

## Model

Package in package "

Model

Version Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

## Klasy

Package in package 'Model'

Klasy

Version 1.0 Phase 1.0 Proposed

Home created on 09.12.2020. Last modified 09.12.2020

## Package1

Package in package 'Klasy'

Package1

Version 1.0 Phase 1.0 Proposed

Home created on 09.12.2020. Last modified 09.12.2020

## Package1 diagram

Class diagram in package 'Package1'

Package1

Version 1.0

Home created on 09.12.2020. Last modified 10.12.2020

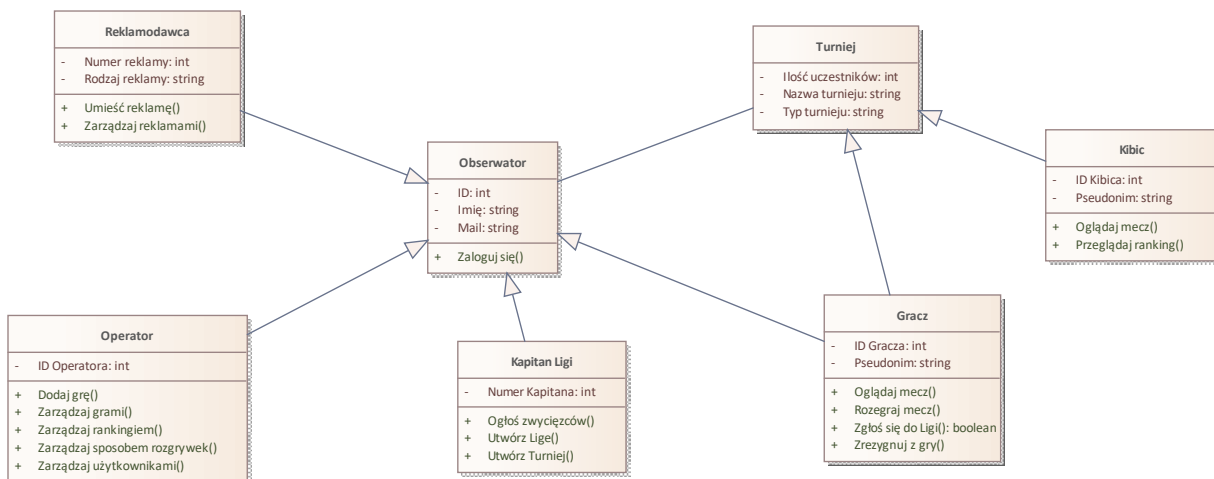






Figure 1: Package1





## Gracz

Class in package 'Package1'

Gracz  
Version 1.0 Phase 1.0 Proposed  
Home created on 09.12.2020. Last modified 09.12.2020

OUTGOING STRUCTURAL RELATIONSHIPS	
 Generalization from Gracz to Obserwator	[ Direction is 'Source -> Destination'. ]
 Generalization from Gracz to Turniej	[ Direction is 'Source -> Destination'. ]


ATTRIBUTES	
 ID Gracza : int Private	[ Is static True. Containment is Not Specified. ]
 Pseudonim : string Private	[ Is static True. Containment is Not Specified. ]





OPERATIONS	
 Oglądaj mecz () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Rozegraj mecz () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zgłoś się do Ligi () : boolean Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zrezygnuj z gry () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Kapitan Ligi

Class in package 'Package1'

Kapitan Ligi  
Version 1.0 Phase 1.0 Proposed  
Home created on 09.12.2020. Last modified 09.12.2020






OUTGOING STRUCTURAL RELATIONSHIPS	
 Generalization from Kapitan Ligi to Obserwator	[ Direction is 'Source -> Destination'. ]

ATTRIBUTES	
 Numer Kapitana : int Private	[ Is static True. Containment is Not Specified. ]
OPERATIONS	
 Ogłoś zwycięzców () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Utwórz Lige () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Utwórz Turniej () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Kibic

Class in package 'Package1'

Kibic  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.12.2020. Last modified 10.12.2020

OUTGOING STRUCTURAL RELATIONSHIPS	
 Generalization from Kibic to Turniej	[ Direction is 'Source -> Destination'. ]
ATTRIBUTES	
 ID Kibica : int Private	[ Is static True. Containment is Not Specified. ]
 Pseudonim : string Private	[ Is static True. Containment is Not Specified. ]
OPERATIONS	
 Oglądaj mecz () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Przeglądaj ranking () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Obserwator

Class in package 'Package1'

Obserwator  
Version 1.0 Phase 1.0 Proposed  
Home created on 09.12.2020. Last modified 09.12.2020

INCOMING STRUCTURAL RELATIONSHIPS	
➡ Generalization from Reklamodawca to Obserwator	[ Direction is 'Source -> Destination'. ]
➡ Generalization from Gracz to Obserwator	[ Direction is 'Source -> Destination'. ]
➡ Generalization from Operator to Obserwator	[ Direction is 'Source -> Destination'. ]
➡ Generalization from Kapitan Ligi to Obserwator	[ Direction is 'Source -> Destination'. ]

ATTRIBUTES	
◆ ID : int Private	[ Is static True. Containment is Not Specified. ]
◆ Imię : string Private	[ Is static True. Containment is Not Specified. ]
◆ Mail : string Private	[ Is static True. Containment is Not Specified. ]

ASSOCIATIONS	
✍ Association (direction: Unspecified)	
Source: Public (Class) Obserwator	Target: Public (Class) Turniej







OPERATIONS	
◆ Zaloguj się () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Operator

Class in package 'Package1'

Operator  
Version 1.0 Phase 1.0 Proposed

Home created on 09.12.2020. Last modified 09.12.2020



OUTGOING STRUCTURAL RELATIONSHIPS	
 Generalization from Operator to Obserwator	[ Direction is 'Source -> Destination'. ]
ATTRIBUTES	
 ID Operatora : int Private	[ Is static True. Containment is Not Specified. ]
OPERATIONS	
 Dodaj grę () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zarządzaj grami () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zarządzaj rankingiem () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zarządzaj sposobem rozgrywek () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zarządzaj użytkownikami () : Public	[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Reklamodawca

Class in package 'Package1'

Reklamodawca  
Version 1.0 Phase 1.0 Proposed  
Home created on 09.12.2020. Last modified 09.12.2020



OUTGOING STRUCTURAL RELATIONSHIPS	
 Generalization from Reklamodawca to Obserwator	[ Direction is 'Source -> Destination'. ]
ATTRIBUTES	
 Numer reklamy : int Private	[ Is static True. Containment is Not Specified. ]
 Rodzaj reklamy : string Private	


ATTRIBUTES	
	[ Is static True. Containment is Not Specified. ]
OPERATIONS	
 Umieść reklamę () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]	
 Zarządzaj reklamami () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]	

## Turniej

Class in package 'Package1'

Turniej  
Version 1.0 Phase 1.0 Proposed  
Home created on 09.12.2020. Last modified 09.12.2020

INCOMING STRUCTURAL RELATIONSHIPS	
 Generalization from Kibic to Turniej [ Direction is 'Source -> Destination'. ]	
 Generalization from Gracz to Turniej [ Direction is 'Source -> Destination'. ]	

ATTRIBUTES	
 Ilość uczestników : int Private [ Is static True. Containment is Not Specified. ]	
 Nazwa turnieju : string Private [ Is static True. Containment is Not Specified. ]	
 Typ turnieju : string Private [ Is static True. Containment is Not Specified. ]	

ASSOCIATIONS	
 Association (direction: Unspecified)	
Source: Public (Class) Obserwator	Target: Public (Class) Turniej

## Sekwencji

Package in package 'Model'

Sekwencji  
Version 1.0 Phase 1.0 Proposed  
Home created on 06.01.2021. Last modified 10.01.2021

## Specification diagram

Interaction diagram in package 'Sekwencji'

Specification  
Version 1.0  
Home created on 06.01.2021. Last modified 06.01.2021

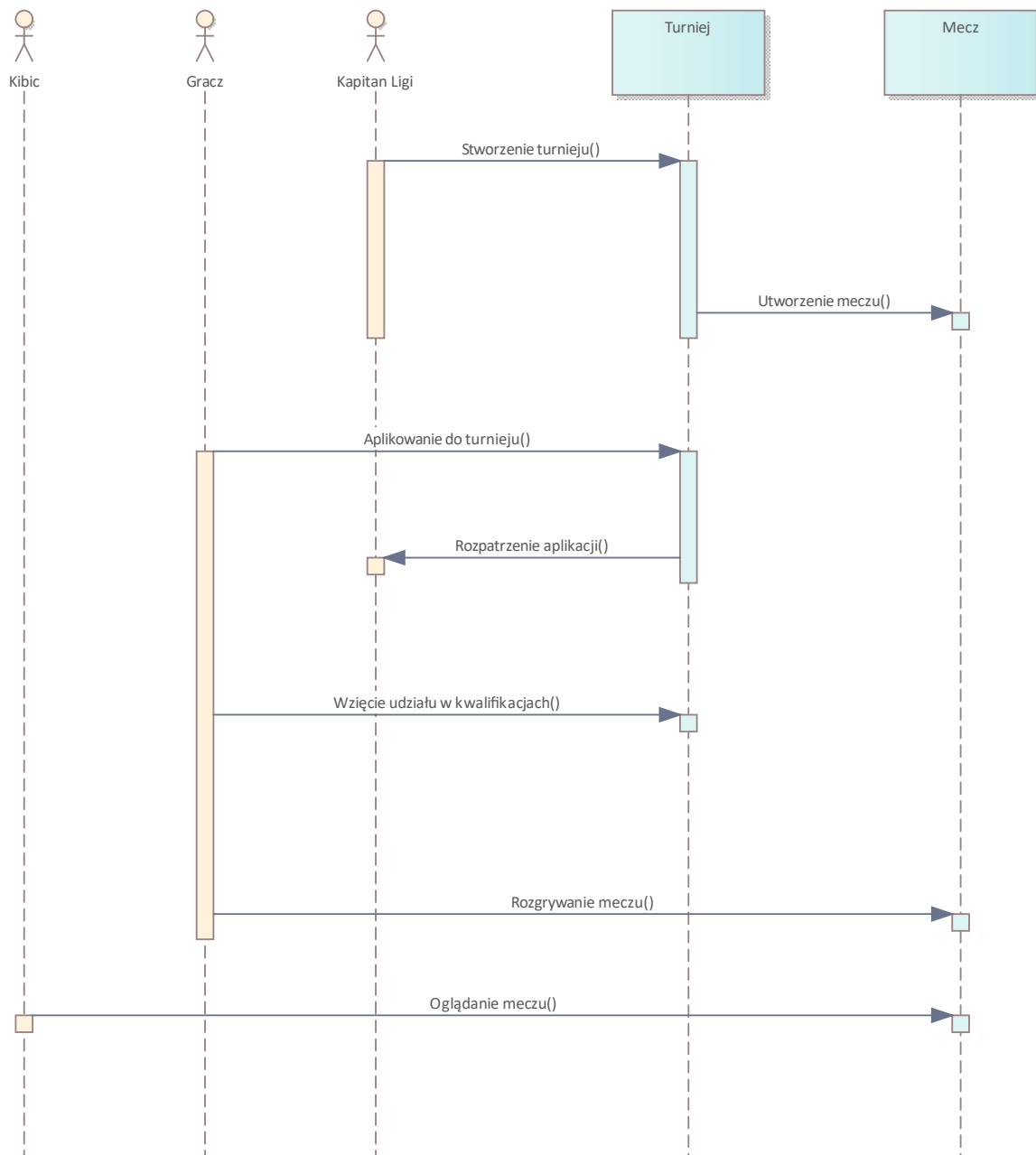









Figure 2: Specification

INTERACTION MESSAGES	
 <b>1.0 'Stworzenie turnieju'</b> from 'Kapitan Ligi' sent to 'Turniej'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	
 <b>1.1 'Utworzenie meczu'</b> from 'Turniej' sent to 'Mecz'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	
 <b>1.2 'Aplikowanie do turnieju'</b> from 'Gracz' sent to 'Turniej'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	
 <b>1.3 'Rozpatrzenie aplikacji'</b> from 'Turniej' sent to 'Kapitan Ligi'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	
 <b>1.4 'Wzięcie udziału w kwalifikacjach'</b> from 'Gracz' sent to 'Turniej'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	
 <b>1.5 'Rozgrywanie meczu'</b> from 'Gracz' sent to 'Mecz'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	
 <b>1.6 'Oglądanie meczu'</b> from 'Kibic' sent to 'Mecz'. Synchronous Call. Returns void. [ Return is False. Iteration is False. New group is False. ]	

## Gracz

Actor in package 'Sekwencji'

Gracz  
Version 1.0 Phase 1.0 Proposed  
Home created on 06.01.2021. Last modified 06.01.2021

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: Rozgrywanie meczu  Sequence from Gracz to Mecz



OUTGOING BEHAVIORAL RELATIONSHIPS
<p>Name: Wzięcie udziału w kwalifikacjach   Sequence from Gracz to Turniej</p>
<p>Name: Aplikowanie do turnieju   Sequence from Gracz to Turniej</p>

## Kapitan Ligi

Actor in package 'Sekuencji'

Kapitan Ligi  
Version 1.0 Phase 1.0 Proposed  
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OUTGOING BEHAVIORAL RELATIONSHIPS
<p>Name: Stworzenie turnieju   Sequence from Kapitan Ligi to Turniej</p>

INCOMING BEHAVIORAL RELATIONSHIPS
<p>Name: Rozpatrzenie aplikacji   Sequence from Turniej to Kapitan Ligi</p>

## Kibic

Actor in package 'Sekuencji'

Kibic  
Version 1.0 Phase 1.0 Proposed  
Home created on 06.01.2021. Last modified 06.01.2021

OUTGOING BEHAVIORAL RELATIONSHIPS
<p>Name: Oglądanie meczu   Sequence from Kibic to Mecz</p>

## Gate

Gate in package 'Sekuencji'

Gate  
Version 1.0 Phase 1.0 Proposed  
Home created on 06.01.2021. Last modified 06.01.2021

## Mecz

Sequence in package 'Sekwencji'

Mecz

Version 1.0 Phase 1.0 Proposed

Home created on 06.01.2021. Last modified 06.01.2021

INCOMING BEHAVIORAL RELATIONSHIPS
Name: Rozgrywanie meczu  Sequence from Gracz to Mecz
Name: Utworzenie meczu  Sequence from Turniej to Mecz
Name: Oglądanie meczu  Sequence from Kibic to Mecz

## Object1

Sequence «boundary» in package 'Sekwencji'

Object1

Version 1.0 Phase 1.0 Proposed

Home created on 06.01.2021. Last modified 06.01.2021

## Turniej

Sequence in package 'Sekwencji'

Turniej

Version 1.0 Phase 1.0 Proposed

Home created on 06.01.2021. Last modified 06.01.2021

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: Rozpatrzenie aplikacji  Sequence from Turniej to Kapitan Ligi
Name: Utworzenie meczu  Sequence from Turniej to Mecz
INCOMING BEHAVIORAL RELATIONSHIPS
Name: Wzięcie udziału w kwalifikacjach  Sequence from Gracz to Turniej
Name: Aplikowanie do turnieju  Sequence from Gracz to Turniej

INCOMING BEHAVIORAL RELATIONSHIPS
<div>Name: Stworzenie turnieju</div> <div> Sequence from Kapitan Ligi to Turniej</div>

## aktywnosci

*Package in package 'Model'*

aktywnosci  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 10.01.2021

## Starter Activity Diagram diagram

*Activity diagram in package 'aktywnosci'*

Starter Activity Diagram  
Version 1.0  
Home created on 17.12.2020. Last modified 17.12.2020

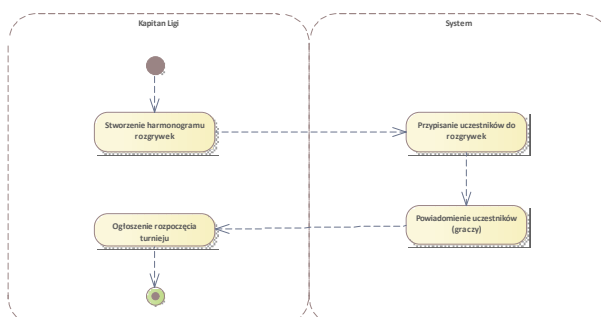
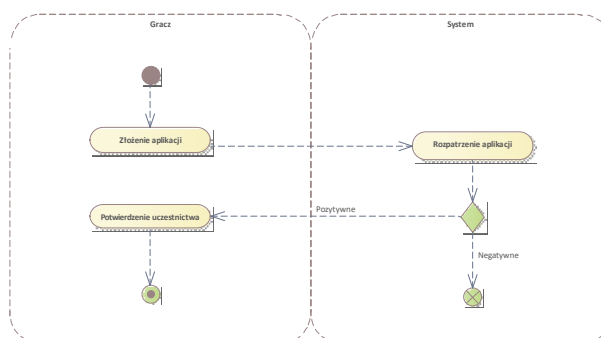
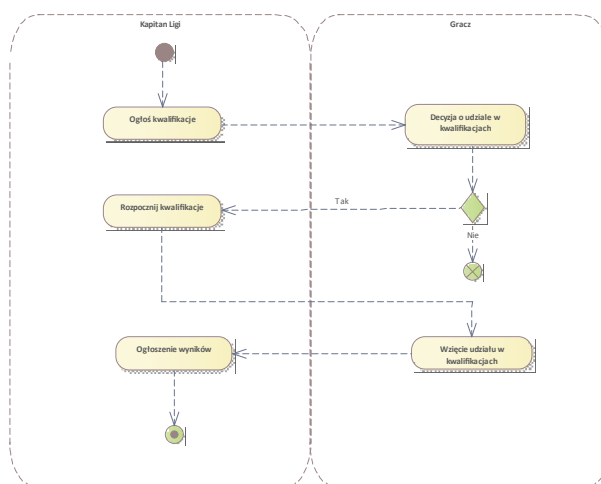
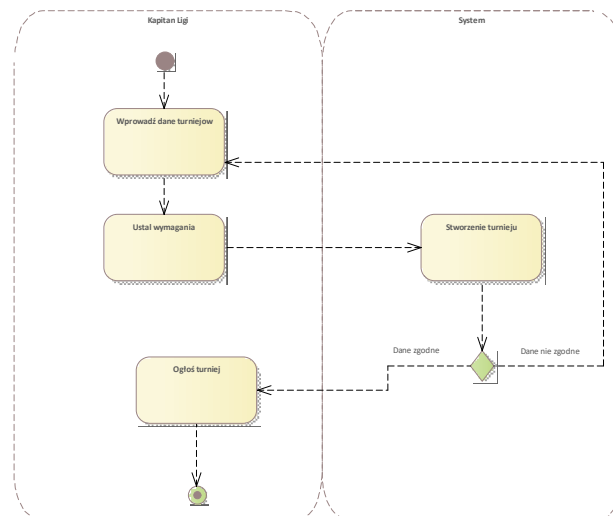






Figure 3: Starter Activity Diagram

## Gracz

*InterruptibleActivityRegion in package 'aktywnosci'*



Gracz  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

ELEMENTS OWNED BY Gracz
 Decyzja o udziale w kwalifikacjach : Activity
 Wzięcie udziału w kwalifikacjach : Activity
 DecisionNode : DecisionNode
 FlowFinal : FlowFinal

## Decyzja o udziale w kwalifikacjach

*Activity owned by 'Gracz', in package 'aktywnosci'*

Decyzja o udziale w kwalifikacjach  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020



CONNECTORS
 <b>Dependency</b> Source -> Destination From:    Decyzja o udziale w kwalifikacjach : Activity, Public To:        DecisionNode : DecisionNode, Public
 <b>Dependency</b> Source -> Destination From:    Ogłoś kwalifikacje : Activity, Public To:        Decyzja o udziale w kwalifikacjach : Activity, Public

## Wzięcie udziału w kwalifikacjach

*Activity owned by 'Gracz', in package 'aktywnosci'*




Wzięcie udziału w kwalifikacjach  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS
------------

CONNECTORS	
 <b>Dependency</b> Source -> Destination	
From:	Wzięcie udziału w kwalifikacjach : Activity, Public
To:	Ogłoszenie wyników : Activity, Public
 <b>Dependency</b> Source -> Destination	
From:	Rozpocznij kwalifikacje : Activity, Public
To:	Wzięcie udziału w kwalifikacjach : Activity, Public

## DecisionNode

DecisionNode owned by 'Gracz', in package 'aktywnosci'

CONNECTORS	
 <b>Dependency</b> Nie Source -> Destination	
From:	DecisionNode : DecisionNode, Public
To:	FlowFinal : FlowFinal, Public
 <b>Dependency</b> Tak Source -> Destination	
From:	DecisionNode : DecisionNode, Public
To:	Rozpocznij kwalifikacje : Activity, Public
 <b>Dependency</b> Source -> Destination	
From:	Decyzja o udziale w kwalifikacjach : Activity, Public
To:	DecisionNode : DecisionNode, Public

## FlowFinal

FlowFinal owned by 'Gracz', in package 'aktywnosci'

CONNECTORS	
 <b>Dependency</b> Nie Source -> Destination	
From:	DecisionNode : DecisionNode, Public
To:	FlowFinal : FlowFinal, Public

## Gracz





InterruptibleActivityRegion in package 'aktywnosci'

Gracz

Version 1.0 Phase 1.0 Proposed

Home created on 17.12.2020. Last modified 17.12.2020



ELEMENTS OWNED BY Gracz
-------------------------

ELEMENTS OWNED BY Gracz	
	Potwierdzenie uczestnictwa : Activity
	Złożenie aplikacji : Activity
	ActivityInitial : ActivityInitial
	ActivityFinal : ActivityFinal

## Potwierdzenie uczestnictwa

Activity owned by 'Gracz', in package 'aktywnosci'



Potwierdzenie uczestnictwa  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Potwierdzenie uczestnictwa : Activity, Public To: ActivityFinal : ActivityFinal, Public
	<b>Dependency</b> Pozytywne Source -> Destination From: DecisionNode : DecisionNode, Public To: Potwierdzenie uczestnictwa : Activity, Public

## Złożenie aplikacji

Activity owned by 'Gracz', in package 'aktywnosci'

Złożenie aplikacji  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Złożenie aplikacji : Activity, Public To: Rozpatrzenie aplikacji : Activity, Public
	<b>Dependency</b> Source -> Destination From: ActivityInitial : ActivityInitial, Public To: Złożenie aplikacji : Activity, Public



## ActivityInitial

ActivityInitial owned by 'Gracz', in package 'aktywnosci'

CONNECTORS	
 <b>Dependency</b>	Source -> Destination
From:	ActivityInitial : ActivityInitial, Public
To:	Złożenie aplikacji : Activity, Public

## ActivityFinal

ActivityFinal owned by 'Gracz', in package 'aktywnosci'

CONNECTORS	
 <b>Dependency</b>	Source -> Destination
From:	Potwierdzenie uczestnictwa : Activity, Public
To:	ActivityFinal : ActivityFinal, Public

## Kapitan Ligi

InterruptibleActivityRegion in package 'aktywnosci'



Kapitan Ligi  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

ELEMENTS OWNED BY Kapitan Ligi
 Ogłoś turniej : Activity
 Ustal wymagania : Activity
 Wprowadź dane turniejow : Activity
 ActivityFinal : ActivityFinal
 ActivityInitial : ActivityInitial

## Ogłoś turniej

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'



Ogłoś turniej  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Ogłoś turniej : Activity, Public To: ActivityFinal : ActivityFinal, Public
	<b>Dependency</b> Dane zgodne Source -> Destination From: DecisionNode : DecisionNode, Public To: Ogłoś turniej : Activity, Public

## Ustal wymagania

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'




Ustal wymagania  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Ustal wymagania : Activity, Public To: Stworzenie turnieju : Activity, Public
	<b>Dependency</b> Source -> Destination From: Wprowadź dane turniejow : Activity, Public To: Ustal wymagania : Activity, Public

## Wprowadź dane turniejow

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'

Wprowadź dane turniejow  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Wprowadź dane turniejow : Activity, Public To: Ustal wymagania : Activity, Public
	<b>Dependency</b> Source -> Destination From: ActivityInitial : ActivityInitial, Public To: Wprowadź dane turniejow : Activity, Public
	<b>Dependency</b> Dane nie zgodne Source -> Destination From: DecisionNode : DecisionNode, Public To: Wprowadź dane turniejow : Activity, Public

## ActivityFinal

ActivityFinal owned by 'Kapitan Ligi', in package 'aktywnosci'

CONNECTORS	
	<b>Dependency</b> Source -> Destination
From:	Ogłoś turniej : Activity, Public
To:	ActivityFinal : ActivityFinal, Public

## ActivityInitial





ActivityInitial owned by 'Kapitan Ligi', in package 'aktywnosci'

CONNECTORS	
	<b>Dependency</b> Source -> Destination
From:	ActivityInitial : ActivityInitial, Public
To:	Wprowadź dane turniejow : Activity, Public

## Kapitan Ligi

InterruptibleActivityRegion in package 'aktywnosci'

Kapitan Ligi  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020



ELEMENTS OWNED BY Kapitan Ligi
 Ogłoszenie wyników : Activity
 Ogłoś kwalifikacje : Activity
 Rozpocznij kwalifikacje : Activity
 ActivityFinal : ActivityFinal
 ActivityInitial : ActivityInitial

## Ogłoszenie wyników

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'

Ogłoszenie wyników



Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Ogłoszenie wyników : Activity, Public To: ActivityFinal : ActivityFinal, Public
	<b>Dependency</b> Source -> Destination From: Wzięcie udziału w kwalifikacjach : Activity, Public To: Ogłoszenie wyników : Activity, Public

## Ogłoś kwalifikacje

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'



Ogłoś kwalifikacje  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Ogłoś kwalifikacje : Activity, Public To: Decyzja o udziale w kwalifikacjach : Activity, Public
	<b>Dependency</b> Source -> Destination From: ActivityInitial : ActivityInitial, Public To: Ogłoś kwalifikacje : Activity, Public

## Rozpocznij kwalifikacje

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'


Rozpocznij kwalifikacje  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
	<b>Dependency</b> Source -> Destination From: Rozpocznij kwalifikacje : Activity, Public To: Wzięcie udziału w kwalifikacjach : Activity, Public
	<b>Dependency Tak</b> Source -> Destination From: DecisionNode : DecisionNode, Public To: Rozpocznij kwalifikacje : Activity, Public

## ActivityFinal

ActivityFinal owned by 'Kapitan Ligi', in package 'aktywnosci'


### CONNECTORS

 **Dependency**    Source -> Destination  
 From:    Ogłoszenie wyników : Activity, Public  
 To:       ActivityFinal : ActivityFinal, Public

## ActivityInitial

ActivityInitial owned by 'Kapitan Ligi', in package 'aktywnosci'

### CONNECTORS





 **Dependency**    Source -> Destination  
 From:    ActivityInitial : ActivityInitial, Public  
 To:       Ogłos kwalifikacje : Activity, Public

## Kapitan Ligi

InterruptibleActivityRegion in package 'aktywnosci'

Kapitan Ligi  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 17.12.2020. Last modified 17.12.2020

### ELEMENTS OWNED BY Kapitan Ligi



-  Ogłoszenie rozpoczęcia turnieju : Activity
-  Stworzenie harmonogramu rozgrywek : Activity
-  ActivityFinal : ActivityFinal
-  ActivityInitial : ActivityInitial

## Ogłoszenie rozpoczęcia turnieju

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'

Ogłoszenie rozpoczęcia turnieju  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 17.12.2020. Last modified 17.12.2020

### CONNECTORS

CONNECTORS	
 <b>Dependency</b>	Source -> Destination
From:	Ogłoszenie rozpoczęcia turnieju : Activity, Public
To:	ActivityFinal : ActivityFinal, Public
 <b>Dependency</b>	Source -> Destination
From:	Powiadomienie uczestników(graczy) : Activity, Public
To:	Ogłoszenie rozpoczęcia turnieju : Activity, Public



## Stworzenie harmonogramu rozgrywek

Activity owned by 'Kapitan Ligi', in package 'aktywnosci'

Stworzenie harmonogramu rozgrywek

Version 1.0 Phase 1.0 Proposed

Home created on 17.12.2020. Last modified 17.12.2020

CONNECTORS	
 <b>Dependency</b>	Source -> Destination
From:	Stworzenie harmonogramu rozgrywek : Activity, Public
To:	Przypisanie uczestników do rozgrywek : Activity, Public
 <b>Dependency</b>	Source -> Destination
From:	ActivityInitial : ActivityInitial, Public
To:	Stworzenie harmonogramu rozgrywek : Activity, Public

## ActivityFinal

ActivityFinal owned by 'Kapitan Ligi', in package 'aktywnosci'

CONNECTORS	
 <b>Dependency</b>	Source -> Destination
From:	Ogłoszenie rozpoczęcia turnieju : Activity, Public
To:	ActivityFinal : ActivityFinal, Public

## ActivityInitial



ActivityInitial owned by 'Kapitan Ligi', in package 'aktywnosci'

CONNECTORS	
 <b>Dependency</b>	Source -> Destination
From:	ActivityInitial : ActivityInitial, Public
To:	Stworzenie harmonogramu rozgrywek : Activity, Public

## System

*InterruptibleActivityRegion in package 'aktywnosci'*



System  
Version 1.0 Phase 1.0 Proposed  
Home created on 17.12.2020. Last modified 17.12.2020

ELEMENTS OWNED BY System
 Stworzenie turnieju : Activity
 DecisionNode : DecisionNode

## Stworzenie turnieju



*Activity owned by 'System', in package 'aktywnosci'*

Stworzenie turnieju  
Version 1.0 Phase 1.0 Proposed  
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CONNECTORS
 <b>Dependency</b> Source -> Destination From: Stworzenie turnieju : Activity, Public To: DecisionNode : DecisionNode, Public
 <b>Dependency</b> Source -> Destination From: Ustal wymagania : Activity, Public To: Stworzenie turnieju : Activity, Public

## DecisionNode

*DecisionNode owned by 'System', in package 'aktywnosci'*

CONNECTORS
 <b>Dependency</b> Dane zgodne Source -> Destination From: DecisionNode : DecisionNode, Public To: Ogłoś turniej : Activity, Public
 <b>Dependency</b> Dane nie zgodne Source -> Destination From: DecisionNode : DecisionNode, Public To: Wprowadź dane turniejow : Activity, Public

**CONNECTORS**





 **Dependency**      Source -> Destination  
 From:      Stworzenie turnieju : Activity, Public  
 To:          DecisionNode : DecisionNode, Public

**System**

*InterruptibleActivityRegion in package 'aktywnosci'*

System  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 17.12.2020. Last modified 17.12.2020

**ELEMENTS OWNED BY System**

-  Activity4 : Activity
-  Rozpatrzenie aplikacji : Activity
-  DecisionNode : DecisionNode
-  FlowFinal : FlowFinal

**Activity4**

*Activity owned by 'System', in package 'aktywnosci'*


Activity4  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 17.12.2020. Last modified 17.12.2020

**Rozpatrzenie aplikacji**

*Activity owned by 'System', in package 'aktywnosci'*


Rozpatrzenie aplikacji  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 17.12.2020. Last modified 17.12.2020

**CONNECTORS**

 **Dependency**      Source -> Destination  
 From:      Rozpatrzenie aplikacji : Activity, Public  
 To:          DecisionNode : DecisionNode, Public




**CONNECTORS**


 **Dependency** Source -> Destination  
 From: Złożenie aplikacji : Activity, Public  
 To: Rozpatrzenie aplikacji : Activity, Public


**DecisionNode**

*DecisionNode owned by 'System', in package 'aktywnosci'*

**CONNECTORS**

 **Dependency** Pozytywne Source -> Destination  
 From: DecisionNode : DecisionNode, Public  
 To: Potwierdzenie uczestnictwa : Activity, Public


 **Dependency** Negatywne Source -> Destination  
 From: DecisionNode : DecisionNode, Public  
 To: FlowFinal : FlowFinal, Public

 **Dependency** Source -> Destination  
 From: Rozpatrzenie aplikacji : Activity, Public  
 To: DecisionNode : DecisionNode, Public

**FlowFinal**

*FlowFinal owned by 'System', in package 'aktywnosci'*

**CONNECTORS**


 **Dependency** Negatywne Source -> Destination  
 From: DecisionNode : DecisionNode, Public  
 To: FlowFinal : FlowFinal, Public


**System**

*InterruptibleActivityRegion in package 'aktywnosci'*

System  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 17.12.2020. Last modified 17.12.2020

**ELEMENTS OWNED BY System**

 Powiadomienie uczestników(graczy) : Activity

 Przypisanie uczestników do rozgrywek : Activity

## Powiadomienie uczestników(graczy)

Activity owned by 'System', in package 'aktywnosci'

Powiadomienie uczestników(graczy)

Version 1.0 Phase 1.0 Proposed

Home created on 17.12.2020. Last modified 17.12.2020

### CONNECTORS



**Dependency** Source -> Destination

From: Powiadomienie uczestników(graczy) : Activity, Public

To: Ogłoszenie rozpoczęcia turnieju : Activity, Public



**Dependency** Source -> Destination

From: Przypisanie uczestników do rozgrywek : Activity, Public

To: Powiadomienie uczestników(graczy) : Activity, Public

## Przypisanie uczestników do rozgrywek

Activity owned by 'System', in package 'aktywnosci'

Przypisanie uczestników do rozgrywek

Version 1.0 Phase 1.0 Proposed

Home created on 17.12.2020. Last modified 17.12.2020

### CONNECTORS



**Dependency** Source -> Destination

From: Przypisanie uczestników do rozgrywek : Activity, Public

To: Powiadomienie uczestników(graczy) : Activity, Public



**Dependency** Source -> Destination

From: Stworzenie harmonogramu rozgrywek : Activity, Public

To: Przypisanie uczestników do rozgrywek : Activity, Public

## komunikacji

Package in package 'Model'

komunikacji  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

## Starter Communication Diagram diagram

Communication diagram in package 'komunikacji'

Starter Communication Diagram  
Version 1.0  
Home created on 10.01.2021. Last modified 10.01.2021

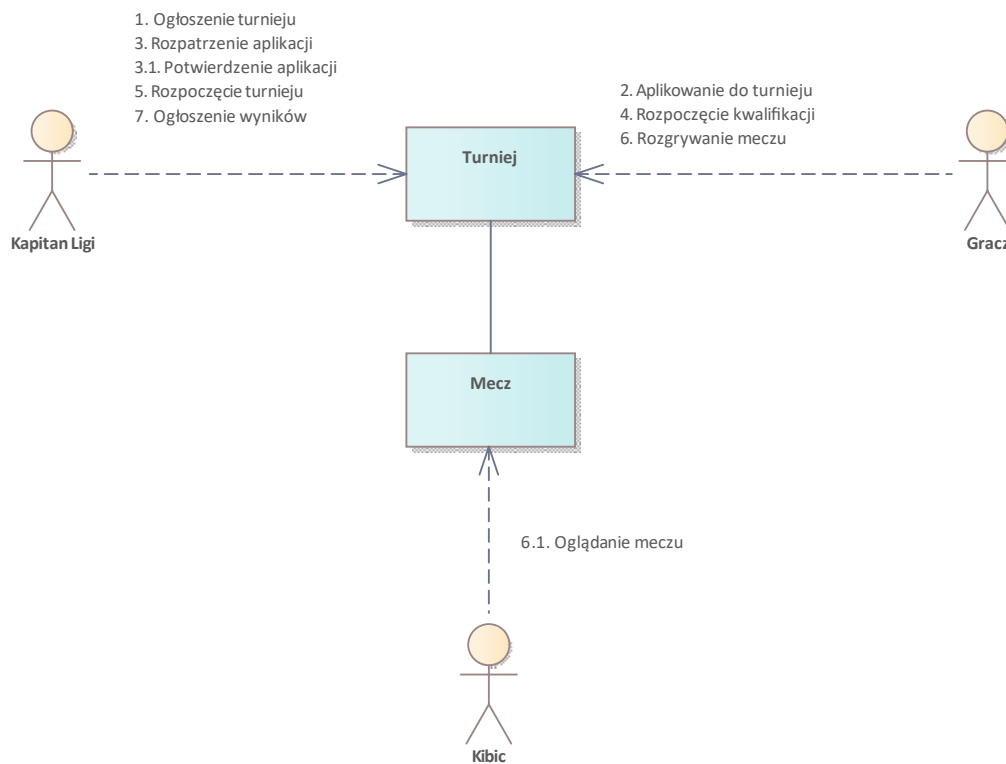


Figure 4: Starter Communication Diagram

## Text

Text in package 'komunikacji'

1. Ogłoszenie turnieju
3. Rozpatrzenie aplikacji
- 3.1. Potwierdzenie aplikacji
5. Rozpoczęcie turnieju
7. Ogłoszenie wyników

Text  
Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021  
Extends

## Text

*Text in package 'komunikacji'*

- 2. Aplikowanie do turnieju
- 4. Rozpoczęcie kwalifikacji
- 6. Rozgrywanie meczu

Text

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021  
Extends

## Text

*Text in package 'komunikacji'*

- 6.1. Oglądanie meczu

Text

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021  
Extends

## Gracz

*Actor in package 'komunikacji'*

Gracz

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

### CONNECTORS



**Dependency** Source -> Destination

From: Gracz : Actor, Public

To: Turniej : Object, Public

## Kapitan Ligi

*Actor in package 'komunikacji'*


Kapitan Ligi

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

### CONNECTORS

**CONNECTORS**


 **Dependency**    Source -> Destination  
From:    Kapitan Ligi : Actor, Public  
To:       Turniej : Object, Public

**Kibic**

*Actor in package 'komunikacji'*

Kibic  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

**CONNECTORS**


 **Dependency**    Source -> Destination  
From:    Kibic : Actor, Public  
To:       Mecz : Object, Public

**Mecz**

*Object in package 'komunikacji'*

Mecz  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

**CONNECTORS**

 **Dependency**    Source -> Destination  
From:    Kibic : Actor, Public  
To:       Mecz : Object, Public

**ASSOCIATIONS**

 Association (direction: Unspecified)

Source: Public (Object) Mecz

Target: Public (Object) Turniej


**Turniej**


*Object in package 'komunikacji'*

Turniej  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

**CONNECTORS**

**CONNECTORS**

 **Dependency**    Source -> Destination  
From:    Gracz : Actor, Public  
To:       Turniej : Object, Public

 **Dependency**    Source -> Destination  
From:    Kapitan Ligi : Actor, Public  
To:       Turniej : Object, Public

**ASSOCIATIONS**

 Association (direction: Unspecified)

Source: Public (Object) Mecz

Target: Public (Object) Turniej

## Stany

Package in package 'Model'

Stany

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

## Starter State Machine diagram

Class diagram in package 'Stany'

Starter State Machine

Version 1.0

Home created on 10.01.2021. Last modified 10.01.2021

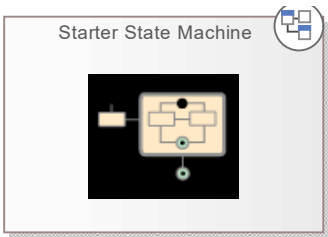


Figure 5: Starter State Machine

## Text

Text «NavigationCell» in package 'Stany'

Text

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

Alias Starter State Machine

Extends

## Class A

Class in package 'Stany'

Class A

Version 1.0 Phase 1.0 Proposed

















Home created on 10.01.2021. Last modified 10.01.2021

ELEMENTS OWNED BY Class A
State Machine A : StateMachine

## State Machine A

StateMachine owned by 'Class A', in package 'Stany'

State Machine A  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

ELEMENTS OWNED BY State Machine A
 Object1 : Object
 Dodanie graczy do turnieju : State
 Oczekiwanie na wyniki : State
 Oczekiwanie na zgłoszenia do turnieju : State
 Ogłoszenie turnieju : State
 Rozegranie turnieju : State
 Rozgrywanie turnieju : State
 Zakonczenie turnieju : State
 Zarchiwizowanie turnieju : State
 ExitPoint : ExitPoint
 Final State : Final State
 Zgłoszenia : Choice
 Initial State : Initial State
 Planowanie turnieju : State
 Organizowanie turnieju : State
 Final : Final State

## Starter State Machine diagram

*StateMachine diagram in package 'Stany'*



## Starter State Machine

Version 1.0

Home created on 10.01.2021. Last modified 10.01.2021

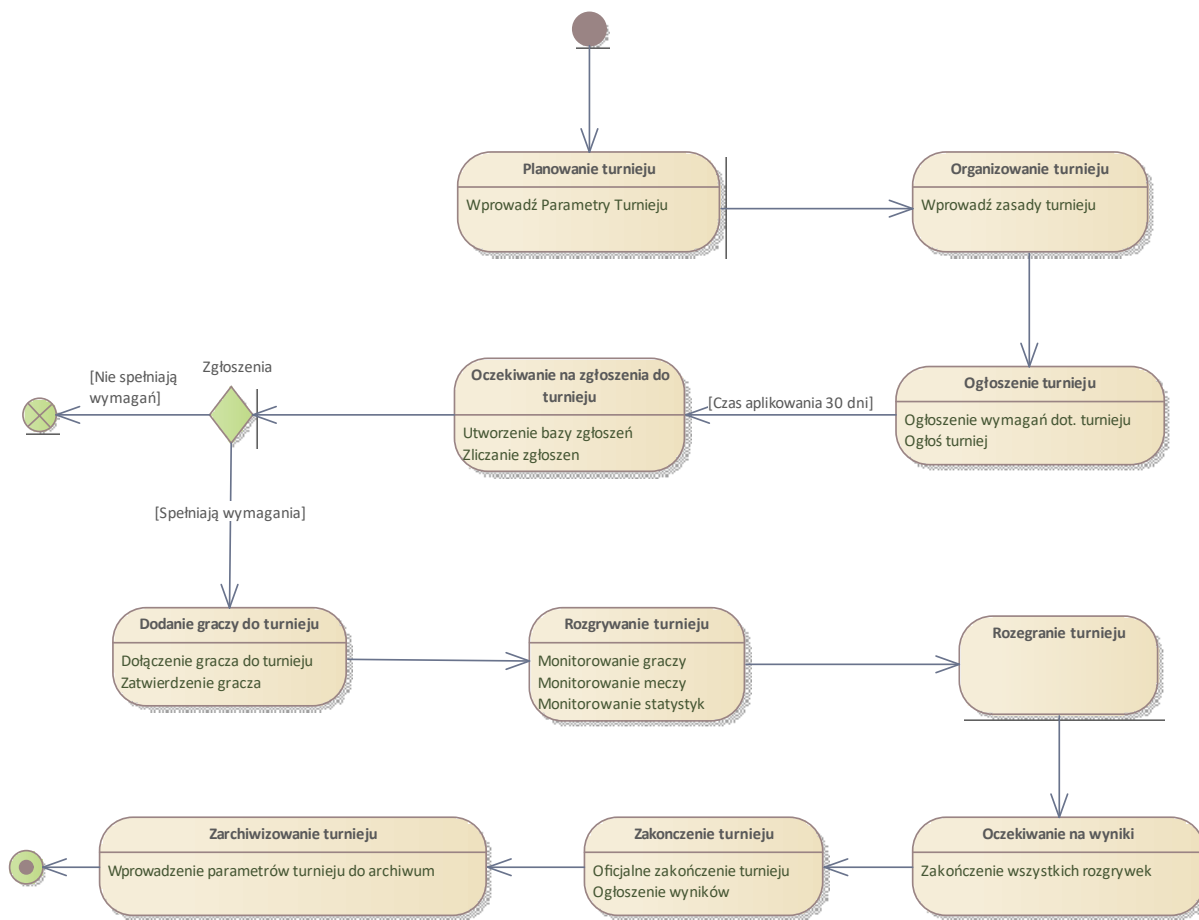


Figure 6: Starter State Machine

**Object1**

Object owned by 'State Machine A', in package 'Stany'

Object1

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

**Dodanie graczy do turnieju**

State owned by 'State Machine A', in package 'Stany'




Dodanie graczy do turnieju

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

**OUTGOING BEHAVIORAL RELATIONSHIPS**




Transition from Dodanie graczy do turnieju to Rozgrywanie turnieju

OUTGOING BEHAVIORAL RELATIONSHIPS
INCOMING BEHAVIORAL RELATIONSHIPS
 Transition from Zgłoszenia to Dodanie graczy do turnieju Guard: Spełniają wymagania
OPERATIONS
 Dołączenie gracza do turnieju () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Zatwierdzenie gracza () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Oczekiwanie na wyniki

State owned by 'State Machine A', in package 'Stany'


Oczekiwanie na wyniki  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021




OUTGOING BEHAVIORAL RELATIONSHIPS
 Transition from Oczekiwanie na wyniki to Zakonczenie turnieju
INCOMING BEHAVIORAL RELATIONSHIPS
 Transition from Rozegranie turnieju to Oczekiwanie na wyniki
OPERATIONS
 Zakończenie wszystkich rozgrywek () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Oczekiwanie na zgłoszenia do turnieju

State owned by 'State Machine A', in package 'Stany'

Oczekiwanie na zgłoszenia do turnieju  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021





OUTGOING BEHAVIORAL RELATIONSHIPS
 Transition from Oczekiwanie na zgłoszenia do turnieju to Zgłoszenia

INCOMING BEHAVIORAL RELATIONSHIPS	
	Transition from Ogłoszenie turnieju to Oczekiwanie na zgłoszenia do turnieju Guard: Czas aplikowania 30 dni
OPERATIONS	
	Utworzenie bazy zgłoszeń () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
	Zliczanie zgłoszeń () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Ogłoszenie turnieju

State owned by 'State Machine A', in package 'Stany'

Ogłoszenie turnieju  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

OUTGOING BEHAVIORAL RELATIONSHIPS	
	Transition from Ogłoszenie turnieju to Oczekiwanie na zgłoszenia do turnieju Guard: Czas aplikowania 30 dni
INCOMING BEHAVIORAL RELATIONSHIPS	
	Transition from Organizowanie turnieju to Ogłoszenie turnieju
OPERATIONS	
	Ogłoszenie wymagań dot. turnieju () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
	Ogłoś turniej () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Rozegranie turnieju

State owned by 'State Machine A', in package 'Stany'

Rozegranie turnieju  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

OUTGOING BEHAVIORAL RELATIONSHIPS	

**OUTGOING BEHAVIORAL RELATIONSHIPS**

➡ Transition from Rozegranie turnieju to Oczekiwanie na wyniki

**INCOMING BEHAVIORAL RELATIONSHIPS**

➡ Transition from Rozgrywanie turnieju to Rozegranie turnieju

**Rozgrywanie turnieju**

State owned by 'State Machine A', in package 'Stany'

Rozgrywanie turnieju

Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

**OUTGOING BEHAVIORAL RELATIONSHIPS**

➡ Transition from Rozgrywanie turnieju to Rozegranie turnieju

**INCOMING BEHAVIORAL RELATIONSHIPS**

➡ Transition from Dodanie graczy do turnieju to Rozgrywanie turnieju

**OPERATIONS**

💎 Monitorowanie graczy () : Public  
[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

💎 Monitorowanie meczy () : Public  
[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

💎 Monitorowanie statystyk () : Public  
[ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

**Zakończenie turnieju**

State owned by 'State Machine A', in package 'Stany'

Zakończenie turnieju




Version 1.0 Phase 1.0 Proposed

Home created on 10.01.2021. Last modified 10.01.2021

**OUTGOING BEHAVIORAL RELATIONSHIPS**

➡ Transition from Zakończenie turnieju to Zarchiwizowanie turnieju

**INCOMING BEHAVIORAL RELATIONSHIPS**

INCOMING BEHAVIORAL RELATIONSHIPS
 Transition from Oczekiwanie na wyniki to Zakonczenie turnieju
OPERATIONS
 Oficjalne zakończenie turnieju () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
 Ogłoszenie wyników () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## Zarchiwizowanie turnieju

State owned by 'State Machine A', in package 'Stany'

Zarchiwizowanie turnieju  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

OUTGOING BEHAVIORAL RELATIONSHIPS
 Transition from Zarchiwizowanie turnieju to Final State
INCOMING BEHAVIORAL RELATIONSHIPS
 Transition from Zakonczenie turnieju to Zarchiwizowanie turnieju
OPERATIONS
 Wprowadzenie parametrów turnieju do archiwum () : Public [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

## ExitPoint

ExitPoint owned by 'State Machine A', in package 'Stany'

INCOMING BEHAVIORAL RELATIONSHIPS
 Transition from Zgłoszenia to ExitPoint Guard: Nie spełniają wymagań

## Final State

Final State owned by 'State Machine A', in package 'Stany'

**INCOMING BEHAVIORAL RELATIONSHIPS**

→ Transition from Zarchiwizowanie turnieju to Final State

**Zgłoszenia**

Choice owned by 'State Machine A', in package 'Stany'

**OUTGOING BEHAVIORAL RELATIONSHIPS**

→ Transition from Zgłoszenia to Dodanie graczy do turnieju  
Guard: Spełniają wymagania

→ Transition from Zgłoszenia to ExitPoint  
Guard: Nie spełniają wymagań

**INCOMING BEHAVIORAL RELATIONSHIPS**

→ Transition from Oczekiwanie na zgłoszenia do turnieju to Zgłoszenia

**Initial State**

Initial State owned by 'State Machine A', in package 'Stany'

**OUTGOING BEHAVIORAL RELATIONSHIPS**

→ Transition from Initial State to Planowanie turnieju

**Planowanie turnieju**

State owned by 'State Machine A', in package 'Stany'

Planowanie turnieju  
Version 1.0 Phase 1.0 Proposed  
Home created on 10.01.2021. Last modified 10.01.2021

**OUTGOING BEHAVIORAL RELATIONSHIPS**

→ Transition from Planowanie turnieju to Organizowanie turnieju

**INCOMING BEHAVIORAL RELATIONSHIPS**

→ Transition from Initial State to Planowanie turnieju

**OPERATIONS**

**OPERATIONS**


 Wprowadź Parametry Turnieju () : Public  
 [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]


**Organizowanie turnieju**

State owned by 'State Machine A', in package 'Stany'


Organizowanie turnieju  
 Version 1.0 Phase 1.0 Proposed  
 Home created on 10.01.2021. Last modified 10.01.2021

**OUTGOING BEHAVIORAL RELATIONSHIPS**

 Transition from Organizowanie turnieju to Final

 Transition from Organizowanie turnieju to Ogłoszenie turnieju

**INCOMING BEHAVIORAL RELATIONSHIPS**

 Transition from Planowanie turnieju to Organizowanie turnieju


**OPERATIONS**

 Wprowadź zasady turnieju () : Public  
 [ Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False. ]

**Final**

Final State owned by 'State Machine A', in package 'Stany'

**INCOMING BEHAVIORAL RELATIONSHIPS**

 Transition from Organizowanie turnieju to Final

## DPU

Package in package 'Model'

DPU

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 10.01.2021

## Structured Use Cases diagram

Use Case diagram in package 'DPU'

This Use Case Diagram can be completed with additional Actors and Use Cases to describe the goals that the Actors want to achieve from the system or entity. Rectangular notation can be used for System Actors.

Structured Use Cases

Version 1.0

Home created on 02.12.2020. Last modified 02.12.2020

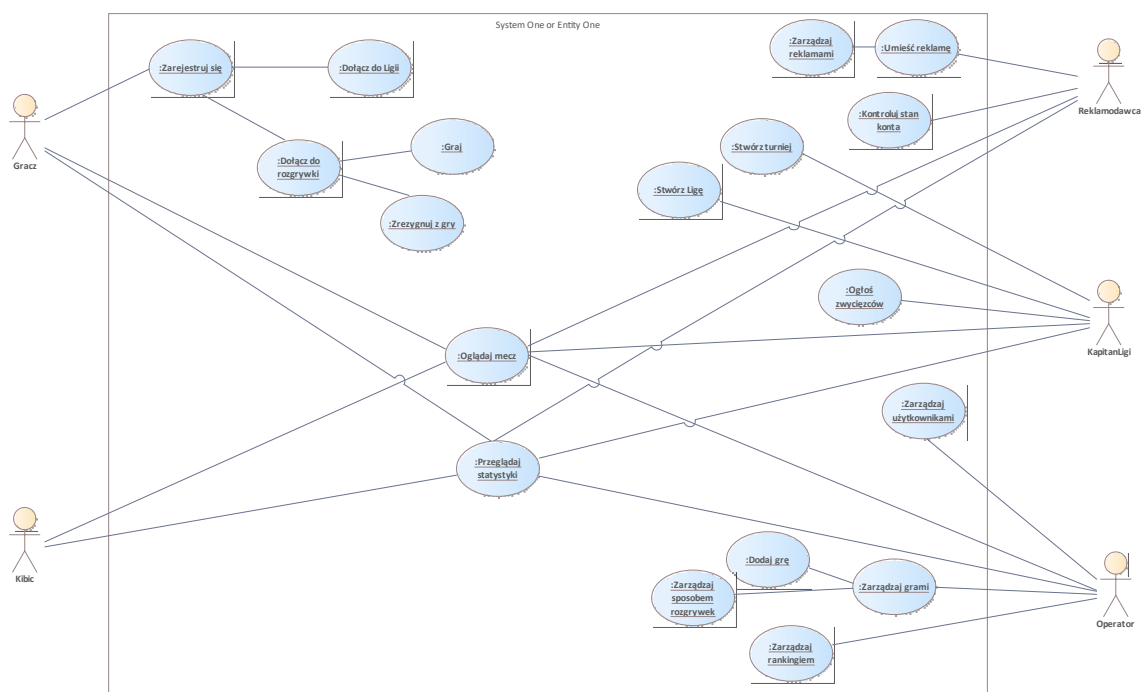


Figure 7: Structured Use Cases

## System One or Entity One

Boundary in package 'DPU'

[Description of the System]

System One or Entity One

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 02.12.2020

Extends

## Gracz

Actor in package 'Actors'








Gracz  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Gracz : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Gracz : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Gracz : Actor, Public	

## KapitanLigi

*Actor in package 'Actors'*

KapitanLigi  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: KapitanLigi : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: KapitanLigi : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: KapitanLigi : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: KapitanLigi : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: KapitanLigi : Actor, Public	

## Kibic

Actor in package 'Actors'

Kibic

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Kibic : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Kibic : Actor, Public	






## Operator

Actor in package 'Actors'

Operator

Version 1.0 Phase 1.0 Proposed





Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Operator : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Operator : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Operator : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Operator : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From:    Instance : Instance, Public	
To:       Operator : Actor, Public	

## Reklamodawca

*Actor in package 'Actors'*

Reklamodawca  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Reklamodawca : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Reklamodawca : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Reklamodawca : Actor, Public	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Reklamodawca : Actor, Public	

## Actors

*Package in package 'DPU'*

Contains Actors that represent the roles that users play with respect to the system.

Actors  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

## Gracz

*Actor in package 'Actors'*

Gracz  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020






CONNECTORS	
 <b>UseCaseLink</b> Source -> Destination	
From: Instance : Instance, Public	
To: Gracz : Actor, Public	

CONNECTORS	
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Gracz : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Gracz : Actor, Public

## KapitanLigi

Actor in package 'Actors'

KapitanLigi  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	KapitanLigi : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	KapitanLigi : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	KapitanLigi : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	KapitanLigi : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	KapitanLigi : Actor, Public

## Kibic

Actor in package 'Actors'

Kibic  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020






CONNECTORS
------------

CONNECTORS	
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Kibic : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Kibic : Actor, Public

## Operator

Actor in package 'Actors'

Operator  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

CONNECTORS	
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Operator : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Operator : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Operator : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Operator : Actor, Public
 <b>UseCaseLink</b>	Source -> Destination
From:	Instance : Instance, Public
To:	Operator : Actor, Public


## Reklamodawca


Actor in package 'Actors'


Reklamodawca  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020


CONNECTORS
------------

**CONNECTORS**

 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       Reklamodawca : Actor, Public

 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       Reklamodawca : Actor, Public

 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       Reklamodawca : Actor, Public

 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       Reklamodawca : Actor, Public

## Use Cases

*Package in package 'DPU'*

Contains Use Case that represent the value or goal that the Actors wish to achieve.

Use Cases

Version 1.0 Phase 1.0 Proposed

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## Dodaj grę

*UseCase in package 'Use Cases'*

Dodaj grę

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## Dołącz do Ligii

*UseCase in package 'Use Cases'*

Dołącz do Ligii

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## Dołącz do rozgrywki

*UseCase in package 'Use Cases'*

Dołącz do rozgrywki

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## Graj

*UseCase in package 'Use Cases'*

Graj

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## Kontroluj stan konta

*UseCase in package 'Use Cases'*

Kontroluj stan konta

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## Oglądaj mecz

*UseCase in package 'Use Cases'*

Oglądaj mecz

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## Ogłoś zwycięzców

*UseCase in package 'Use Cases'*

Ogłoś zwycięzców

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## Przeglądaj statystyki

*UseCase in package 'Use Cases'*

Przeglądaj statystyki

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## Stwórz Ligę

*UseCase in package 'Use Cases'*

Stwórz Ligę

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## Stwórz turniej

*UseCase in package 'Use Cases'*

Stwórz turniej

Version 1.0 Phase 1.0 Proposed

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## Umieść reklamę

*UseCase in package 'Use Cases'*

Umieść reklamę

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## Zarejestruj się

*UseCase in package 'Use Cases'*

Zarejestruj się

Version 1.0 Phase 1.0 Proposed



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## Zarządzaj grami

UseCase in package 'Use Cases'

Zarządzaj grami

Version 1.0 Phase 1.0 Proposed

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## Zarządzaj rankingiem

UseCase in package 'Use Cases'

Zarządzaj rankingiem

Version 1.0 Phase 1.0 Proposed

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## Zarządzaj reklamami

UseCase in package 'Use Cases'

Zarządzaj reklamami

Version 1.0 Phase 1.0 Proposed

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## Zarządzaj sposobem rozgrywek

UseCase in package 'Use Cases'

Zarządzaj sposobem rozgrywek

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## Zarządzaj użytkownikami

UseCase in package 'Use Cases'

Zarządzaj użytkownikami

Version 1.0 Phase 1.0 Proposed

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## Zrezygnuj z gry

UseCase in package 'Use Cases'

Zrezygnuj z gry

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 02.12.2020

## Instance

*Instance in package 'DPU'*

Instance  
Version 1.0 Phase 1.0 Proposed  
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ASSOCIATIONS	
 Association (direction: Unspecified)	
Source: Public (Instance) Instance	Target: Public (Instance) Instance

## Instance

*Instance in package 'DPU'*




Instance  
Version 1.0 Phase 1.0 Proposed  
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ASSOCIATIONS	
 Association (direction: Unspecified)	
Source: Public (Instance) Instance	Target: Public (Instance) Instance

## Instance

*Instance in package 'DPU'*

Instance  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

ASSOCIATIONS	
 Association (direction: Unspecified)	
Source: Public (Instance) Instance	Target: Public (Instance) Instance
 Association (direction: Unspecified)	
Source: Public (Instance) Instance	Target: Public (Instance) Instance
 Association (direction: Unspecified)	
Source: Public (Instance) Instance	Target: Public (Instance) Instance

## Instance

Instance in package 'DPU'

Instance  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

### ASSOCIATIONS

 Association (direction: Unspecified)

Source: Public (Instance) Instance


Target: Public (Instance) Instance

## Instance

Instance in package 'DPU'

Instance  
Version 1.0 Phase 1.0 Proposed  
Home created on 02.12.2020. Last modified 02.12.2020

### CONNECTORS

 **UseCaseLink** Source -> Destination

From: Instance : Instance, Public


To: Reklamodawca : Actor, Public

## Instance

Instance in package 'DPU'


Instance  
Version 1.0 Phase 1.0 Proposed  
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### CONNECTORS

 **UseCaseLink** Source -> Destination


From: Instance : Instance, Public

To: Reklamodawca : Actor, Public

 **UseCaseLink** Source -> Destination



From: Instance : Instance, Public

To: KapitanLigi : Actor, Public

 **UseCaseLink** Source -> Destination

From: Instance : Instance, Public

To: Operator : Actor, Public

CONNECTORS	
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       Kibic : Actor, Public
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       Gracz : Actor, Public

## Instance

*Instance in package 'DPU'*





Instance  
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CONNECTORS	
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       KapitanLigi : Actor, Public


## Instance

*Instance in package 'DPU'*

Instance  
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CONNECTORS	
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       Gracz : Actor, Public
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       KapitanLigi : Actor, Public
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       Reklamodawca : Actor, Public
	<b>UseCaseLink</b> Source -> Destination From:    Instance : Instance, Public To:       Operator : Actor, Public

**CONNECTORS**


 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       Kibic : Actor, Public

**Instance**

*Instance in package 'DPU'*

Instance  
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**CONNECTORS**


 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       KapitanLigi : Actor, Public

**Instance**

*Instance in package 'DPU'*

Instance  
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**CONNECTORS**


 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       KapitanLigi : Actor, Public

**Instance**

*Instance in package 'DPU'*

Instance  
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**CONNECTORS**

 **UseCaseLink**    Source -> Destination  
From:    Instance : Instance, Public  
To:       Reklamodawca : Actor, Public

**ASSOCIATIONS**

**ASSOCIATIONS**
 Association (direction: Unspecified)

Source: Public (Instance) Instance


Target: Public (Instance) Instance

**Instance***Instance in package 'DPU'*

Instance

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**CONNECTORS**
 **UseCaseLink**    Source -> Destination  
 From:    Instance : Instance, Public  
 To:       Gracz : Actor, Public
**ASSOCIATIONS**
 Association (direction: Unspecified)

Source: Public (Instance) Instance

Target: Public (Instance) Instance

 Association (direction: Unspecified)

Source: Public (Instance) Instance


Target: Public (Instance) Instance

**Instance***Instance in package 'DPU'*

Instance

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**CONNECTORS**
 **UseCaseLink**    Source -> Destination  
 From:    Instance : Instance, Public  
 To:       Operator : Actor, Public
**ASSOCIATIONS**
 Association (direction: Unspecified)

Source: Public (Instance) Instance

Target: Public (Instance) Instance

**ASSOCIATIONS** Association (direction: Unspecified)

Source: Public (Instance) Instance

Target: Public (Instance) Instance

**Instance***Instance in package 'DPU'*

Instance

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**Instance***Instance in package 'DPU'*

Instance

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**CONNECTORS** **UseCaseLink** Source -> Destination

From: Instance : Instance, Public

To: Operator : Actor, Public

**Instance***Instance in package 'DPU'*

Instance

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Home created on 02.12.2020. Last modified 02.12.2020

**ASSOCIATIONS** Association (direction: Unspecified)

Source: Public (Instance) Instance

Target: Public (Instance) Instance

**Instance***Instance in package 'DPU'*

Instance

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 02.12.2020

**ASSOCIATIONS**

**ASSOCIATIONS** Association (direction: Unspecified)

Source: Public (Instance) Instance


Target: Public (Instance) Instance

**Instance***Instance in package 'DPU'*

Instance

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 02.12.2020

**CONNECTORS** **UseCaseLink** Source -> Destination

From: Instance : Instance, Public

To: Operator : Actor, Public

**Instance***Instance in package 'DPU'*

Instance

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Home created on 02.12.2020. Last modified 02.12.2020

**ASSOCIATIONS** Association (direction: Unspecified)

Source: Public (Instance) Instance

Target: Public (Instance) Instance

**Object***Object in package 'DPU'*

Object

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**Object***Object in package 'DPU'*

Object

Version 1.0 Phase 1.0 Proposed

Home created on 02.12.2020. Last modified 02.12.2020



Object

Object in package 'DPU'

Object

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Object

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