HOPE HARVEST

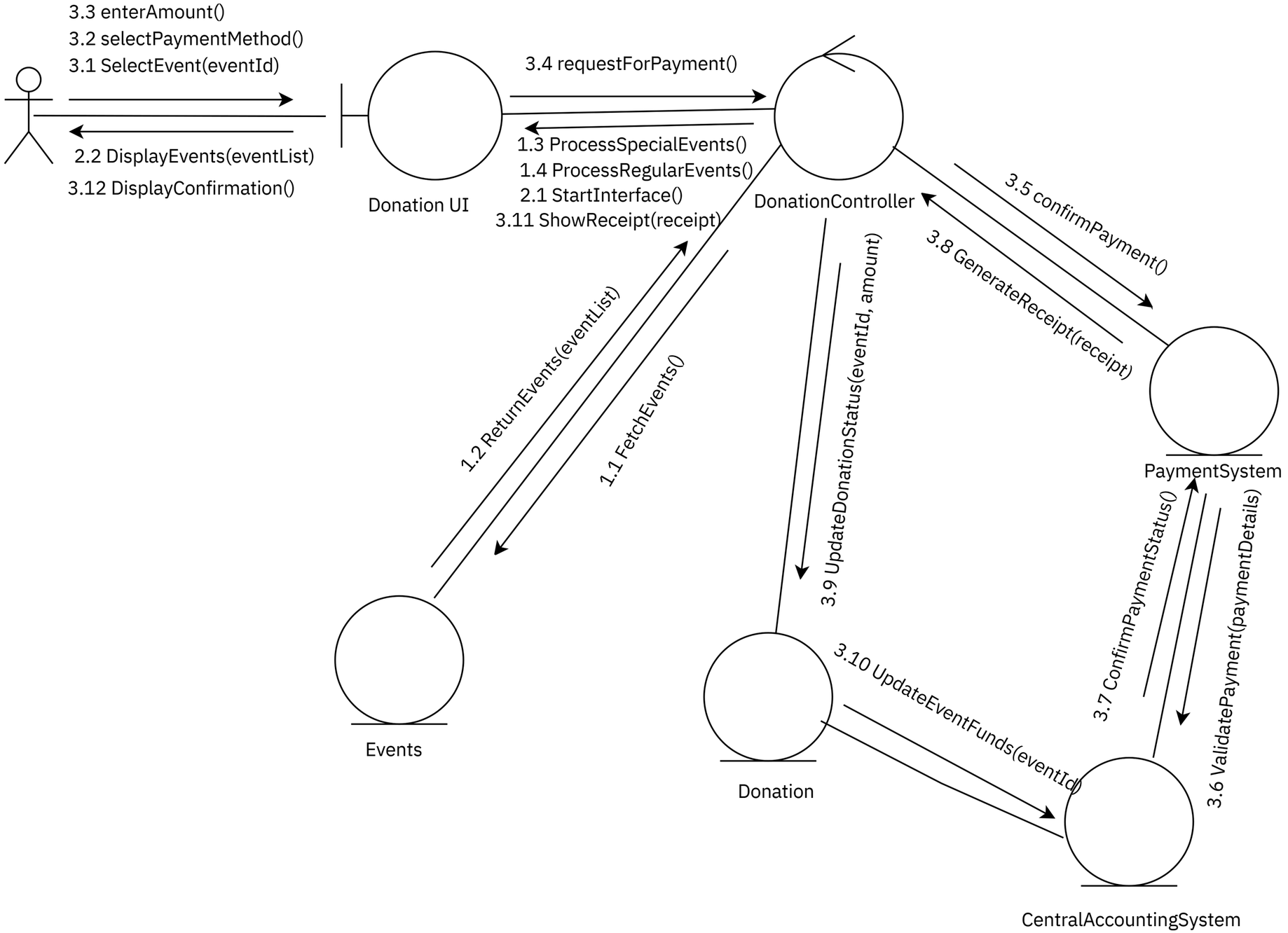
Collaboration Diagram

B2-Group 04

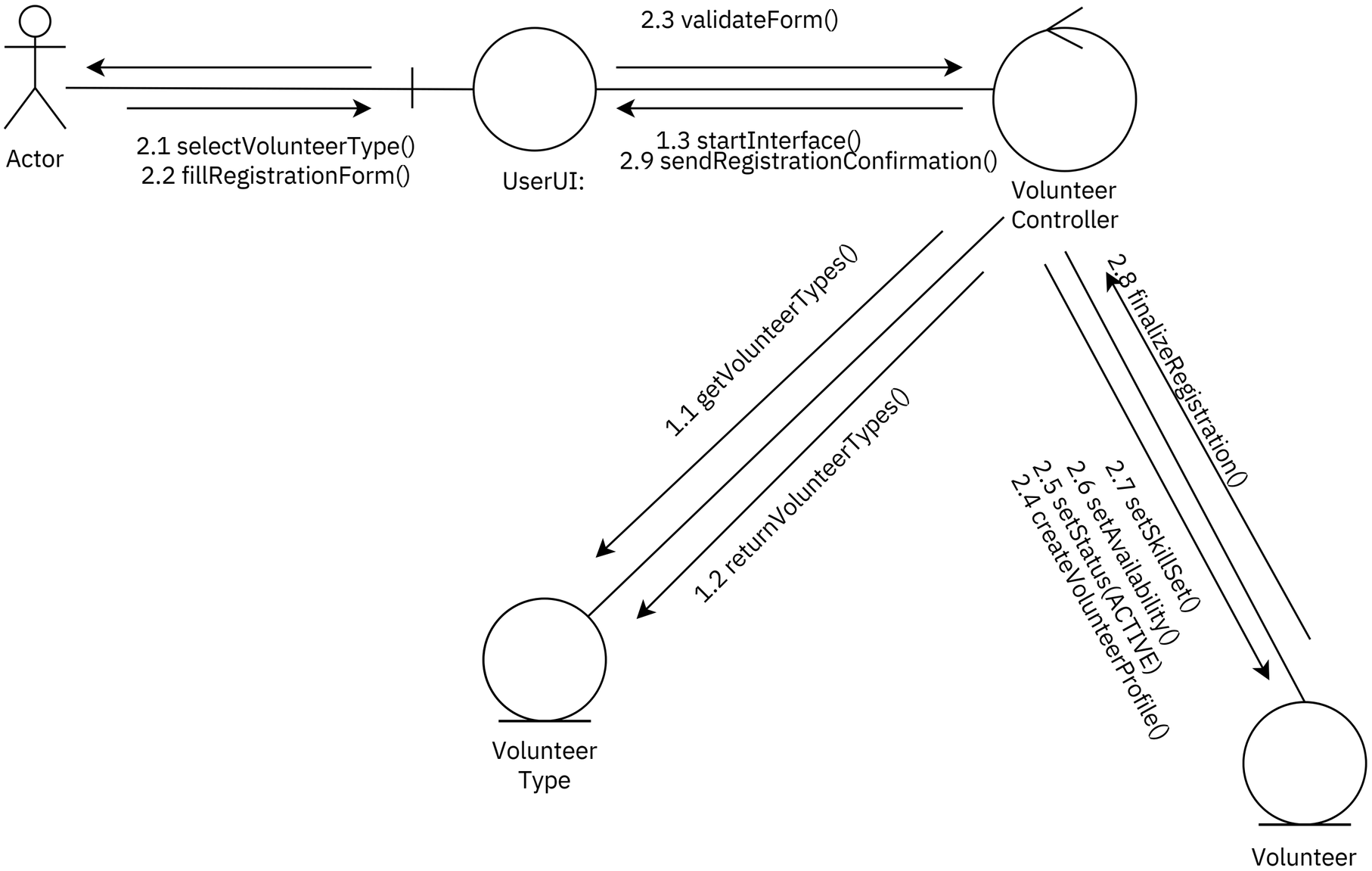
2005098
2005101
2005102
2005104
2005117
2005118

BUET | 2024

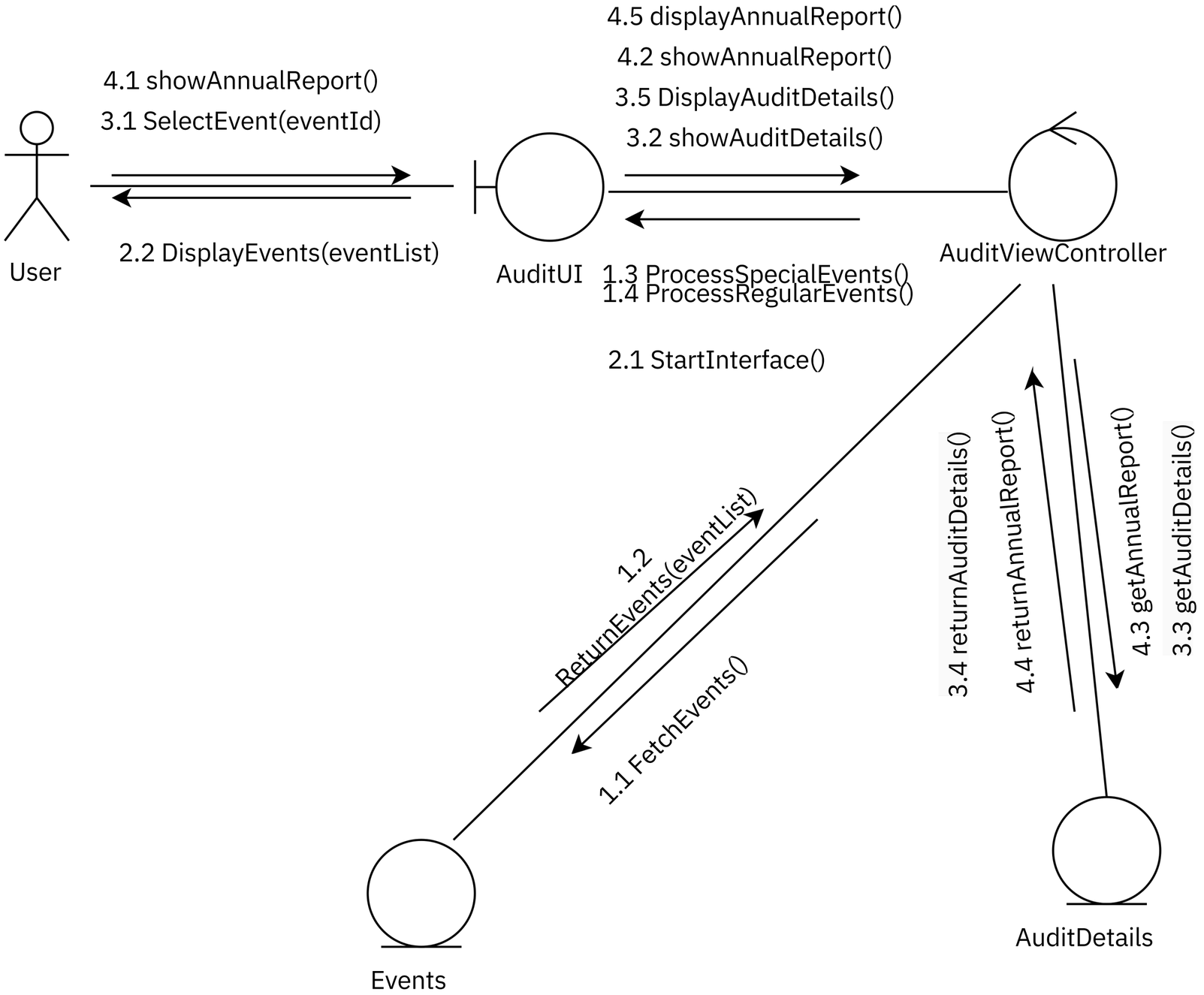
Donation


3.3 enterAmount()
3.2 selectPaymentMethod()
3.1 SelectEvent(eventId)
2.2 DisplayEvents(eventList)
3.12 DisplayConfirmation()
Donation UI
3.4 requestForPayment()
1.3 ProcessSpecialEvents()
1.4 ProcessRegularEvents()
2.1 StartInterface()
3.11 ShowReceipt(receipt)
DonationController
3.5 confirmPayment()
3.8 GenerateReceipt(receipt)
PaymentSystem
1.2 ReturnEvents(eventList)
1.1 FetchEvents()
3.9 UpdateDonationStatus(eventId, amount)
Events
Donation
3.10 UpdateEventFunds(eventId)
3.7 ConfirmPaymentStatus()
3.6 ValidatePayment(paymentDetails)
CentralAccountingSystem

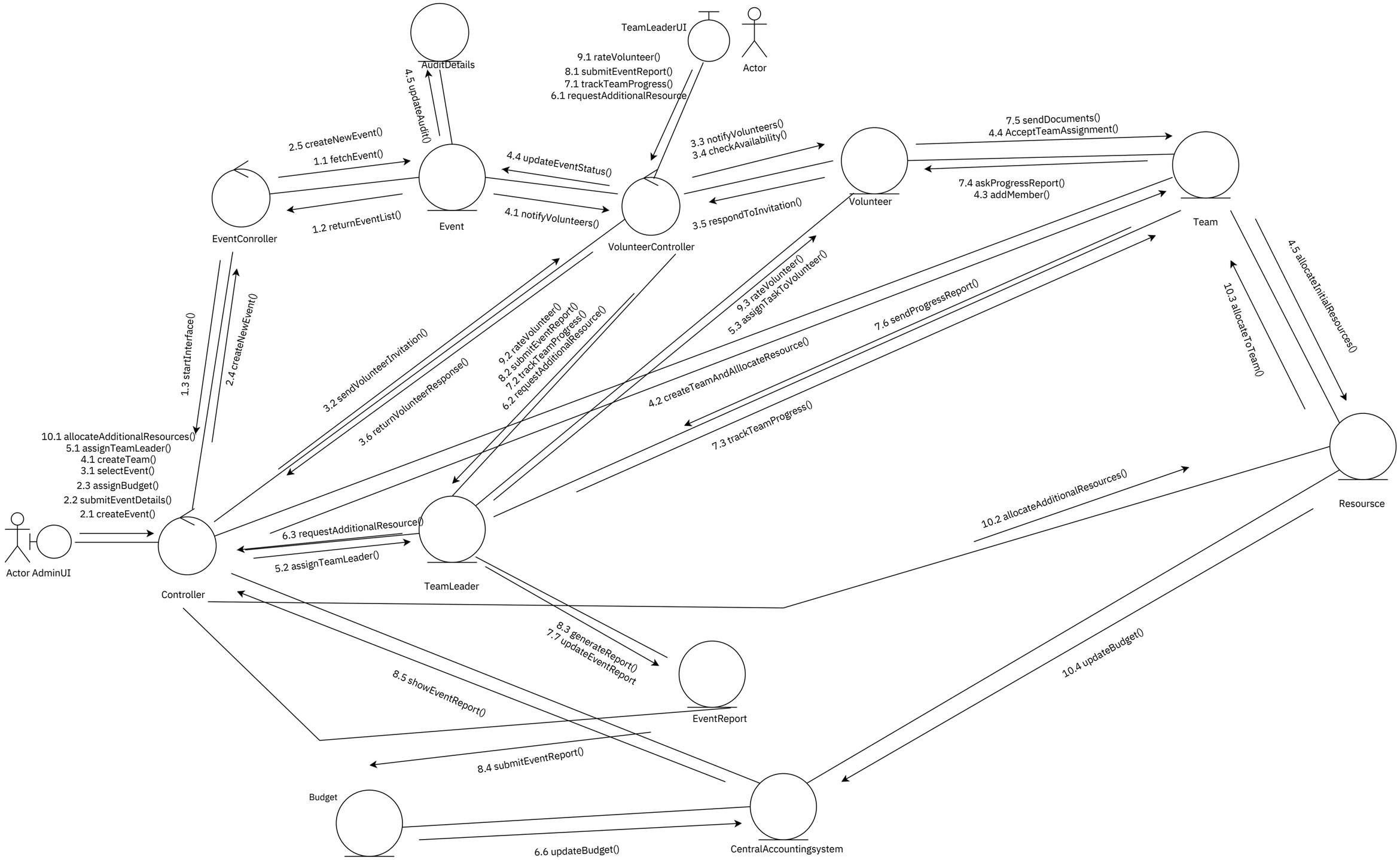
Volunteer Registration


Actor
2.1 selectVolunteerType()
2.2 fillRegistrationForm()
UserUI:
2.3 validateForm()
1.3 startInterface()
2.9 sendRegistrationConfirmation()
Volunteer
Controller
1.1 getVolunteerTypes()
1.2 returnVolunteerTypes()
2.8 finalizeRegistration()
2.7 setSkillSet()
2.6 setAvailability()
2.5 setStatus(ACTIVE)
2.4 createVolunteerProfile()
Volunteer
Type
Volunteer

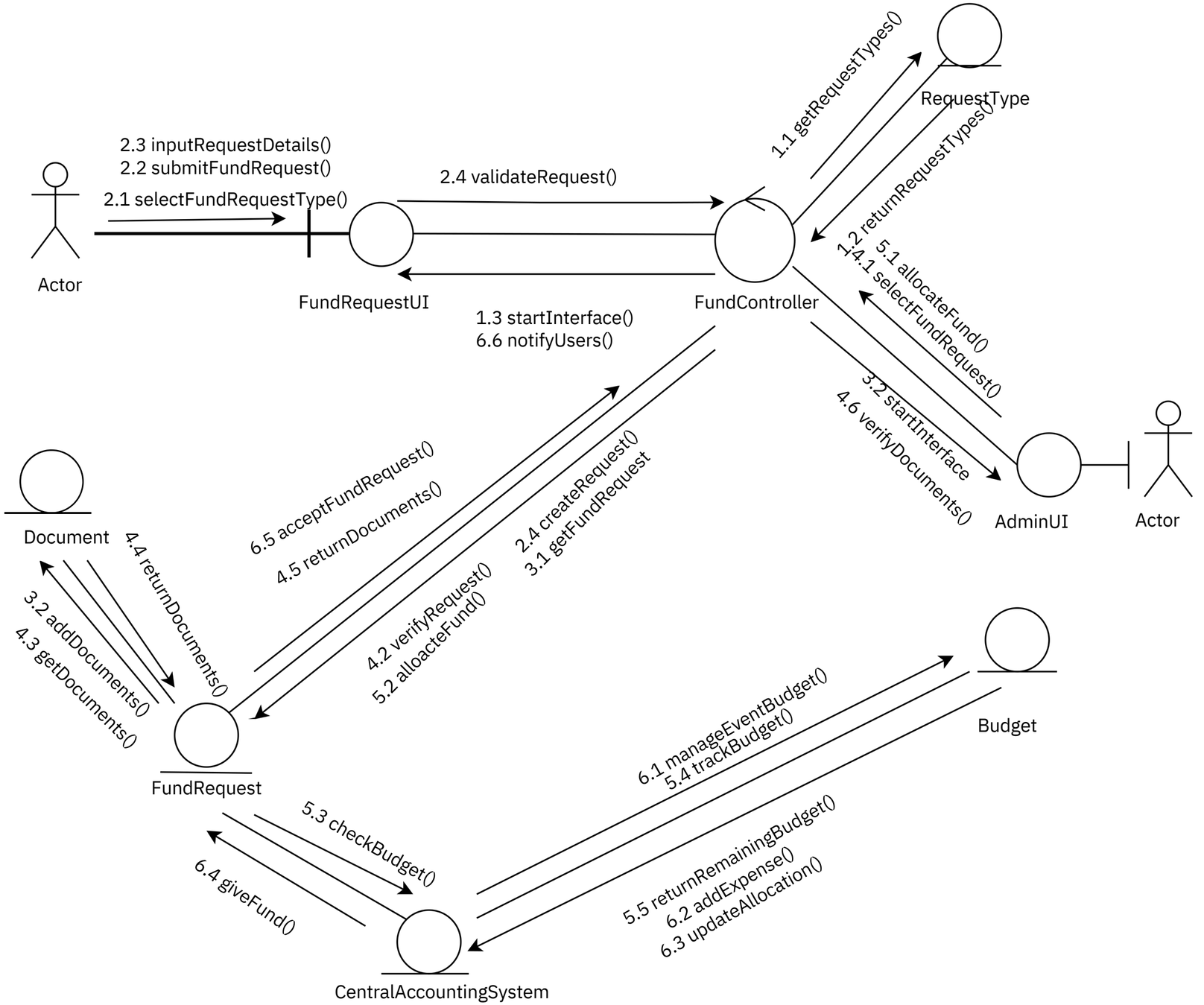
Audit Monitor


4.5 displayAnnualReport()
4.2 showAnnualReport()
3.5 DisplayAuditDetails()
3.2 showAuditDetails()
4.1 showAnnualReport()
3.1 SelectEvent(eventId)
2.2 DisplayEvents(eventList)
User
AuditUI
AuditViewController
1.3 ProcessSpecialEvents()
1.4 ProcessRegularEvents()
2.1 StartInterface()
1.2 ReturnEvents(eventList)
1.1 FetchEvents()
3.4 returnAuditDetails()
4.4 returnAnnualReport()
4.3 getAnnualReport()
3.3 getAuditDetails()
Events
AuditDetails

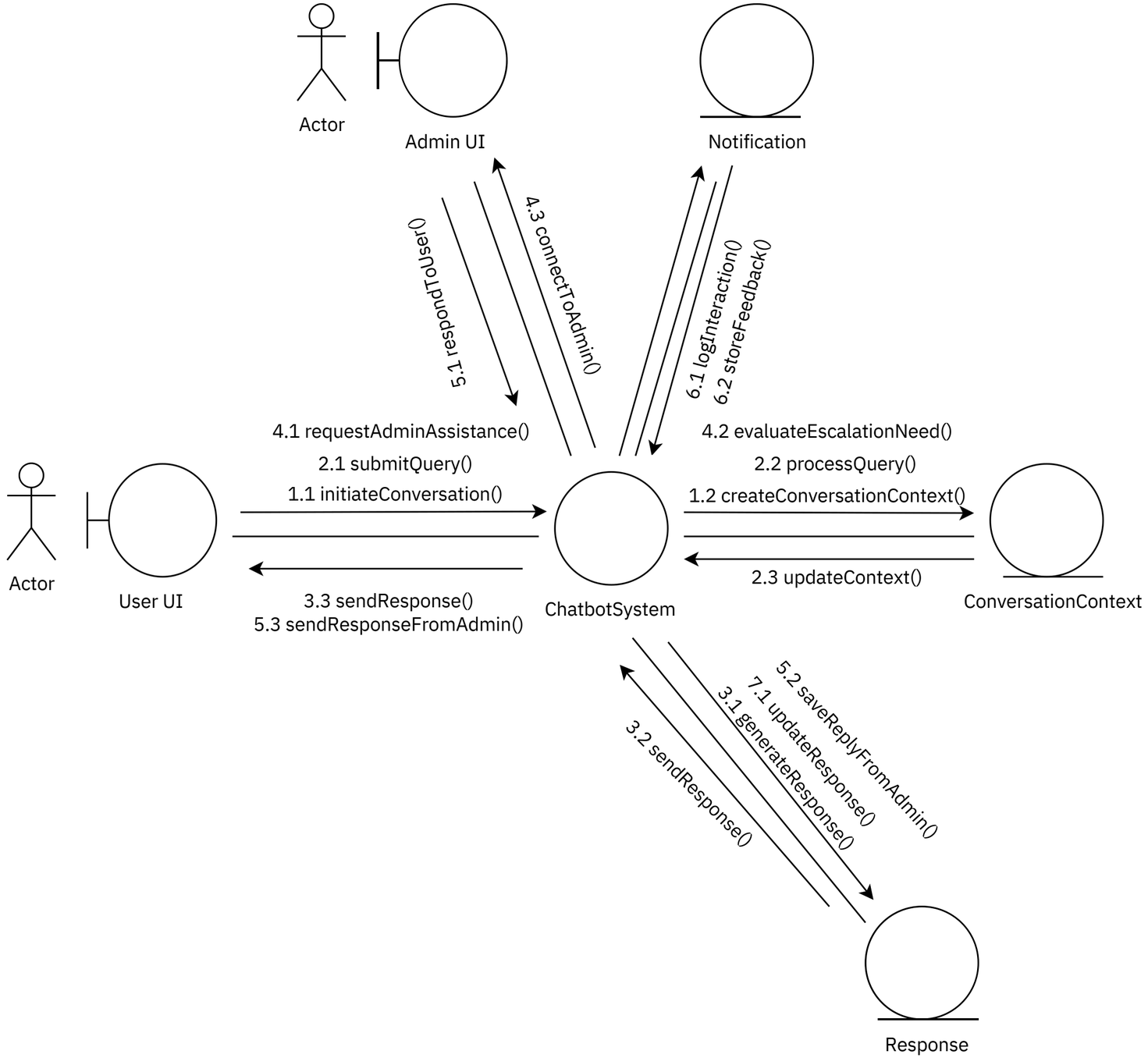
Event Management


AuditDetails
TeamLeaderUI
Actor
9.1 rateVolunteer()
8.1 submitEventReport()
7.1 trackTeamProgress()
6.1 requestAdditionalResource
4.5 updateAudit()
2.5 createNewEvent()
1.1 fetchEvent()
1.2 returnEventList()
EventConroller
Event
4.4 updateEventStatus()
4.1 notifyVolunteers()
VolunteerController
3.3 notifyVolunteers()
3.4 checkAvailability()
3.5 respondToInvitation()
Volunteer
7.5 sendDocuments()
4.4 AcceptTeamAssignment()
7.4 askProgressReport()
4.3 addMember()
Team
4.5 allocateInitialResources()
10.3 allocateToTeam()
Resoursce
1.3 startInterface()
2.4 createNewEvent()
3.2 sendVolunteerInvitation()
3.6 returnVolunteerResponse()
9.2 rateVolunteer()
8.2 submitEventReport()
7.2 trackTeamProgress()
6.2 requestAdditionalResource()
9.3 rateVolunteer()
5.3 assignTaskToVolunteer()
4.2 createTeamAndAlllocateResource()
7.3 trackTeamProgress()
7.6 sendProgressReport()
10.1 allocateAdditionalResources()
5.1 assignTeamLeader()
4.1 createTeam()
3.1 selectEvent()
2.3 assignBudget()
2.2 submitEventDetails()
2.1 createEvent()
Actor AdminUI
Controller
6.3 requestAdditionalResource()
5.2 assignTeamLeader()
TeamLeader
10.2 allocateAdditionalResources()
8.3 generateReport()
7.7 updateEventReport
8.5 showEventReport()
EventReport
8.4 submitEventReport()
10.4 updateBudget()
Budget
6.6 updateBudget()
CentralAccountingsystem

Fund Request


Actor
2.3 inputRequestDetails()
2.2 submitFundRequest()
2.1 selectFundRequestType()
FundRequestUI
2.4 validateRequest()
FundController
1.1 getRequestTypes()
1.2 returnRequestTypes()
RequestType
1.3 startInterface()
6.6 notifyUsers()
5.1 allocateFund()
4.1 selectFundRequest()
3.2 startInterface
4.6 verifyDocuments()
AdminUI
Actor
Document
4.4 returnDocuments()
3.2 addDocuments()
4.3 getDocuments()
6.5 acceptFundRequest()
4.5 returnDocuments()
4.2 verifyRequest()
5.2 alloacteFund()
2.4 createRequest()
3.1 getFundRequest
FundRequest
6.1 manageEventBudget()
5.4 trackBudget()
Budget
5.3 checkBudget()
6.4 giveFund()
5.5 returnRemainingBudget()
6.2 addExpense()
6.3 updateAllocation()
CentralAccountingSystem

ChatBot


Actor
Admin UI
Notification
5.1 respondToUser()
4.3 connectToAdmin()
6.1 logInteraction()
6.2 storeFeedback()
4.1 requestAdminAssistance()
2.1 submitQuery()
1.1 initiateConversation()
4.2 evaluateEscalationNeed()
2.2 processQuery()
1.2 createConversationContext()
Actor
User UI
ChatbotSystem
ConversationContext
2.3 updateContext()
3.3 sendResponse()
5.3 sendResponseFromAdmin()
5.2 saveReplyFromAdmin()
7.1 updateResponse()
3.1 generateResponse()
3.2 sendResponse()
Response

THANK YOU