



## **Gokhale Education Society's**

### **R. H. Sapat College of Engineering, Management Studies & Research, Nashik-422005**

#### **Department of Computer Engineering**

**Class : TE Computer (B)**

**Name of the Subject: Software Modeling and Design (310253)**

**Teacher : Dr. Satish R. Jadhao**

**Semester: VI**

#### **Group No: 03**

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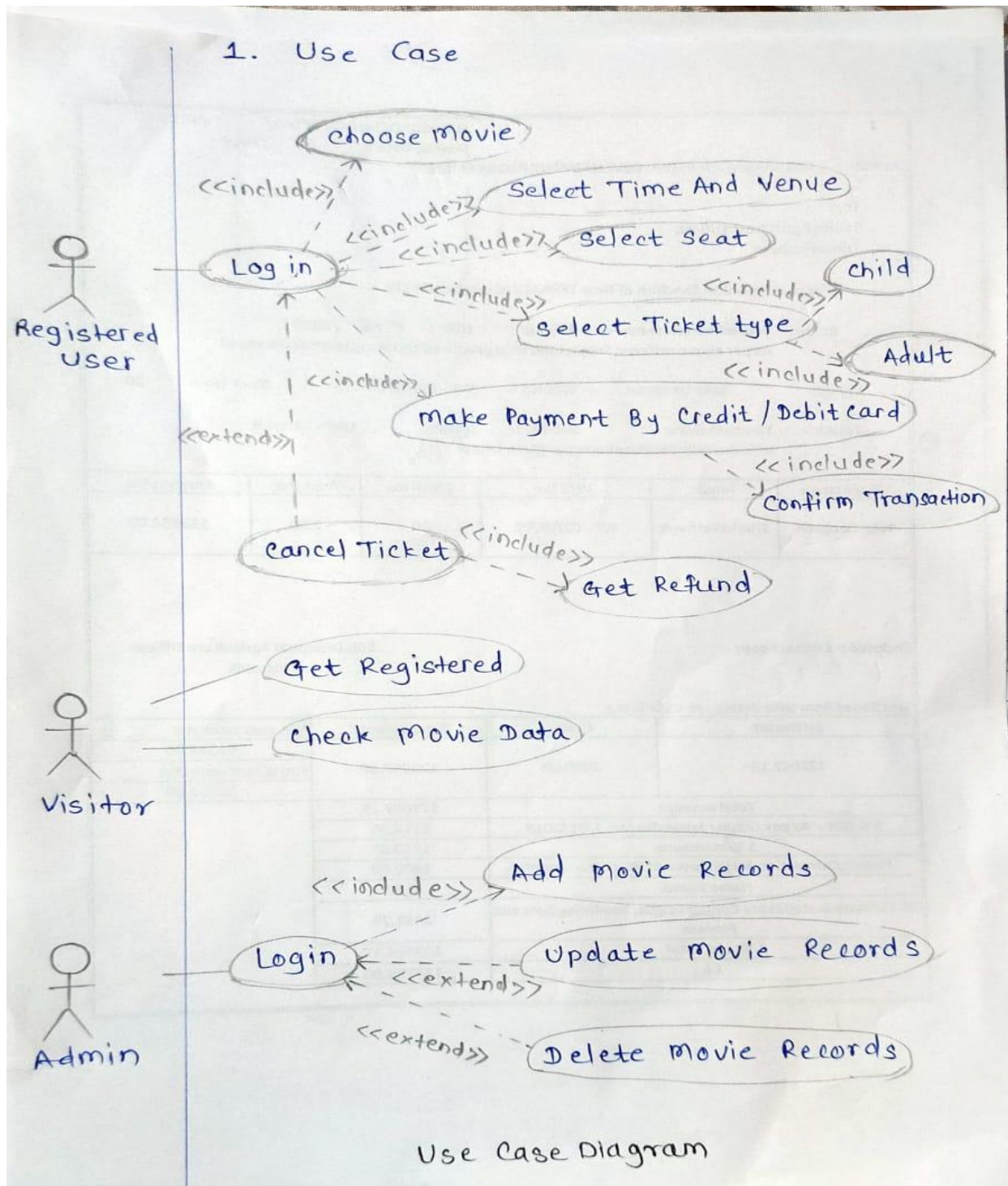
#### **Problem Statement:- Online Movie Ticket Booking:**

Draw the following UML diagrams [1.Use Case, 2.Class, 3.Object, 4.Sequence, 5.Collaboration, 6.Timing, 7.Component, 8.Deployment, 9.Package, 10.State Machine and Activity].

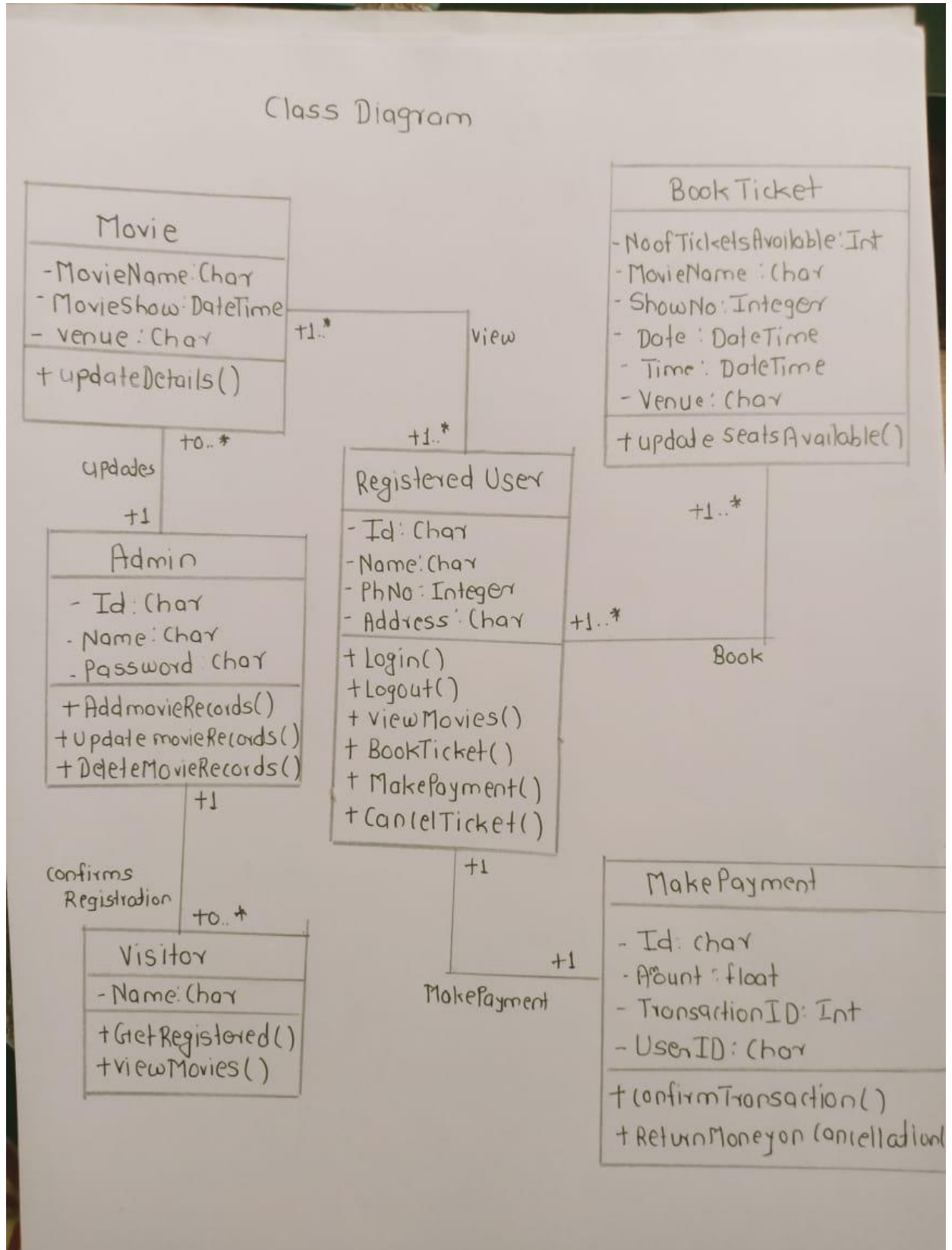
#### **Abstract:-**

Registered User Login <<include>> Choose Movie, Select Time And Venue, Select Seat, Select Ticket Type, Make Payment By Credit/Debit Card. If a user gets login to book ticket then he has to perform all these operations in order to get ticket booked. Further, Make Payment by Debit/Credit Card <<include>> Confirm Transaction as after making payment it is necessary to confirm that transaction is completed.

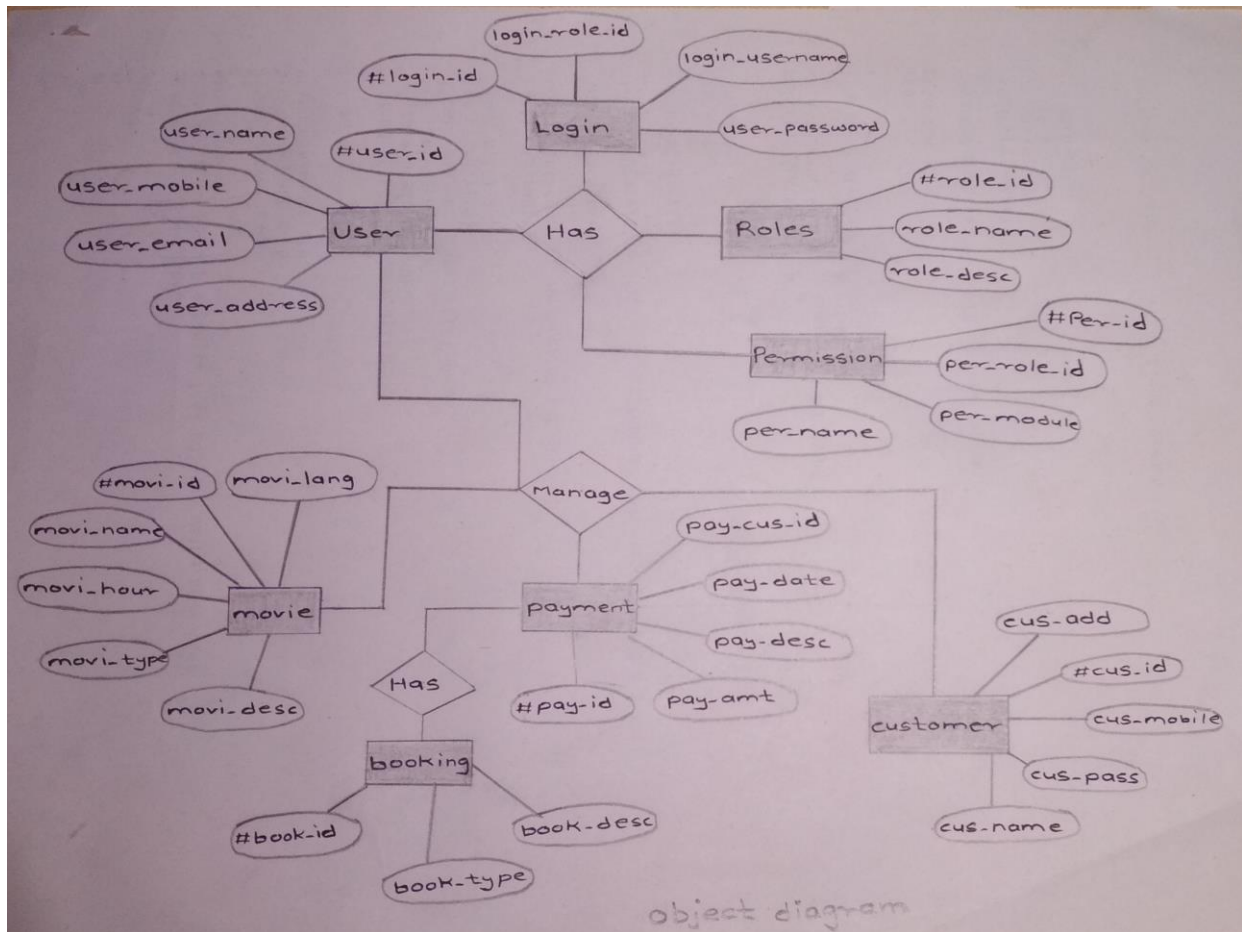
Expected output (Theory/ Diagram/ Snapshot/ Results/ program):- 1. Use-Case:-



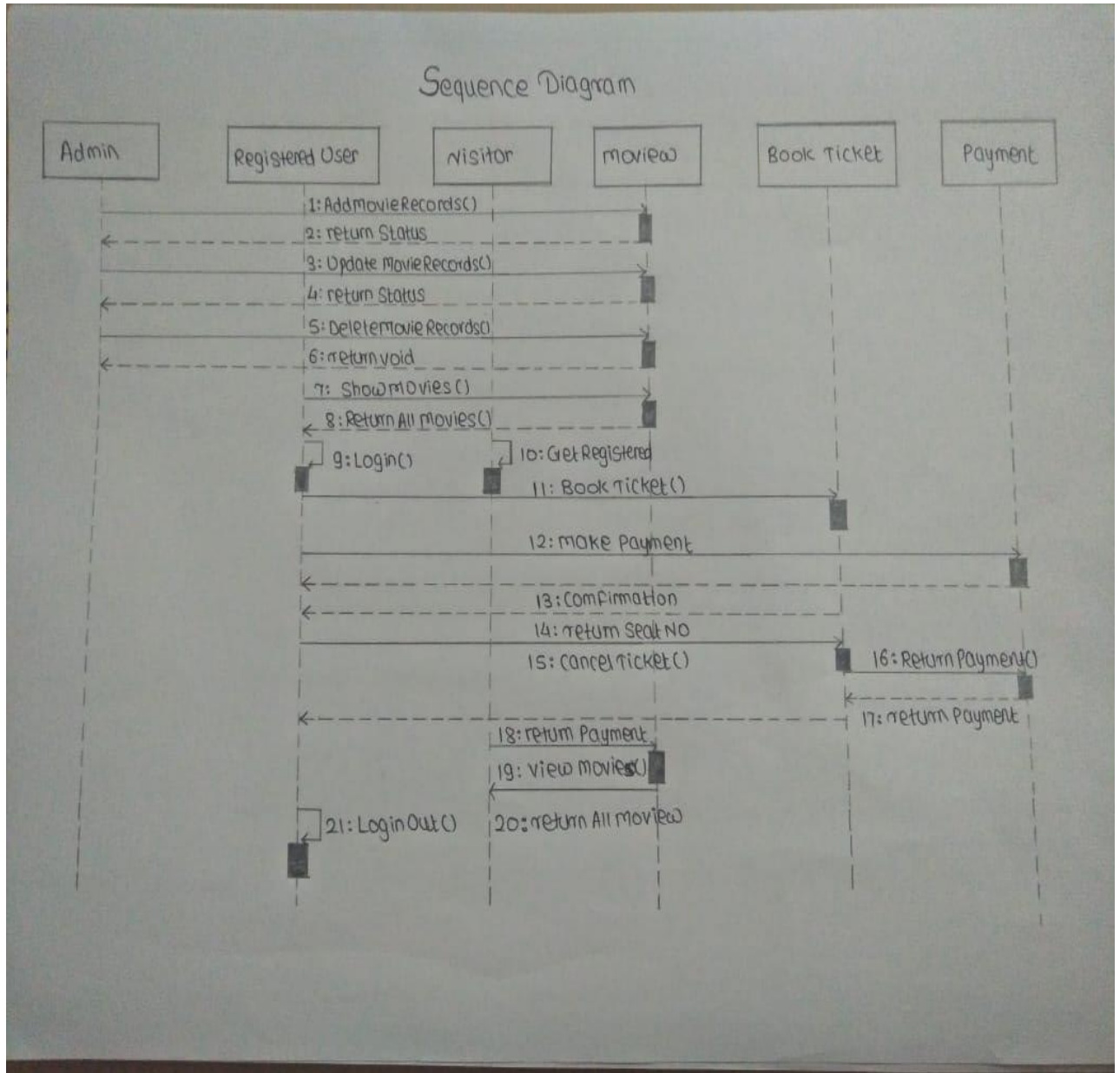
## 2. Class Diagram:-



### 3. Object Diagram:-

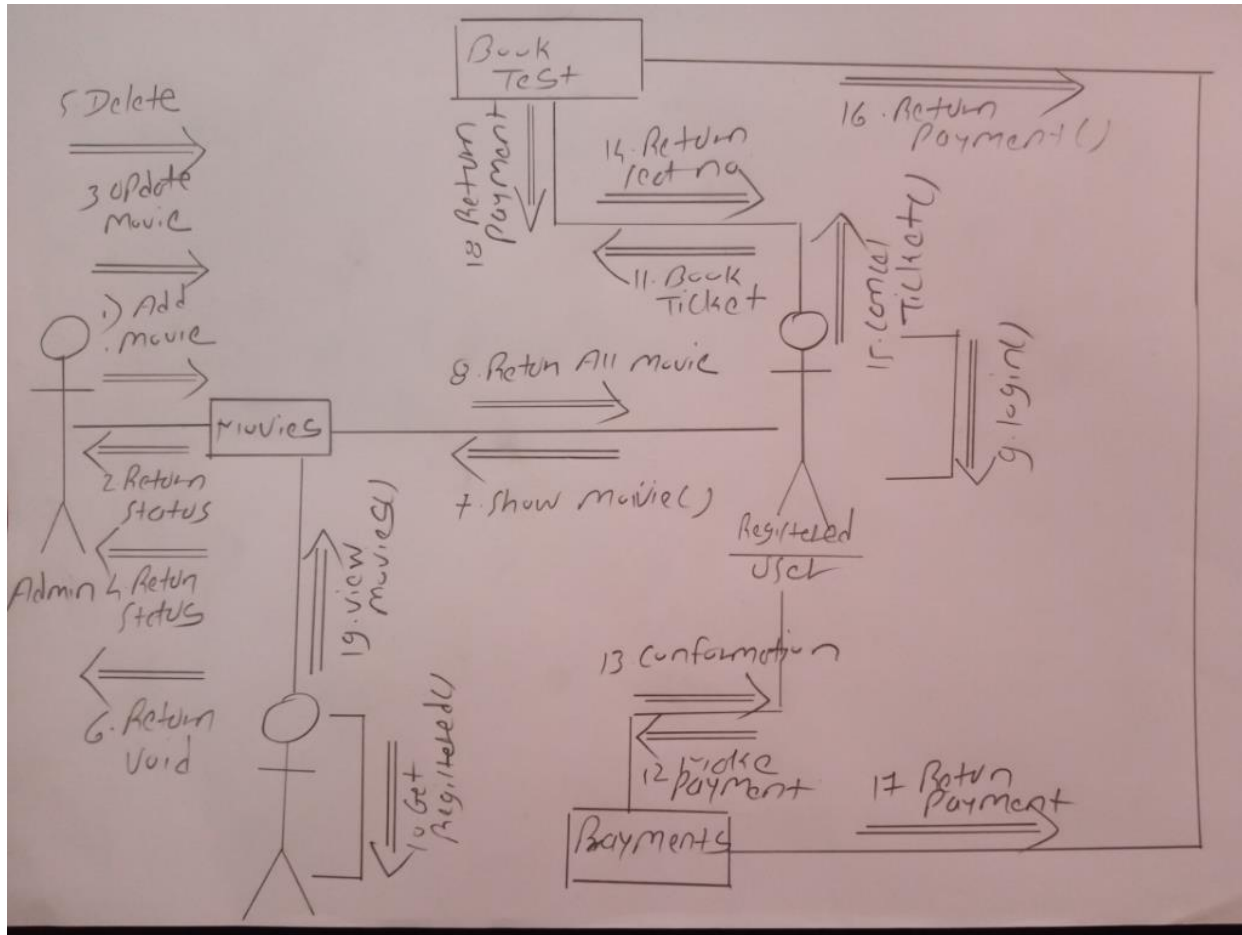


#### 4. Sequence Diagram:-

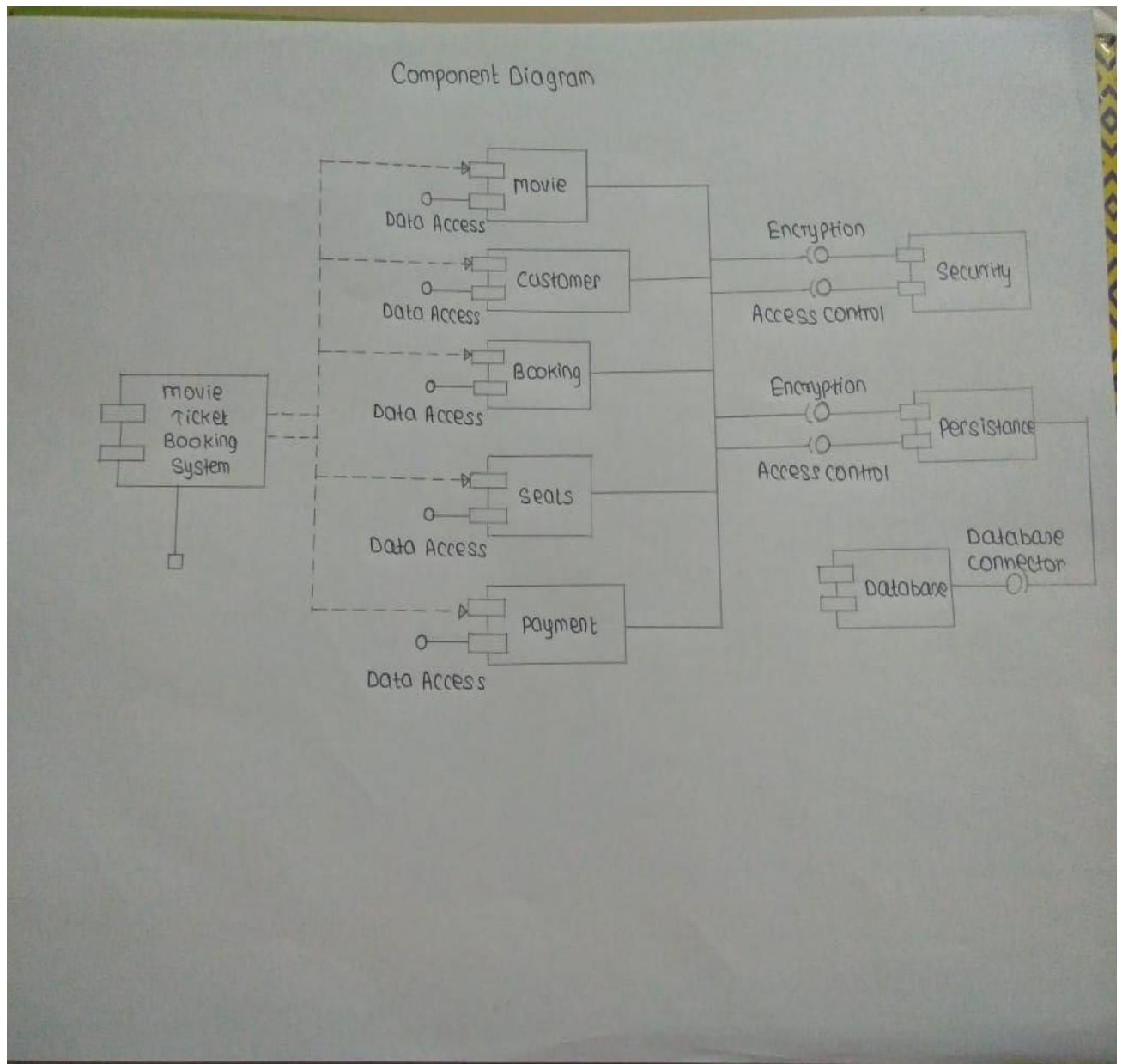




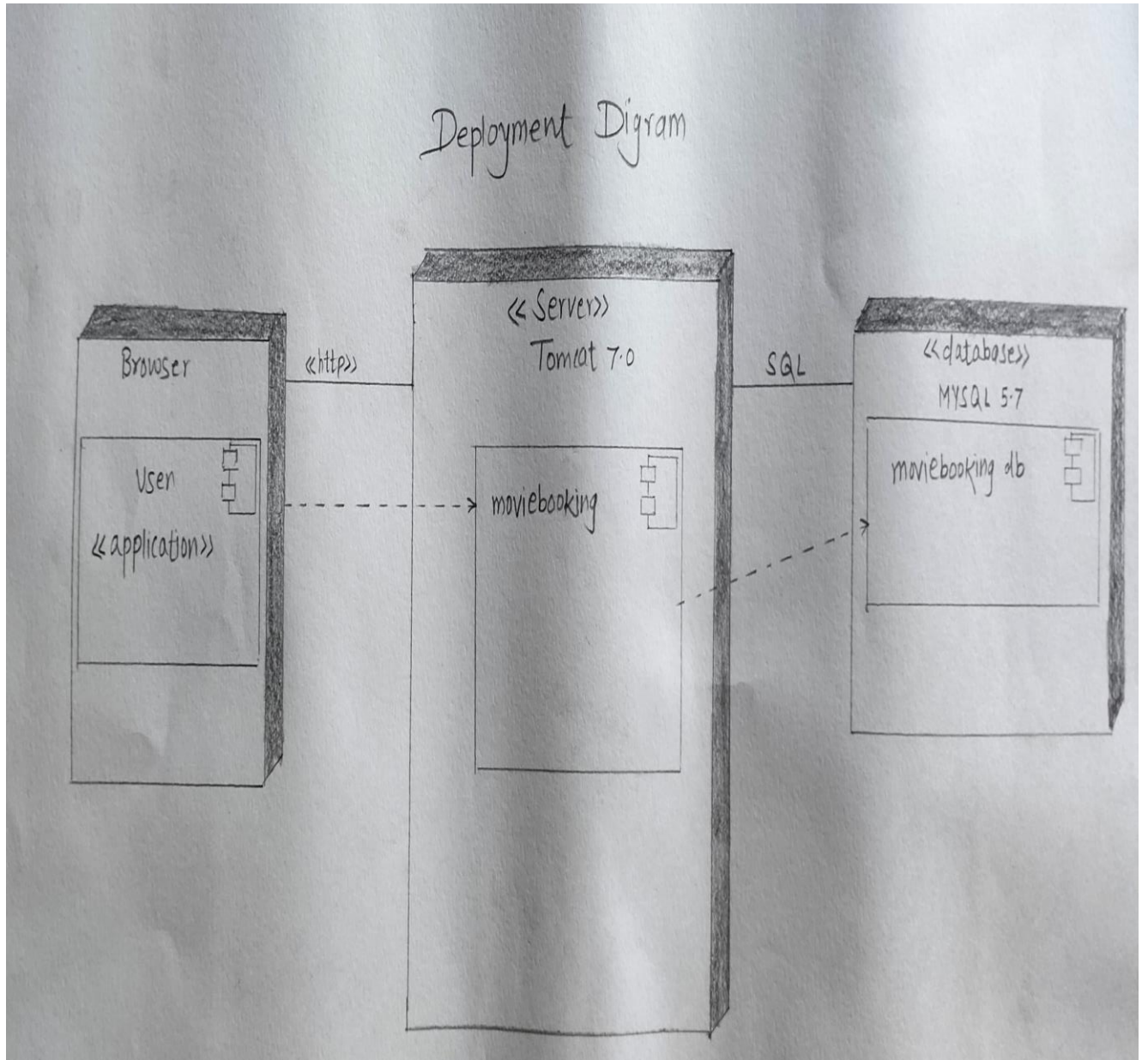
## 5. Collaboration Diagram:-



## 6. Component Diagram:-

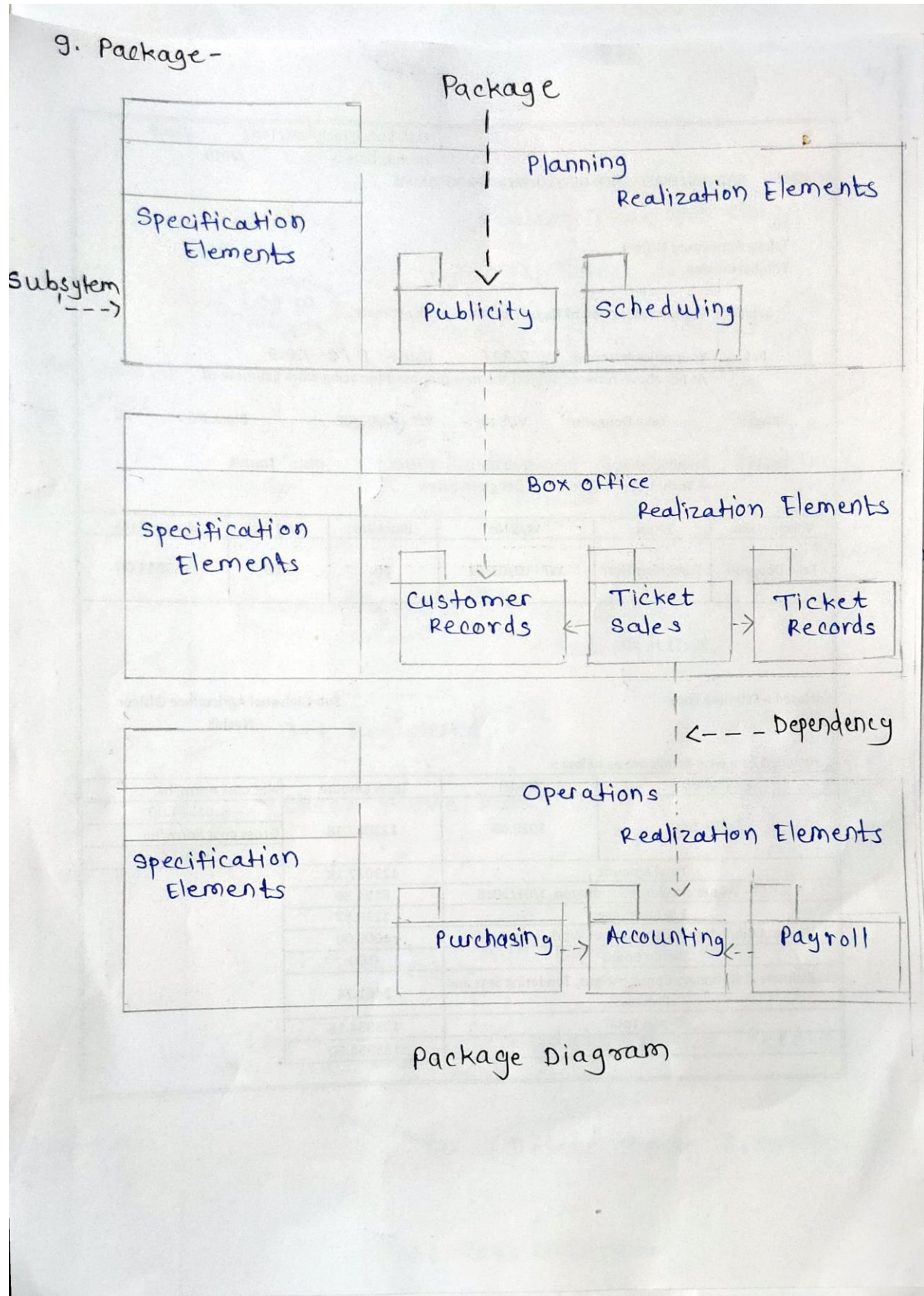


## 7. Deployment Diagram:-





## 8. Package Diagram:-



## 9. State Machine And Activity Diagram:-

