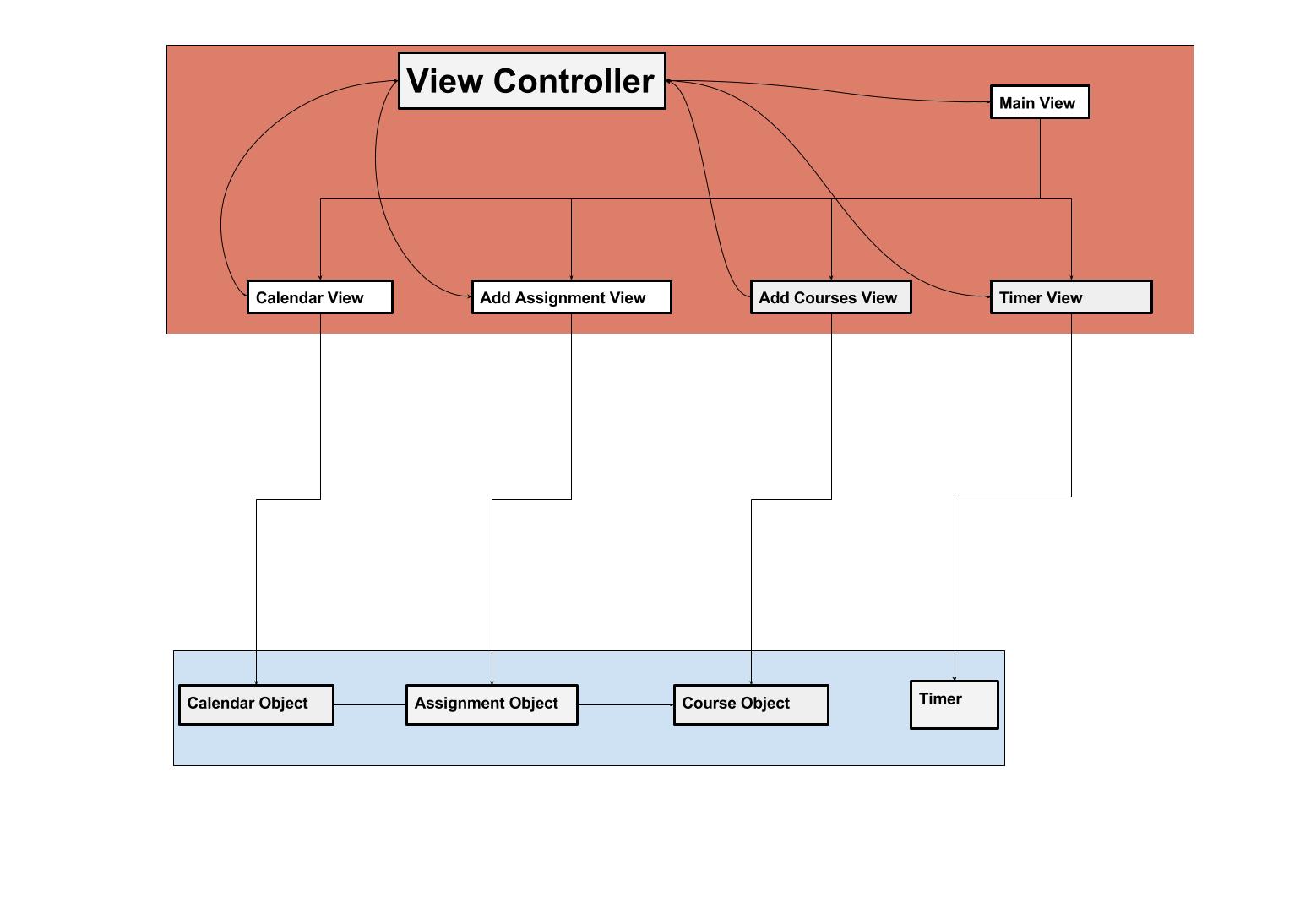
iTeam

Pupil Architecture Document

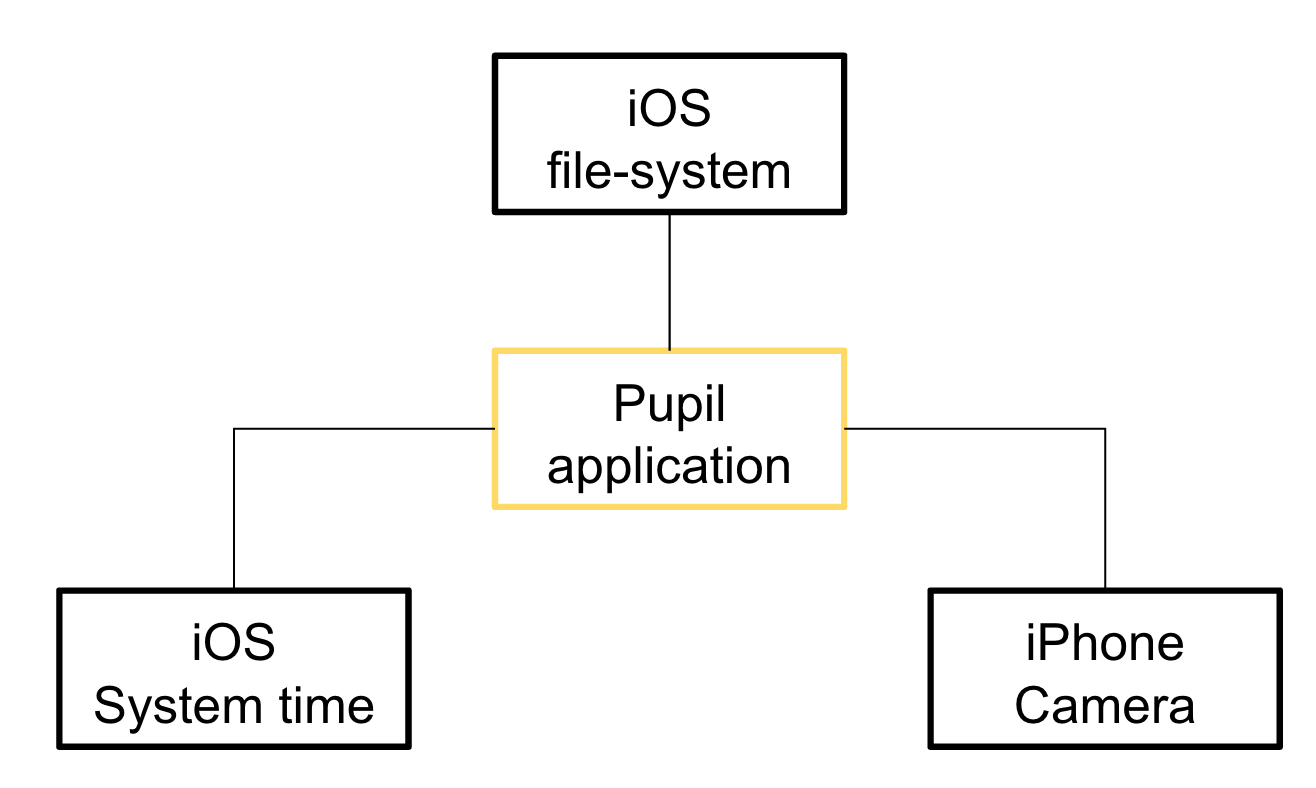
## Product Architecture



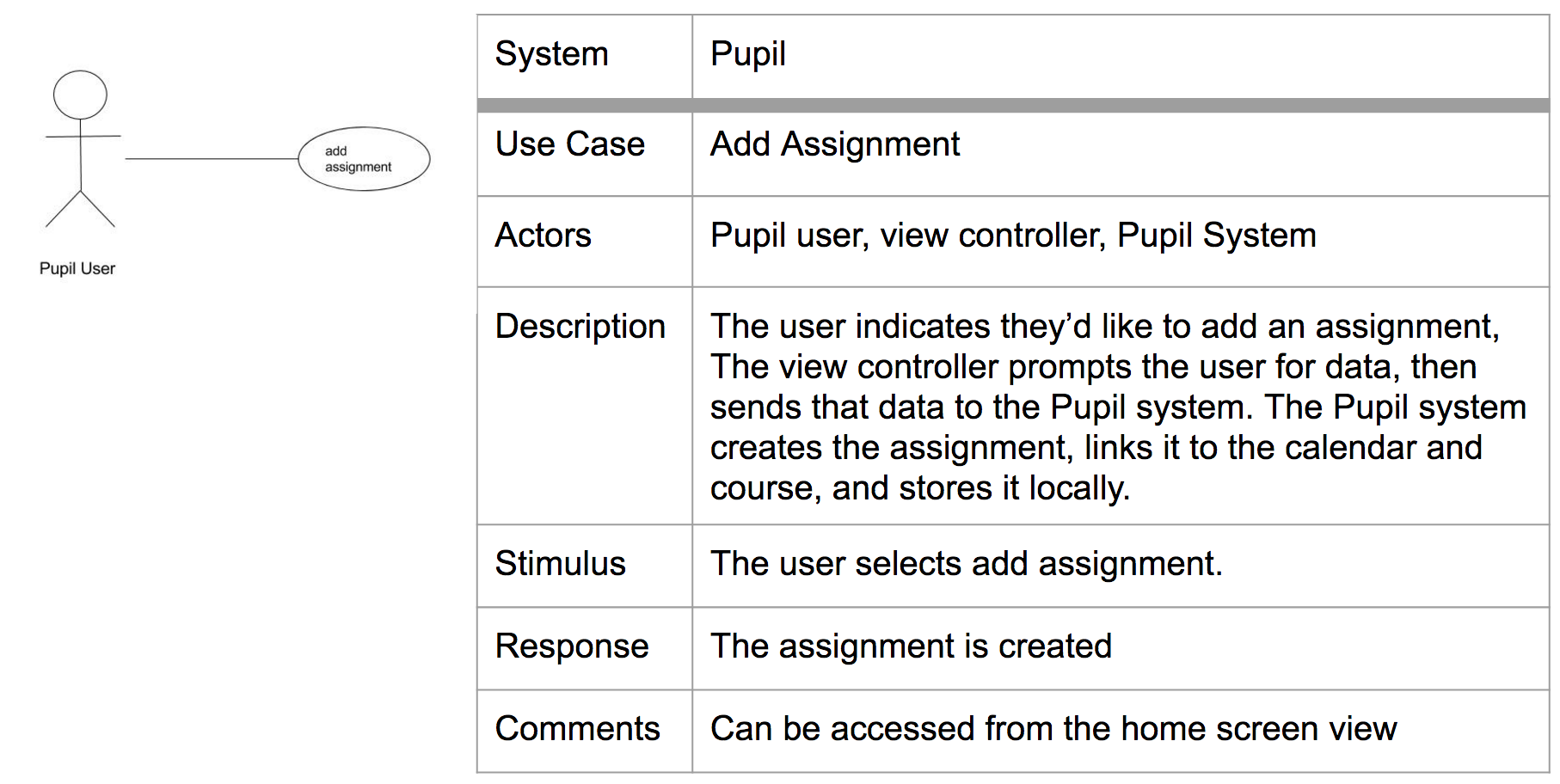
## System Boundaries

* Within pupil there are many systems that depend upon each other to function properly such as the calendar system which relies upon the assignment and reminder systems
* There is a grading and GPA system which rely on the data storage system of the user’s IOS device
* There is the IOS system and hardware systems of the iphone which rely on Pupil to safely function

Context Model

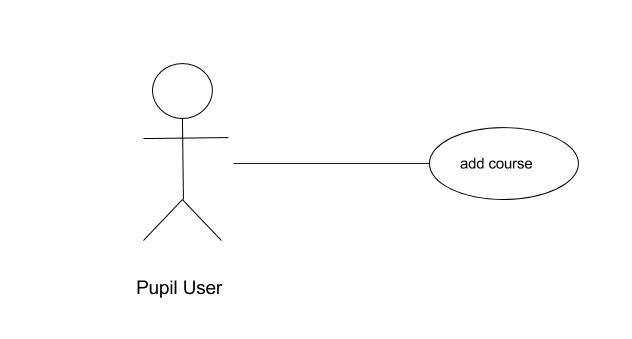


## Use Case 1

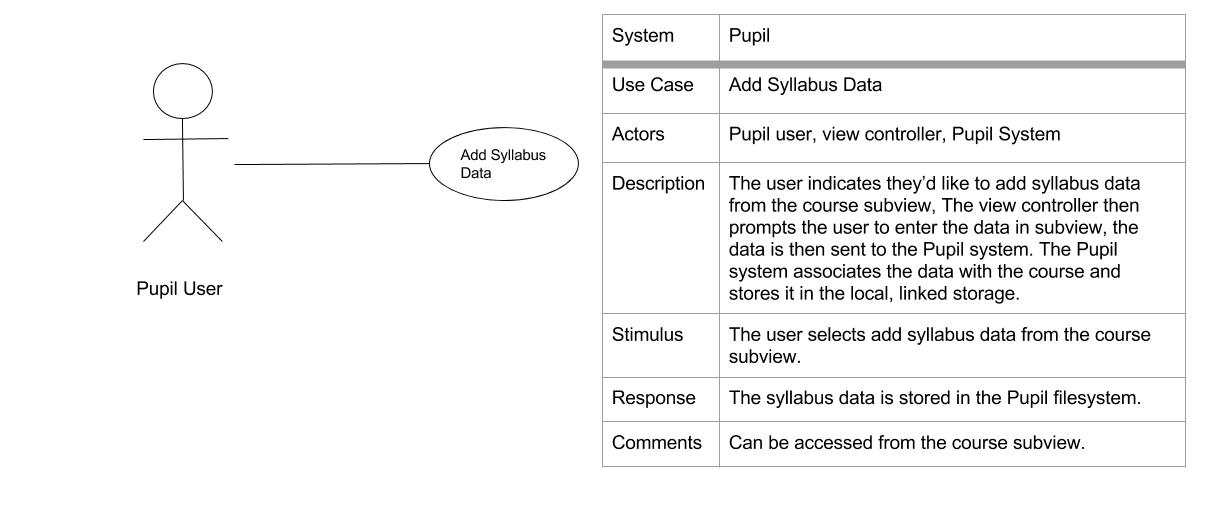


## Use Case 2

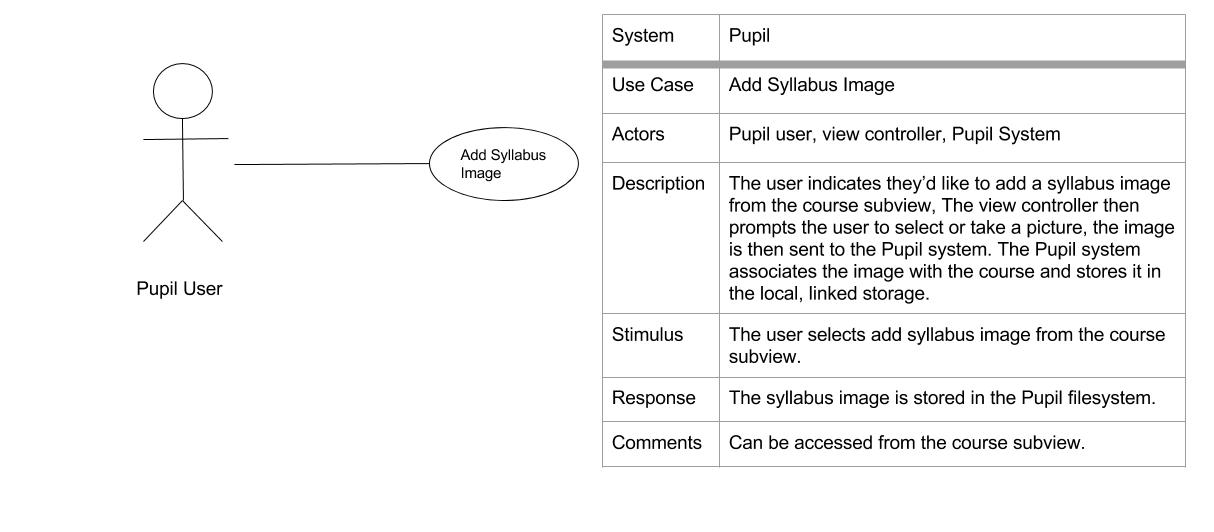
|  |  |
| --- | --- |
| System | Pupil |
| Use Case | Add Course |
| Actors | Pupil user, view controller, Pupil System |
| Description | The user indicates they’d like to add a course, The view controller prompts the user for data, then sends that data to the Pupil system. The Pupil system creates the course and stores it locally. |
| Stimulus | The user selects add course. |
| Response | The course is created |
| Comments | Can be accessed from home screen view |



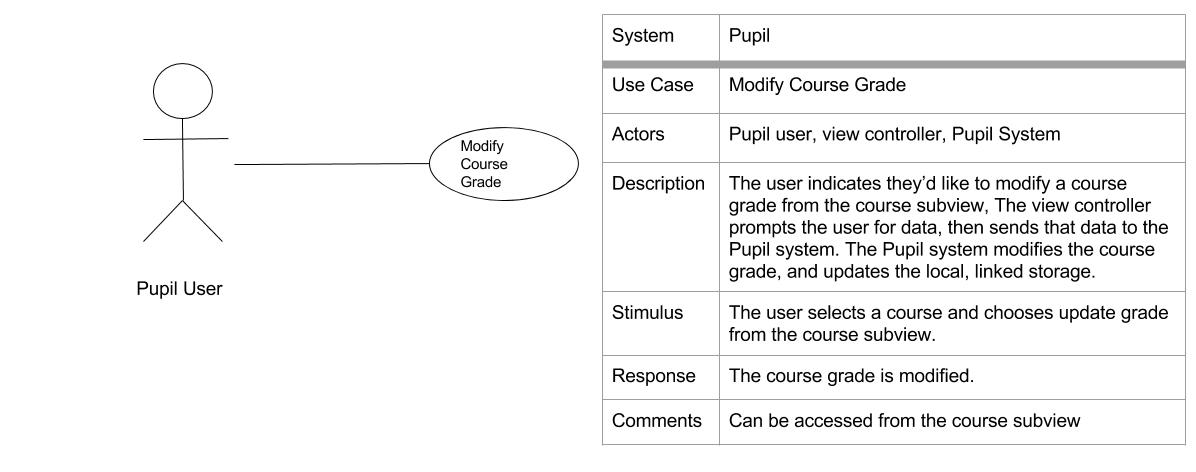
Use Case 3



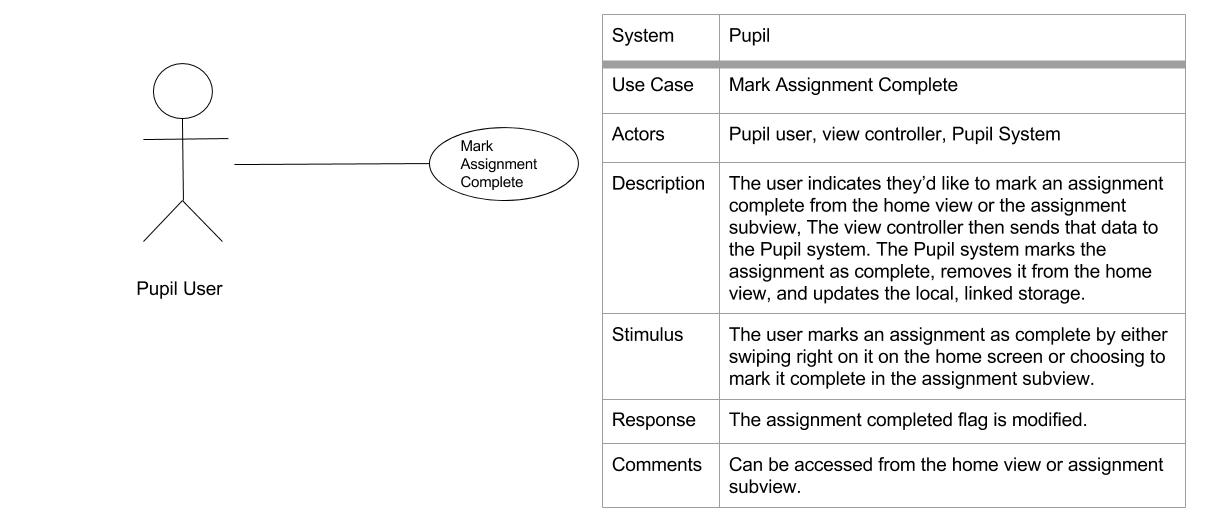
Use Case 4



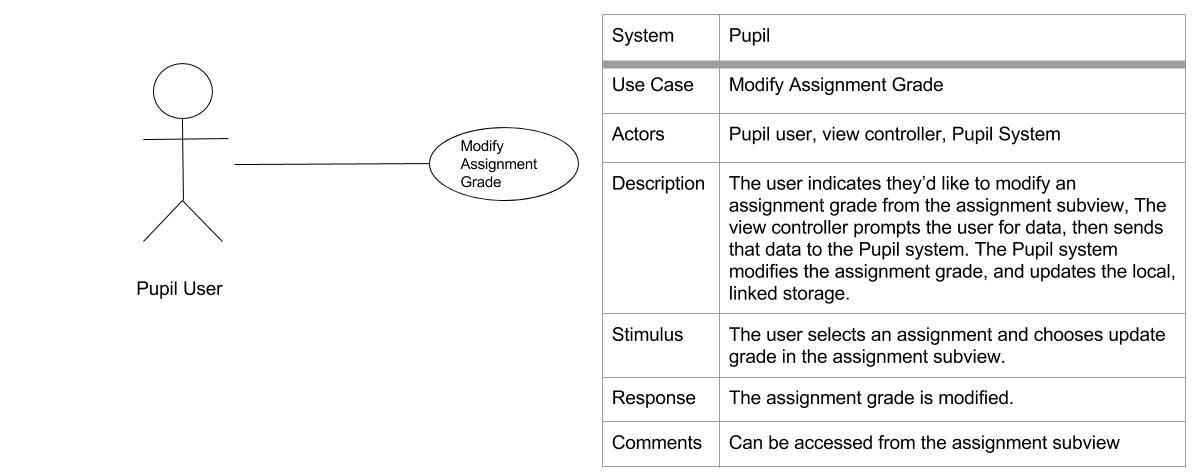
Use Case 5



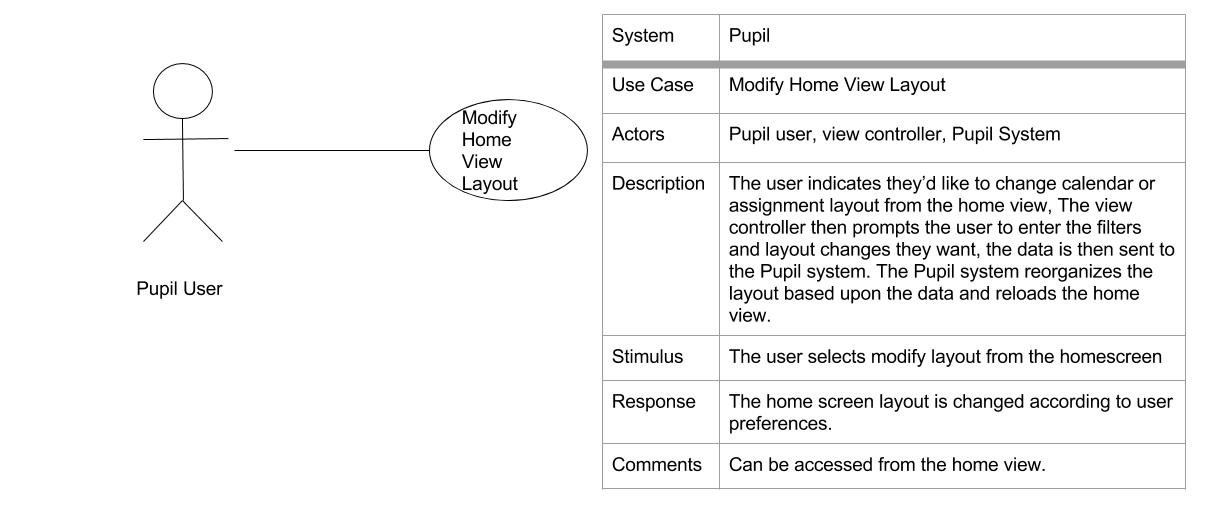
Use Case 6

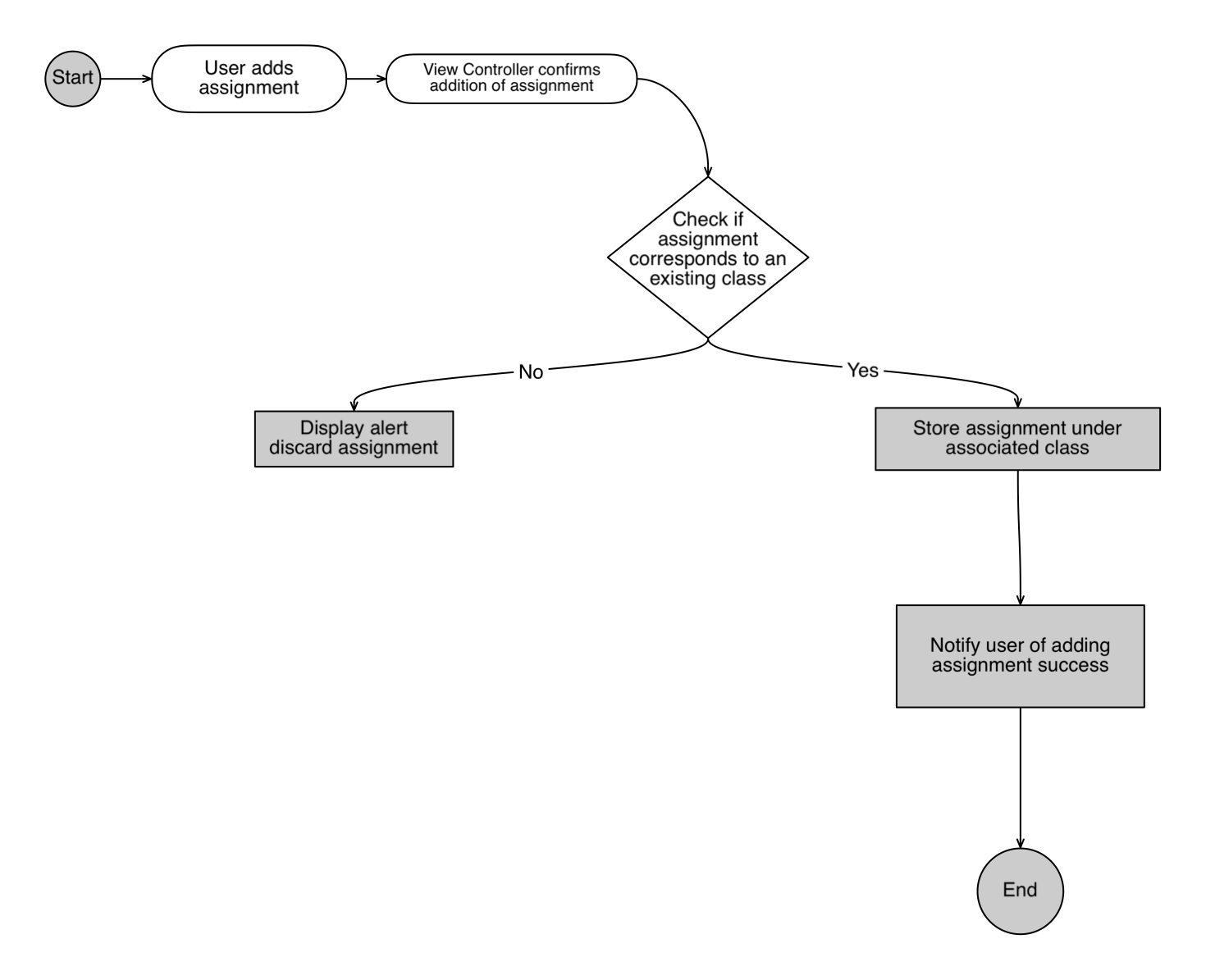


Use Case 7



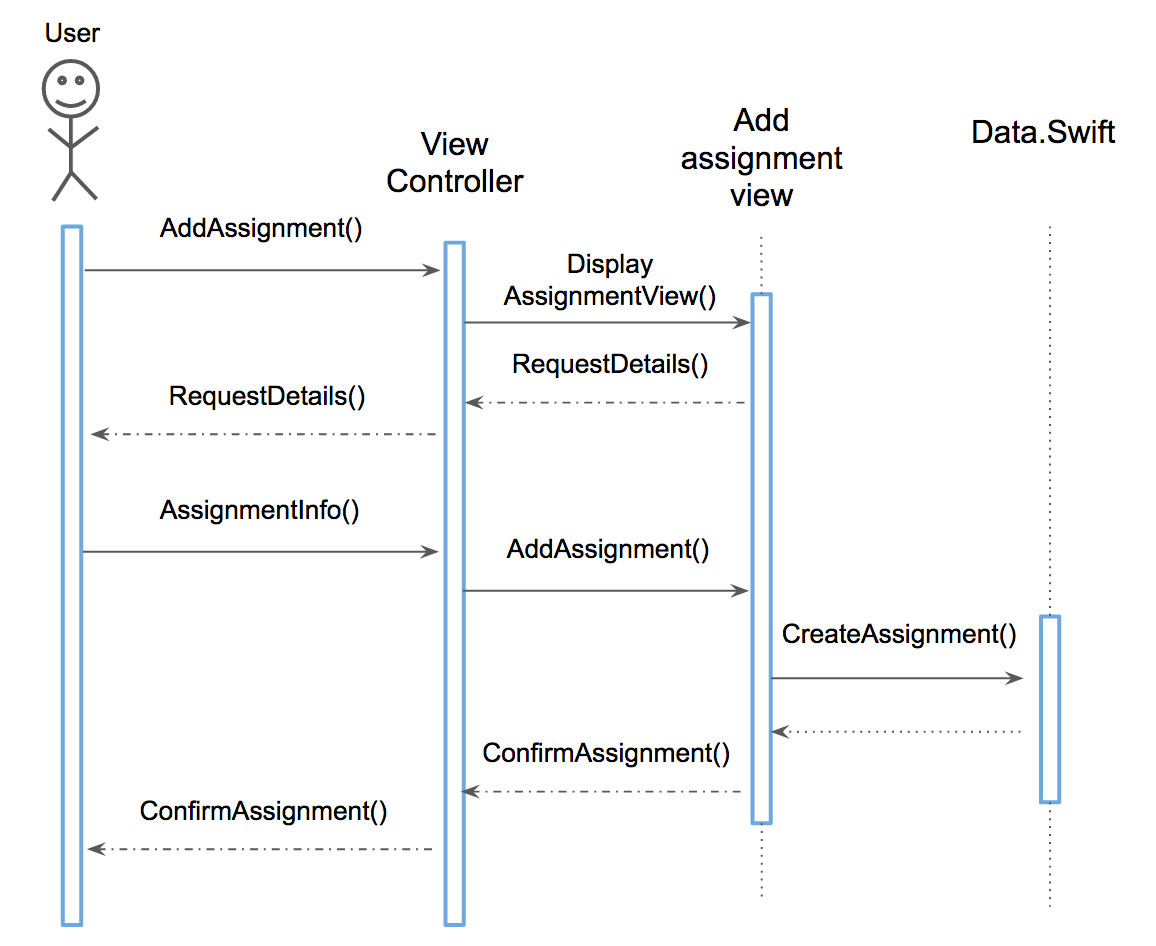
Use Case 8



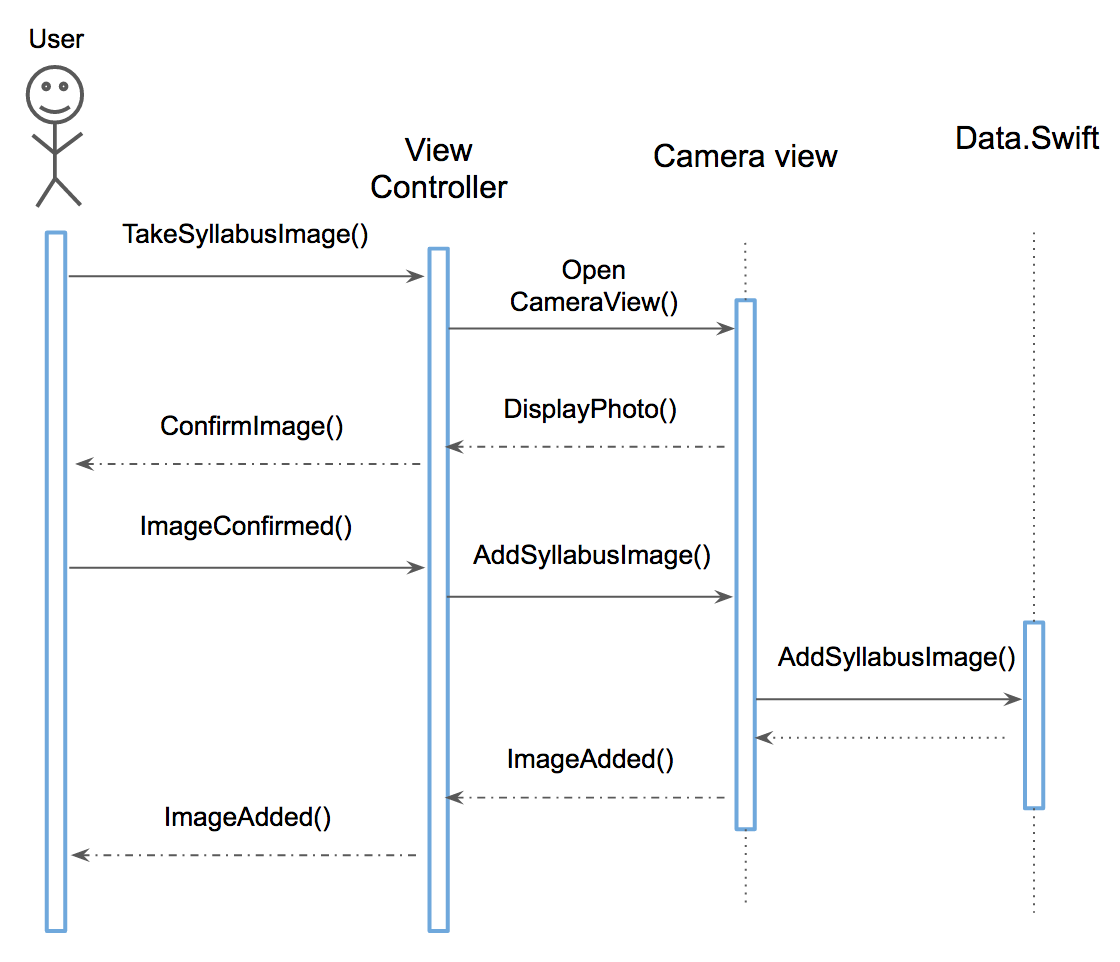
Activity Diagram

## Interaction with Sequence Diagram

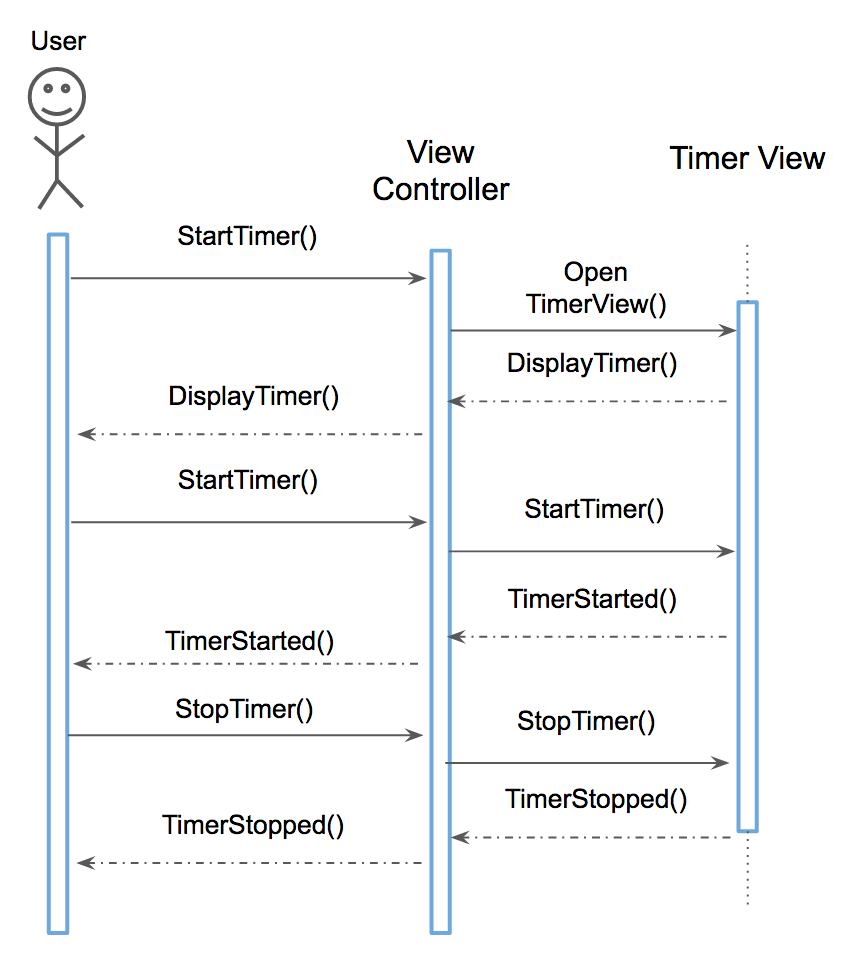
Adding an Assignment:



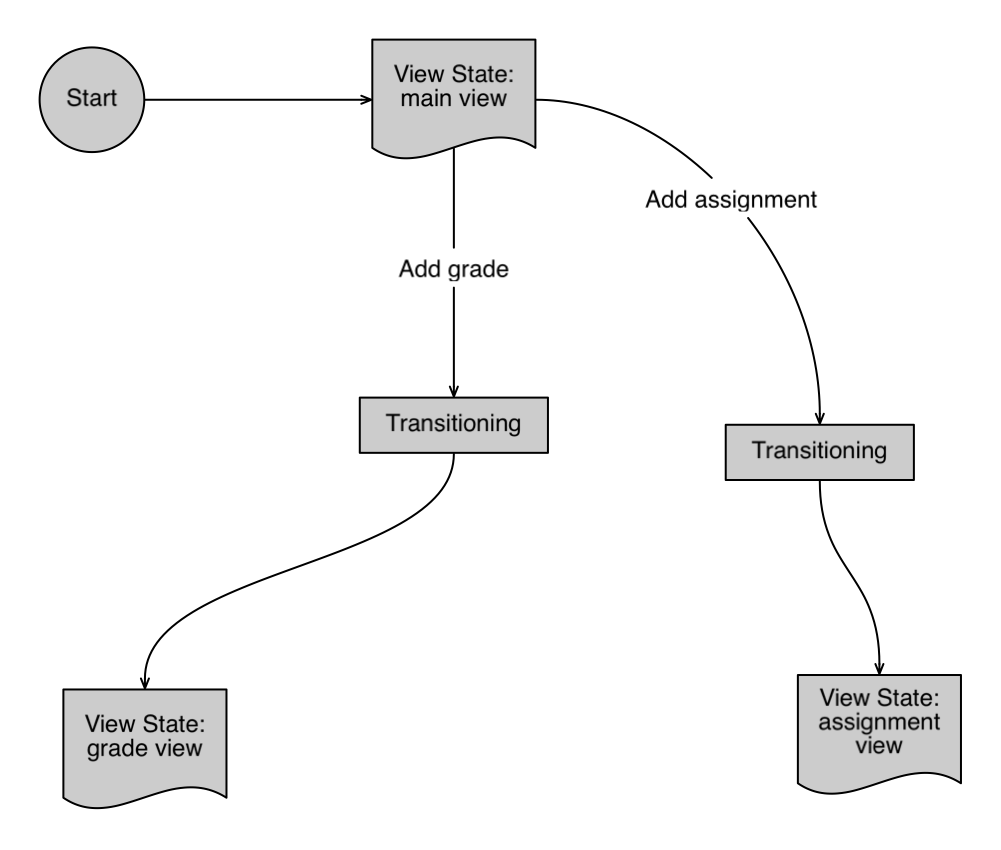
Adding a syllabus image



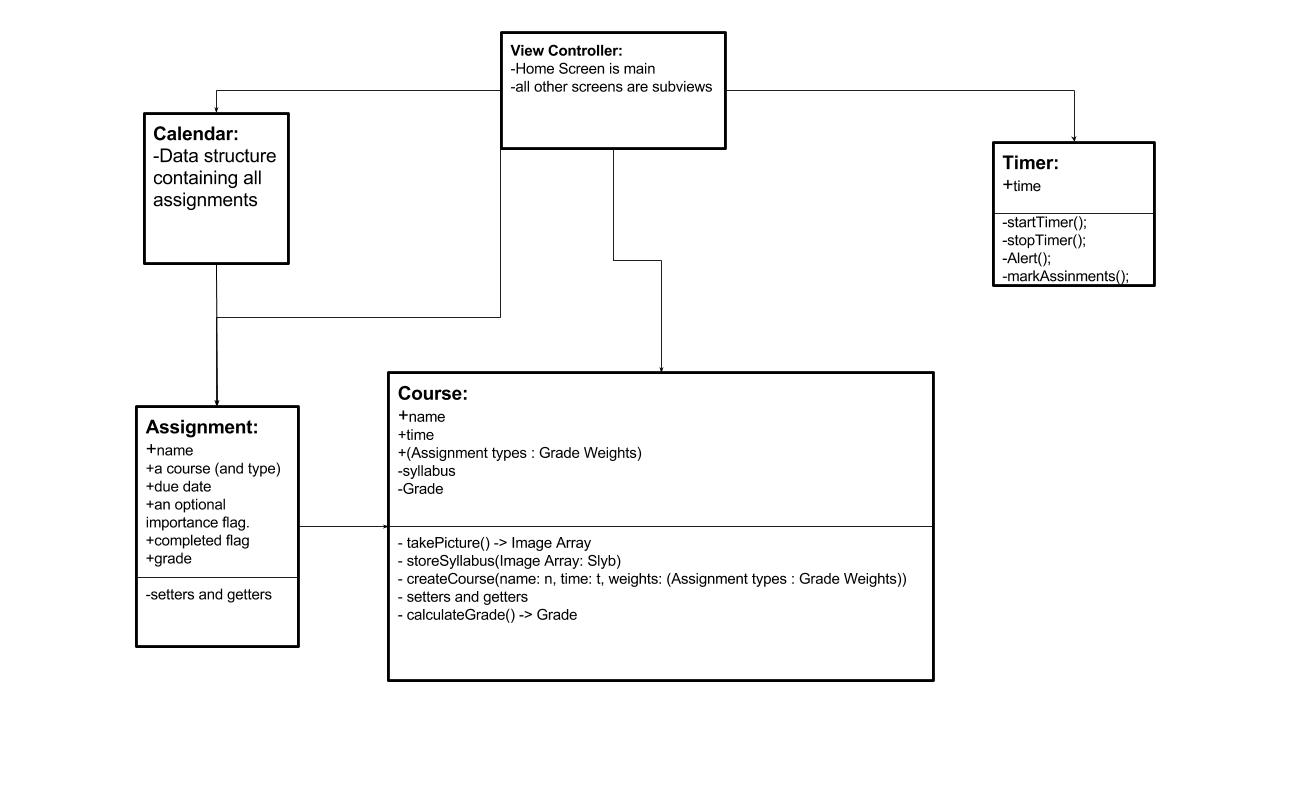
Using the Timer



## Event Response State Diagram



## Class Diagram



## Activity Diagram for Adding a Grade

