UML Github Documentation

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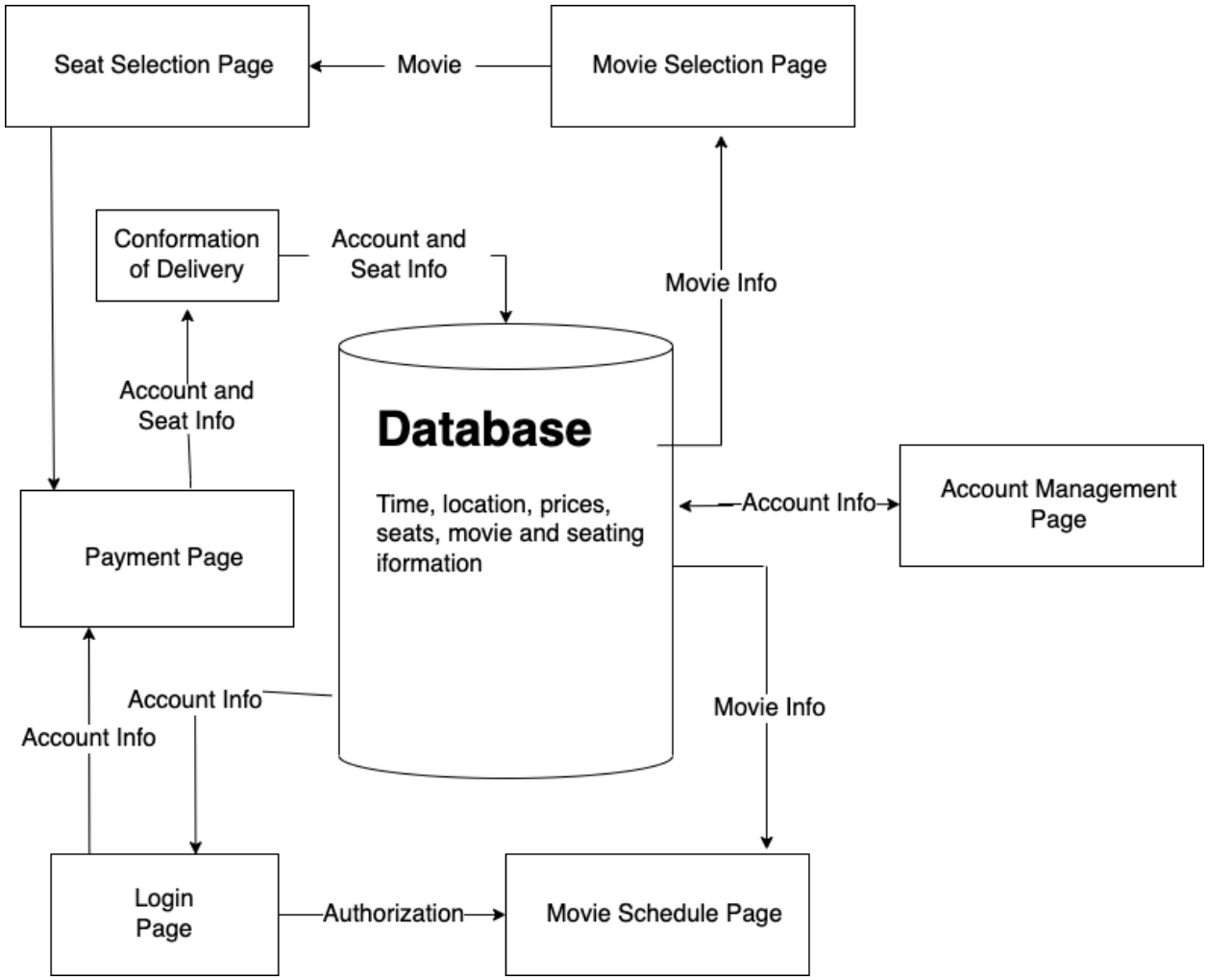
1. System Description

- Brief overview of system

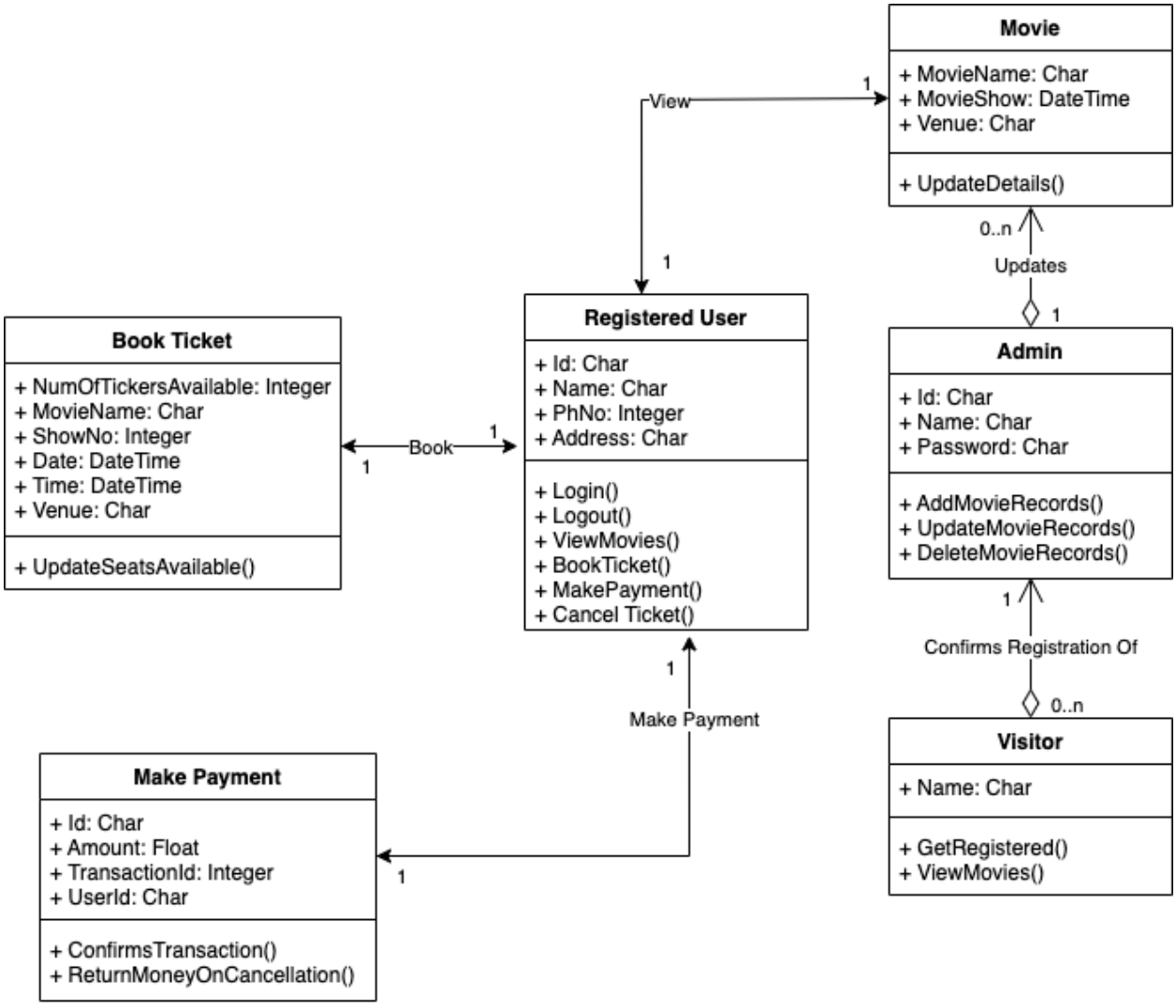
  The theater ticketing system allows users to search and buy for movie tickets, movies, select showtimes and seats, and make payments online. This is supported by three languages: English, Spanish, and Swedish. This software system could handle up to 10 million concurrent users. It proved all payment methods including credit cards, PayPal, bitcoin, and every single transaction are limited to 20 tickets. Also, this software permits the users to register loyalty accounts that stored personal information, payment information, purchase history, and loyalty points.

2. Software Architecture Overview

- Architectural diagram of all major components



- UML Class Diagram



- Description of classes

  A class is a template for creating behaviors and objects in a system. It's also a set of object(s) that have something in common, such as, features, meanings, and constraints; this is because each of them has an attribute that allows it to get grouped up with others with that same attribute.

- Description of attributes

  In UML models, attributes represent the information, data, or properties that belong to instances of a classifier. An attribute represents a data definition for an instance of a

classifier. An attribute describes a range of values for that data definition. A classifier can have any number of attributes or none at all. Attributes describe the structure and value of an instance of a class.

- Description of operations

  In domain modeling class diagrams, an operation requests a service that a classifier or an instance of a class is called to perform. Operations are contained by classes and interfaces. A classifier can have any number of operations or none at all. Operations are implementations of functions or queries that an object might be called to perform. A well-defined operation does only one thing.