The physical, or deployment view, presents the system from the perspective of a system engineer. It is concerned namely with the software components used, and their physical connections. As the system being designed is constructed according to Layered architecture, there are 3 mainly components to consider: The user themselves (user interface), the Reservation system and its’ sub-components (application logic), and the database (database access).

At the user level, one can provide a request to add, remove, or modify an existing reservation. These options are all instances of user control in action, and lead to said calls being received by the application logic layer. Within this layer, the main software component, the reservation management system, is found. Within this system, the three components Student, Room, and Reservation serve to process and apply all changes requested by the User. These components contain all pertinent classes and attributes relating to their namesake, and as such all logic take places through their usage (normally through the manipulation of objects). This will require a call to the database layer either to access stored information found within said database, or otherwise to simply make changes to the data currently being stored. At the database layer, all logical changes made are stored for further access. Upon being updated, this change is propagated through to the upper levels when required (i.e.: When another update is required, such as to update the user’s view or make further logic changes).

A deployment diagram of the connections between the various components found in the system can be seen below.

