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**SE LAB**

**Assignment 6**

**Online Library Management System**

**To Develop a Behavioural Model for  
Target System Draw a State Chart  
Diagram.**

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## SE Lab Assignment - 06

6. To develop a Behavioural Model For target system Draw a State chart Diagram.

### Online Library Management system.

The state machine diagram is also called the statechart diagram, which shows the order of states underwent by an object within the system. It models the behaviour of a class, a subsystem, a package & a complete system.

It tends to be an efficient way of modelling the interaction & collaboration in the external entities & the system. The main purpose is to depict each state of an individual object. It represents an interactive system & the entities inside the system. It records the dynamic behaviour of the system.

## \* Notations of State Chart Diagram

### 1) Initial state :

It defines the initial state (beginning) of a system, and it is represented by black filled circle.

### 2) Final state :

It represents the final state (end) of a system. It is denoted by a filled circle present within a circle.

### 3) Decision Box :



It is of diamond shape that represents the decision to be made on the basis of evaluated guard.

### 4) Transition :

A change of control from one state to another due to the occurrence of some event is termed as a transition. It is represented by an arrow labeled with an event due to which the change has been ensured.



5) State Box : State 1

It depicts the condition or circumstance of a particular object of a class at a specific point of time. A rectangle with round corners is used to represent the state box.

Conclusion :

The state space box / diagram for a online library management system is constructed.

# State Chart Diagram :

