**3.1 Class Diagram Description**

A class diagram is a static structure diagram which describes the system based on displaying its classes, their attributes, their methods, and the relationship between each class. The class diagram provides a good representation on the implementation of the software since it shows the types being modeled. Simply put, the class diagram of the system can be altered or refined.

A class in a class diagram is represented by a block divided into 3 sections.

The block contains the **name of the class**, the **attributes** and the **methods**.

Classname

-Attributes

+ methods()

The **attributes** of a class describes the properties and characteristics that its object can have, while the **methods** pertain to the main actions and functions that the class can do. The signs, such as - and + represent accessibility level of a certain field or method in object oriented-programming. None the less, there also exists other types of accessibility levels such as default. It is conventional to display the attributes as private fields and the methods of public access.

The class diagram of the project portrays the system *Scheduler* as the main bridge to access functionality. The way for a certain user to access the Scheduler is to successfully login. From there, the UI will then redirect the user to the main page. The user interface also manages everything the client needs, meaning changing of pages, accepting requests or displaying information.

