

Description for “Register” sequence diagram. (UC 1)

- RegisterUser(msg:Msg) method is used to send parameters required to create a new user; and returns a confirmation message to the user signifying that the user is registered, so, this method belongs to Msg object.
- UserCreate(user:User) method is in user object because, the parameters passed into this class are used to create a new user account which is saved as a new user in the user object.
- save(user:User) method is used to save the newly created user into the database, hence it belongs to the user object.
- isRegistered(user:User) is used to check if a particular user has been registered in the system (into the database), and if it is true; a success message is displayed. So, this method belongs to user object.
- create(msg:Msg) method is called by RegisterController to create a new Msg object, so it belongs to the Msg object.
- create(user:User) method is called by the User class to create a new instance of itself; so, it belongs to the User object itself.
- SuccessMessage(msg:Msg) is used to append a success message to the Msg object if a user is registered successfully. So, it belongs to the Msg object.