UML Behavioral Diagram

Since we are not creating software, we decided to map out at the different elements of the Niner Transit System to see how they would interact with each other. We thought this would help us create methods to use when organizing our data and to understand the behavior of these different elements and how they relate to other elements.

Admin
—
Int id
String username
String password
—
getId(): int
setId(int)
getName(): string
setName(string)
getUsername(): string
setUsername(string)
getPassword(): string
setPassword(string)

NINER_TRANSIT
—
ArrayList<Driver> Drivers
ArrayList<Line> Lines
ArrayList<Admin> Admins
—
login(string, string)
createLine(Line)
getDrivers(ArrayList)
getLines(ArrayList)
getAdmins(ArrayList)
addDriver(Driver)
addLine(Line)
addAmin(Admin)

Driver
—
Int id
String name
—
getId(): int
setId(int)
getName(): string
setName(string)

Stop
—
String name
String location

—
getName(): String
setName(String)

getLocation(): String
setLocation(String)

Route
—
ArrayList<STOP> Stops

—
addStop(STOP)
removeStop(STOP)

Line
—
String name
Route route
ArrayList<BUS> buses

—
getName(): String
setName(String)
getRoute(): Route
setRoute(Route)
addBus(Bus)
removeBus(Bus)

Bus
—
Int id
Driver driver
Int passengerCount

—
getId(): int
setId(int)
getDriver(): Driver
setDriver(Driver)
getPassengerCount(): int
setPassengerCount(int)