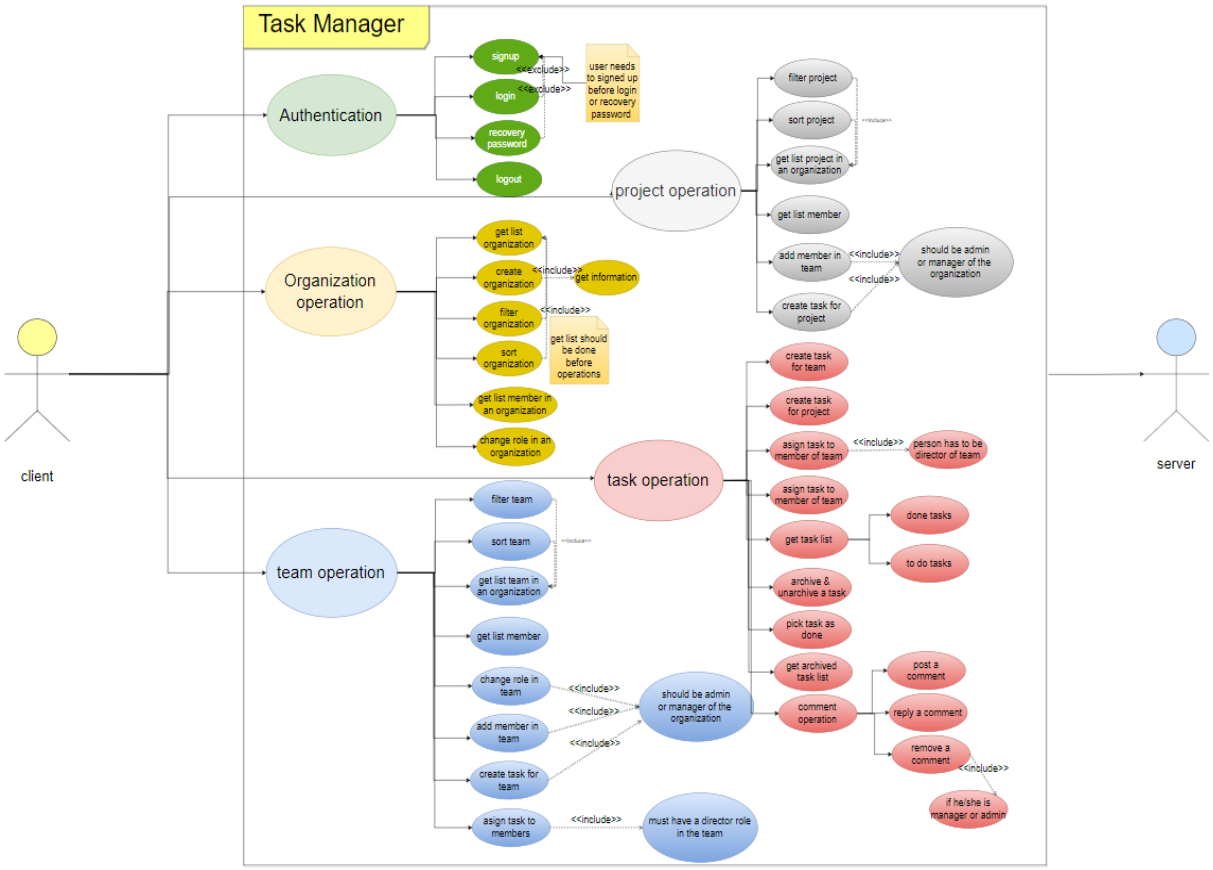
Project name: Task Manager

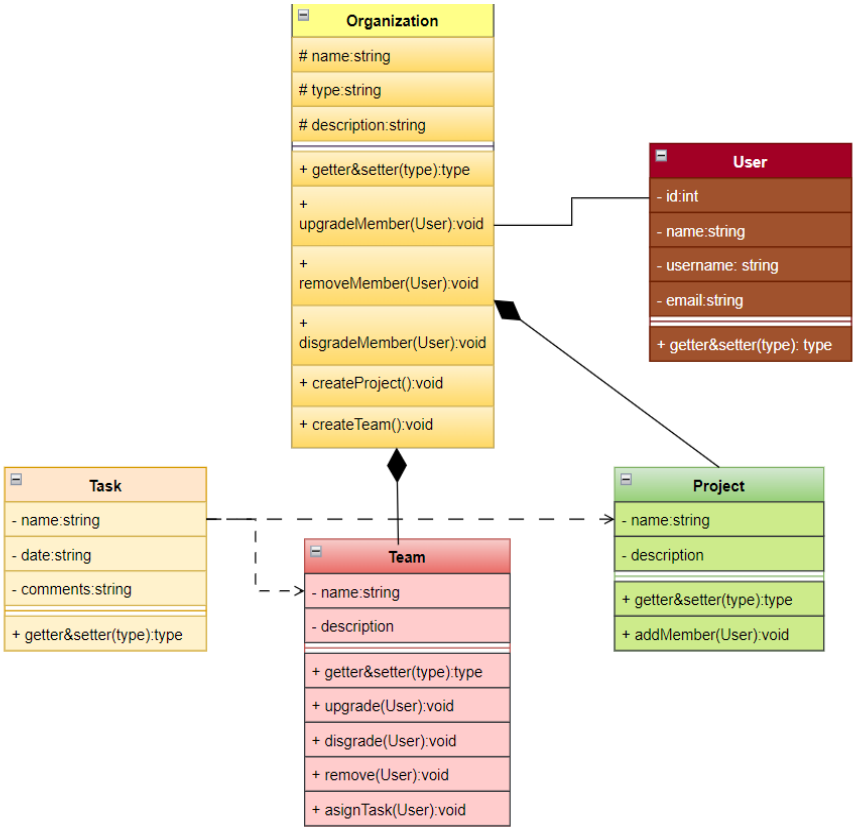
Description: This program is going to manage and divide defined tasks in organizations by people of an organization.

UML design clarifies project operations before starting to build the project. It helps the project evolve over time.

This document shows you UML design of this program with 5 different diagrams(use-case ,class , sequence, activity ,package) that each of them illustrates part of this project.



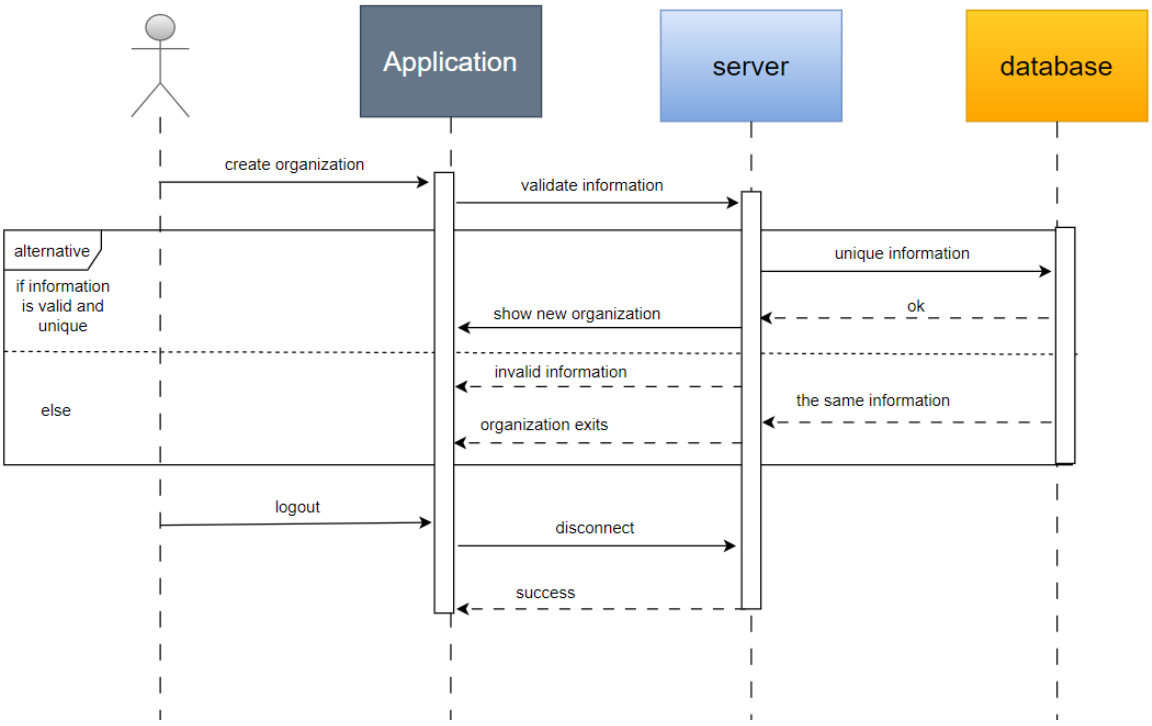

This is the use-case diagram . All the operation we need to be done are displayed here.
Source: https://en.wikipedia.org/wiki/Use_case_diagram




This is class diagram. We can add other properties like id and popularity in each class.

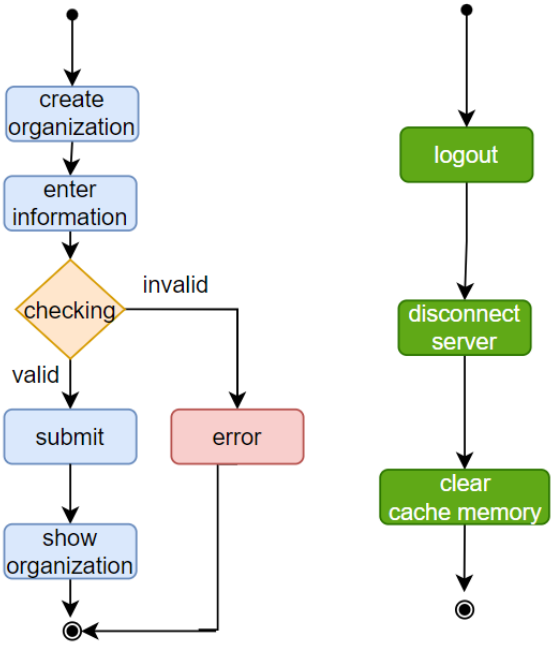
The relationship between classes cannot change much.

Source: https://en.wikipedia.org/wiki/Class_diagram



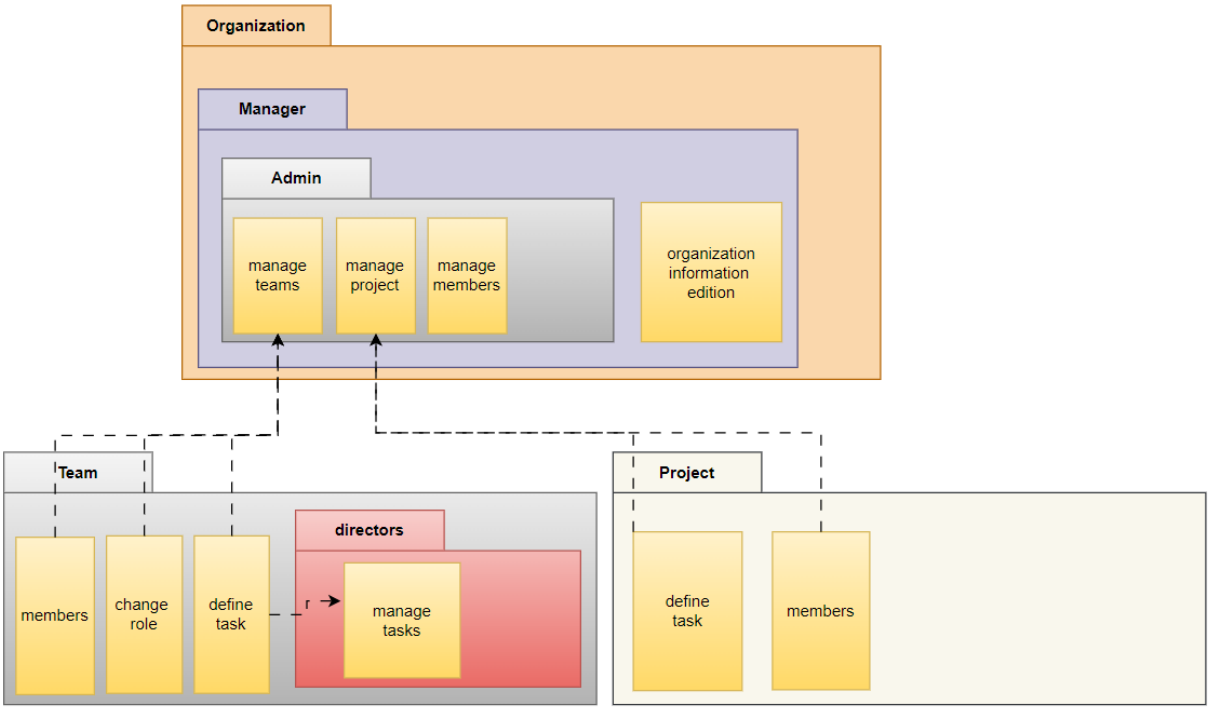

This is the sequence diagram. Some operations are implemented here.

Other operations can be added according to the use-case diagram.
Source: https://www.youtube.com/watch?v=pCK6prSq8aw




This is the small part of the activity diagram. You can see the operations implemented in the sequence diagram. Obviously , we can expand this diagram by looking at the use-case diagram.

Source: https://www.youtube.com/watch?v=LyhTDsjjjrE




The activity diagram. To update the diagram, we can create a package called task and define a component called expiration date for it and associate it with the appearance of the program package. Then, if the expiration date of that task was over, the appearance of the program will display that task in a different way.

Source: https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-package-/diagram

This document ends here. We have shown the desired updates in each diagram.

If we want to specify a global update for all charts, we can do the following:

Define an organization with several members, whose manager are determined by voting.

Thanks for reading.