

**UE19CS343 – OOAD with Java**  
**Lab Assignment – 5**

1. Prepare an Activity diagram with Object flows and Swim-lanes for the Process Job Applications use case (after Job requirement has been created and profiles are submitted) in the Job Portal described below.
2. Prepare State Diagrams for the Job Requirement object and the Profile object.

For the problem domain given below, the Classes that can be considered of importance are:

User (Dept.Mgr/HR), Job Requirement, Applicant, Profile, Interview, Written Test

Consider appropriate objects for the Object Flow in activity diagram and for the State Modelling.

- A Job Requirement is posted by the concerned department manager or HR on Job Portal and opened for profile submission. The Job requirement consists of following details, Title, Description, Minimum years of experience. If the job is created by the HR, the department manager has to review and mark the job as Open for submission.
- The applicants can submit their profile against the job opening.
- The HR does an initial screening of each profile submitted to reject unfit profiles and shortlist relevant ones. On receiving a predefined sufficient number of shortlisted profiles the HR marks the job as Closed for submission.
- The shortlisted applicants are called for written test by providing the details of venue and schedule. The applicants who clear the written test are notified. The concerned department then schedules the technical interview (one or two rounds) for the applicants. The applicants who are not selected are marked not selected or banked for future requirements.
- The applicants who clear the technical interview are notified and sent an offer letter which they need to accept or reject. When accepted, the Job Requirement is marked as Fulfilled. Else, the Job requirement remains Pending.
- At any time before the Job Requirement is fulfilled, the concerned department can cancel the Job Requirement. Upon which, all submissions that are in process for that job requirement are invalidated.