UML Diagram
Hotel Booking and Management Platform

Group Members

Member name	Member surname	Index number
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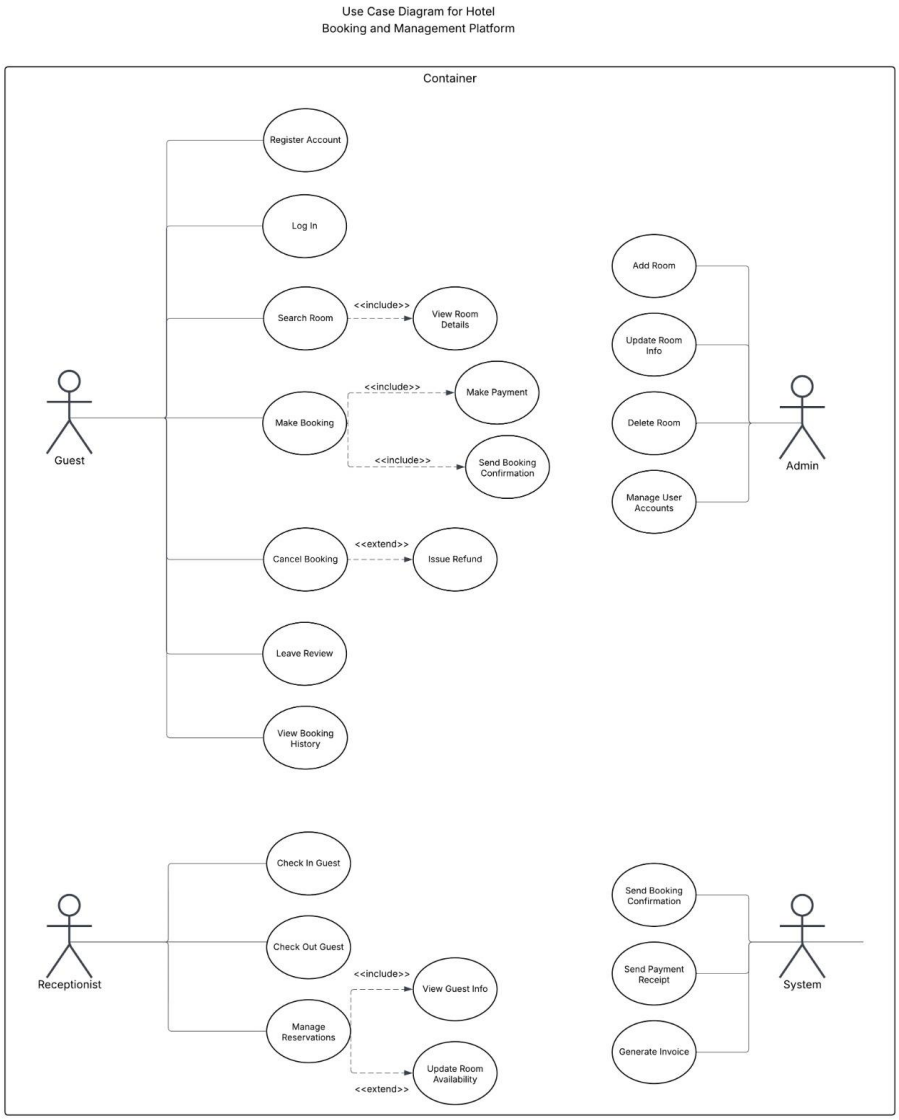
Introduction

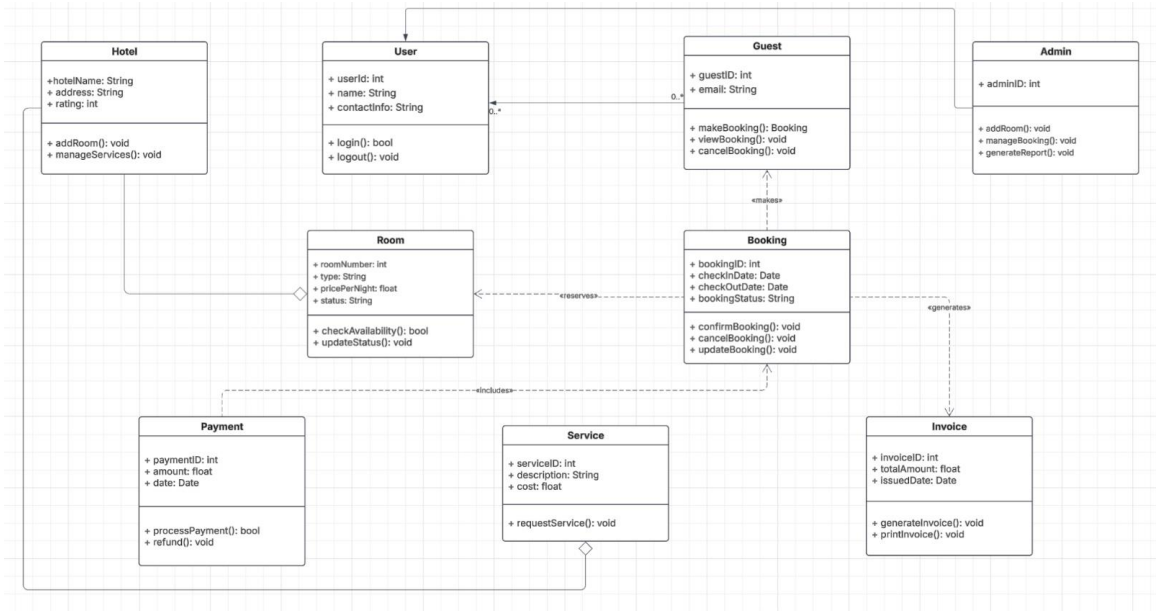
This document aims to provide a comprehensive overview of the system's design through a series of UML (Unified Modeling Language) diagrams. These diagrams collectively illustrate the system's architecture, functionality, and behavior, offering a structured representation of how the system will operate. By presenting both high-level perspectives and detailed insights, this document serves as a vital resource for developers, designers, and stakeholders to understand the system's components, their interactions, and the workflows that drive its operations. It ensures a shared understanding of the system's design and requirements among all parties involved in the software development process. UML diagrams are fundamental tools in software engineering, enabling the visualization and communication of complex systems. Each type of diagram included in this document fulfills a distinct purpose in the design process:

- Use Case Diagrams: Capture the system's functional requirements by modeling interactions between users and the system.
- Class Diagrams: Define the static structure of the system, detailing the classes, attributes, methods, and relationships that form its foundation.
- Sequence Diagrams: Illustrate the dynamic interactions between objects over time, showing how the system processes requests and manages operations.
- State Diagrams: Depict the lifecycle of key objects, highlighting their state transitions in response to events.
- Activity Diagrams: Outline the workflows and processes within the system, providing a clear view of the steps involved in various tasks.

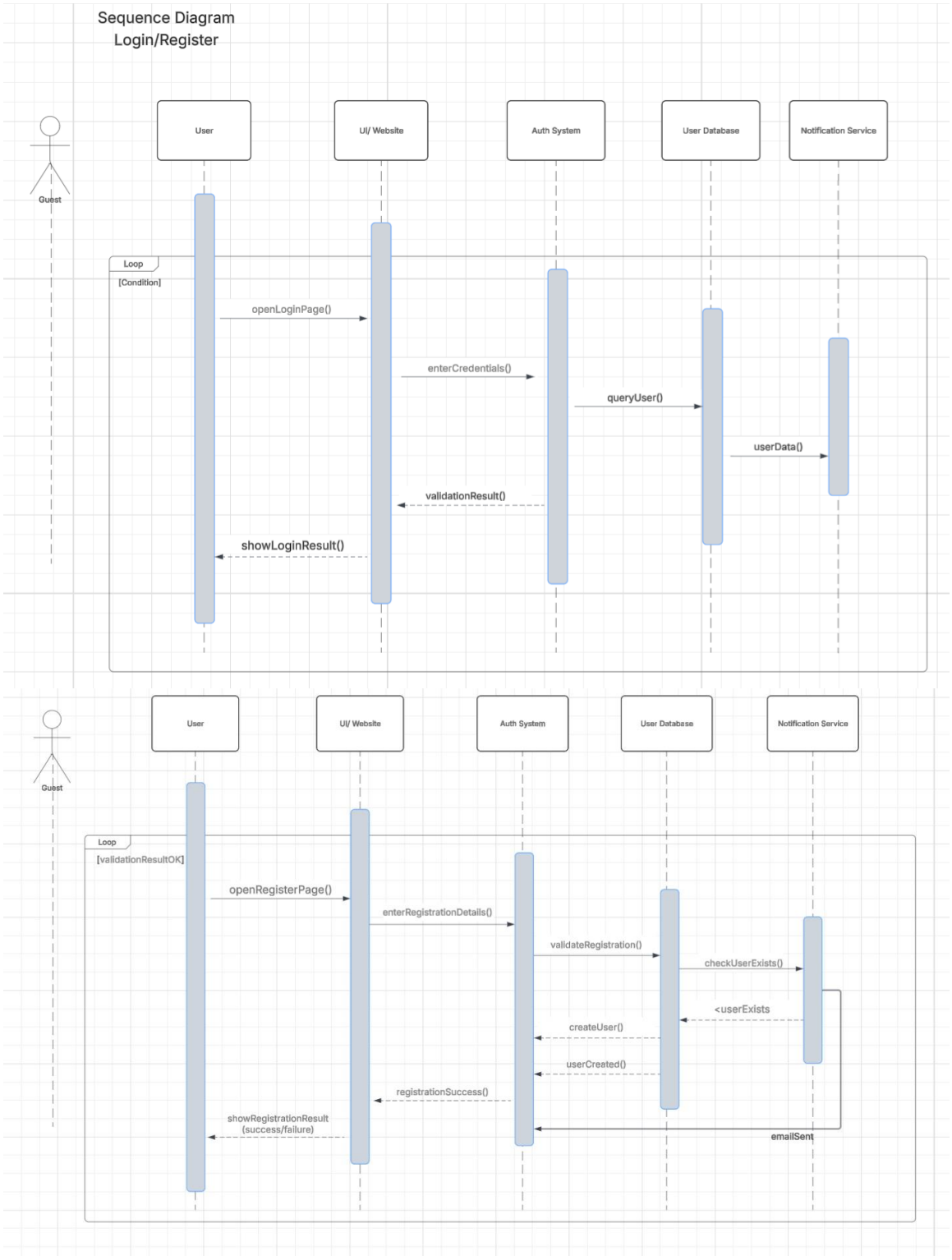
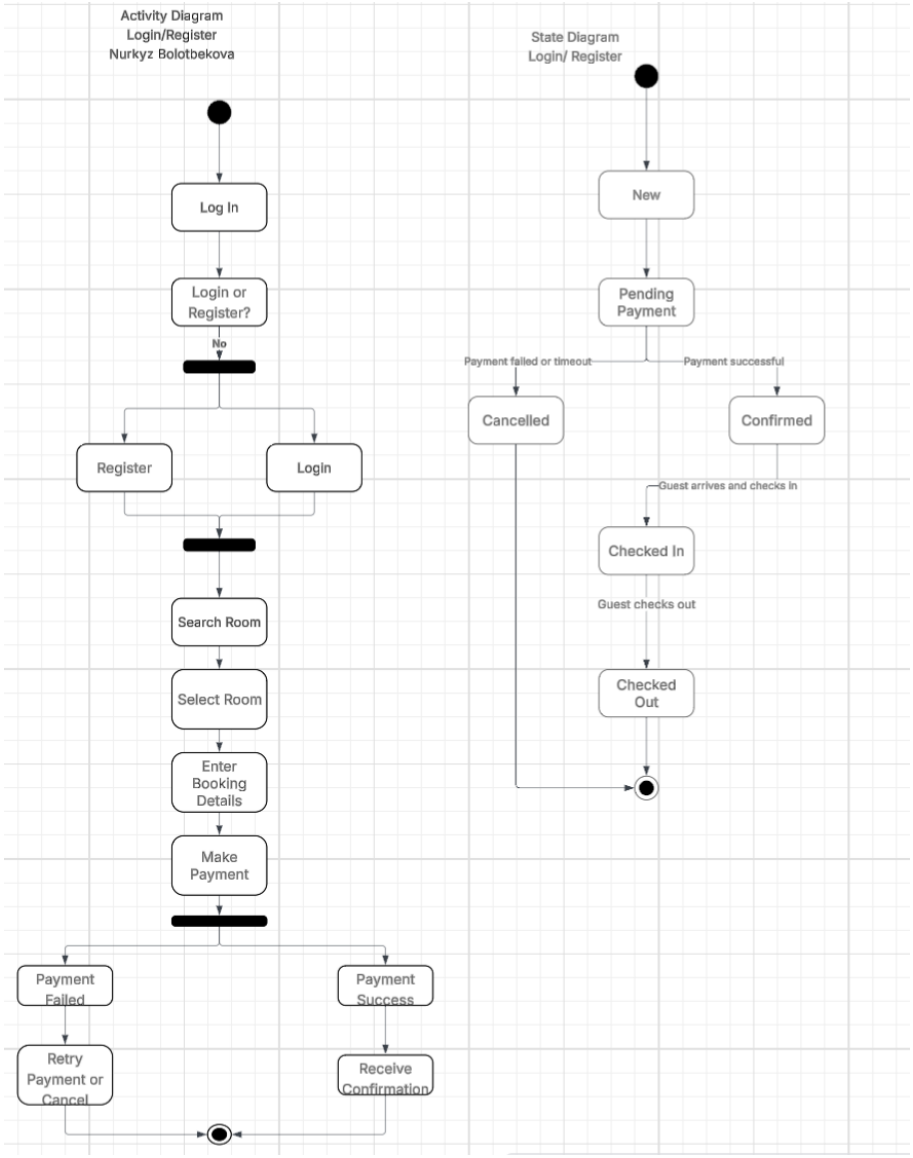
Use case diagrams (preferably one diagram per actor)



Class diagram



Sequence diagrams (one per person in the group)



State and Activity Diagrams (one of each type per person in the group)