

# University Event Management System - UML Documentation

Project Team

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## 1 Introduction

This document contains the visual representation of the University Event Management System's architecture and workflow through various UML diagrams.

## 2 UML Diagrams

### 2.1 Use Case Diagram

The Use Case diagram illustrates the functionality of the system from the perspective of the actors (Student and Admin).

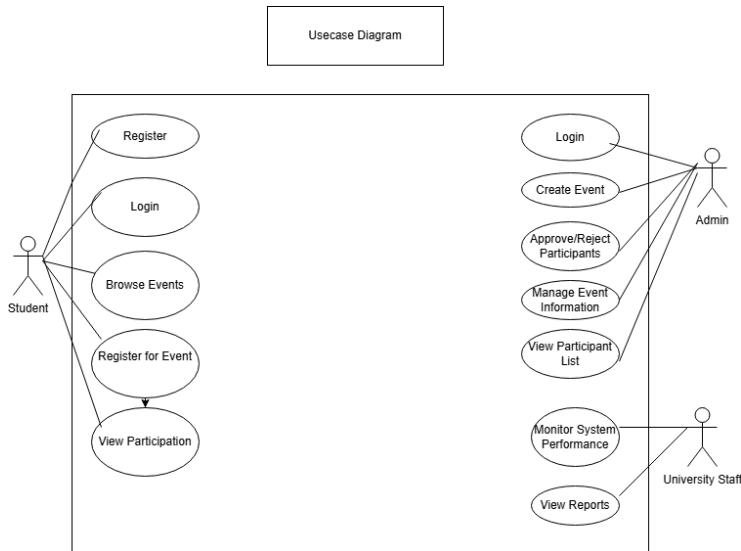


Figure 1: Use Case Diagram showing Actor interactions

### Key Actions:

- **Student:** Login, Browse Events, Register for Programs, View My Registrations.
- **Admin:** Create/Edit/Delete Events, Approve or Reject Registrations, View Participant Lists.

## 2.2 Class Diagram

The Class Diagram represents the static structure of the system, showing the attributes and methods of each entity as defined in Section 9 of the proposal.

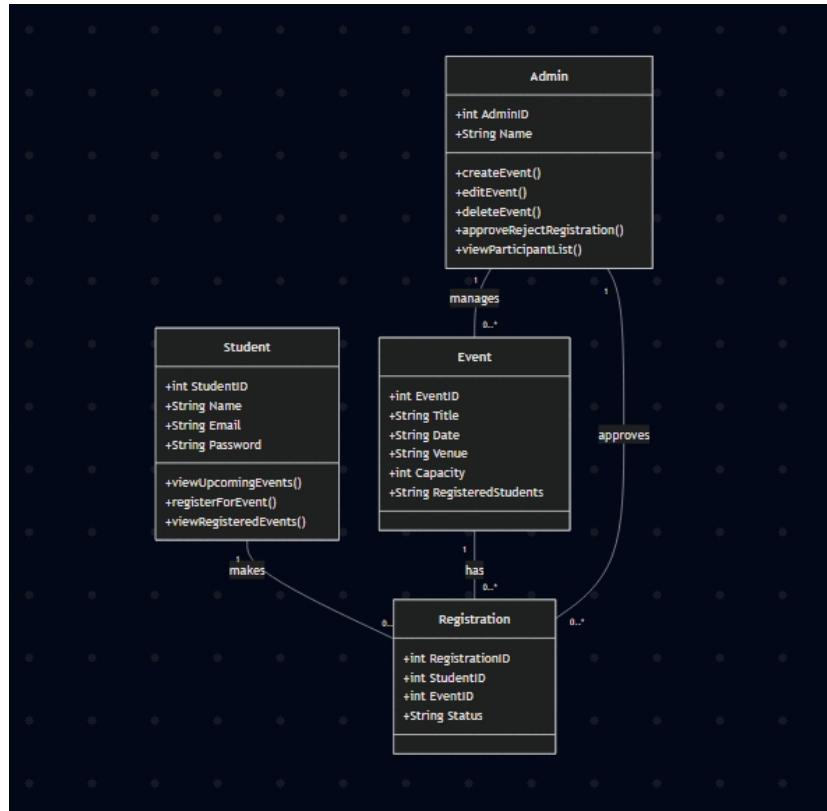


Figure 2: Class Diagram for Data Structure and Relationships

## 2.3 Activity Diagram

The Activity Diagram shows the operational workflow of the system, from user login to event registration and admin approval.

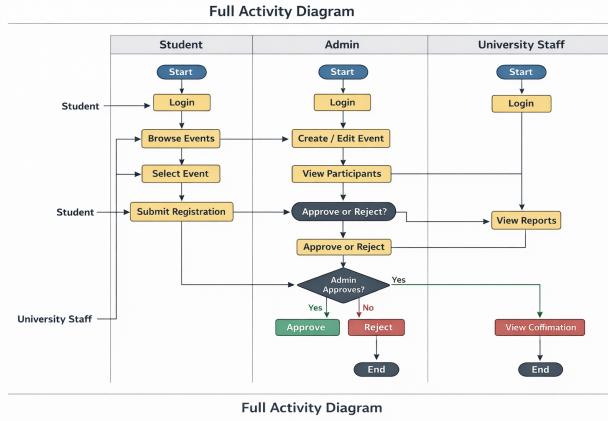


Figure 3: System Activity Flow Diagram

### 3 Conclusion

These diagrams align with the functional requirements and data tables specified in the project proposal. They serve as the blueprint for the upcoming development phase.