# C:\Users\ortizda\Downloads\Activity Diagram-3.jpg

# Design Summary

The overall design of the Find Swimmer use case will incorporate two Views: SearchUI and ViewProfileUI. The SearchUI will dump the results of the search into the results table, in which each row is clickable and doing so enables action buttons, which change the swimmer’s checked in status and allows for viewing the swimmer’s profile which is a navigation to the ViewProfileUI. The user can also navigate back to the main menu if they so wish. However, after clicking the View Profile button, if the user is an Admin then they will have the ability to edit fields with an Edit button. This button will transform each field into an editable input field so that everything can be edited. This is then able to be saved, for which the functionality is stored in the Swimmer class (setSwimmer) and then updated in the SwimmerRepository so that the changes are reflected throughout the entire application. From the ViewProfileUI, the user can also click Back, which as expected redirects the user back to the previous page (SearchUI) without saving any edits.