

### UNIVERSIDAD

### DOCUMENTO DE DIAGRAMAS DE SECUENCIA

**ECI-Bienestar** 

Equipo Diamante

### **MODULO**

Gestión de Turnos para Servicios de Bienestar Universitario

### **PROGRAMA**

Ingeniería de Sistemas

#### **ASIGNATURA**

Ciclos de Vida del Desarrollo de Software (CVDS)

#### **PROFESORES**

Ing. Rodrigo Humberto Gualtero Martínez

Ing. Andrés Martín Cantor Urrego

# Contenido

Descripción del Modulo	
Organización de los diagramas	3
Controller	4
Multimedia-Controller	4
Report-Controller	5
University-Welfare-Controller	6
Service	12
Multimedia-Service	12
Turn-Service	14
University-Welfare-Service	20

## Descripción del Modulo

En esta sección se documentan los distintos **diagramas de secuencia** que describen la interacción entre componentes del sistema a lo largo del tiempo, específicamente en los flujos clave definidos para cada módulo funcional. Estos diagramas son fundamentales para visualizar cómo los distintos servicios, controladores y entidades colaboran para cumplir con los casos de uso definidos.

## Organización de los diagramas

Los diagramas de secuencia están organizados en carpetas bajo el directorio sequence-diagrams, de acuerdo con los **módulos funcionales y técnicos del sistema**. La estructura sigue el patrón de arquitectura de capas (README back):

- controller/: contiene los diagramas centrados en las interacciones a nivel de API y controladores HTTP.
- service/: contiene los diagramas que detallan la lógica de negocio y cómo los servicios internos del sistema gestionan los procesos.

Cada subcarpeta dentro de controller y service corresponde a un módulo específico del sistema:

#### multimedia-controller y multimedia-service

Documentan los flujos relacionados con la carga, consulta y validación de archivos multimedia asociados a turnos médicos o usuarios.

#### • report-controller

Contiene diagramas que representan la comunicación entre el sistema principal y el módulo externo de estadísticas y reportes, así como la exposición de esos datos al usuario.

#### • university-welfare-controller y university-welfare-service

Representan las operaciones relacionadas con el bienestar universitario, incluyendo flujos de asistencia social o seguimiento de estudiantes.

#### • turn-service

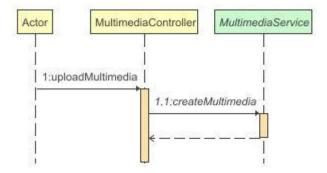
Incluye los diagramas para la gestión de turnos médicos, como la asignación, finalización (por asistencia o no asistencia) y consulta de disponibilidad.

Estos diagramas permiten una comprensión clara del comportamiento del sistema en tiempo de ejecución y son una herramienta útil tanto para desarrolladores como para analistas funcionales.

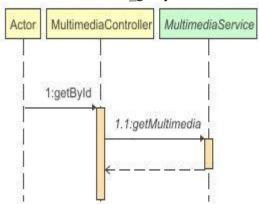
## Controller

### Multimedia-Controller

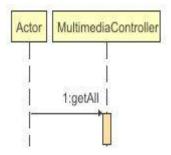
MultimediaController\_uploadMultimedia



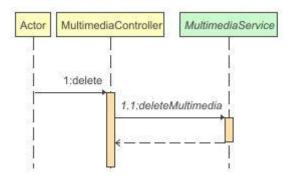
MultimediaController getById



MultimediaController getAll

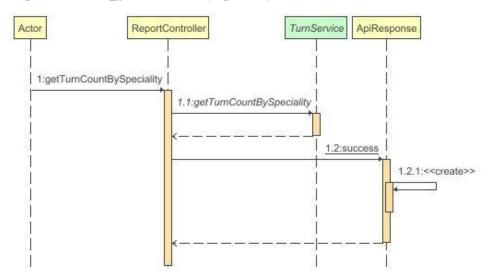


MultimediaController\_delete

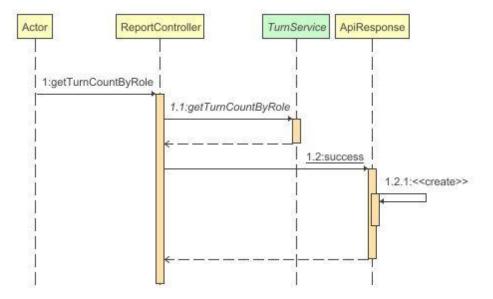


## Report-Controller

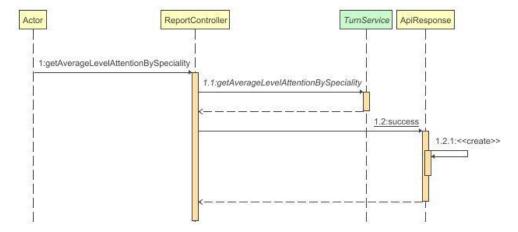
 $ReportController\_getTurnCountBySpeciality$ 



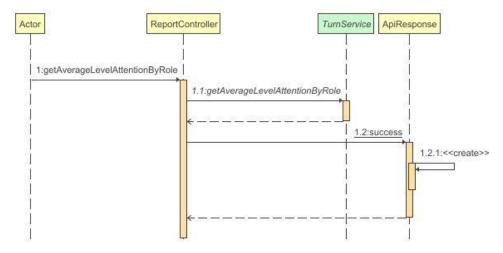
 $ReportController\_getTurnCountByRole$ 



 $ReportController\_getAverageLevelAttentionBySpeciality$ 

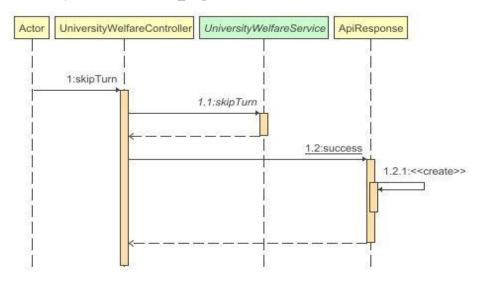


### $ReportController\_getAverageLevelAttentionByRole$

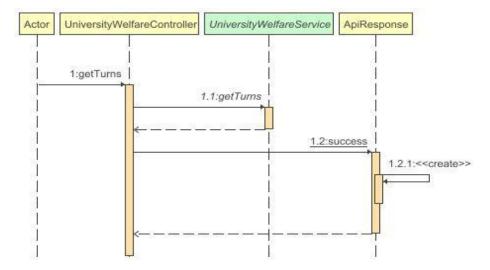


## University-Welfare-Controller

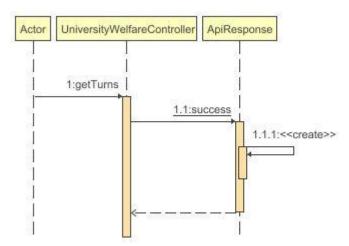
 $University Welfare Controller\_skip Turn$ 



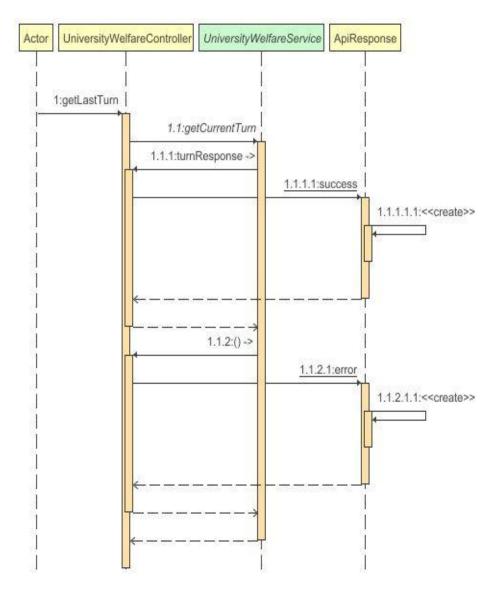
### UniversityWelfareController\_getTurnsBySpeciality



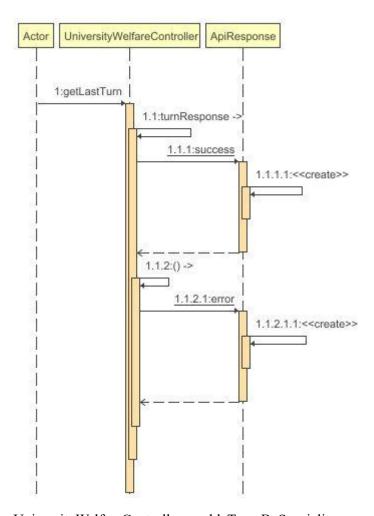
### UniversityWelfareController\_getTurns



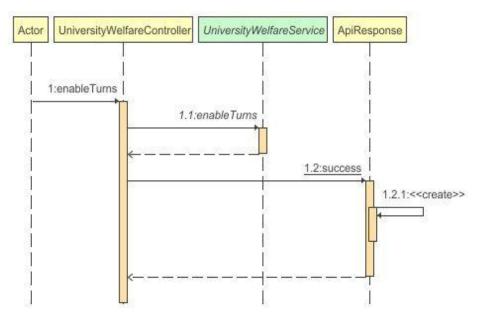
 $University Welfare Controller\_get Last Turn By Speciality$ 



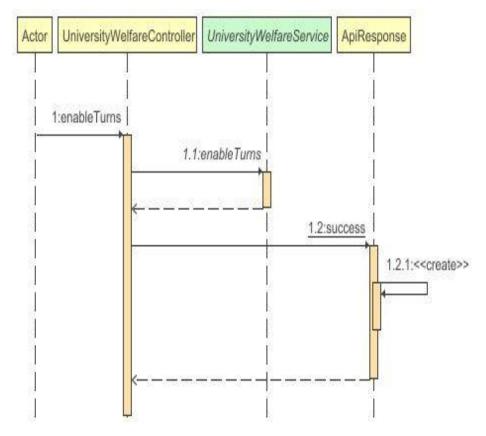
 $University Welfare Controller\_get Last Turn$ 



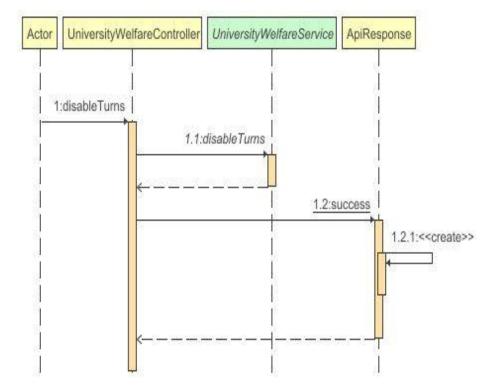
 $University Welfare Controller\_enable Turns By Speciality$ 



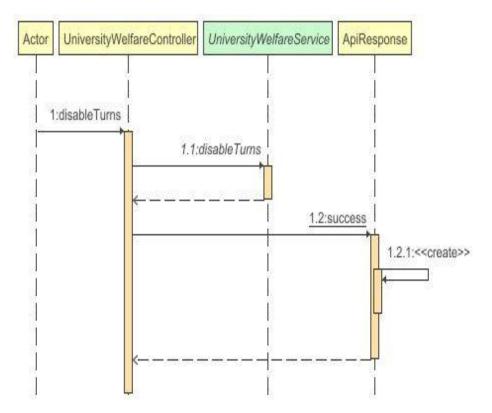
 $University Welfare Controller\_enable Turns$ 



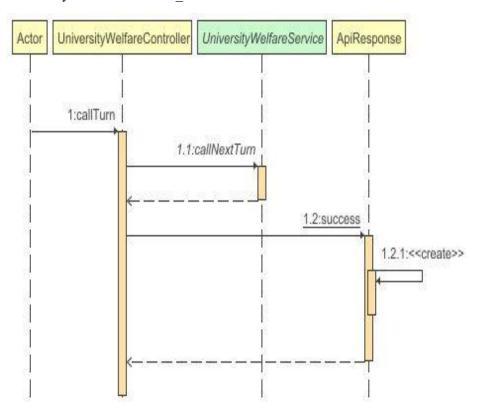
 $University Welfare Controller\_disable Turns By Speciality$ 



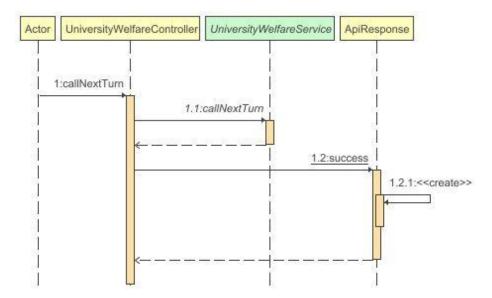
 $University Welfare Controller\_disable Turns$ 



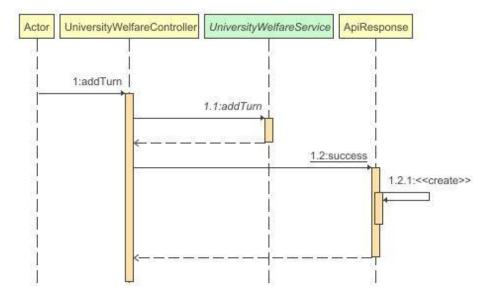
UniversityWelfareController\_callTurn



 $University Welfare Controller\_call Next Turn$ 



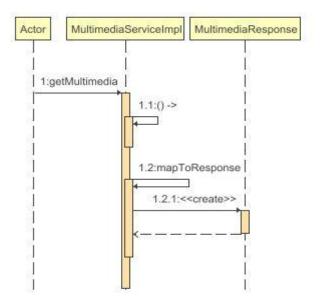
 $University Welfare Controller\_add Turn$ 



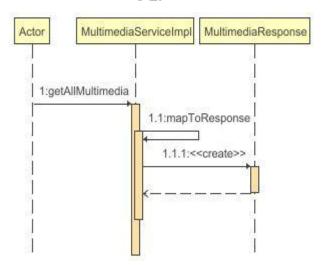
# Service

### Multimedia-Service

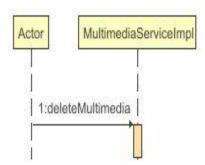
 $Multimedia Service Impl\_get Multimedia$ 



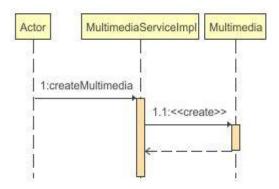
 $Multimedia Service Impl\_get All Multimedia$ 



 $Multimedia Service Impl\_delete Multimedia$ 

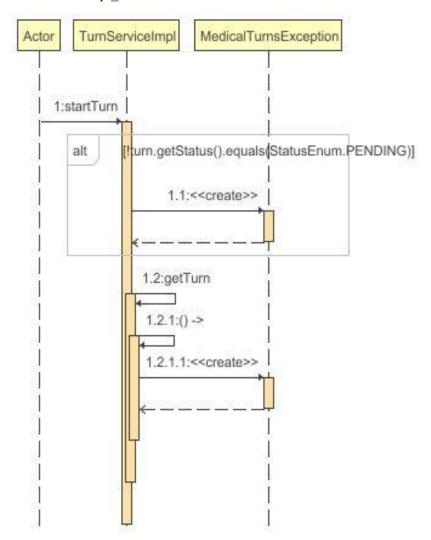


 $Multimedia Service Impl\_create Multimedia\\$ 

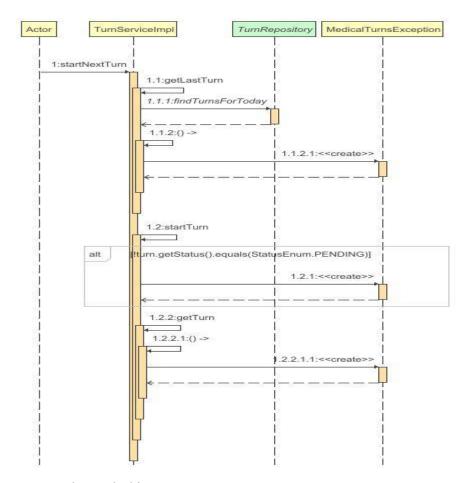


### Turn-Service

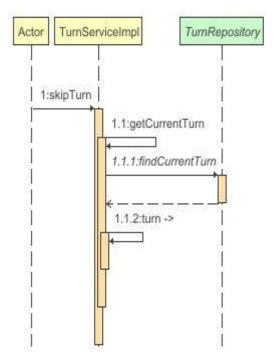
TurnServiceImpl\_startTurn



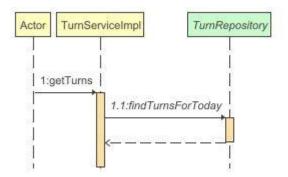
 $TurnServiceImpl\_startNextTurn$ 



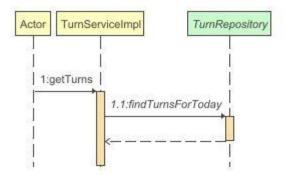
TurnServiceImpl\_skipTurn



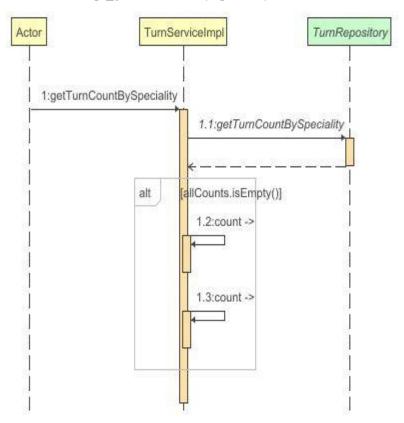
 $Turn Service Impl\_get Turns By Speciality$ 



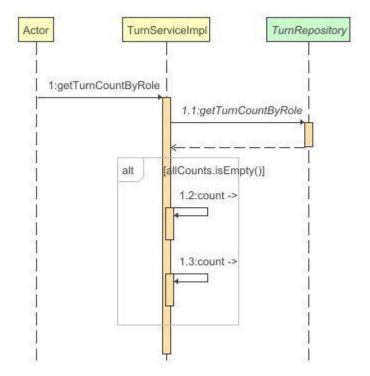
TurnServiceImpl\_getTurns



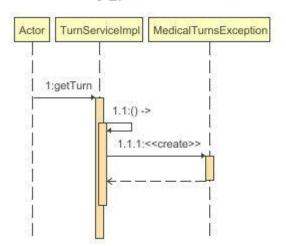
TurnServiceImpl\_getTurnCountBySpeciality



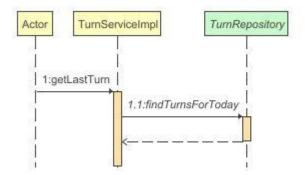
 $TurnServiceImpl\_getTurnCountByRole$ 



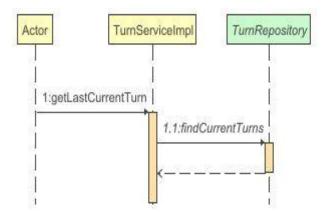
### $TurnServiceImpl\_getTurn$



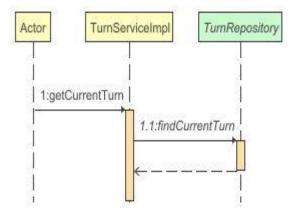
 $TurnServiceImpl\_getLastTurn$ 



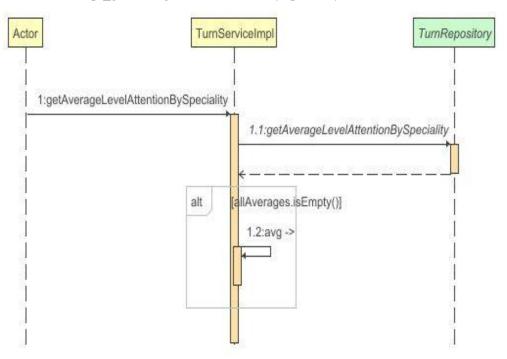
 $TurnServiceImpl\_getLastCurrentTurn$ 



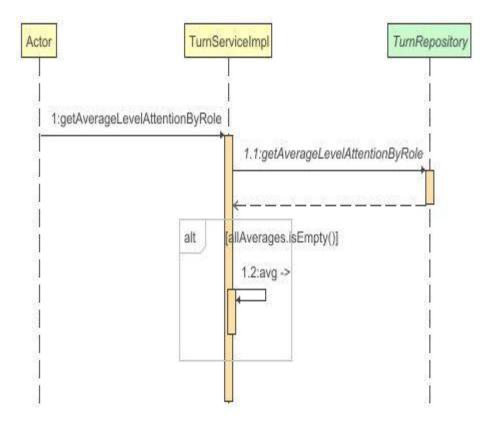
TurnServiceImpl\_getCurrentTurn



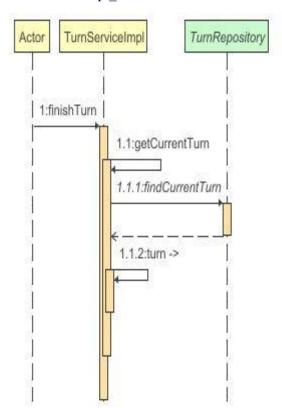
TurnServiceImpl\_getAverageLevelAttentionBySpeciality



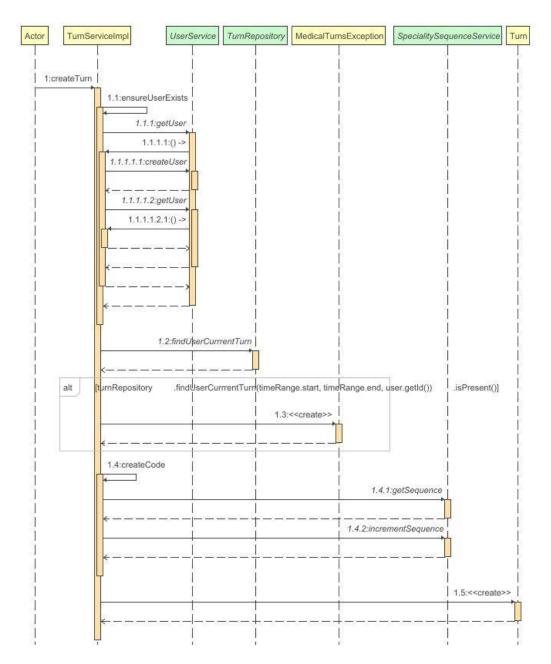
 $Turn Service Impl\_get Average Level Attention By Role$ 



 $TurnServiceImpl\_finishTurn$ 

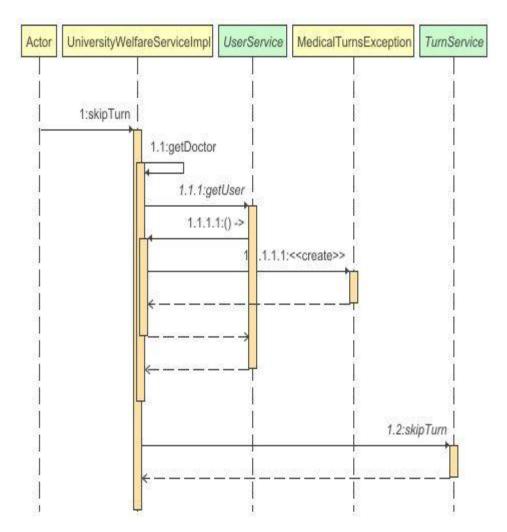


 $Turn Service Impl\_create Turn$ 

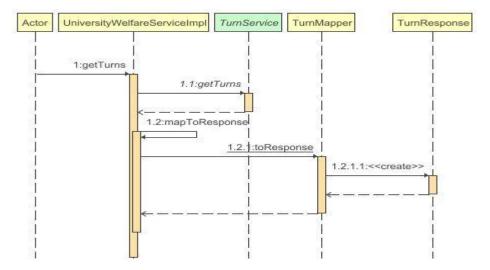


## University-Welfare-Service

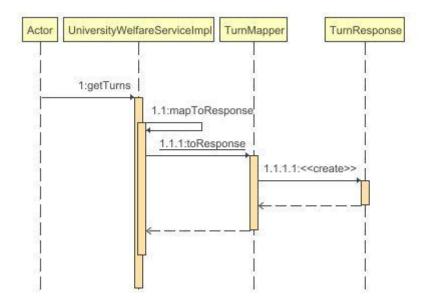
 $University Welfare Service Impl\_skip Turn$ 



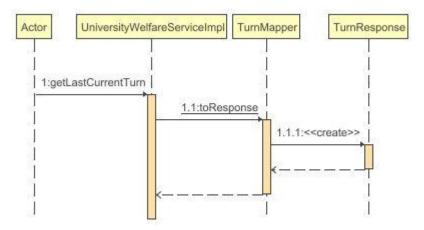
 $University Welfare Service Impl\_get Turns By Speciality$ 



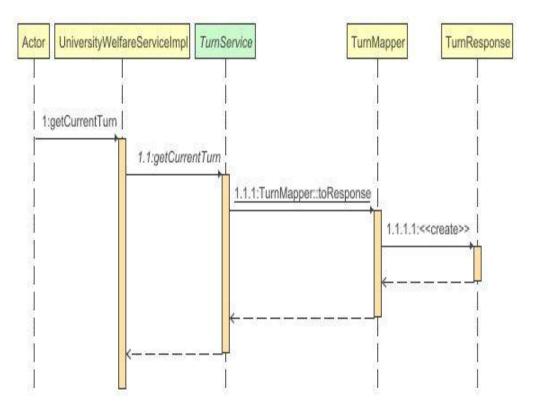
 $University Welfare Service Impl\_get Turns$ 



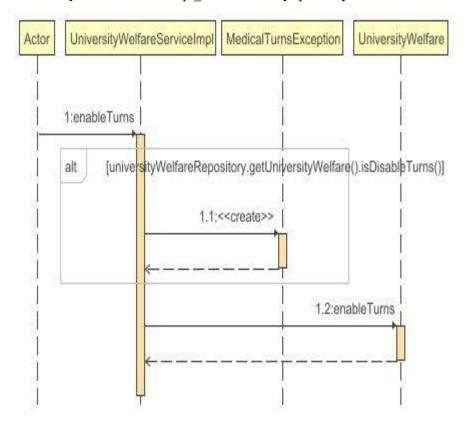
 $University Welfare Service Impl\_get Last Current Turn$ 



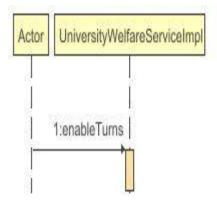
 $University Welfare Service Impl\_get Current Turn$ 



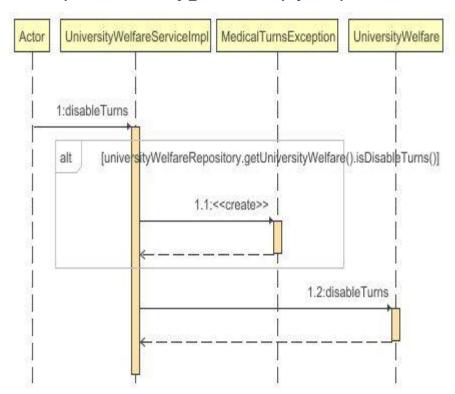
 $University Welfare Service Impl\_enable Turns By Speciality\\$ 



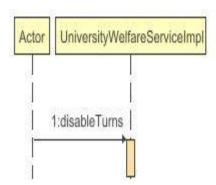
 $University Welfare Service Impl\_enable Turns$ 



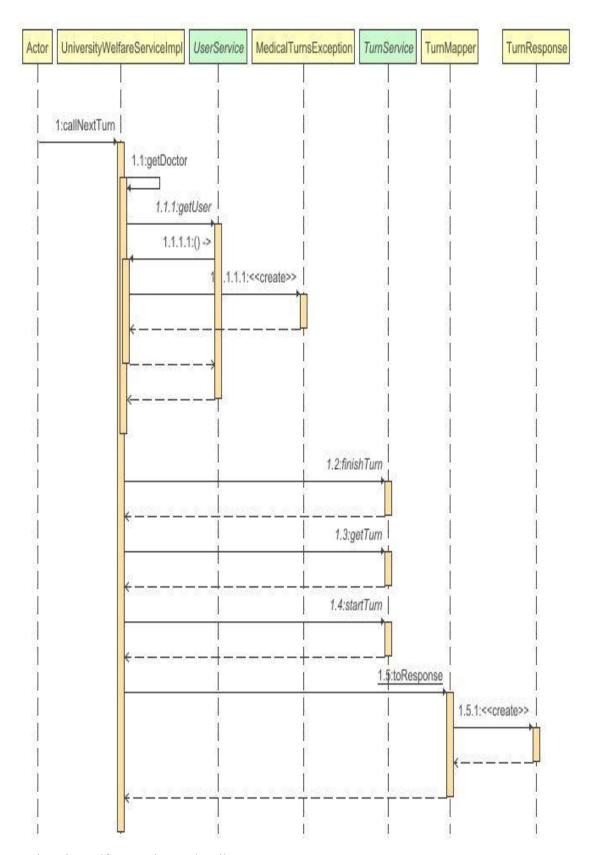
 $University Welfare Service Impl\_disable Turns By Speciality$ 



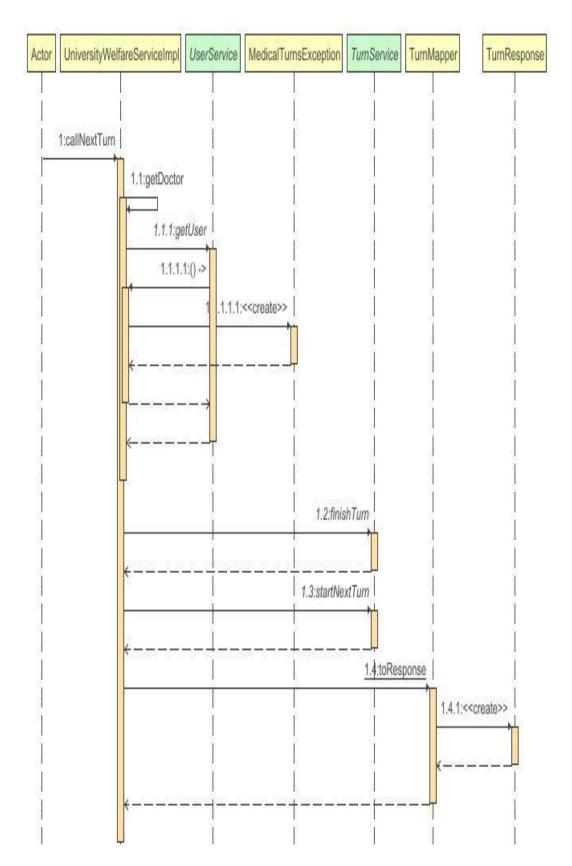
UniversityWelfareServiceImpl disableTurns



 $University Welfare Service Impl\_call Next Turn By Id\\$ 



 $University Welfare Service Impl\_call Next Turn$ 



 $University Welfare Service Impl\_add Turn$ 

