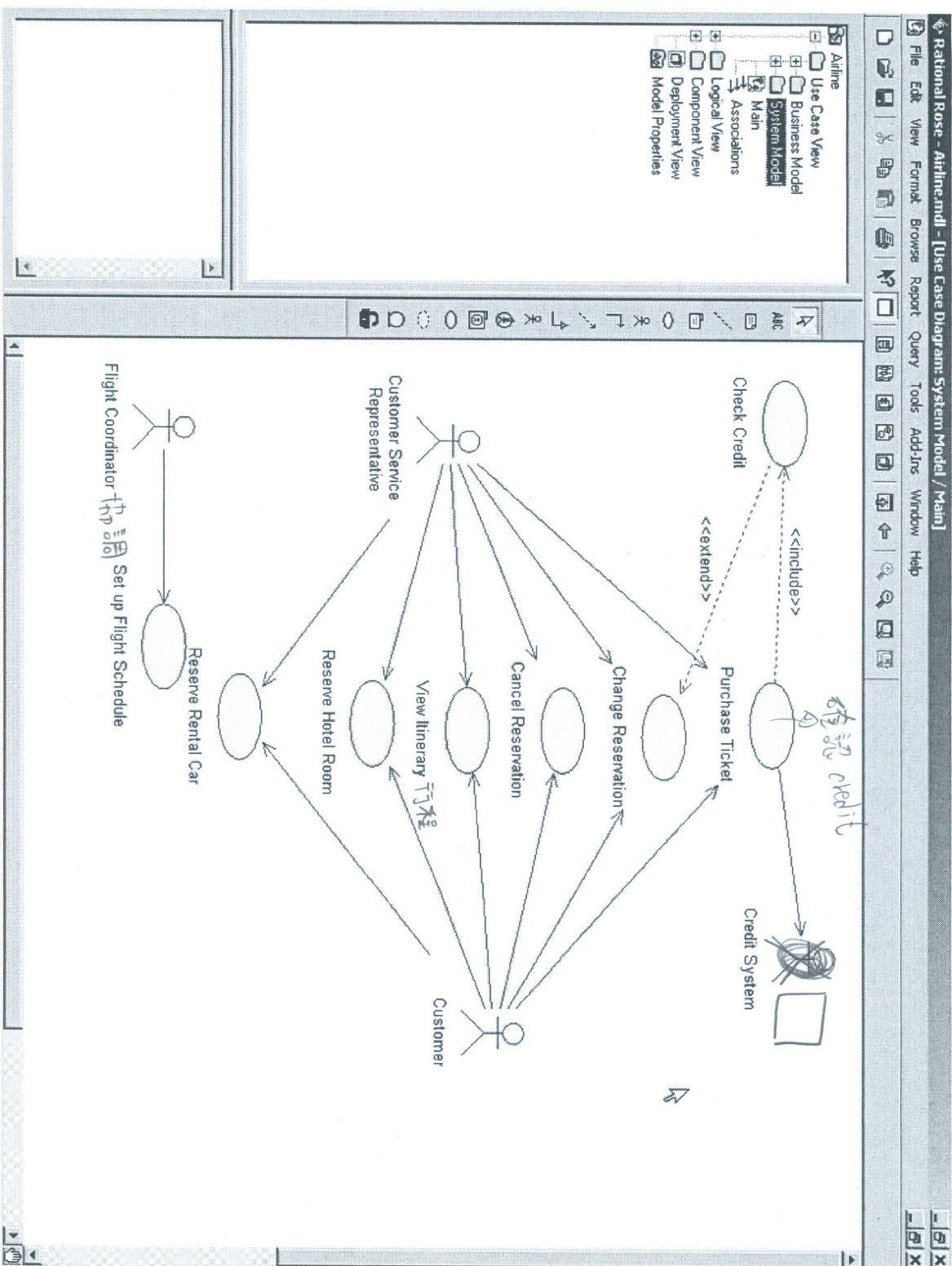
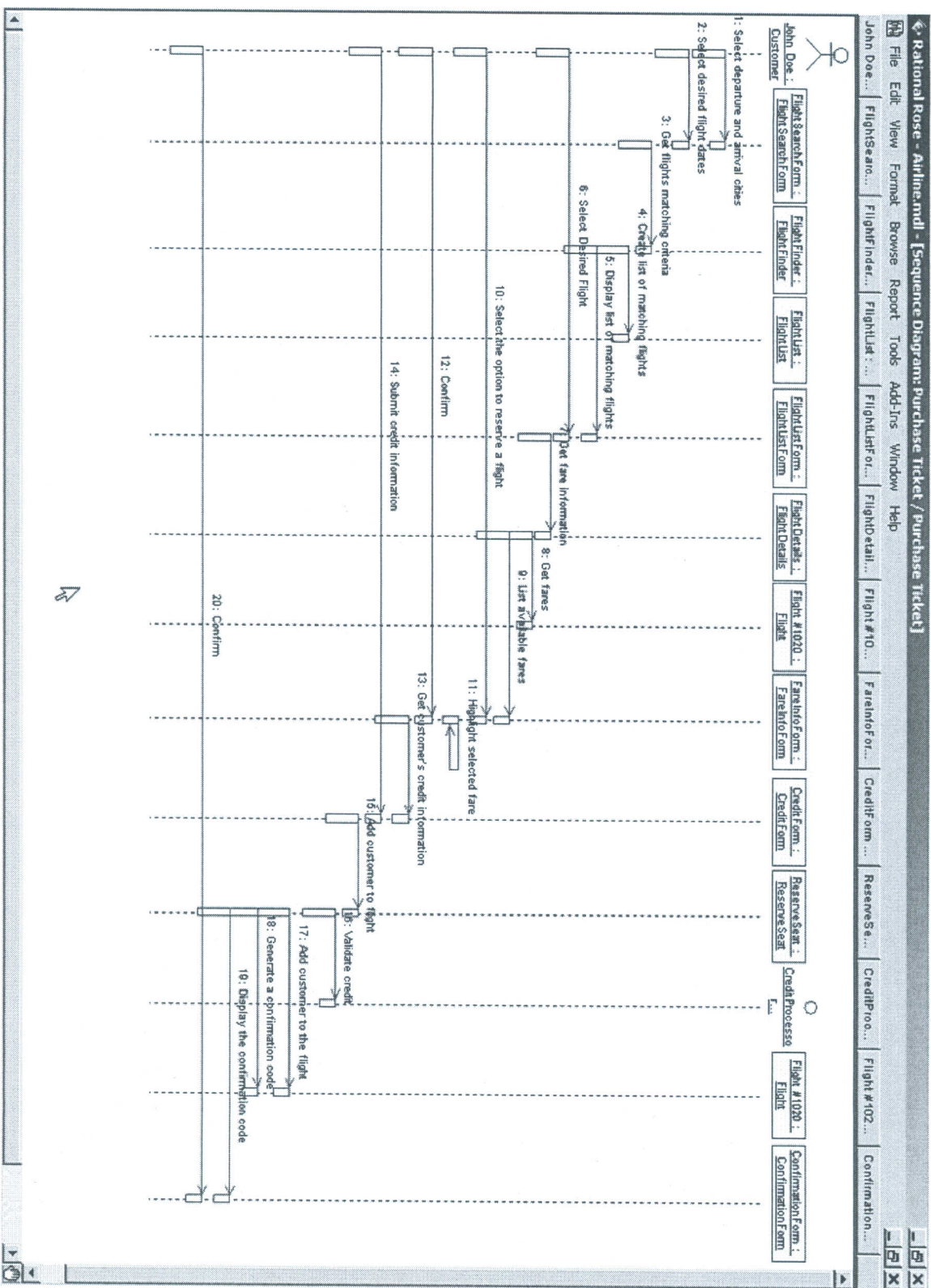


Use Case Diagram: System Model/ Main



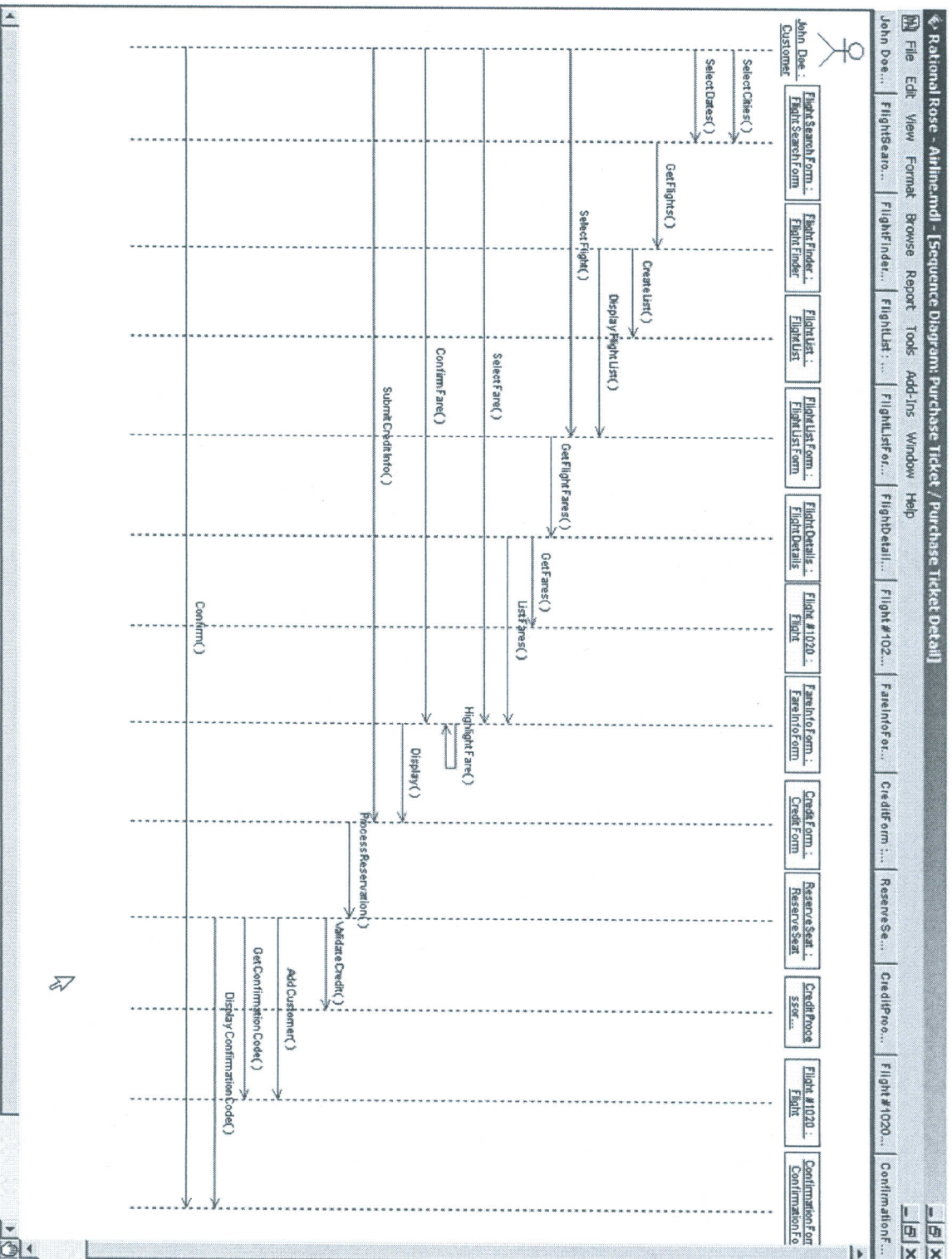
序列图 Sequence Diagram: Purchase Ticket Analysis



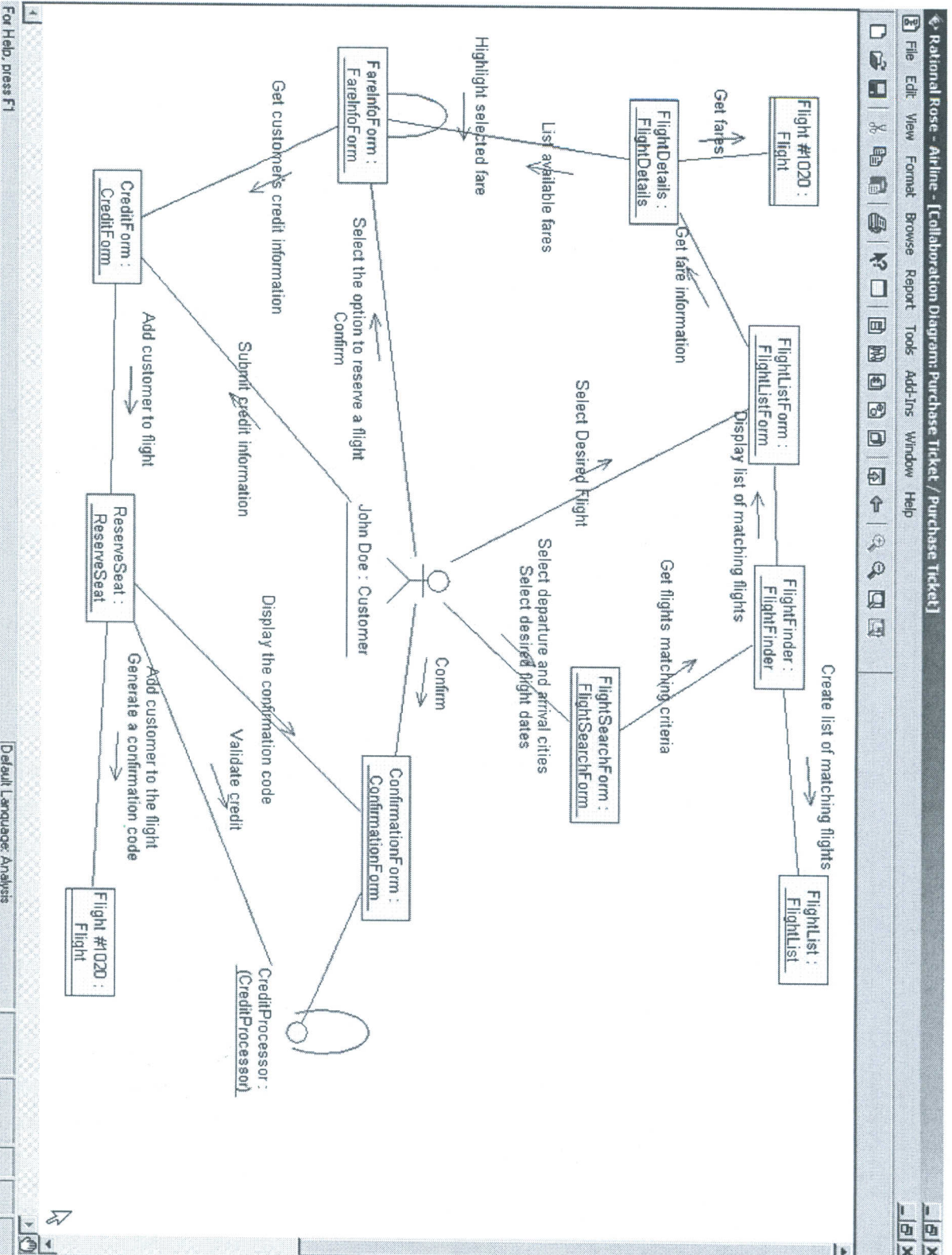
Sequence Diagram: Purchase Ticket Detail

Design

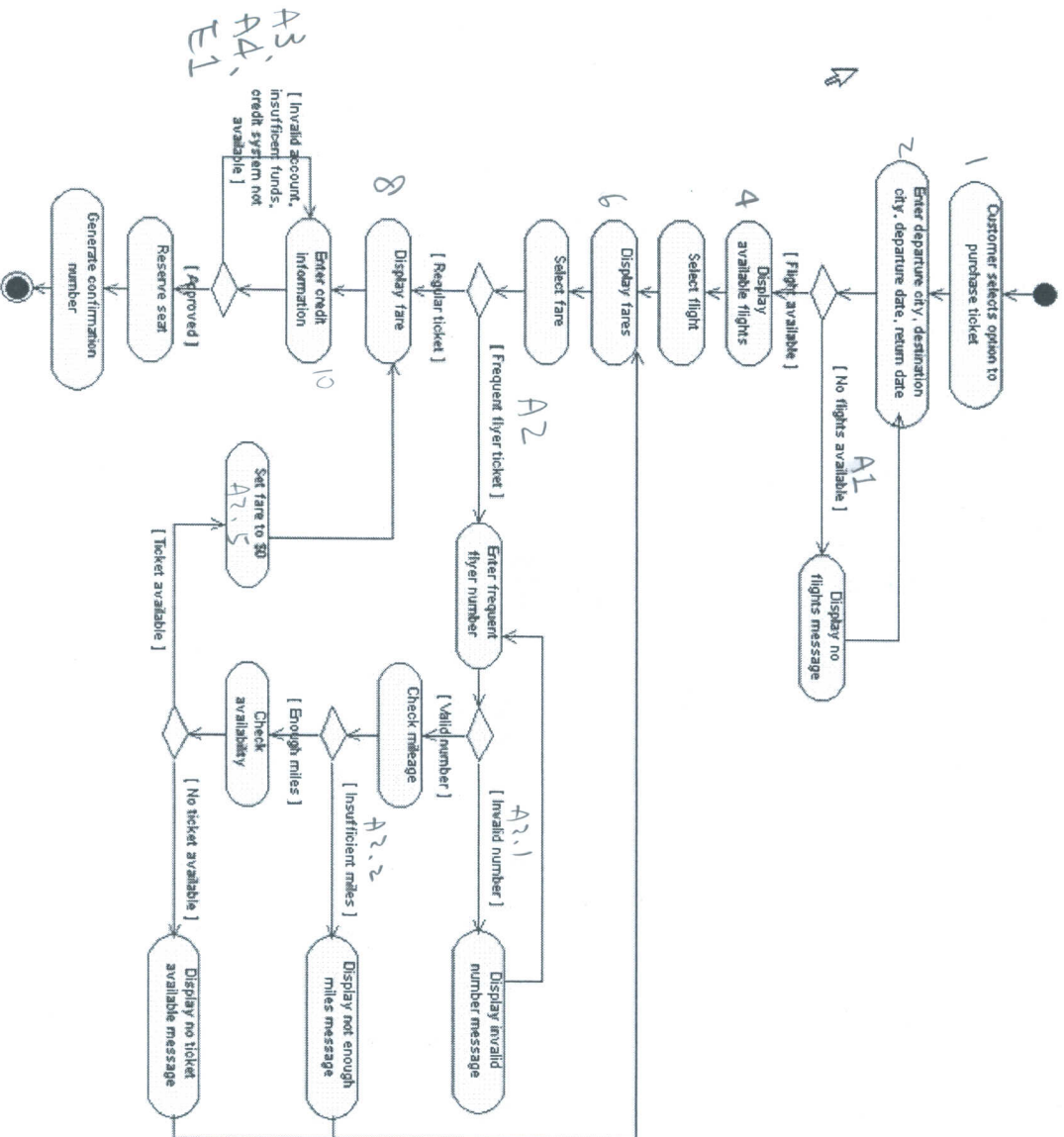
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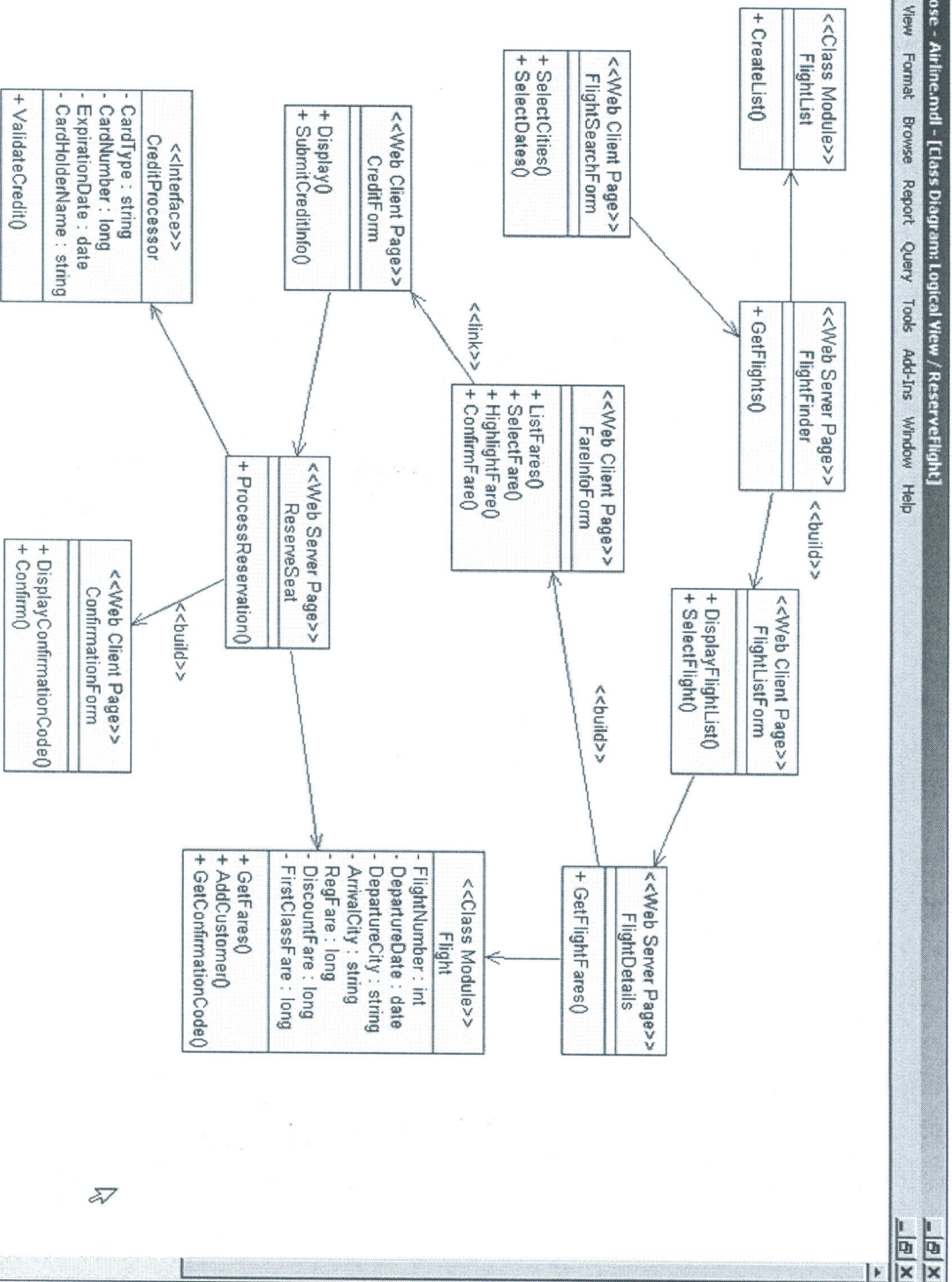
Collaboration Diagram: Purchase Ticket ⇒ communication diagram



Activity Diagram: Purchase Ticket



Class Diagram: Purchase Ticket



UML Statechart Diagram: Flight / Flight1

The diagram illustrates the state transitions for a flight reservation system. The states and transitions are as follows:

- Initial State:** A solid black circle leads to the **Tentative** state.
- Tentative State:**
 - Transition: **Approve flight schedule** leads to the **Scheduled** state.
 - Transition: **Reject flight schedule** leads to a final state (solid black circle).
- Scheduled State:**
 - Internal Action: `entry/ Post flight schedule on Internet`
 - Internal Action: `do/ Check current date`
 - Transition: **[Current date is less than 60 days before flight]** leads to the **Open** state.
- Open State:**
 - Self-loop: **Add / Remove passenger**
 - Transition: **Add passenger [Last seat was sold]** leads to the **Full** state.
 - Transition: **Remove passenger** leads to the **Closed** state.
- Full State:**
 - Transition: **[10 minutes before scheduled takeoff]** leads to the **Closed** state.
- Closed State:**
 - Transition: **Plane arrived** leads to the **Delayed** state.
 - Transition: **[10 minutes before scheduled takeoff]** leads to the **In Flight** state.
 - Transition: **[Scheduled takeoff time | Plane not yet arrived]** leads to the **Delayed** state.
 - Transition: **[Fewer than 60 people on flight]** leads to the **do/ Arrange alternate flight for customers** state.
- Delayed State:**
 - Transition: **4 hrs after scheduled takeoff time** leads to the **do/ Arrange alternate flight for customers** state.
- do/ Arrange alternate flight for customers State:**
 - Transition: **Canceled** leads to a final state (solid black circle).
- In Flight State:**
 - Transition: **Takeoff** leads to the **In Flight** state (self-loop).
 - Transition: **Land** leads to the **Landed** state.
- Landed State:**
 - Transition: **Land** leads to a final state (solid black circle).

