Behavioral Model

8.1 Introduction

Behavior modeling is also referred to as State modeling, State machines and State transition matrix. Behavior modeling is when one thinks of his ideas in terms of states and transitions. This requires both identifying all of the interesting states of being that software or its components are likely to be in. And also, at a high level abstracting what events are likely to cause software or its components to change between states of being.

8.2 Identifying Events

Here we have identified events from the Usage Scenario and listed their corresponding initiators & collaborators.

Table 8.1: Identifying Events

Event	Initiator	Collaborator
Sign up	Student	Admin, Database
Verification	Admin	Student, Database
Create User	Admin	Admin, Student, Teacher, Database
Remove User	Admin	Admin, Student, Teacher, Database
Change password	Student, Teacher, Admin	Database
Sign in	Student, Teacher, Admin	Database
Sign out	Student, Teacher, Admin	Database
Create Event	Student, Teacher, Admin	Database
Remove Event	Student, Teacher, Admin	Database
Delete Event	Student, Teacher, Admin	Database
View Event	Student, Teacher, Admin	Database
Create sub event	Student, Teacher, Admin	Database
Remove sub event	Student, Teacher, Admin	Database
Delete sub event	Student, Teacher, Admin	Database
View sub event	Student, Teacher, Admin	Database
Change ownership	Student, Teacher, Admin	Database
Create template	Admin	Database
Remove template	Admin	Database
Update template	Admin	Database
View Template	Student, Teacher, Admin	Database
Notification status	Student, Teacher, Admin	Database

8.3 State Transition Diagram

State Transition Diagram represents active states for each class and the events (triggers) that cause changes between these active states. Here I have provided diagram for each of the actors.

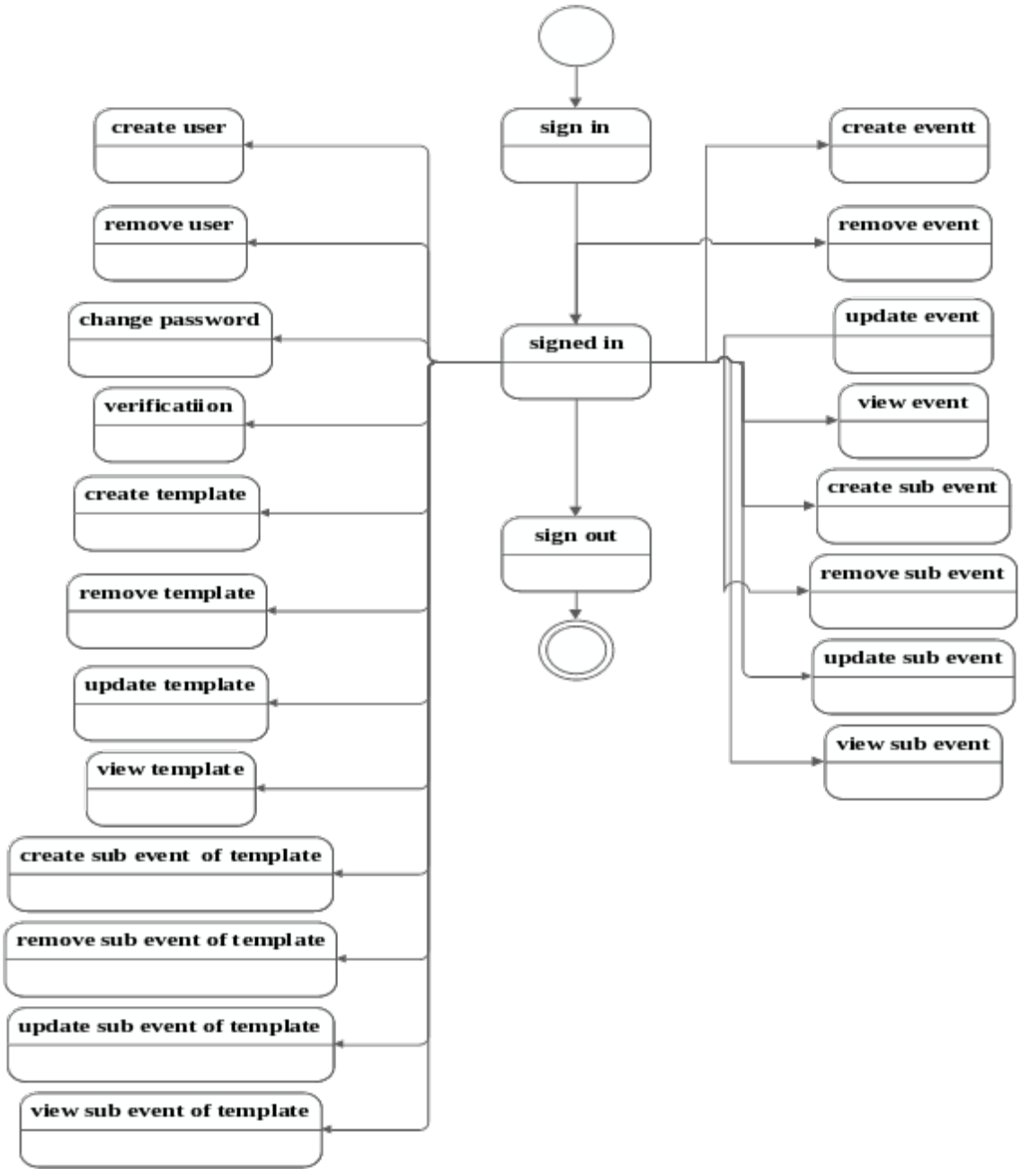

Figure 1: State transition diagram of Admin

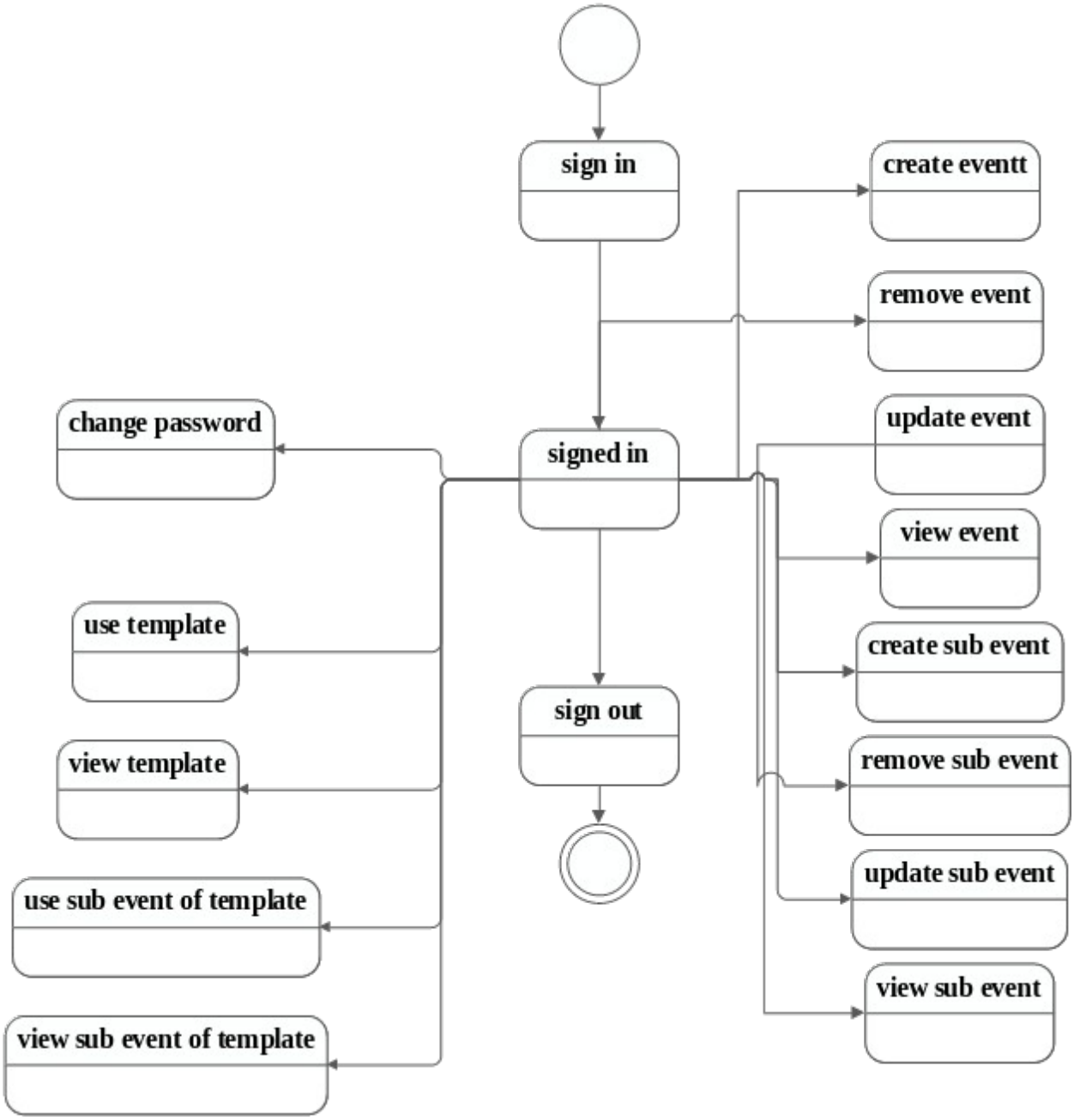

Figure 2: : State transition diagram of Teacher

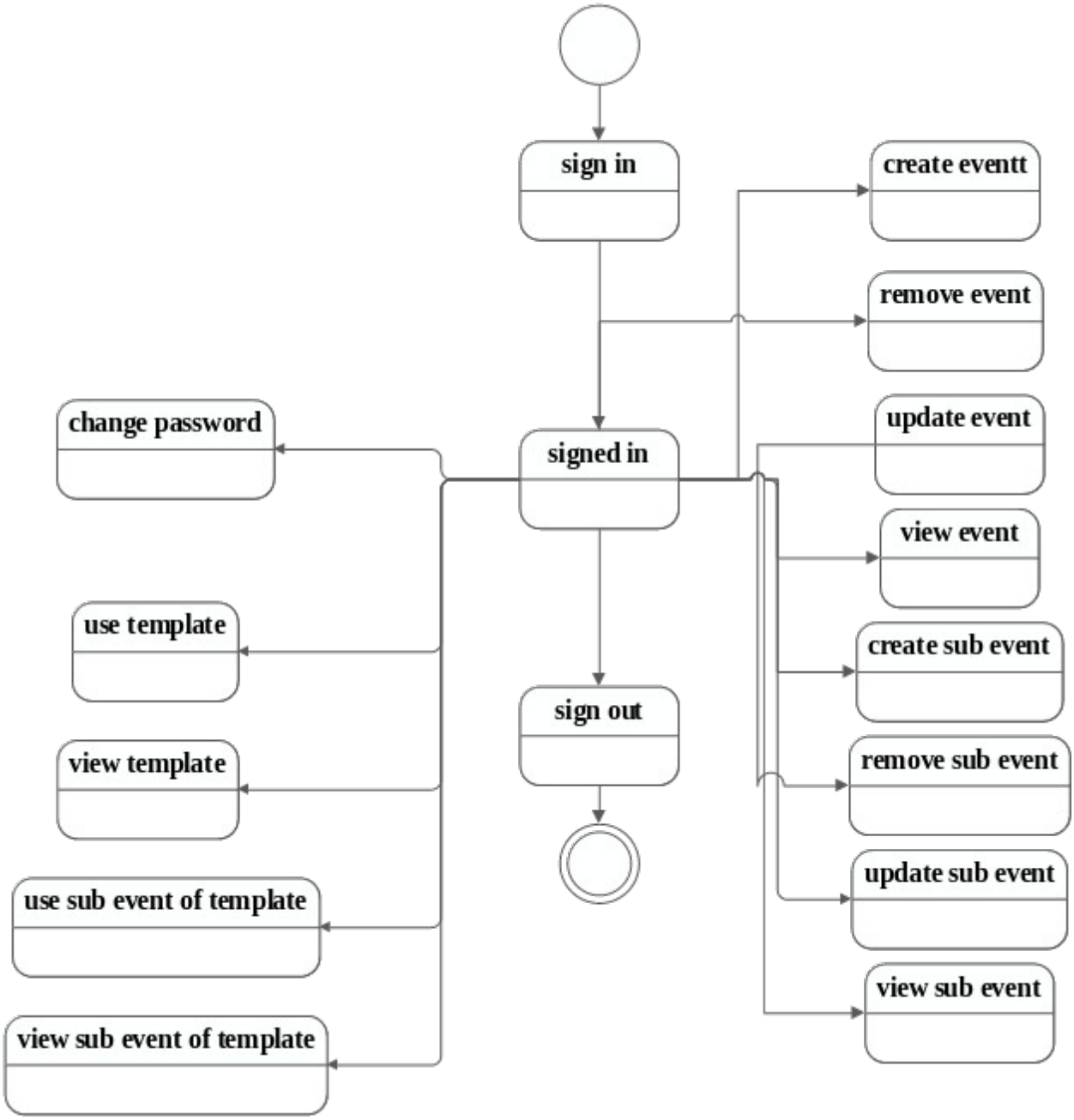

Figure 3: : State transition diagram of Student