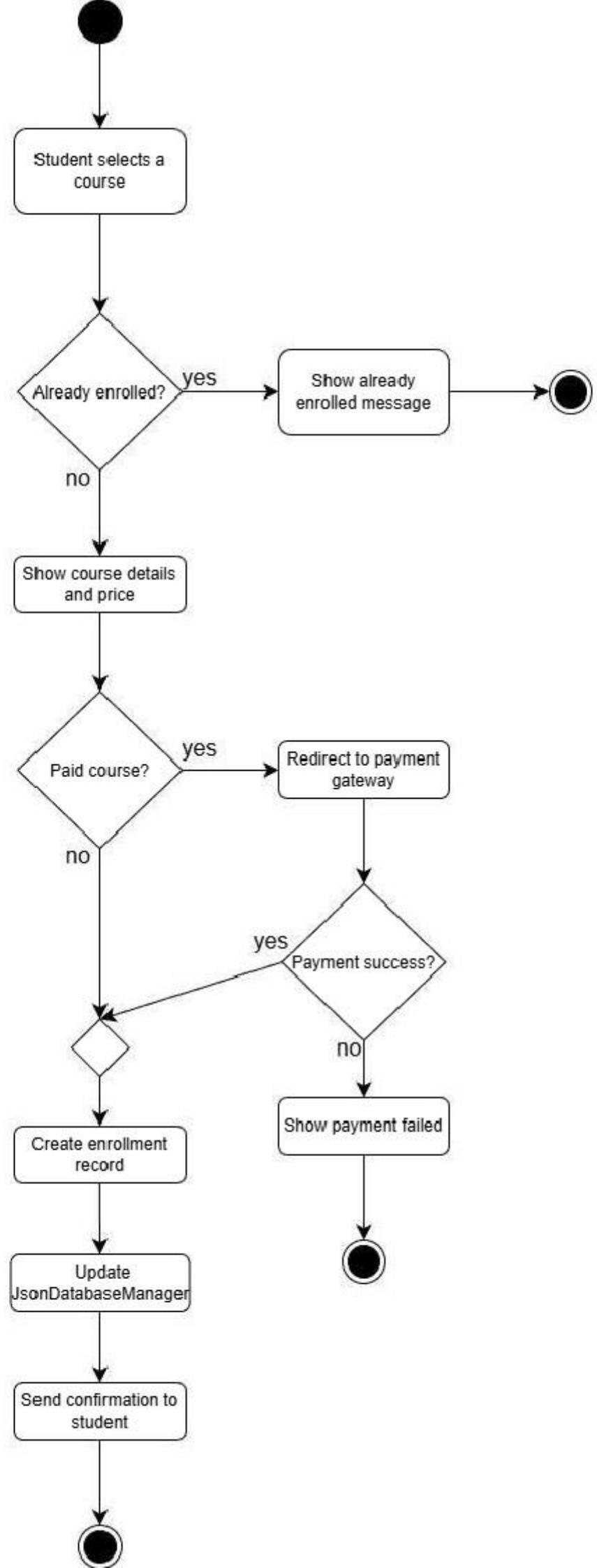


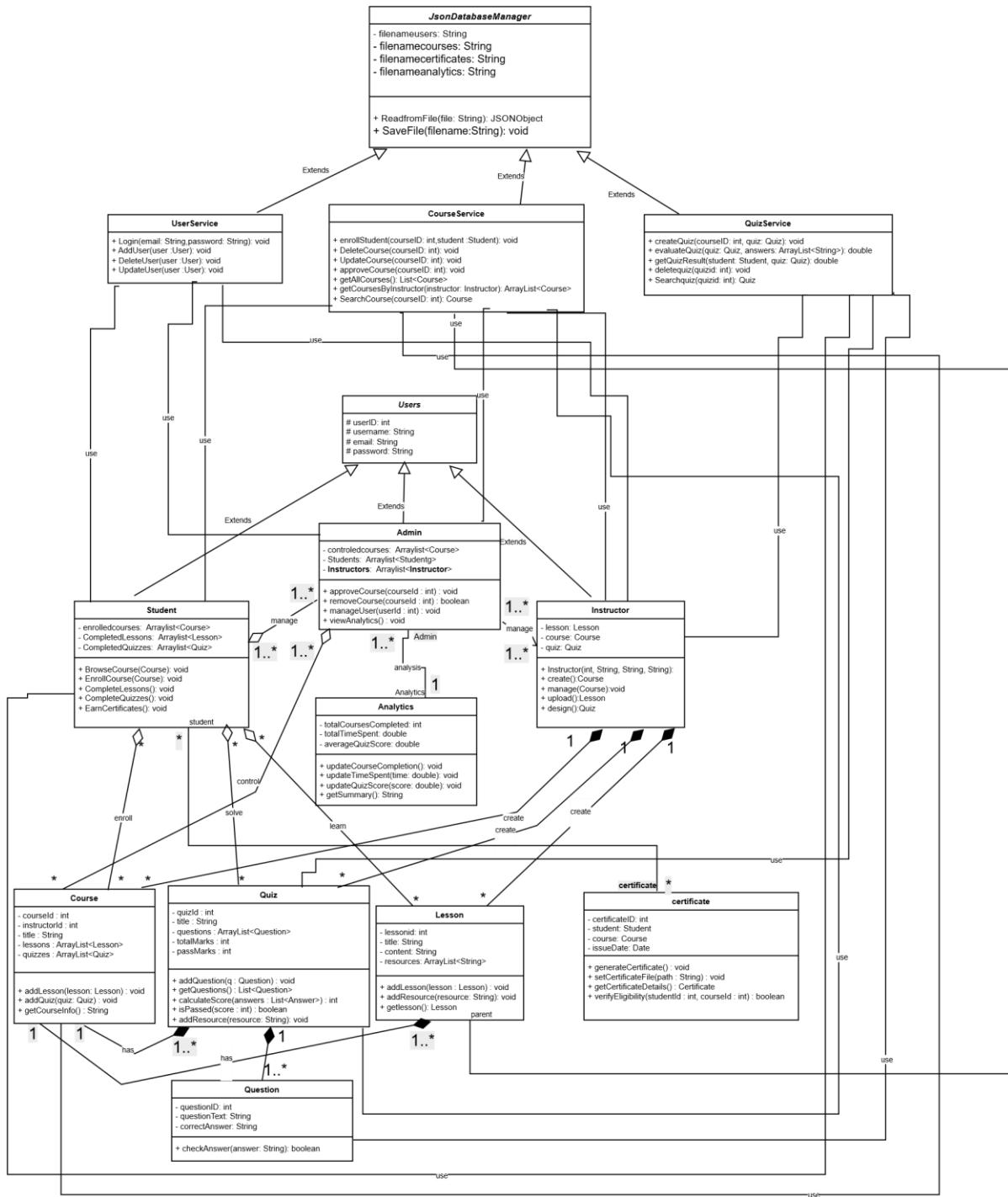
This use case diagram represents an online learning platform involving three primary actors: Admin, Instructor, and Student. The admin manages the overall system by approving or removing courses, handling user accounts, and monitoring platform analytics. The instructor is responsible for creating and managing courses, including uploading lessons and designing quizzes to support the learning process. Meanwhile, the Student can browse available courses, enroll, complete lessons and quizzes, track their progress, and earn certificates upon completion. Overall, the diagram demonstrates how each user interacts with the system to create an efficient and complete e-learning environment.



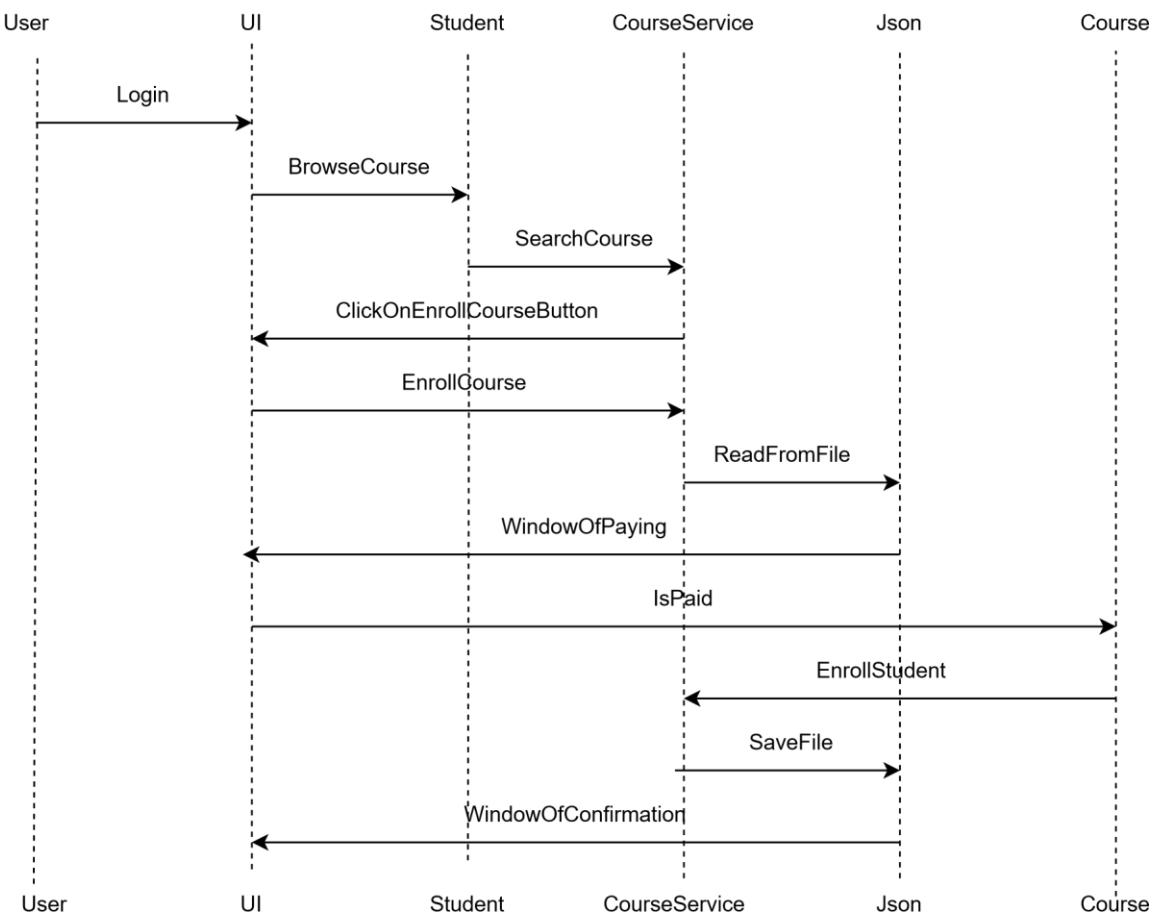
This Activity Diagram illustrates the workflow of the “Enroll in a Course” use case in the SkillForge platform.

It shows how a student selects a course, the system checks enrollment status, handles paid and free courses, and processes payments.

The diagram also demonstrates how successful enrollments update the database and send confirmation to the student, while invalid or failed cases terminate early.



This UML Class Diagram shows the object-oriented design of the SkillForge platform, including key components such as Users, Courses, Lessons, Quizzes, and Certificates. It illustrates how different user roles interact with these elements and how system modules connect, serving as a blueprint for development and ensuring a clear, organized design.



This diagram illustrates the sequence of interactions between system components in a course enrollment process. It shows how users, the UI, and backend services (like CourseService and Json) coordinate to handle actions such as browsing courses, enrolling, confirming payment, and saving enrollment data. The flow highlights key steps including SearchCourse, EnrollCourse, and EnrollStudent, demonstrating how the system manages both paid and unpaid course workflows.