

ASSIGNMENT - 3

Title : Movie Ticket Booking System

Architecture and UML Diagrams of the Project

SLOT : L31+L32

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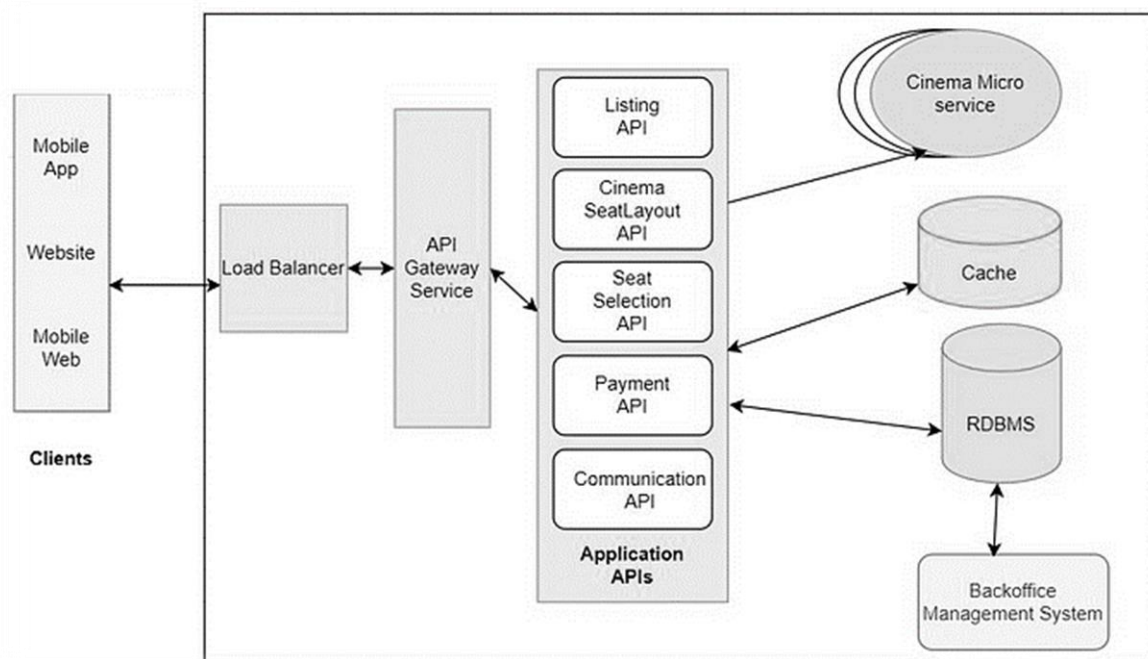
Design and Construct Architecture, Use-case and Class diagrams for the software product you are implementing

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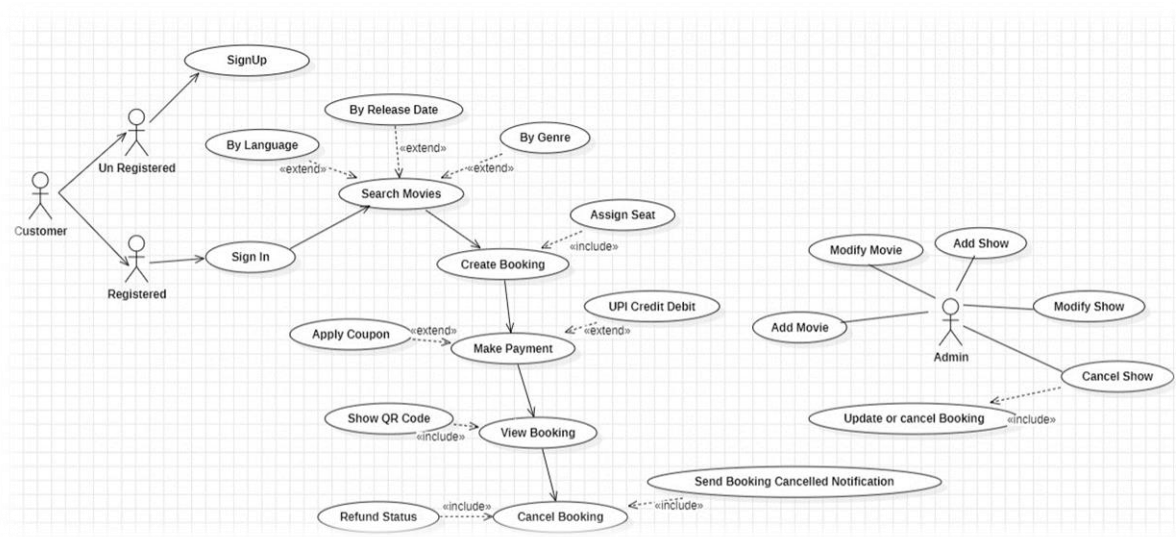
Architecture:

The architecture diagram illustrates the overall structure of the system, including various components and their interactions. In the case of an online movie booking system, components may include:

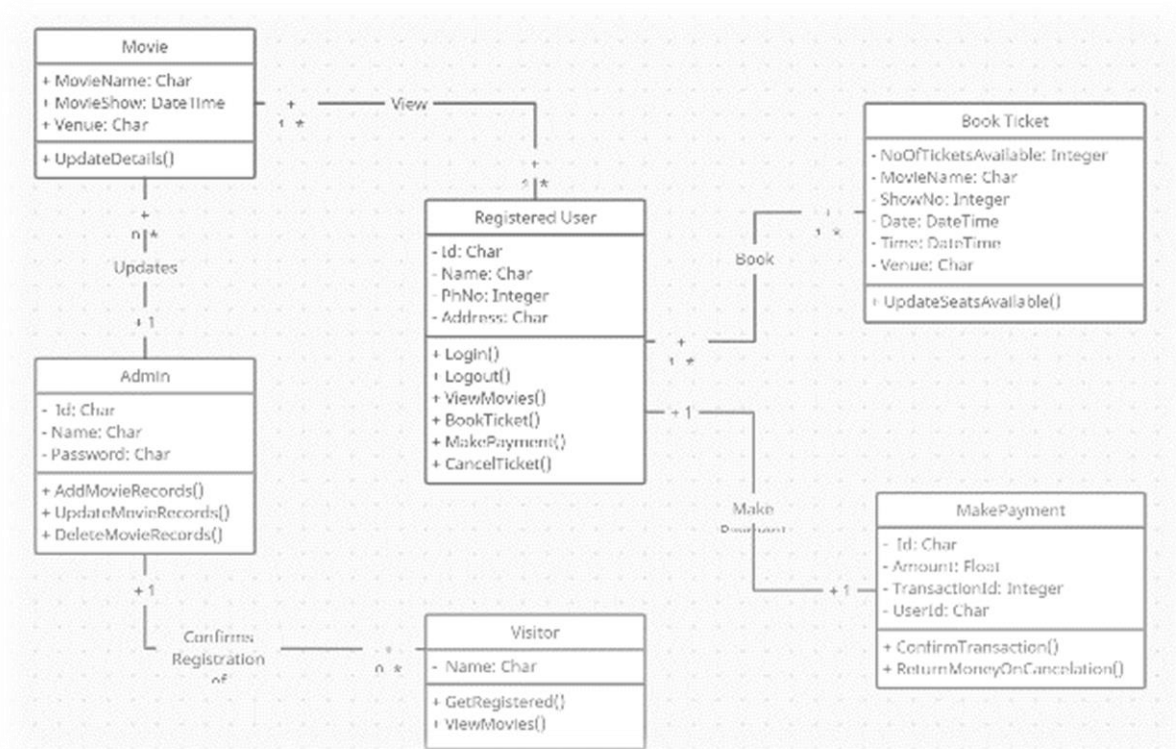
- 1. Client Interface :** The interface through which users interact with the system, such as a web application or mobile app.
- 2. Application Server :** Handles user requests, business logic, and communicates with the database.
- 3. Database Server :** Stores information about movies, theaters, showtimes, users, bookings, etc.
- 4. Payment Gateway :** Handles payment processing securely.
- 5. External APIs :** Interfaces with external services like movie databases, SMS gateways, email services, etc.
- 6. Notification Service :** Sends notifications to users about booking confirmations, changes, etc.



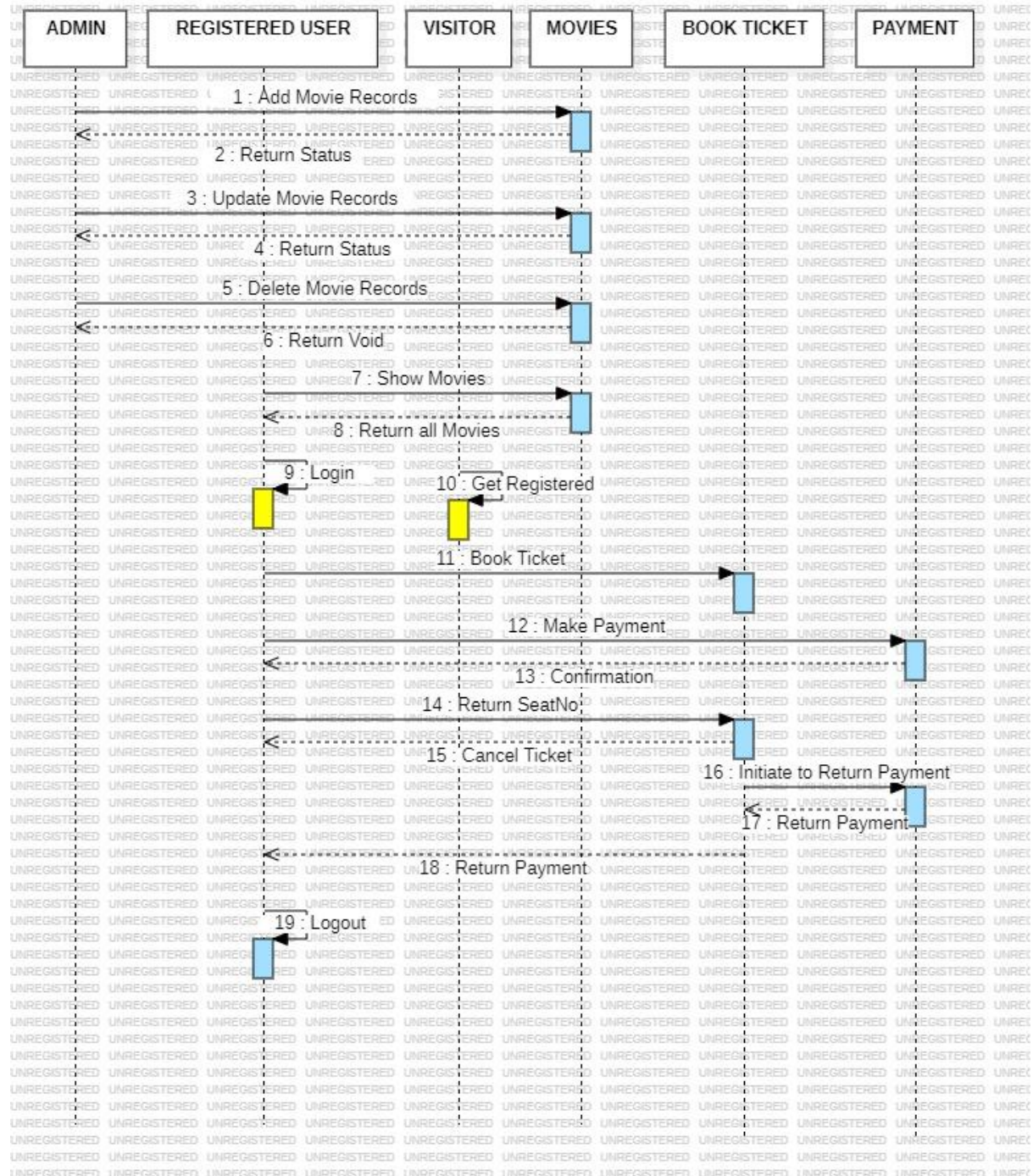
USER-CASE DIAGRAM: Describes the functional requirements of a system by illustrating actors, use cases, and their relationships.



CLASS DIAGRAM: Represents the static structure of a system by showing classes, their attributes, methods, and relationships.



SEQUENCE DIAGRAM: Shows the interactions between objects or components over time, typically used to represent the behavior of a single use case.



ACTIVITY DIAGRAM: Illustrates the flow of control or the flow of activities within a system, often used to model business processes or workflows.

