IT314: SOFTWARE ENGINEERING
PROJECT GROUP:3

TOPIC: VIRTUAL CLASSROOM
Lab 5-Class Diagram and Sequence Diagram
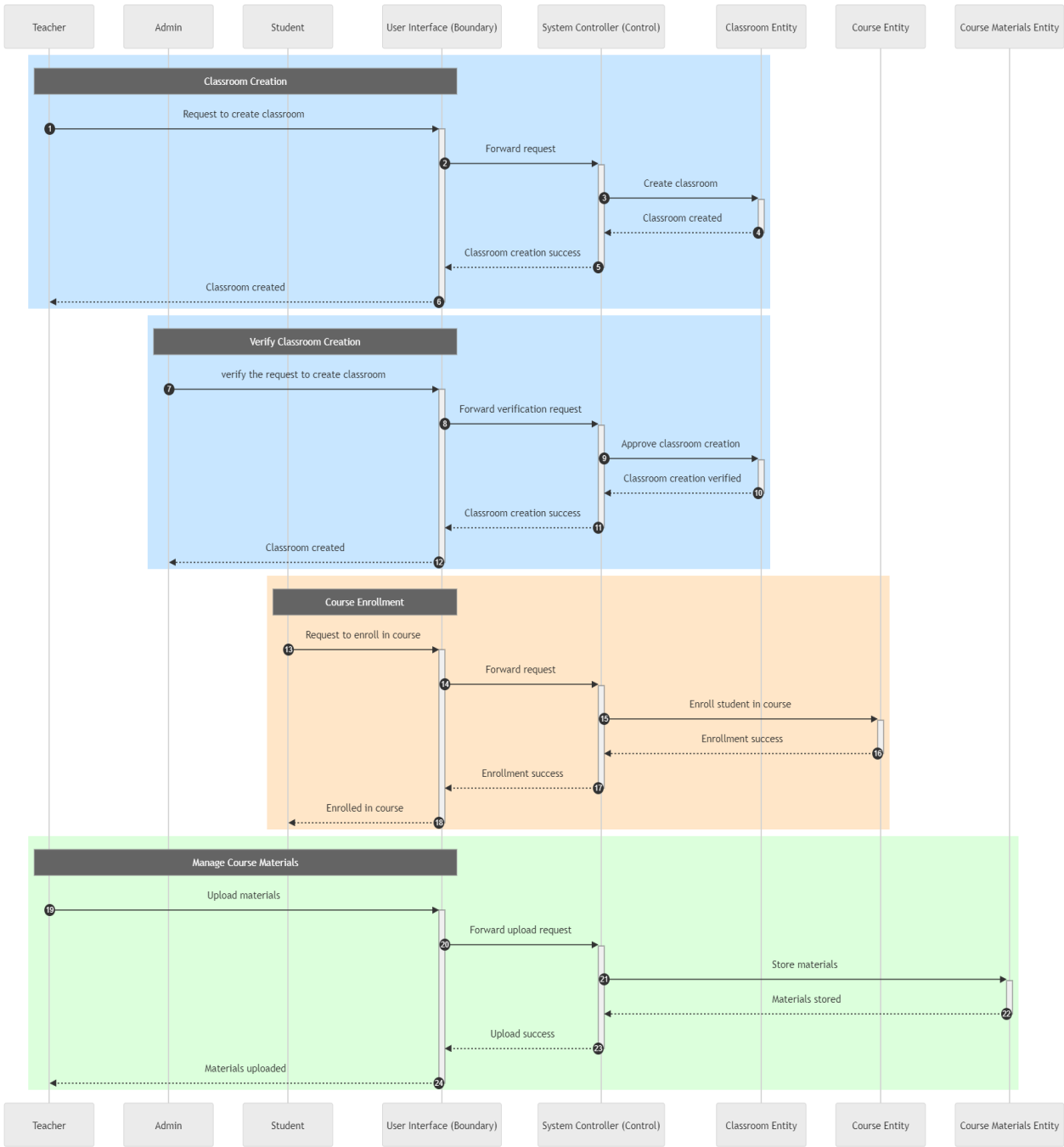
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Sprint

Classroom and Course Management

- ● User Stories:
  - ○ Teacher, Admin - Classroom Creation
  - ○ Student - Course Enrollment
  - ○ Teacher - Manage Course Materials

- ● Details: This sprint covers the creation of classrooms, enrolling in courses, and managing course materials.

SEQUENCE DIAGRAM

Teacher	Admin	Student	User Interface (Boundary)	System Controller (Control)	Classroom Entity	Course Entity	Course Materials Entity

Classroom Creation

1. Request to create classroom
2. Forward request
3. Create classroom
4. Classroom created
5. Classroom creation success
6. Classroom created

Verify Classroom Creation

7. verify the request to create classroom
8. Forward verification request
9. Approve classroom creation
10. Classroom creation verified
11. Classroom creation success
12. Classroom created

Course Enrollment

13. Request to enroll in course
14. Forward request
15. Enroll student in course
16. Enrollment success
17. Enrollment success
18. Enrolled in course

Manage Course Materials

19. Upload materials
20. Forward upload request
21. Store materials
22. Materials stored
23. Upload success
24. Materials uploaded

Teacher	Admin	Student	User Interface (Boundary)	System Controller (Control)	Classroom Entity	Course Entity	Course Materials Entity

1. Boundary Object:

- **User Interface (Boundary)**: This represents the interaction interface between the actors (Teacher, Admin, Student) and the system. It facilitates communication between the users and the system controller.

2. Entity Objects:

- **Classroom Entity**: This represents the classroom in the system. It is created and managed through various interactions initiated by the Admin.
- **Course Entity**: This object represents the courses in the system, including enrollment actions.
- **Course Materials Entity**: This entity handles the management of course-related materials (e.g., uploading and storing materials).

3. Controller Object:

- **System Controller (Control)**: This object is responsible for processing requests coming from the

user interface and managing interactions between the boundary and the entity objects. It coordinates the creation of classrooms, enrollment of students, and management of course materials.

CLASS DIAGRAM