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Essca - 2024

Object-oriented Analysis and Design with UML

Diagrams Documentation

This document provides an overview of various diagrams based on our project. Each diagram represents a critical aspect of the project's design, functionality, and timeline.

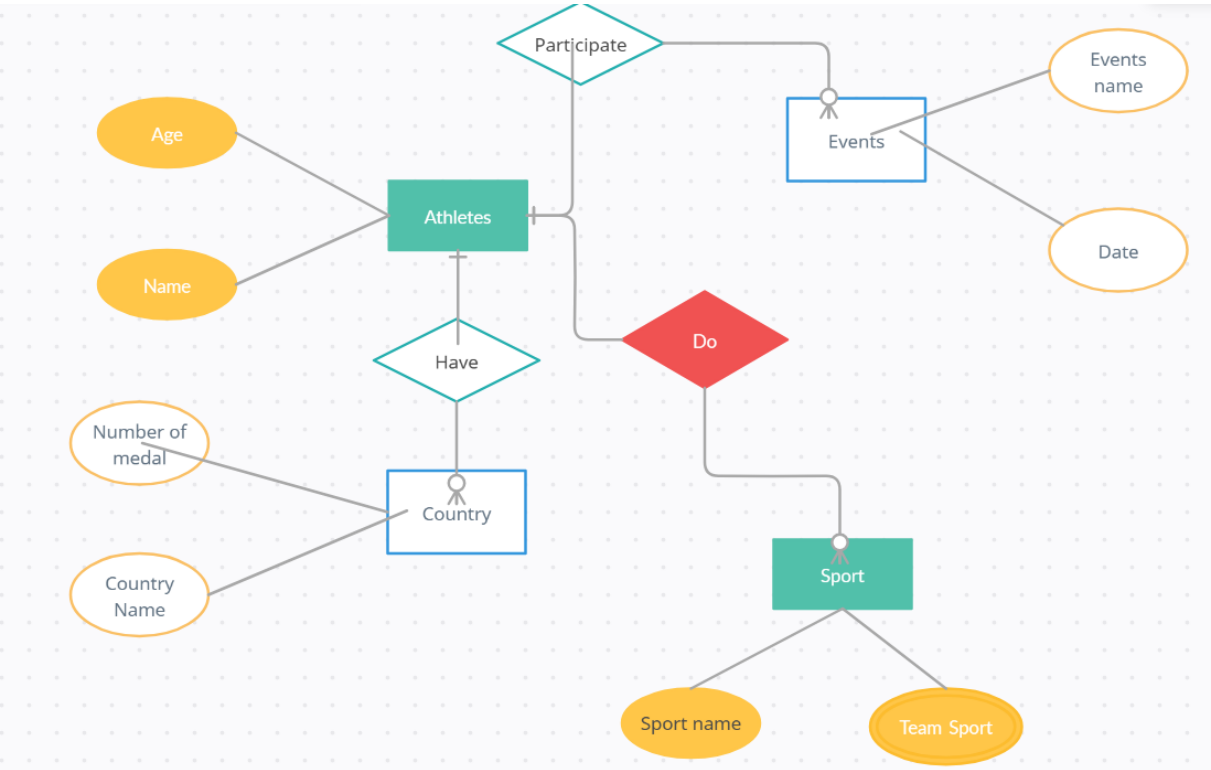
For reference, our project aims to develop a website that provides a wealth of information about the Paris 2024 Olympic Games.

Informations and sources come from a database.

You will find below, a detailed explanation of each diagram along with its purpose.

Table Content

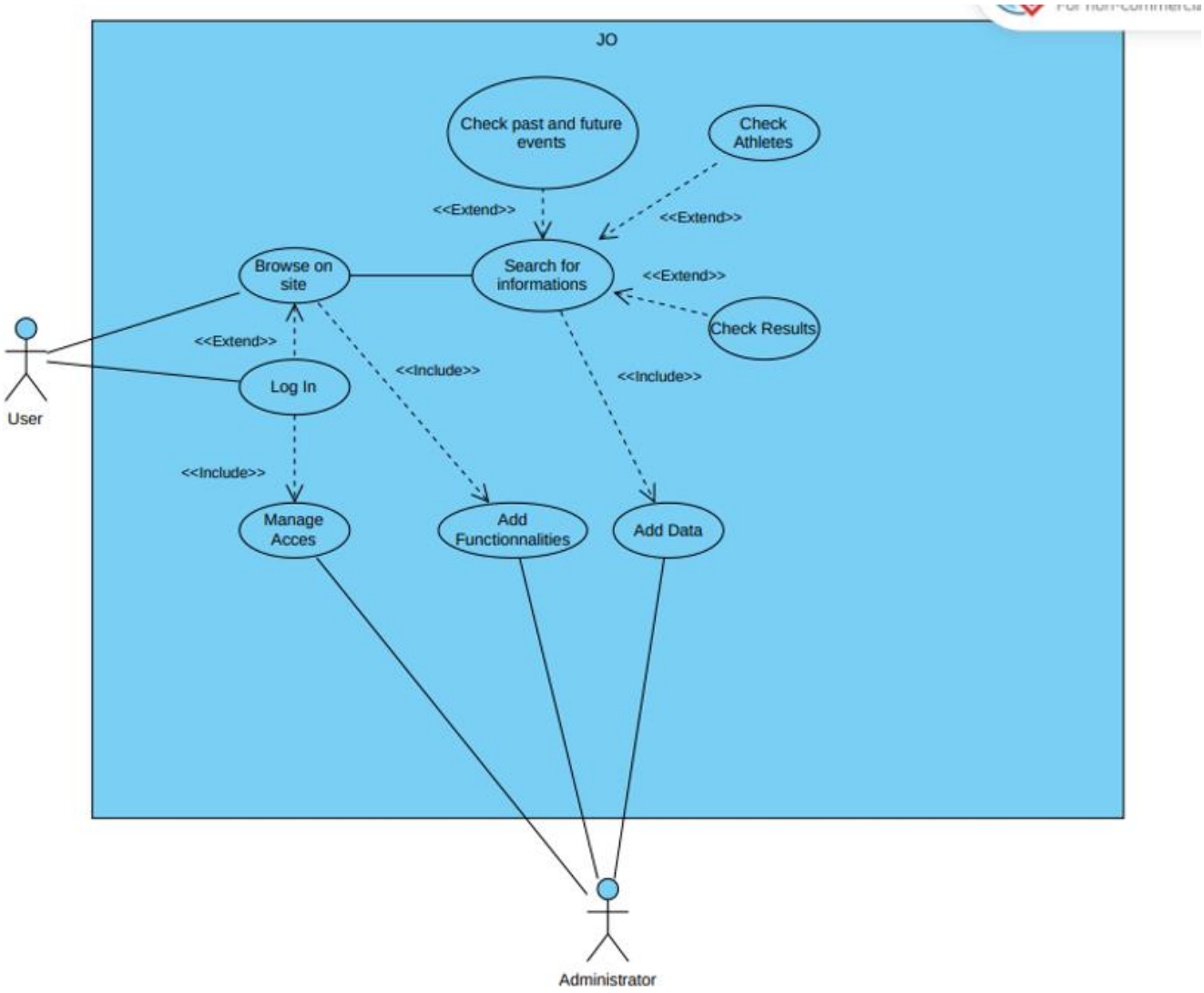
1. ER Diagram



This Diagram typically illustrates the relationships between our entities.

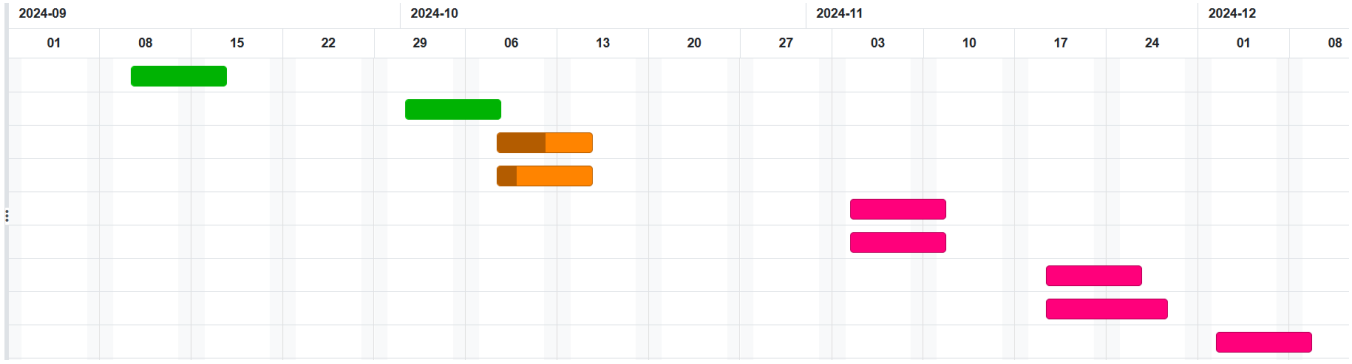
It displays entities with their attributes and relationships depicted through connecting lines.

2. **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.

3. Gantt Diagram



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ID	Task Name	Start	End	Duration
2	members, topic, structure, diagram	2024-10-01	2024-10-08	6 days
3	Aurélien = gitignore; Luka =readme; Both = diagrams (ER, table structure) SQL (cre/ins)	2024-10-08	2024-10-15	6 days
4	Luka = frontend in git, Aurélien = 3x list page with fake JSON	2024-10-08	2024-10-15	6 days
5	Luka = use case diagrams; Aurélien = planned gantt	2024-11-04	2024-11-11	6 days
6	Aurélien = frontend in git; CRUD fully works with fake JSON. Some skeleton in git	2024-11-04	2024-11-11	6 days
6	Luka = activity+wireframes+sequence	2024-11-04	2024-11-11	6 days
7	working serverside crud controllers + working frontend	2024-11-19	2024-11-26	6 days
8	component+class diagrams	2024-11-19	2024-11-28	8 days
9	working auth	2024-12-02	2024-12-09	6 days

This Diagram shows our project timeline and task schedule.

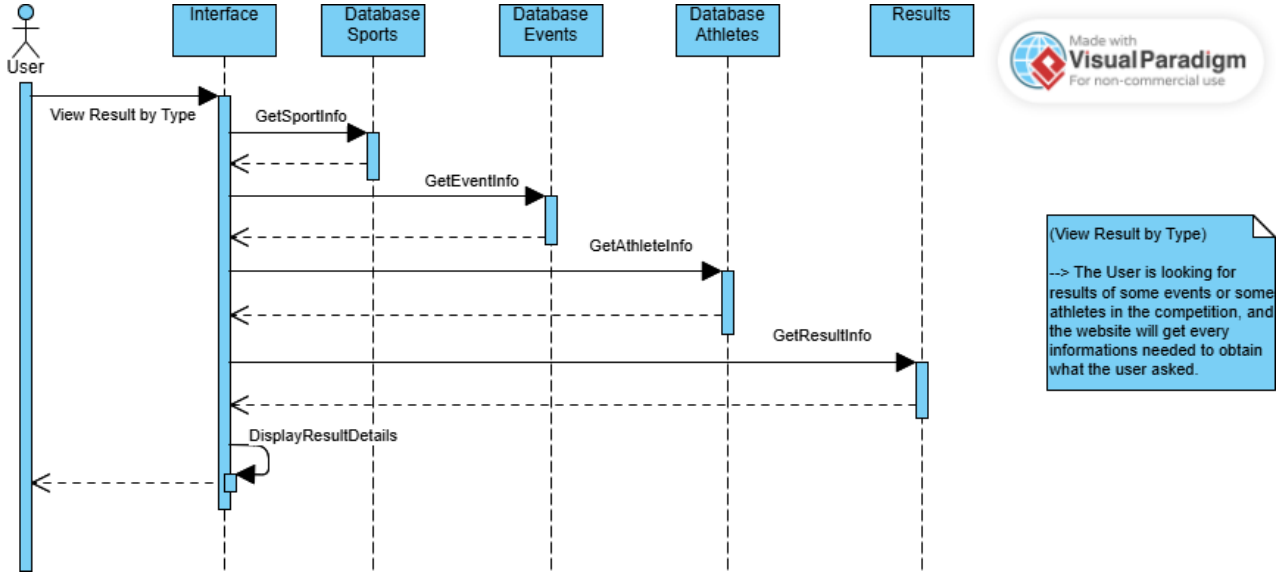
Colors show task status evolutions.

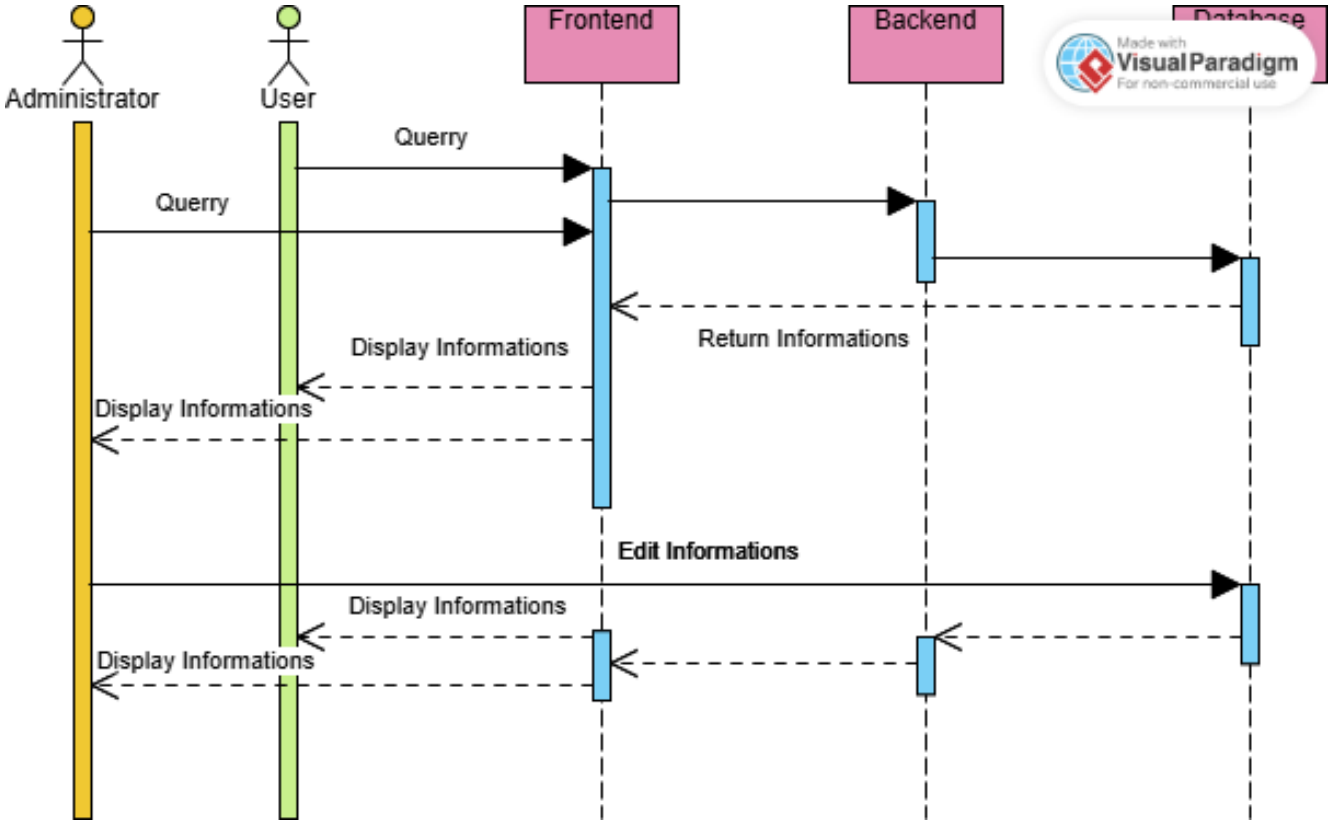
Green = Done

Orange = Doing it

Pink = Not started

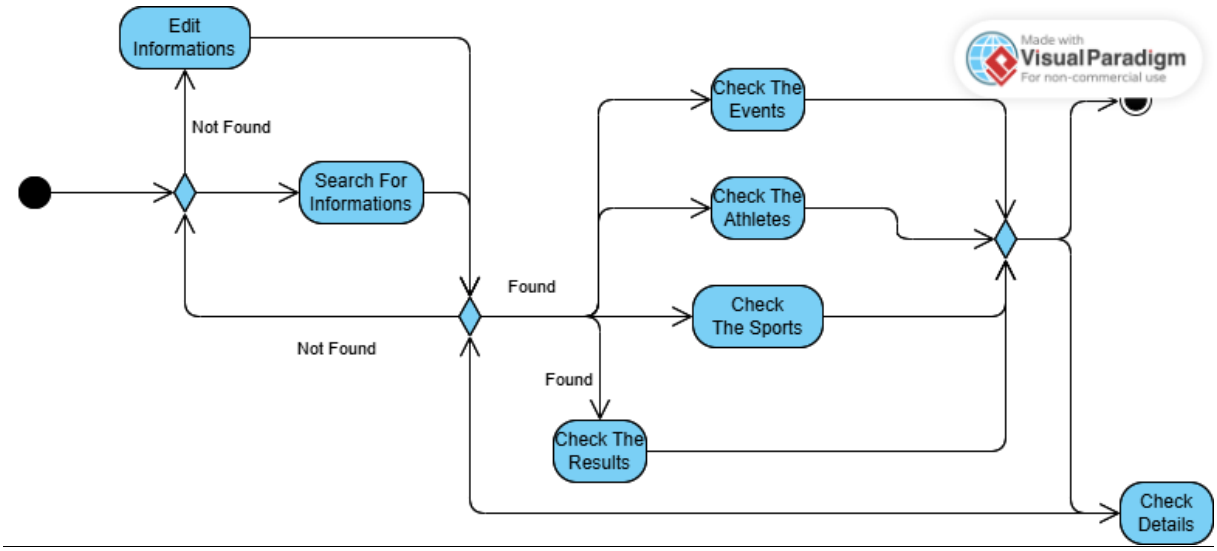
4. **Sequence Diagram**

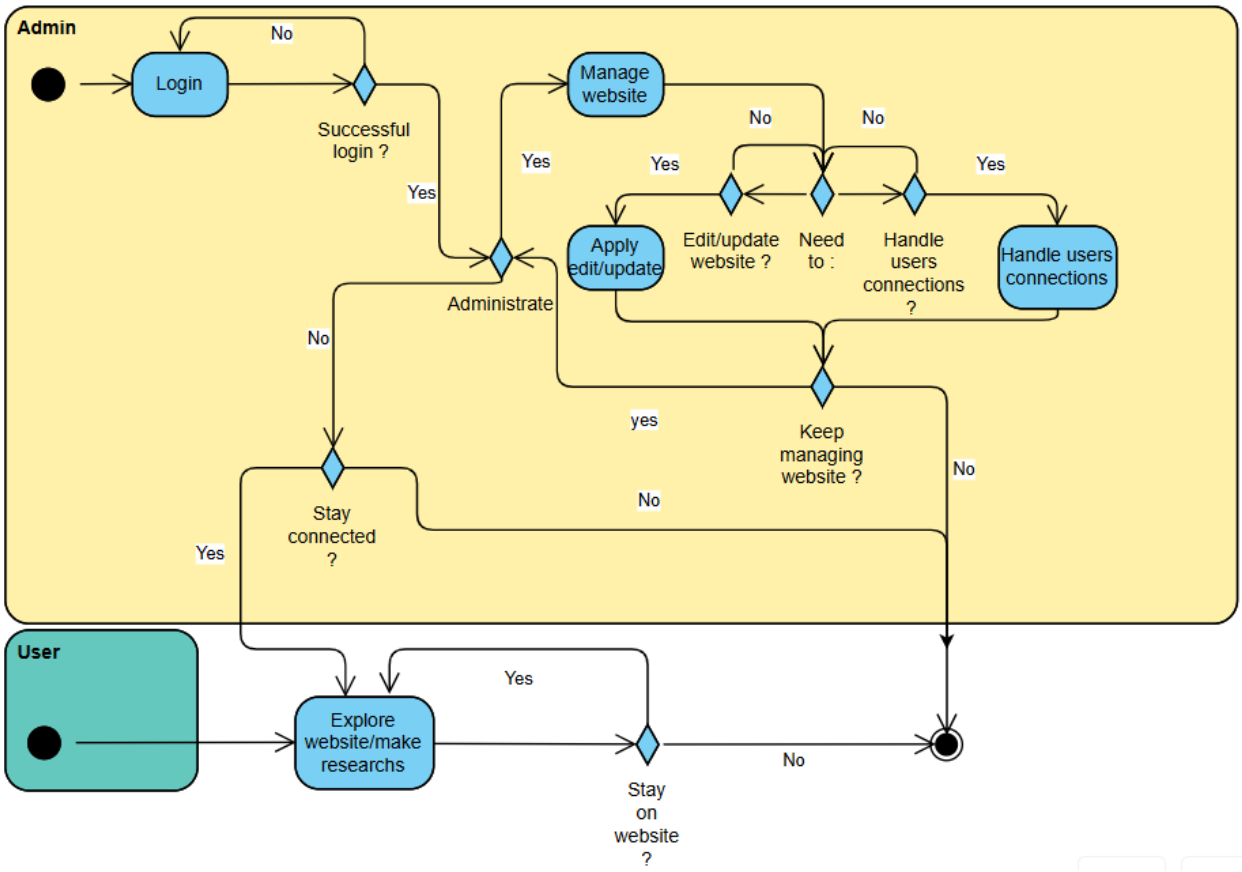


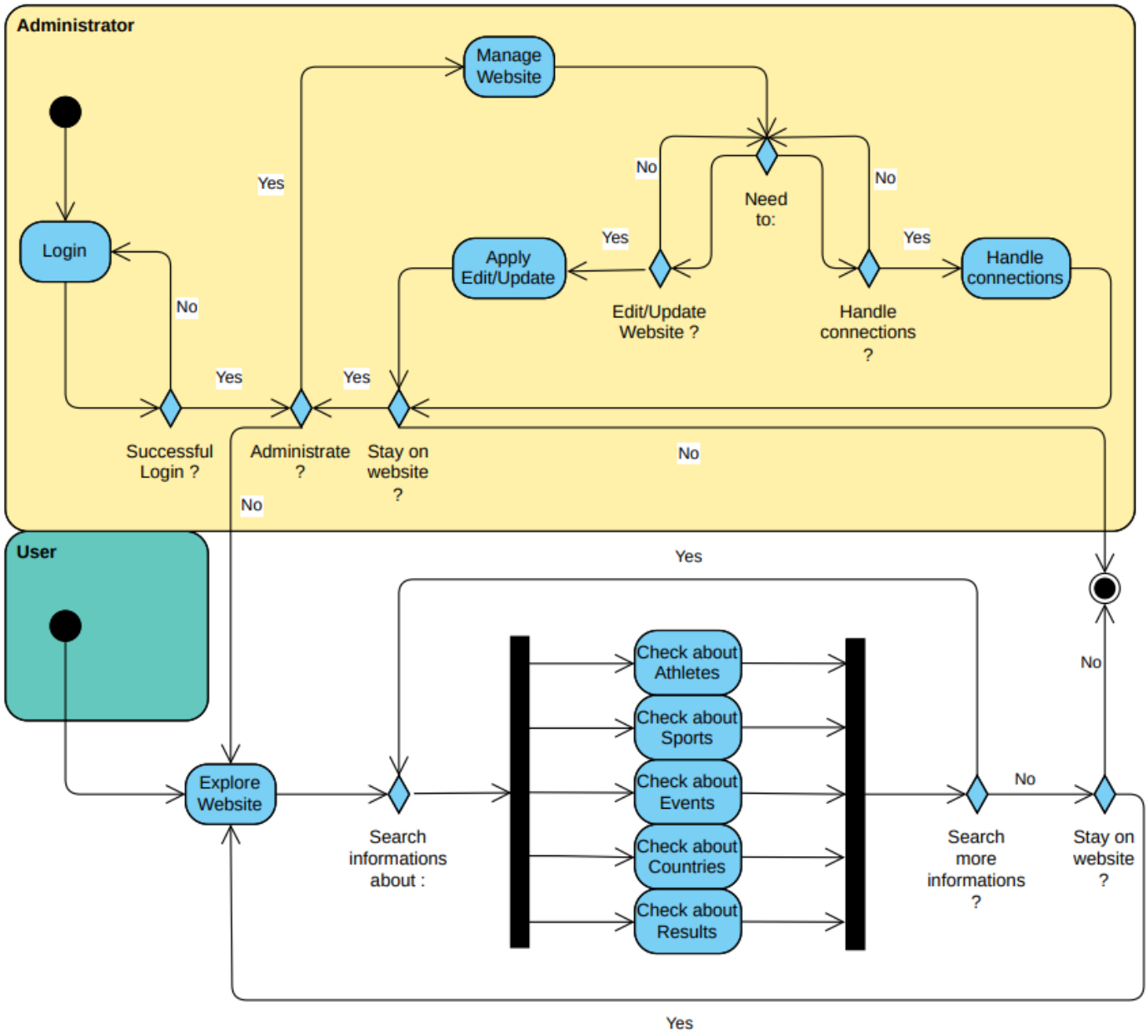


This Diagram represents how objects in our system interact in a time-sequenced manner, detailing the flow of messages between components.

5. **Activity Diagram**

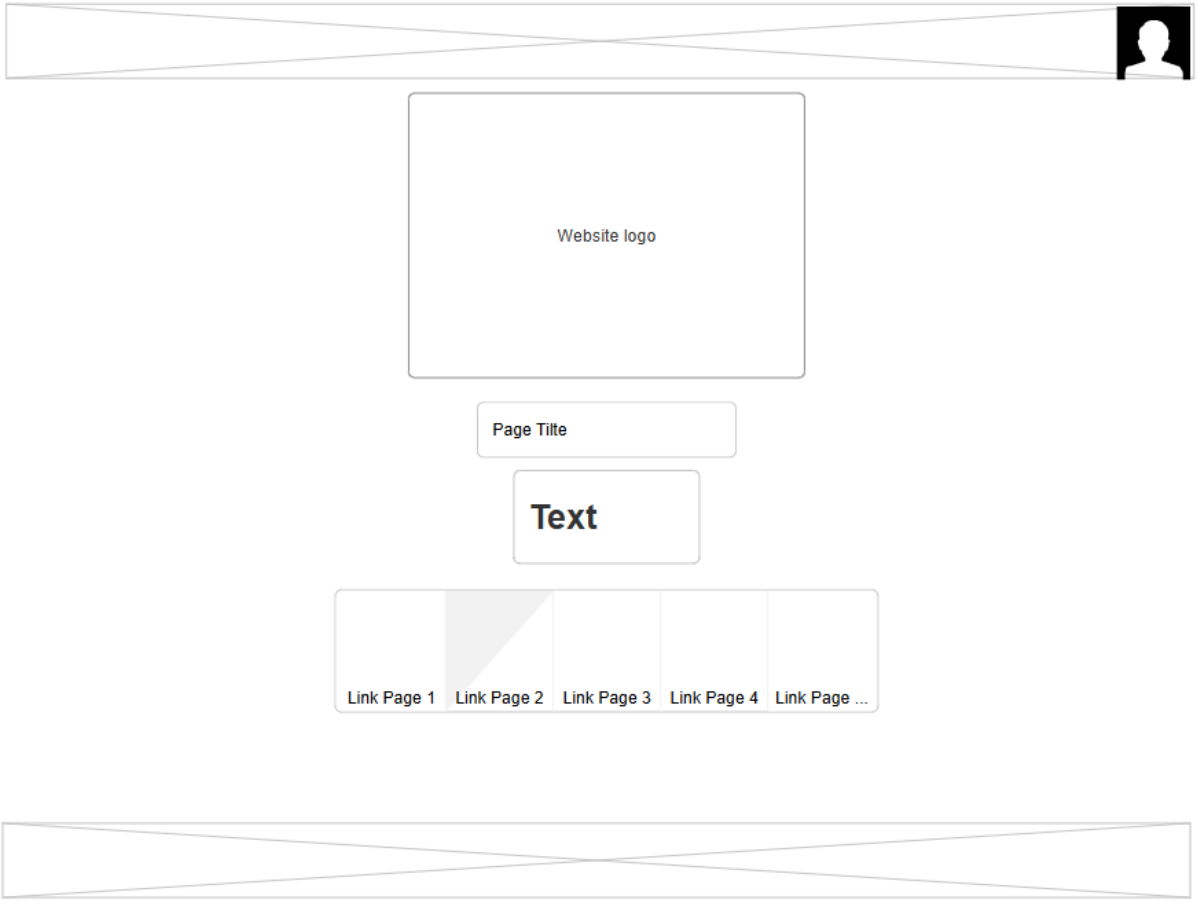






This Diagrams are some flowcharts describing workflows in a system, illustrating processes, decisions, and parallel activities.

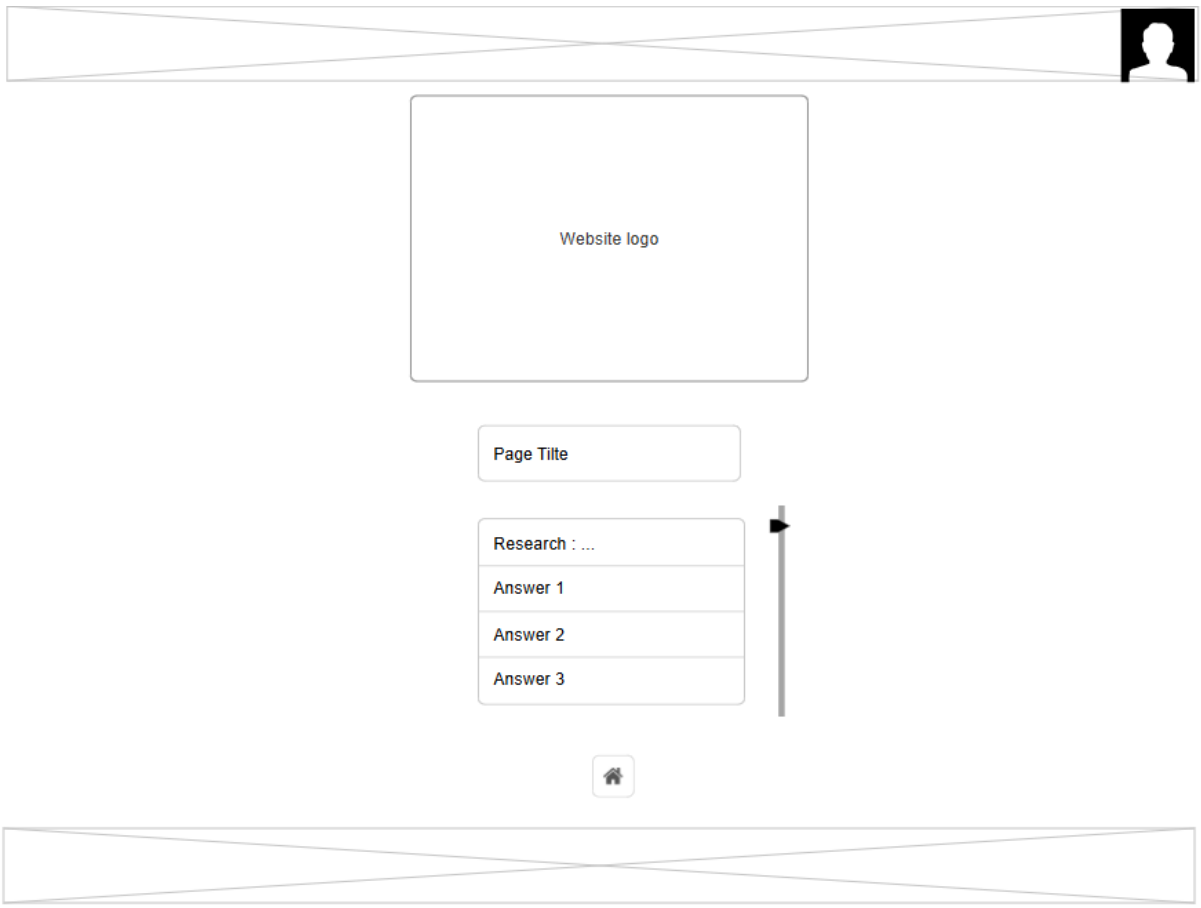
6. **Wireframe Diagram**



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

This first page represents a sketch of our Home Page.

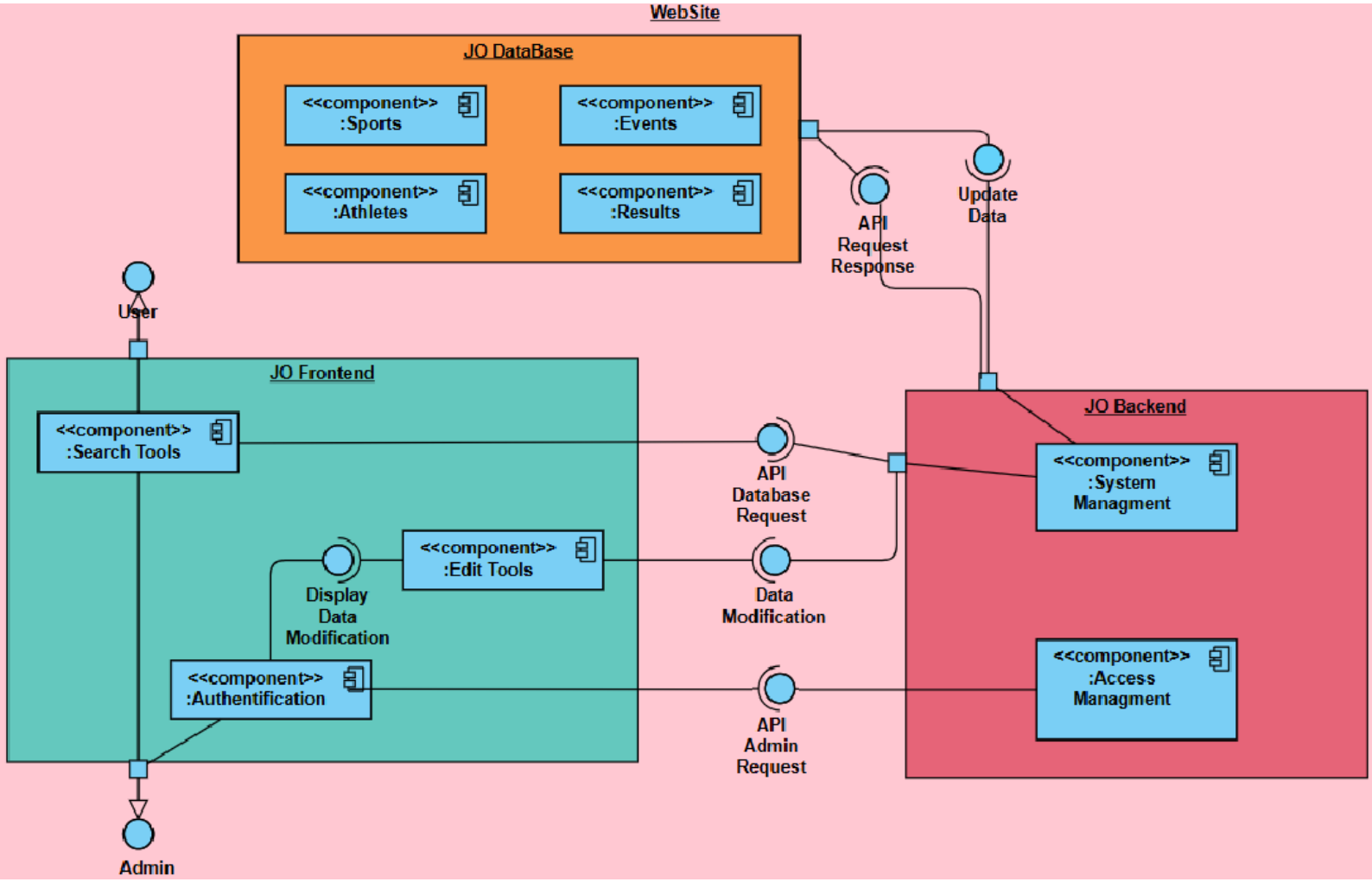
After connecting or not, the user will be able to access our other pages by clicking on a link in the middle of the page.

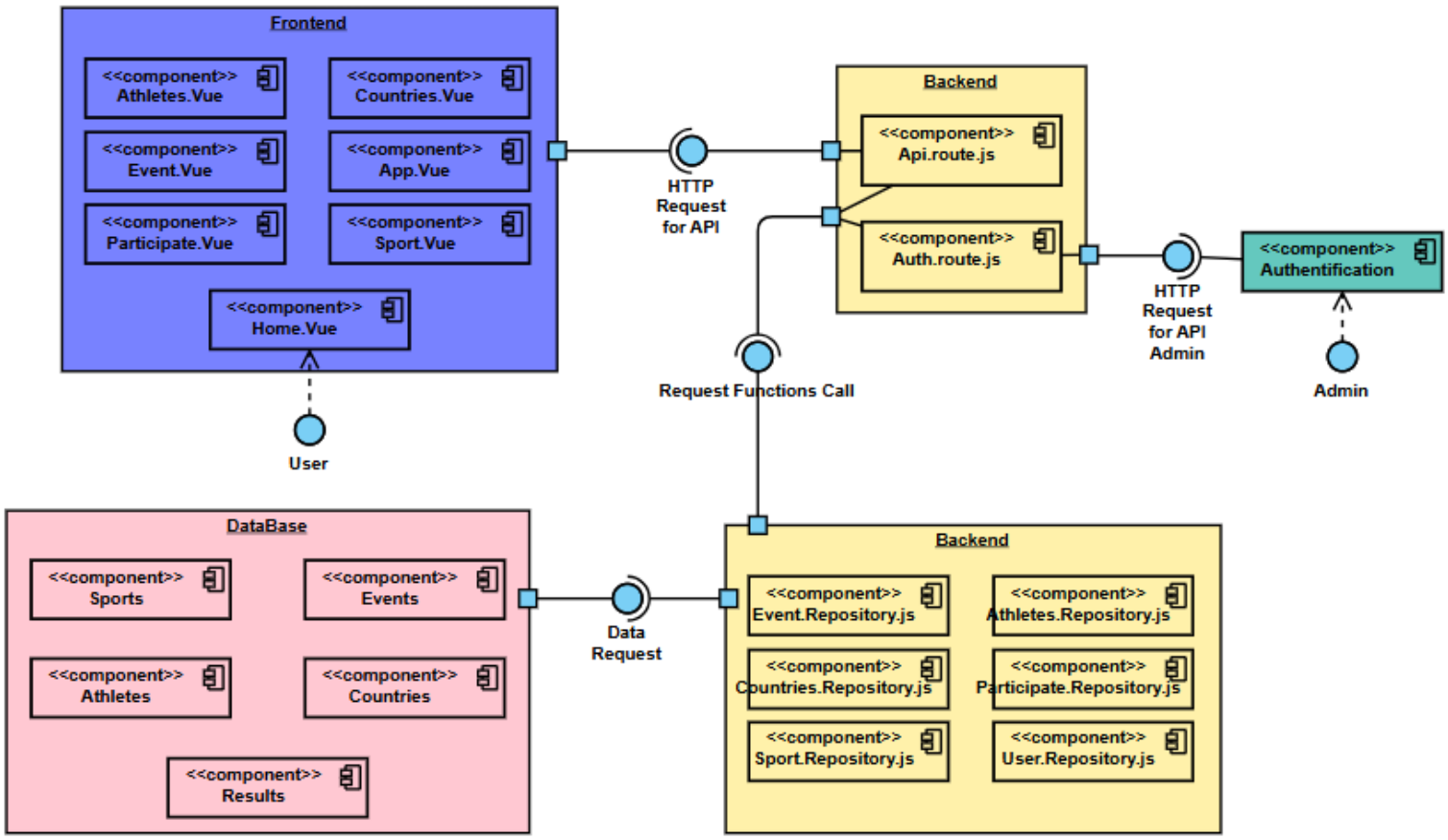


This second page represents typical research means for the user.

He’ll be able to access information provided by the Database that will be displayed in small windows on his screen.

7. Component Diagrams

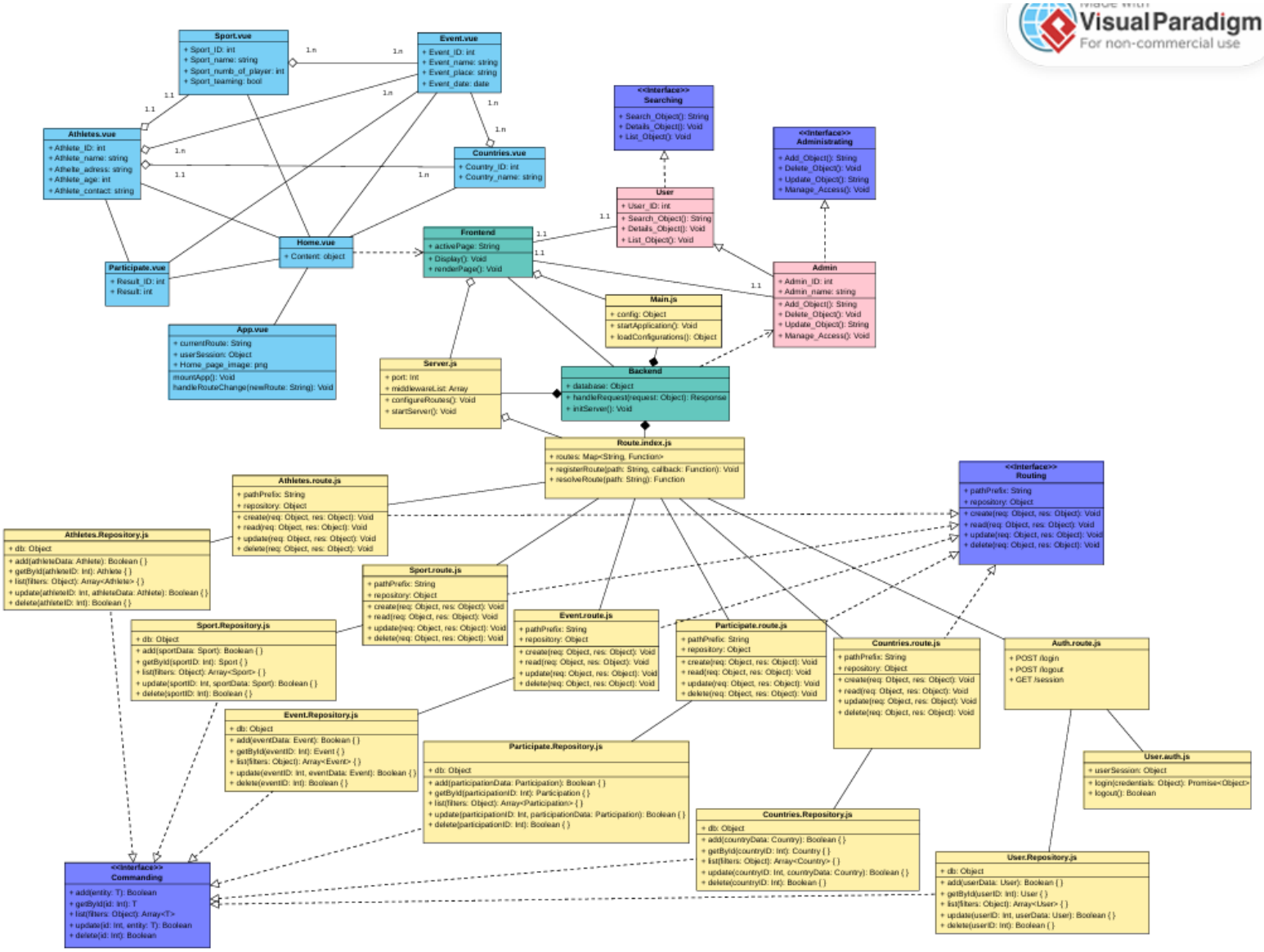




This Diagrams provide some high-level view of the system's architecture by depicting its components and their relationships.

Components represent modular parts of our system.

8. **Class Diagram**



This diagram is another detailed structural representation for object-oriented design of our project.

It includes the definition of our classes, their attributes, their methods, and the relationships between them, helping visualize our overall system organization.

Conclusion

This document provides a comprehensive overview of the project's design and structure.

The diagrams included here are essential for understanding our project's functionalities and development timeline.