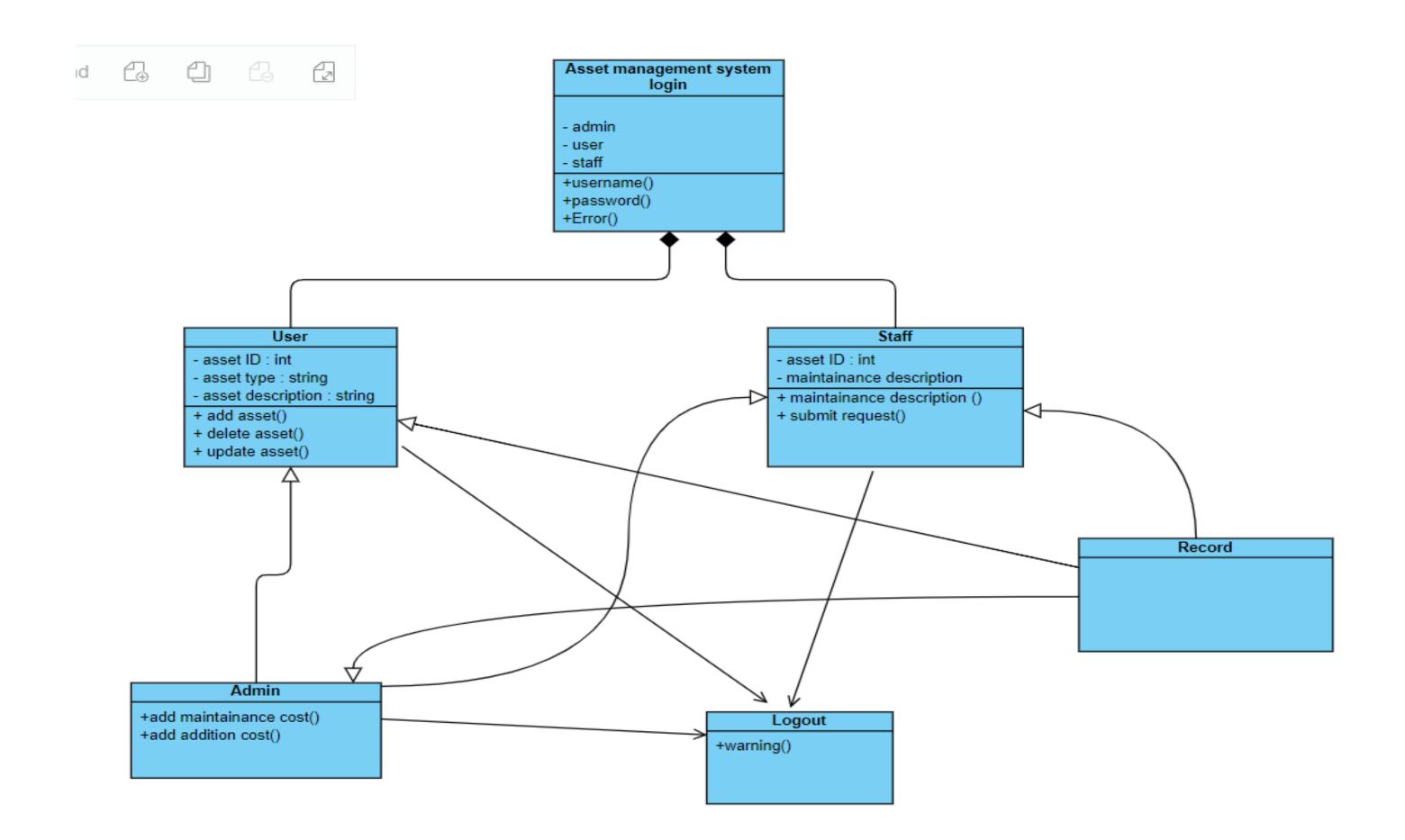
USE CASE DIAGRAM

A UML use case diagram is the primary form of system/software requirements for a new software program underdeveloped. A key concept of use case modeling is that it helps us design a system from the end user's perspective. It is an effective technique for communicating system behavior in the user's terms by specifying all externally visible system behavior.



CLASS DIAGRAM

The class diagrams are widely used in the modeling of object oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages. Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram.



CRC DIAGRAM

Class-responsibility-collaboration (CRC) cards are a brainstorming tool used in the design of object-oriented software. To create a CRC card, you can begin by writing out a scenario which identifies the major actors and actions which the actors do. Only write out actions and actors specific to that particular scenario. Nouns should turn into the classes of the card, verbs typically turn into the responsibilities of the card, and collaborators are the other cards with which the card will be interacting.

Asset Management System				
Responsibilities:	Collaborations:			
- Manage GUI components - Handle button actions - Add, edit, and delete assets - Manage file system interactions	- J Button (add Button, edit Button, Delete Button, logout Button, View Data Button) - J Label (title Label, asset ID Label, Asset Type Label, asset Description Label) - J Text Field (asset ID <u>Text Field</u> , Asset Type Text Field) - J Text Area (asset Description Text Area) - J Check Box (checkbox) - Map <string, string=""> asset Map - List<string> asset List</string></string,>			

	Staff Maintenance System				
	Responsibilities:	Collaborations:			
, edit	- Manage GUI components and layout	- J Label (title Label, asset ID Label, Maintenance Details Label)			
it Button,	- Handle button actions and user interactions	- J Text Field (asset ID Text Field)			
sset ID	- Submit maintenance requests	- J Text Area (maintenance Details Text Area)			
set	- View file data - Update file with maintenance details	- J Button (submit Button, view Data Button,			
<u>Text Field</u> , I)	- Open login page upon logout - Show success and error dialogs	- Map <string, string=""> maintenance Map</string,>			
scription		- File (assetData.txt) - Scanner, StringBuilder, J Scroll Pane			
ox)		- J Option Pane (for dialogs)			
asset Map st		- Logout App (mentioned, details not provided)			

Admin Management System	
Responsibilities:	Collaborations:
- asset Title Label: J Label	+ action Performed (Action Event): void
- asset ID Label: J Label	+ Substring Checker (String): boolean
- asset Type Label: J Label	+ show Maintenance Status Options (String,
- asset Description Label: J Label	String): void
- asset ID Text Field: J Text Field	+ update the File (String, String, String): void
- asset Type Text Field: J Text Field	+ write Updates To File (String): void
- asset Description Text Area: J Text Area	+ display File Data (): void
- add Button: J Button	+ write To File (String): void
- edit Button: J Button	+ delete File (String): void
- delete Button: J Button	+ update File (String, String, String): void
- duplicate Checkbox: J Check Box	+ show Success Message (String): void
- maintenance Title Label: J Label	+ show Error Message (String): void
- maintenance Asset ID Label: J Label	+ show Maintenance Due Message (): void
- maintenance Details Label: J Label	
- maintenance Asset ID Text Field: J Text Field	
- maintenance Details Text Area: J Text Area	
- submit Maintenance Status Button:	
J Button	
- logout Button: J Button	
- view File Data Button: J Button	
- asset Map: Map <string, string=""></string,>	
- asset List: List <string></string>	
- maintenance Map: Map <string, string=""></string,>	

Logout App					
Responsibilities:	Collaborations:				
- Handle logout process	None				

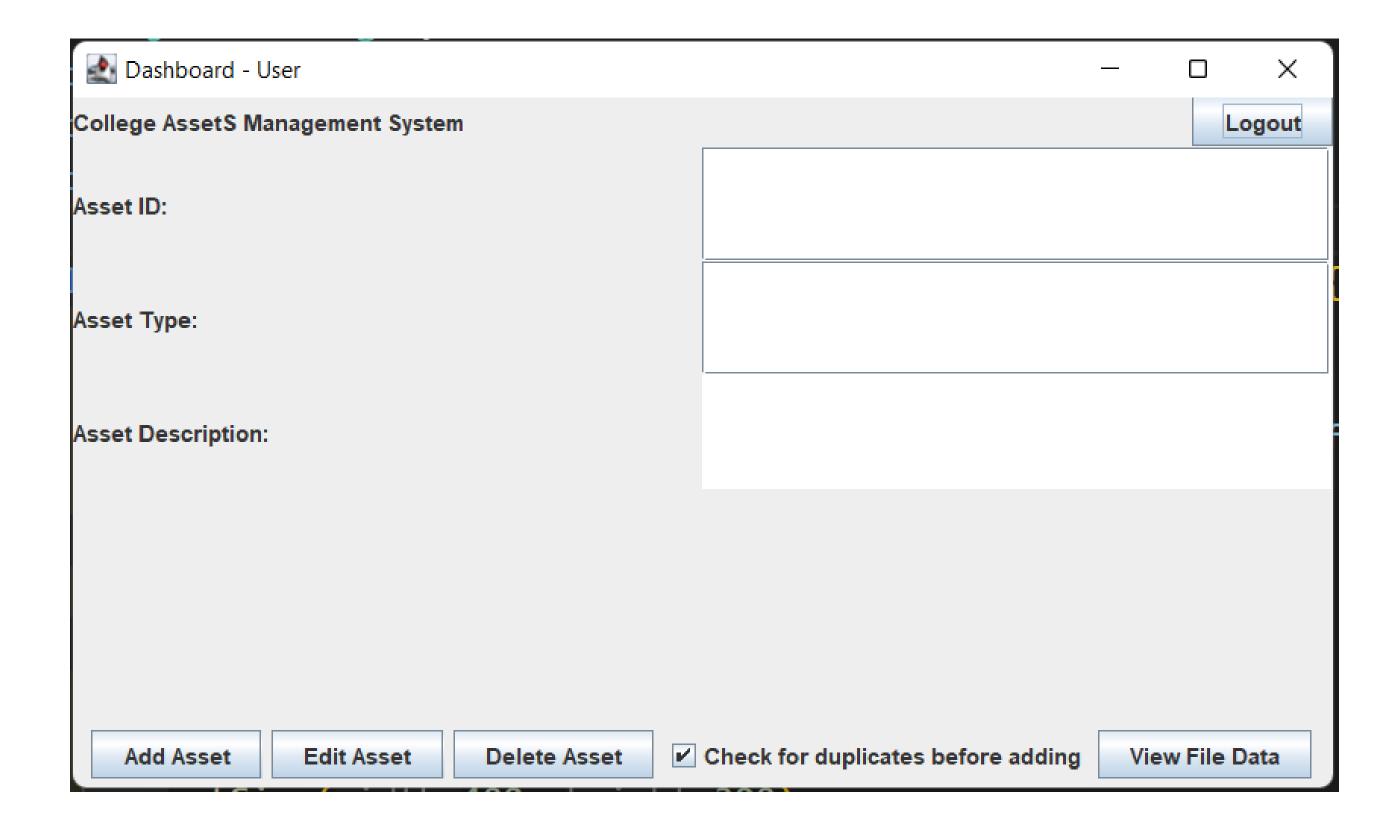
Login Page:

Login Page		_	×
Select User Type:			
Admin	○ User		
○ Staff			
Username:			
Password:			
		Login	

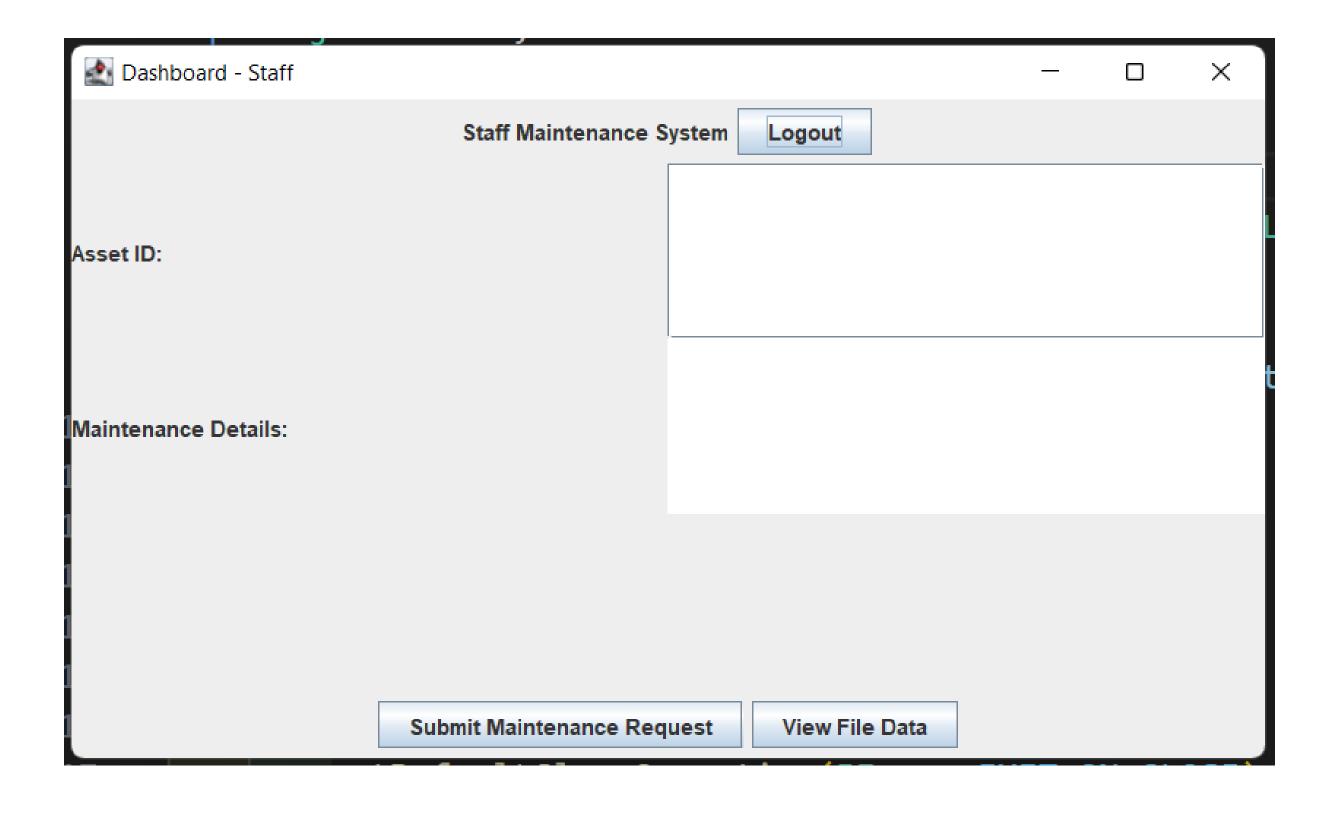
Logout Page:



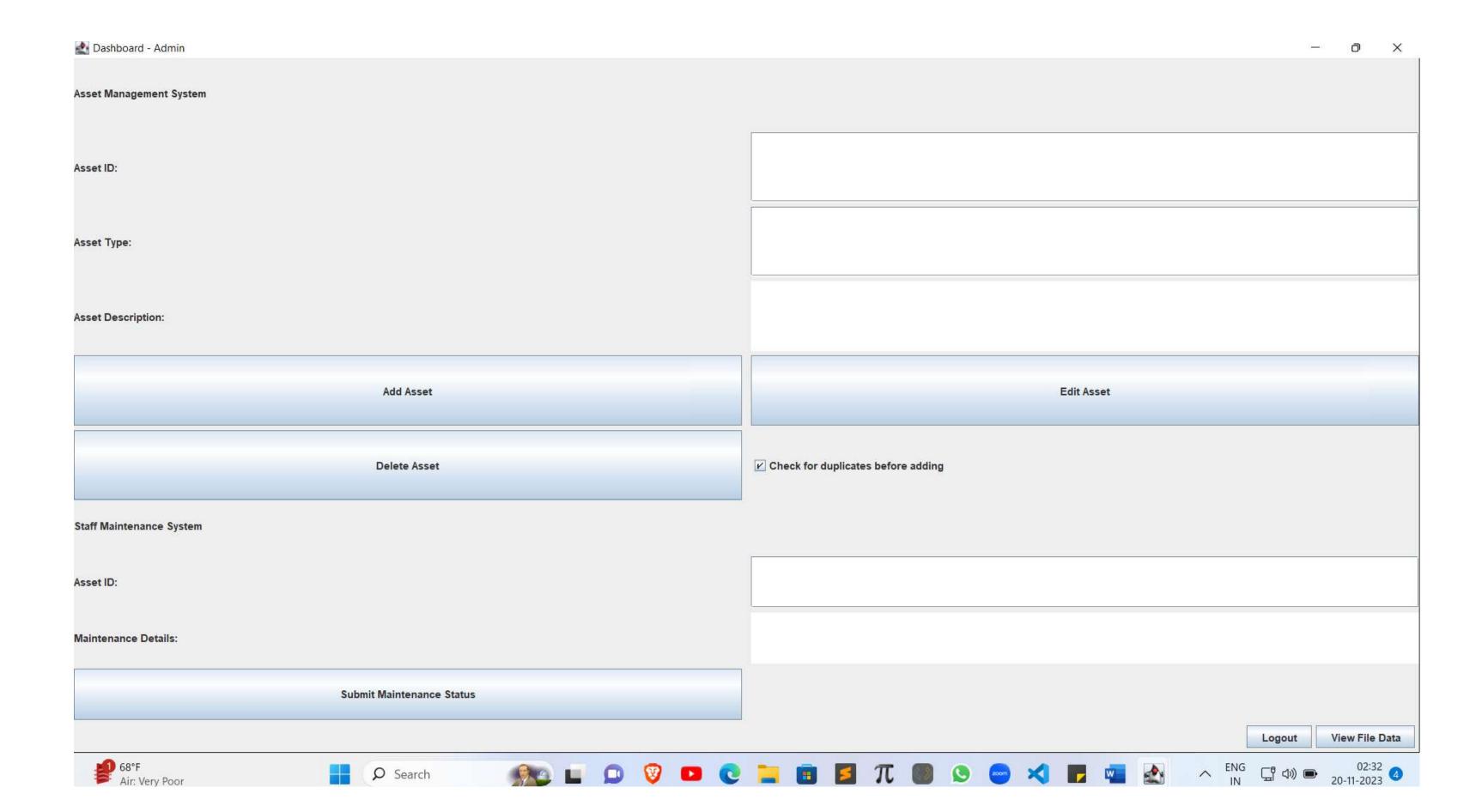
User Interface:



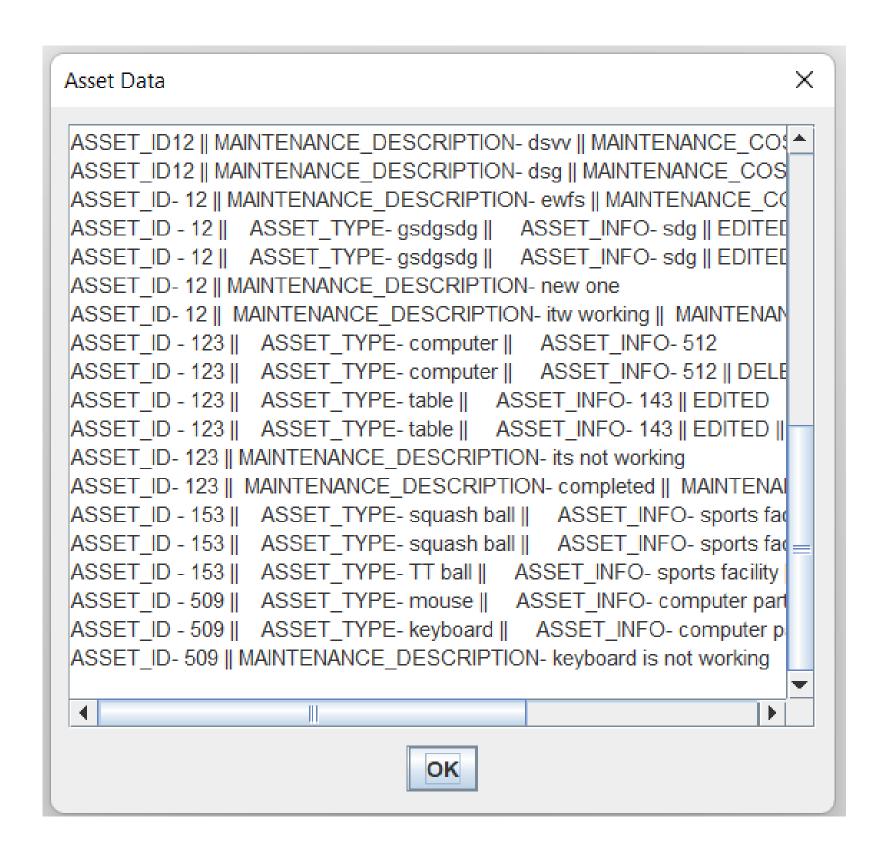
Staff Interface:



Admin Interface:



Record of all the operations:



Thank You