

Software Modeling
Modeling and Implementation Phase

“Radio Simulation”

- Diagrams -

By ESSAFSYFY Abdelkrim and MELUZOLA KIMFUTA Gingu

Academic year 2019-2020

Contents

1	Use case diagram	1
1.1	Diagram	1
1.2	Cases' description	1
1.2.1	Turn on/Turn off	1
2	Class diagram	2
3	State diagrams	3
3.1	Diagram 1	3
3.2	Diagram 2	3
3.3	Diagram 3	3
4	Sequence diagrams	4
4.1	Diagram 1	4
4.2	Diagram 2	4
5	Activity diagram	5

1 Use case diagram

1.1 Diagram

1.2 Cases' description

1.2.1 Turn on/Turn off

Use case name : Turn on/Turn off

Summary : Allows the user to turn the cassette deck on or off.

Actors : User.

Assumptions : Cassette deck has access to a power source.

Preconditions : Cassette holder is closed

Basic course of action :

1. User presses power button on.
2. Cassette deck is powered on.

Postconditions : Same as preconditions.

Alternate courses :

2a : Cassette deck is powered off.

2 Class diagram

DESCRIPTION HERE.

3 Object diagram

DESCRIPTION HERE.

4 State diagrams

INTRODUCTION HERE

4.1 Diagram 1

DESCRIPTION HERE.

4.2 Diagram 2

DESCRIPTION HERE.

4.3 Diagram 3

DESCRIPTION HERE.

5 Sequence diagrams

INTRODUCTION HERE.

5.1 Diagram 1

DESCRIPTION HERE.

5.2 Diagram 2

DESCRIPTION HERE.

6 Activity diagram

DESCRIPTION HERE.

If need be, a link to the git repository used for this project:

<https://github.com/Virtuosek/Radio>