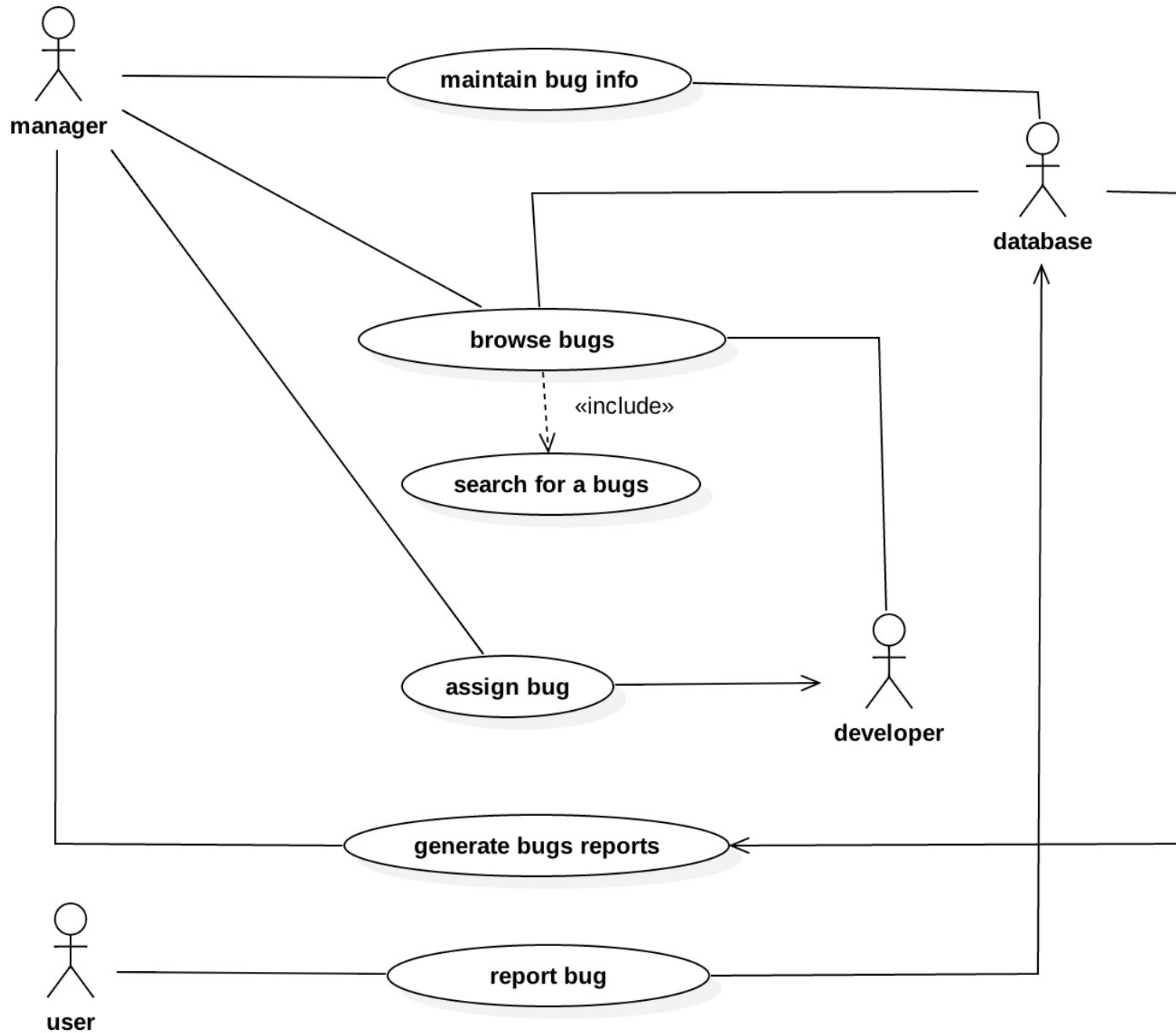# Some UML Diagram Details
By Examples

Problem Statement

The purpose of this project is to create a bug tracking system that provides allows:

- Users report bugs
- Mangers assign bugs to developers to fix.
- Keep track current and past fixed bugs
- Brows state of bug
- Etc.

A Partial Use Case Model

A Possible Scenario for Assigning Bug to Developers

- **Joe**, the **manger**, enters **bug** info into a **bug-form** and submits form to the **_Bug-Tracking-System_** (BTS). System generates a bug and adds the bug into a **bug-list**. Then he creates a bug **assignment** that contains a **developer-name**, a **bug-name**, and the **bug-description**, and saves the assignment into the **database.**
- **List of nouns are good candidate objects:**
  - Bug
  - Bug Form (the boundary object)
  - BTS (the controller object)
  - Bug List (a container object)
  - Assignment
- List of nouns not included:
  - Developer-name
  - Bug-name
  - Bug-description

- Manger and database are actors

Sequence Diagram for the Scenario: Assign Bug
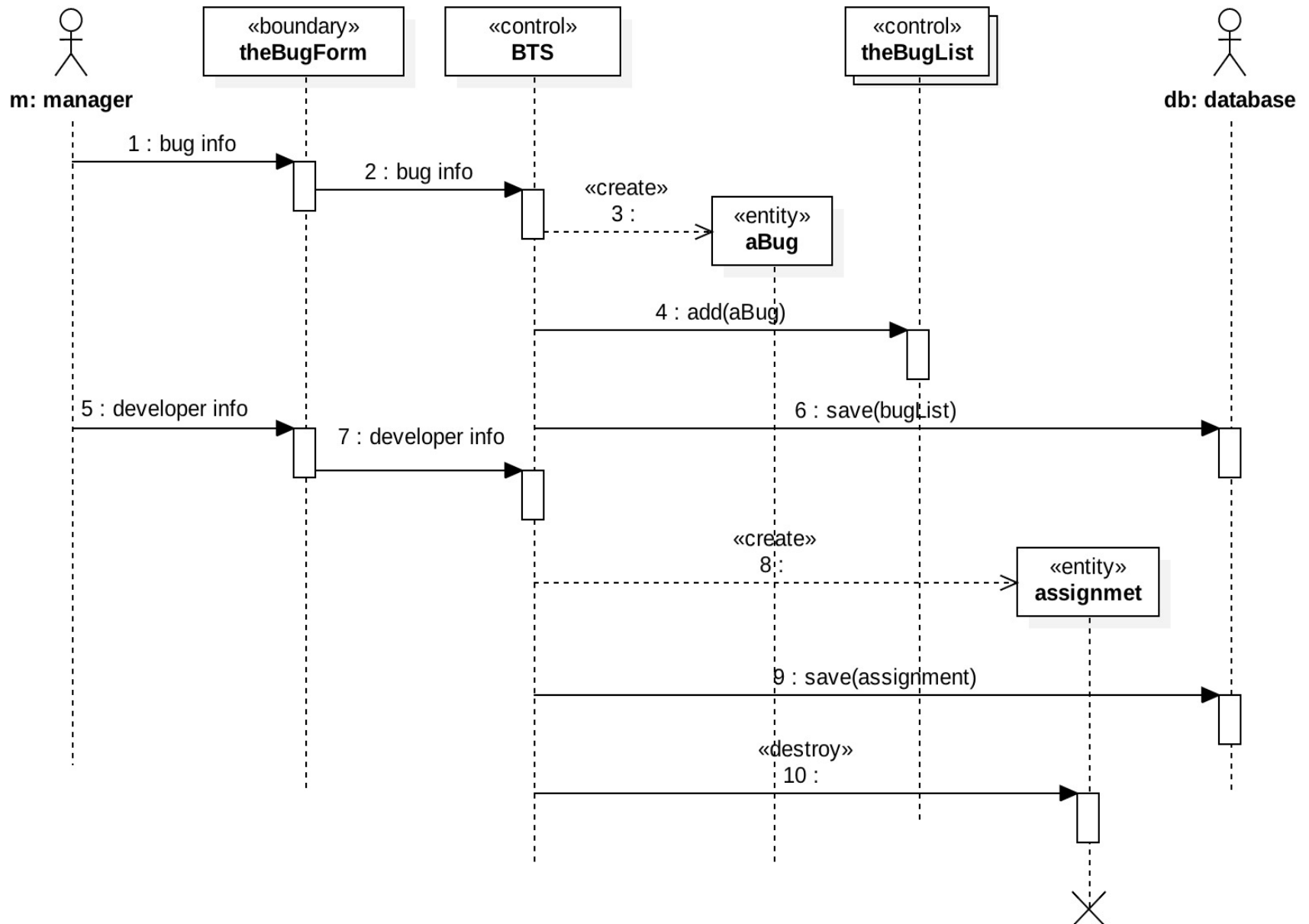
Possible States of Bug

- Reported: When user creates a report a bug
- Confirmed: When approved by manger
- Rejected: When not accepted by manger; of developer as correct bug
- Assigned: When developer working on the bug
- Fixed: When developer successfully fix the bug
- Pending: When developer cannot find the bug after acceptable number of hours.
- Archived: Once passes tests by testers

STD