**Register Swimmer Activity Diagram**

The register swimmer activity diagram begins at the starting node only if the following conditions have been meant: the user has successfully logged into the application and has the appropriate access level (admin).

The form is loaded and once the user submits it, the info is passed to the controller where it begins calling the constructers of the supporting objects that need to be created and then passed to the swimmer constructer, including:

* Address
* Skill level
* Status of pending
* Emergency contact

Once this is completed, the controller decides whether an adult or youth swimmer should be made based on the date of birth entered in. it will then create the necessary object and have it added to the swimmer repository. The user will then be prompted with a success message and asked to if they have more swimmers to register. If yes, the form will be cleared and the process will start again. If no, the register swimmer panel will close and the main menu screen will be displayed.

