Software Engineering Lab

UML document Document

Friends of Farmers

GID: G02

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1. List of Class Diagram(s)

Purpose: Figure 01, show class diagram for a farmer Consumer app - Customer details, Farmer details of crops and their storage in database..

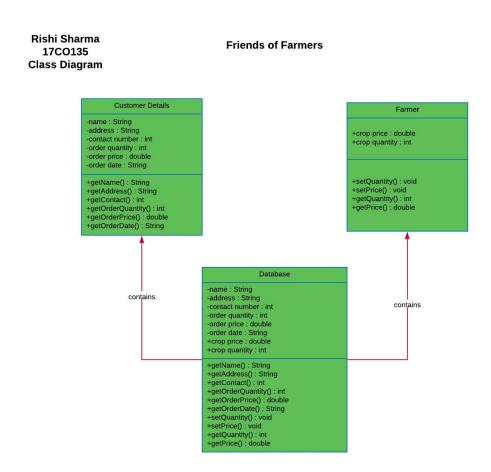


Figure 01. UML Class diagram for farmer app

2. List of Component Diagram(s)

Purpose: The Figure 02, shows "white-box" view of the internal structure of some related subsystems - Search bar, crop list, individual crop details, customer details.

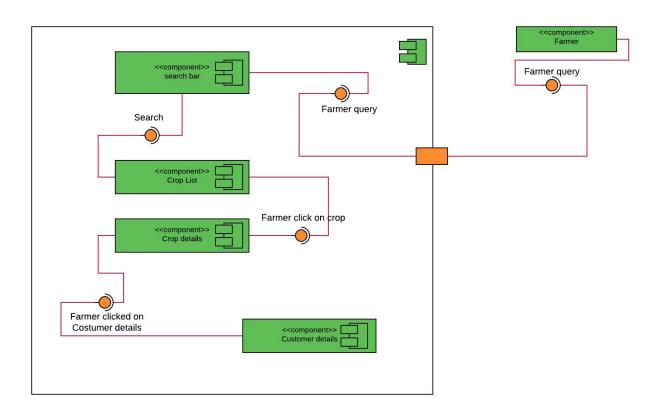


Figure 02. UML Component diagram for farmer app

3. List of Use case Diagram(s)

Purpose: Figure 03, provides top level use case for a web farmer storing details of a crop(price, quantity) which he want to sell.

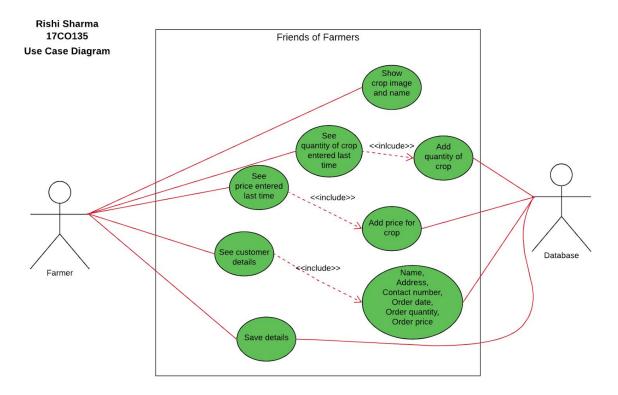


Figure 03. UML Use Case diagram for farmer app

4. List of Activity Diagram(s)

Purpose: Figure 04, shows the flow in order to either add or change quantity of crops, add or change price of crop, see the details of customers who had taken the crop from the farmer.

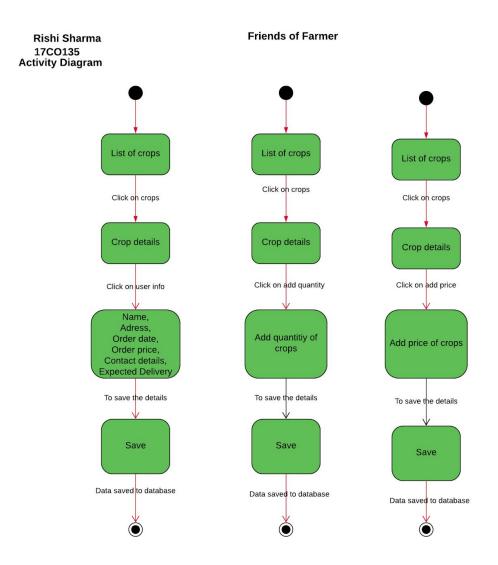


Figure 04. UML Activity diagram for farmer app

5. List of Sequence Diagram(s)

Purpose: Figure 05.a, shows high level UML sequence diagram for adding or changing quantity of crop as well adding or changing price of that crop.

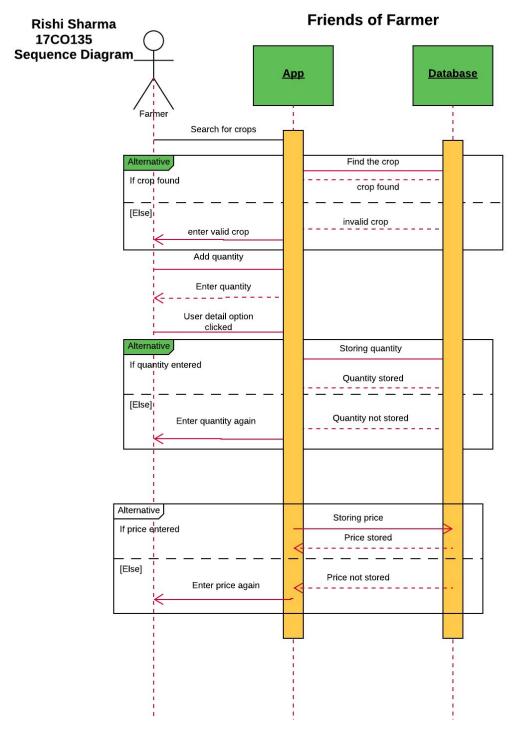


Figure 05.a. UML Sequence diagram for farmer app

Purpose: Figure 05.b, shows high level UML sequence diagram for seeing the details like name, address, contact etc..., of the customers who had taken crops from the farmer.

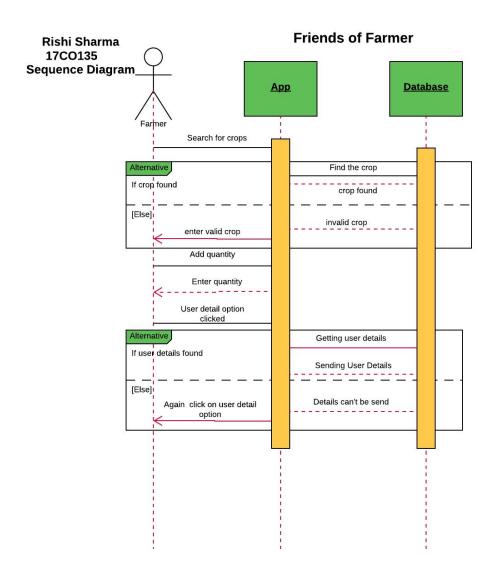


Figure 05.b. UML Sequence diagram for farmer app

6. Report Summary

In this report i had made different UML diagram in order to show the working of my system before coding it practically. I had made different UMLs as taught in class which are showing the different working of app. I didn't made any state chart diagram because my requirements are like that. I had made one Class, one Use Case, one Activity, one Component and two Sequence diagram which are completely showing the how my requirements will behave when the app will be coded.

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