Software Design

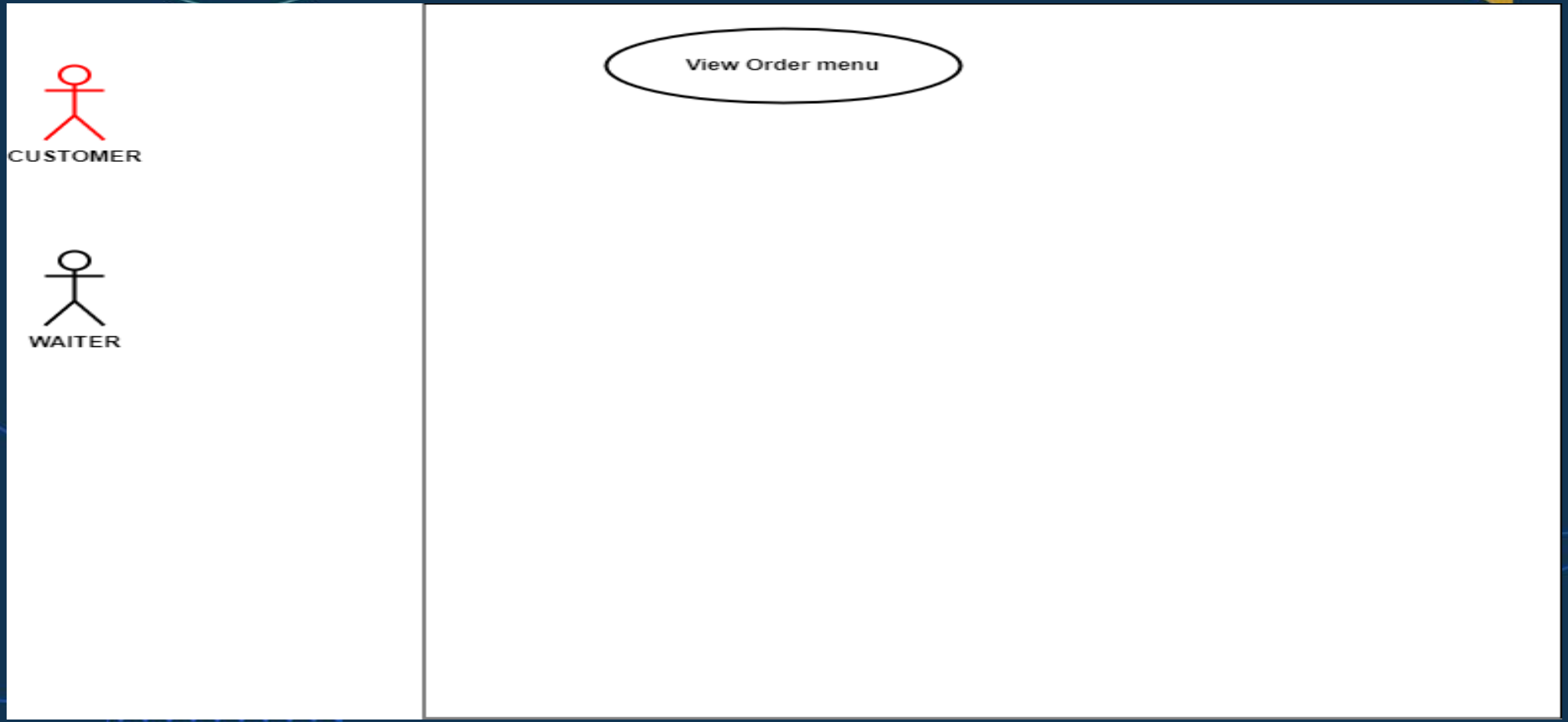
- Use Case Diagram: Shows the system's functionality from the perspective of the user. It focuses on what the system does by listing the use cases (features) and actors (users).

USE CASE DIAGRAM

CoGrammar

Use Case Diagram

Use Case Diagram



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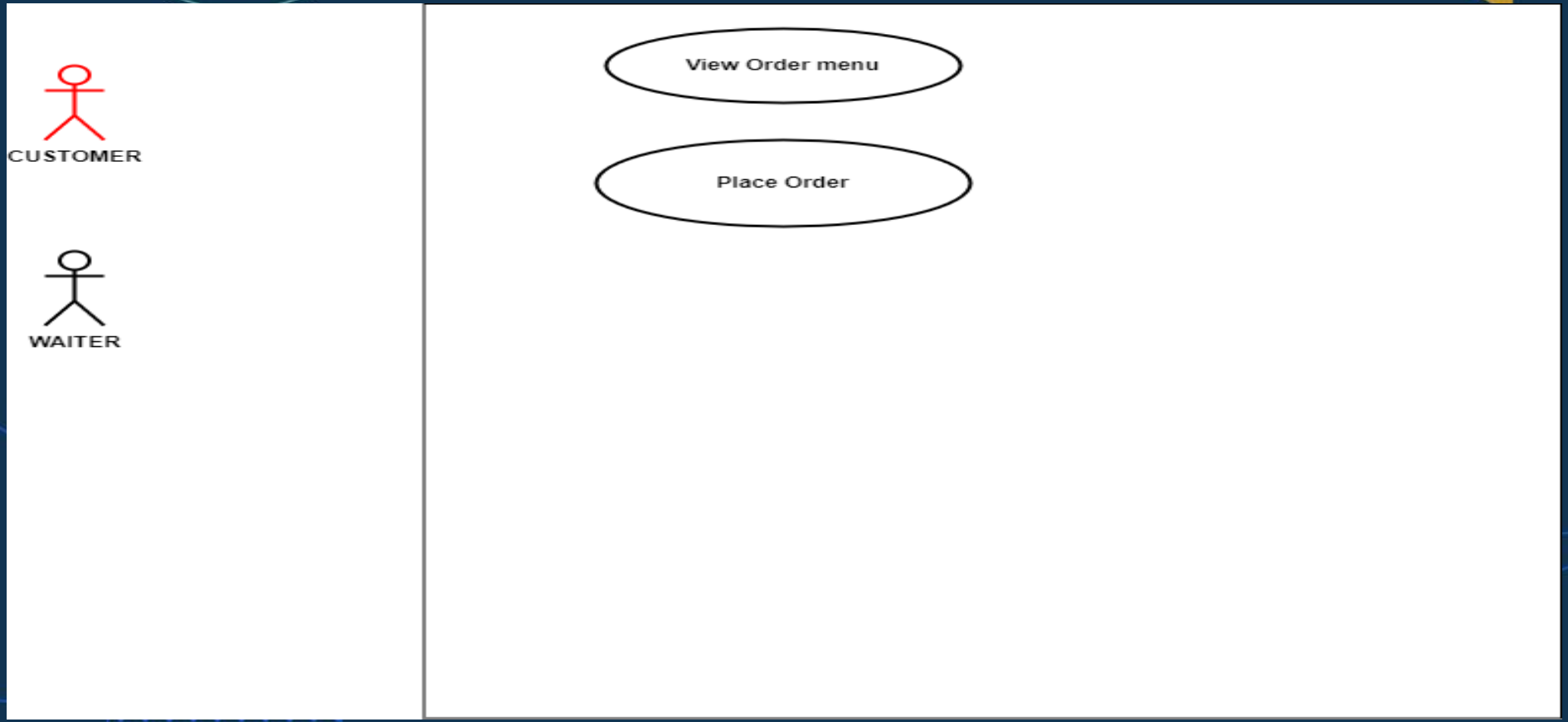

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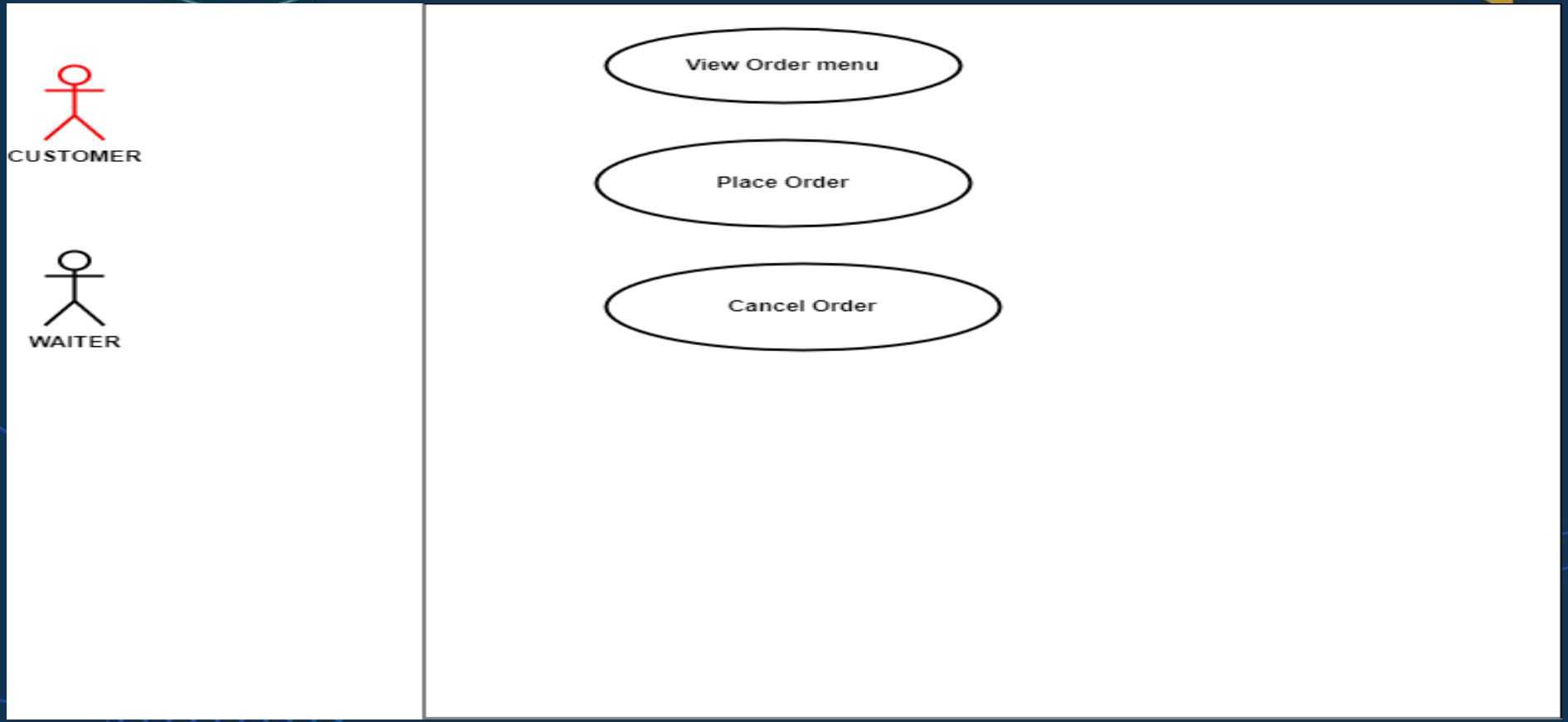

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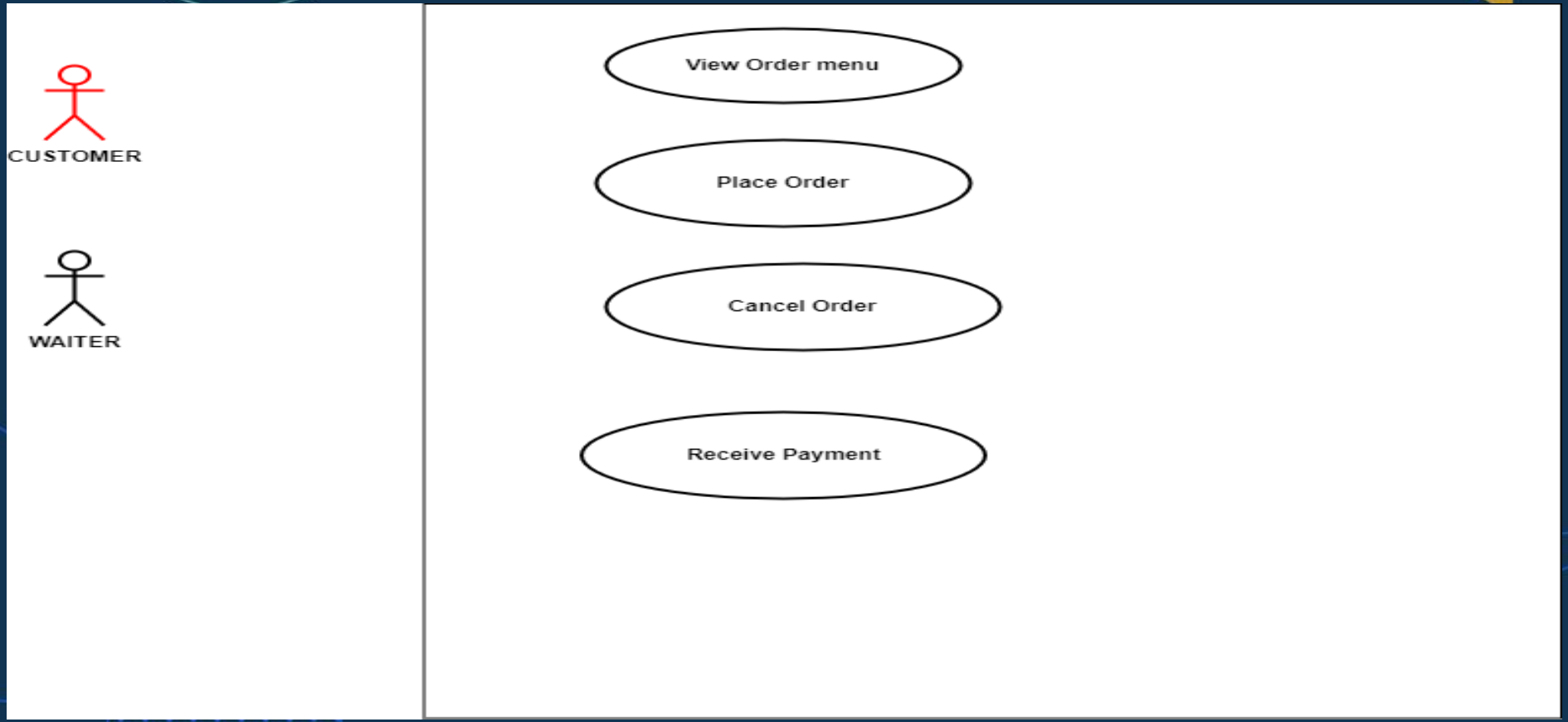

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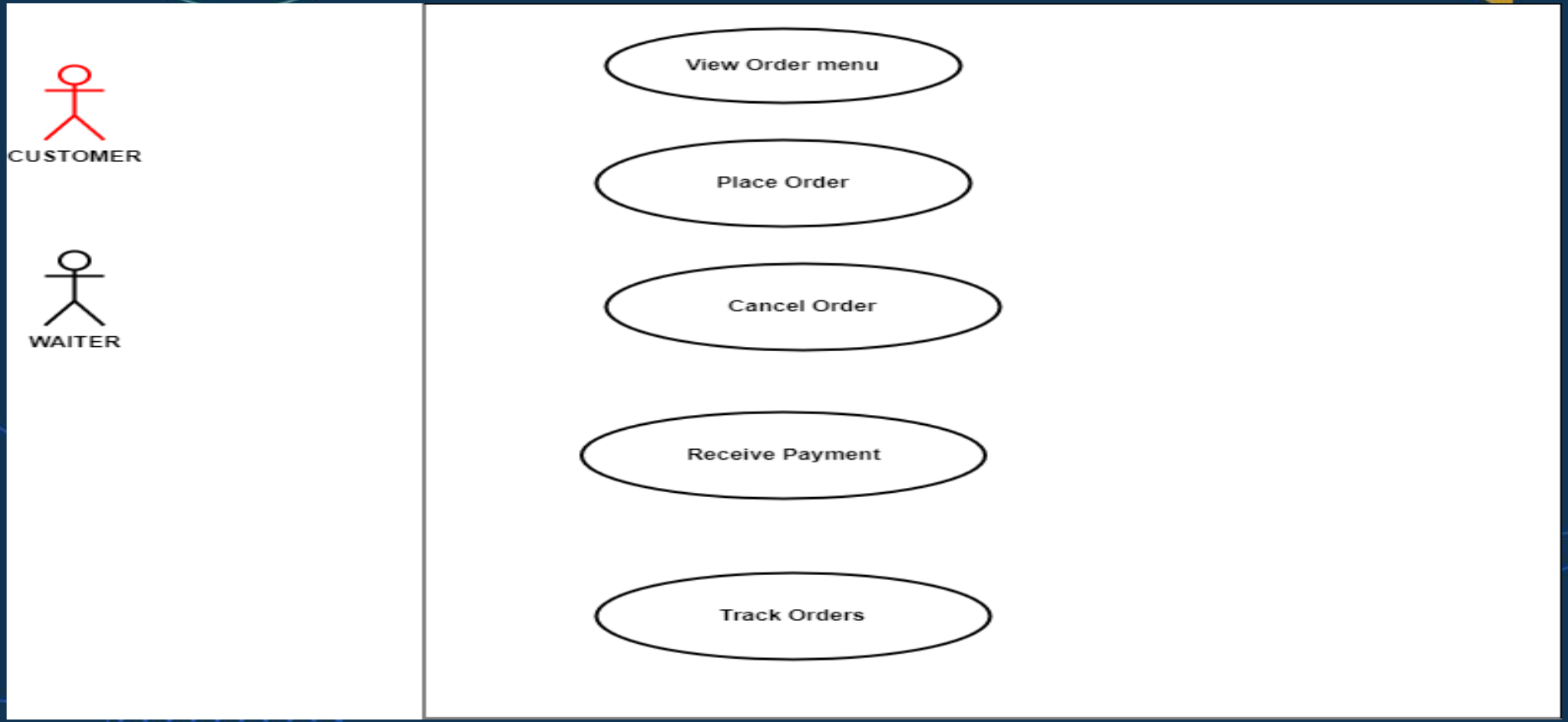

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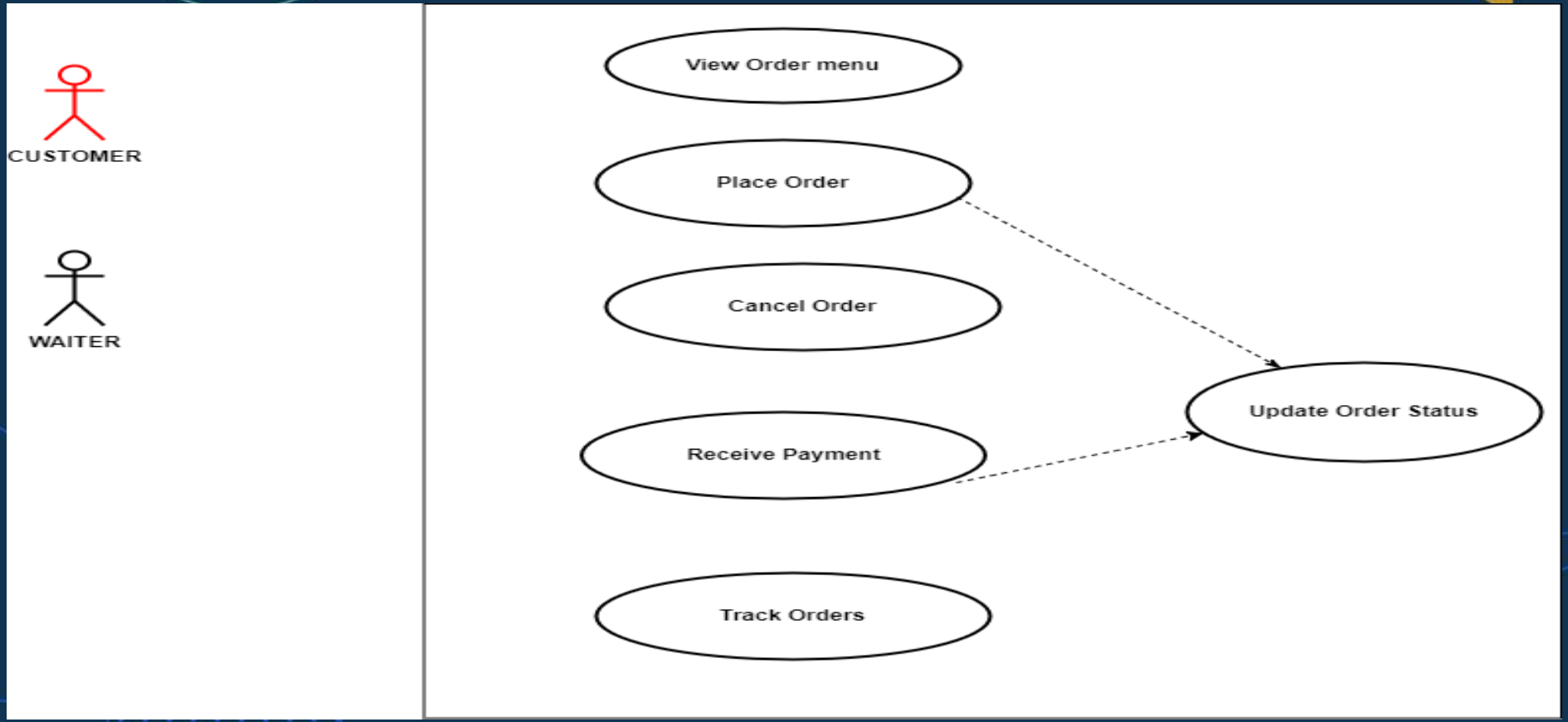

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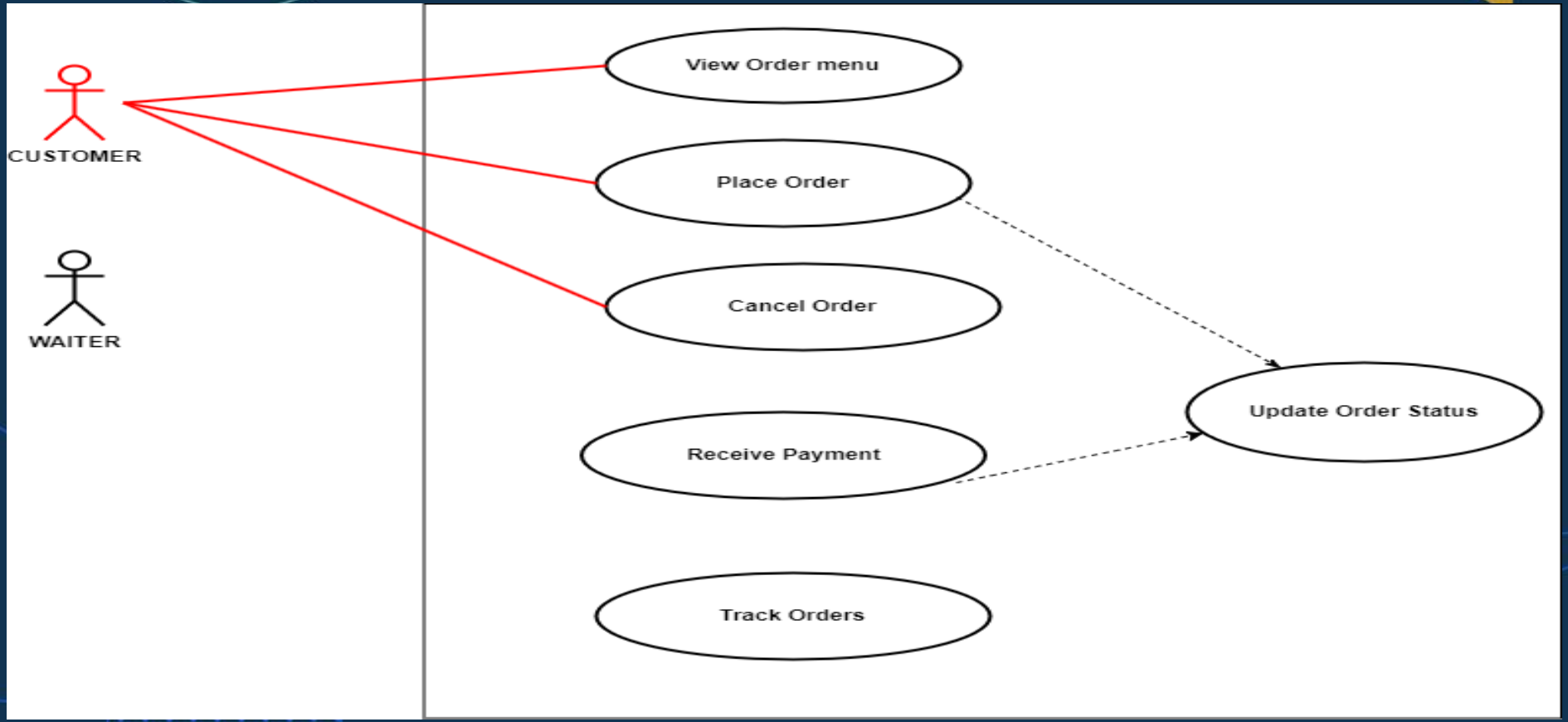

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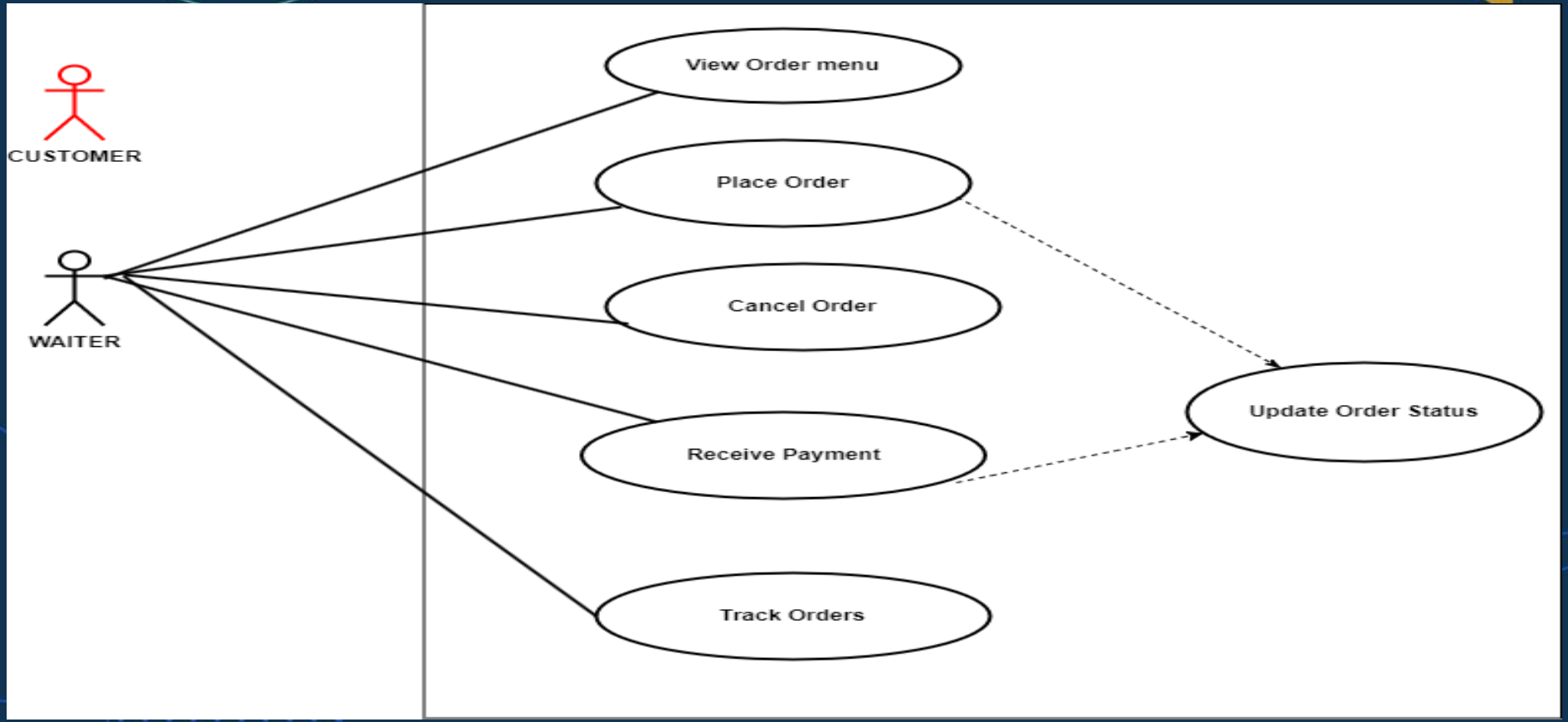

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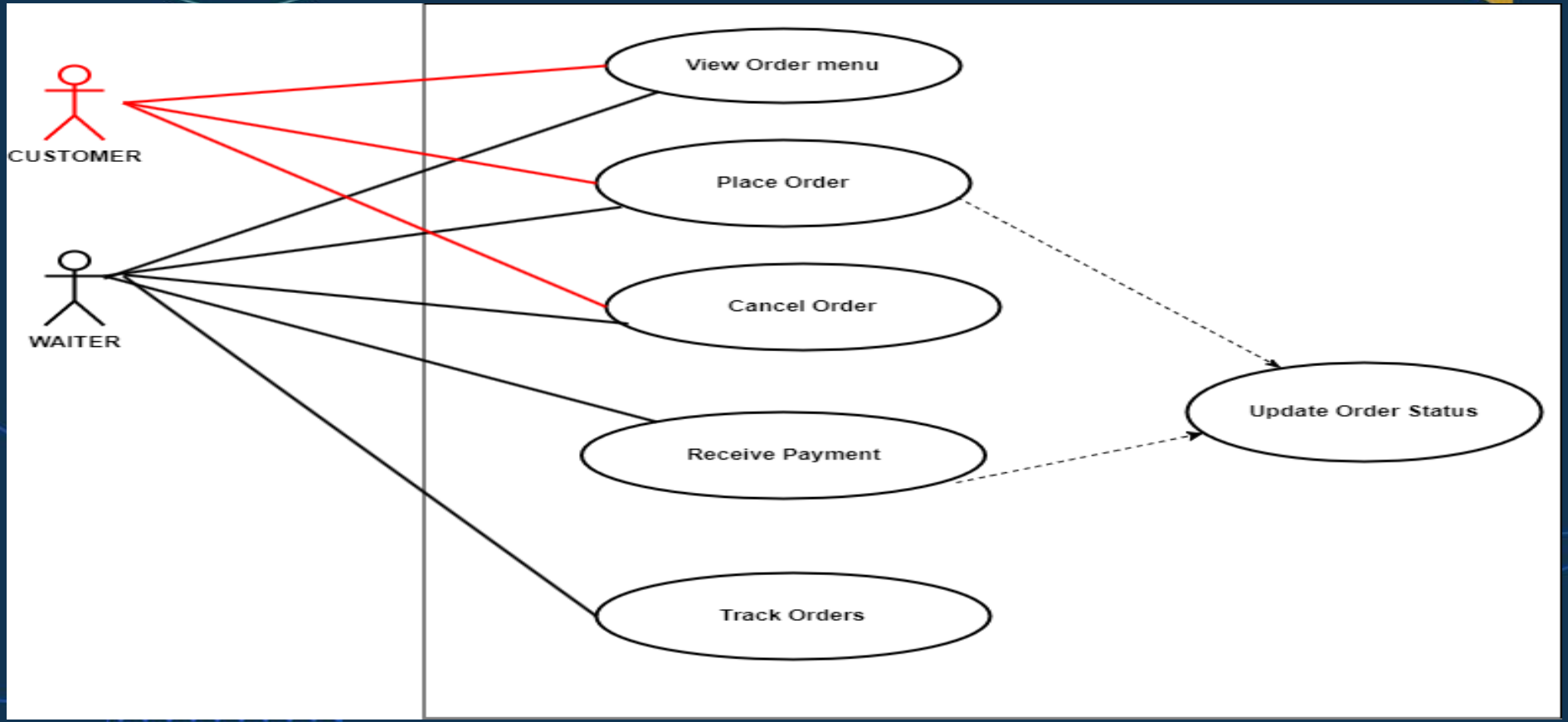


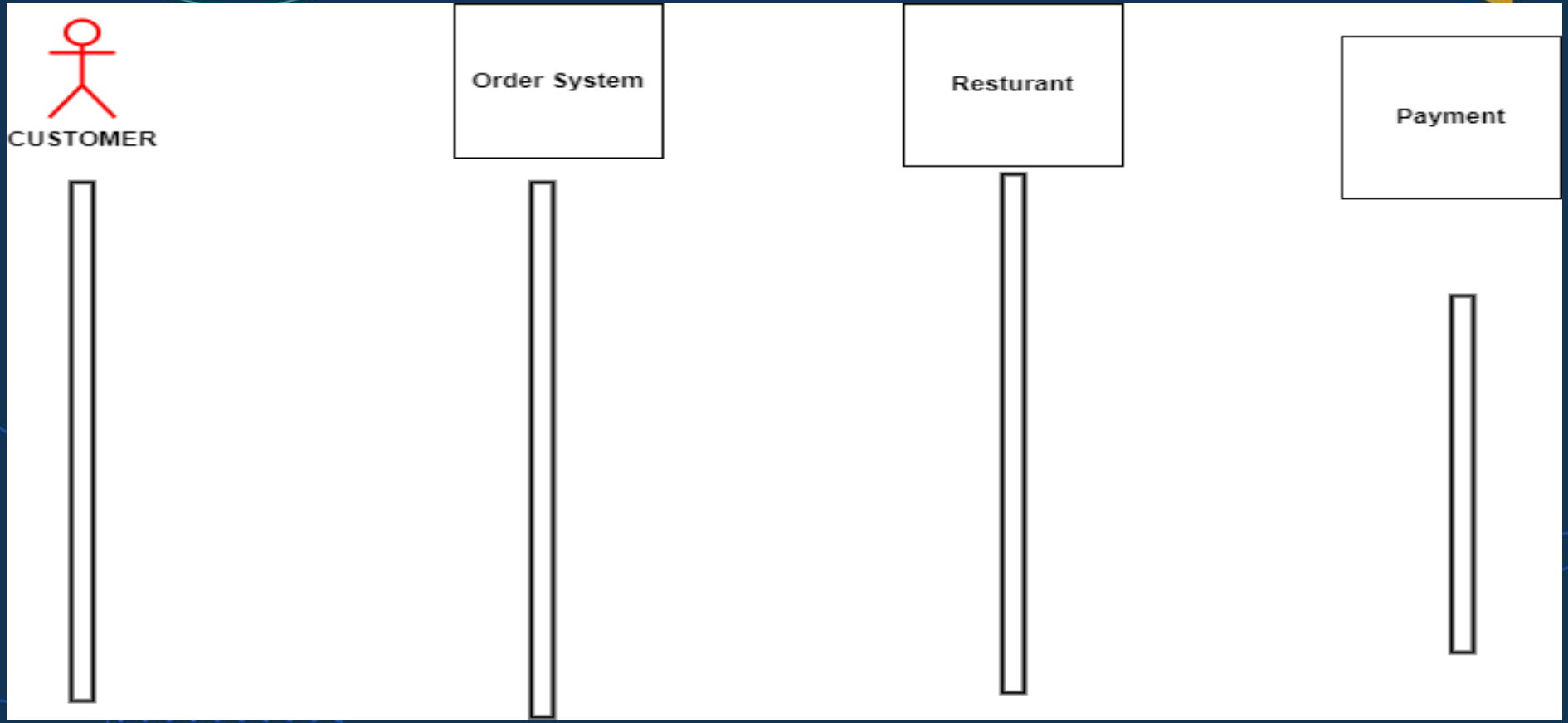
SEQUENCE DIAGRAM

CoGrammar

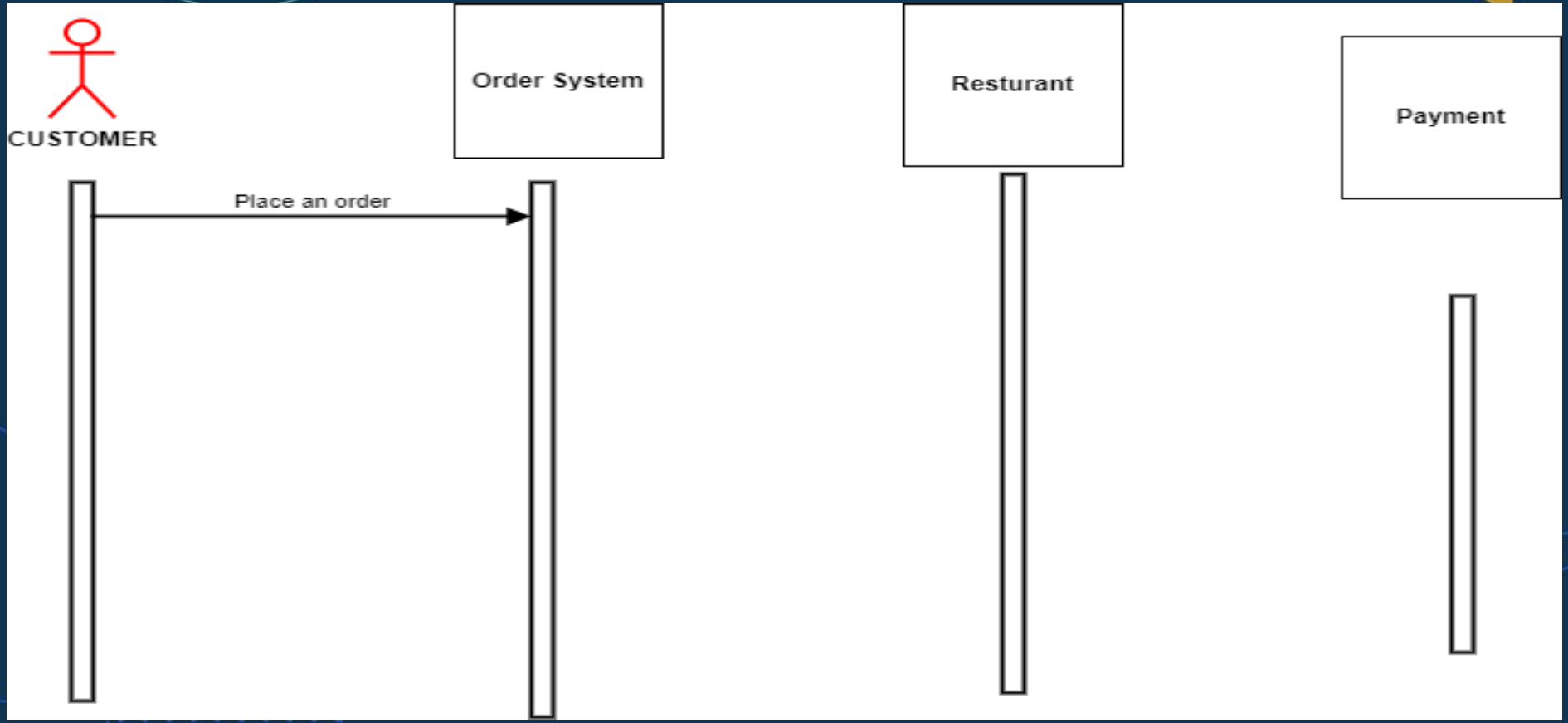
Software Design

- Sequence Diagram: Shows the sequence of messages exchanged between objects to perform a specific operation. Focuses on how the system behaves over time.

Sequence Diagram



Sequence Diagram



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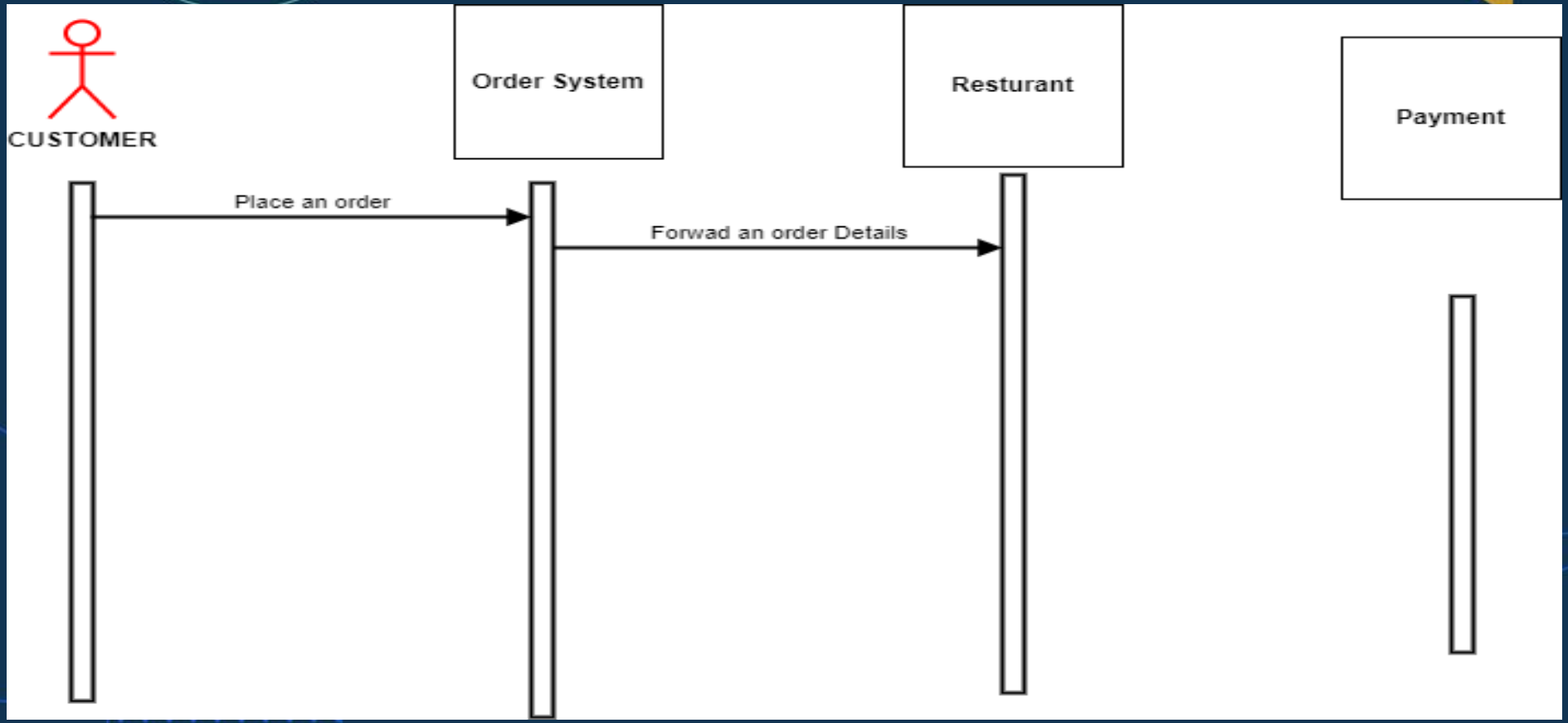

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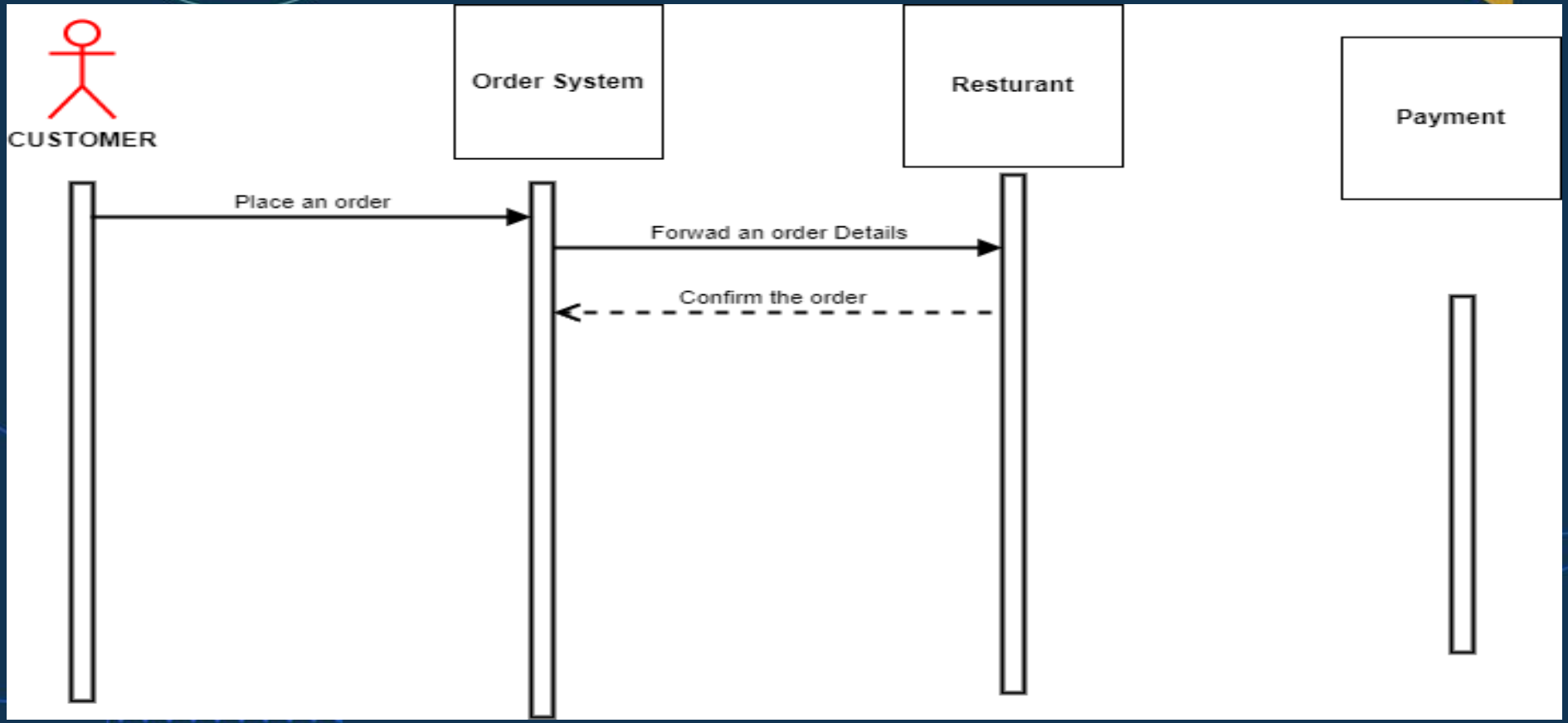

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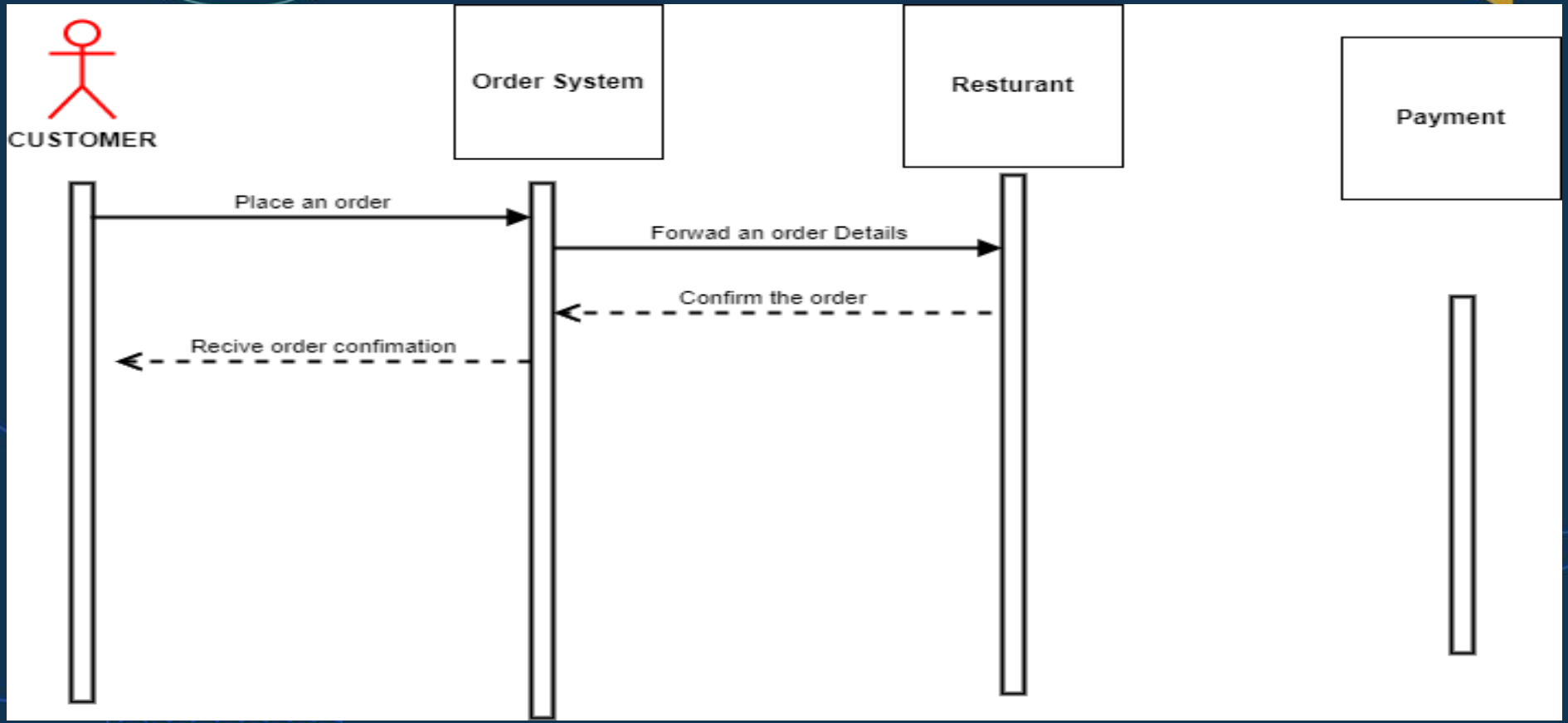

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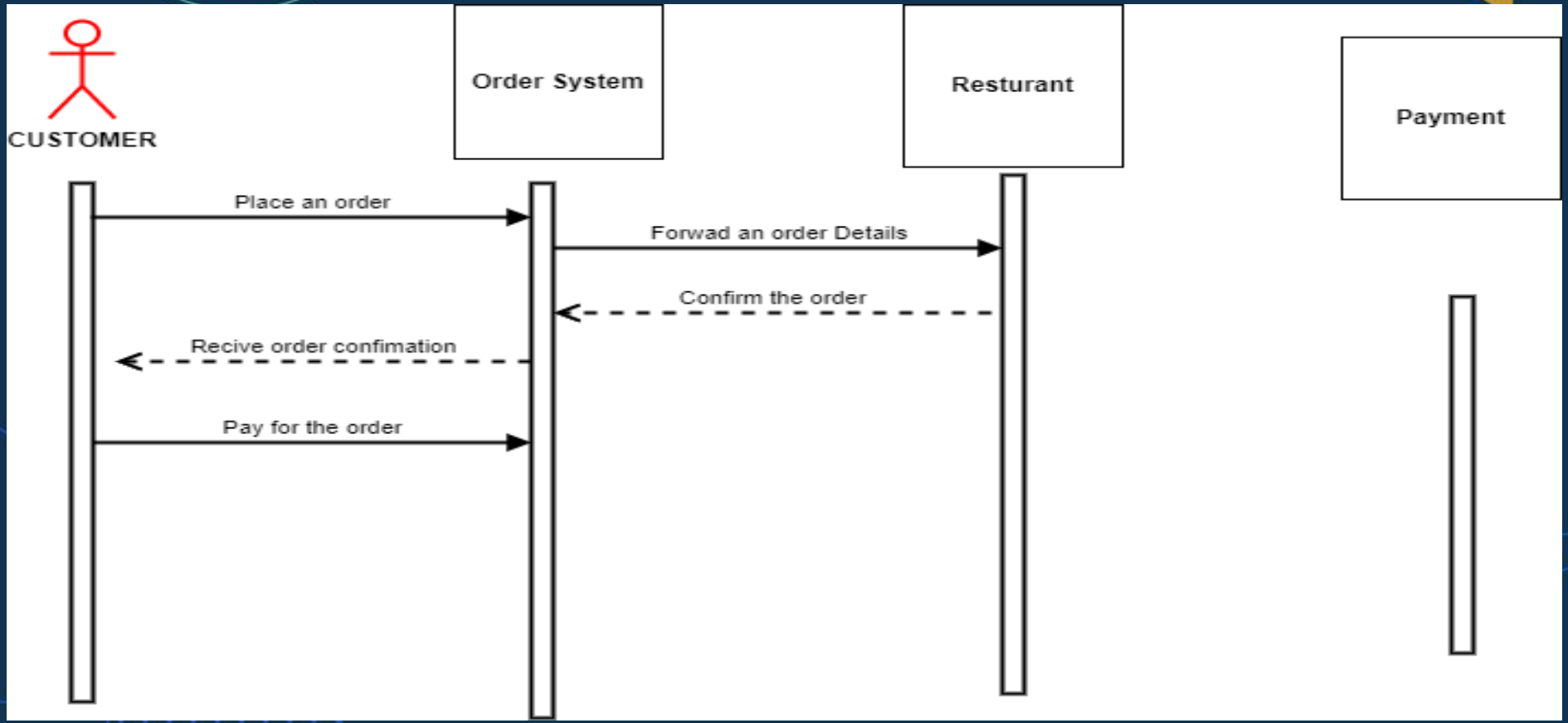

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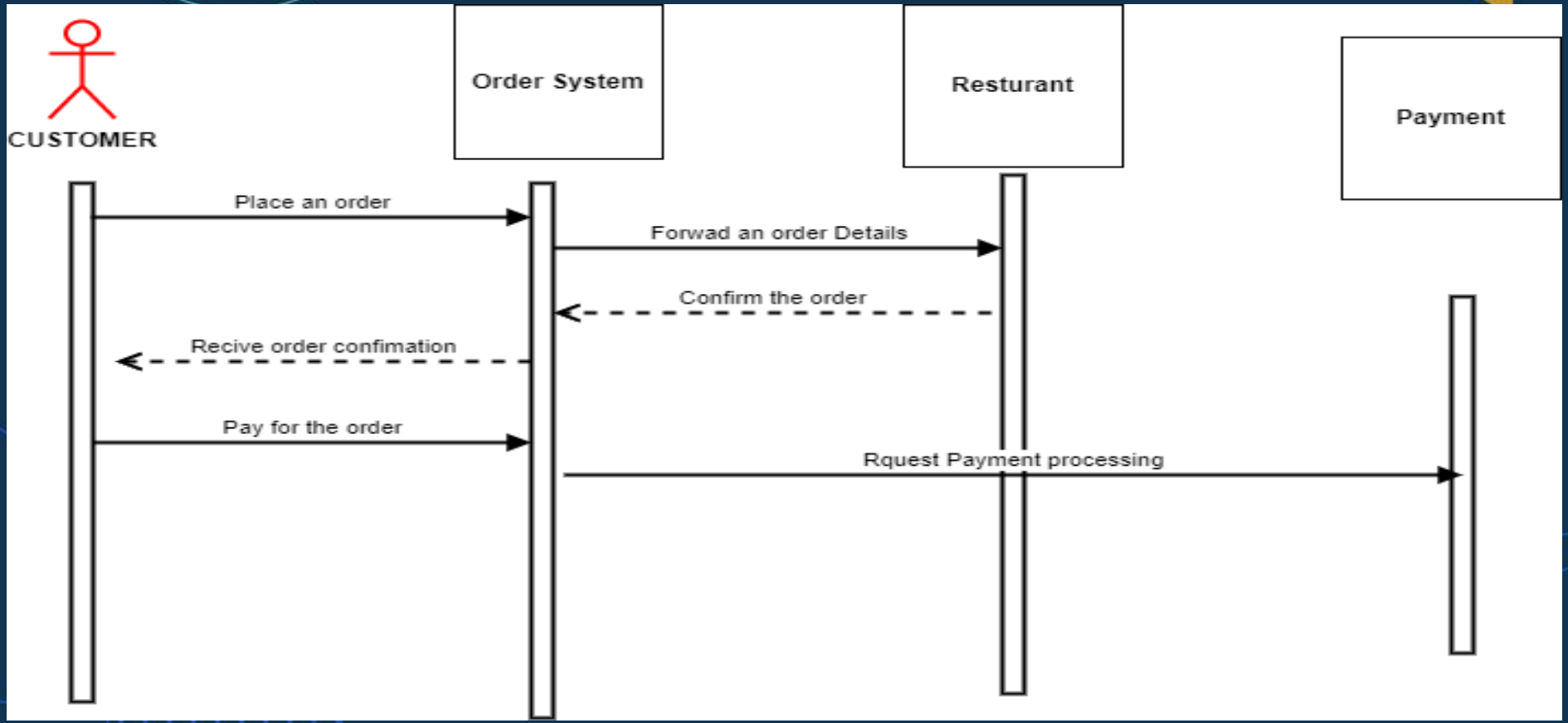

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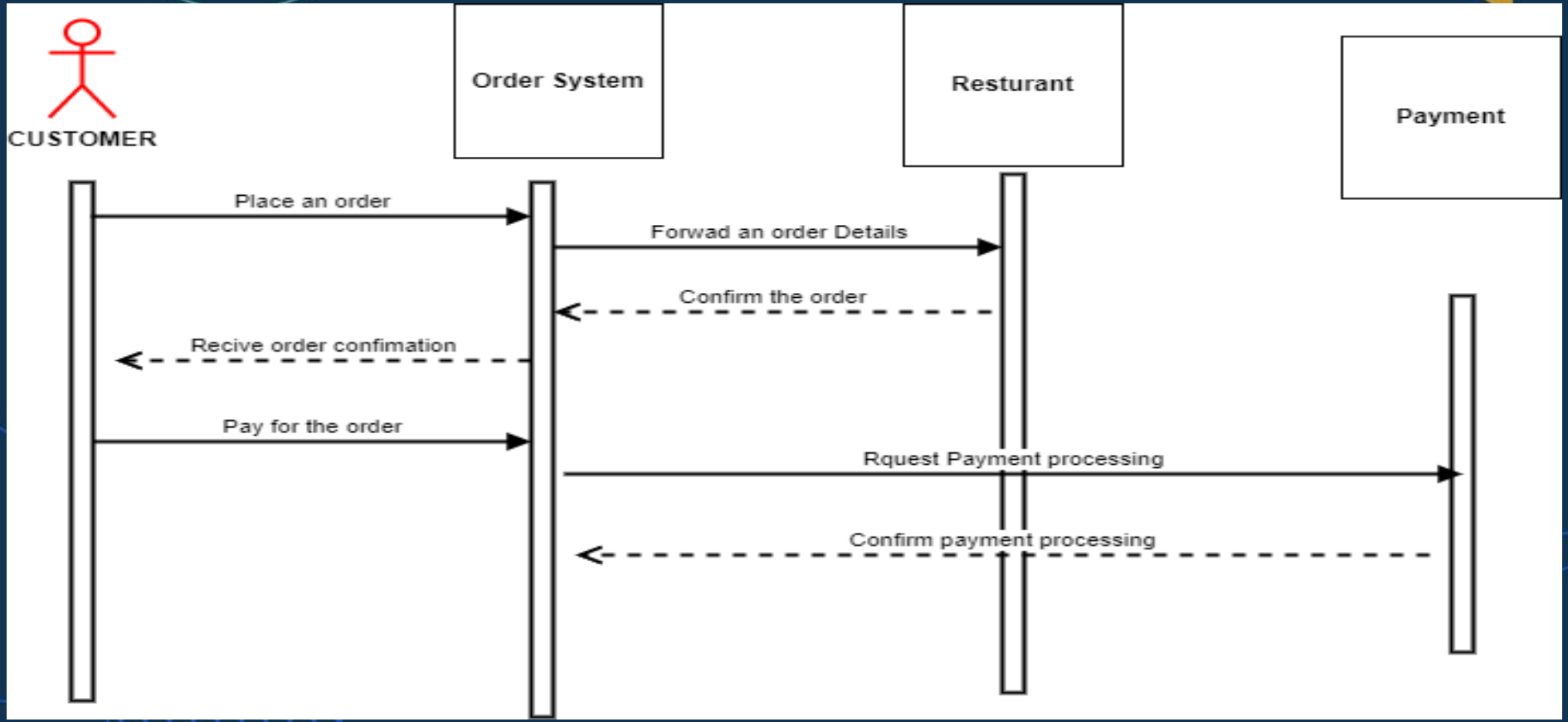

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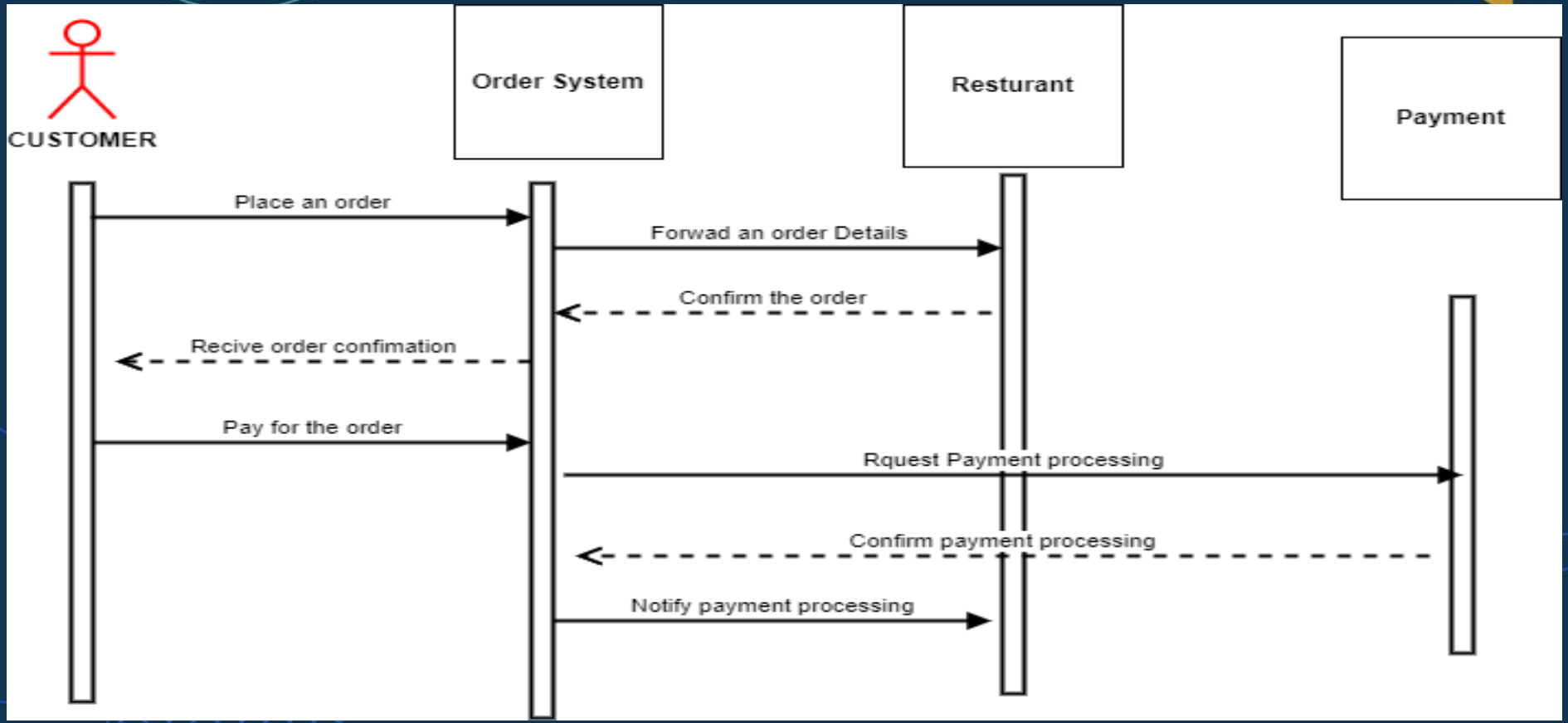

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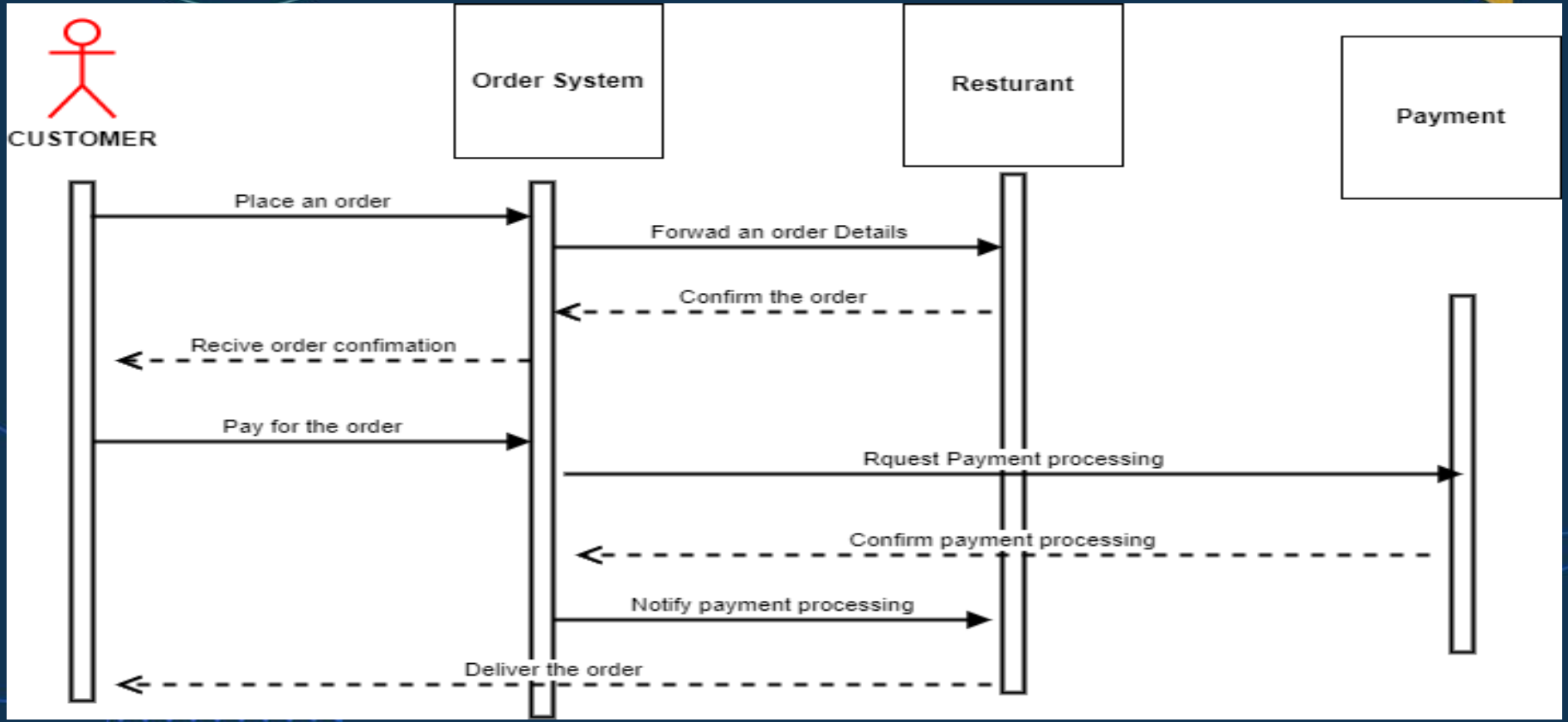
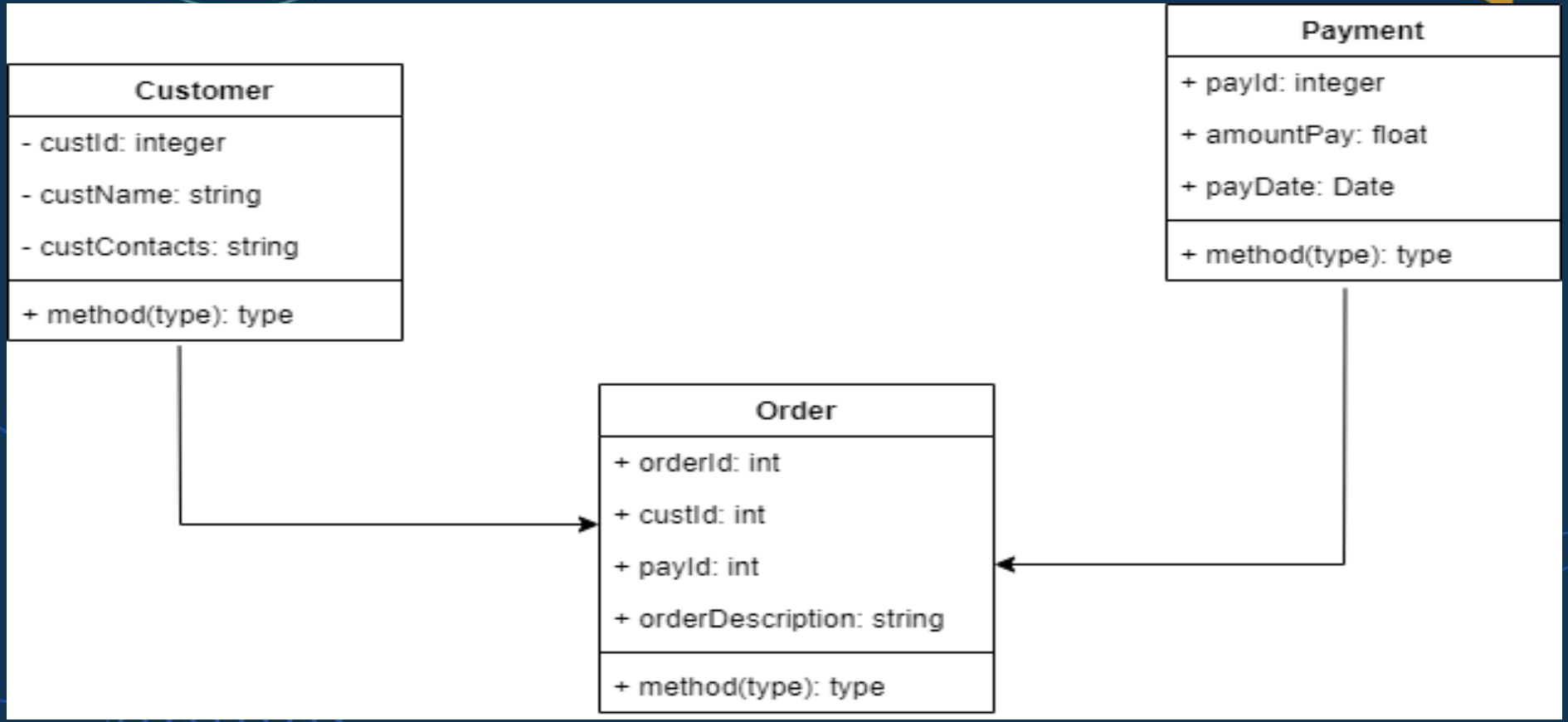


CLASS DIAGRAM

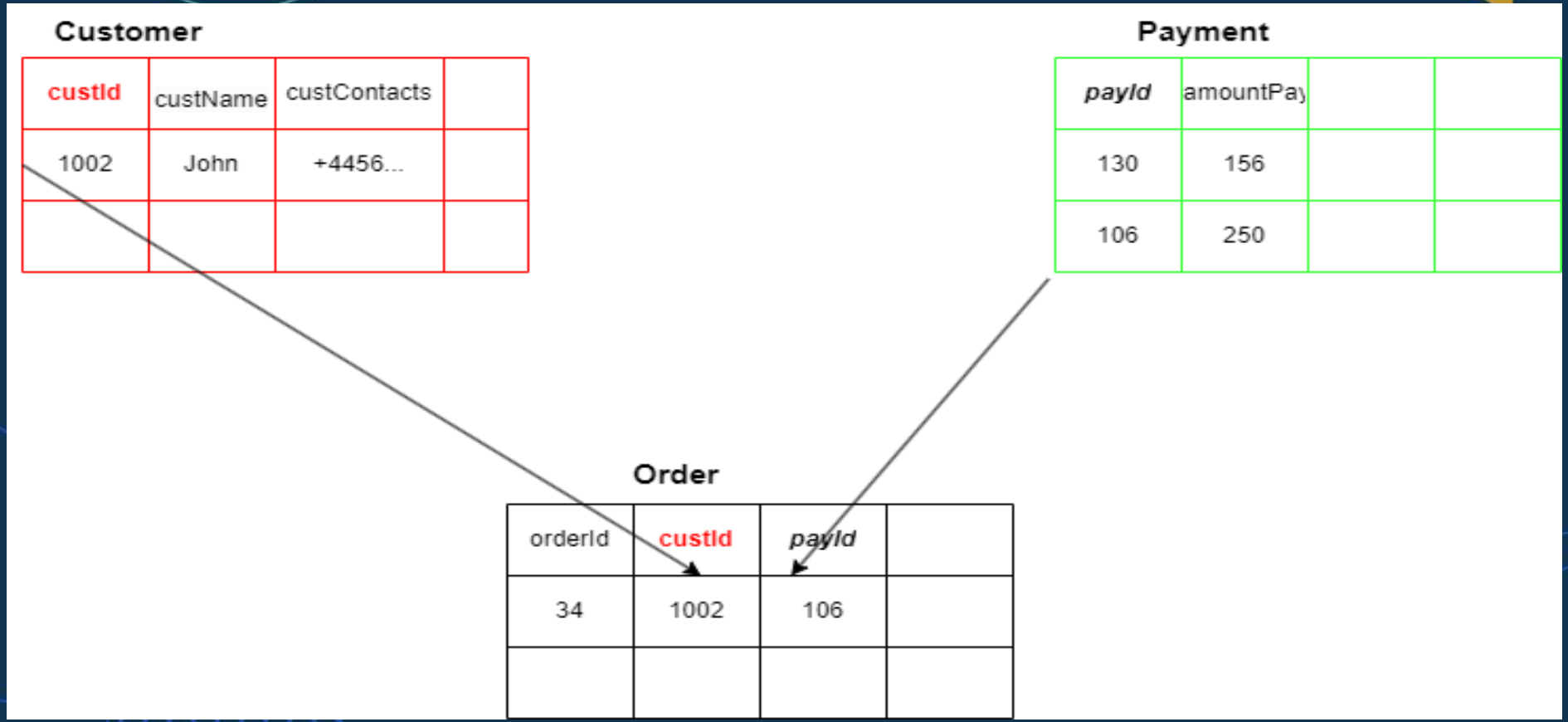
Software Design

- Class Diagram: Shows the static structure of the system, focusing on the classes, their attributes, methods, and relationships.

Class Diagram



Class Diagram



Software Design

- MVC Components:
  - Model: Represents the data and logic
  - View: Displays the user interface
  - Controller: Handles user input and updates the model and view
- CRUD Matrices:
  - Purpose: Identifying the operations (Create, Read, Update, Delete) needed for each entity

Questions and Answers

CoGrammar