

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).

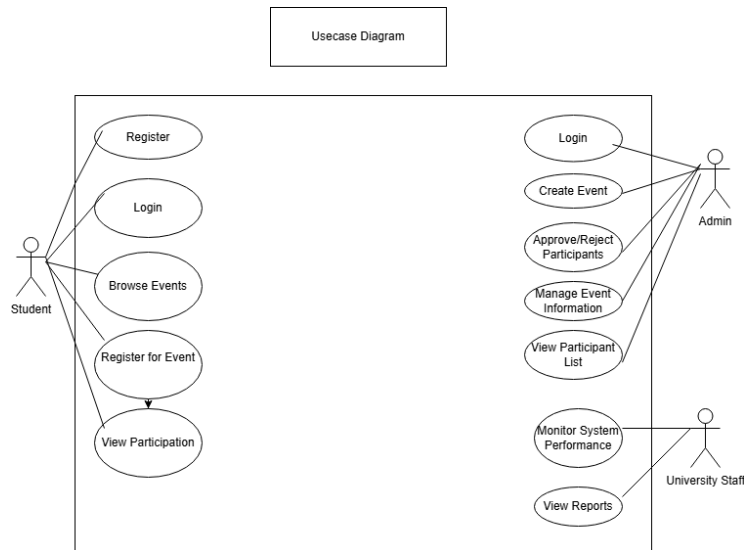


Figure 1: Use Case Diagram showing Actor interactions

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.

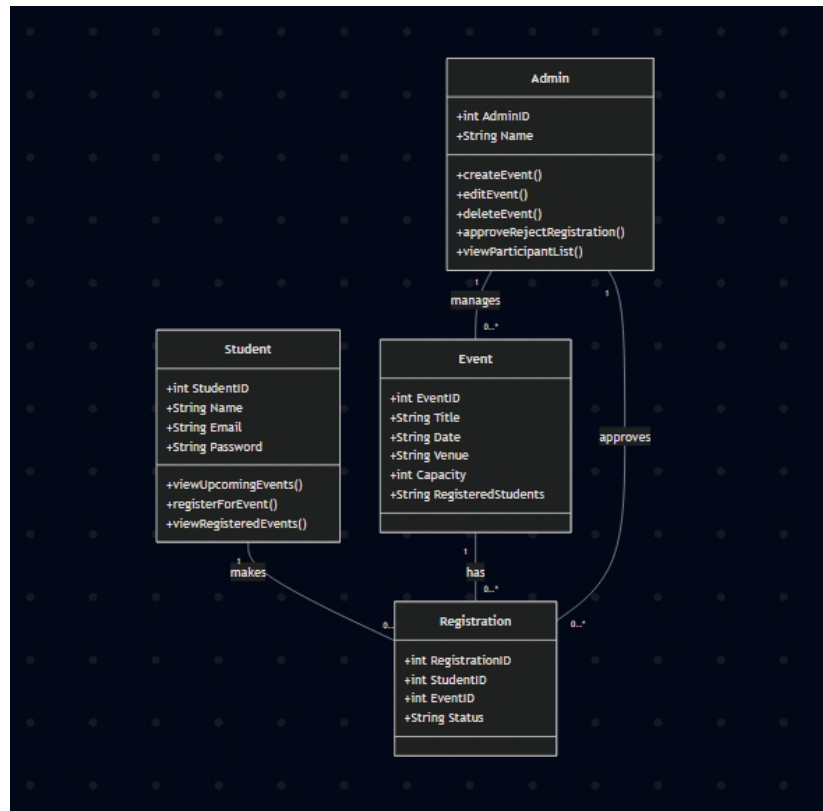


Figure 2: Class Diagram for Data Structure and Relationships

2.3 Activity Diagram

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

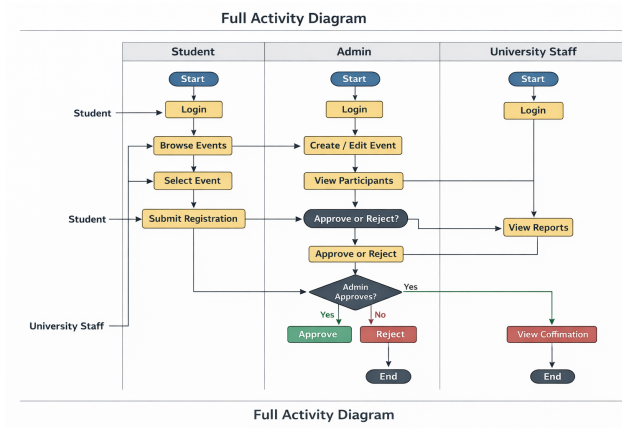


Figure 3: System Activity Flow Diagram

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.