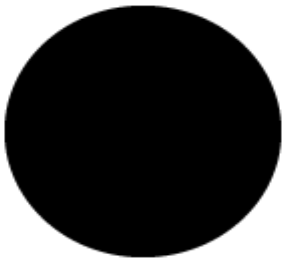
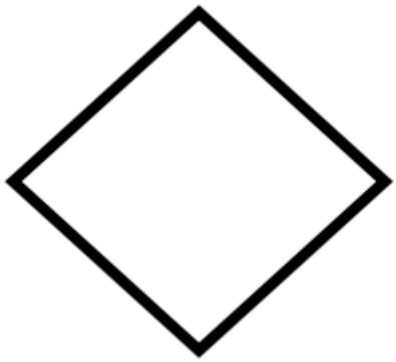
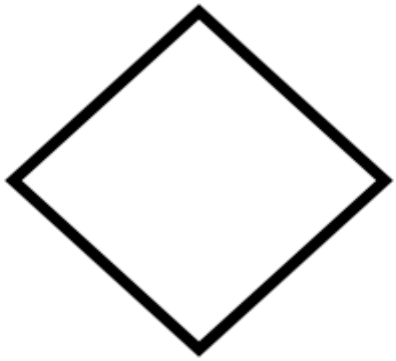
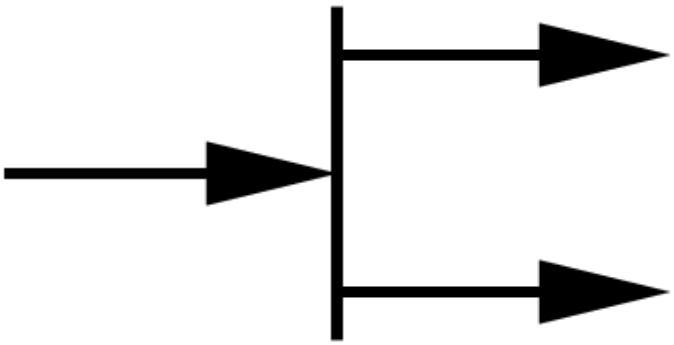
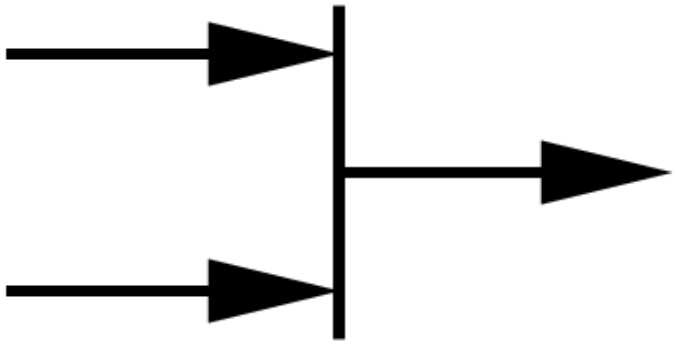
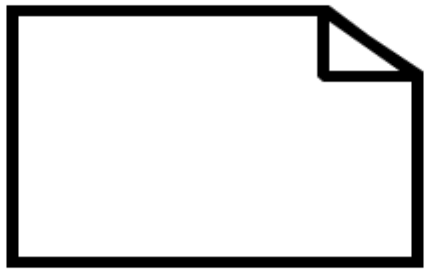
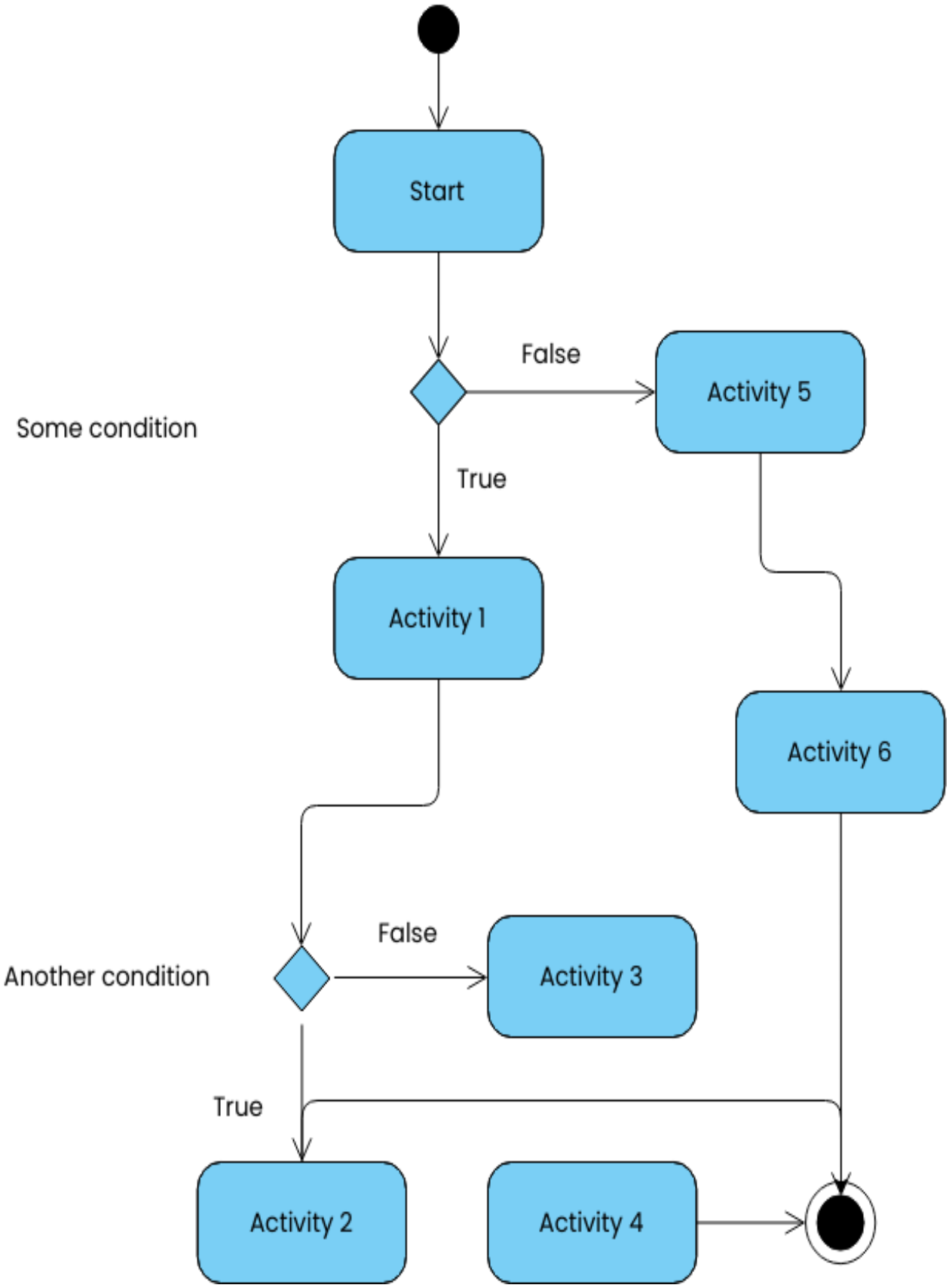
	Initial node	Represents the starting point of an activity.
	Activity state	Represents the activities within the process.
	Action	Represents the executable sub-areas of an activity.
	Control flow	Represents the flow of control from one action to another.

	Object flow	Represents the path of the objects moving through the activity.
	Activity final node	Represents the end of all control flows within the activity.
	Flow final node	Represents the end of a single control flow.

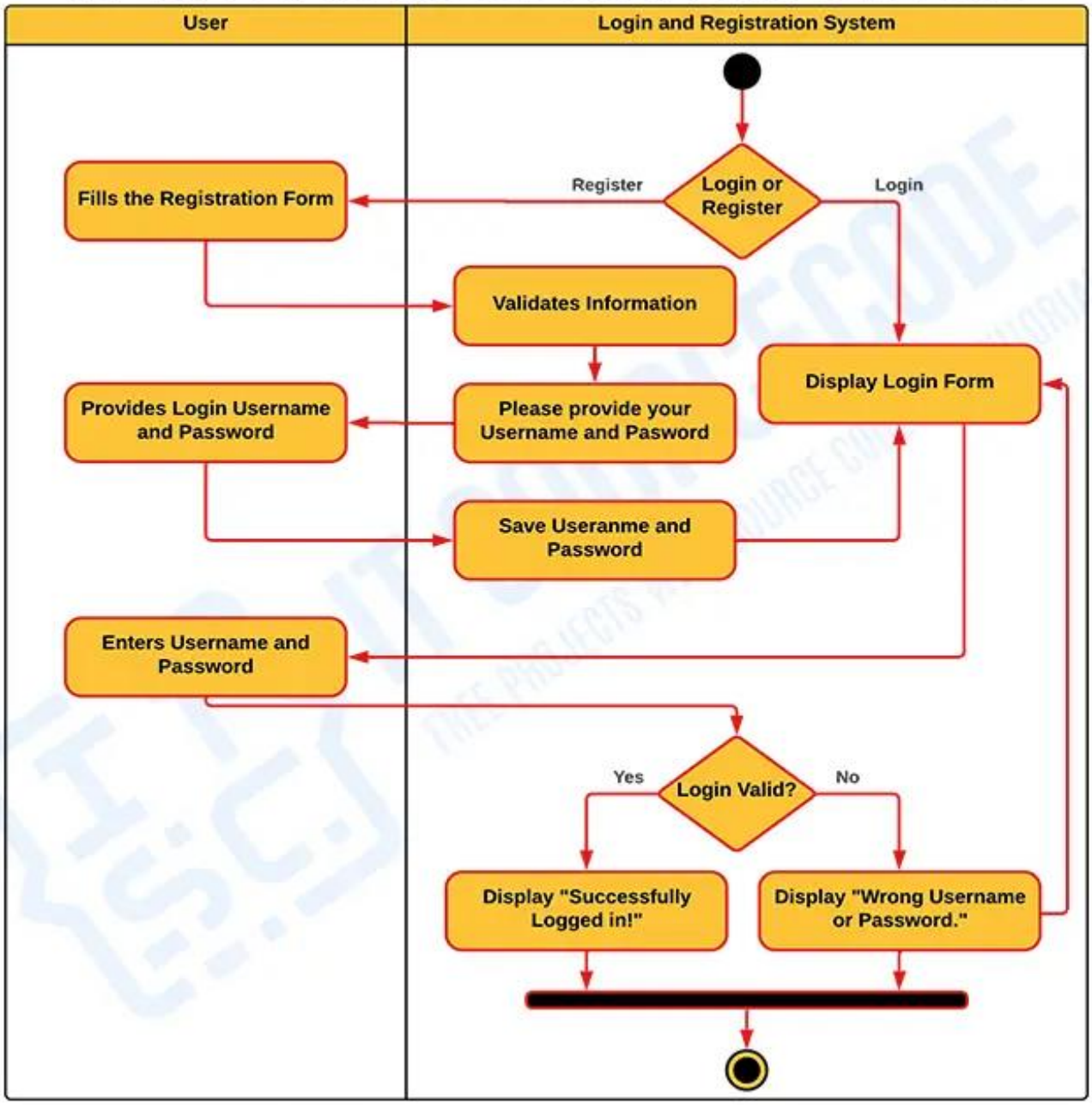
	Decision node	Represents a conditional branch point with a single input and multiple outputs.
	Merge node	Represents the merging of flows with several inputs and only one output.
	Fork	Represents a flow that can branch into two or more parallel flows.

	Merge	Represents two inputs merging into a single output.
	Signal sending	Represents sending a signal to an accepting activity.
	Signal receipt	Represents that the activity has received the signal.

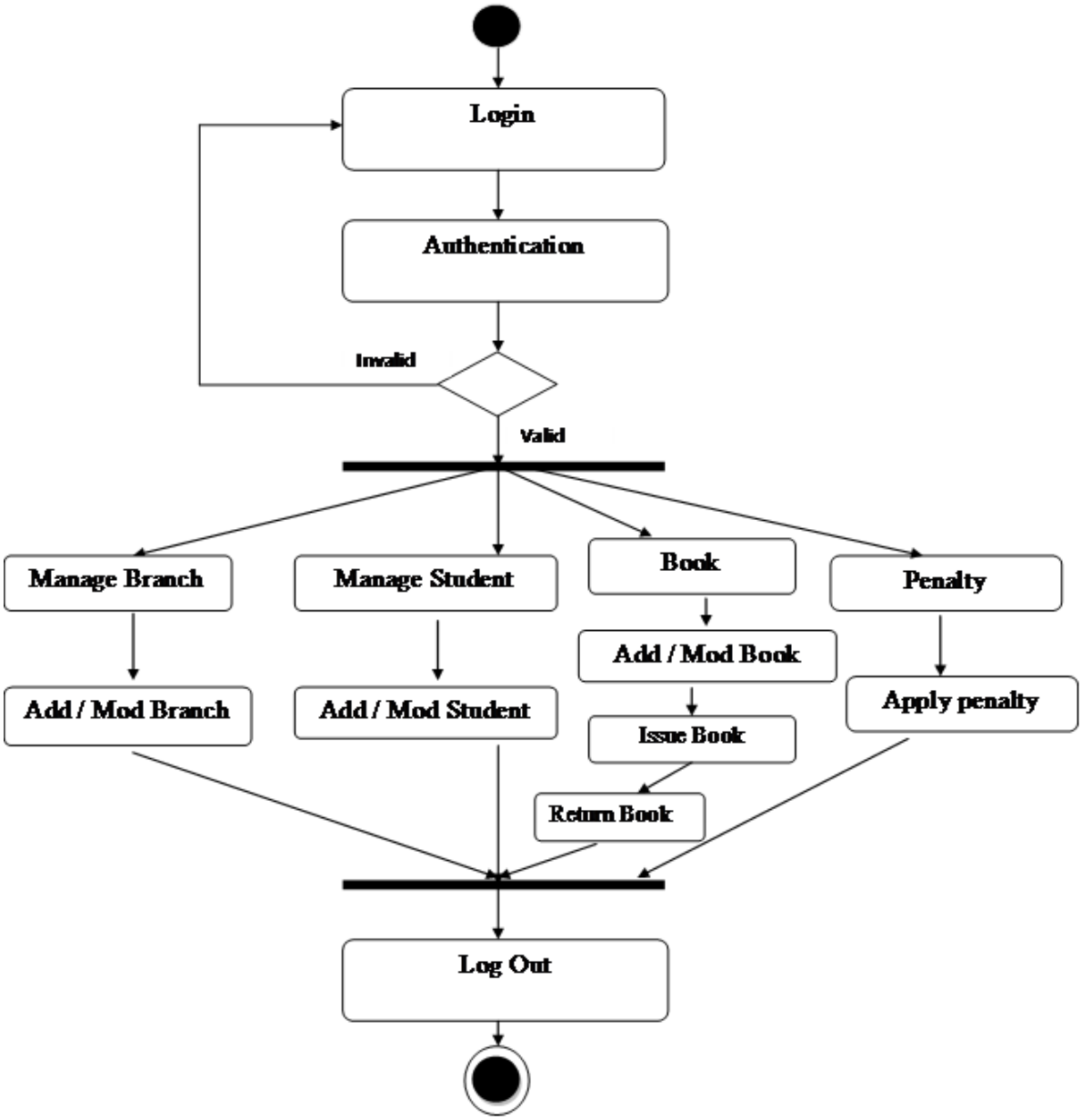
	Comment	Can be used to add comments to elements.


Start
Some condition
False
Activity 5
True
Activity 1
Activity 6
Another condition
False
Activity 3
True
Activity 2
Activity 4

LOGIN AND REGISTRATION SYSTEM



ACTIVITY DIAGRAM


Login
Authentication
Invalid
Valid
Manage Branch
Manage Student
Book
Penalty
Add / Mod Book
Add / Mod Branch
Add / Mod Student
Issue Book
Apply penalty
Return Book
Log Out