# **HireFire**

## Phase 3

## Team 6

Member Name	Member Roll #	Primary Responsibility
M.Hassaan Moazan	23L-3003	Design Class Diagram, Sequence Diagram UC 1 to 3, Package Diagram
Zain Allaudin	23L-3036	Design Class Diagram, Sequence Diagram UC 4 to 6, Package Diagram
Ali Khalid	23L-3012	Design Class Diagram, Sequence Diagram UC 7 to 9, Package Diagram
Eishal Fatima	23L-3027	Design Class Diagram, Sequence Diagram UC 10 to 12, Package Diagram
Armaghan	23L-2555	Design Class Diagram, Sequence Diagram UC 15 to 17, Package Diagram
Shayyan Qureshi	23L-3011	Design Class Diagram, Sequence Diagram UC 13 to 14, Package Diagram
Abdul Muiz	23L-3097	Design Class Diagram, Sequence Diagram UC 18 to 20, Package Diagram

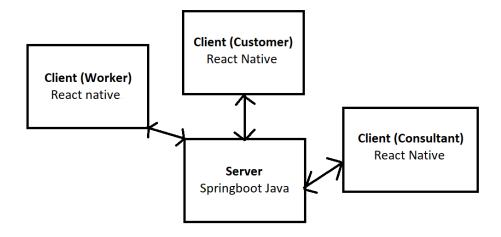
## **Table of Contents**

Ta	ble of Contents	ii
1.	Architecture	1
2.	Architecture Context Diagram	2
3.	Description	3
4.	Rationale	4

### 1. Architecture:

Client Server

### 2. Architecture Context Diagram:



## 3. Description:

Serial No.	Class Name	Class Description	Requirements Reference
1	SignUpContoller	Allows creation of account	UC-1, UC-2, UC-3 NFR-3
2	WorkerController	Allows filtering of data from database as needed by worker	UC-4, UC-5, UC-6. UC-7 NFR-1, NFR-2
3	LocationSearch component	Allows selection of location	UC-16 NFR-1, NFR-3
4	DateTimePicker component	Allows setting up schedules	UC-17 NFR-9

5	ChatPg	Allows chat and communication between users	UC-9,UC-10,UC-20 NFR-11, NFR12
6	PaymentController	Allows Payment	UC-19 NFR-4, NFR-9

#### 4. Rationale:

Our software project is in the architectural style of client-server as there is only one server that runs throughout the entirety while many different clients can connect, retrieve data, update data and even insert data into the server. Moreover, if that singular server crashes, the entire system goes down (emphasis on the dependence of clients on the server).