

# PART 3: DESIGN DOCUMENT

## COURSE ACTIVITY MANAGEMENT FOR DISTANCE LEARNING

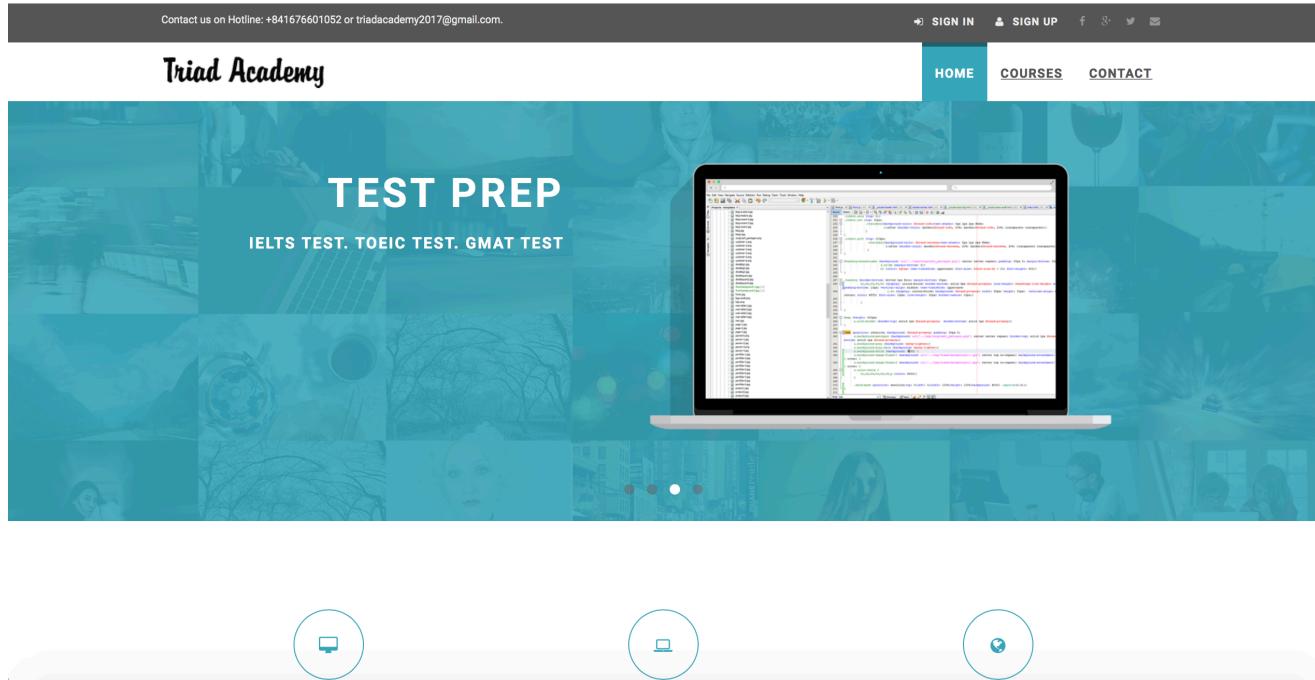
**18.11.2017**

### **COURSE: SOFTWARE ENGINEERING**

### **FALL 2017**

**CLASS:**      **TUESDAY MORNING (THEORY)**  
**SATURDAY AFTERNOON (LABORATORY)**

**INSTRUCTOR:** **MS. NGUYEN THI THANH SANG**



# **MEMBER CONTRIBUTION**

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Name	ID	Contribution
Huynh Le Ngoc Han	ITITIU14027	I. Usecase Diagram II. System Architecture V. Sequence Diagram (UC1,2,3)
Le Truong Trong Nguyen	ITITIU14066	II. System Architecture III. ERD V. Sequence Diagram (UC7,8,9)
Ly Thu Thao	ITITUN15008	IV. Class Diagram V. Sequence Diagram (UC4,5,6)

## **OUTLINE**

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### **I. USE CASE DIAGRAM**

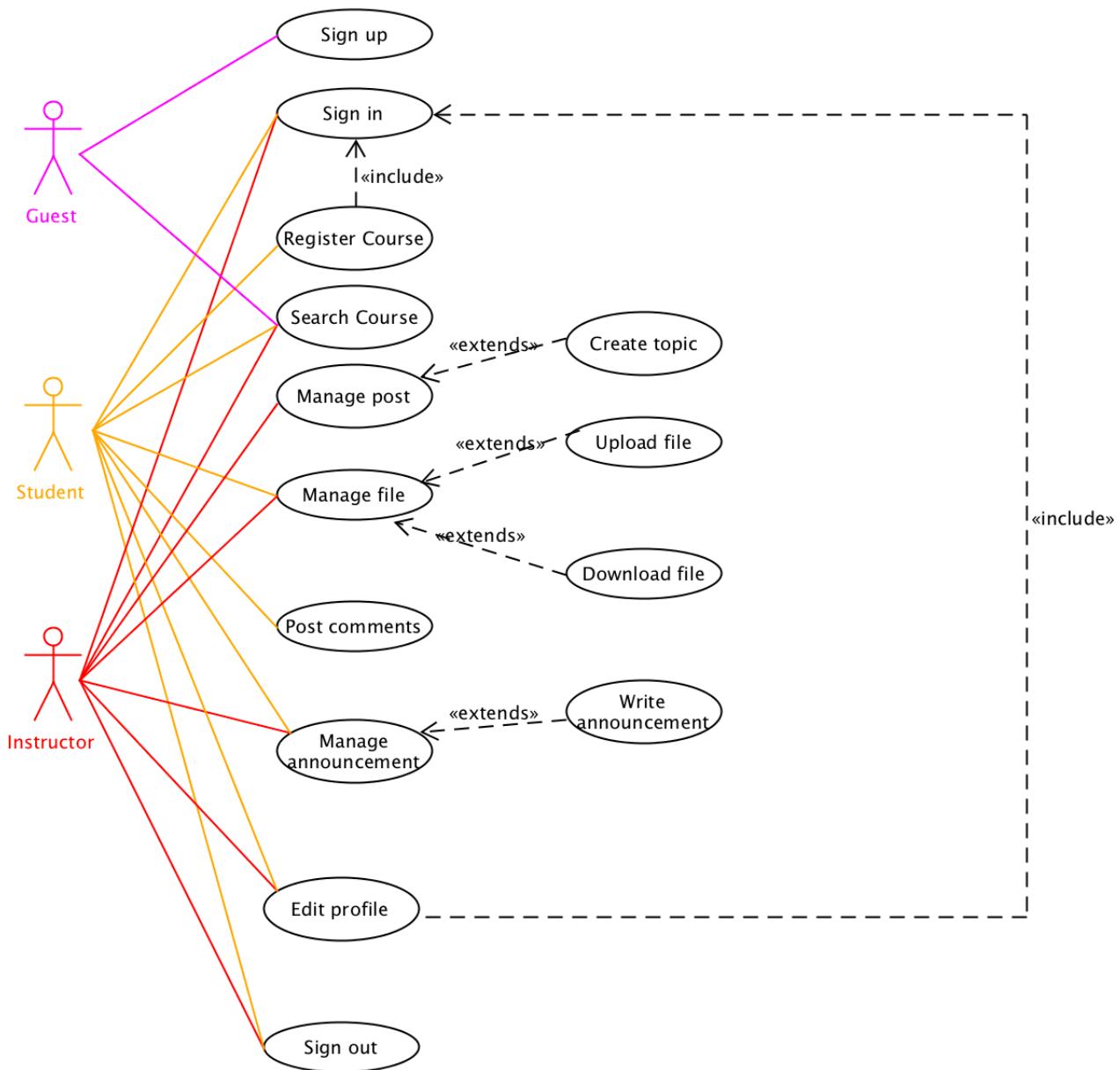
### **II. SYSTEM ARCHITECTURE**

### **III. ERD**

### **IV. CLASS DIAGRAM**

### **V. SEQUENCE DIAGRAM**

# I. USECASE DIAGRAM



## II. SYSTEM ARCHITECTURE

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The MVC (Model – View – Controller) pattern is applied as the main system architecture for our project, an COURSE ACTIVITY MANAGEMENT FOR DISTANCE LEARNING.

The View component provides the user interface elements for different applications of the system. This component makes use of the Model to display the desired information and the Controller to display processed data corresponding to specific user events.

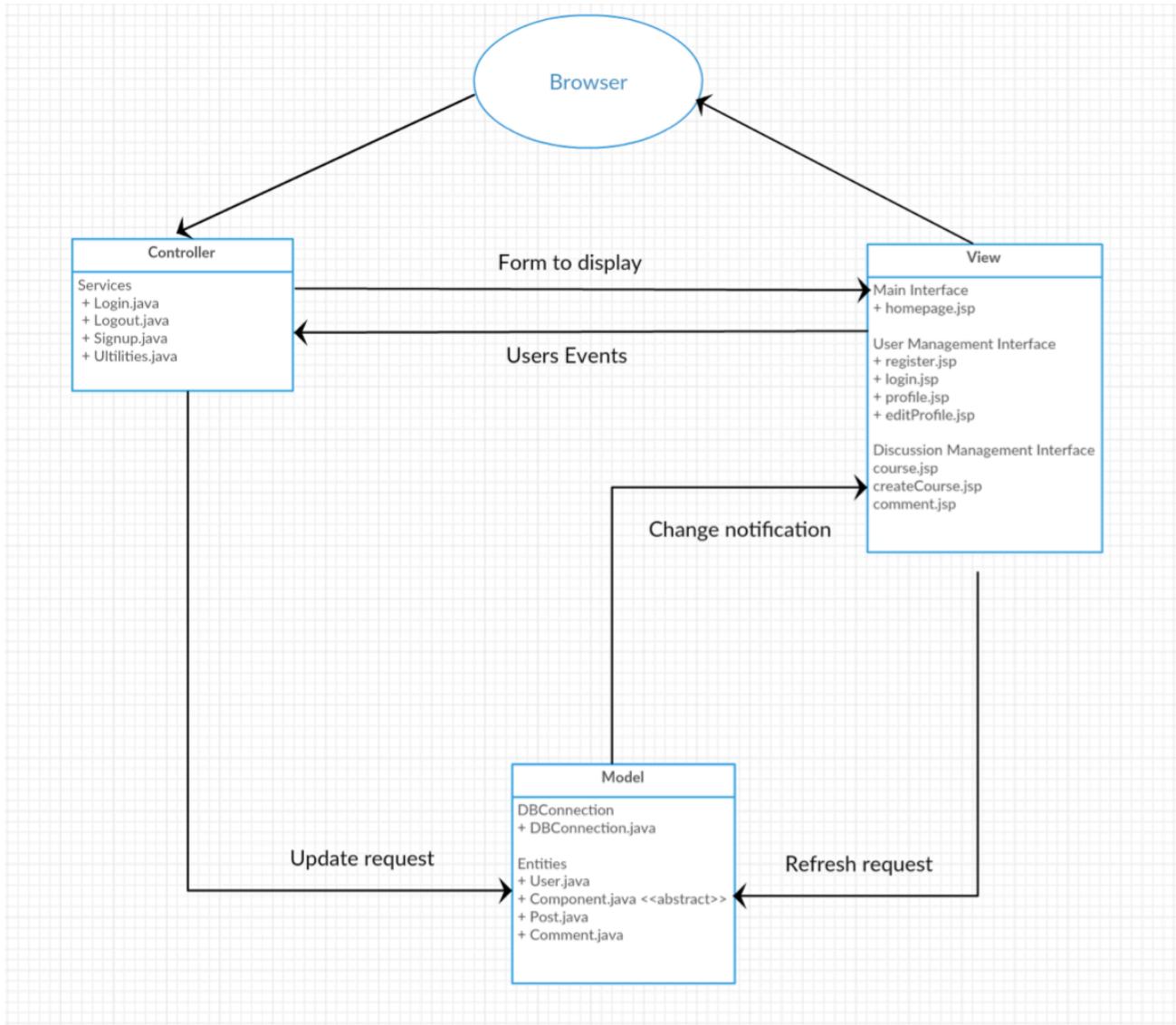
There are three kinds of interfaces:

- 1. Main Interface:** display the Homepage with all the threads and corresponding posts listed in a specific order.
- 2. User Management Interface:** display the GUIs for all functions relating to user management services.
- 3. Discussion Management Interface:** display the GUIs for all functions relating to discussion services.

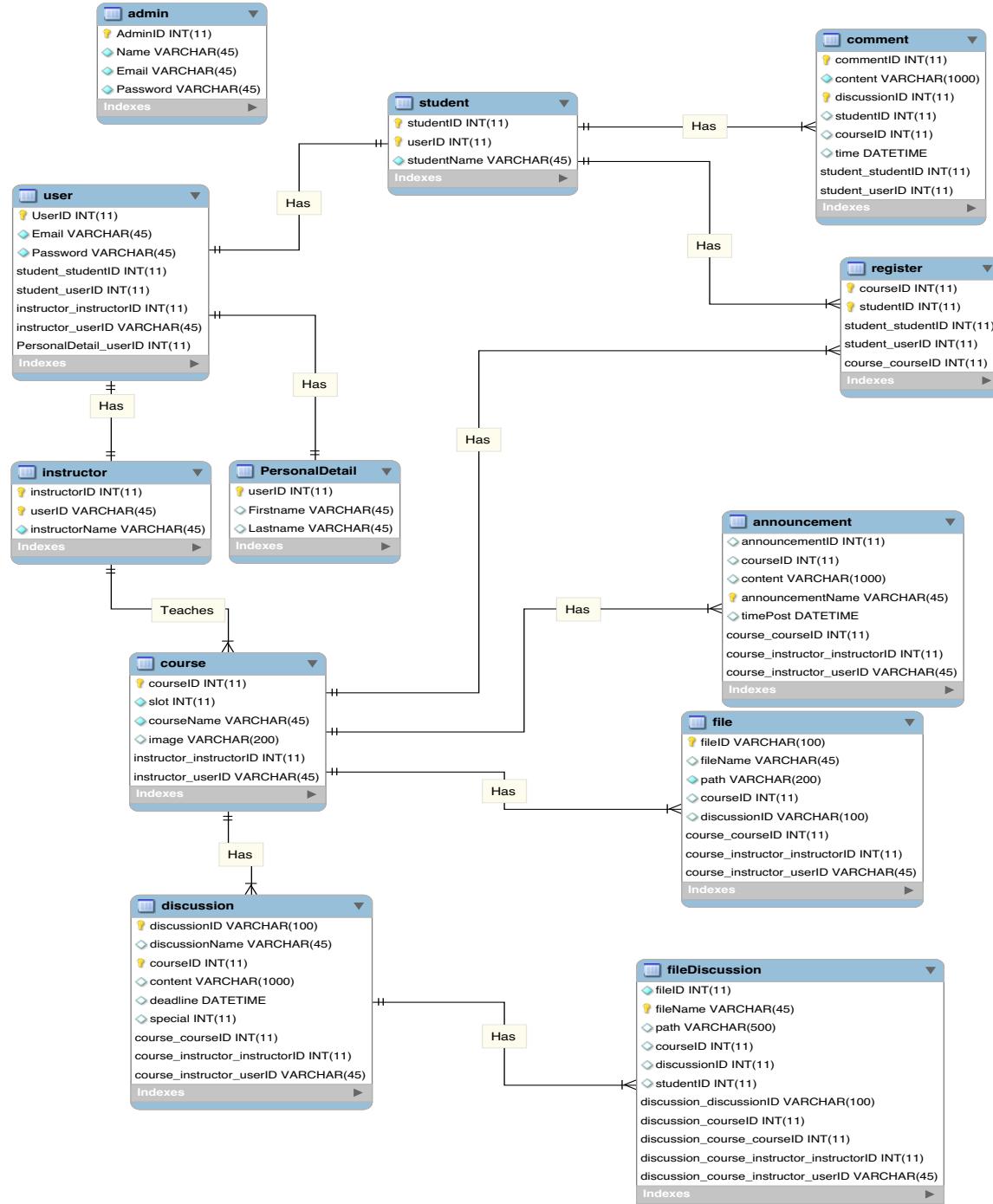
The Model component contains the main data models used in the system. There are two kinds of models:

- 1. DBConnection Model:** used to provide a database connection.
- 2. Entity Model:** represent basic entities existed in the system.

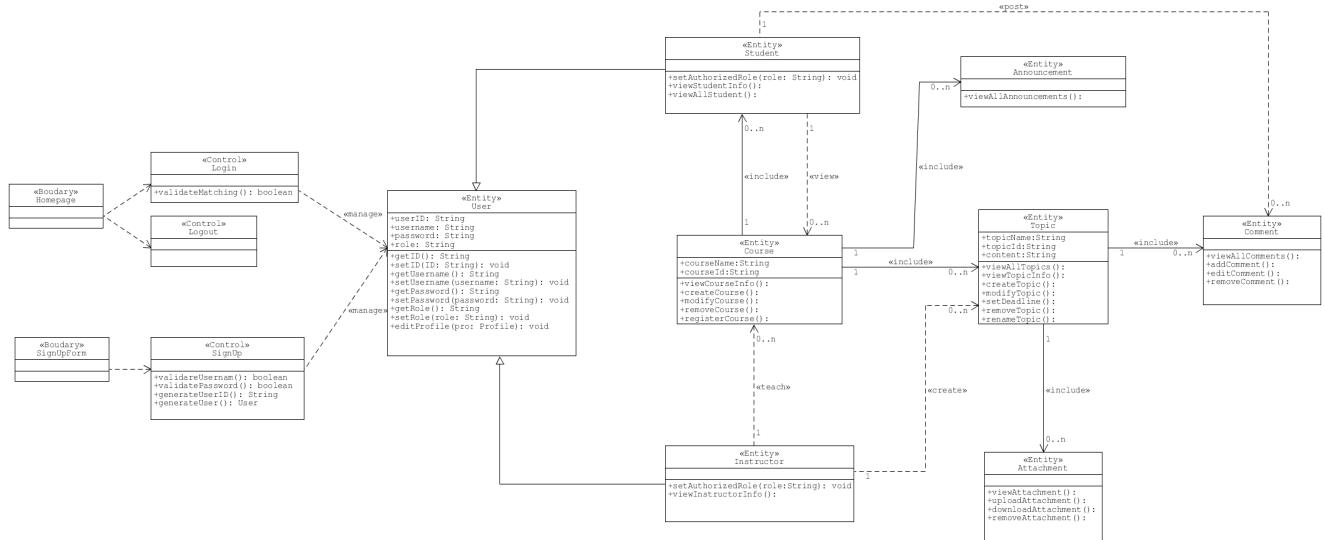
The Controller component includes all main functions and services deployed in the final system. This component tries to process and update the Model according to the corresponding user events, and return the results to the View component to display.



# III. ERD

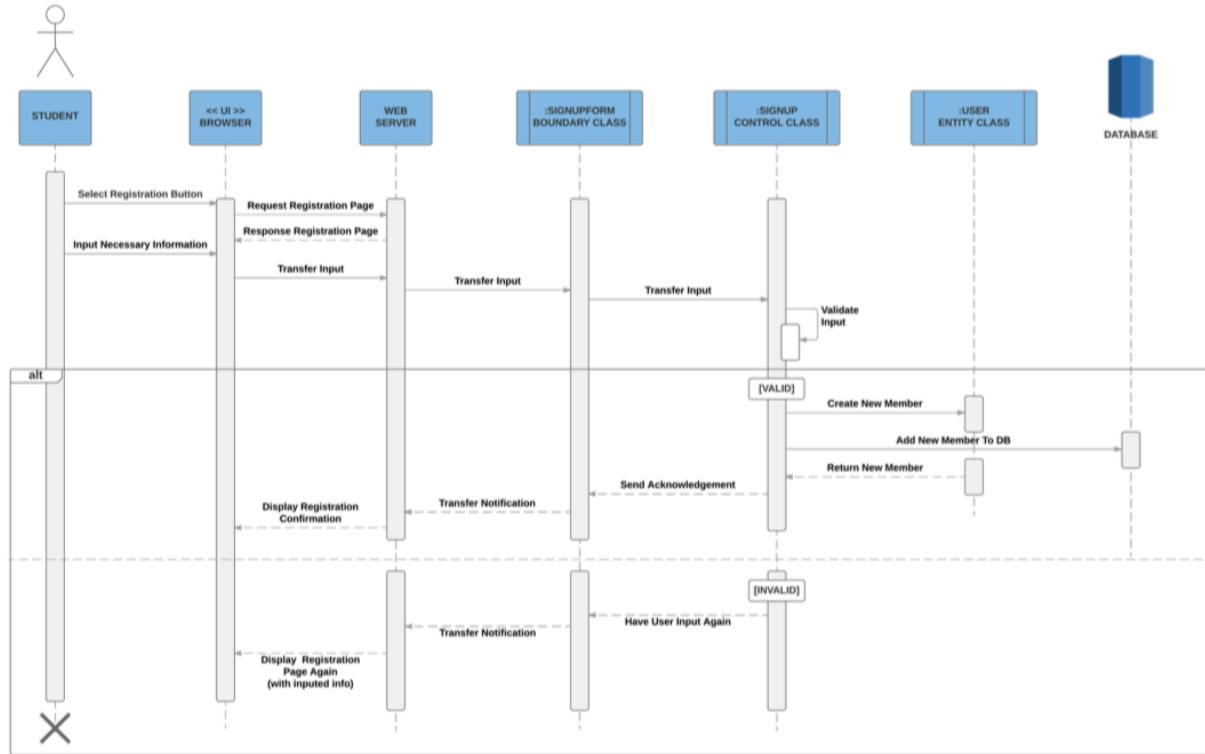


# IV. CLASS DIAGRAM



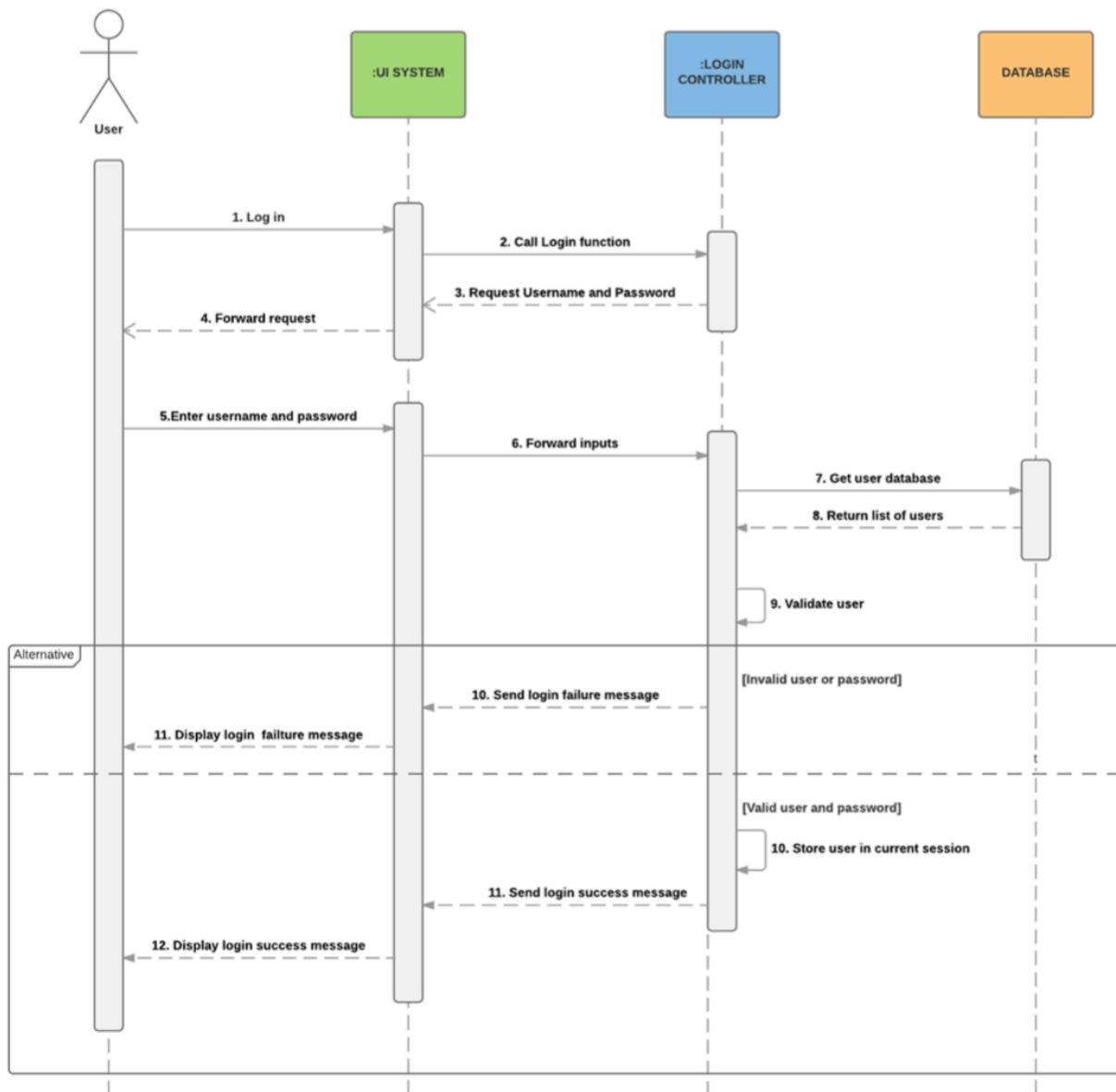
# V. SEQUENCE DIAGRAM

## UC1: Account Registration

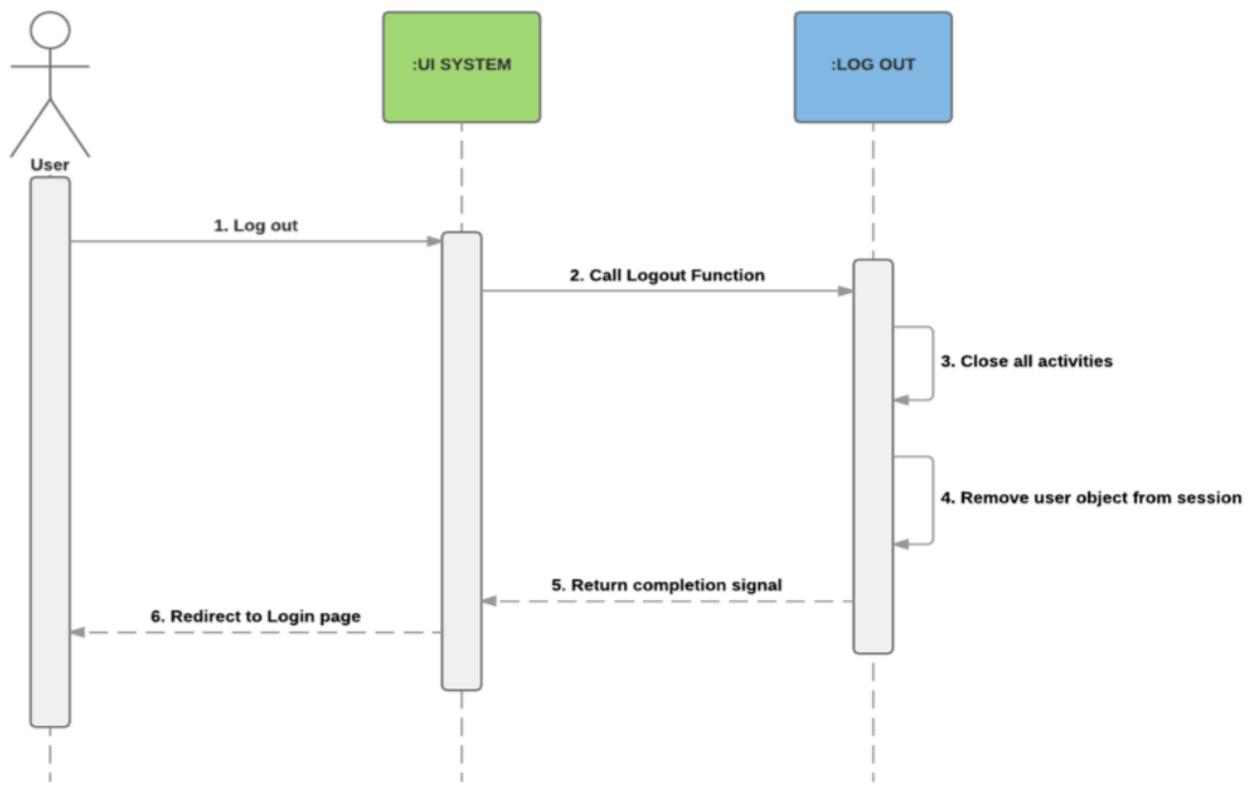


## UC2: Login/ Logout

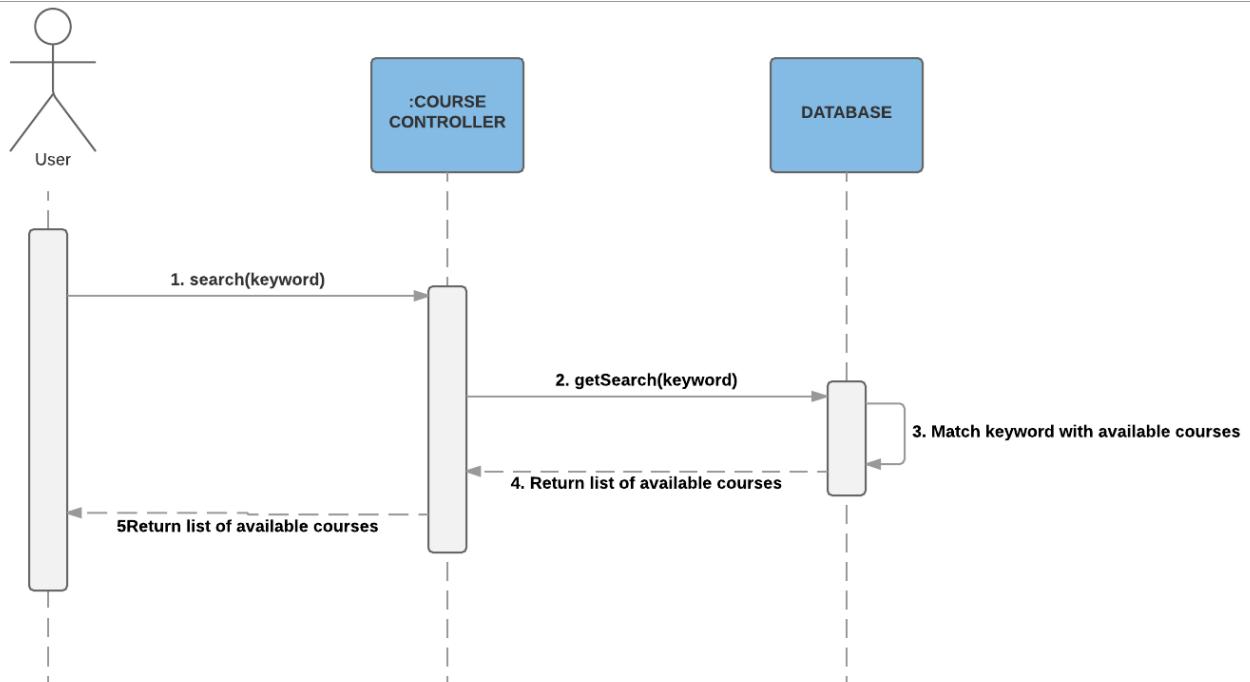
\*Log In:



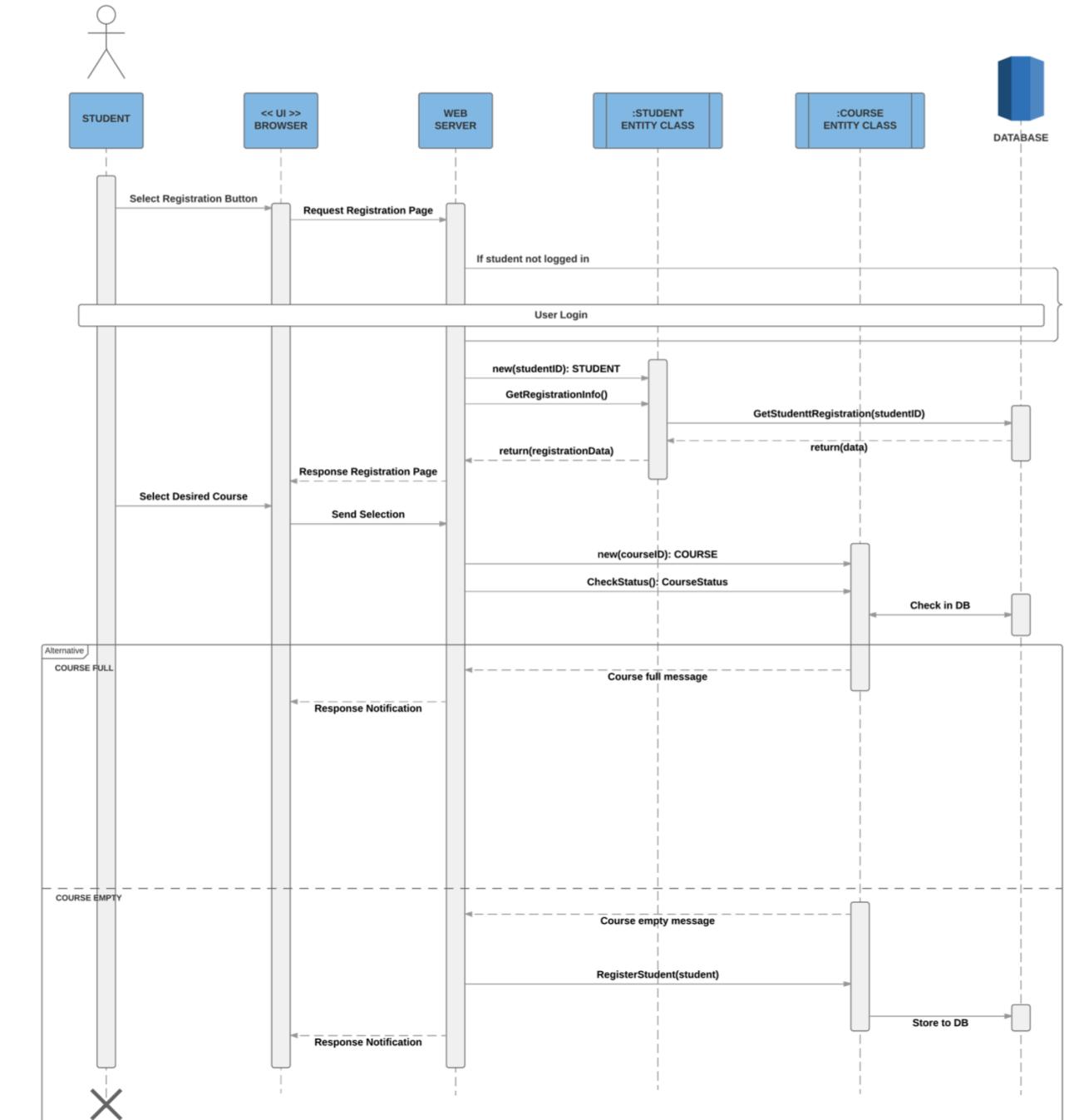
## \*Log Out:



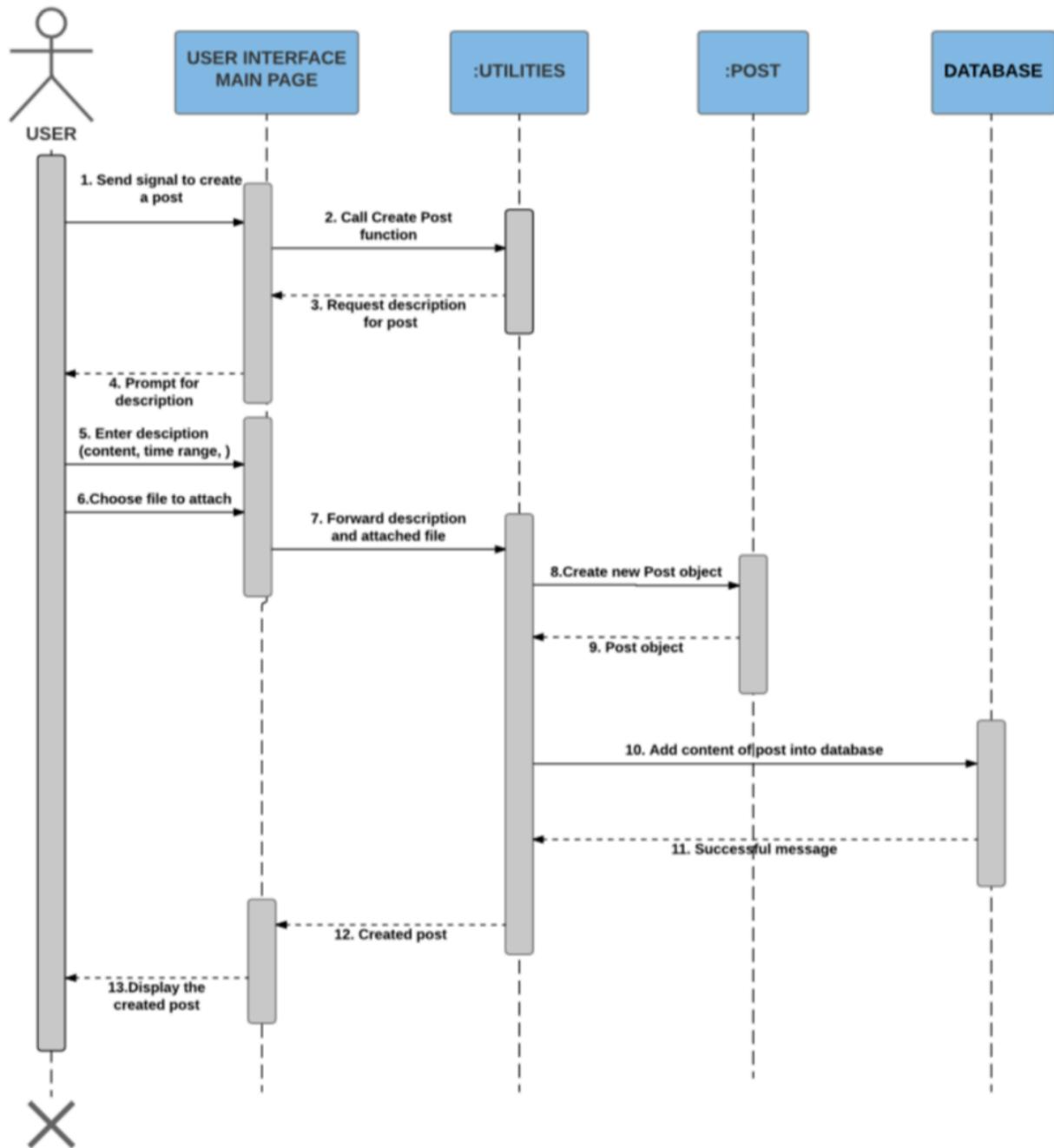
## UC3: Search Course



## UC4: Register Course

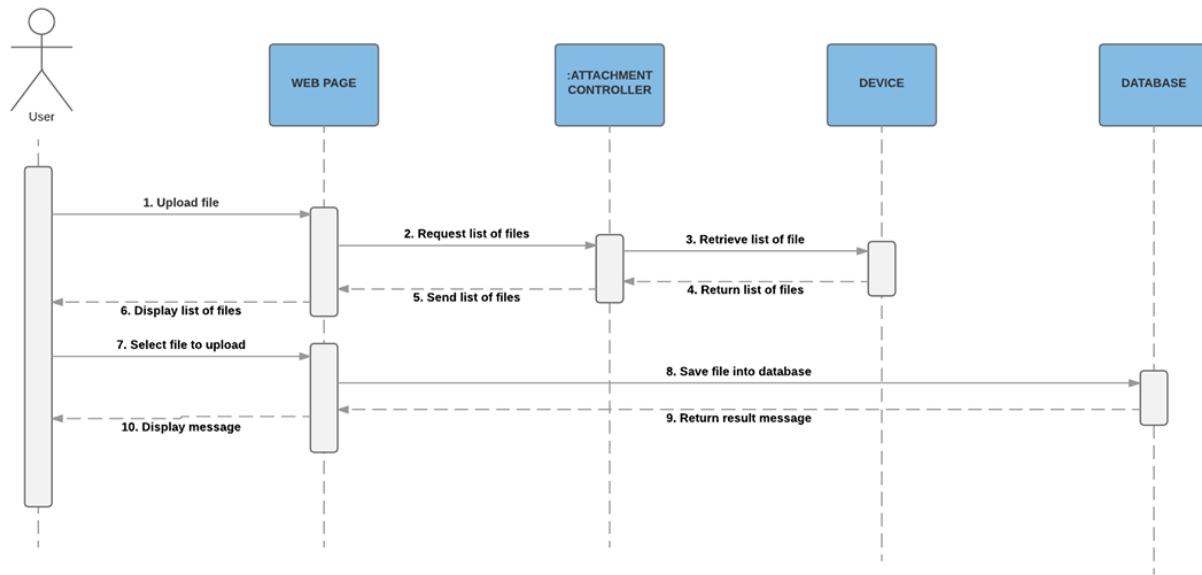


## UC5: Create Post (Thread)

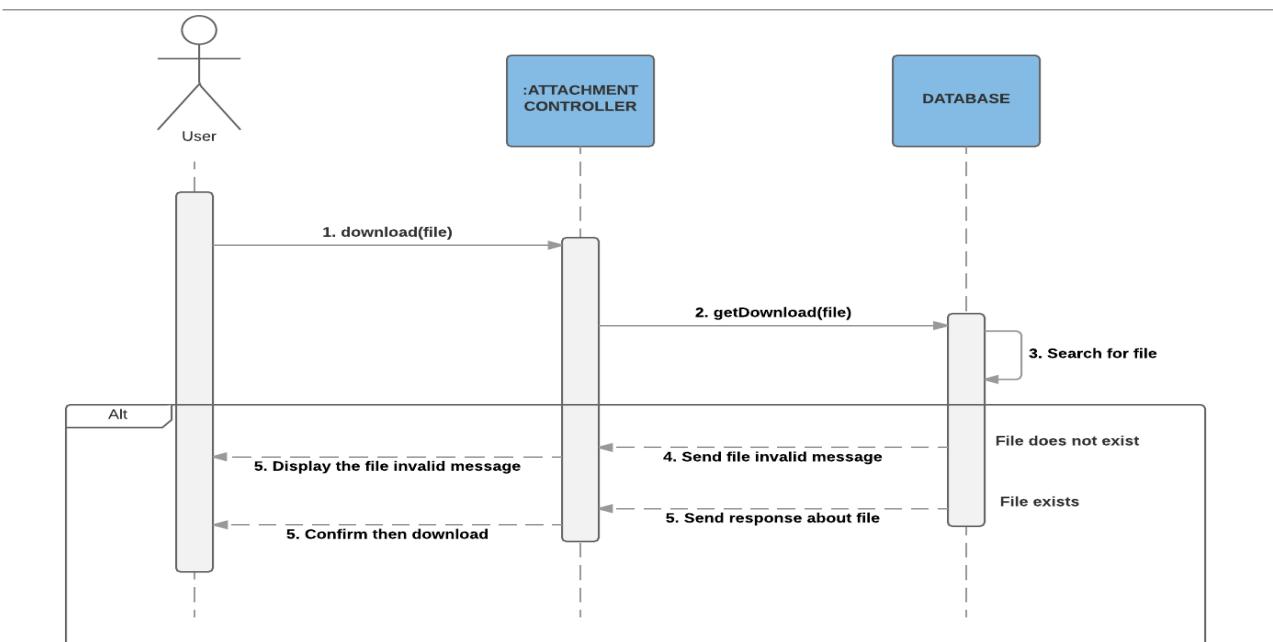


## UC6: Upload/ Download file

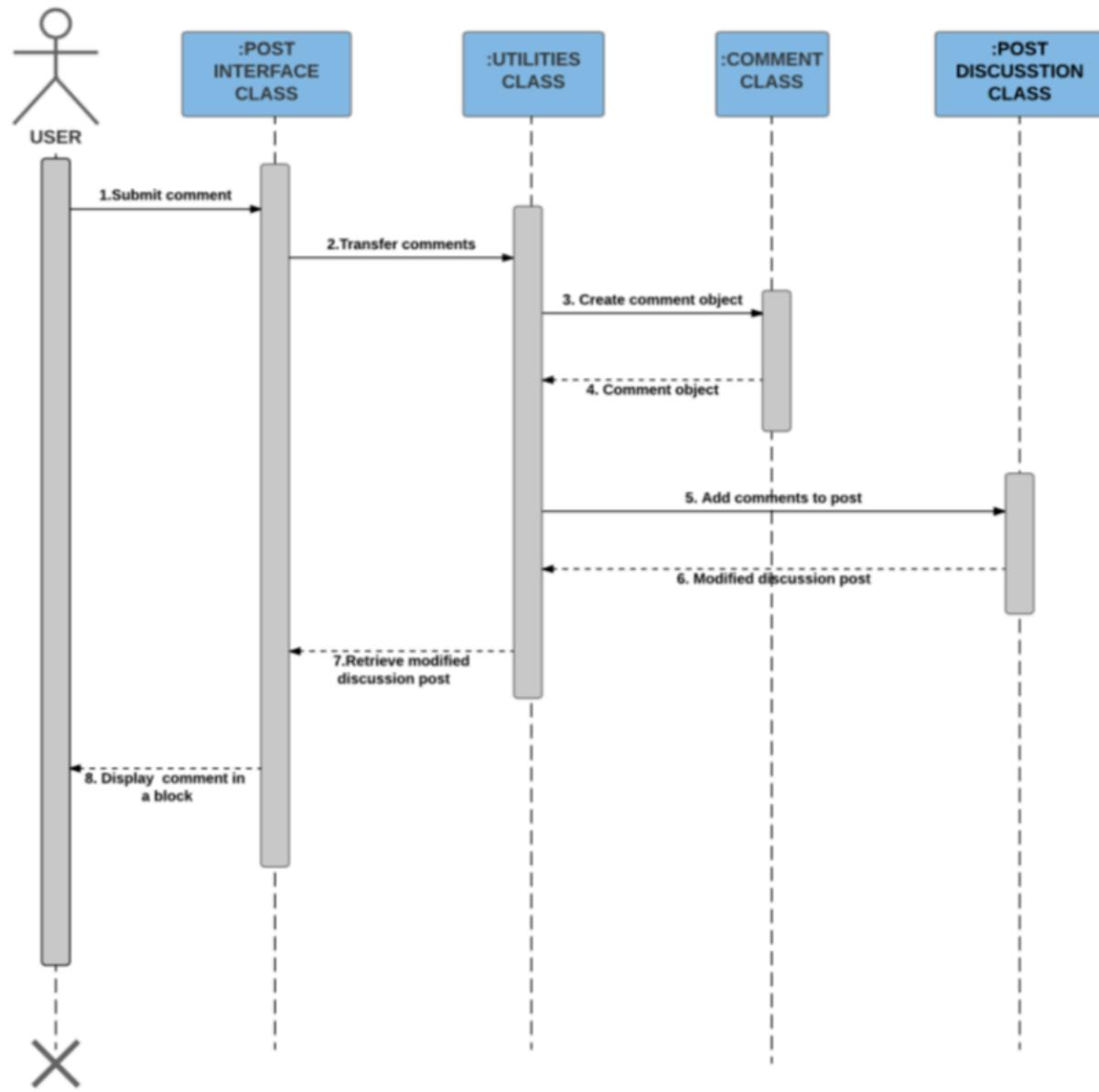
\*Upload File:



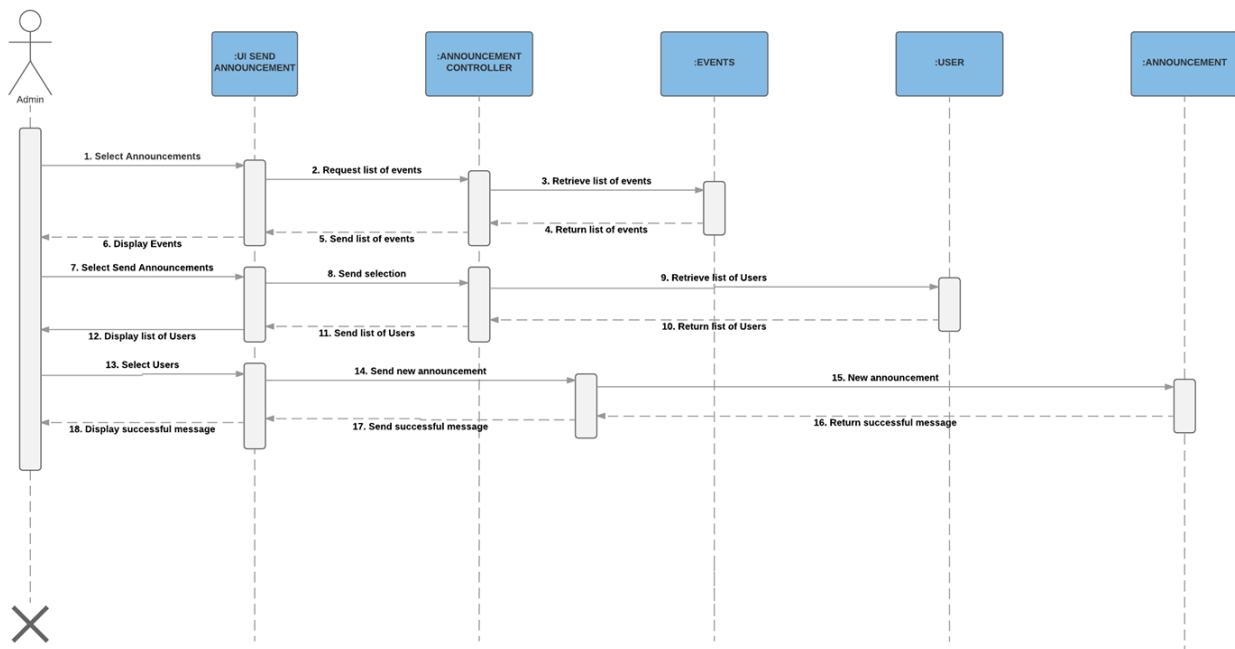
\*Download File:



## UC7: Post Comments



## UC8: Set Announcements



## UC9: Edit Profile

