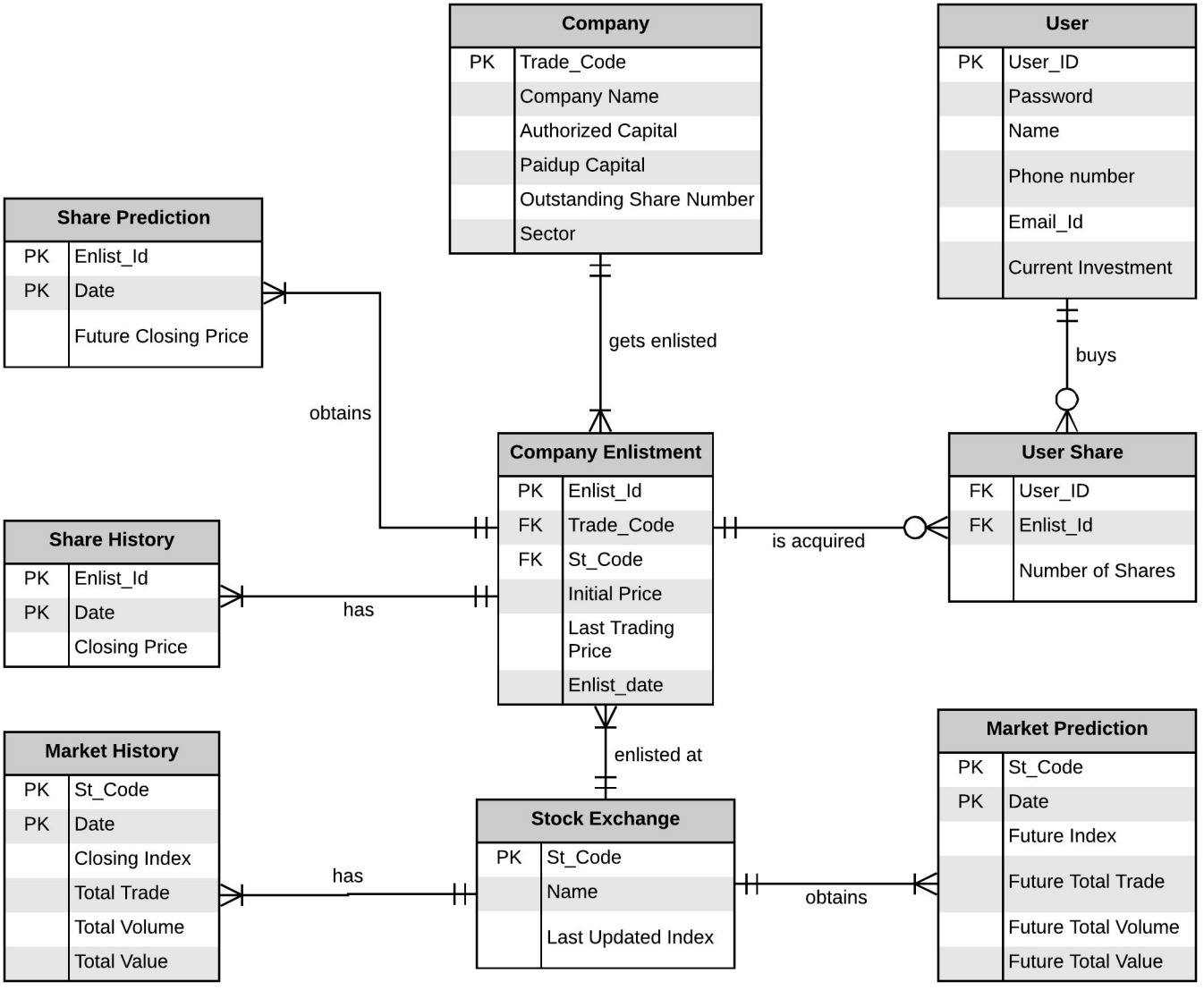
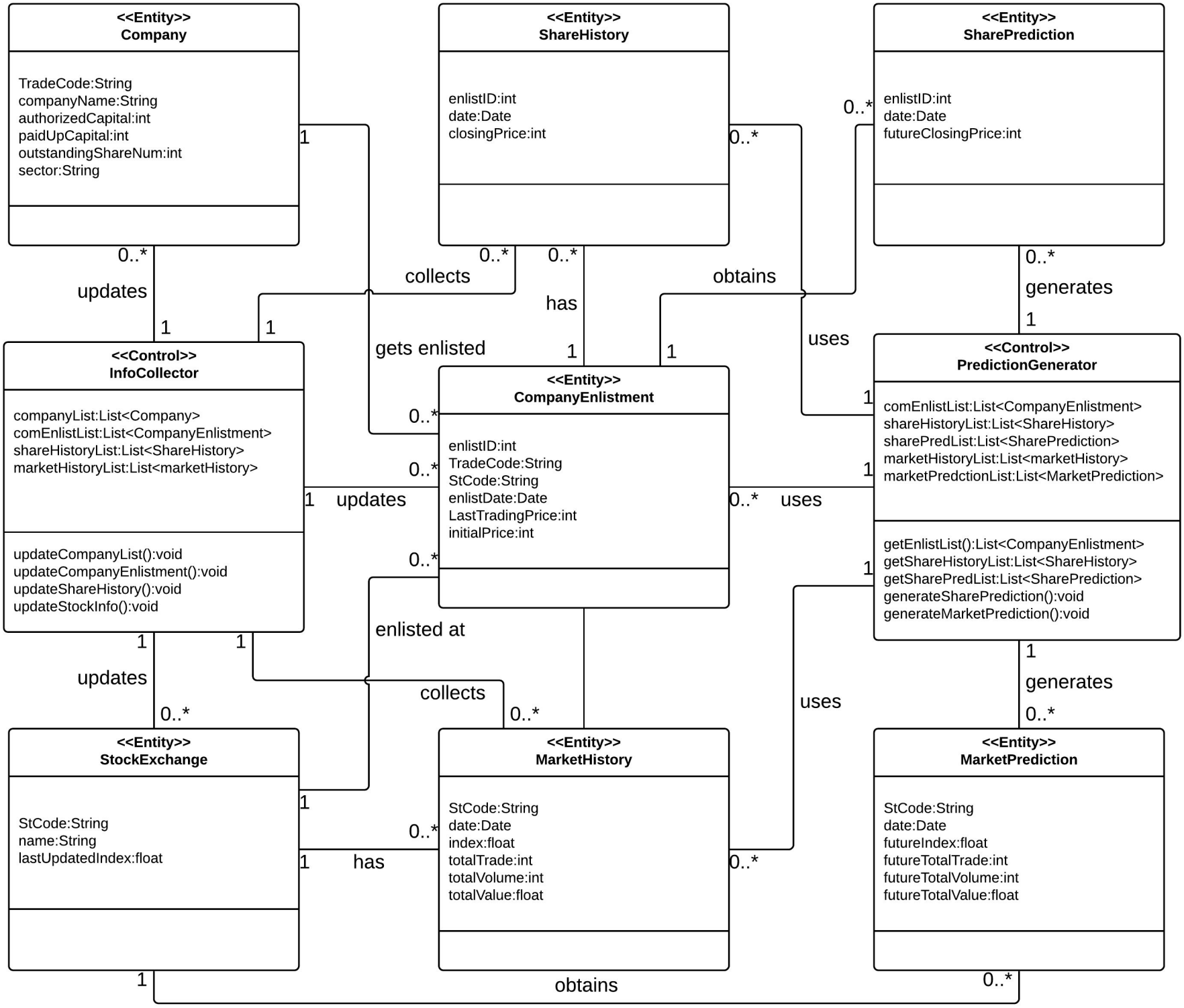

Company
PK Trade_Code
Company Name
Authorized Capital
Paidup Capital
Outstanding Share Number
Sector
User
PK User_ID
Password
Name
Phone number
Email_Id
Current Investment
Share Prediction
PK Enlist_Id
PK Date
Future Closing Price
gets enlisted
buys
obtains
Company Enlistment
PK Enlist_Id
FK Trade_Code
FK St_Code
Initial Price
Last Trading Price
Enlist_date
User Share
FK User_ID
FK Enlist_Id
Number of Shares
is acquired
Share History
PK Enlist_Id
PK Date
Closing Price
has
enlisted at
Market History
PK St_Code
PK Date
Closing Index
Total Trade
Total Volume
Total Value
has
Stock Exchange
PK St_Code
Name
Last Updated Index
obtains
Market Prediction
PK St_Code
PK Date
Future Index
Future Total Trade
Future Total Volume
Future Total Value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authorizedCapital:int
paidUpCapital:int
outstandingShareNum:int
sector:String
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ShareHistory
enlistID:int
date:Date
closingPrice:int
<<Entity>>
SharePrediction
enlistID:int
date:Date
futureClosingPrice:int
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InfoCollector
companyList:List<Company>
comEnlistList:List<CompanyEnlistment>
shareHistoryList:List<ShareHistory>
marketHistoryList:List<marketHistory>
updateCompanyList():void
updateCompanyEnlistment():void
updateShareHistory():void
updateStockInfo():void
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CompanyEnlistment
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TradeCode:String
StCode:String
enlistDate:Date
LastTradingPrice:int
initialPrice:int
<<Control>>
PredictionGenerator
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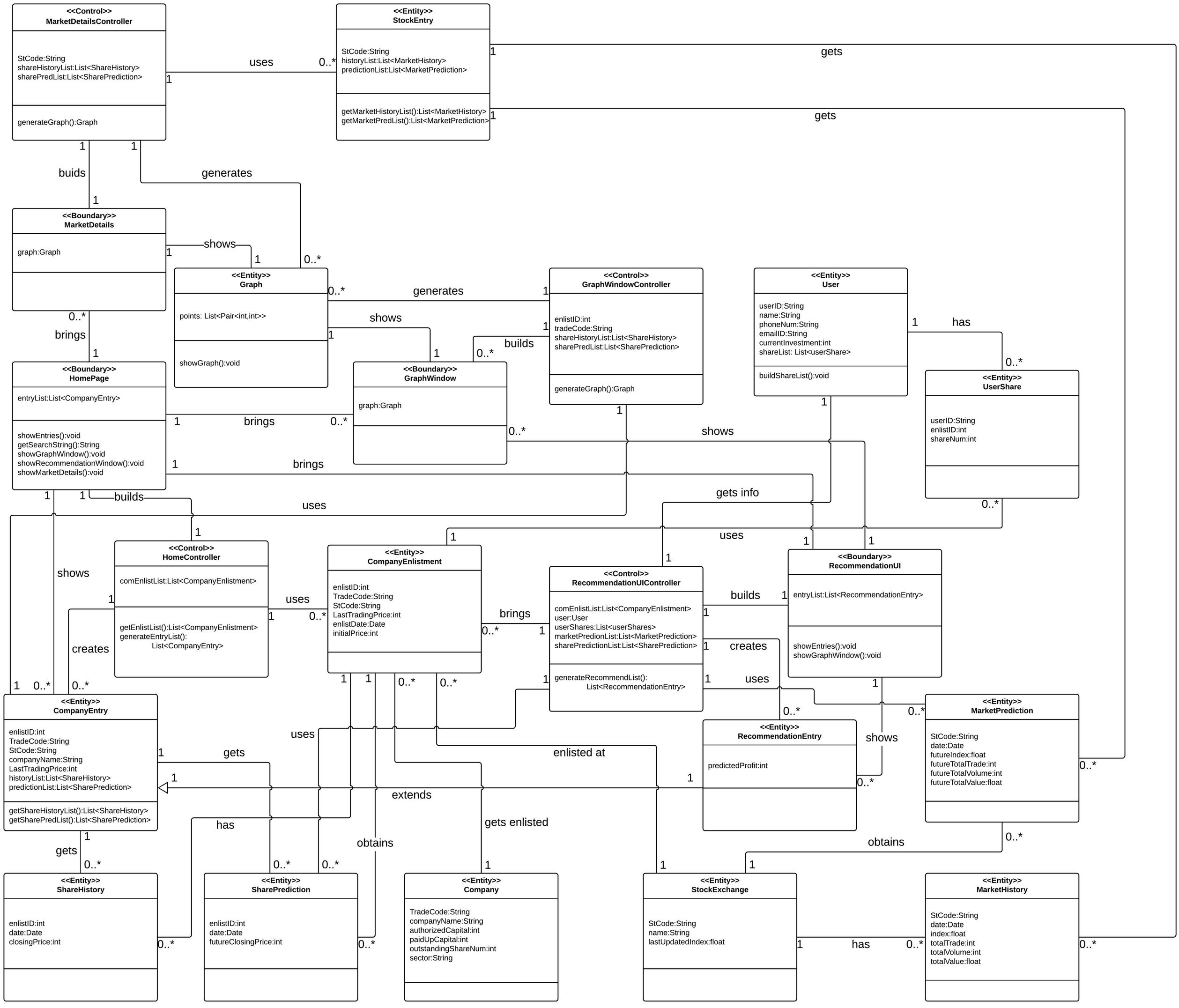
shareHistoryList:List<ShareHistory>
sharePredList:List<SharePrediction>
marketHistoryList:List<marketHistory>
marketPredctionList:List<MarketPrediction>
getEnlistList():List<CompanyEnlistment>
getShareHistoryList:List<ShareHistory>
getSharePredList:List<SharePrediction>
generateSharePrediction():void
generateMarketPrediction():void
<<Entity>>
StockExchange
StCode:String
name:String
lastUpdatedIndex:float
<<Entity>>
MarketHistory
StCode:String
date:Date
index:float
totalTrade:int
totalVolume:int
totalValue:float
<<Entity>>
MarketPrediction
StCode:String
date:Date
futureIndex:float
futureTotalTrade:int
futureTotalVolume:int
futureTotalValue:float
updates
collects
has
obtains
generates
gets enlisted
uses
updates
uses
enlisted at
collects
uses
generates
has
obtains
1
0..*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MarketDetailsController
StCode:String
shareHistoryList:List<ShareHistory>
sharePredList:List<SharePrediction>
generateGraph():Graph
uses
<<Entity>>
StockEntry
StCode:String
historyList:List<MarketHistory>
predictionList:List<MarketPrediction>
getMarketHistoryList():List<MarketHistory>
getMarketPredList():List<MarketPrediction>
gets
gets
buids
generates
<<Boundary>>
MarketDetails
graph:Graph
shows
<<Entity>>
Graph
points: List<Pair<int,int>>
showGraph():void
generates
<<Control>>
GraphWindowController
enlistID:int
tradeCode:String
shareHistoryList:List<ShareHistory>
sharePredList:List<SharePrediction>
generateGraph():Graph
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User
userID:String
name:String
phoneNum:String
emailID:String
currentInvestment:int
shareList: List<userShare>
buildShareList():void
has
<<Entity>>
UserShare
userID:String
enlistID:int
shareNum:int
brings
shows
builds
<<Boundary>>
HomePage
entryList:List<CompanyEntry>
showEntries():void
getSearchString():String
showGraphWindow():void
showRecommendationWindow():void
showMarketDetails():void
<<Boundary>>
GraphWindow
graph:Graph
brings
shows
brings
builds
uses
gets info
uses
<<Control>>
HomeController
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getEnlistList():List<CompanyEnlistment>
generateEntryList():
List<CompanyEntry>
shows
creates
uses
<<Entity>>
CompanyEnlistment
enlistID:int
TradeCode:String
StCode:String
LastTradingPrice:int
enlistDate:Date
initialPrice:int
brings
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RecommendationUIController
comEnlistList:List<CompanyEnlistment>
user:User
userShares:List<userShares>
marketPredionList:List<MarketPrediction>
sharePredictionList:List<SharePrediction>
generateRecommendList():
List<RecommendationEntry>
builds
creates
uses
<<Boundary>>
RecommendationUI
entryList:List<RecommendationEntry>
showEntries():void
showGraphWindow():void
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TradeCode:String
StCode:String
companyName:String
LastTradingPrice:int
historyList:List<ShareHistory>
predictionList:List<SharePrediction>
getShareHistoryList():List<ShareHistory>
getSharePredList():List<SharePrediction>
uses
gets
enlisted at
extends
<<Entity>>
RecommendationEntry
predictedProfit:int
shows
<<Entity>>
MarketPrediction
StCode:String
date:Date
futureIndex:float
futureTotalTrade:int
futureTotalVolume:int
futureTotalValue:float
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obtains
gets enlisted
obtains
gets
<<Entity>>
ShareHistory
enlistID:int
date:Date
closingPrice:int
<<Entity>>
SharePrediction
enlistID:int
date:Date
futureClosingPrice:int
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Company
TradeCode:String
companyName:String
authorizedCapital:int
paidUpCapital:int
outstandingShareNum:int
sector:String
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StockExchange
StCode:String
name:String
lastUpdatedIndex:float
has
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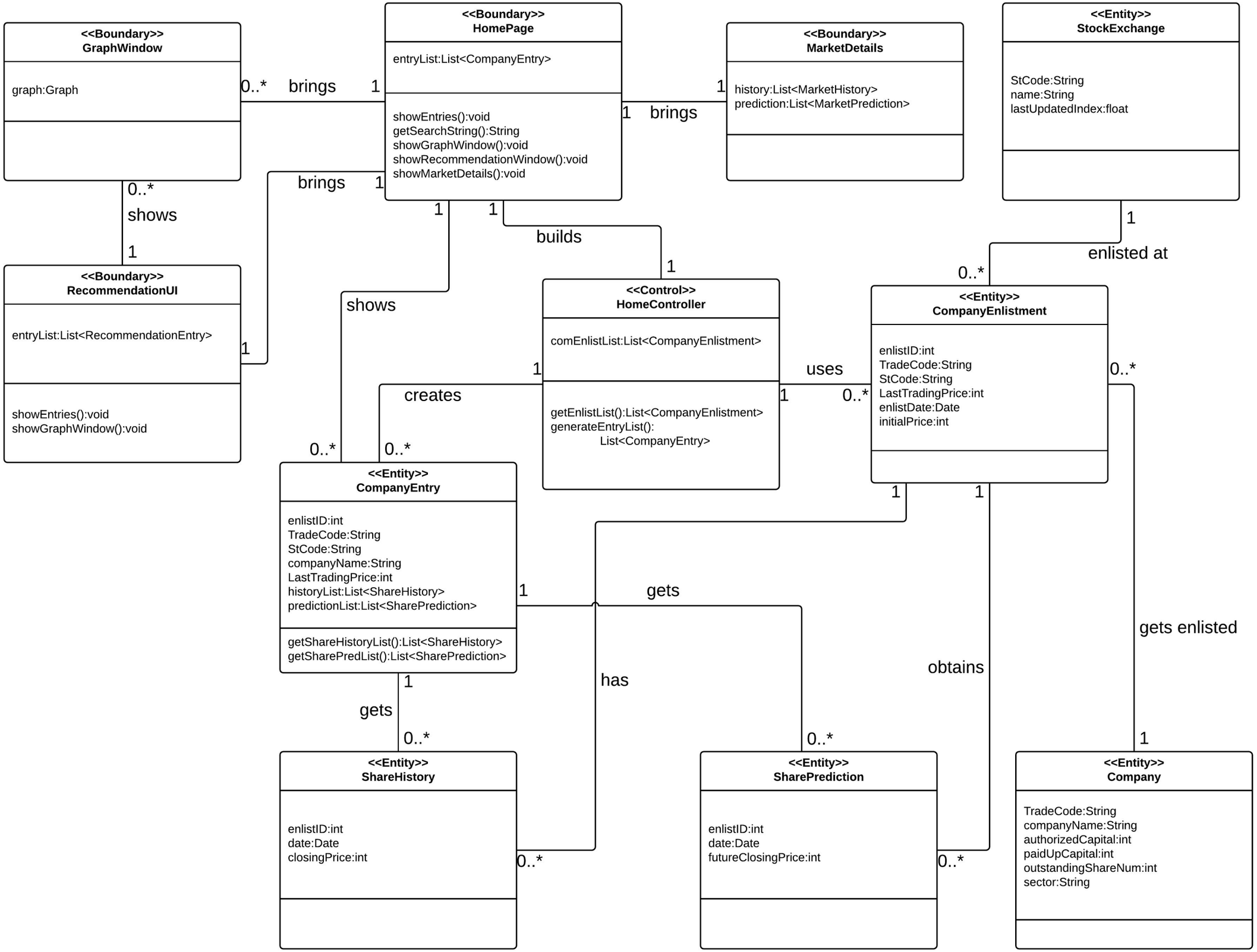
MarketHistory
StCode:String
date:Date
index:float
totalTrade:int
totalVolume:int
totalValue:float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graph:Graph
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brings
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showGraphWindow():void
showRecommendationWindow():void
showMarketDetails():void
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brings
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MarketDetails
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prediction:List<MarketPrediction>
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StockExchange
StCode:String
name:String
lastUpdatedIndex:float
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shows
1
brings
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builds
1
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RecommendationUI
entryList:List<RecommendationEntry>
showEntries():void
showGraphWindow():void
1
shows
<<Control>>
HomeController
comEnlistList:List<CompanyEnlistment>
getEnlistList():List<CompanyEnlistment>
generateEntryList():
List<CompanyEntry>
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uses
1
0..*
1
enlisted at
0..*
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CompanyEnlistment
enlistID:int
TradeCode:String
StCode:String
LastTradingPrice:int
enlistDate:Date
initialPrice:int
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creates
0..*
0..*
<<Entity>>
CompanyEntry
enlistID:int
TradeCode:String
StCode:String
companyName:String
LastTradingPrice:int
historyList:List<ShareHistory>
predictionList:List<SharePrediction>
getShareHistoryList():List<ShareHistory>
getSharePredList():List<SharePrediction>
1
1
1
gets
gets enlisted
obtains
has
1
gets
0..*
0..*
1
<<Entity>>
ShareHistory
enlistID:int
date:Date
closingPrice:int
0..*
<<Entity>>
SharePrediction
enlistID:int
date:Date
futureClosingPrice:int
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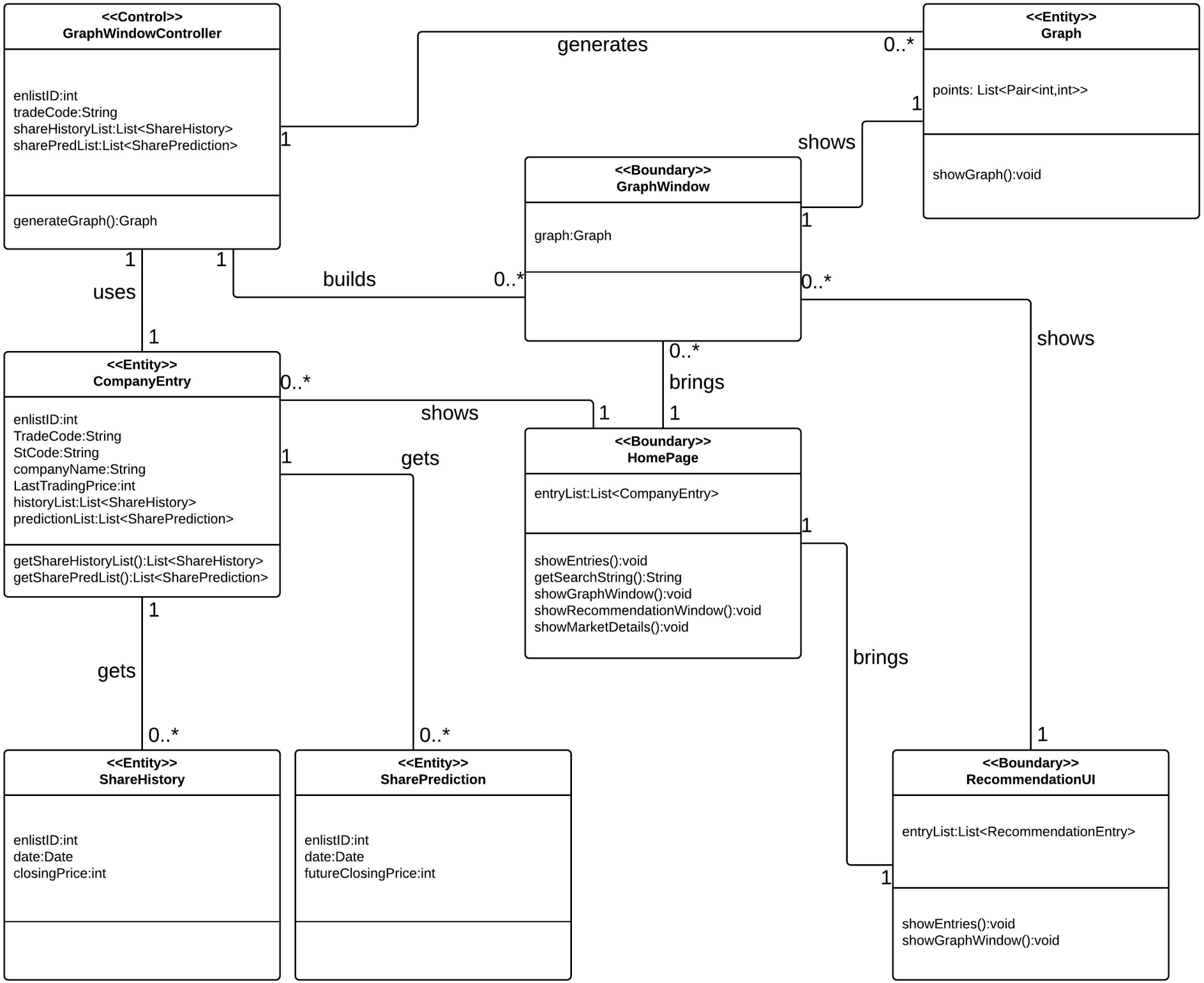
TradeCode:String
companyName:String
authorizedCapital:int
paidUpCapital:int
outstandingShareNum:int
sector:String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GraphWindowController
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tradeCode:String
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sharePredList:List<SharePrediction>
generateGraph():Graph
generates
1
0..*
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Graph
points: List<Pair<int,int>>
showGraph():void
shows
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GraphWindow
graph:Graph
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0..*
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0..*
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uses
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CompanyEntry
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TradeCode:String
StCode:String
companyName:String
LastTradingPrice:int
historyList:List<ShareHistory>
predictionList:List<SharePrediction>
getShareHistoryList():List<ShareHistory>
getSharePredList():List<SharePrediction>
0..*
shows
1
0..*
brings
1
shows
1
gets
<<Boundary>>
HomePage
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showEntries():void
getSearchString():String
showGraphWindow():void
showRecommendationWindow():void
showMarketDetails():void
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brings
1
gets
0..*
0..*
1
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ShareHistory
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closingPrice:int
<<Entity>>
SharePrediction
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date:Date
futureClosingPrice:int
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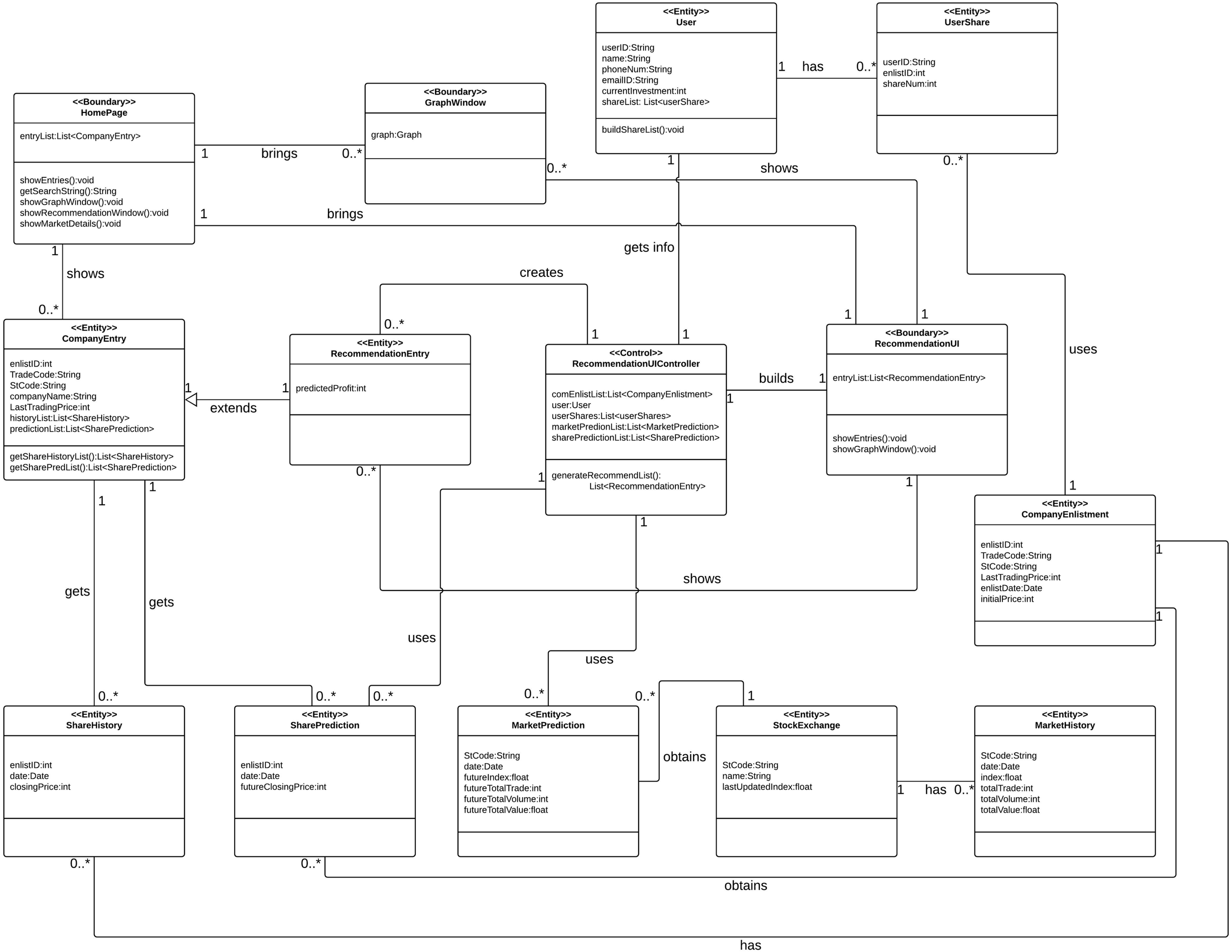
showEntries():void
showGraphWindow():void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shareNum:int
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HomePage
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getSearchString():String
showGraphWindow():void
showRecommendationWindow():void
showMarketDetails():void
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GraphWindow
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CompanyEntry
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StCode:String
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LastTradingPrice:int
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predictionList:List<SharePrediction>
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getSharePredList():List<SharePrediction>
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RecommendationUIController
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userShares:List<userShares>
marketPredionList:List<MarketPrediction>
sharePredictionList:List<SharePrediction>
generateRecommendList():
List<RecommendationEntry>
<<Boundary>>
RecommendationUI
entryList:List<RecommendationEntry>
showEntries():void
showGraphWindow():void
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StCode:String
LastTradingPrice:int
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ShareHistory
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closingPrice:int
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SharePrediction
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date:Date
futureClosingPrice:int
<<Entity>>
MarketPrediction
StCode:String
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futureTotalVolume:int
futureTotalValue:float
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StockExchange
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name:String
lastUpdatedIndex:float
<<Entity>>
MarketHistory
StCode:String
date:Date
index:float
totalTrade:int
totalVolume:int
totalValue:float
1 has 0..*
1 brings 0..*
1 brings
0..*
shows
1
0..*
gets info
1
1
shows
0..*
creates
0..*
1
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uses
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builds
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extends
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1
shows
gets
gets
uses
uses
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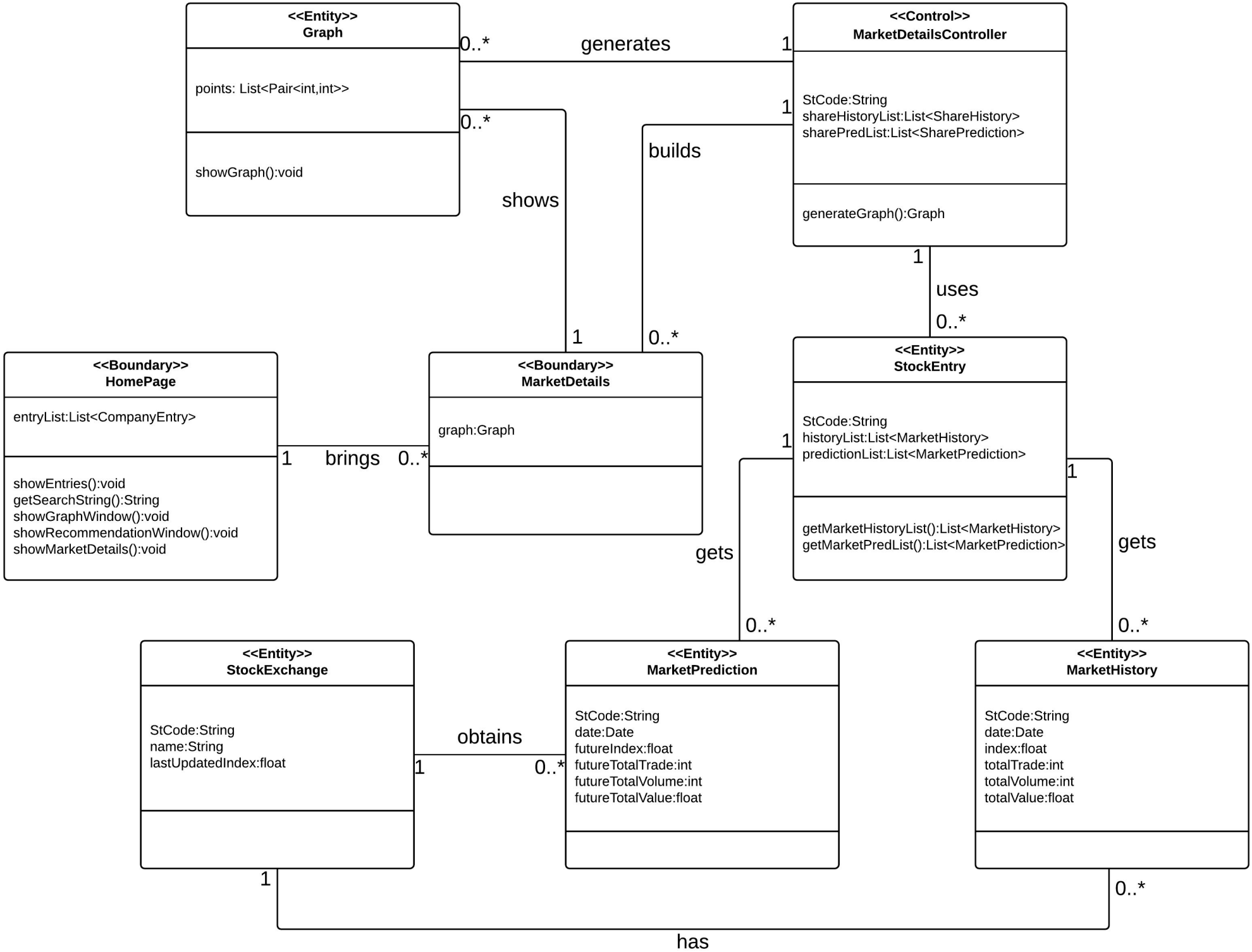
0..*
0..*
obtains
obtains
has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sharePredList:List<SharePrediction>
generateGraph():Graph
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shows
1
builds
1
0..*
1
uses
0..*
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HomePage
entryList:List<CompanyEntry>
showEntries():void
getSearchString():String
showGraphWindow():void
showRecommendationWindow():void
showMarketDetails():void
1
brings
0..*
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predictionList:List<MarketPrediction>
getMarketHistoryList():List<MarketHistory>
getMarketPredList():List<MarketPrediction>
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gets
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gets
0..*
<<Entity>>
StockExchange
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lastUpdatedIndex:float
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0..*
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date:Date
futureIndex:float
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futureTotalVolume:int
futureTotalValue:float
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index:float
totalTrade:int
totalVolume:int
totalValue:float
1
0..*
has