# CHAPTER -7: BEHAVIOURAL MODEL OF AMS

The behavioral model indicates how software respond to external event. This chapter describes the way AMS interacts.

## 7.1 STATE TRANSACTION

In the context of behavioral modeling to different characterization of state must be considered and these are:

* The state of each class as the system performs its function.
* The state of the system observed from the outside as the system perform its function.

### 7.1.1 EVENT IDENTIFICATION

State diagram represents active states for each class the events(triggers). For this, we identified all events, the initiator and collaborators.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Serial No | Event | Primary object | Collaborator | Method |
| 1 | Register to user | Authentication |  | Authentication:  register() |
| 2 | Verifying and validating input to register | Authentication | System | Authentication:  register()  System:  validateInput()  verifyInput() |
| 3 | Generating user id | Authentication | System, Database | Authentication:  register()  System:  generatingUserId()  Database:  insert() |
| 4 | Log in user | Authentication | System, Database | Authentication:  signIn()  System:  verifyInput()  Database:  retrieve() |
| 5 | Recover account | Authentication | System, Database | Authentication:  accountrecovery()  System:  verifyInput()  Database:  retrieve() |
| 6 | Sending link | Authentication |  | Authentication:  accountRecovery() |
| 7 | Set new password | authentication | System, Database | Authentication:  accountRecovery()  System:  takeInput()  validateInput()  Database:  insert() |
| 8 | Attempt to logout | User | System | User:  signOut()  System:  checkRunningProcess() |
| 9 | Posts on assignment | Instructor | System | Instructor:  createAssignment()  System:  takeInput() |
| 10 | Give format | Instructor |  | Instructor:  createAssignment() |
| 11 | Send mail for assignment | Instructor | System | Instructor:  createAssignment()  System:  sendMail() |
| 12 | Comment on assignment | User | System, Database | User:  comment()  System:  takeInput()  Database:  Insert() |
| 13 | Post on the group | User | System, Database | User:  post()  System:  takeInput()  Database:  Insert() |
| 14 | Search assignment | Instructor | Database | Instructor:  searchAssignment()  Database:  show() |
| 15 | Submit assignment | Student | Database, System | Student:  submitAssignment()  System:  checkFormatandDeadline()  Database:  insert() |
| 16 | Filter assignment | User | Database | User:  filter()  Database:  retrieve() |
| 17 | Resubmit assignment | Student | Database, System | Student:  resubmitAssignment()  System:  checkFormatandDeadline()  Database:  remove()  insert() |
| 18 | Check plagiarism | Instructor | Database | Instructor:  checkPlagiarism()  Database:  retrieve() |
| 19 | Distribute mark | Instructor | System, Database | Instructor:  distributeMark()  System:  takeInput()  Database:  insert() |
| 20 | Create group | Instructor | System, Database | Instructor:  createGroup()  System:  takeInput()  generateCode()  Database:  insert() |
| 21 | Join group | Student | System, Database | Student:  joinGroup()  System:  takeInput()  verifyInput()  Database:  insert()  retrieve() |
| 22 | Remove group | Instructor | Database | Instructor:  removeGroup()  Database:  remove() |
| 23 | Update group information | Instructor | System, Database | Instructor:  upadateGroup()  System:  takeInput()  validateInput()  Database:  insert() |
| 24 | Retry to log in | Authentication |  | Authentication:  Retry() |
| 25 | Sending message | User | System, Database | User:  sendMessage()  System:  takeInput()  Database:  insert() |
| 26 | Receiving message | User | Database | User:  receiveMessage()  Database:  retrieve() |