

Experiment - 3

Aim: To draw the Use Case Diagram for the Event Management System.

Requirements:

Hardware Requirements:

- Computer
- Keyboard
- Mouse
- CPU

Software Requirements:

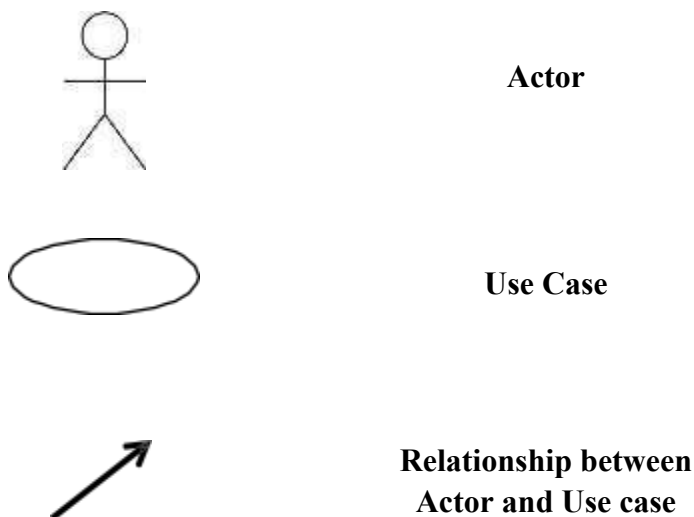
- Word
- Draw.io

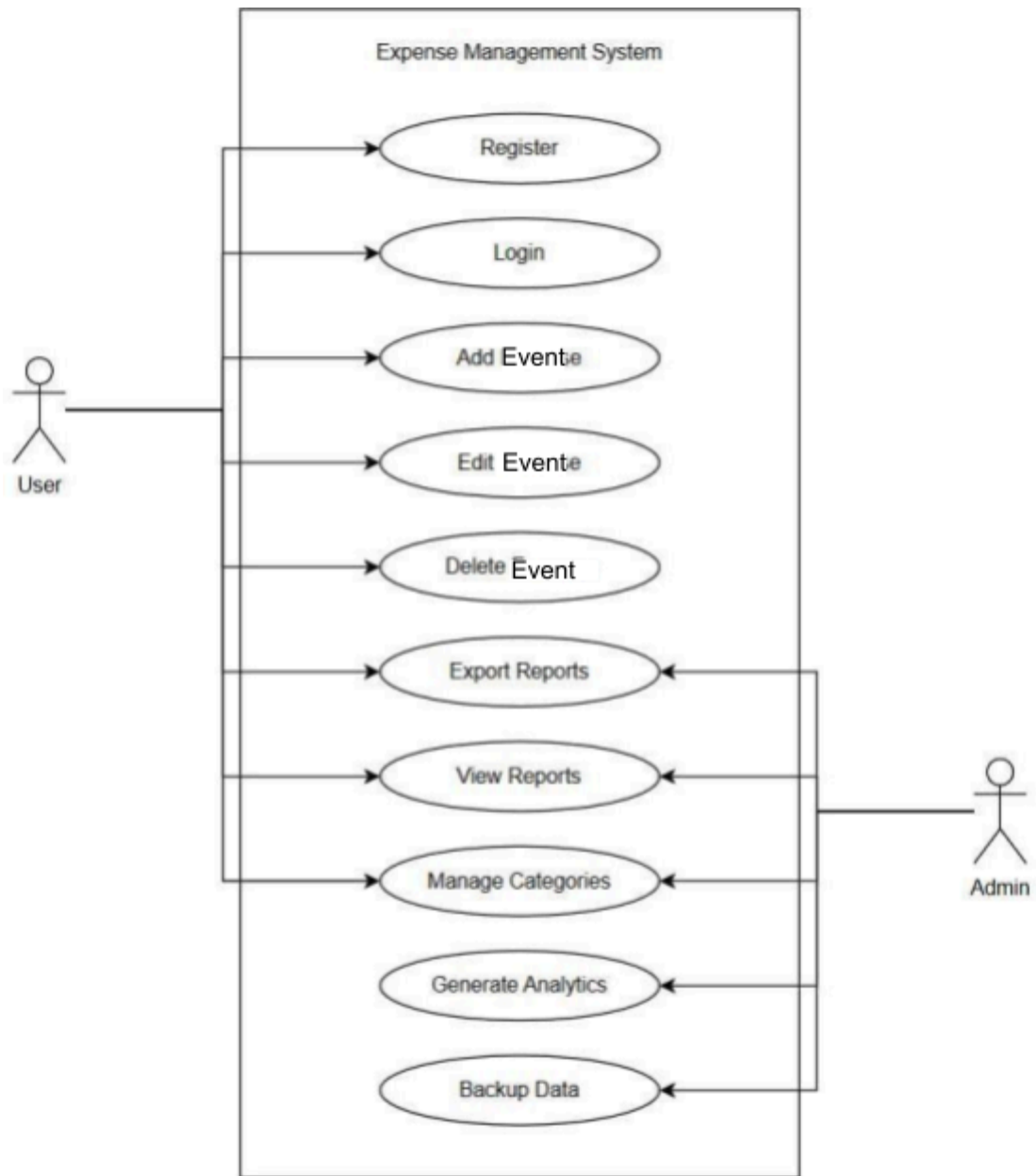
Theory:

A Use Case Diagram captures the system's functionality and requirements by using actors and use cases. It models the tasks and functions that a system needs to perform. A Use Case consists of use cases, persons, or various things that invoke the features, called **actors**, and the elements responsible for implementing use cases. This diagram captures the dynamic behavior of a live system and models how external entities interact with the system.

Symbols Used:

- **Actor:** Represents users interacting with the system.
- **Use Case:** Represents specific functionalities of the system.
- **Relationships:**
- Illustrates associations between actors and use cases.





Use Case	Description
Register	Allows users to create a new account in the system.
Login	Enables users to securely log in using their credentials.
Add Eventse	Users can add their daily eventses with details.
Edit Event	Users can modify existing event records.
Delete Evente	Users can remove an eventse entry from the system.
View Reports	Users and admins can generate financial reports.
Export Reports	Users and admins can download reports in PDF/CSV format.
Manage Categories	Admin and users can categorize expenses for better tracking.
Generate Analytics	Admin can analyze financial data and trends.
Backup Data	Admin can perform data backups to prevent data loss.

Conclusion:

The **Use Case Diagram** for the **Event Management System** has been successfully designed, showcasing how **Users** and **Admins** interact with the system. This diagram helps in understanding system functionalities and user roles effectively.