**PRODUCTIVITY WEB(FOCUS)**

**Use Case, Class and Sequential diagrams for the project.**

**GROUP-9**

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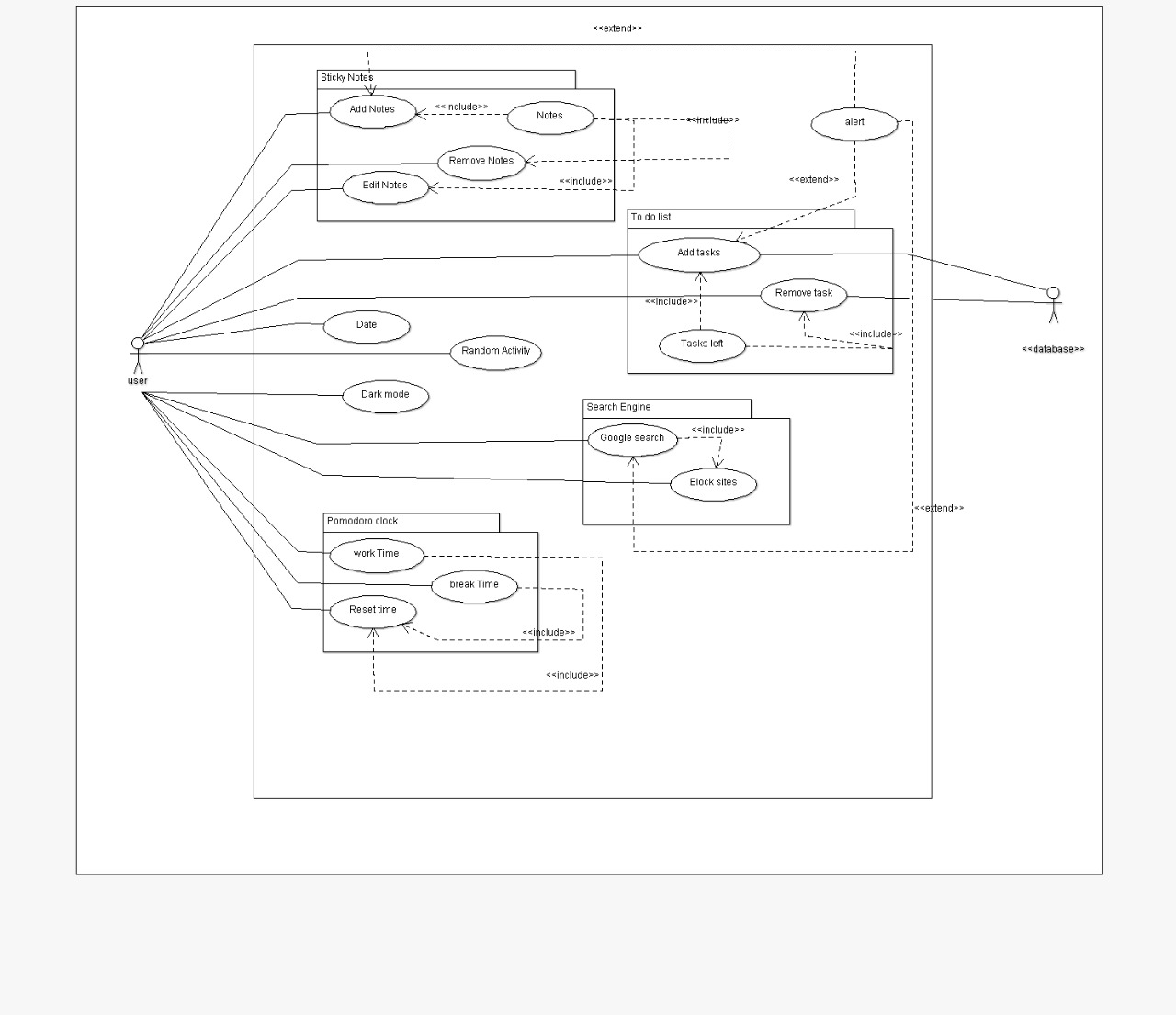
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1. **USE CASE MODEL**

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**U1: Add tasks:** Using this use case, the user can add some tasks to be done.

**Scenario 1**: Mainline sequence

1. User: Select Add tasks option.

2. System: Displays the added tasks.

**Scenario 2:** At step-1 of Mainline sequence

2. System: Displays a message to add atleast one task.

**U2: Remove tasks:** Using this use case, the user can remove unwanted tasks.

Mainline sequence

1.User: Selects Remove tasks option.

2. System : Displays the only tasks left.

**U3: Add Notes:** Using this use case, the user can add some notes .

**Scenario 1**: Mainline sequence

1. User: Select Add Notes option.

2. System: Displays the added notes.

**Scenario 2:** At step-1 of Mainline sequence

2. System: Displays a message to add atleast one note.

**U4: Remove Notes:** Using this use case, the user can remove unwanted notes.

Mainline sequence

1.User: Selects Remove notes option.

2. System : Displays the only notes left behind.

**U5: Google Search**: Using this use case, the user can search on web.

**Scenario 1:**Mainline sequence

1. System: Displays a prompt to enter the url.

2. User : Types required url and enters search option.

3. System: Opens the url in the web.

**Scenario 2**: At step-2 of mainline sequence

3.System: Displays a message to enter valid url.

**U5: Random activity**: Using this use case, the user can get random activities when he is bored.

**Scenario 1**: Mainline sequence

1. User: Selects random activity option.

2. System : Displays random activity.

**U6: work time**: Using this use case, the user can start the timer.

**Scenario 1**: Mainline sequence

1. User: Selects the start option.

2.System: Runs the pomodoro clock until the timer ends.

**U7: Reset time**: Using this use case, the user can modify the time.

**Scenario 1**: Mainline sequence

1. User: Selects reset work time option or break time option and modifies it.

2. System : Displays the modified time.

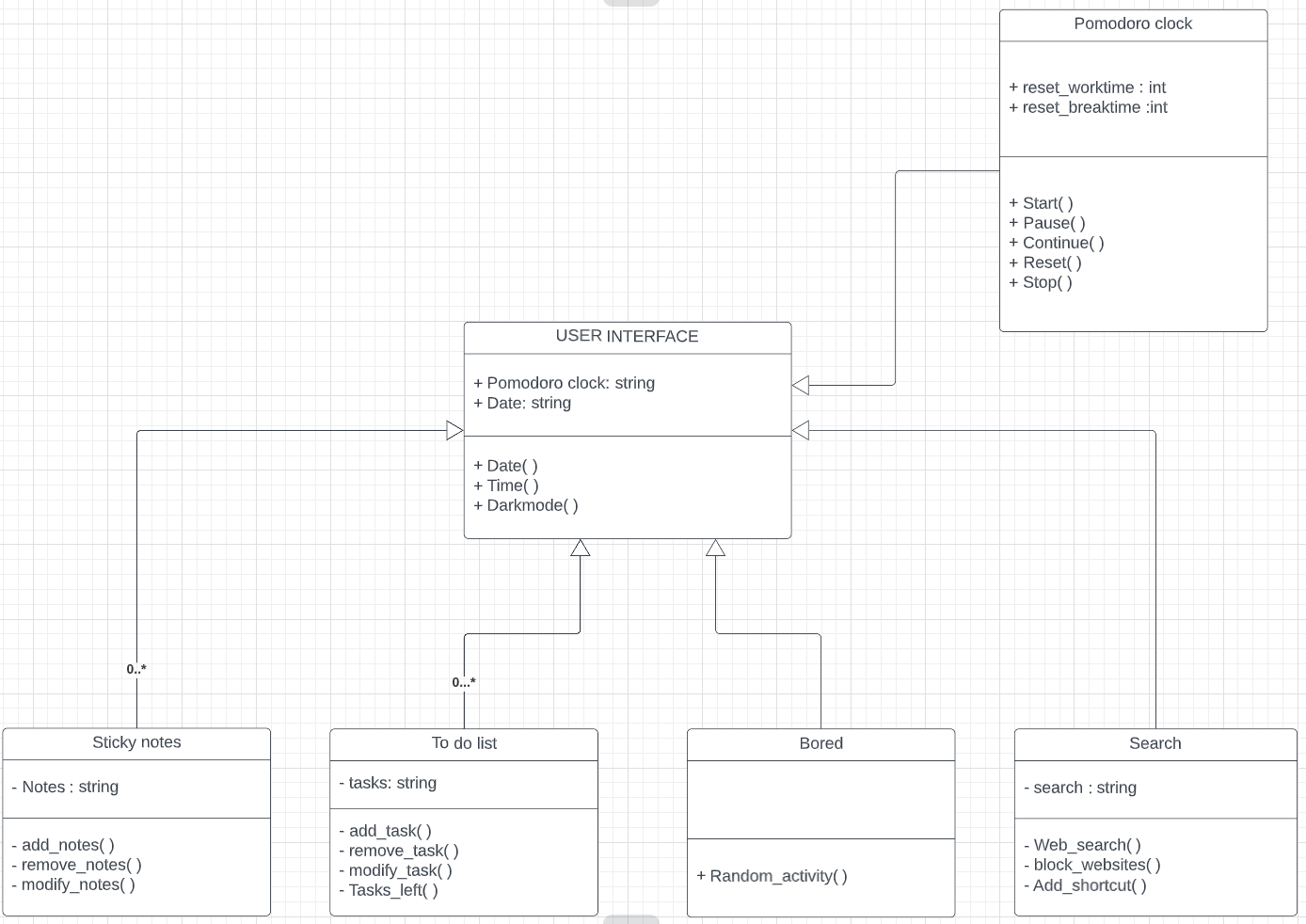
U8: **Darkmode**: Using this use case, the user can change the background colour to black when he gets his eye strained.

**Scenario 1**: Mainline sequence

1. User: Selects the darkmode option.

System: Displays the background colour in black.

1. **UML CLASS DIAGRAM**

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**CLASS DIAGRAM DESCRIPTION**

**1. USER INTERFACE**

**FUNCTIONS:**

**• Date( )**

**• Time( )**

**• Dark mode( )**

**2. TO do list**

**VARIABLES:**

**• tasks**

**FUNCTIONS:**

**• add\_tasks( )**

**• remove\_tasks ( )**

**• modify\_tasks( )**

**• Tasks\_left( )**

**3. Sticky notes**

**VARIABLES:**

**• notes**

**FUNCTIONS:**

**• add\_notes( )**

**• remove\_notes( )**

**• modify\_notes( )**

**4. Search**

**VARIABLES:**

**• search**

**FUNCTIONS:**

**• Web\_search( )**

**• Block\_website( )**

**• Add\_shortcut( )**

**5. Bored**

**FUNCTIONS :**

**• Random\_activities( )**

**6. Pomodoro clock**

**VARIABLES:**

**• reset\_worktime**

**• reset\_breaktime**

**FUNCTIONS:**

**• Start( )**

**• Pause( )**

**• Continue( )**

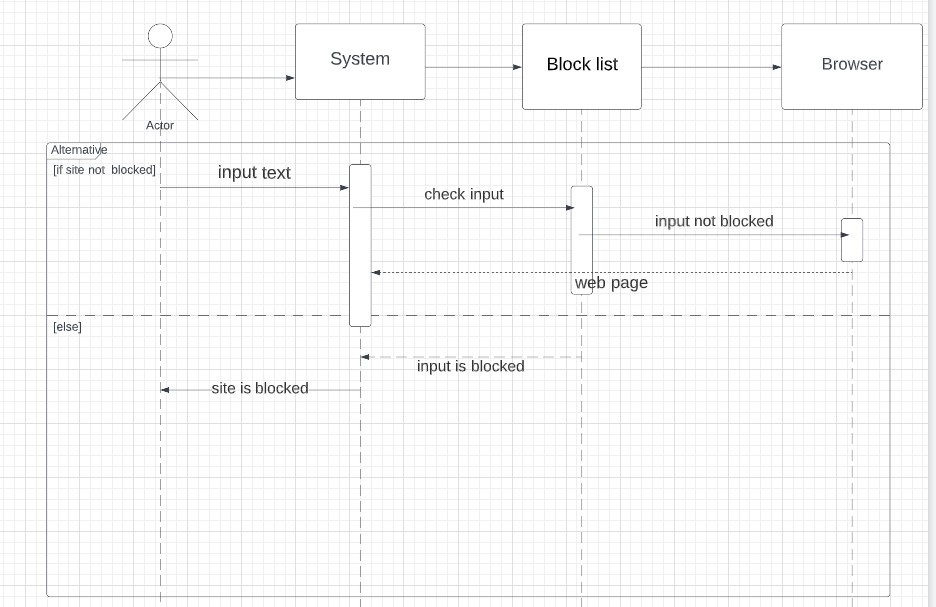
**• Reset( )**

**• Stop( )**

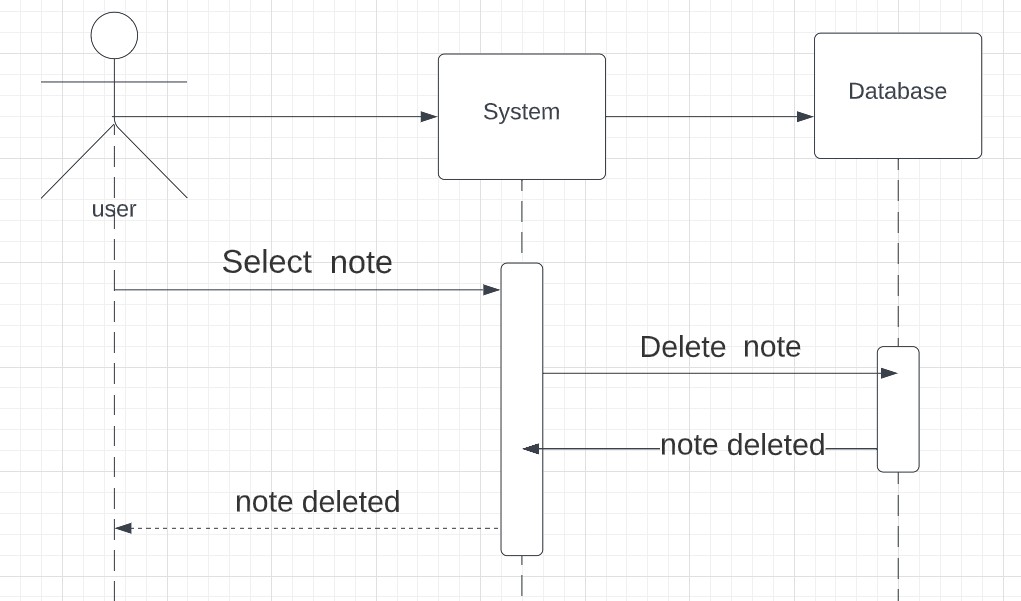
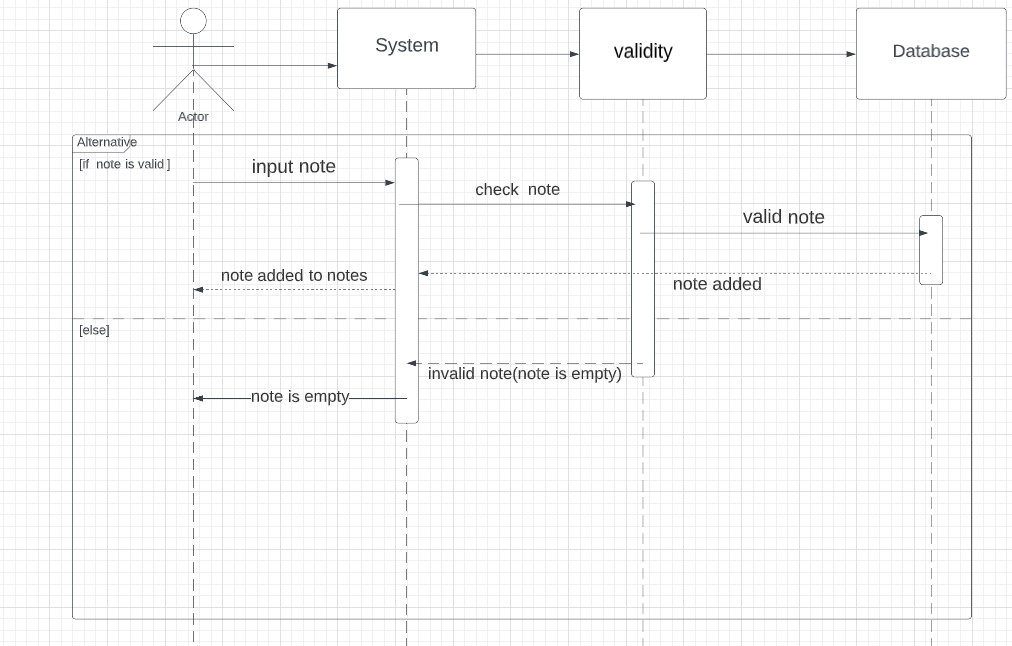
**III. UML SEQUENCE**

**DIAGRAMS**

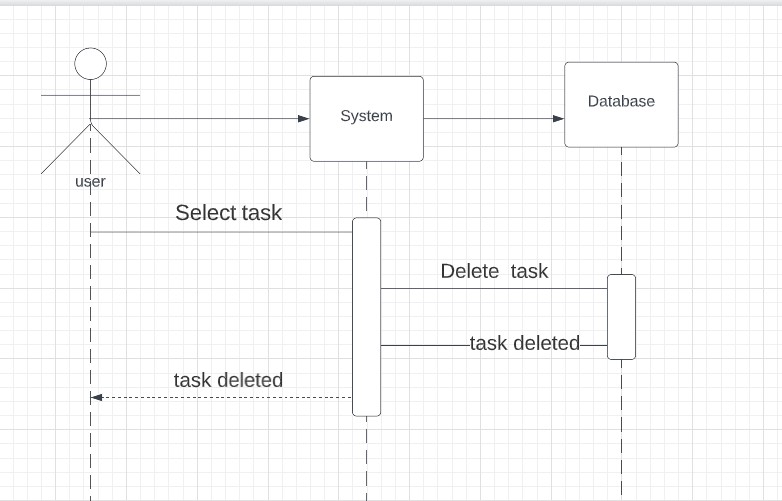
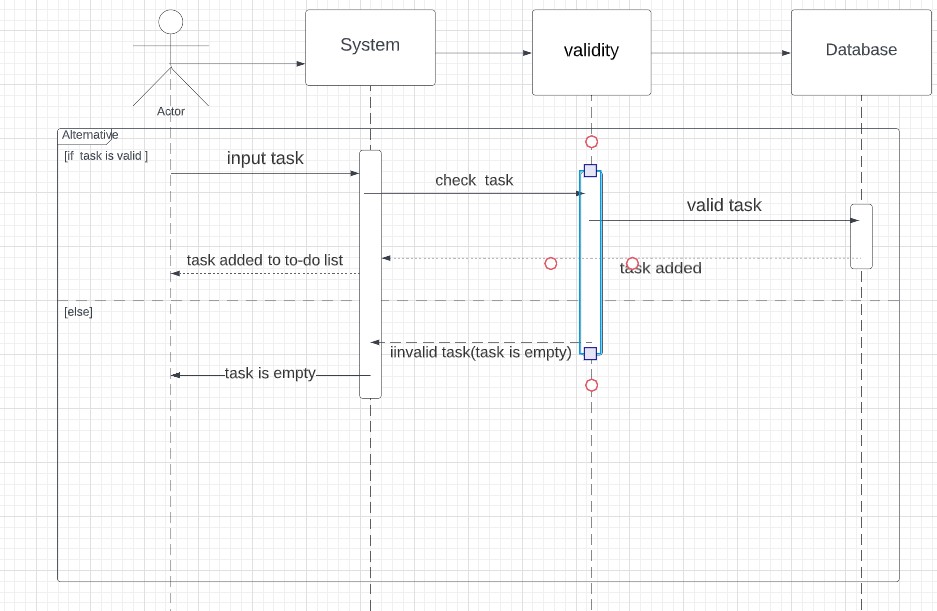
* **Search**

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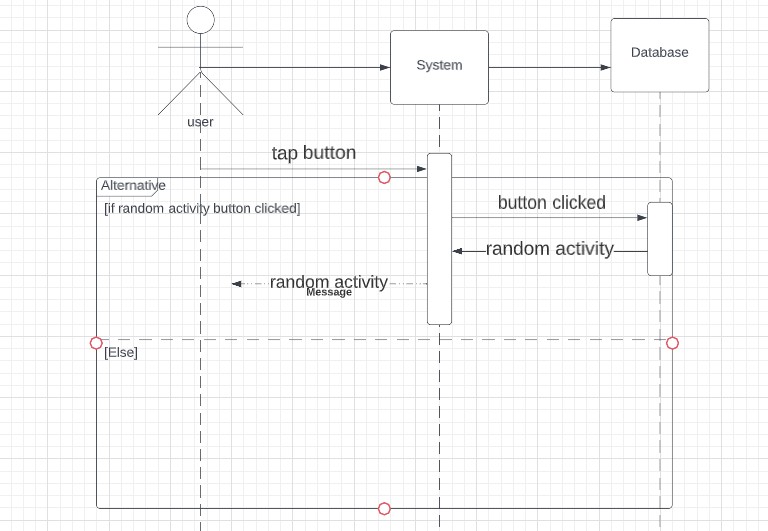
* **Notes**

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* **Tasks**

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* **Random Activity**

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