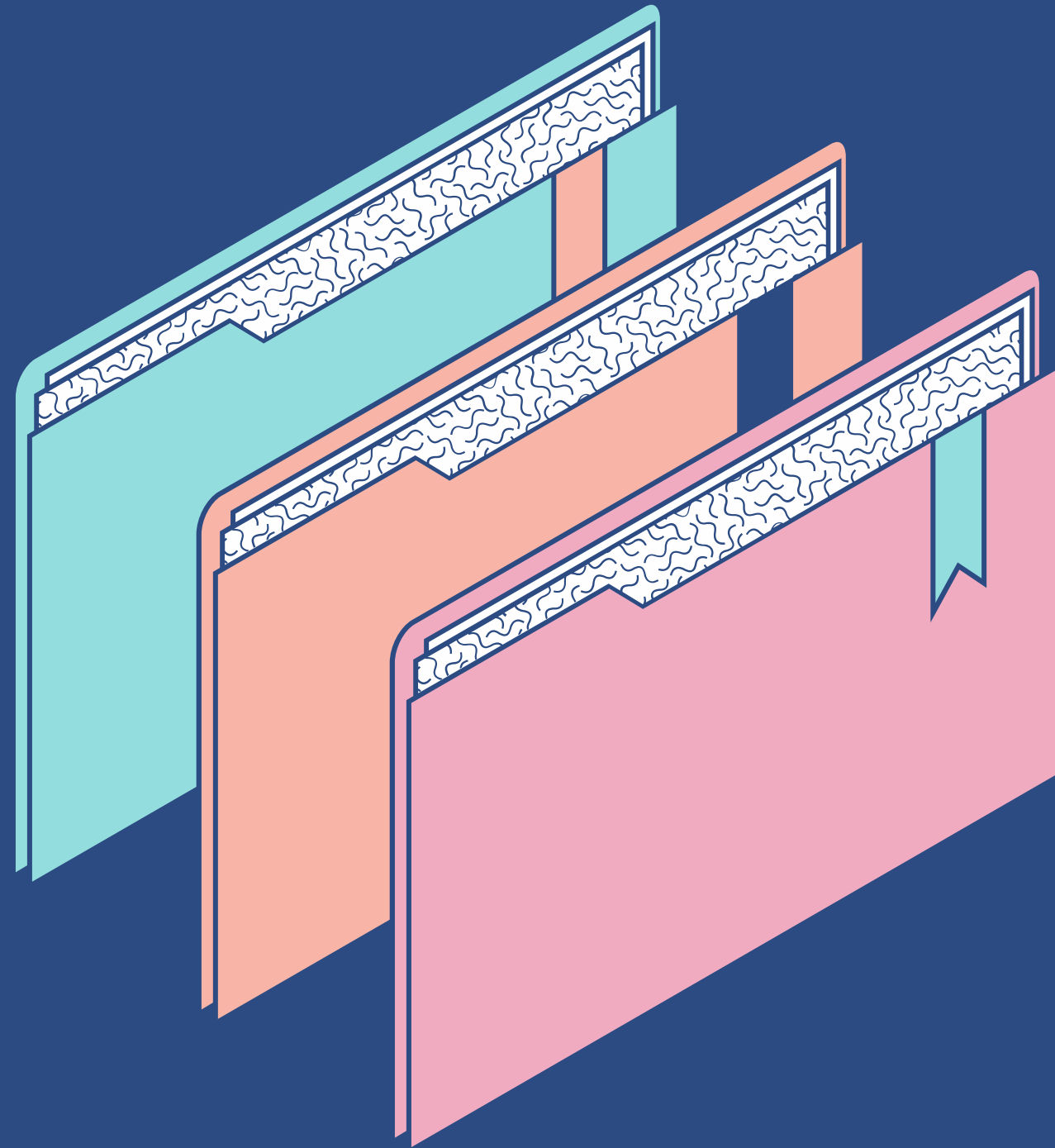




GameHub

Game distribution platform

Catutoiu Maria Alexandra
Trandafir Mihai Alexandru
Miu Catalin Stefan
Popa Rares Teodor
Nedelcu Adrian Cosmin

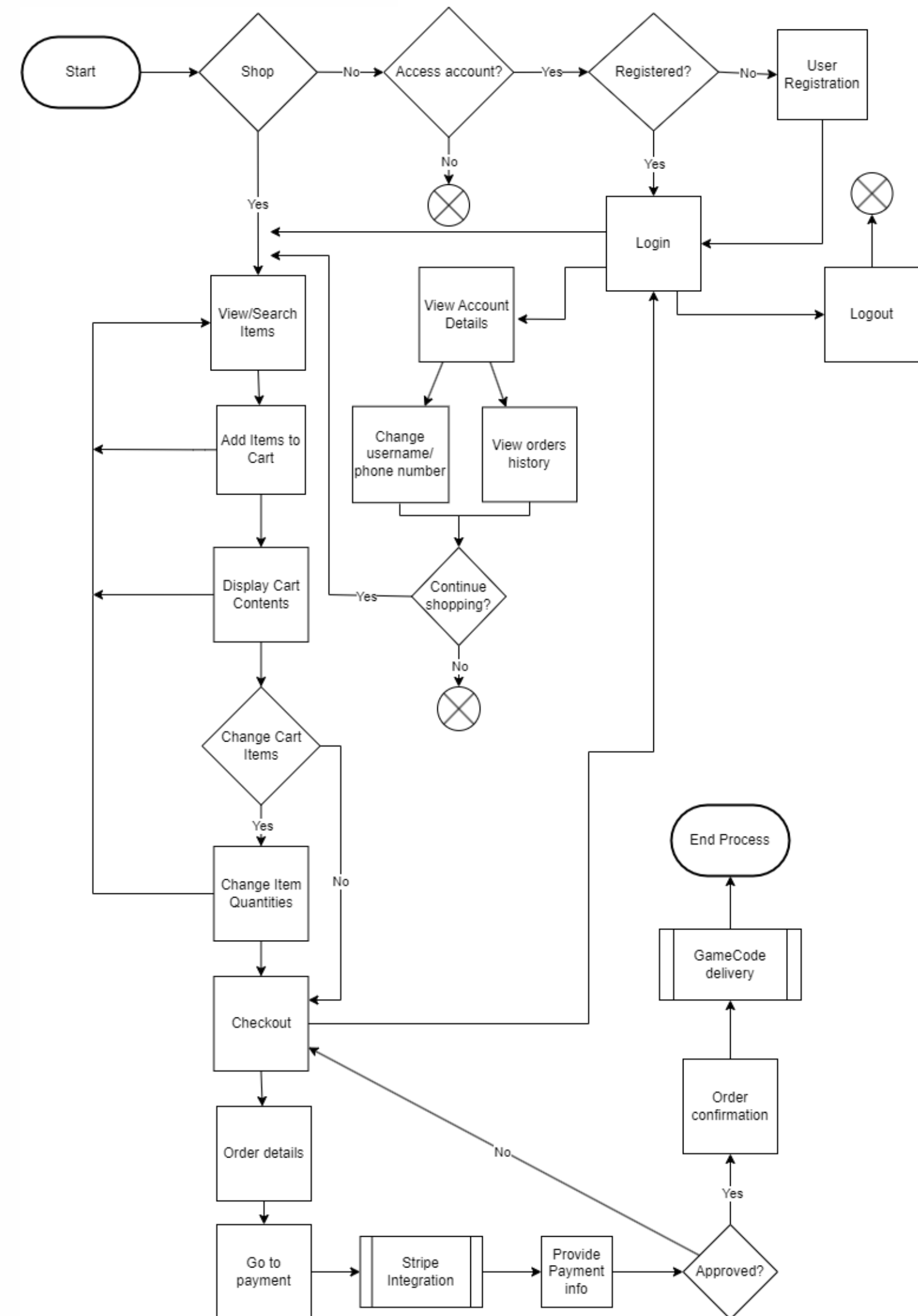


Agenda

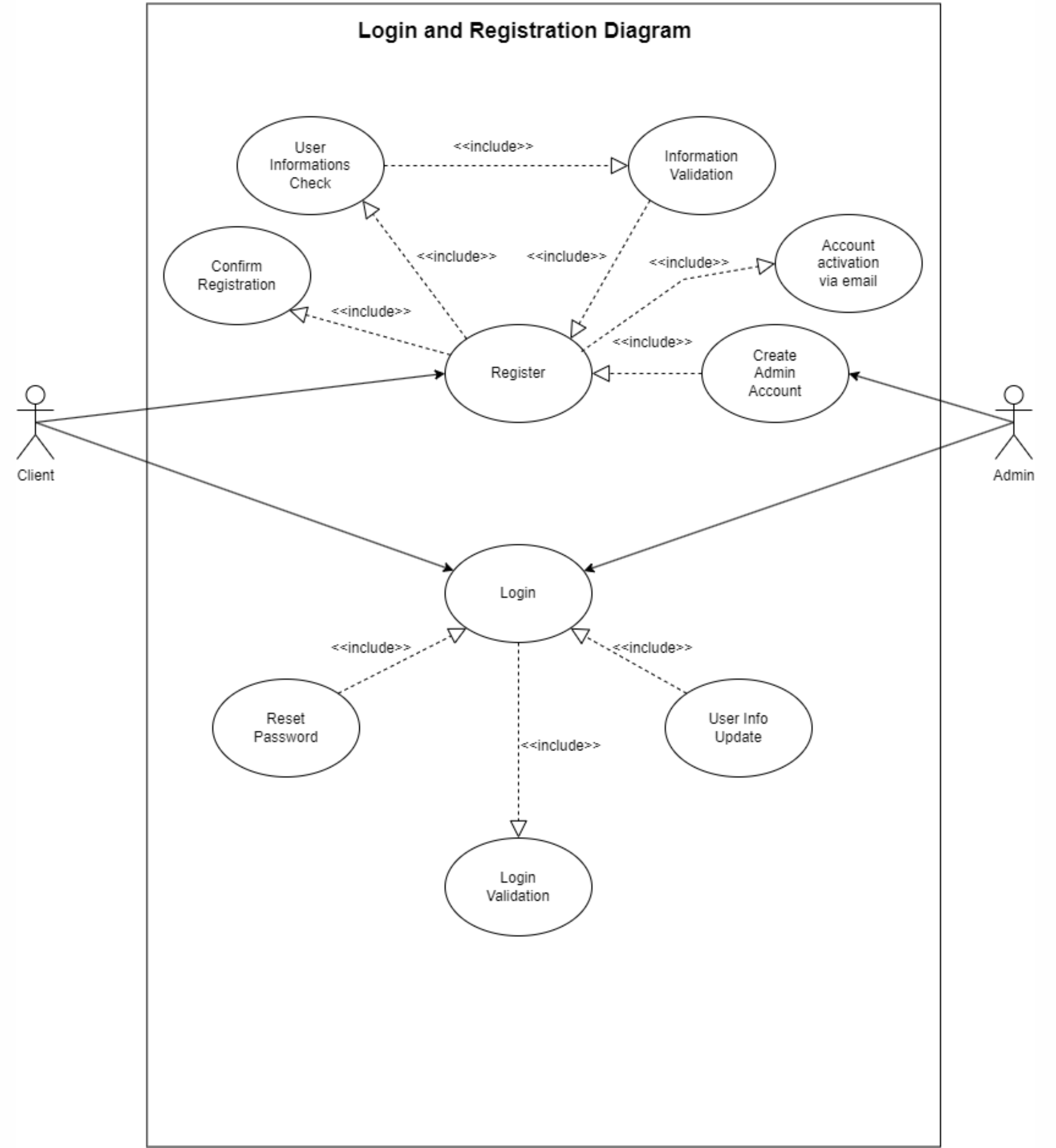
KEY TOPICS DISCUSSED IN
THIS PRESENTATION

- Diagrams
- Design Patterns
- Demo

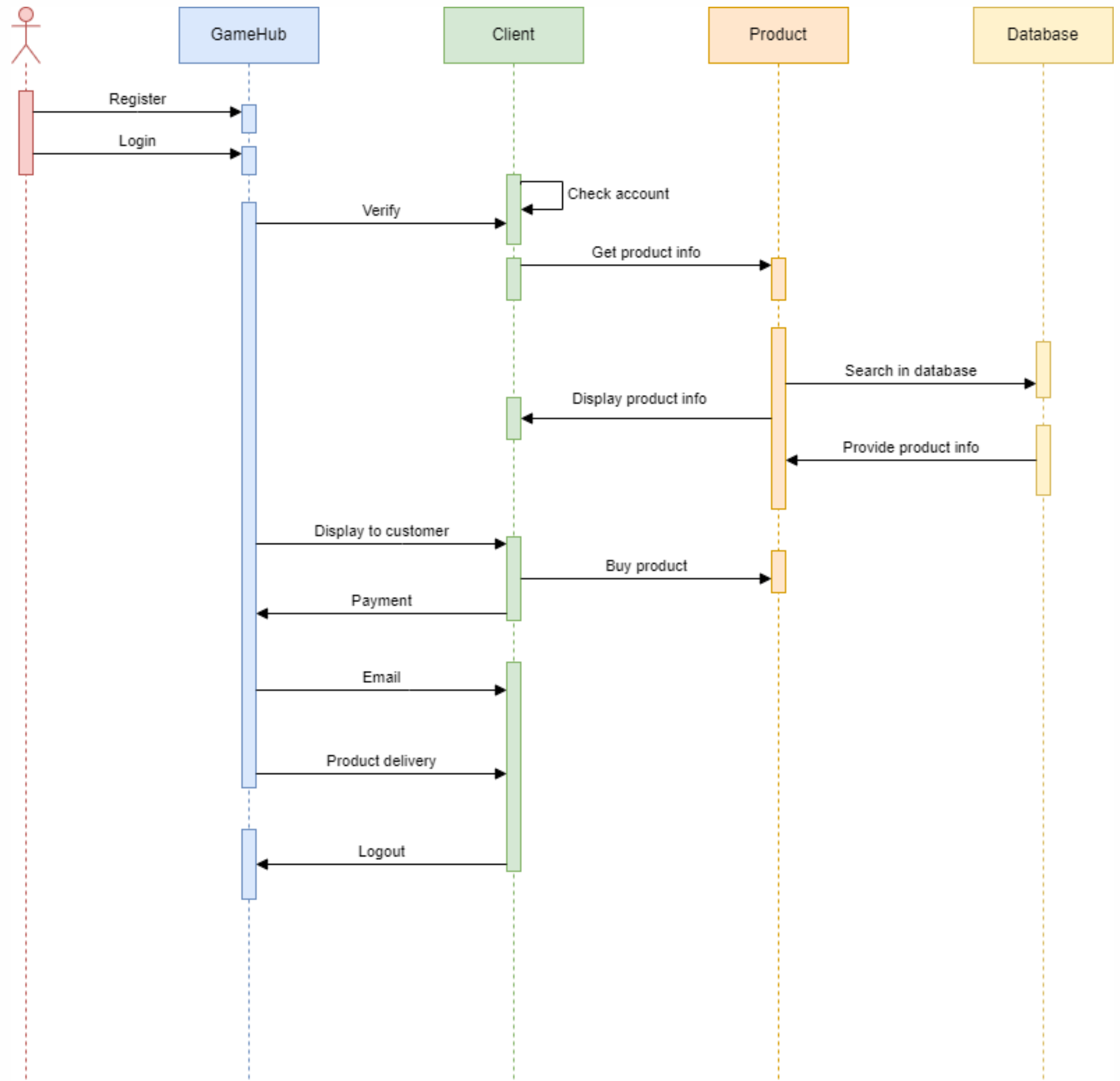
Flowchart Diagram



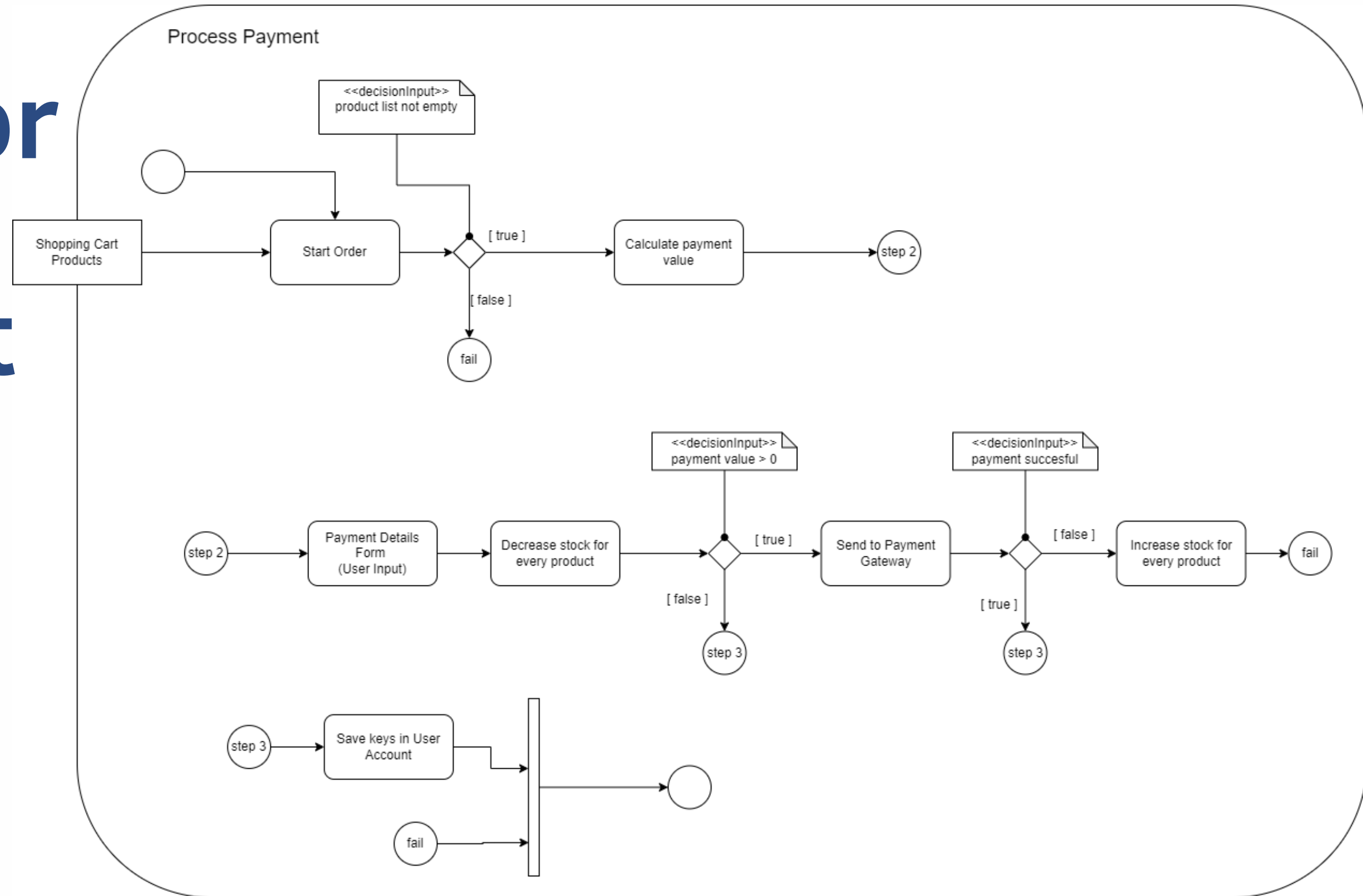
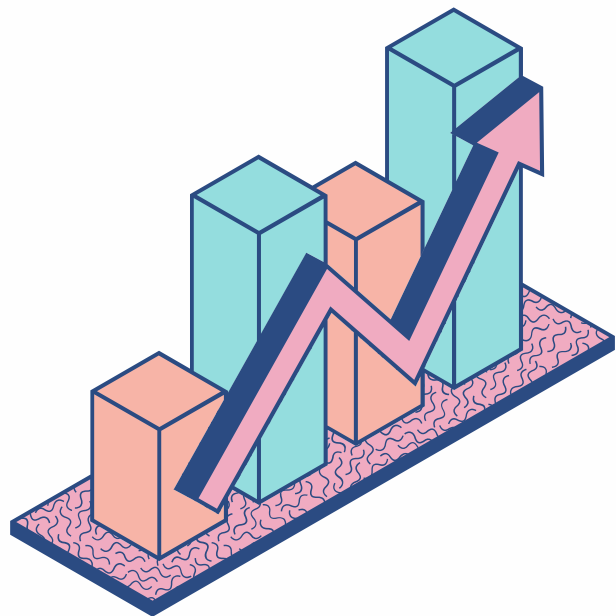
Login/Register Use Case Diagram



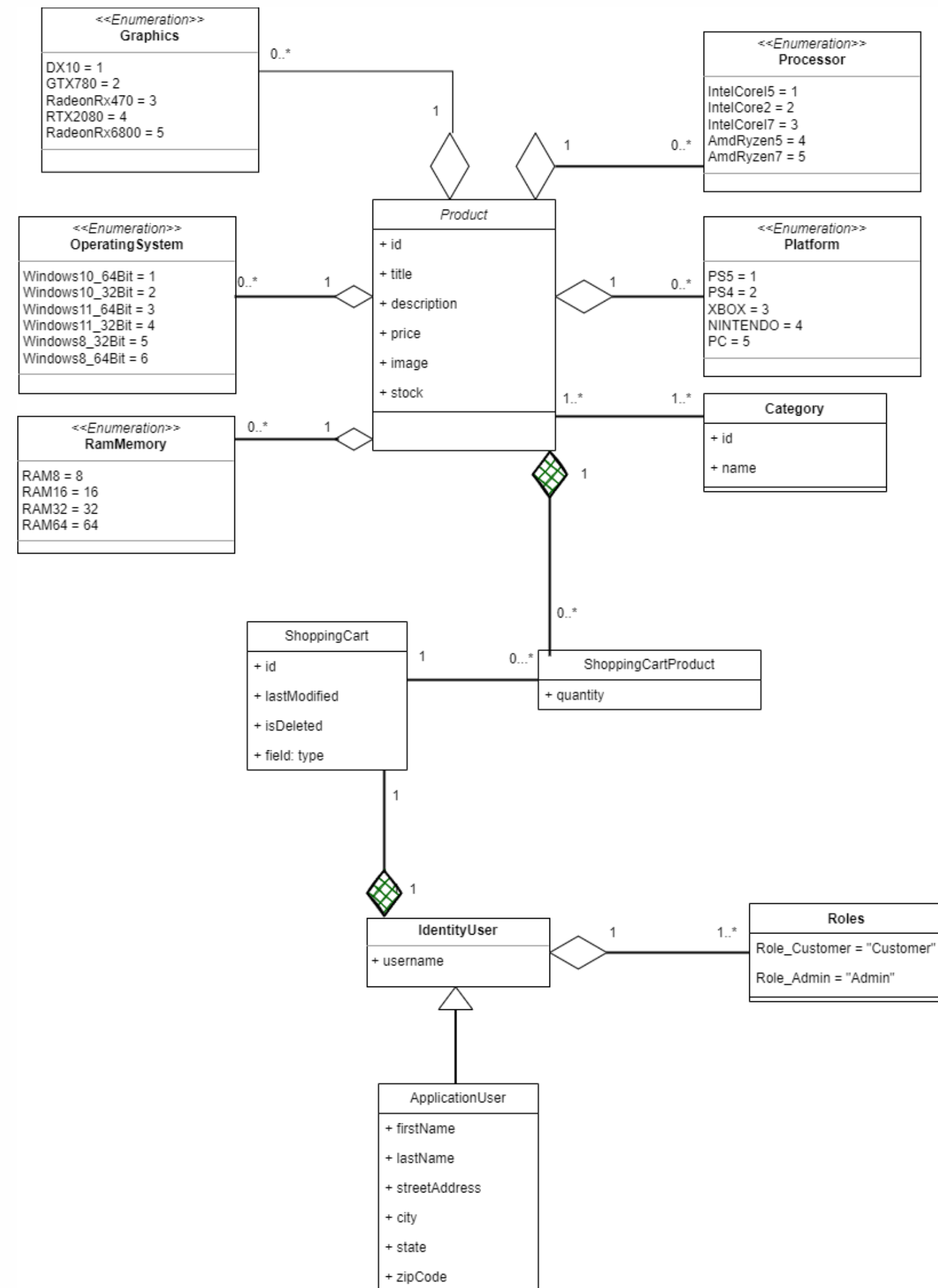
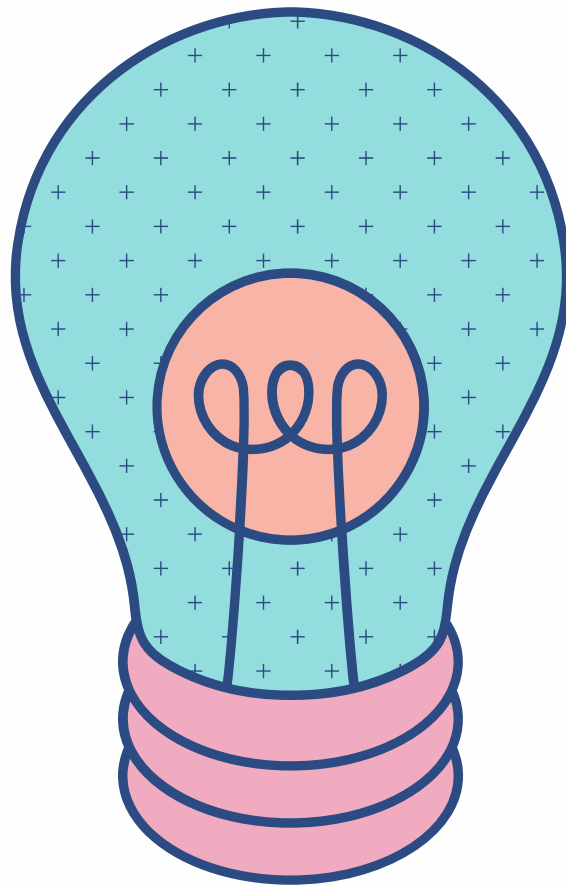
Sequence Diagram



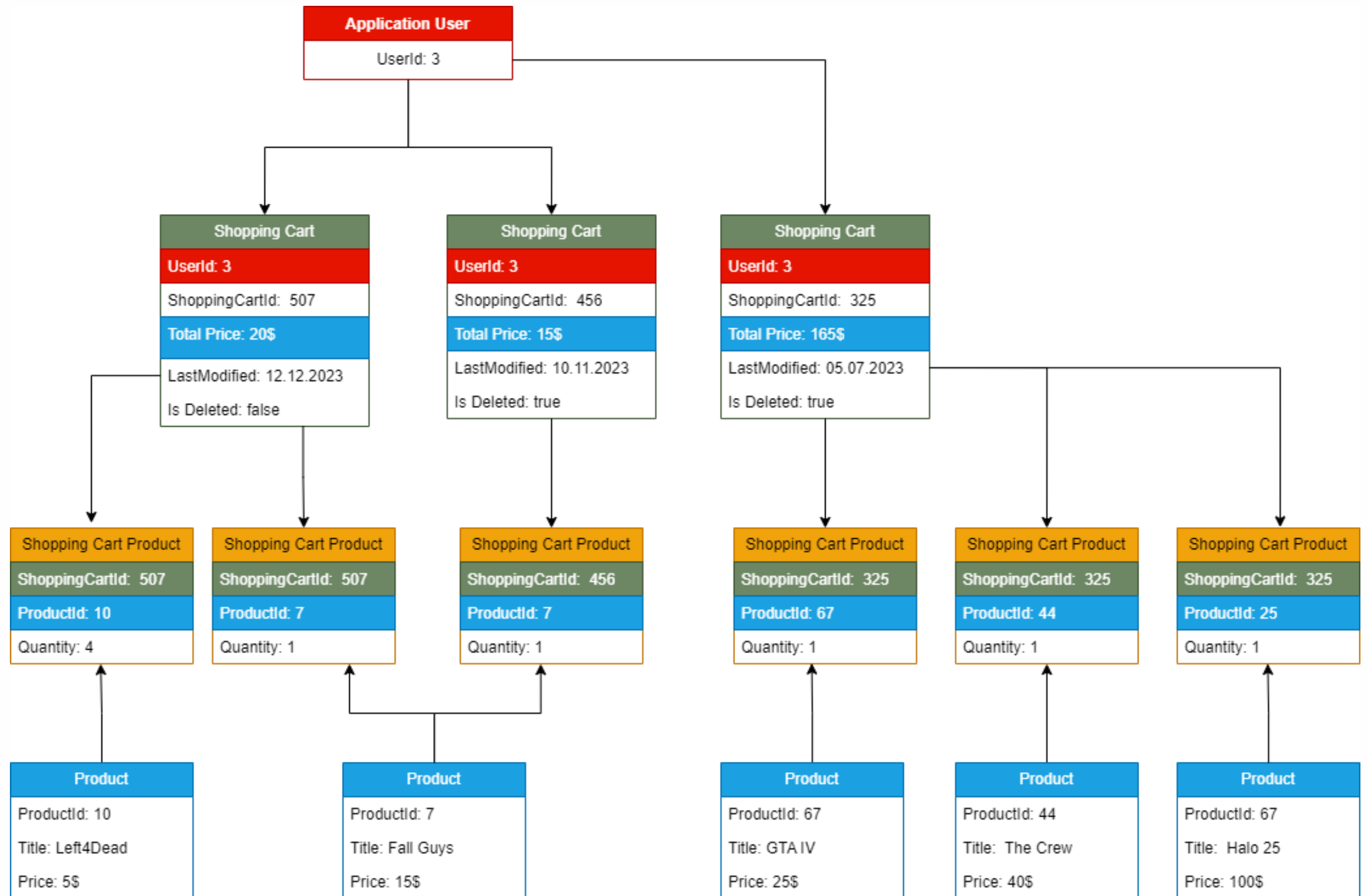
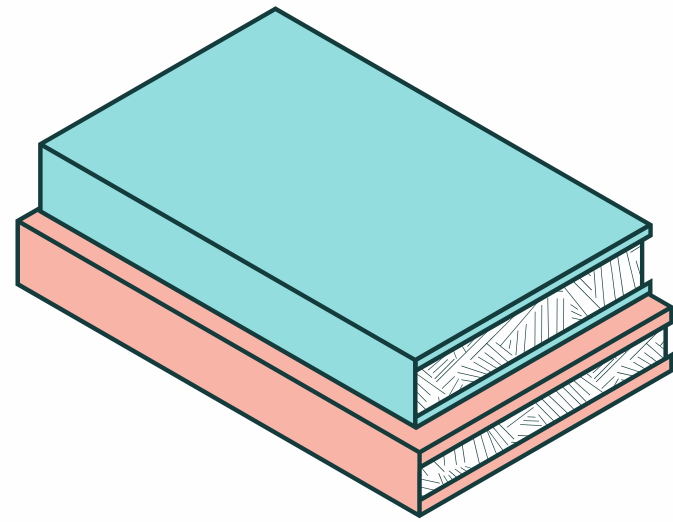
Activity Diagram for Order Placement



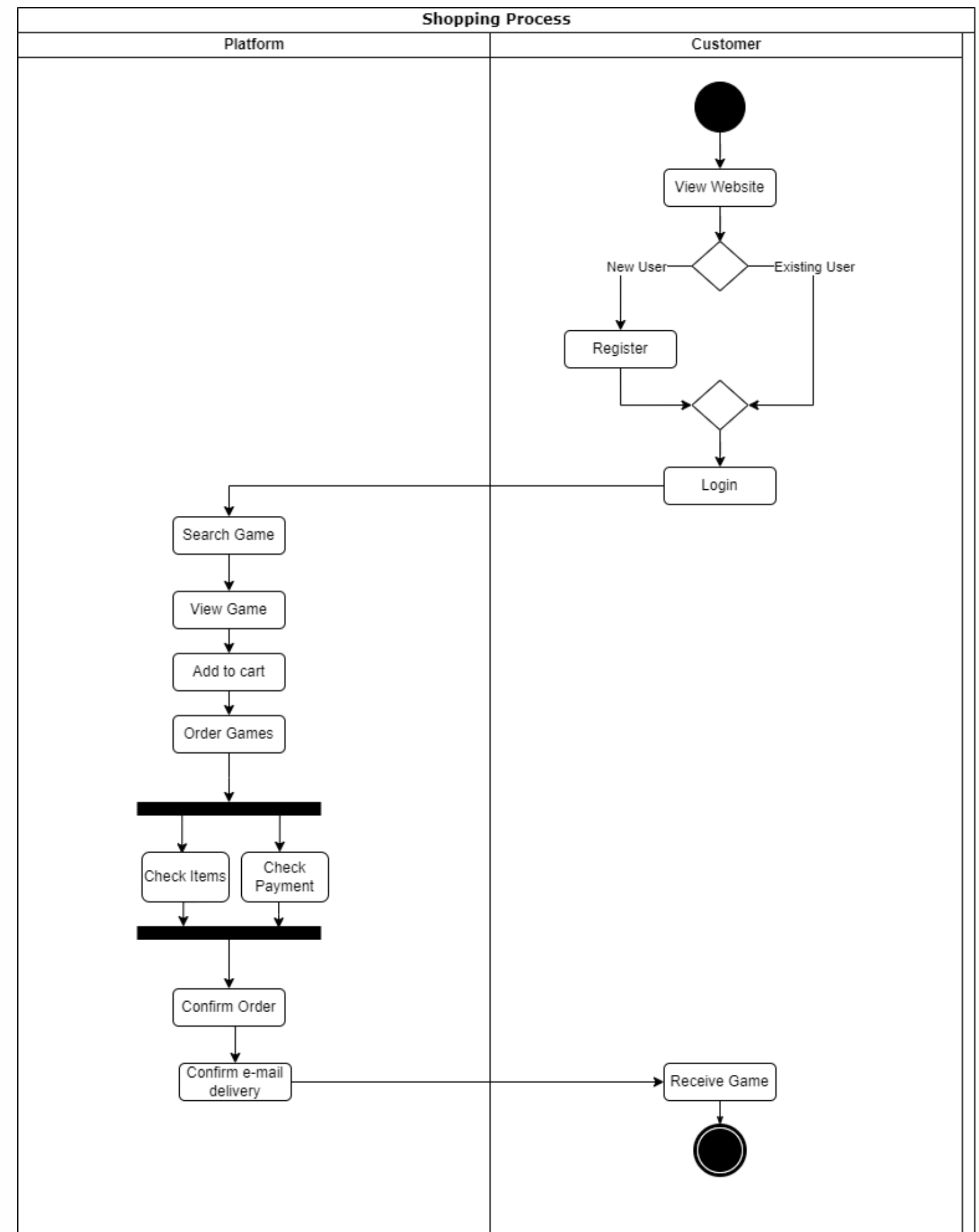
Class Diagram



Object Diagram



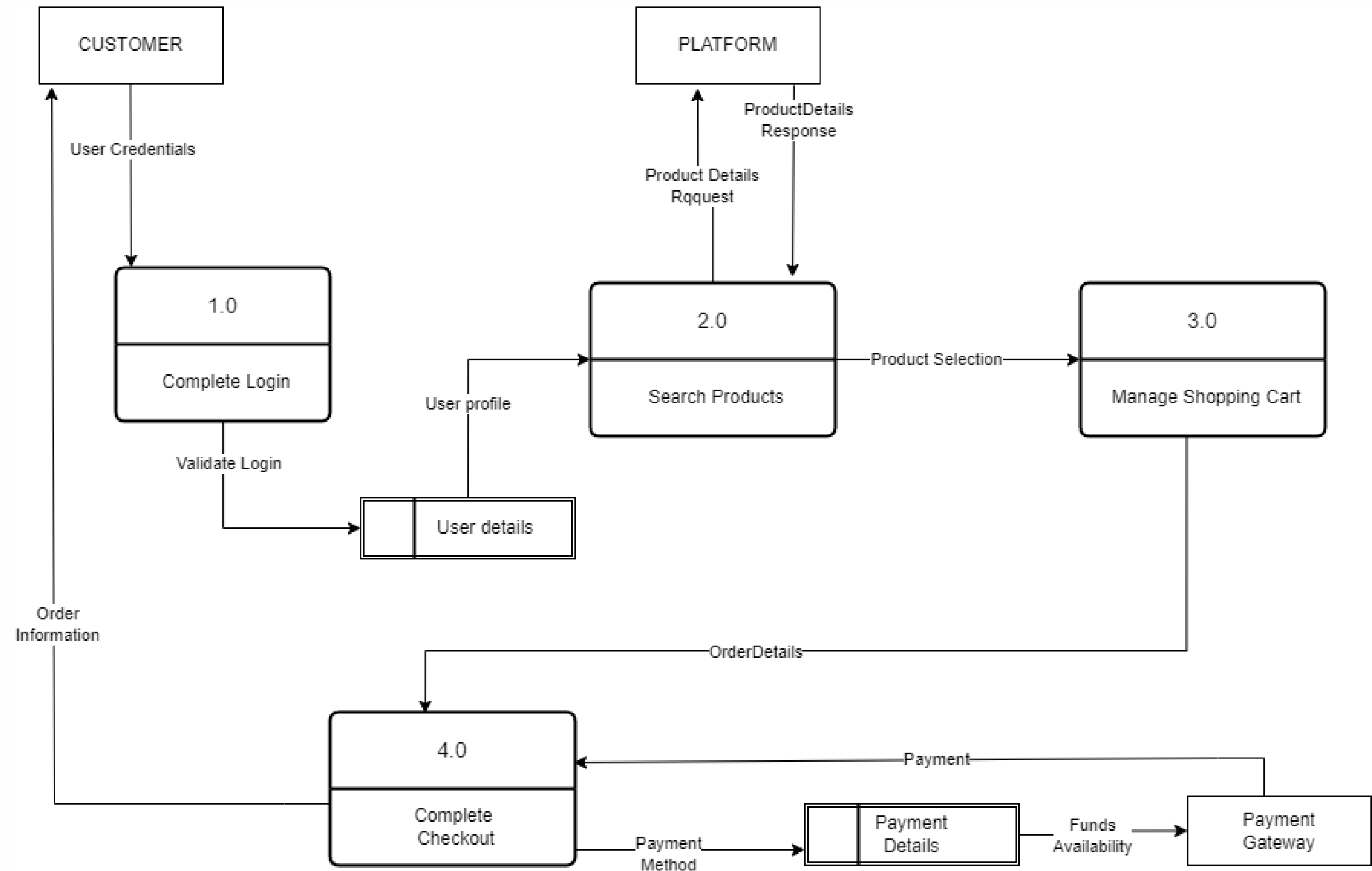
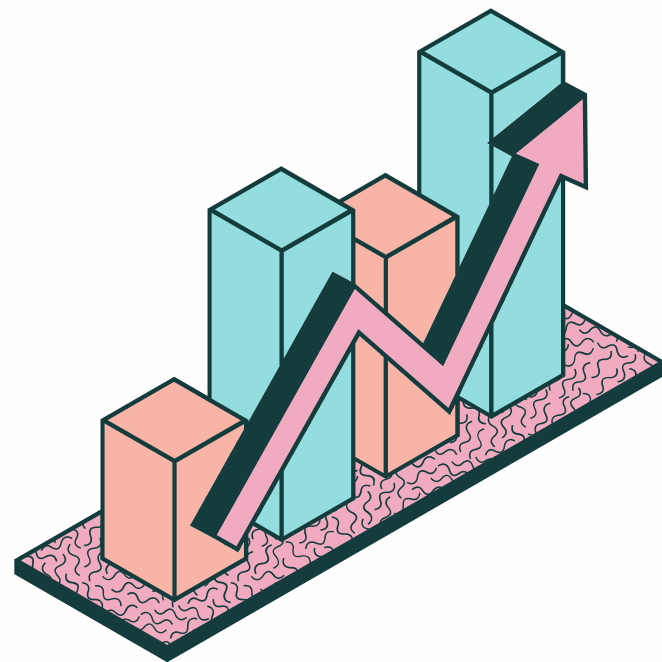
Activity Diagram for Shopping Process



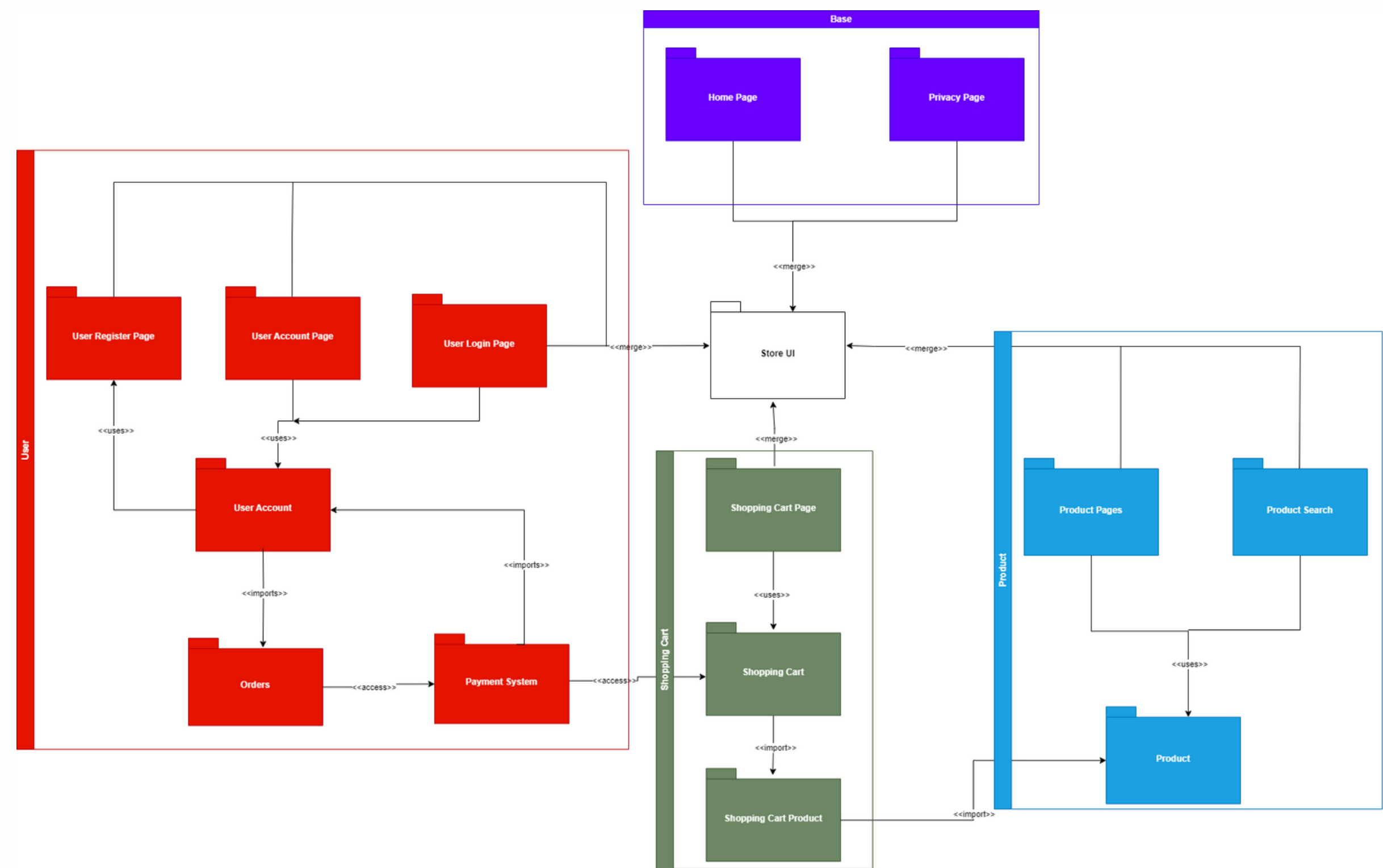
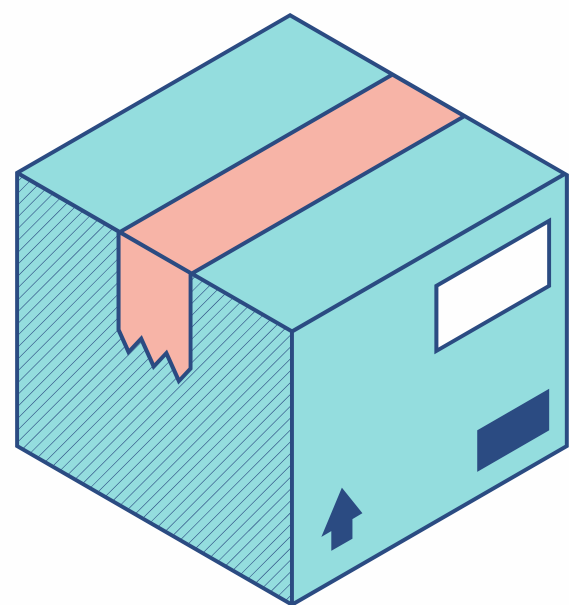
Use Case Diagram for Shopping process



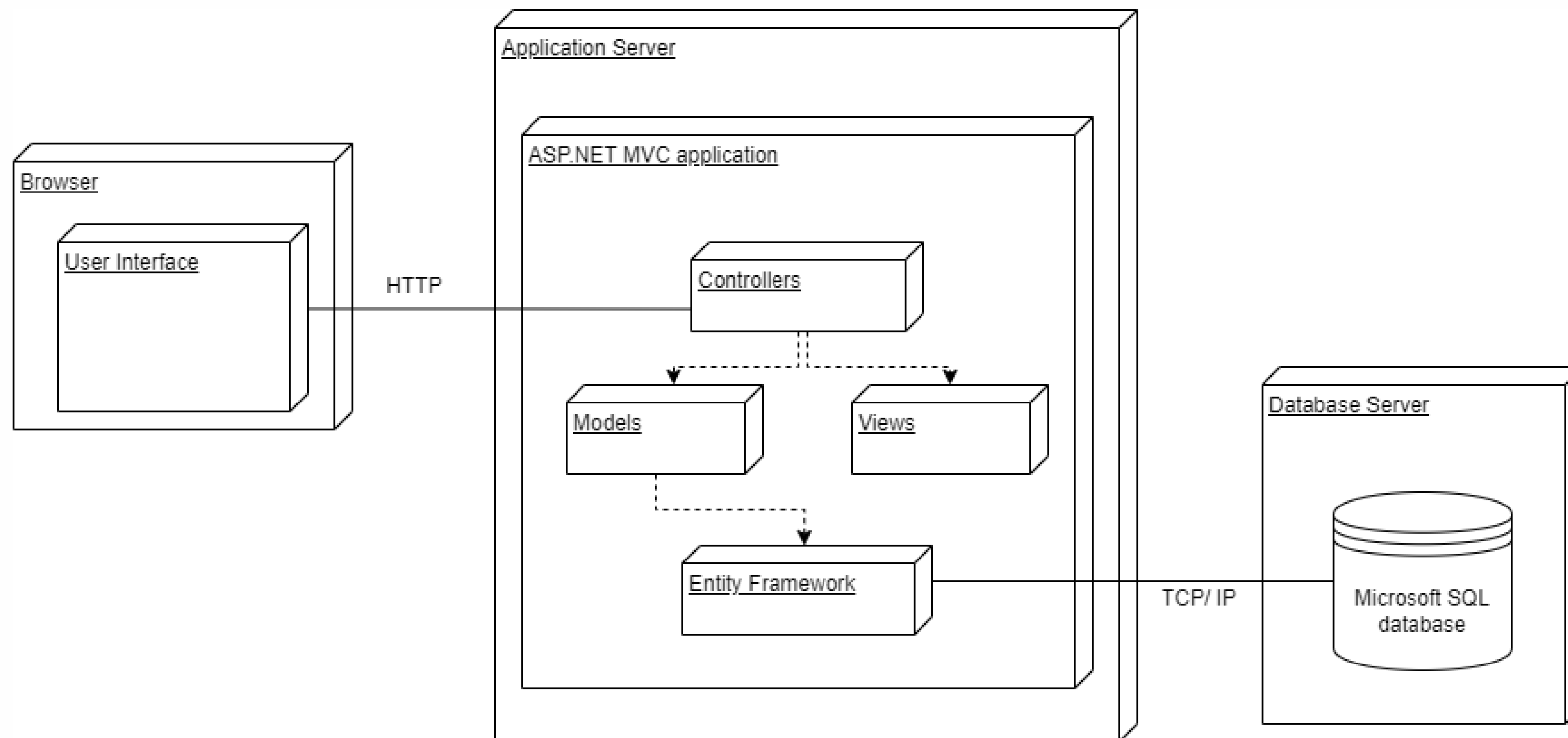
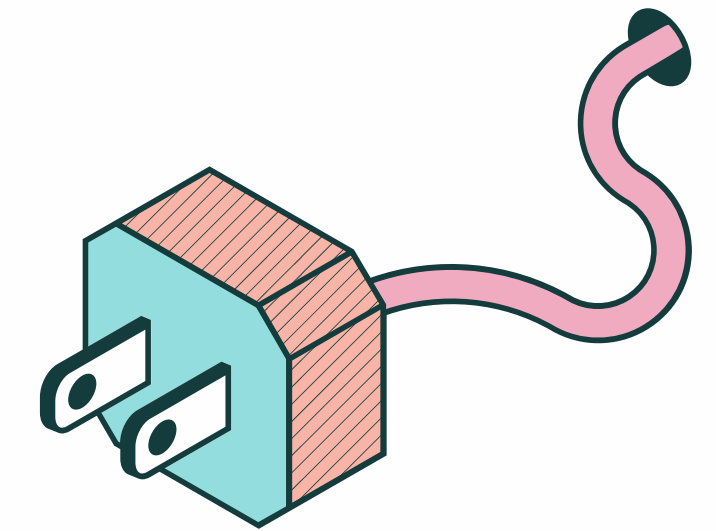
Data Flow Diagram



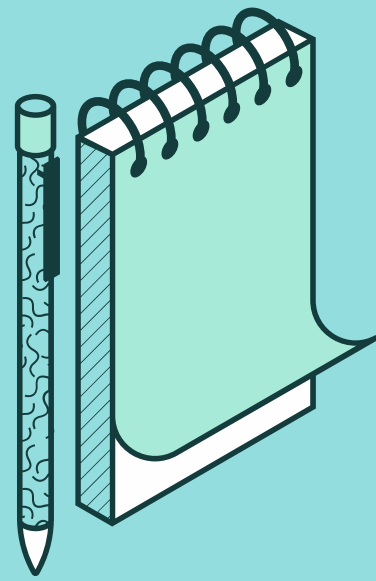
Package Diagram



Deployment Diagram



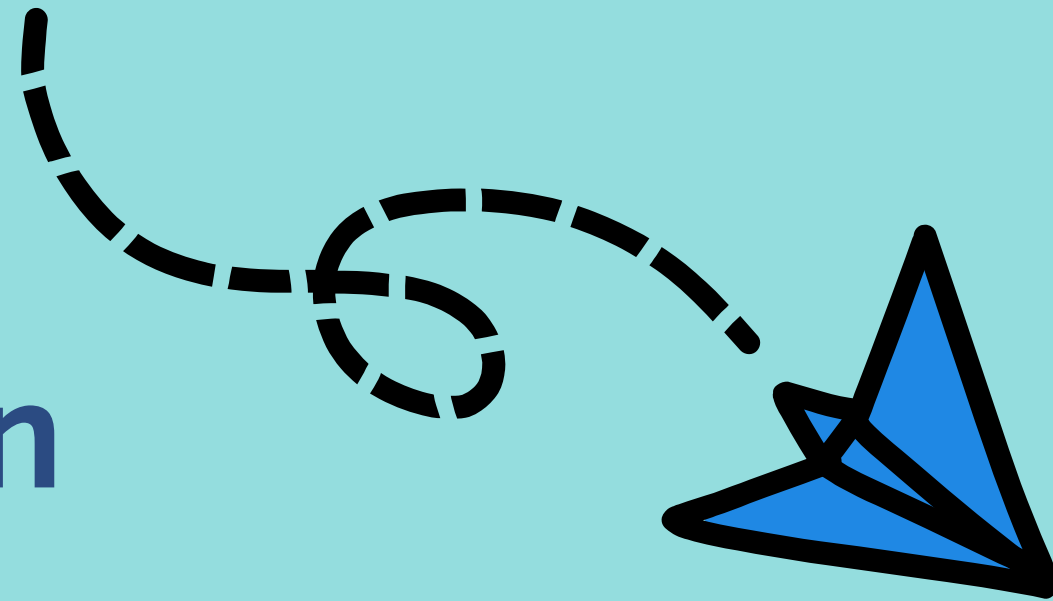
Design Patterns



Unit of Work Pattern

Service Layer Pattern

Dependency Injection



Thank you!

