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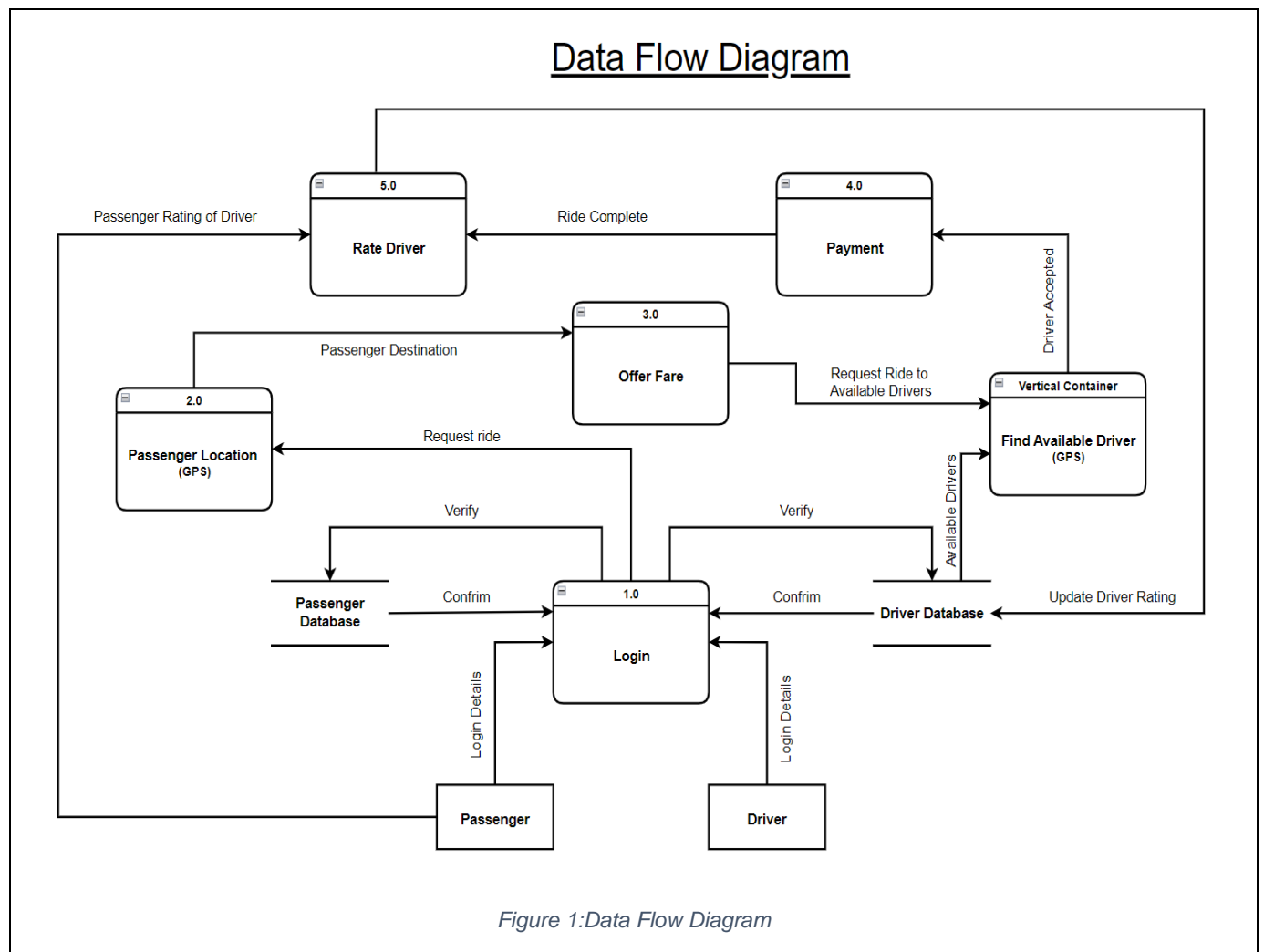
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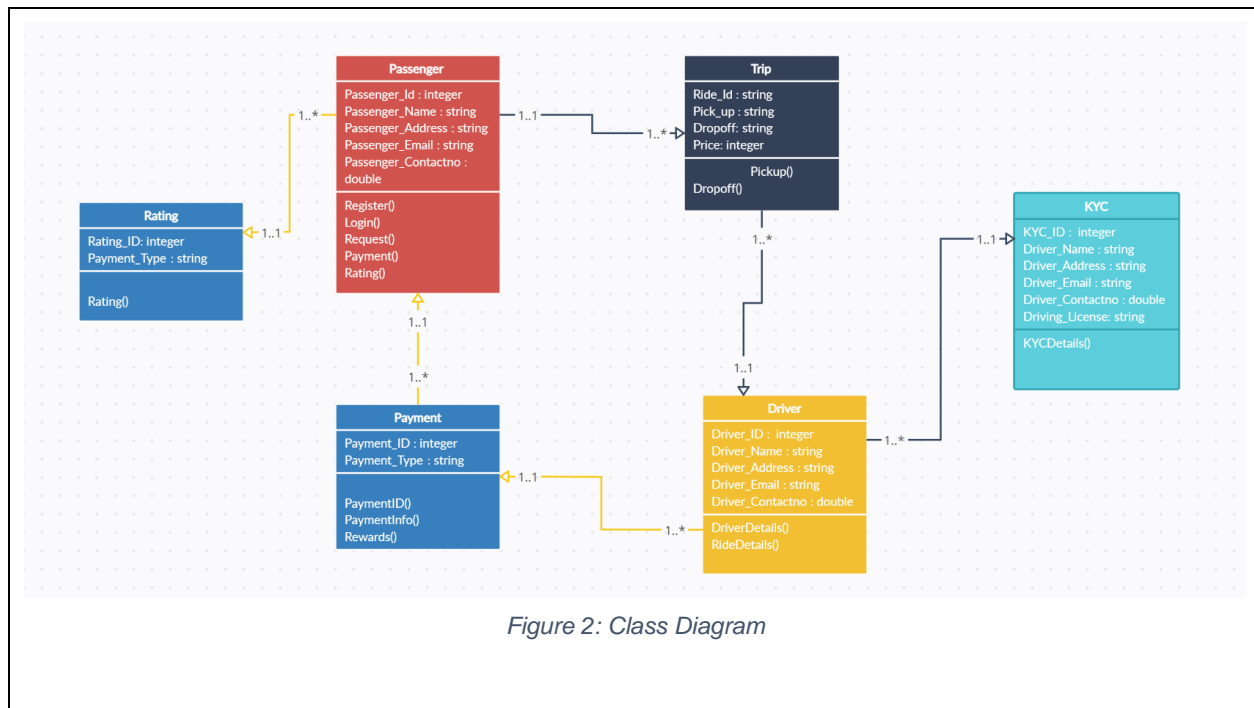
1. Data Flow Diagram (DFD)

Data flow diagrams are used to depict the flow of data in a corporate information system visually. DFD describes the processes that occur in a system to move data from the input to file storage and generate reports. The visual depiction makes it an effective tool for communication between the user and the system designer. It shows data inputs, outputs, storage points, and the pathways between each destination using predetermined symbols such as rectangles, circles, and arrows, as well as short text labels.



2. Class Diagram

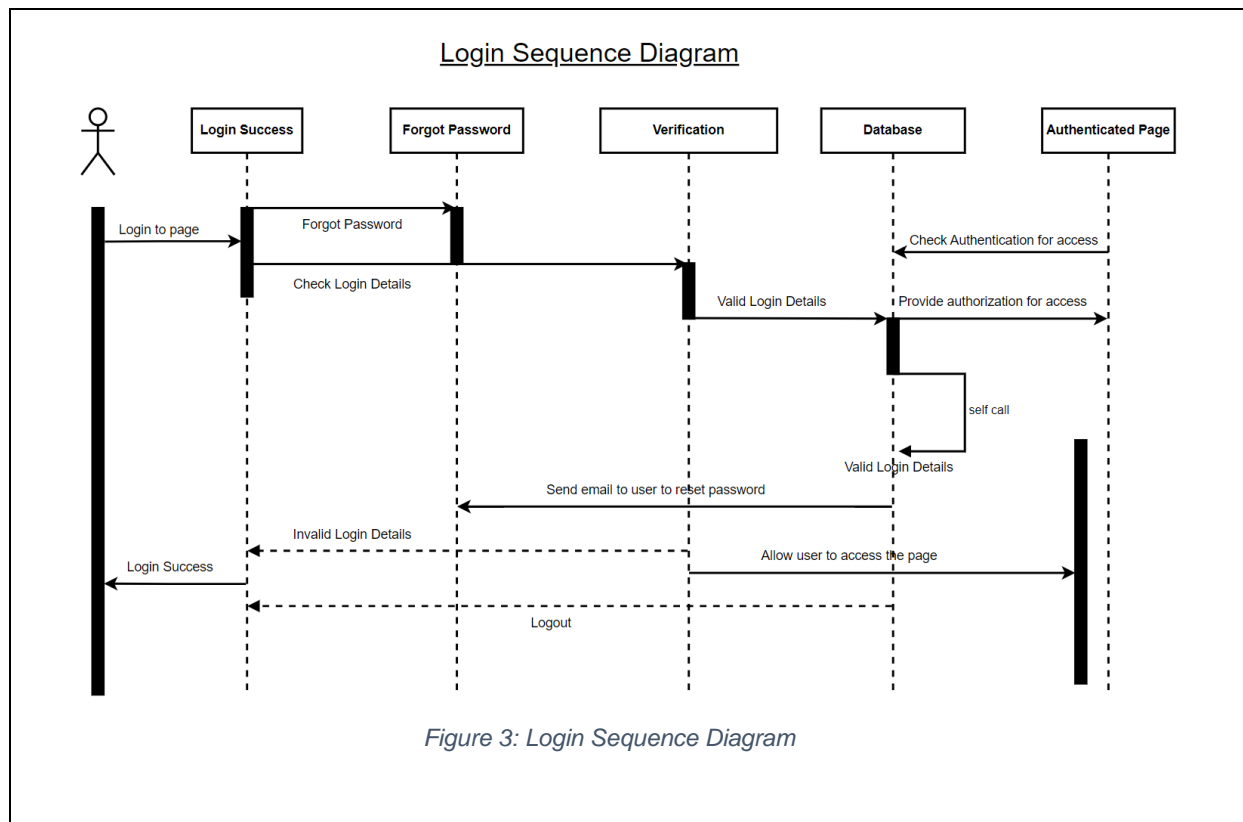
Class diagram refers to a static diagram. It depicts an application's static structure. A class diagram is used not only for visualizing, describing, and documenting many parts of a system, but also for building executable code for a software program. It displays the software system's attributes, classes, functions, and relationships to provide an outline. It organizes class names, attributes, and functions into a discrete compartment to aid in program development. A structural diagram is a collection of classes, interfaces, linkages, collaborations, and constraints.



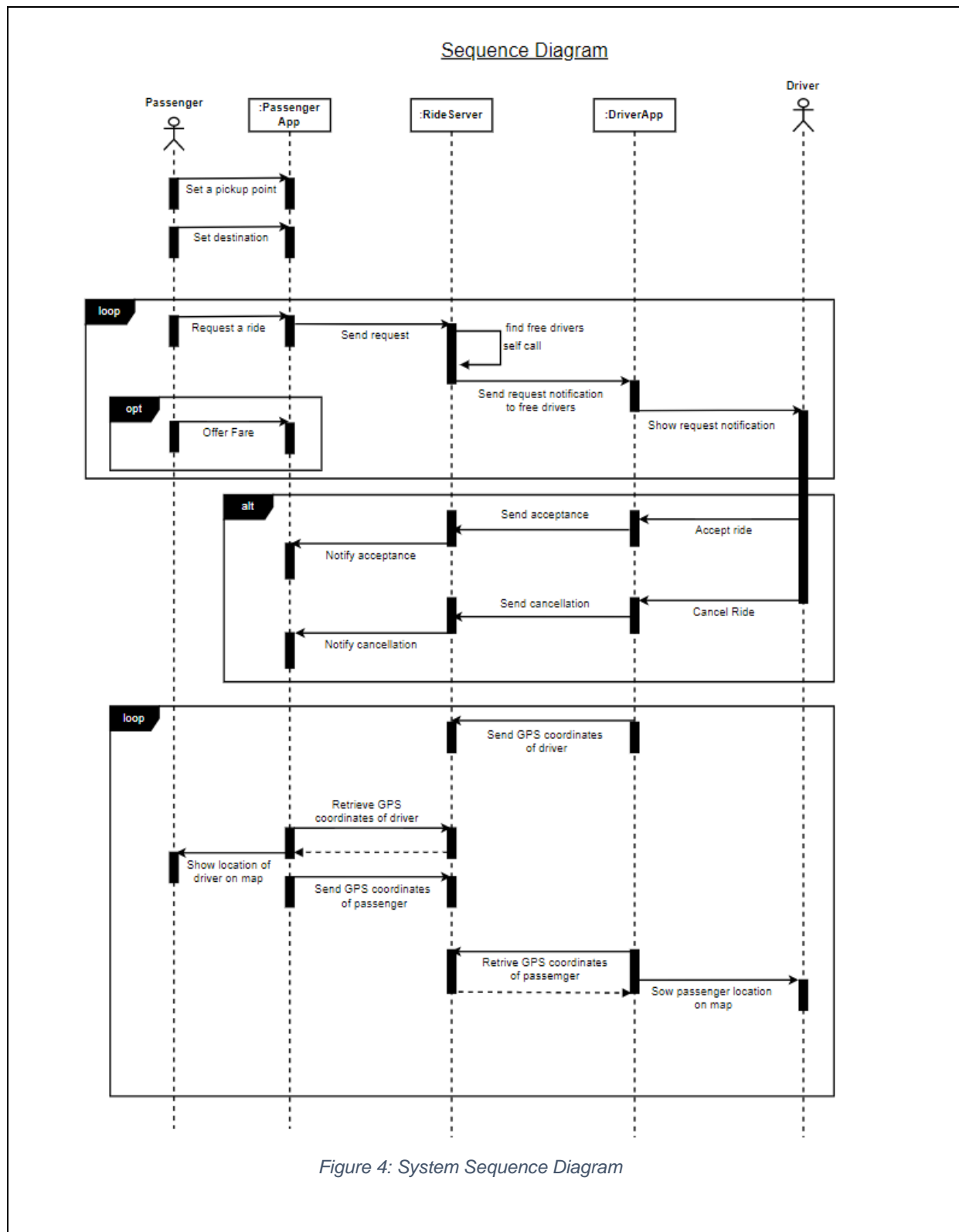
3. Sequence Diagram

Developers frequently use sequence diagrams to represent interactions between objects in a use case (actions that show interactions between an actor and a system to achieve a goal). These diagrams usually show how different components of a system interact with one another and in what order to obtain a specific result. They are most typically used by software developers, but they are increasingly being used in commercial settings due to their ability to clearly show how a system works. The system's lifelines are integrated into its execution.

3.1. Login Sequence Diagram



3.2. System Sequence Diagram



4. Architecture Diagram

An architecture diagram is a visual representation of a set of ideas that constitute architecture, such as its principles, elements, and components. A network diagram used to define the basic architecture of a software program as well as the interconnections, limitations, and boundaries between elements is known as an architecture diagram. It is an essential tool since it provides a more comprehensive image of the computer's underlying physical setup as well as its development strategy.

