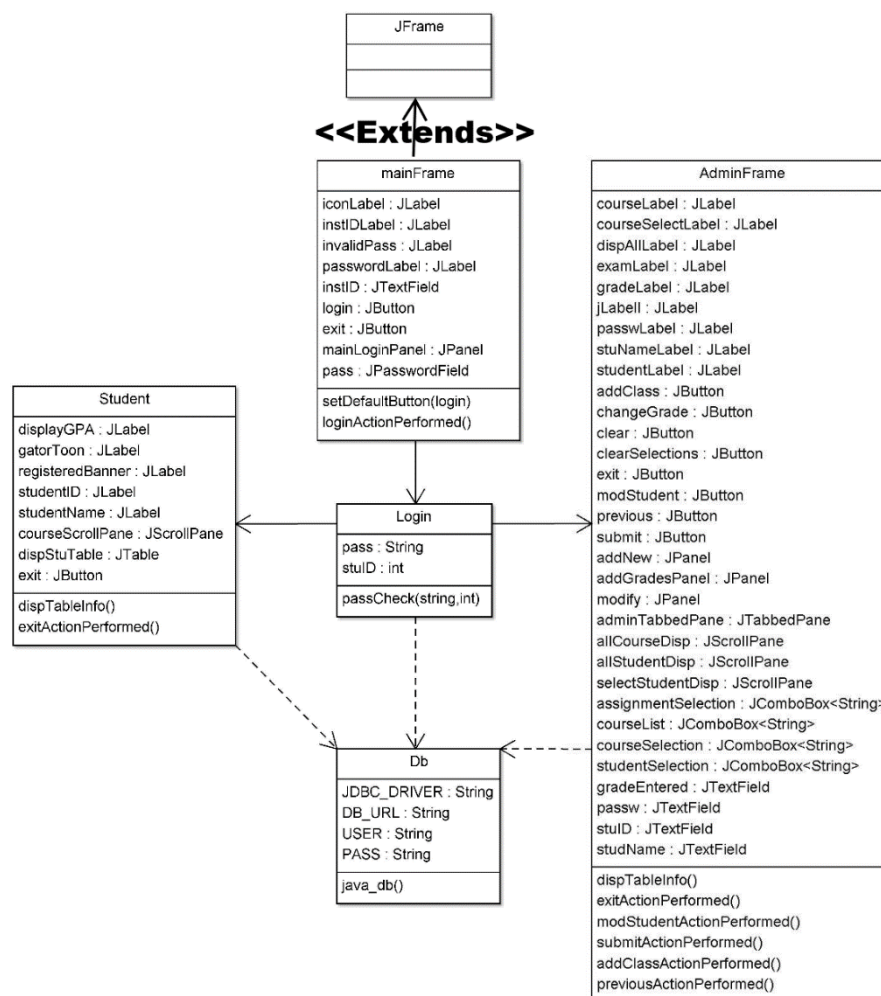


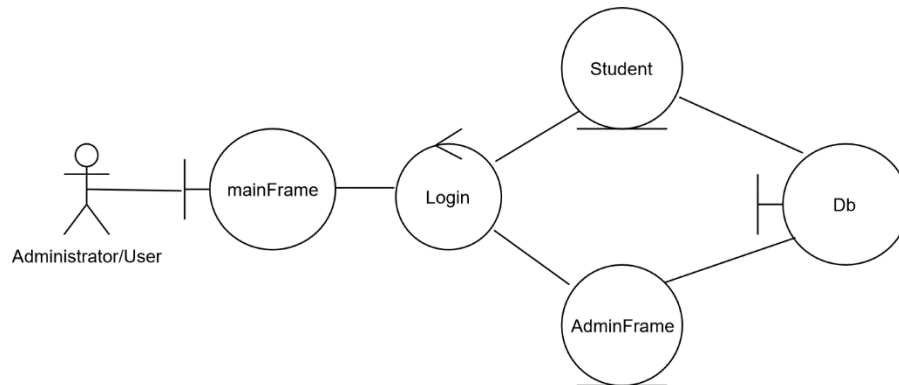
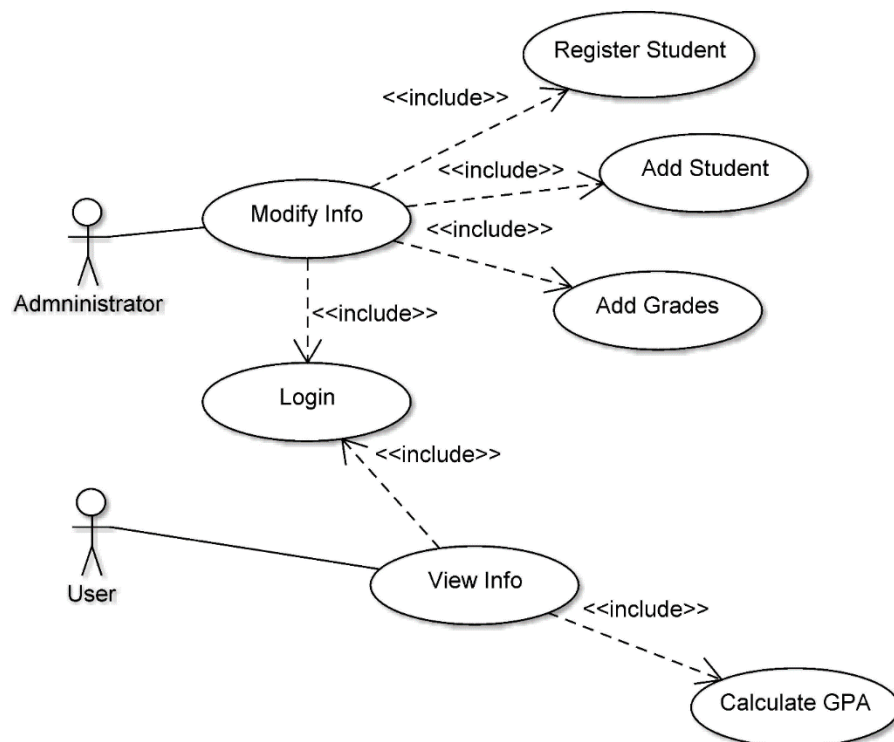
Project Report – Learning Management System

The team was formed at the beginning of the semester and consists of five members: Andrew Tomich, Jacquelyn Johnson, Andrew Samuel, Ary Hernandez, and Julio Quintero. We opted for a democratic approach to ensure high productivity. The concept was introduced early in the semester and we decided to use it for our software project when we first learned about it. That way, we made sure everyone had a say in the project and dealt with any big decisions as a team.

- Class diagram – shows the structure of a system by listing classes and their functions.
- Interaction diagram – visualizes the interactivity between objects; a dynamic model.
- Use case diagram – models the interaction between actors and the software product.
- Sequence diagram – displays object interactions arranged in a sequence, start to finish.

Class diagram



Interaction diagram**Use-case diagram**

Sequence diagram