**Student Name:** Emre Oytun

Student No: 200104004099

#### MinFit

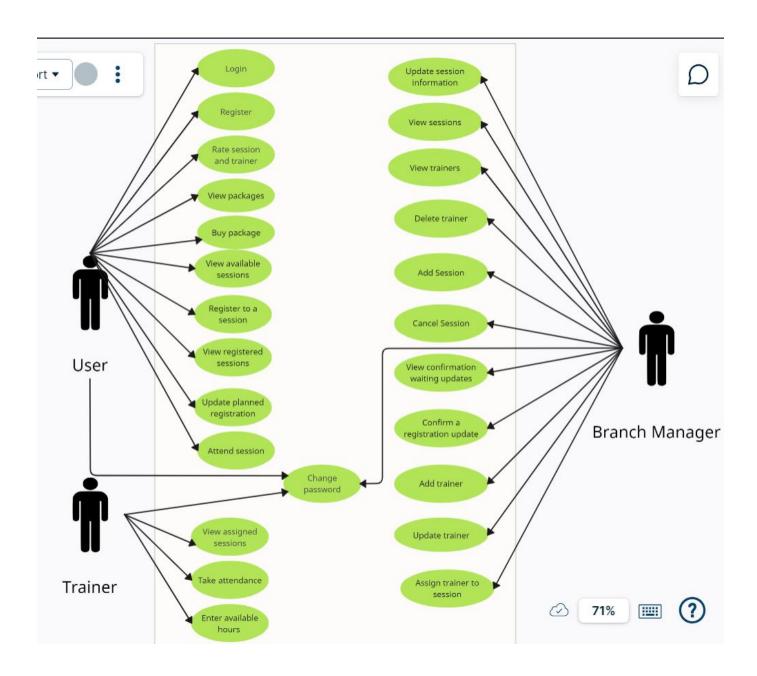
#### **USE CASE DIAGRAMS:**

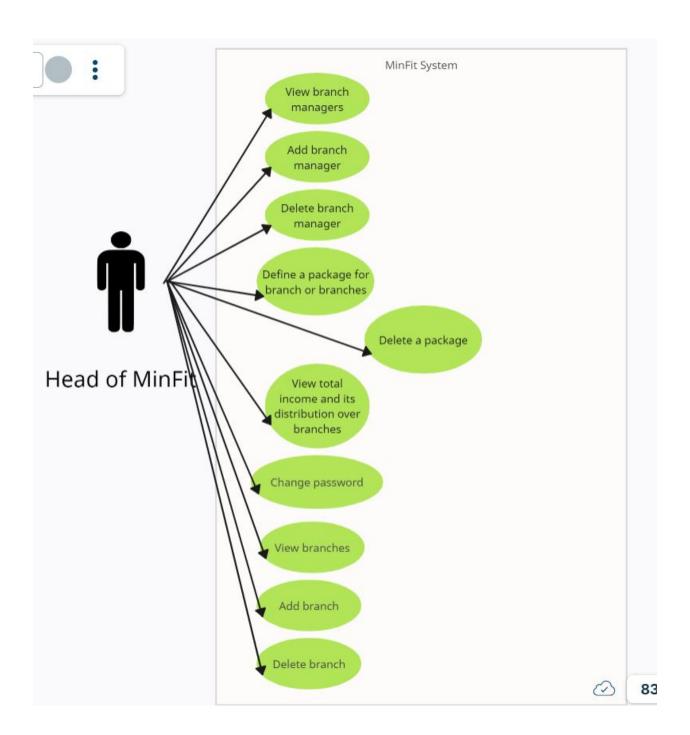
User: The customer of the saloon. It can buy/use packages to register to sessions and use the saloon.

Branch Manager: The manager of the specific branch. A branch can consist several cities. Branch manager is responsible for maintaining the sessions and trainers mainly.

Head of Minfit: The head of the MinFit saloon chain. It has some administrative functionalities. It manages branch managers, and can define packages.

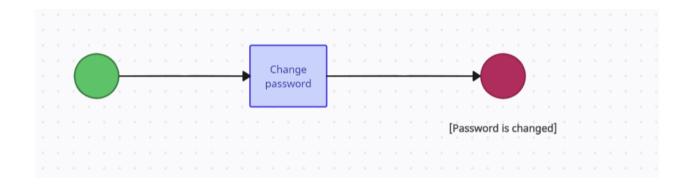
Trainer: A trainer which manages the sessions by taking attendance at the beginning of sessions, and by helping the users.



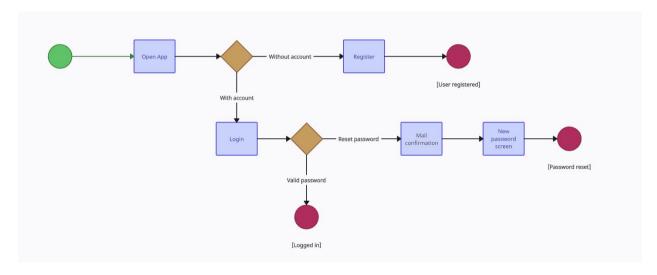


#### **PROCESS MODELS:**

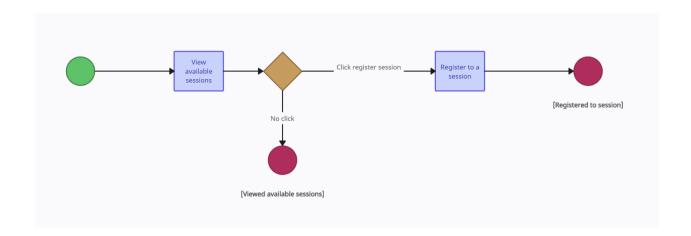
# Head of Minfit/Branch Manager/User/Trainer - Change Password:



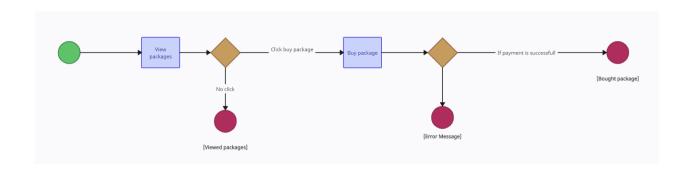
# Login/Register:



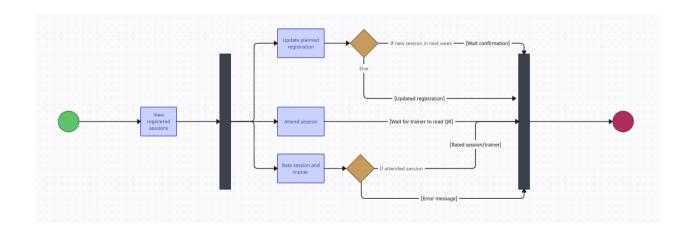
# User - View Available Sessions and Related Session Operations:



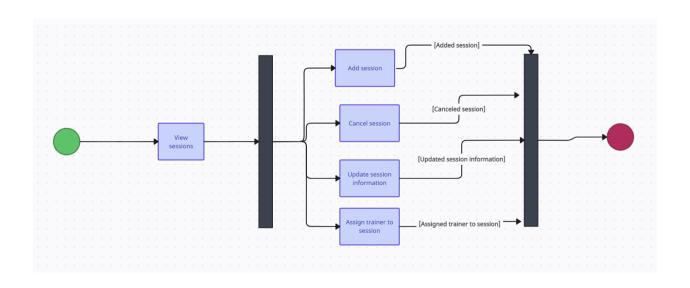
# User - View Packages and Related Package Operations:



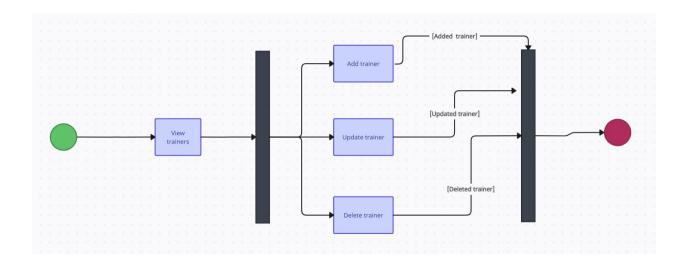
# User - View Registered Sessions and Registered Session Related Operations:



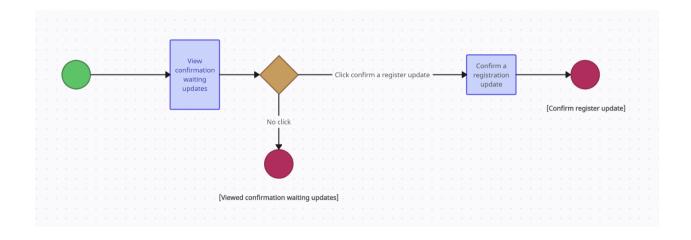
# Branch Manager – Session Operations:



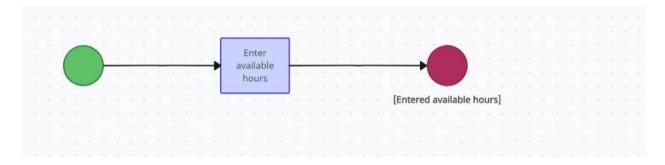
# Branch Manager – Trainer Operations:



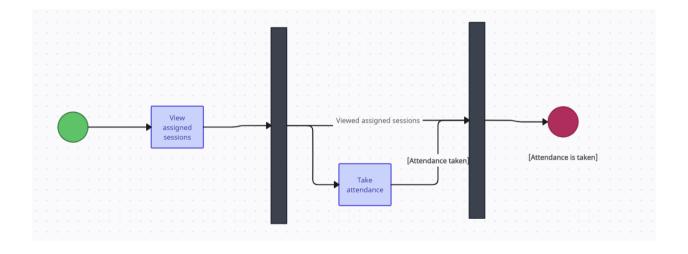
# Branch Manager – Confirmation Waiting Requests Operations:



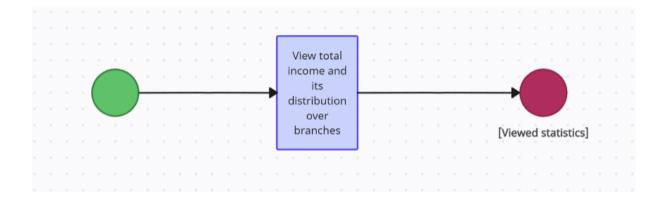
#### Trainer – Enter Available Hours:



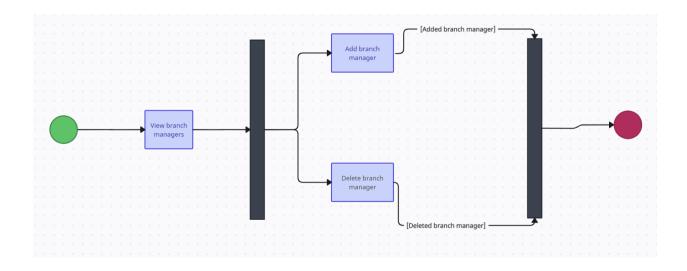
#### Trainer – Assigned Sessions Operations:



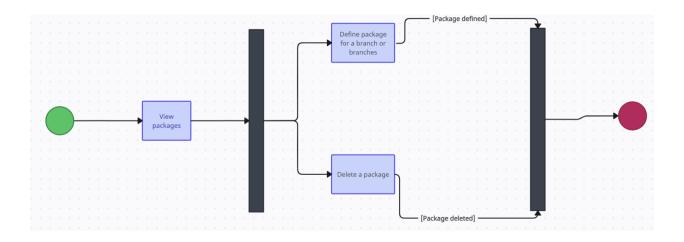
#### Head of Minfit – View Statistics:



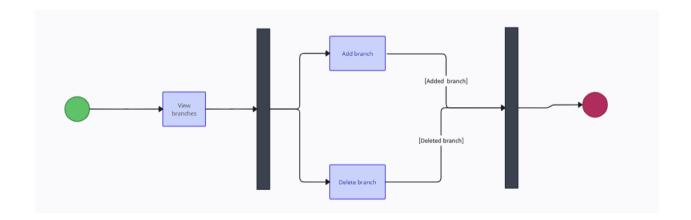
# Head of Minfit – Branch Manager Operations:



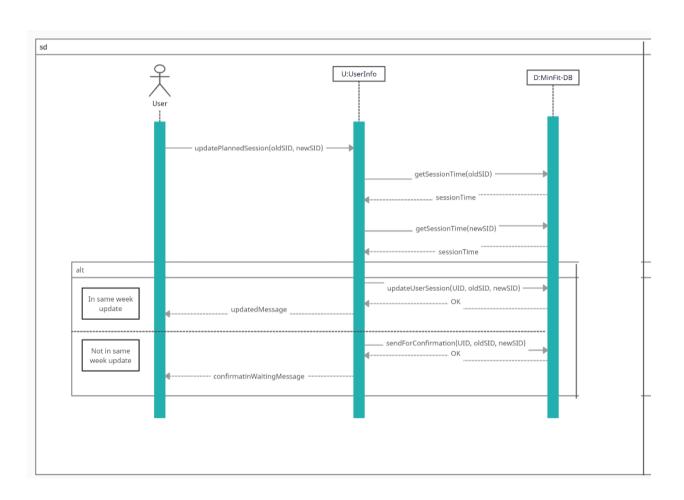
# Head of Minfit – Package Operations:

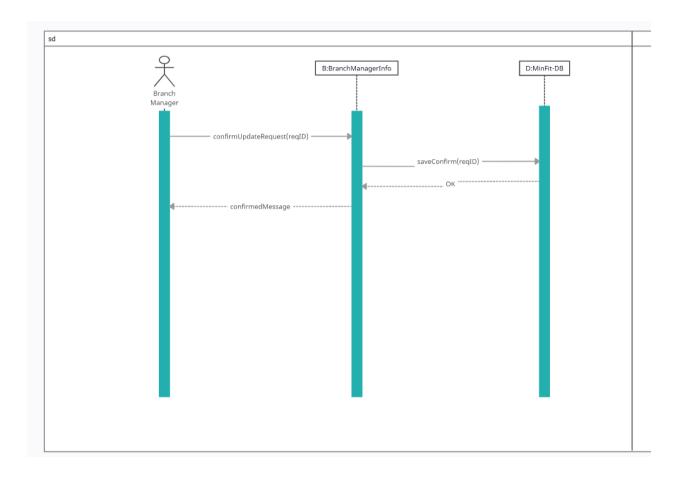


# Head of Minfit – Branch Operations:

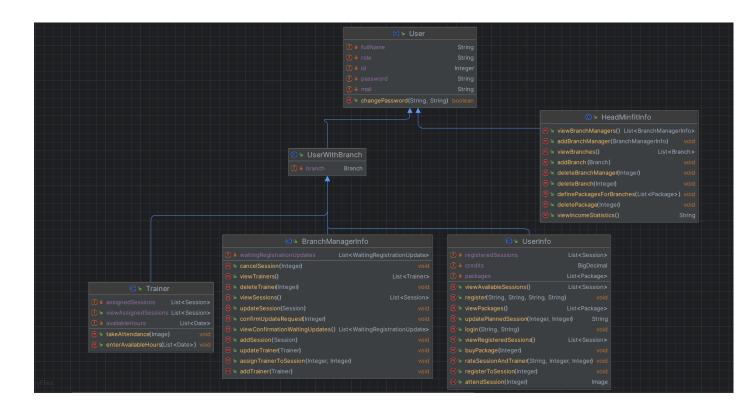


#### **SEQUENCE DIAGRAMS:**





#### **CLASS DIAGRAMS:**





	© MinfitDB	
(m) %	updateBranchManager(BranchManagerInfo)	void
<b>(11)</b>	getSessionTime (Integer)	Date
<b>@</b> •	deleteBranchManager(Integer)	void
<b>@</b> •	fetchBranchManager(Integer) BranchManager	gerInfo
<b>@</b> •	deleteTrainer(Integer)	void
<b>@</b> •	fetchBranchManagers () List < BranchManage	rInfo >
<u> </u>	insertTrainer(Trainer)	void
<b>@</b> •	deleteBranch(Integer)	void
<b>@</b> =	fetchPackages() List <pac< td=""><td>kage&gt;</td></pac<>	kage>
<b>@</b> •	insertPackage(Package)	void
<b>@</b> •	fetchSessions () List < Ses	ssion >
<b>@</b> •	insertBranch (Branch)	void
<b>@</b> •	fetchBranches() List < Br	anch>
@ =	updateTrainer(Trainer)	void
<b>@</b> •	assignTrainerToSession (Integer, Integer)	void
(m) °=	updateUserSession (Integer, Integer, Integer)	void
<u> </u>	updateSession(Session)	void
<b>@</b> •	savePackagePurchase(Integer, Integer)	void
<b>@</b> •	sendForConfirmation (Integer, Integer, Integer	) void
<b>@</b> •	updatePassword(Integer, String)	void
<b>@</b> •	saveConfirm(Integer)	void
<b>(10)</b>	saveAvailableHours(Integer, List <date>)</date>	void
<b>@</b> •	fetchSession (Integer) S	ession
<b>(1)</b>	fetchTrainer(Integer)	Γrainer
<b>@</b> •	deleteSession (Integer)	void
<b>(1)</b>	insertBranchManager (BranchManagerInfo)	void
<b>@</b> •	fetchUserPackages(Integer) List <pac< td=""><td>kage&gt;</td></pac<>	kage>
<b>@</b> •	fetchTrainers() List <tr< td=""><td>ainer&gt;</td></tr<>	ainer>
<b>@</b> %	insertSession (Session)	void
<b>@</b> •	insertUser (UserInfo)	void
@ =	deletePackage(Integer)	void