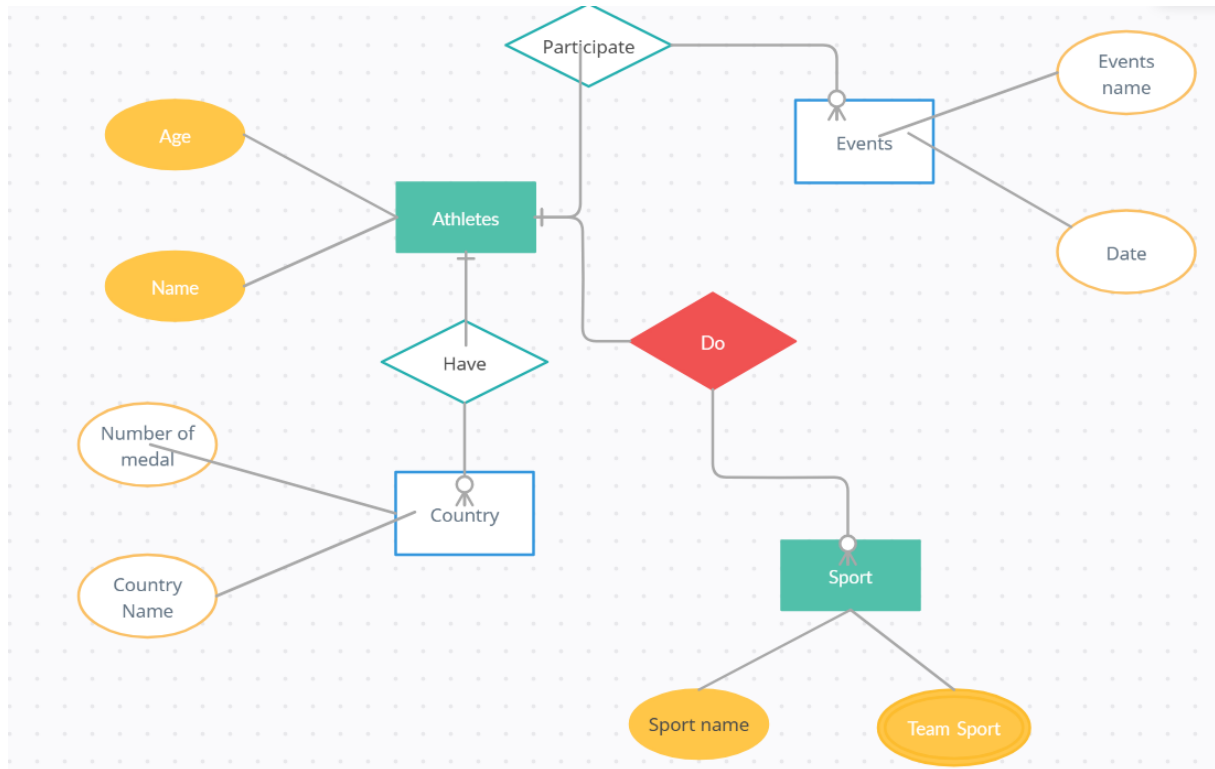
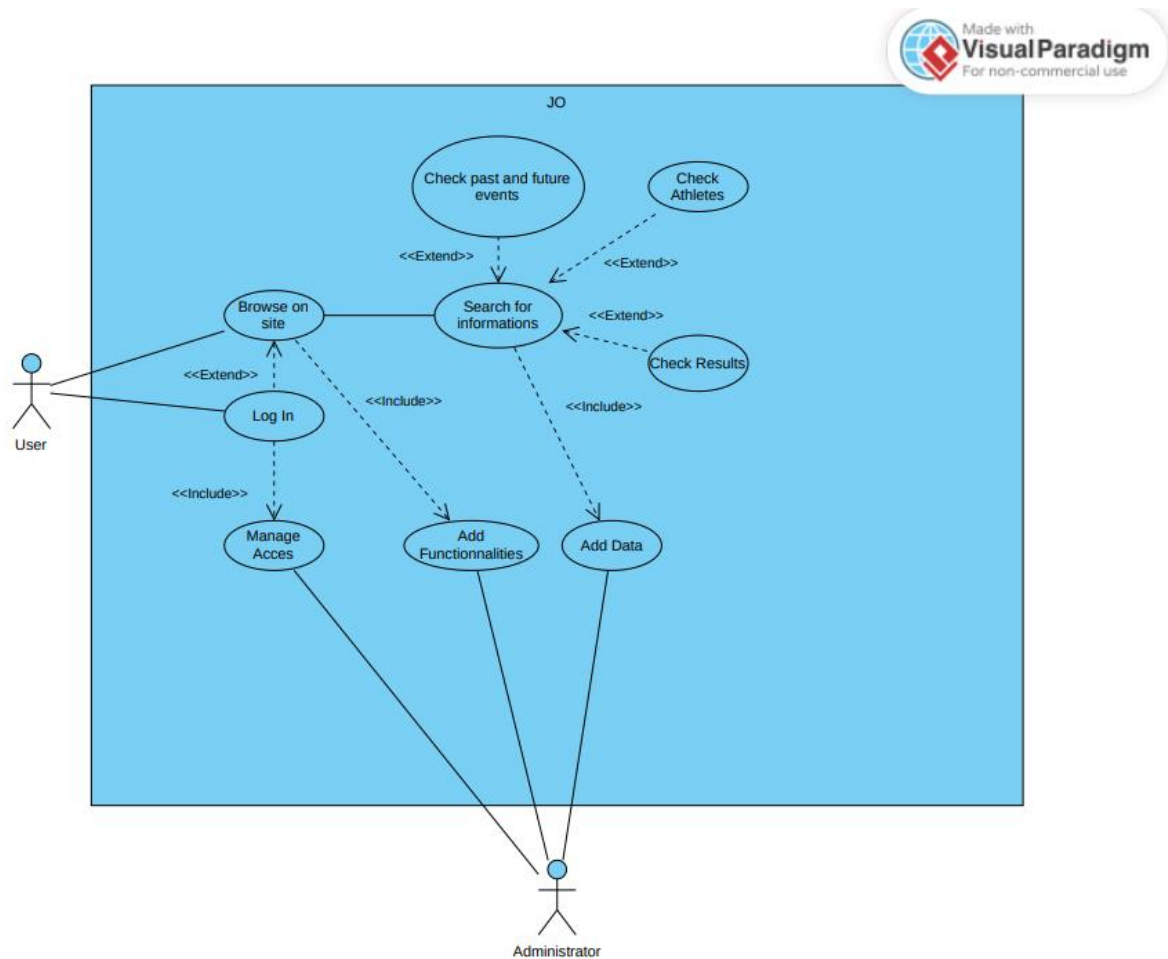


ER Table:



This Diagram typically illustrates the relationships between our entities. It displays entities with their attributes and relationships depicted through connecting lines.

Use case diagram:



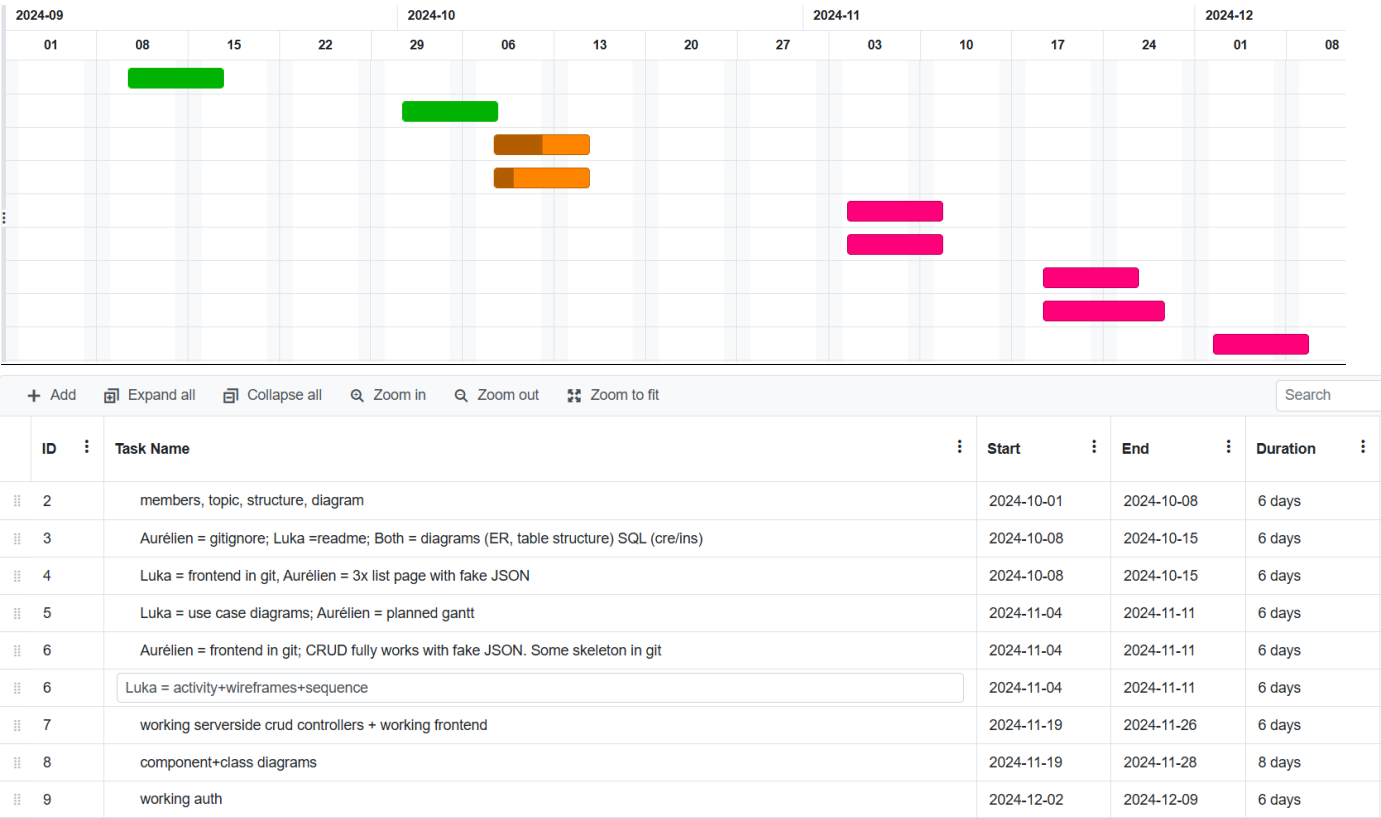
This Diagram represents functional interactions in our system, showing how various actors (users or administrators in our case) engage with specific functionalities of our project.

Gantt diagram:

Green = Done

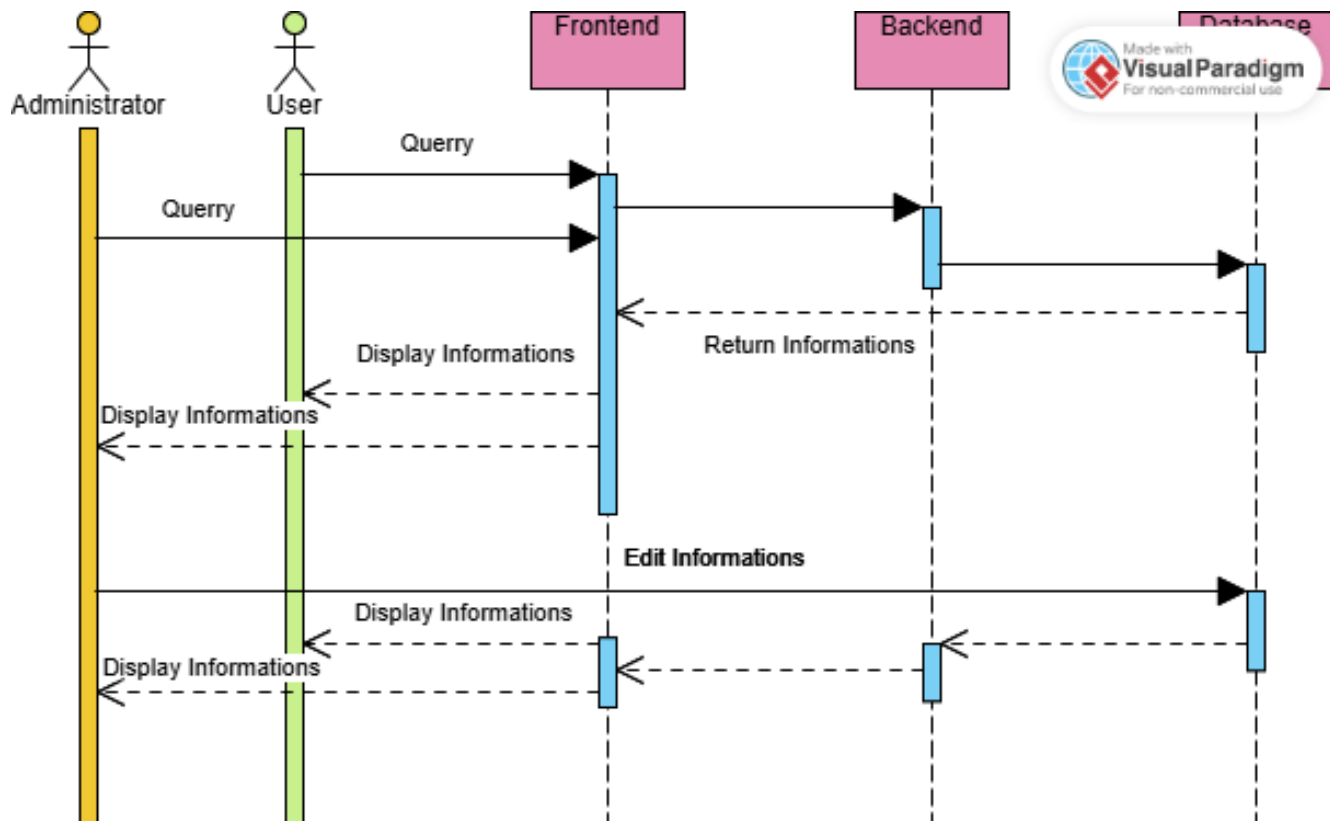
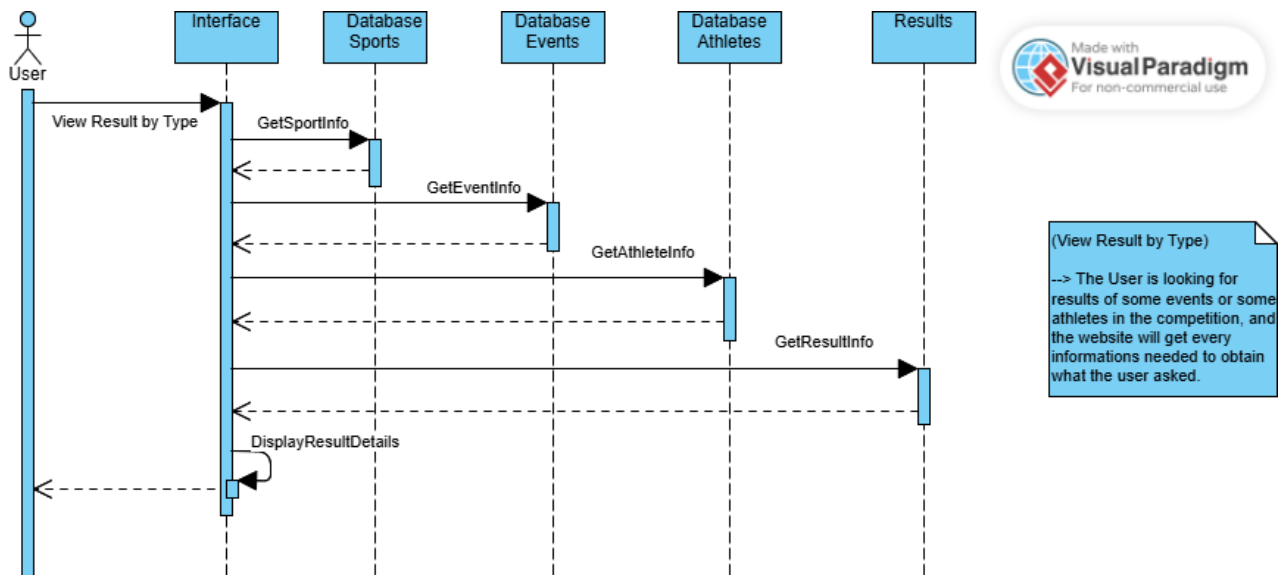
Orange = Doing it

Pink = Not started



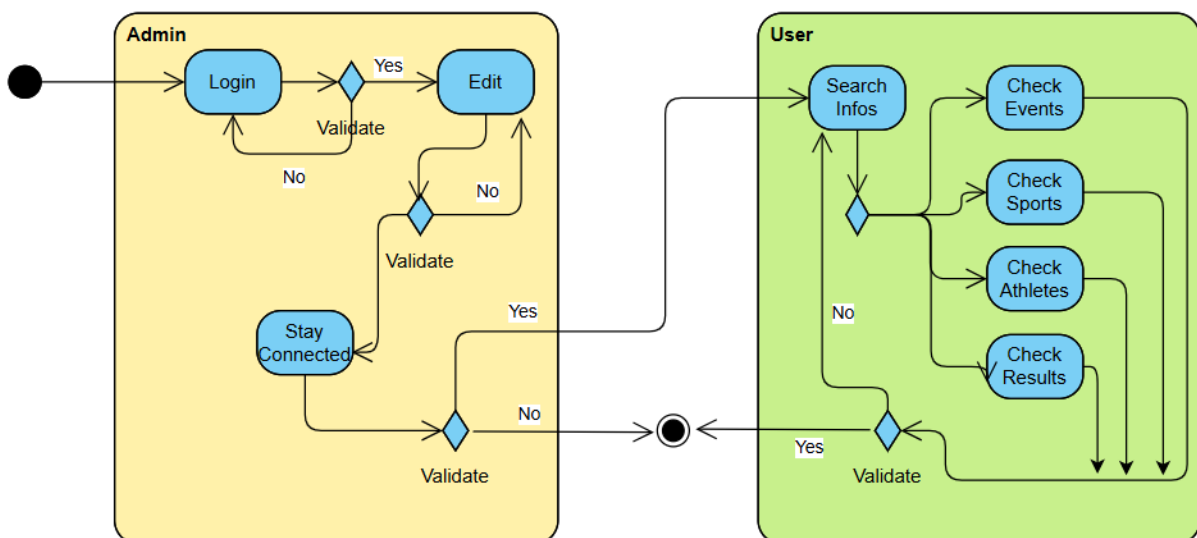
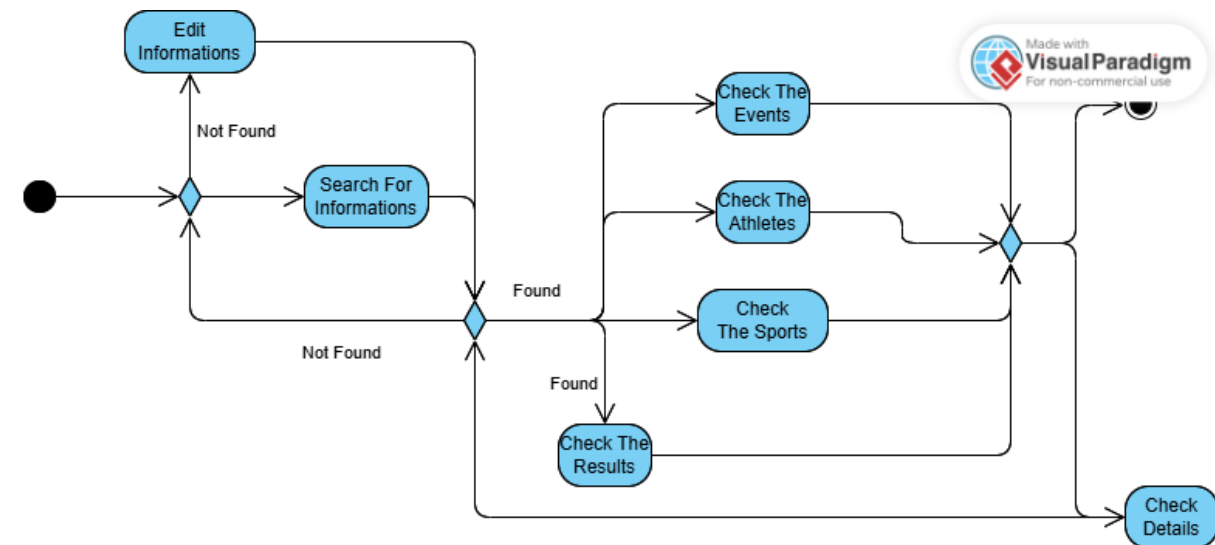
This Diagram shows our project timeline and task schedule. Colors show task status visualizations.

Sequence diagram:



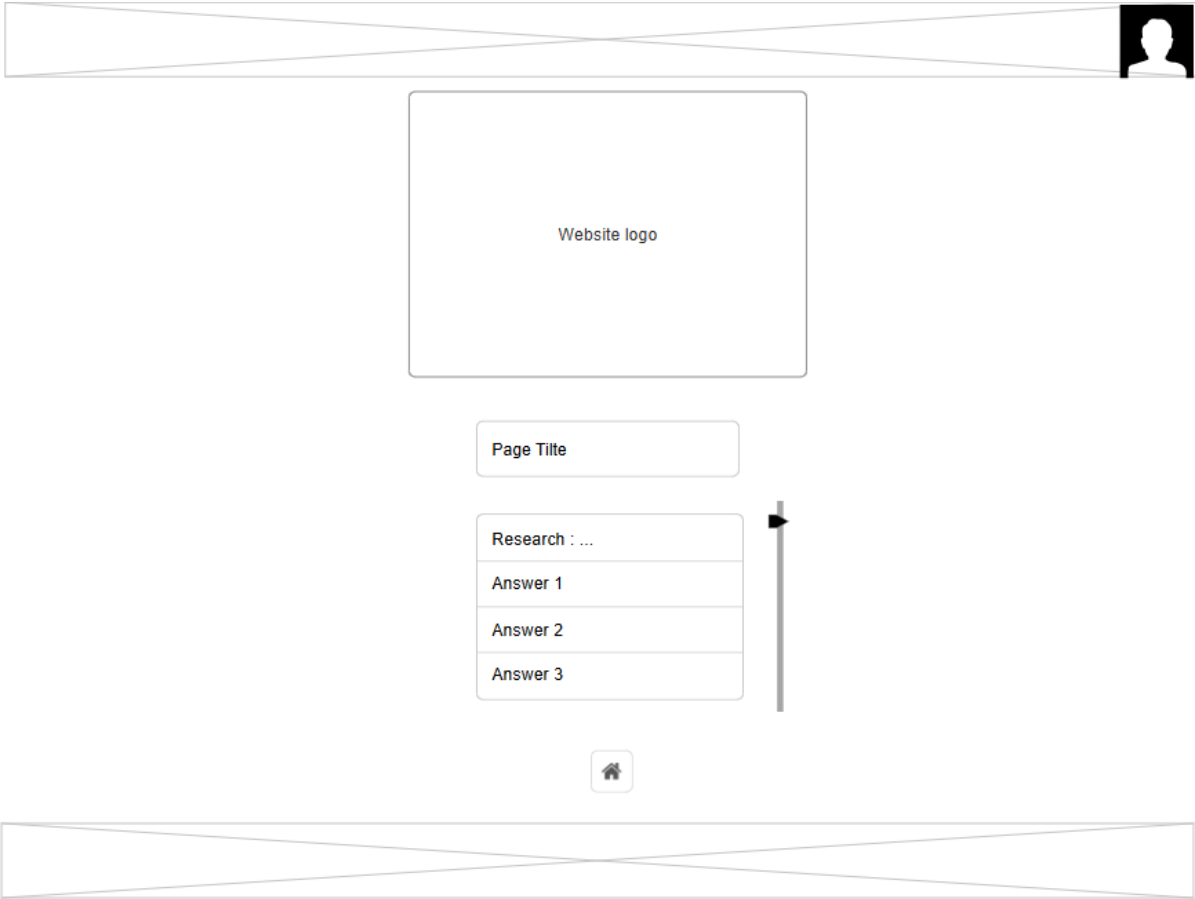
Represents how objects in a system interact in a time-sequenced manner, detailing the flow of messages between components.

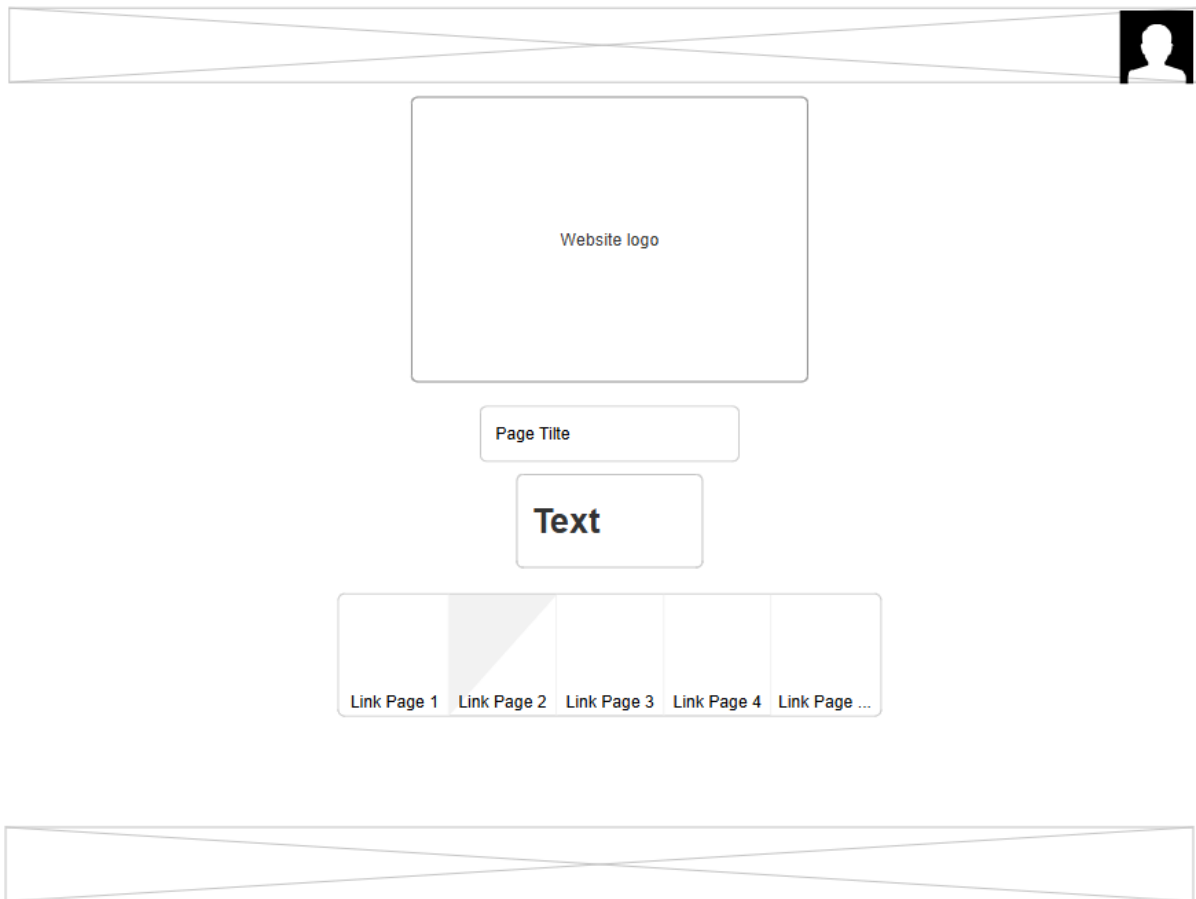
Activity Diagram:



This Diagram is a flowchart describing workflows in a system, illustrating processes, decisions, and parallel activities.

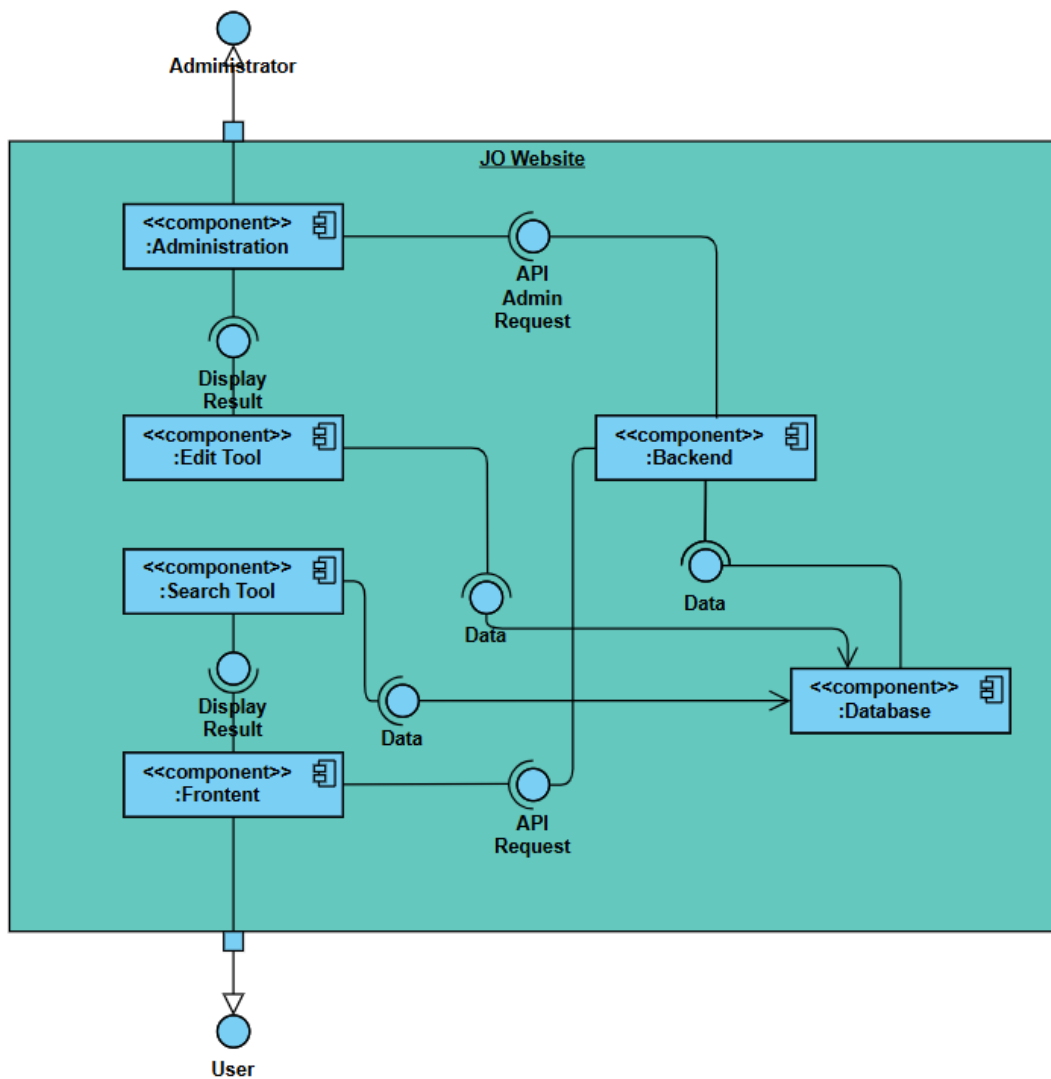
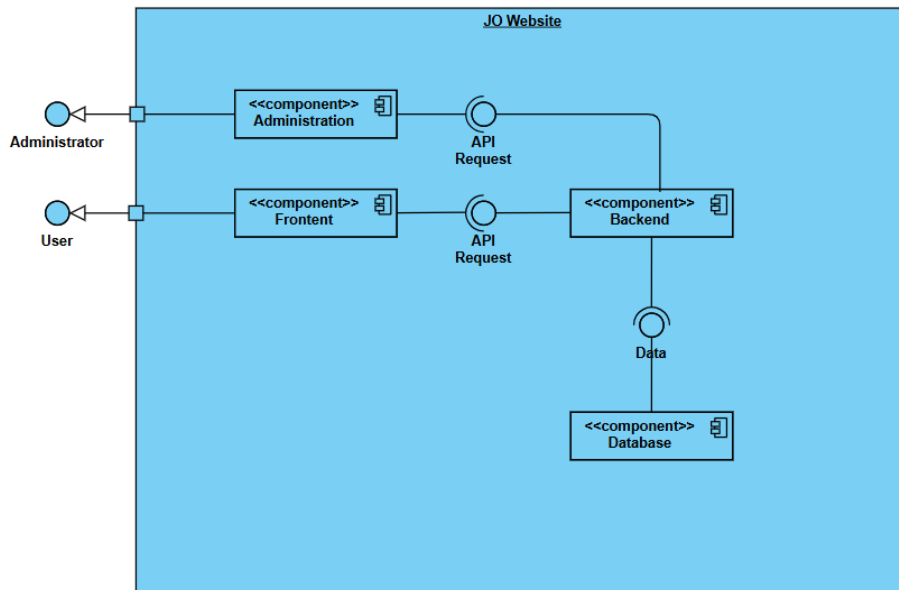
Wireframe Diagram:

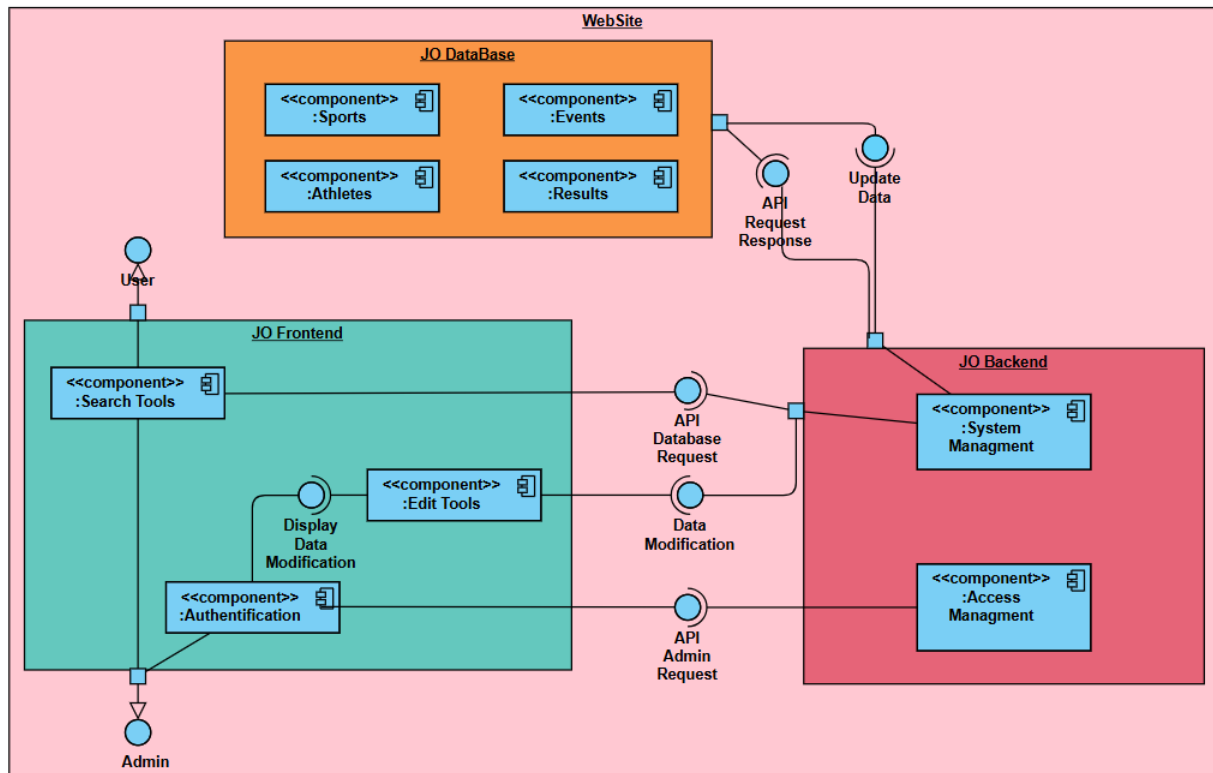




Represents a skeletal blueprint of our webpage, focusing on layout and functionality without visual design.

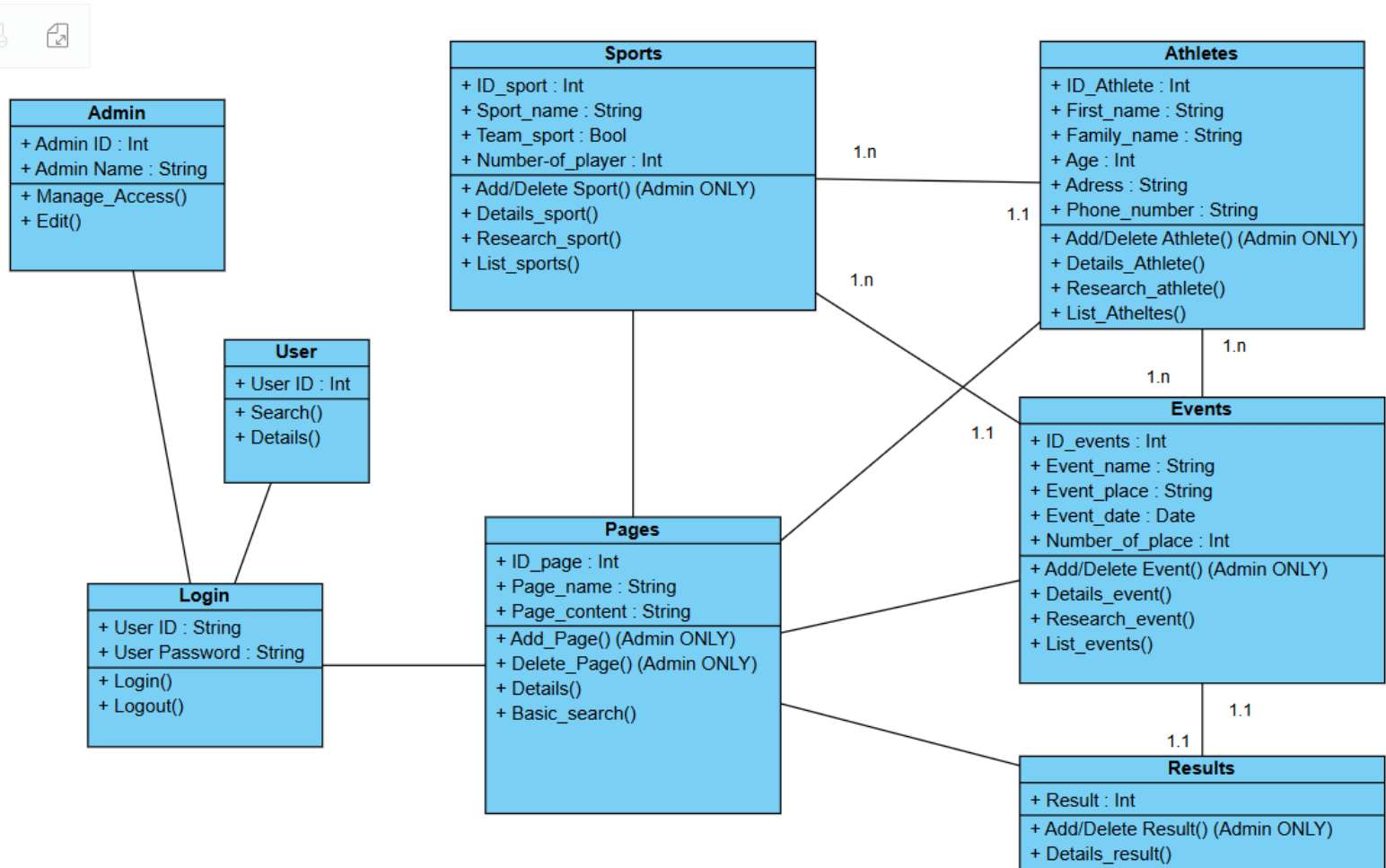
Component Diagram:

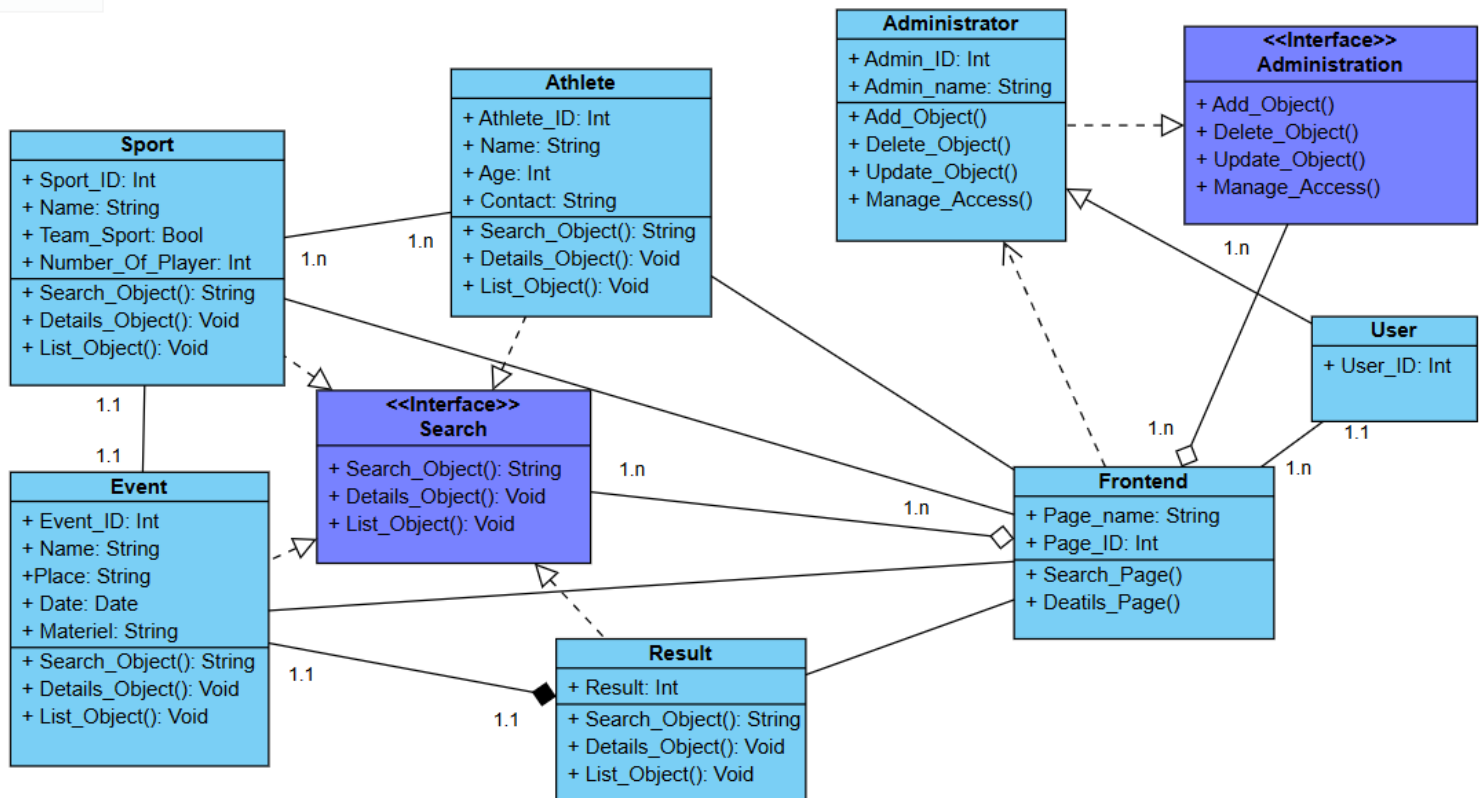




This Diagram provides a high-level view of the system's architecture by depicting its components and their relationships. Components represent modular parts of the system.

Class Diagram:





This Diagram is a structural diagram type, detailing classes, attributes, methods, and the relationships between them in object-oriented design.