

Practical 5

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Aim: To construct State chart Diagram representing behavioral view of the system.

Theory:

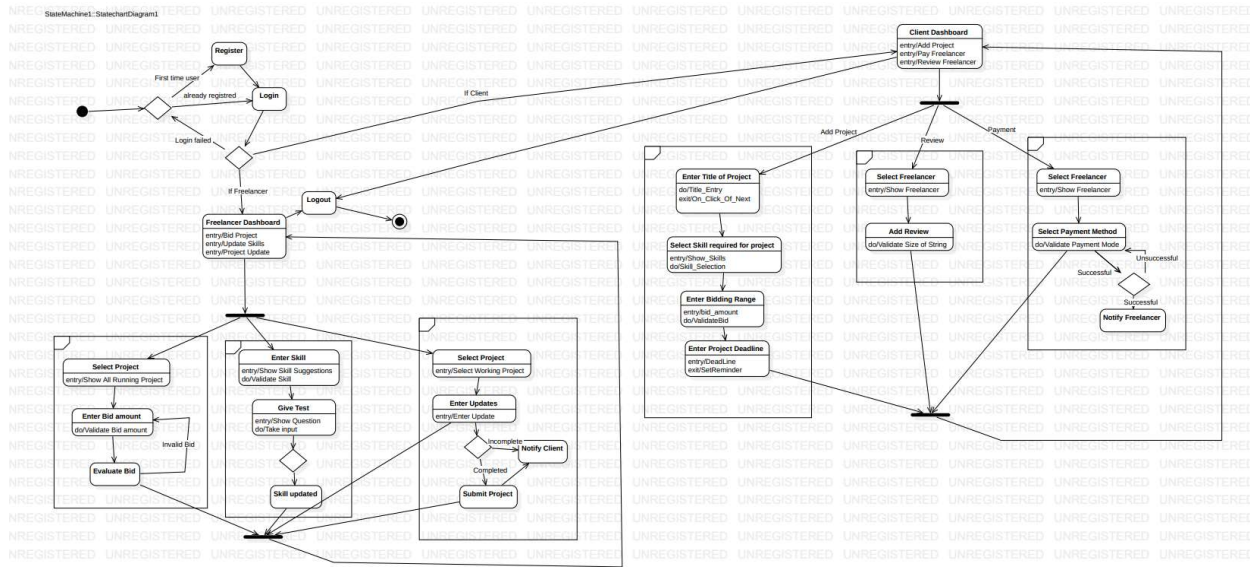
Title: TARF-A-Global-Marketplace-for-Freelancing-Services

Introduction:

The UML state diagram presented here illustrates the interaction flow for users navigating through a client-freelancer platform. The platform serves as a marketplace where clients can post projects and freelancers can bid on them. The diagram outlines the various states and transitions that occur during typical user interactions.

Overview:

The state diagram begins with the initial state where the system checks if the user is a first-time visitor. Depending on this condition, the user is directed to either the registration or login process. After successful authentication, the system determines whether the user is a client or a freelancer, leading to their respective dashboards.



Client Dashboard:

Upon reaching the client dashboard, users encounter several options:

Add Project: This option allows clients to post new projects by providing details such as the project title, required skills, bidding range, and deadline. Upon submission, the user remains on the client dashboard.

Review: Clients can select freelancers to review based on completed projects. They can add their feedback or review and submit it, after which they return to the client dashboard.

Payment: If a client chooses to make a payment to a freelancer, they select the freelancer and the payment method. If the payment is successful, the system notifies the freelancer; otherwise, the client is prompted to select the payment method again.

Logout: This option allows clients to log out of the system, leading to the final node.

Freelancer Dashboard:

Upon accessing the freelancer dashboard, users are presented with the following options:

Bid Project: Freelancers can browse available projects, select the ones they wish to bid on, enter their bid amount, and submit it for evaluation. If the bid is invalid, freelancers are prompted to enter a valid bid amount; otherwise, they return to the freelancer dashboard.

Add Skills: Freelancers can enhance their profiles by adding new skills. This process involves taking a skill test; if the freelancer passes, their skills are updated, otherwise, they are prompted to retake the test.

Update Project Details: Freelancers can update project details if necessary. After selecting a project and entering the updates, the system checks for completeness. If the updates are incomplete, the client is notified; otherwise, the project is submitted, and the client is notified accordingly.

Logout: Similar to clients, freelancers have the option to logout, leading to the final node.

Conclusion:

In conclusion, the UML state diagram effectively illustrates the user interaction flow within the client-freelancer platform. By delineating various states and transitions, the diagram provides a comprehensive overview of the system's functionality and user pathways.

