1. Login for users**3.6. Dynamic model**

**3.6.1. Sequence diagram**

Sequence diagram shows the order of activities in which the operation is done. It shows flow of events in interaction with the objects.

* A brief description
* Precondition
* Primary flow of event alternative flow of event
* Post condition

A brief description describes what that use case will do and the precondition for a use case lists any conditions that have to be met before the use case can start at all. The flow of event describes steps to execute the functionality in the use case. Primary and alternative flow of event includes:

* How the use case starts
* The various paths through the use case
* The normal or primary flow through the use case
* An error flow
* How the use case ends

There are three different objects in the sequence diagram. These are:

* Boundary object
* Persistent object and
* Control object



2. Fans registration



3. Create user



4. Release notification



5. View notification



6. Select players



7. Manage account



**3.6.2 Activity diagram**

Activity diagram depict the sequence of these activities:

* Diagrams are abstract and describe process in general
* They model behavior independent of object
* Can be used for any types of process

1. Login



2. Registration



3. Select players



4. Create user

5.release notification



6. See notification



7. Manage account

