CSC290 Group Assignment: UML

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Case Diagram - Brief Explanation

Our diagram consists of 8 actors and 20 use cases. Below are a summary of all actors and their related use cases.

Students can sign up and attend club events, allowing them to network with other students and faculty members. They will also receive free or discounted software/hardware products through a club discount.

The executives of the club include the president, financial officer, technology officer, academics officer and the social coordinator. They are responsible for most of the inner functions of the club, such as budgeting, branding, promotion, website creation, hosting events and communication with students, sponsors and school admins.

Recruiters from outside of school can easily recruit Computer Science students by coming to the Computer Science Club and collaborate with the executives to host career events.

Activity Diagram 1: Creation of a CS Club Event - Explanation

In this activity diagram, we first start off with an event the club would like to host. The club has to decide whether the event will be an academic or social event. If the event is academic and hosted together with faculty member (ie professors), the event will automatically be approved, planned and paid for by the faculty. If the event is hosted with a guest from outside of school, the club will have to invite the guest and ask for their attendance and also ask for school approval. Social events will also require school approval, this request for approval is a send signal which then goes to a decision symbol, if the request is granted a receive signal will finalize the event. Otherwise, if the request is not approved the entire event is cancelled.

The club then has to book a venue for the event. From getting the venue, we have a fork that splits into two concurrent activities which happen at the same time, they include selecting club executives to help with event and to begin setting up venue. Training the team for the specific event comes after selecting executives to help with the event and promoting the event after everything has been set up properly. Finally we run the event as planned.

Activity Diagram 2: Hiring a Current Member for an Executive Position - Explanation

This activity begins with a requirement for a new executive member to be hired. When the request has received a list of goals and responsibilities is decided on by the current executive team including how active the potential member is in the club, as well as and required education or experience.

The executive team also determines the current needs of the club, including helping other members in the club and if the club should be hosting events on a more regular basis. Once this list is released to the members of the club, applicants begin to enter an internal queue. Here each applicant had their individual skills and accomplishments compared to the position requirements.

The applicant is then given a result of "yes" or "no" by other executive members. Applicants with a no result are not considered for the position whereas applicants with a yes result are then contacted regarding a personal interview. Outside of the club's control, the applicant can agree or disagree to an interview, resulting in the applicant continuing onwards for the position or forfeiting the opportunity to join the club's executive team. Once the interview is conducted, all applicants are once again sorted into a "yes" or "no" category. In this stage, only one applicant can be given a "yes" answer as this applicant will be hired into the executive team.