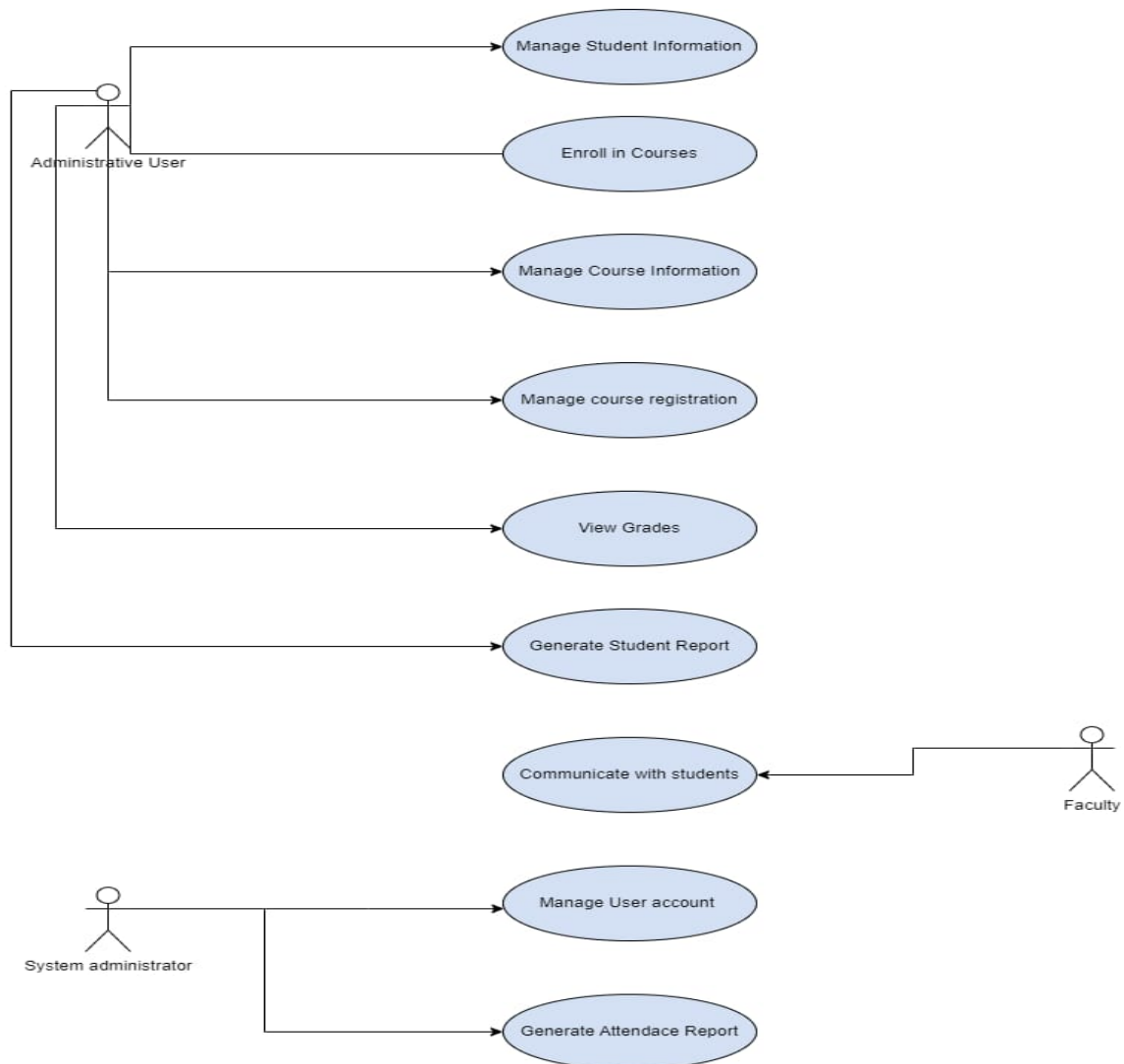


## Phase III:

### Software design and modeling

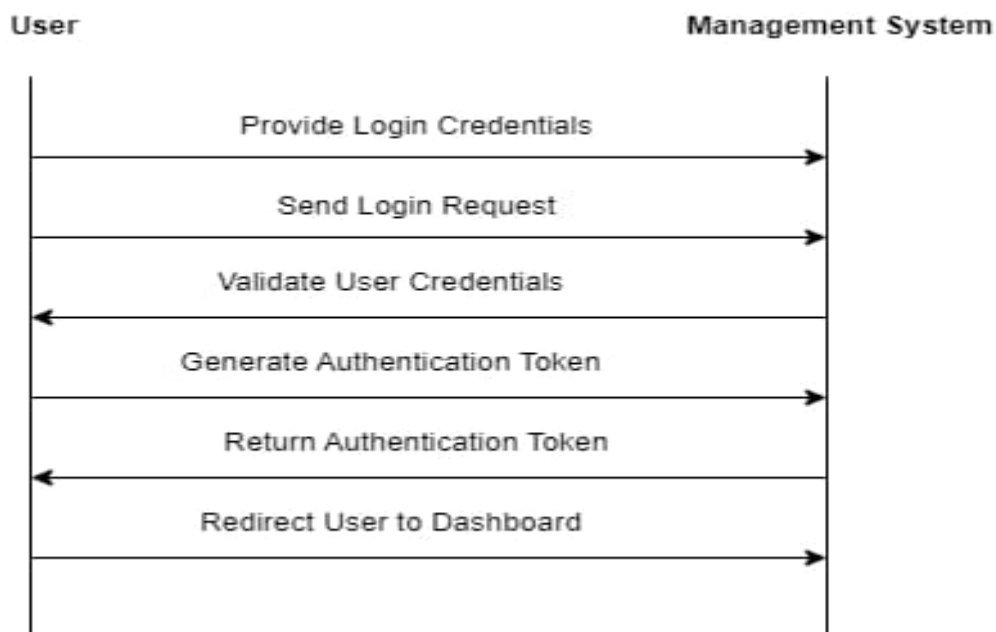
#### 1. Use Case Diagram



Explained: The use case diagram depicts how the end user and the system interact. In our system, the end user is the administrator user.

1. To start the system and enter the student data, the administrator user clicks the icon.
2. Next, the system administrator controls the photos associated with user accounts and gathers the data.
3. And it's the faculty who serve as the students' point of contact

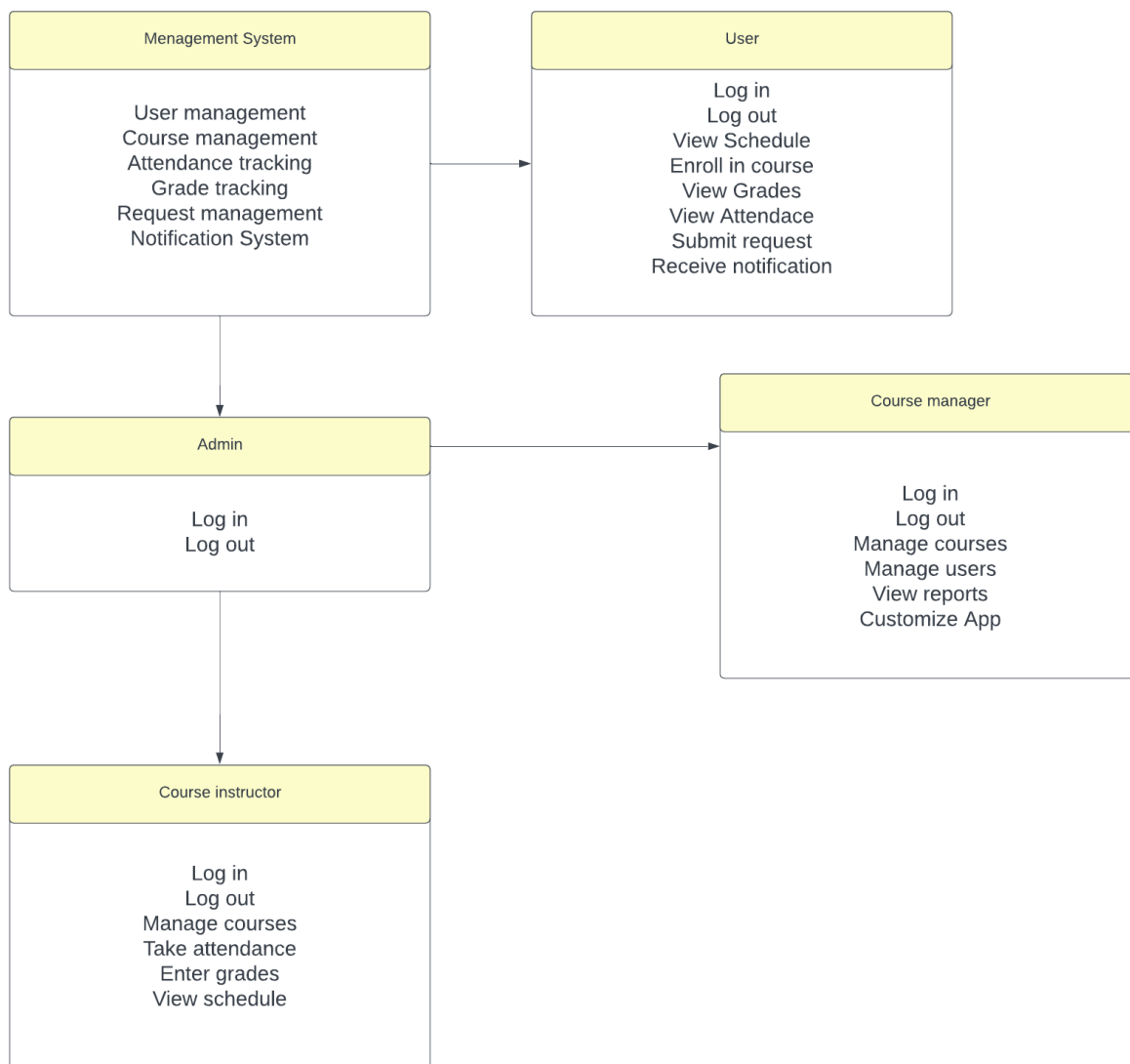
## 2. Sequence Diagram



The reason a sequence diagram is a form of interaction diagram is because it illustrates the interactions between a collection of items and the order in which they occur. The party interacting with the system is known as an actor. The user is the actor in this scenario.

1. The user sends a login request and credentials to the system in the initial interaction.
2. The return message is shown as a dashed line. The controller will verify user credentials after identifying them and making a request.

### 3. Class Diagram

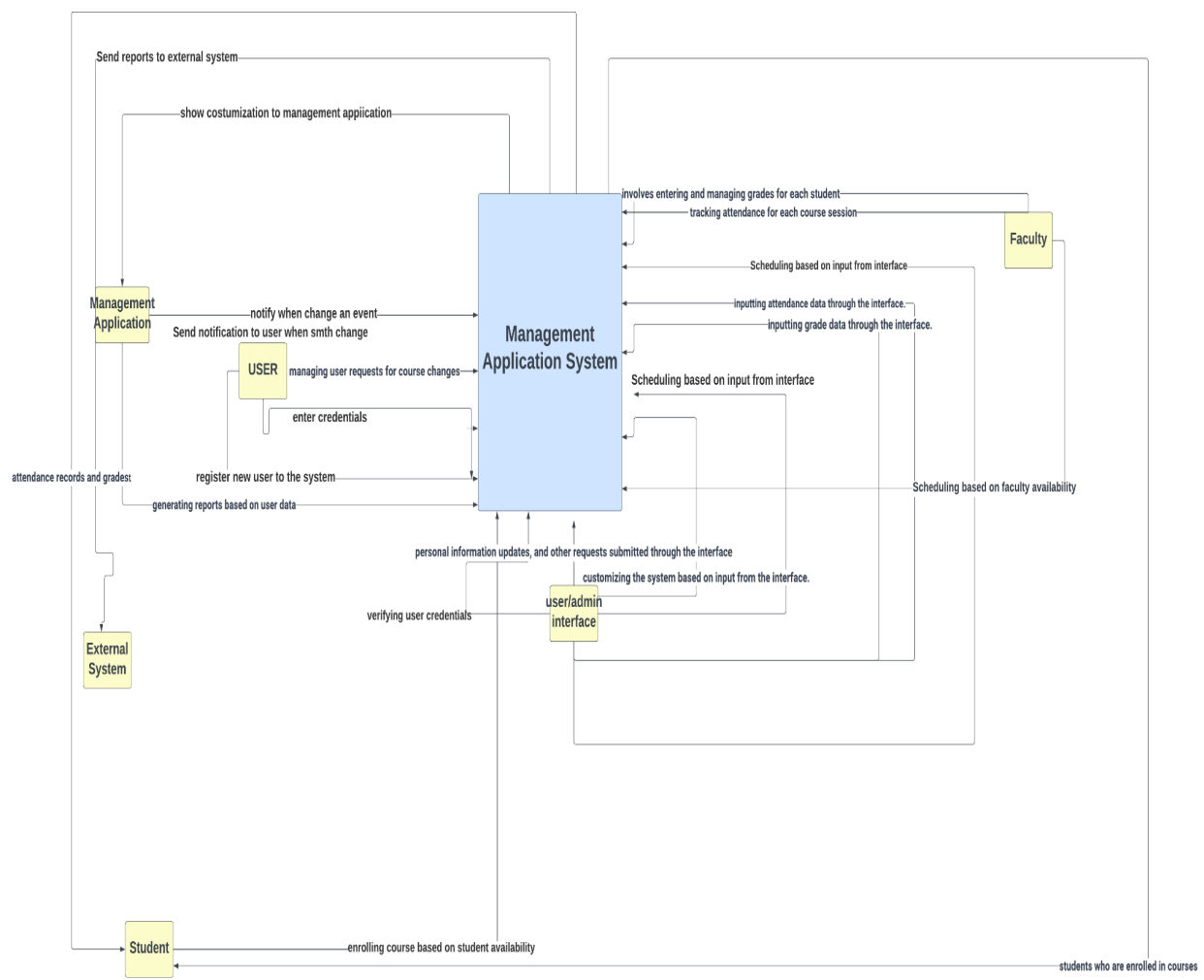


Explanation:

We have used the classes product, management system, user, admin, course manager, and course instructor while keeping in mind that the program uses an MVC architecture.

A function in the management system class asks the user for the URL of the filtered website. then gives it back to the controller. The admin class acts as a liaison between the course manager and instructor.

## 4.Context Model



## 5. Data-driven model

