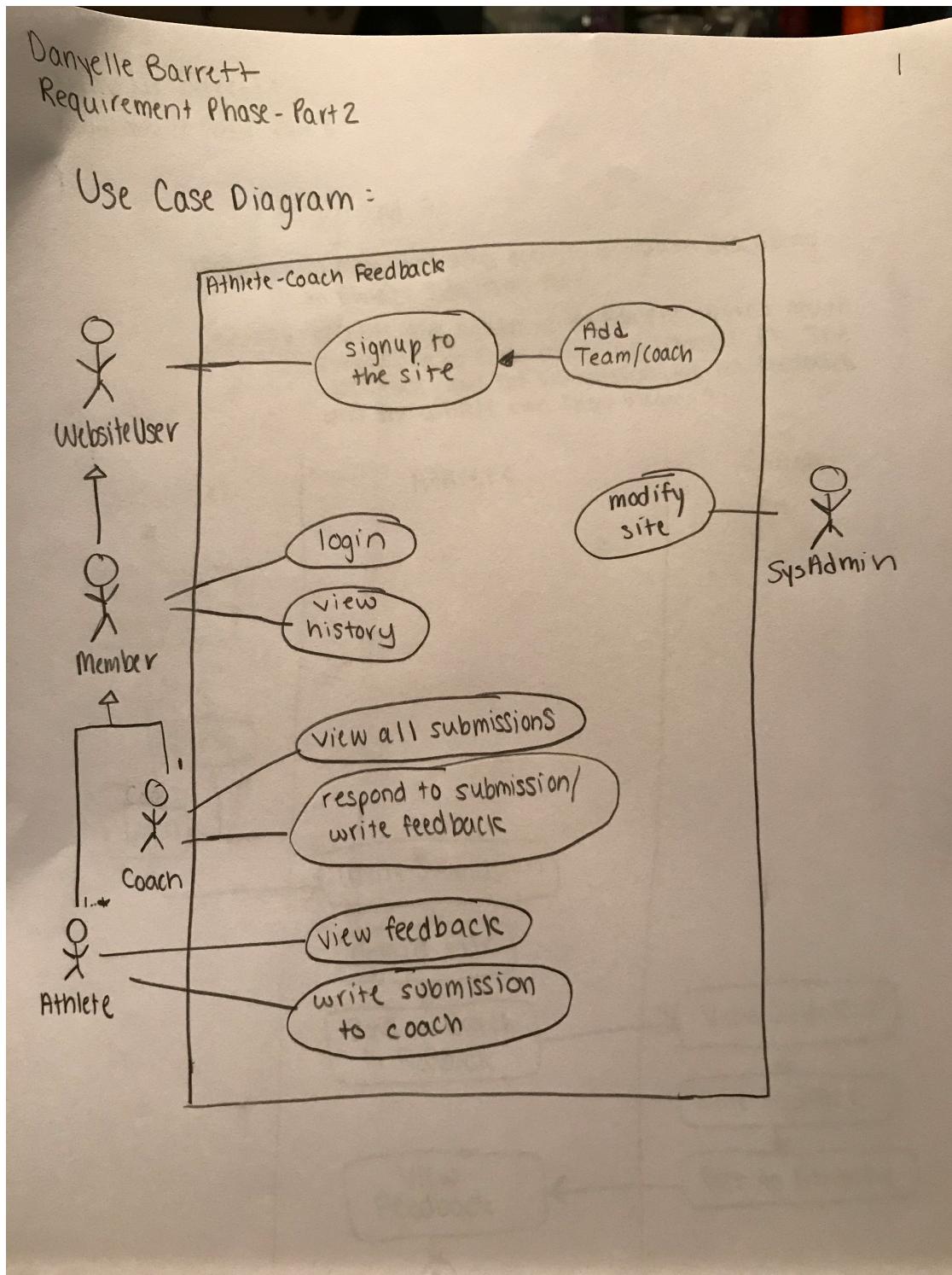


Danyelle Barrett
Requirement Phase- Part 2
Software Engineering

1) Use Case Diagram



2) Activity Diagram

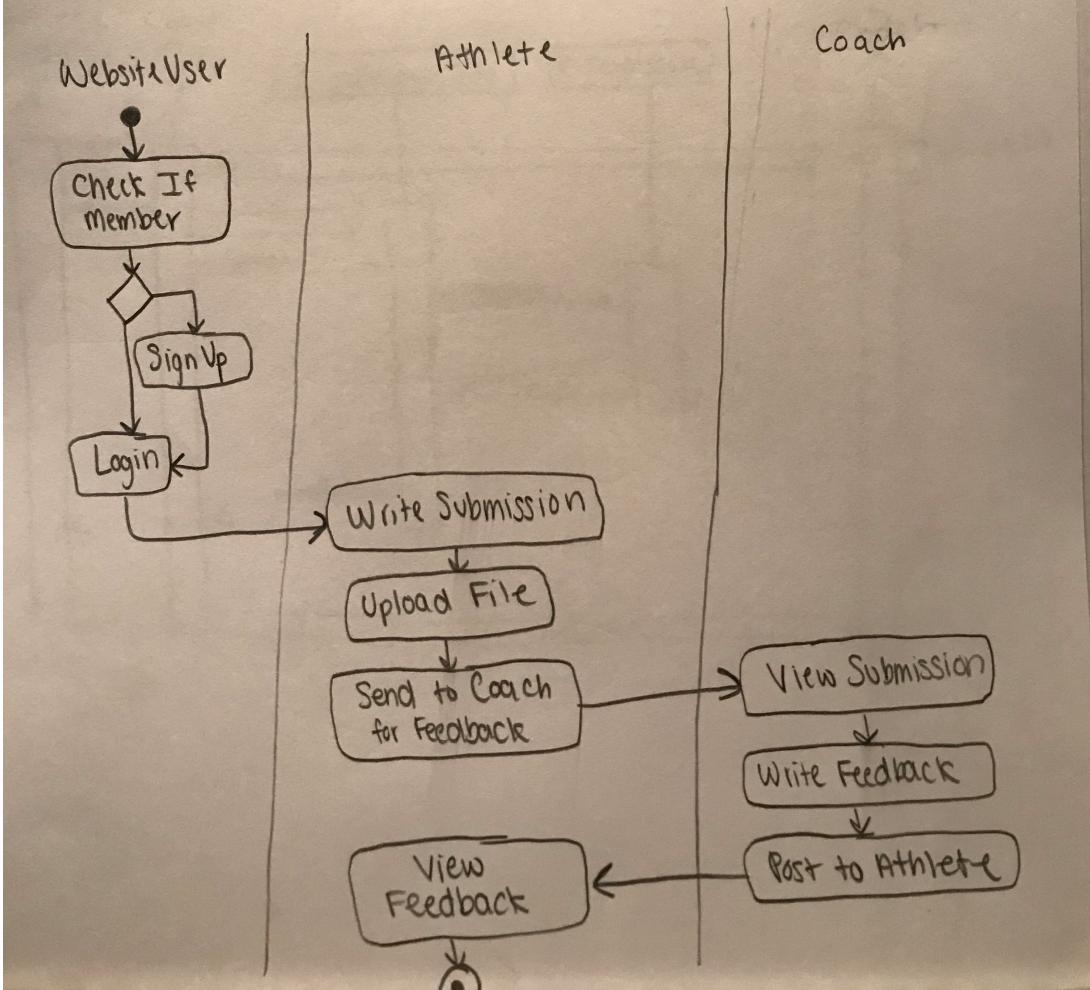
Danyelle Barrett
Requirement Phase - Part 2

2

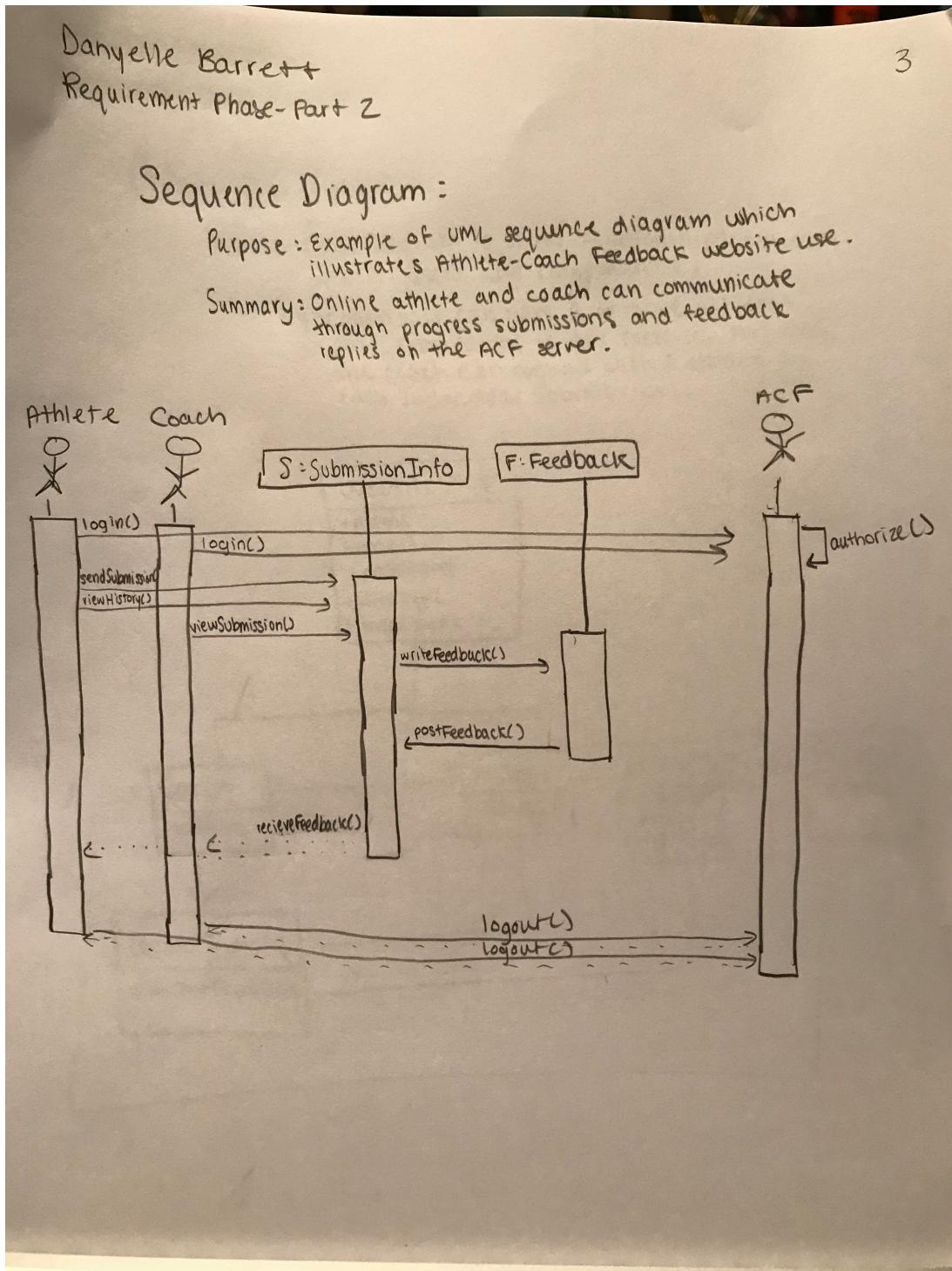
Activity Diagram :

Purpose : An example of UML activity diagram describing an Athlete Submission Post.

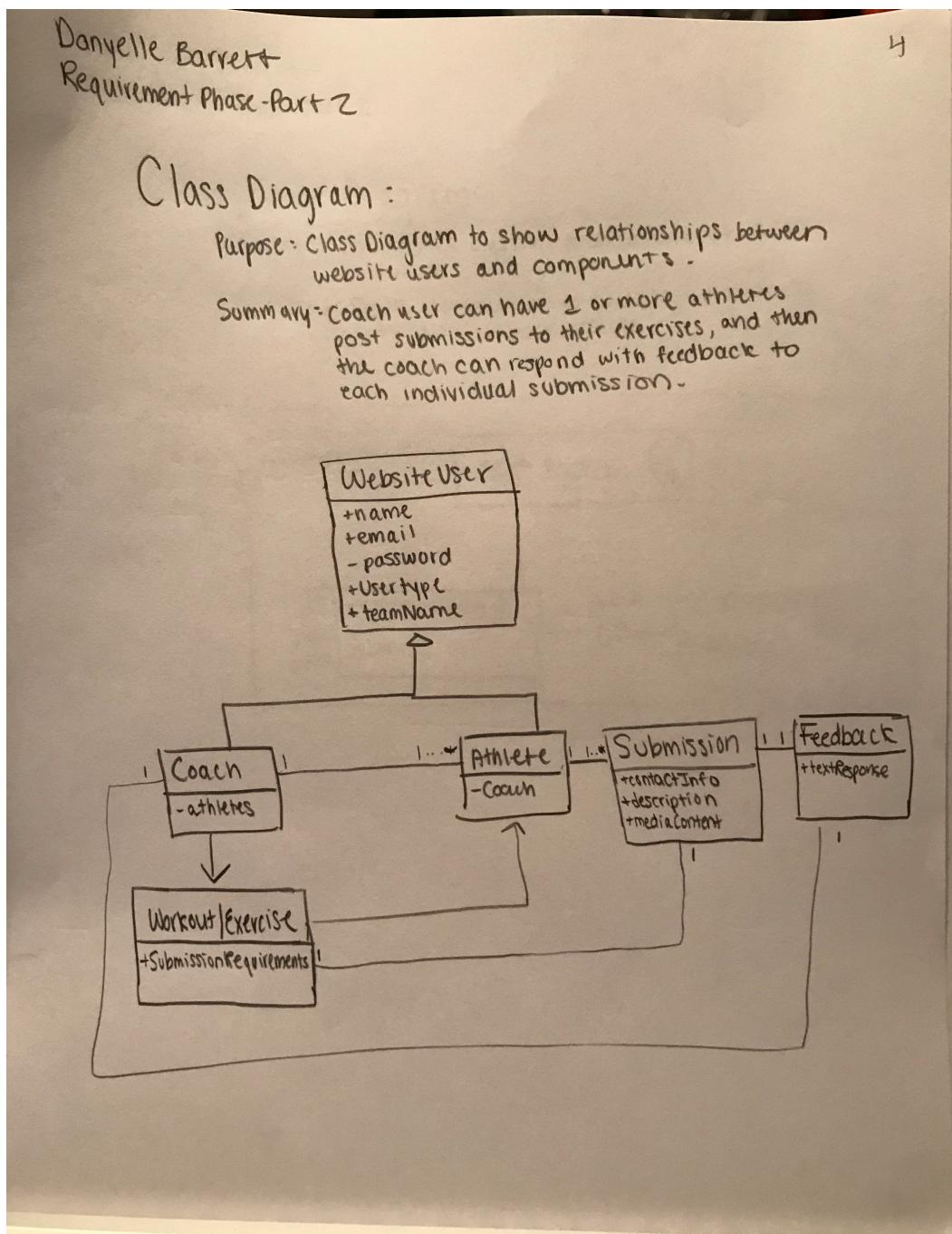
Summary : Website user logs in as an Athlete, writes their submission to their coach and sends it. The coach then views the submission, writes feedback, and the athlete can then view it.



3) Sequence Diagram



4) Class Diagram



5) Component Diagram

