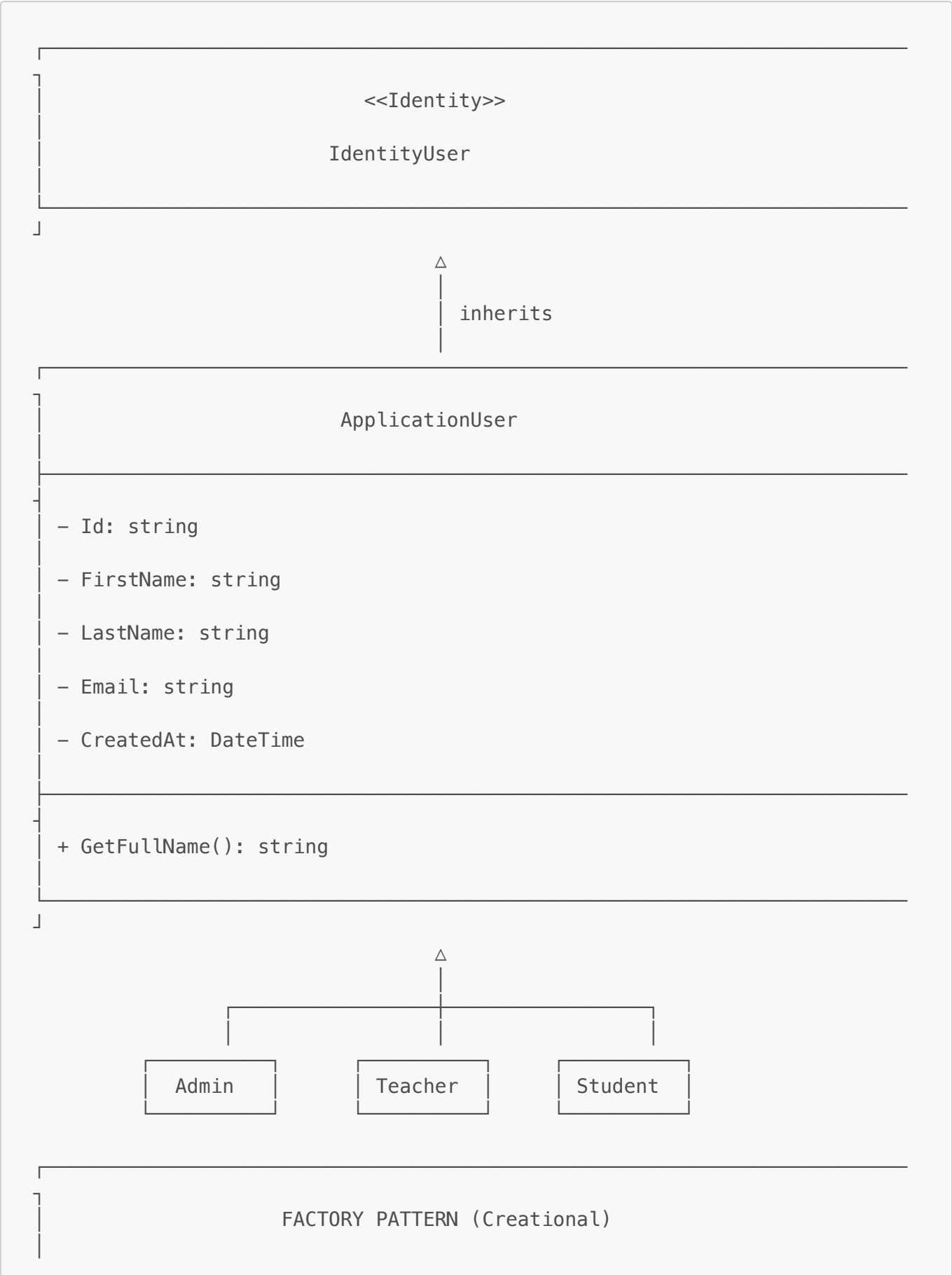


UML Diagrams for Attendance System

Class Diagram (Main Components)



<<interface>>

IUserFactory

+ CreateUserAsync(email, firstName, lastName, role, password)

Δ
| implements

UserFactory

- _userManager: UserManager<ApplicationUser>

+ CreateUserAsync(email, firstName, lastName, role, password)

→ Creates Admin, Teacher, or Student based on role

BUILDER PATTERN (Creational)

<<interface>>

IAttendanceSessionBuilder

+ SetClass(class): IAttendanceSessionBuilder

+ SetSessionDate(date): IAttendanceSessionBuilder

+ SetQRCodeExpiration(minutes): IAttendanceSessionBuilder

+ SetActive(isActive): IAttendanceSessionBuilder

+ Build(): AttendanceSession

△
| implements
|

AttendanceSessionBuilder

- _session: AttendanceSession
- _qrCodeService: QRCodeService

+ SetClass(class): IAttendanceSessionBuilder
+ SetSessionDate(date): IAttendanceSessionBuilder
+ SetQRCodeExpiration(minutes): IAttendanceSessionBuilder
+ SetActive(isActive): IAttendanceSessionBuilder
+ Build(): AttendanceSession
→ Generates UUID, creates QR code, sets expiration

<<interface>>

ICourseBuilder

+ SetCode(code): ICourseBuilder
+ SetName(name): ICourseBuilder
+ SetDescription(desc): ICourseBuilder
+ SetCredits(credits): ICourseBuilder
+ SetSemester(semester): ICourseBuilder
+ Build(): Course

△
| implements

CourseBuilder

- _course: Course

+ SetCode(code): ICourseBuilder

+ SetName(name): ICourseBuilder

+ SetDescription(desc): ICourseBuilder

+ SetCredits(credits): ICourseBuilder

+ SetSemester(semester): ICourseBuilder

+ Build(): Course

SINGLETON PATTERN (Creational)

QRCodeService

- static _instance: QRCodeService

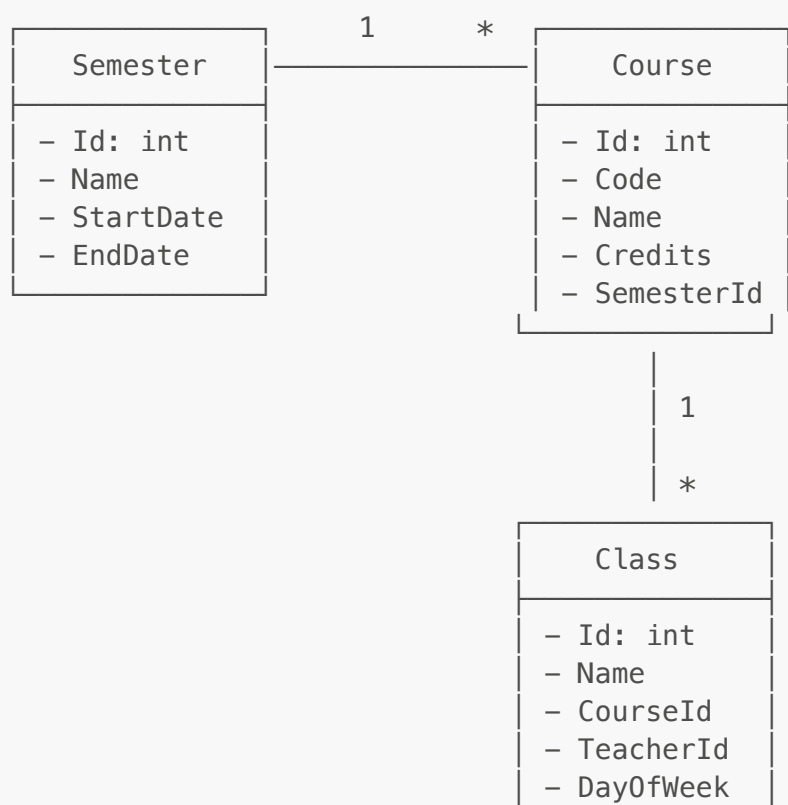
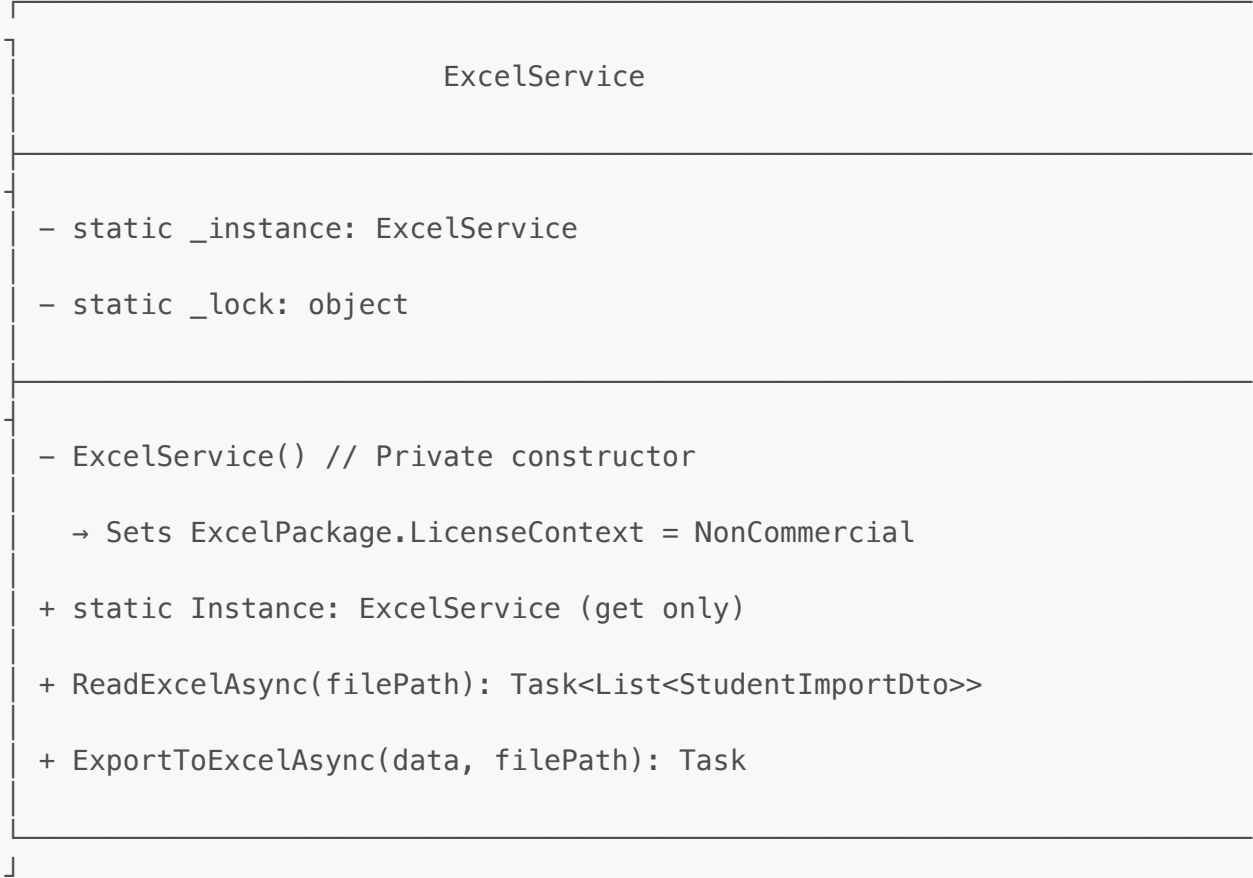
- static _lock: object

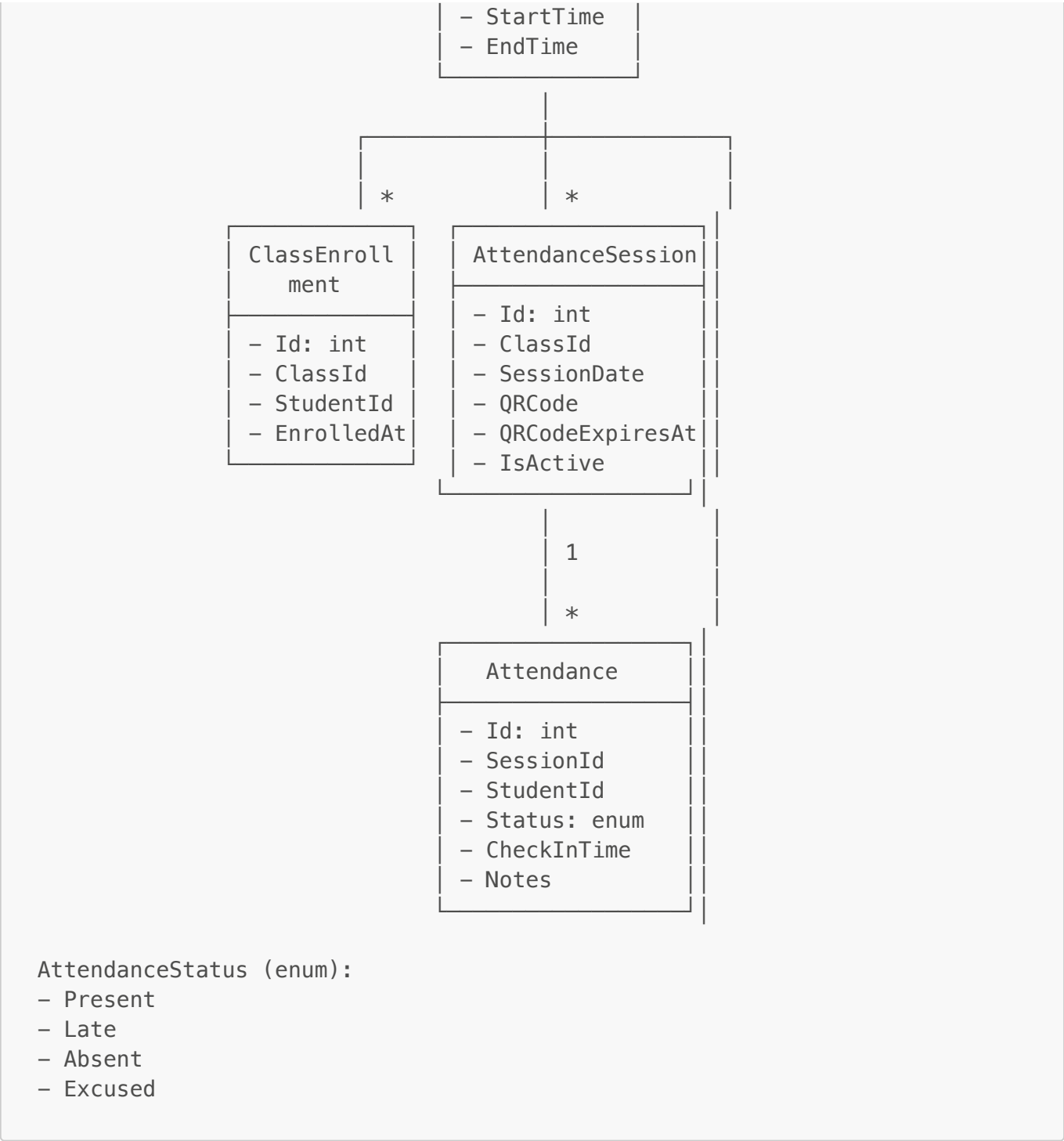
- QRCodeService() // Private constructor

+ static Instance: QRCodeService (get only)

+ GenerateAttendanceQRData(sessionId, code): string

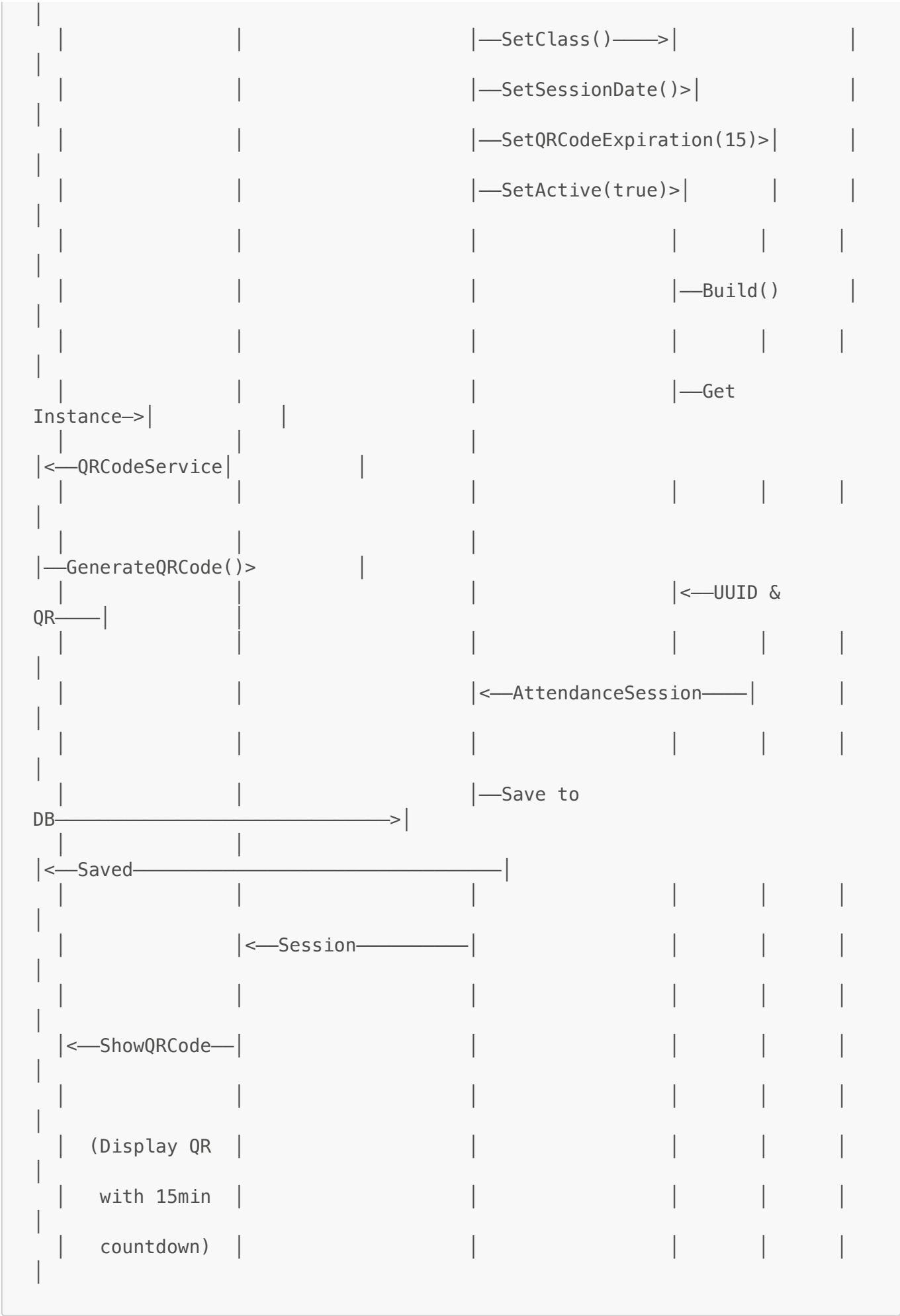
+ GenerateQRCodeBase64(data): string



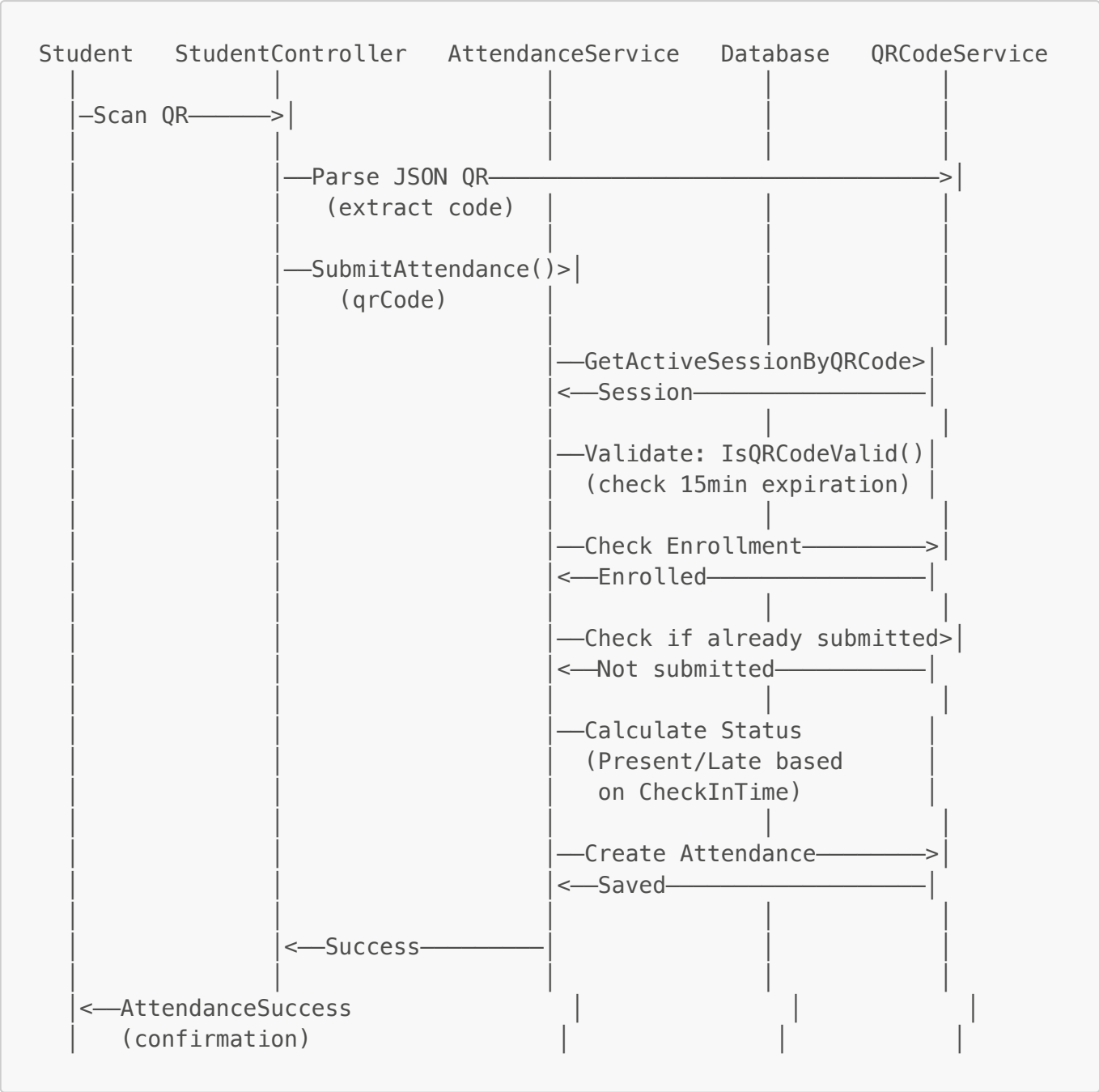


Sequence Diagram 1: Start Attendance Session (Teacher)

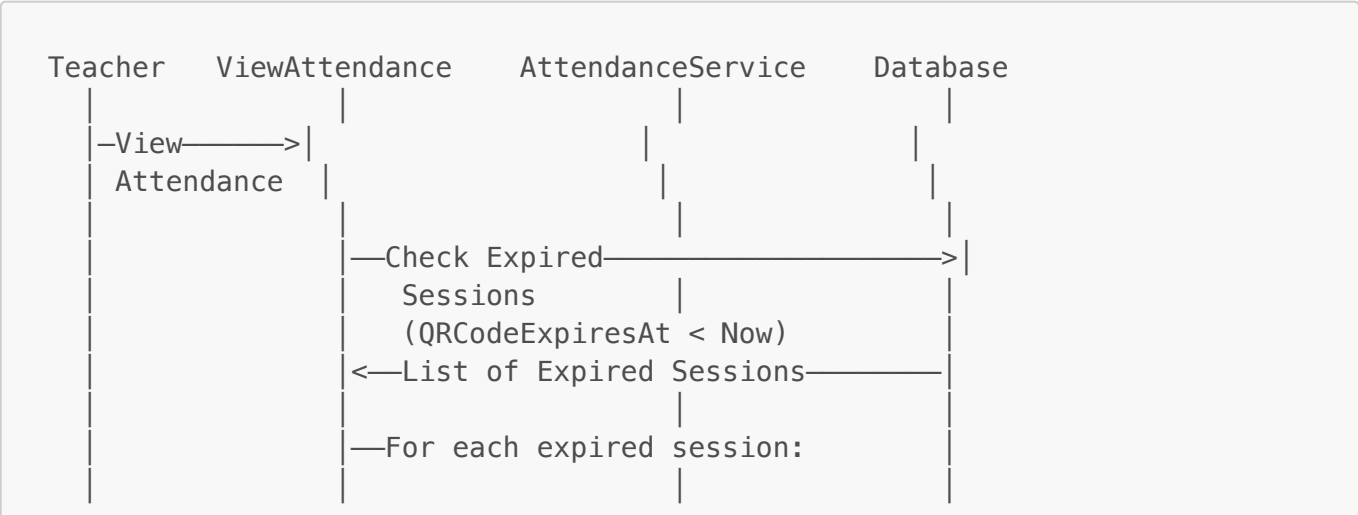


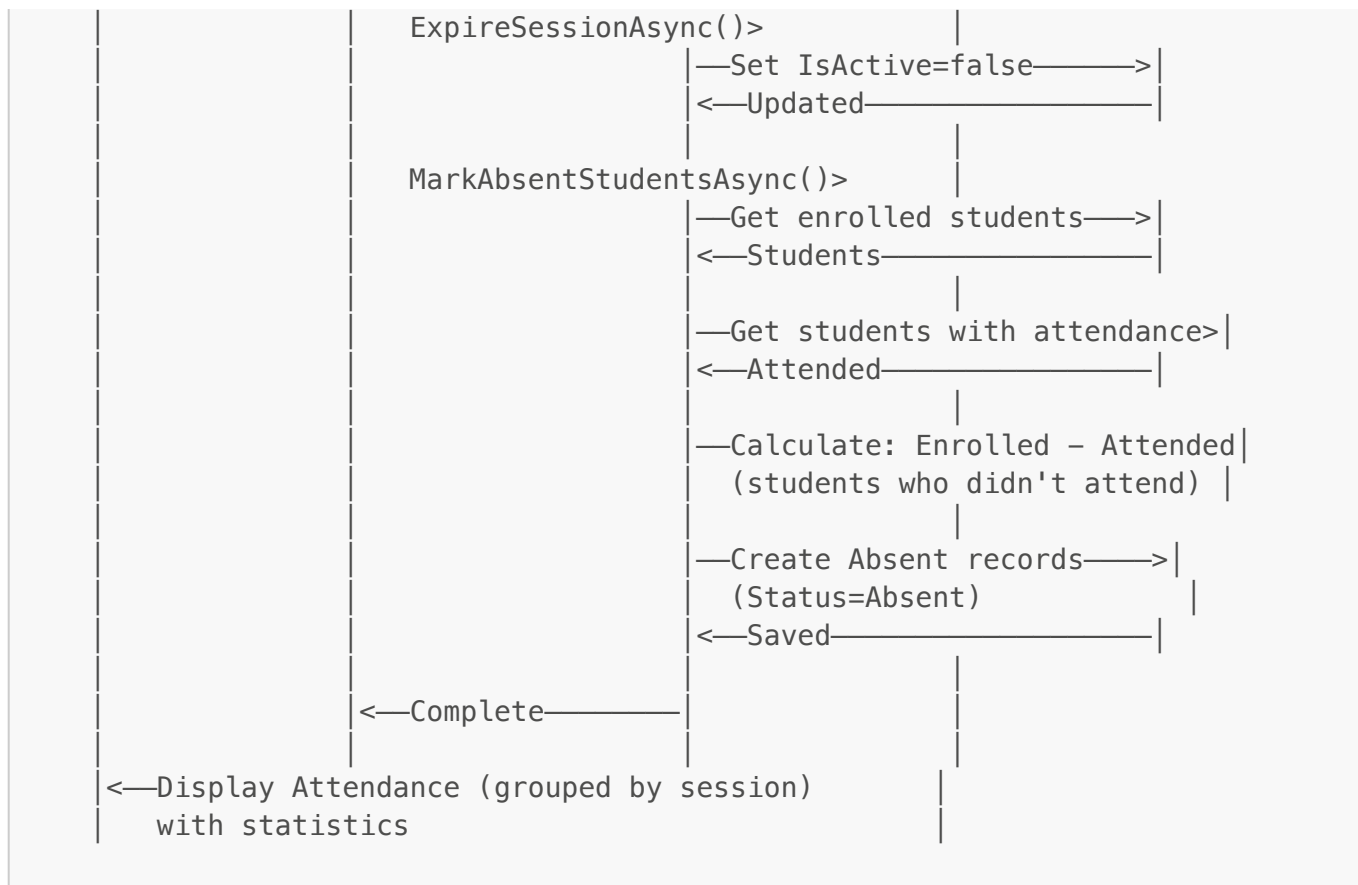


Sequence Diagram 2: Submit Attendance (Student with QR Scan)



Sequence Diagram 3: Auto-Expire Session & Mark Absent Students





Design Pattern Usage Summary

1. Factory Pattern - User Creation

- **Problem:** Need to create different types of users (Admin, Teacher, Student) with proper role assignment
- **Solution:** UserFactory creates users based on role parameter
- **Benefits:**
 - Centralized user creation logic
 - Ensures proper role assignment
 - Reduces code duplication across controllers

2. Builder Pattern - Complex Object Construction

- **Problem:** AttendanceSession and Course require many parameters and complex initialization
- **Solution:** SessionBuilder and CourseBuilder allow step-by-step construction
- **Benefits:**
 - Readable, fluent API
 - Flexible construction process
 - Automatic QR code generation for sessions
 - Validation before object creation

3. Singleton Pattern - Shared Services

- **Problem:** QRCodeService and ExcelService should have only one instance
- **Solution:** Thread-safe singleton with lazy initialization
- **Benefits:**

- Single shared instance reduces memory
- Thread-safe implementation prevents race conditions
- EPPlus license configuration centralized in ExcelService constructor

Why These Patterns?

Your Attendance System uses these patterns because:

1. **Factory** - Simplifies user creation across Admin, Teacher, Student roles
2. **Builder** - Makes complex session/course creation readable and maintainable
3. **Singleton** - Ensures QR code generation and Excel operations share state efficiently

These are **real-world applications** of design patterns, not just academic examples!