



**IT314: SOFTWARE ENGINEERING
PROJECT GROUP:3**

**TOPIC: VIRTUAL CLASSROOM
Lab 5-Class Diagram and Sequence Diagram**

STUDENT ID	NAME
202201065	JOSHI MEET KALPESHBHAI
202201084	MANAVADARIYA SUJALKUMAR PRADIPBHAI
202201091	KATHAN DIPAK KHUMAN
202201061	PATEL NIPURNAKUMARI LAXMANBHAI
202201033	SAGAR SHAILESH SURATI
202201049	ADITYA SABLE
202201027	HARSH RAJWANI
202201006	PATEL KAVAN VIJAYBHAI
202201076	DHANANI VIDHI KISHORBHAI
202201005	AKHIL SAMPATKUMAR RACHHADIA

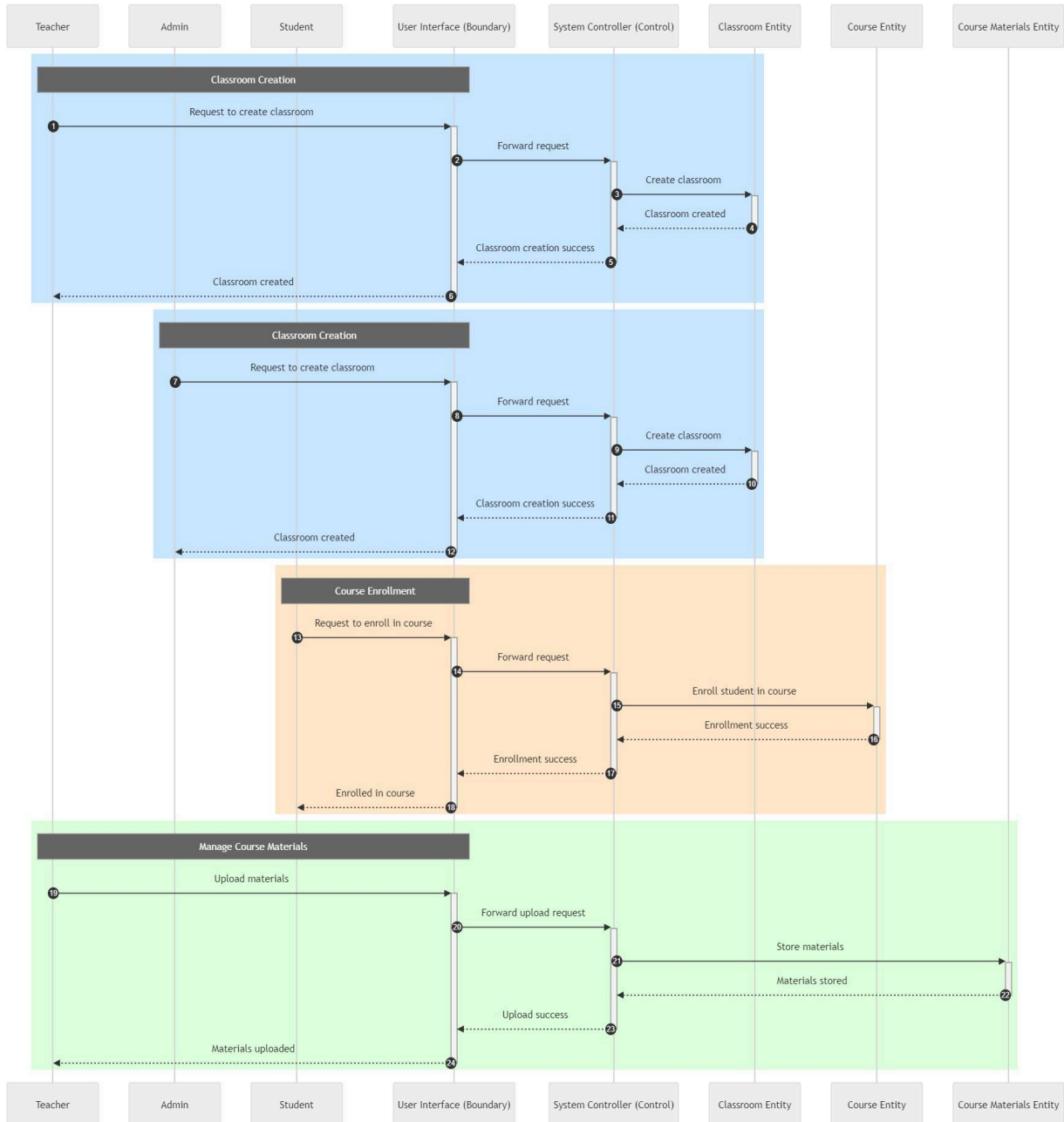
Sprint

Classroom and Course Management

- **User Stories:**
 - Teacher, Admin - Classroom Creation
 - Student - Course Enrollment
 - Teacher - Manage Course Materials

- **Details:** This sprint covers the creation of classrooms, enrolling in courses, and managing course materials.

SEQUENCE DIAGRAM



1. Boundary Object:

- **User Interface (Boundary):** This represents the interaction interface between the actors (Teacher, Admin, Student) and the system. It facilitates communication between the users and the system controller.

2. Entity Objects:

- **Classroom Entity:** This represents the classroom in the system. It is created and managed through various interactions initiated by the Admin.
- **Course Entity:** This object represents the courses in the system, including enrollment actions.
- **Course Materials Entity:** This entity handles the management of course-related materials (e.g., uploading and storing materials).

3. Controller Object:

- **System Controller (Control):** This object is responsible for processing requests coming from the user interface and managing interactions between the boundary and the entity objects. It coordinates the

creation of classrooms, enrollment of students, and management of course materials.

CLASS DIAGRAM

