# **RMS System Architecture**

This System Architecture displays the way the Rms system will work internally,

Following the main screen mock this flowchart will present how each button will communicate with the internal system.

The main buttons displayed will function as displayed in the structure.

The first step the user will see will be the login panel, after entering the user details, the system will communicate with the data base sending a search signal into the User database to look for the user, if the user is found in the database the system will move on and show the main dashboard, if the user is not in the system it will be redirected to the login page again.

The animals button will display the main frame image from the mock and will communicate with the database prompting a search for the filters inputted in the animals record system and will return the data found in that filter back and display a list of the animals.

The zoo document button will communicate with the database and will prompt the animal and zoo records to search for the filters selected.

All records will display on the page all the documents that are stored in the database.

The Home button will redirect the user back to the dashboard from any page he is on.

The visitor button will let the user access the database and prompt basic information regarding the customers that interacted with the system without having an account.

The Sponsor button will communicate with the database and search a sponsor based on the filters or displays all the sponsors.

Tickets button will display the user the tickets prices and offers them the ability to change the product records.

The Membership button will access the database and displays a search record of the filters inputted or a list of all members.

The bin button will check if there are any items stored in the bin, if there are items in the bin it will display the items inside, if the bin is empty the system will display a message telling the user that the bin is empty.