UML Diagrams of Project

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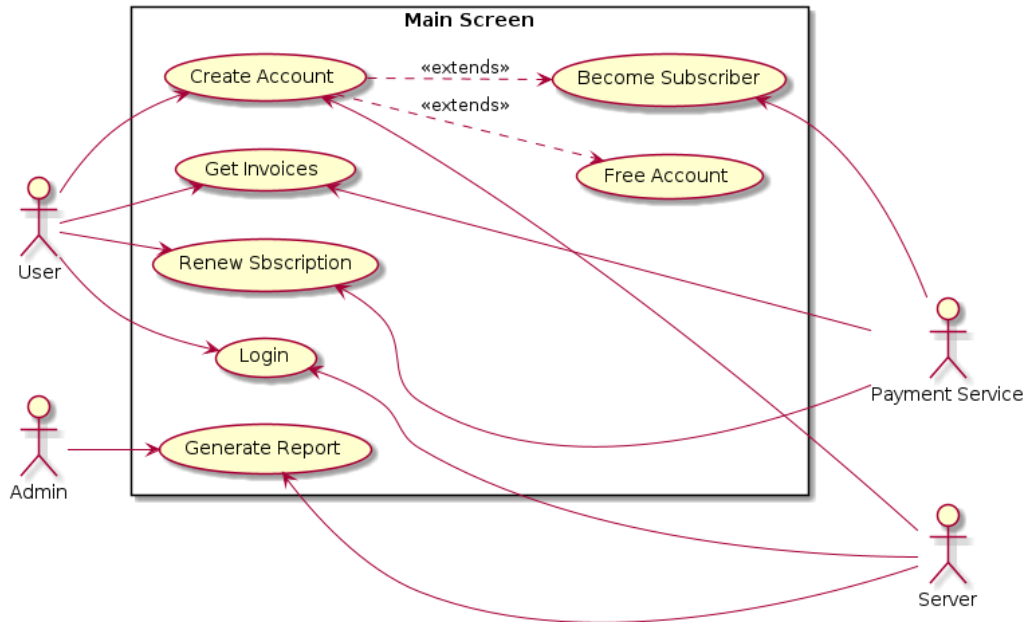
December 20, 2021

Contents

1 Use Case Diagrams

Syntax used in *Description* is Martin Fowler's style (Fowler, Martin, 2003 Figure: 9.1)

1.1 Create Account

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with **Create Account** component (button etc..)

2. User fills form

3. Relevant checks are done

4. Account has created, user has notified

5. Popup/Window will closed/hidden

Extensions:

- 3a: Free account request

- – Server checks account subscription request

- 3b: Subscription request

    - – Both server and 3rd party payment service checks request

- 4a: Error in creation

1.2 Login

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with `Login` component (button etc..)

2. User fills form

3. User logs in

4. Popup/Window will closed/hidden

Extensions:

- 3a: There is no account

1.3 Renew Subscription

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with `Renew Subscriber` component (button etc..)

2. 3rd party payment handles payment

3. Give feedback about status of payment

4. Popup/Window will closed/hidden

Extensions:

- 2a: Error in payment

    - – Not enough money
    - – Authentication problems
    - – . . .

1.4 Payment Invoice

Goal Level: Sea Level
Main Success Scenario:

1. User interacts with =Get = component (button etc..)

2. User selects time interval of invoice

3. Get data from 3rd party payment handles payment

4. Give invoice report

5. Popup/Window will closed/hidden

Extensions:

- 3a: Error in fetch

    - Authentication problems

    - ...

1.5 Generate Reports
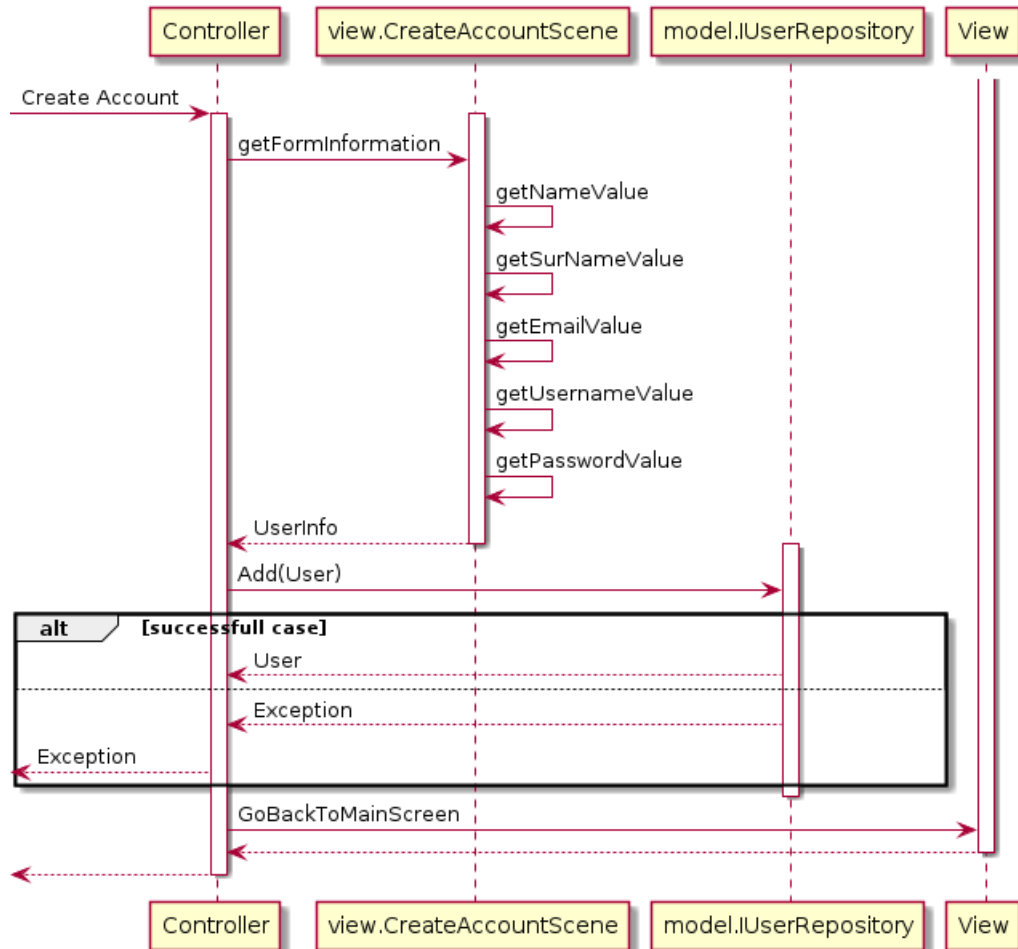
Goal Level: Sea Level
Main Success Scenario:

1. Admin interacts with =Get = component (button etc..)

2. Admin selects time interval of invoice

3. Get data from server

4. Present report

5. Popup/Window will closed/hidden

Extensions:
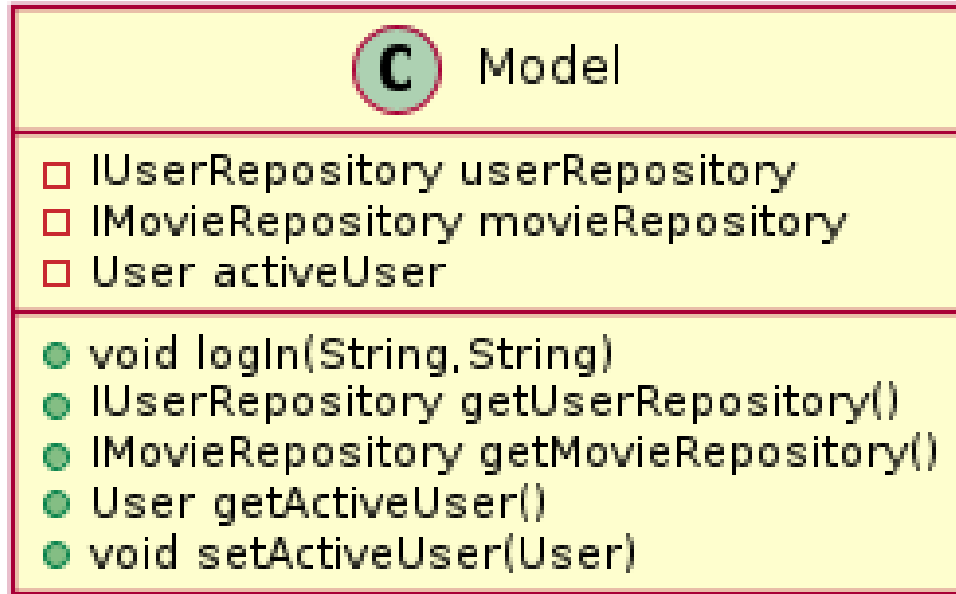
- 4a: Error in fetch

    - Server is down

    - ...

2 Sequence Diagrams

2.1 Create Account

3 Class Diagrams

3.1 Model

3.2 View

class/view

3.3 Controller