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SE LAB

Assignment 9

Online Library Management System

**Behavioural Model for Target System Draw
a Timing diagram.**

Assignment

To develop behavioural model for target system, Draw a Timing Diagram.

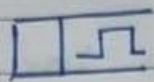
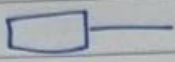
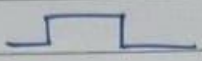
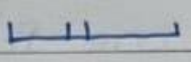
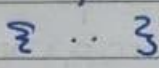
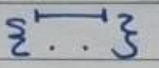

Introduction :

Timing diagram describes how an object underwent a change from one form to another. A waveform portrays the flow among the software programs at several instances of time.

Purpose :

- 1) It emphasizes at that particular time when the message has been sent among objects.
- 2) It explains the time processing of an object in detail.
- 3) It is employed with distributed & embedded systems.
- 4) It also explains how an object undergoes changes in its form throughout its lifetime.
- 5) As the lifelines are named on left side or the edge, the timing diagrams are read from left to right.
- 6) It depicts a graphical representation of states of a lifeline per unit time.

Notations :

- 1)  : Lifeline
- 2)  : State / Condition
- 3)  : Time Segment
- 4)  : Time tick
- 5)  : Time Constraint
- 6)  : Duration Constraint.
- 7)  : Message.

Conclusion : The timing diagram for online library management system is drawn.

Timing Diagram :

