SOFTWARE DESIGN V1.0

For Productivity Manager System

Abstract

Submitted in partial fulfillment of the requirements of the software engineering course

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INTRODUCTION

PURPOSE

This document defines the system design for this productivity management system. It should illustrate how classes will be structured and arranged and how they will communicate.

This document also includes sequence diagrams to follow up some use case descriptions.

OVERVIEW

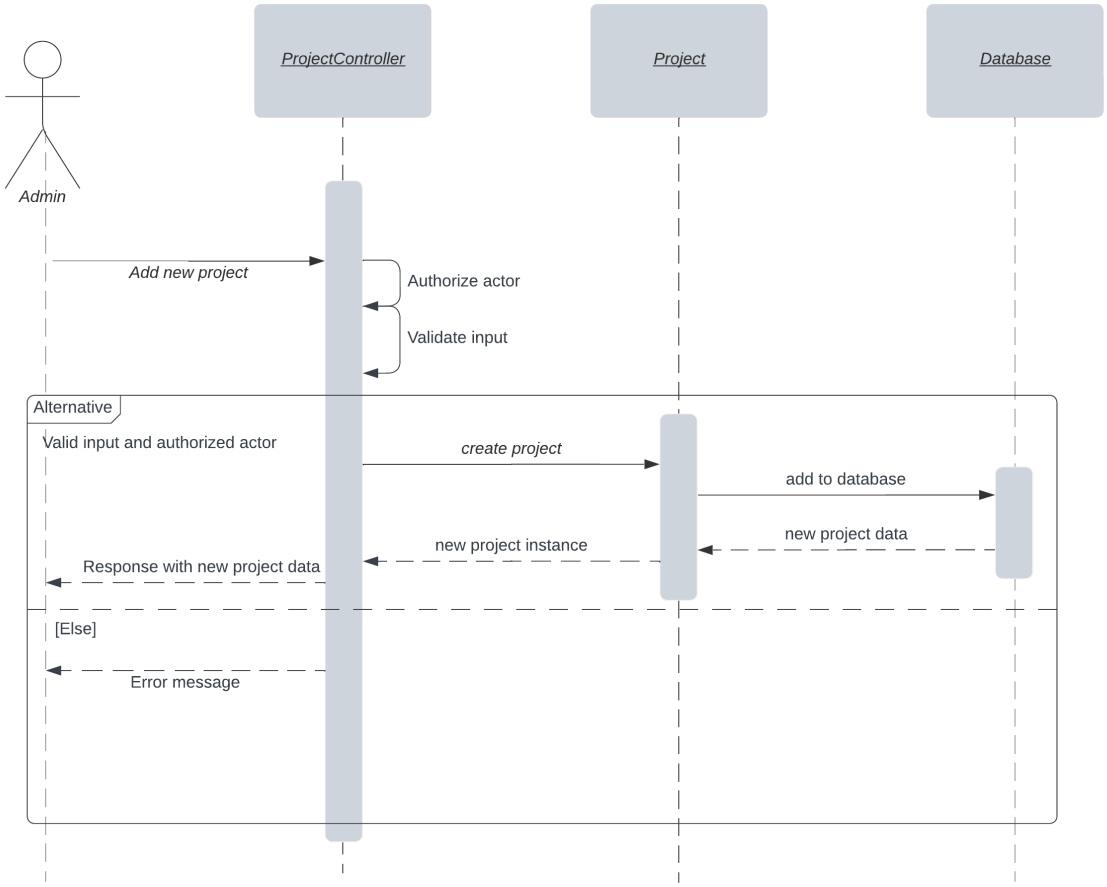
In this document, the system structure is described in the class diagram. Sequence diagrams for functional requirements are also included as follow up on the SRS document.[1]

[1] See SRS document for details about functional requirements and their use cases.

SEQUENCE DIAGRAMS

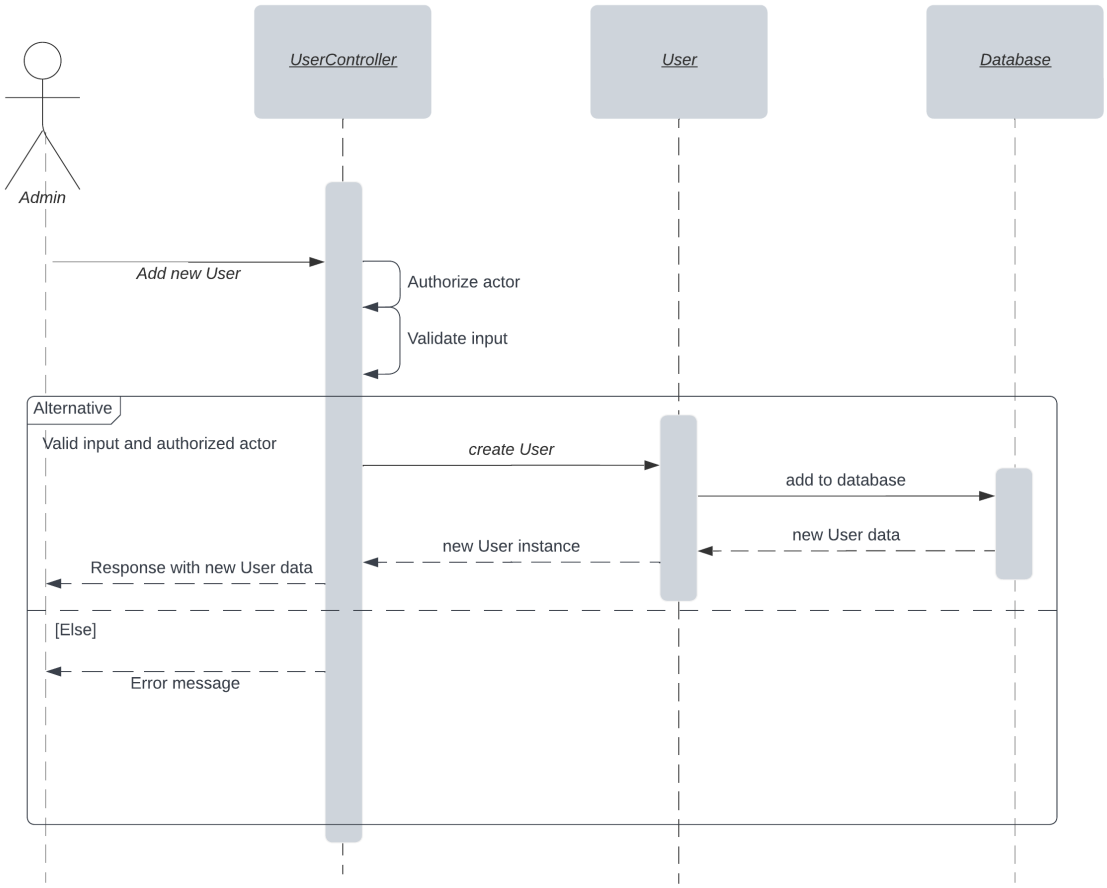
ADD NEW PROJECT

- See use case: UC4.1



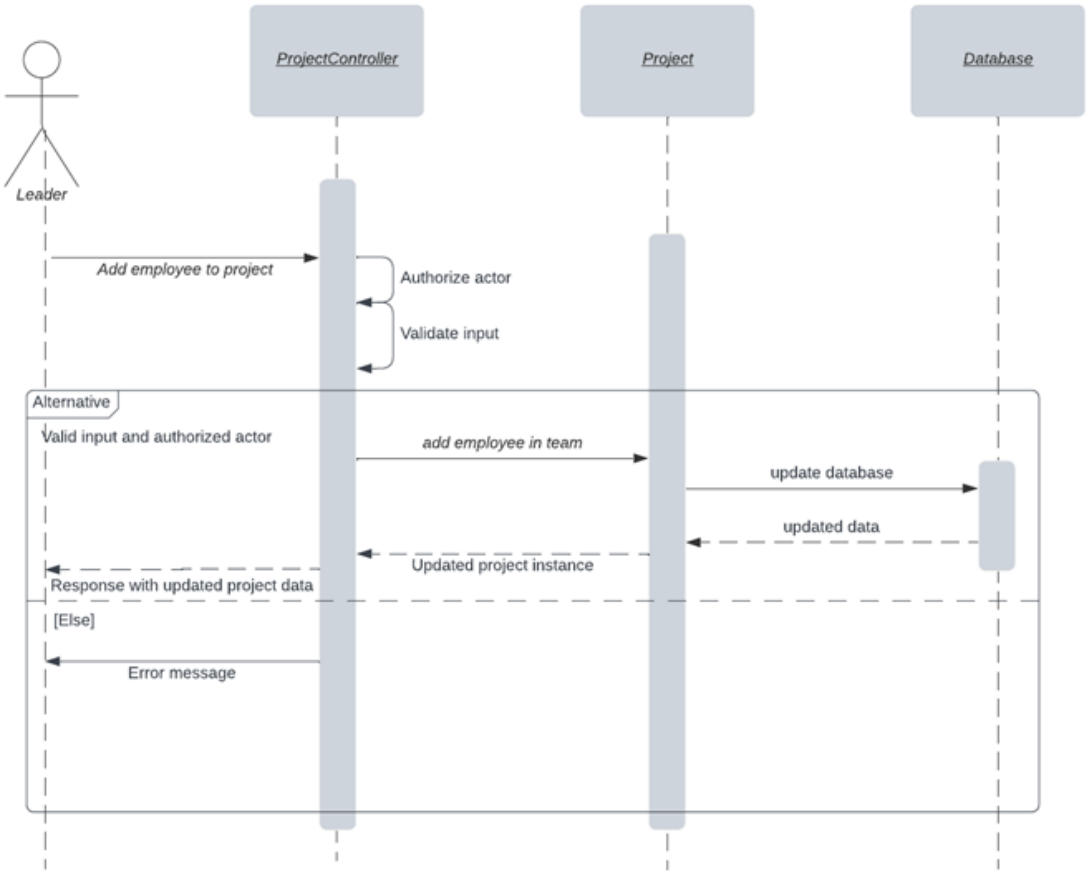
ADD NEW USER

- See use case: UC2.1



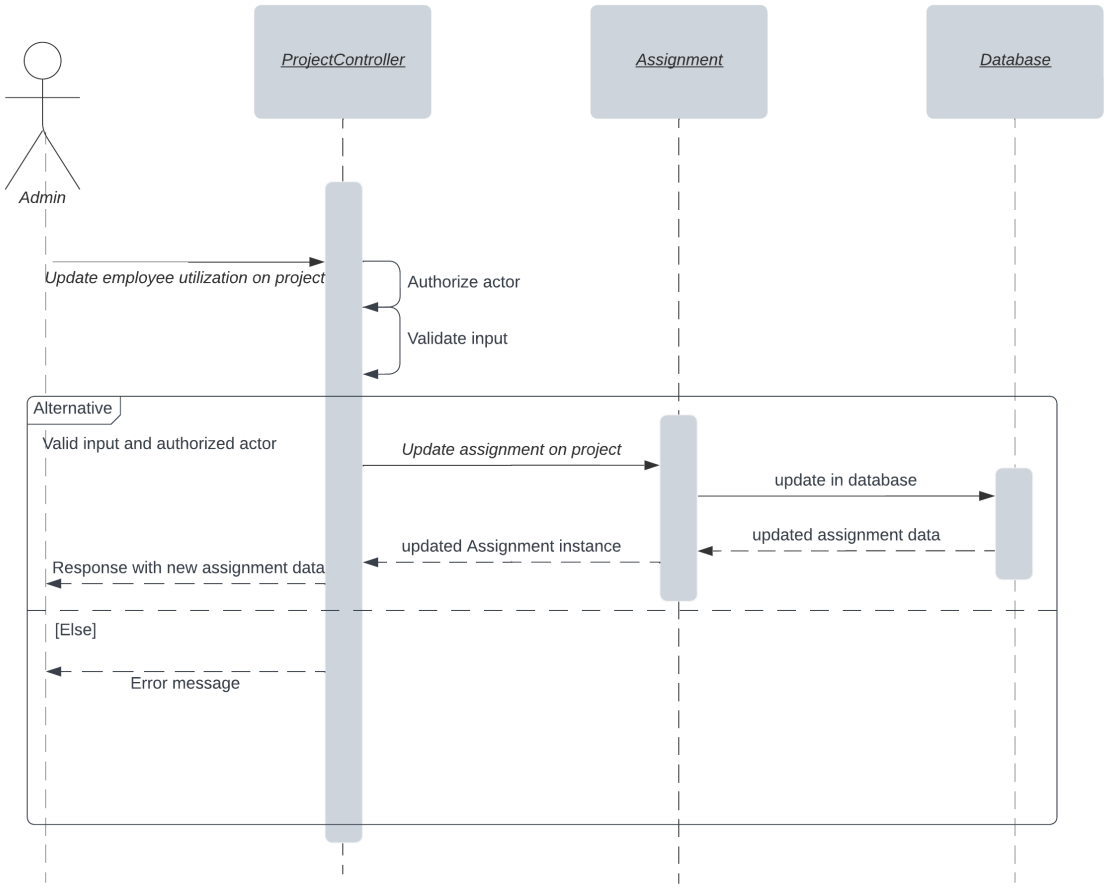
ASSIGN EMPLOYEE TO PROJECT

- See use case: UC4.3.1



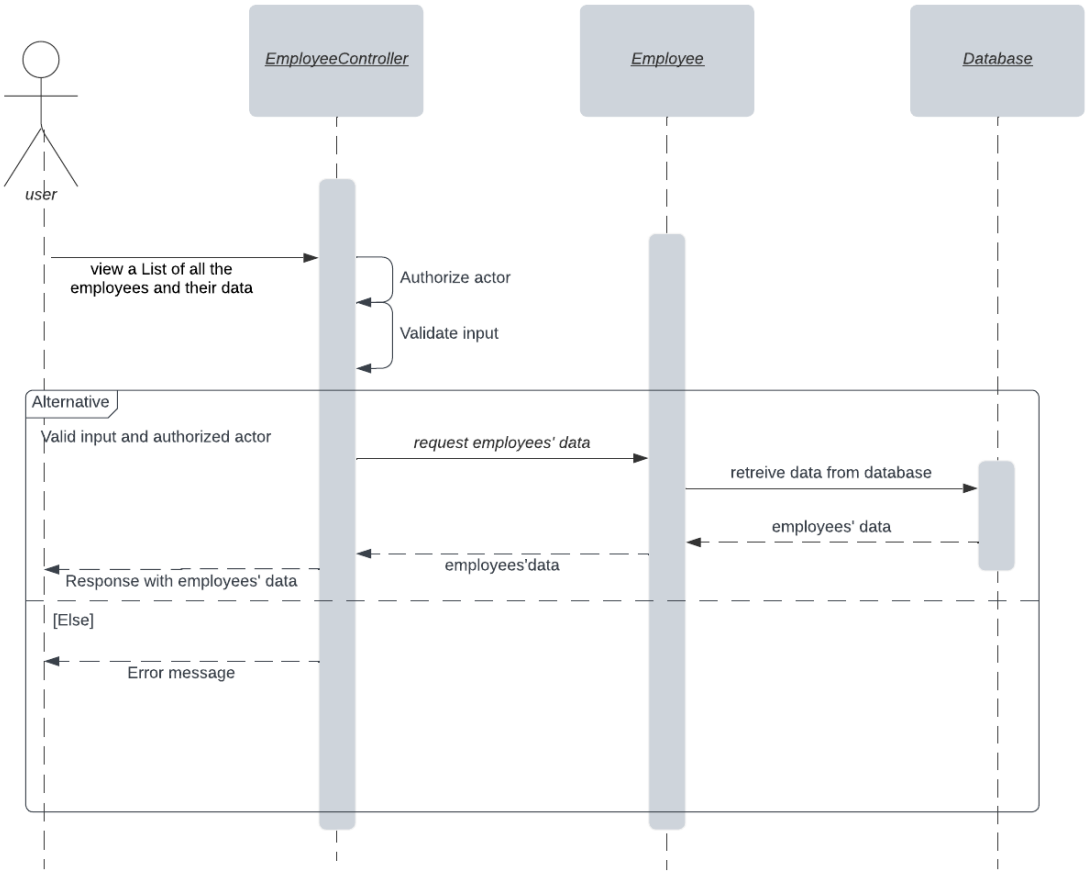
UPDATE EMPLOYEE UTILIZATION ON PROJECT

- See use case: UC4.3.4



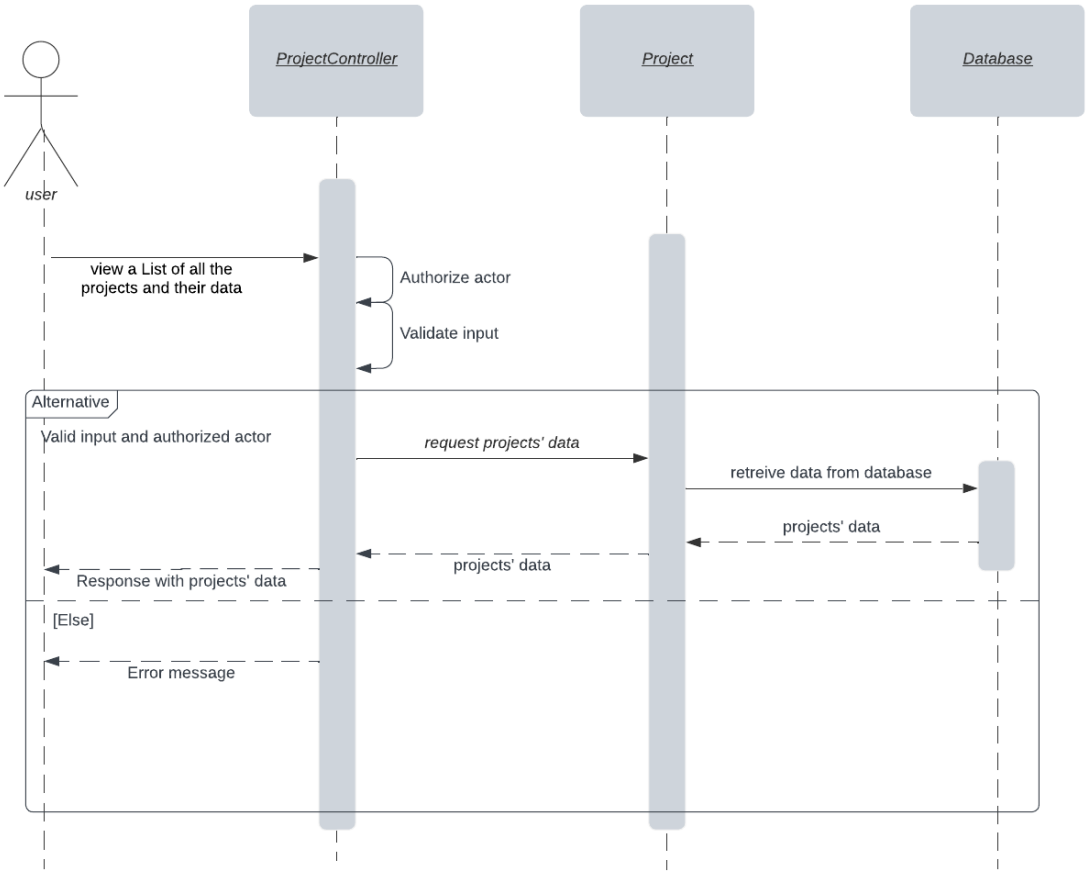
VIEW EMPLOYEES

- See use case: UC3.2



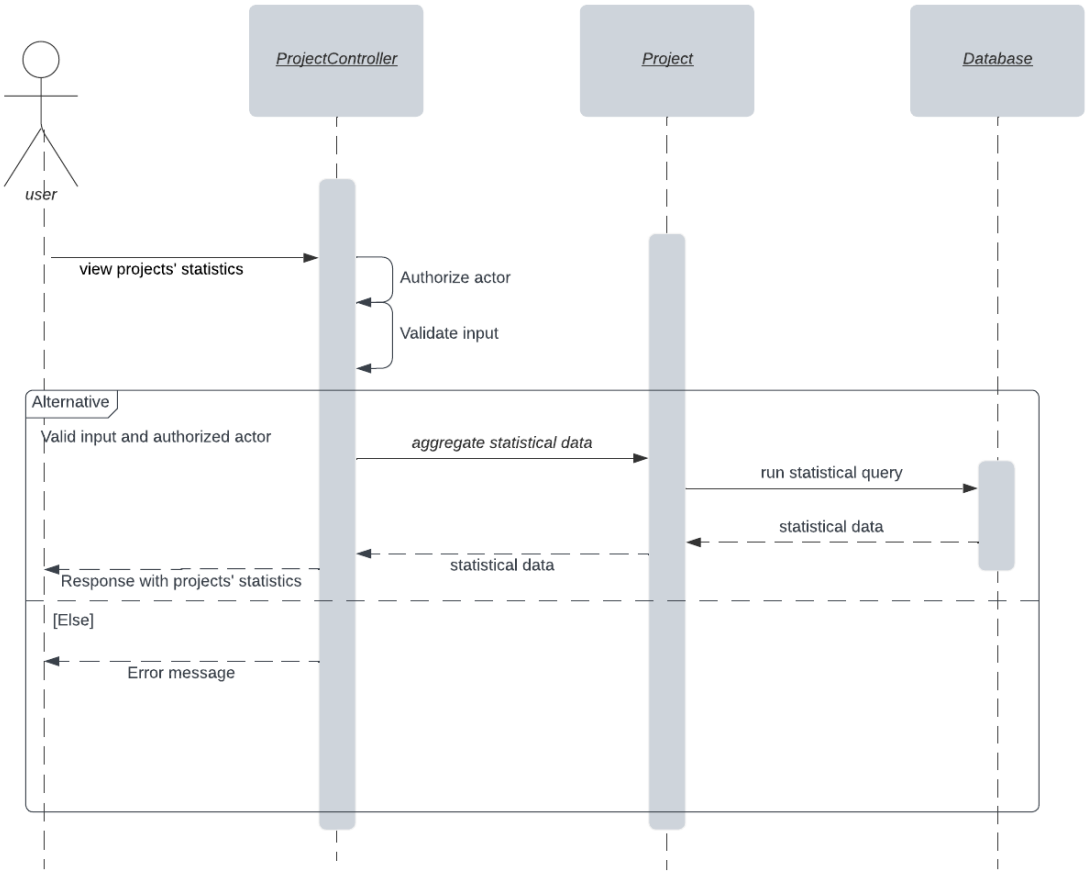
VIEW PROJECTS

- See use case: UC4.2



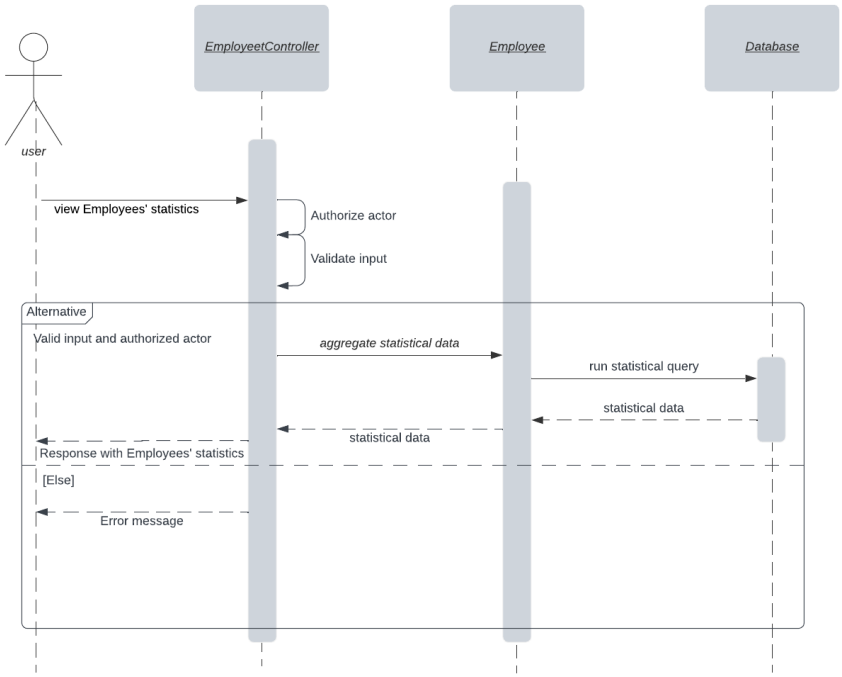
VIEW PROJECT STATISTICS

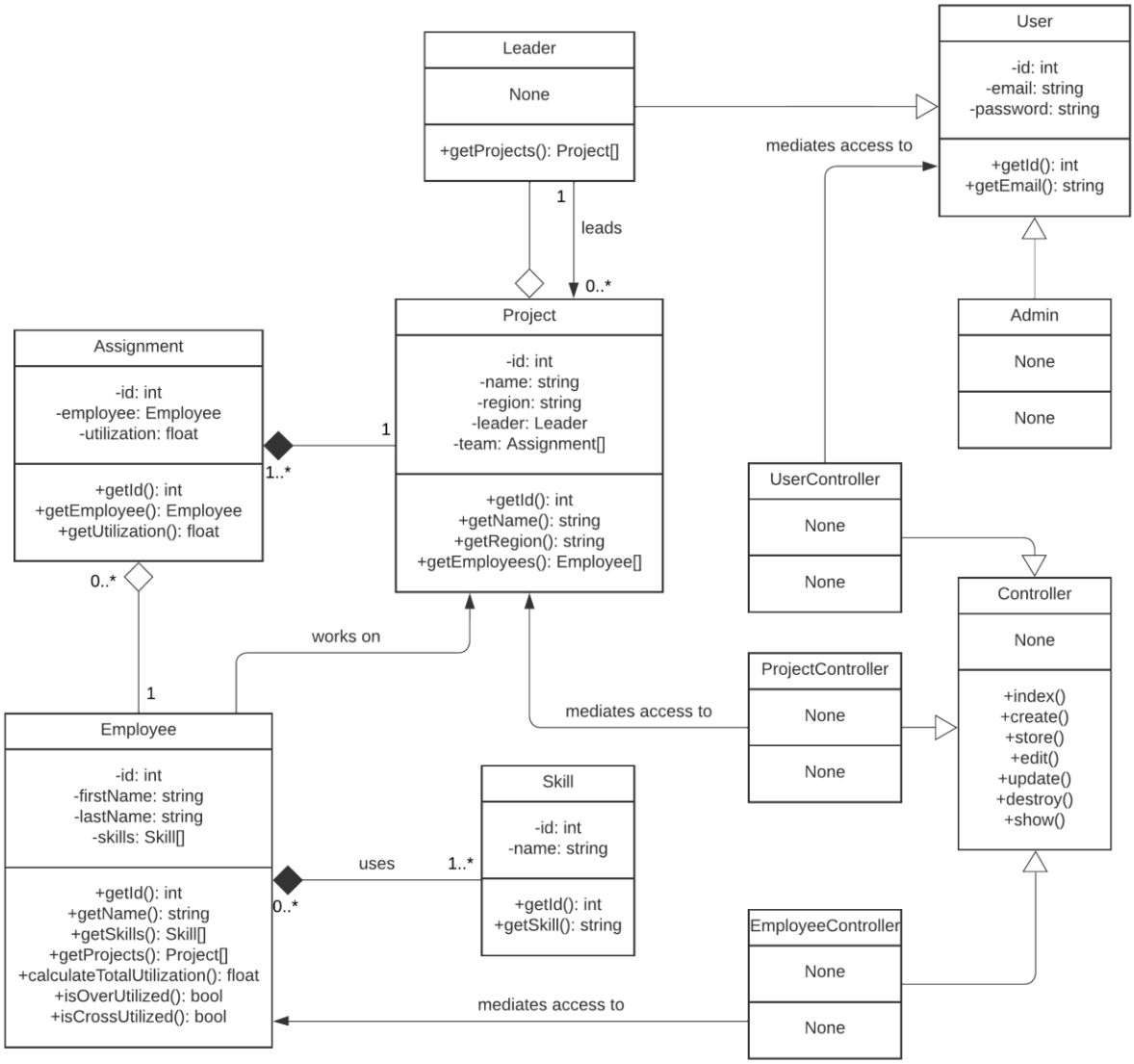
- See use case: UC5



VIEW EMPLOYEE STATISTICS

- See use case: UC5



DESIGNS

CLASS DIAGRAM