Design Sequence Diagrams of *NO! Monke-ing Around* → **AndroidMonke Productivity**

Use Case 2

User | create account GUI | create account controller | database controller | database

<<name, username, password, isTeacher, isStudent>>

<<msg:=sendDetails(username, password,isTeacher, isStudent)=String>>

msg:= Useraccount():string

U:=getName(Name): boolean

alt

[U==True]

<<msg>>

[U==False]

database.add(newUser)

<<msg>>

Use Case 1

User

login GUI

login controller

database controller

database

<<username, password>>

<<msg:=sendDetails(username, password)=String>>

<<msg:=sendDetails(username, password)=String>>

U:=getName(Name): boolean

alt

[U==True]
sends msg

sends msg

[U==False]
sends error msg

sends error msg

Use Case 7

User (actor)

event add GUI

add to-do item controller

database controller

database

User → event add GUI: <<title, description, end_date>>

event add GUI → add to-do item controller: <<msg:=sendDetails(title, description, end_date)=String>>

add to-do item controller → database controller: <<msg:=sendDetails(title, description, end_date)=String>>

database controller → database: T:=getTitle(Title): boolean

alt

[T==True]
database controller → event add GUI: sends error msg

[T==False]
database controller → database: database.add(newEvent)

event add GUI → User: sends msg