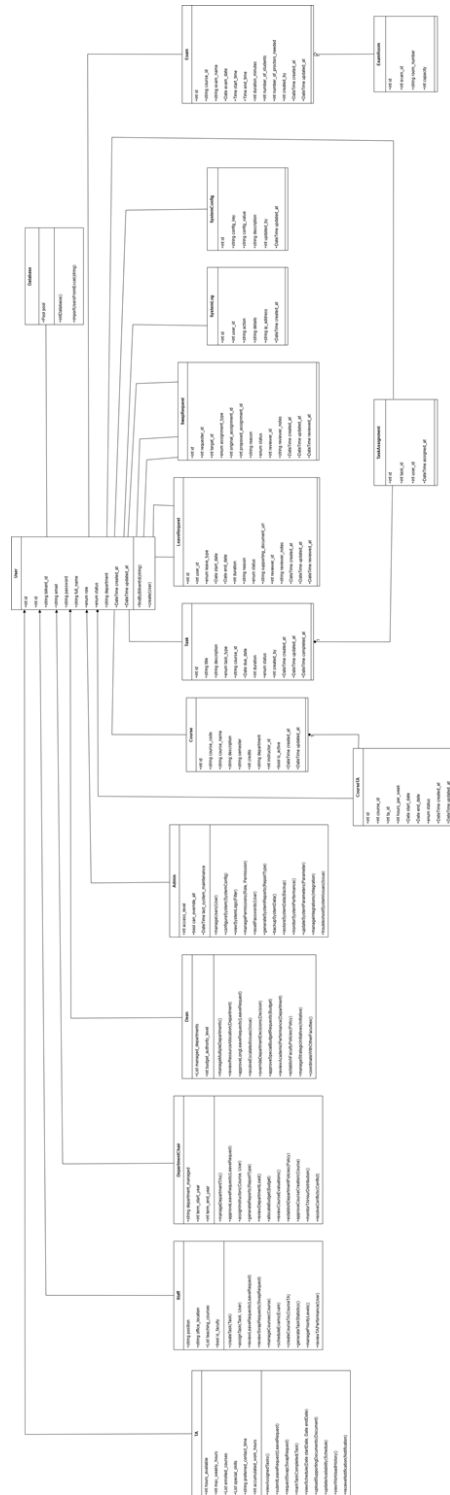


## Class Diagram



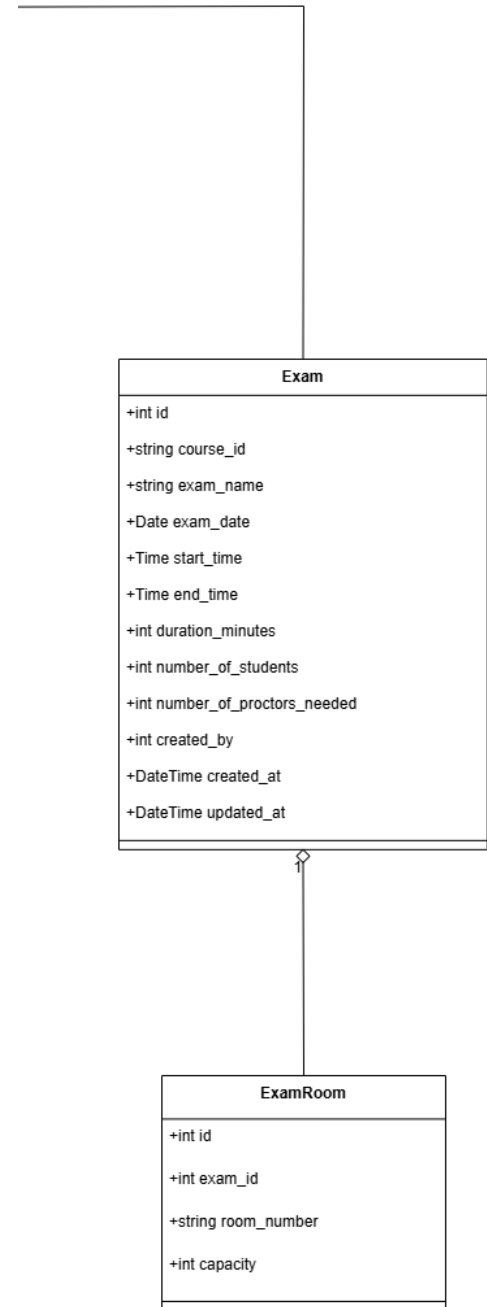
# Software Design Patterns

## 1. Aggregation:

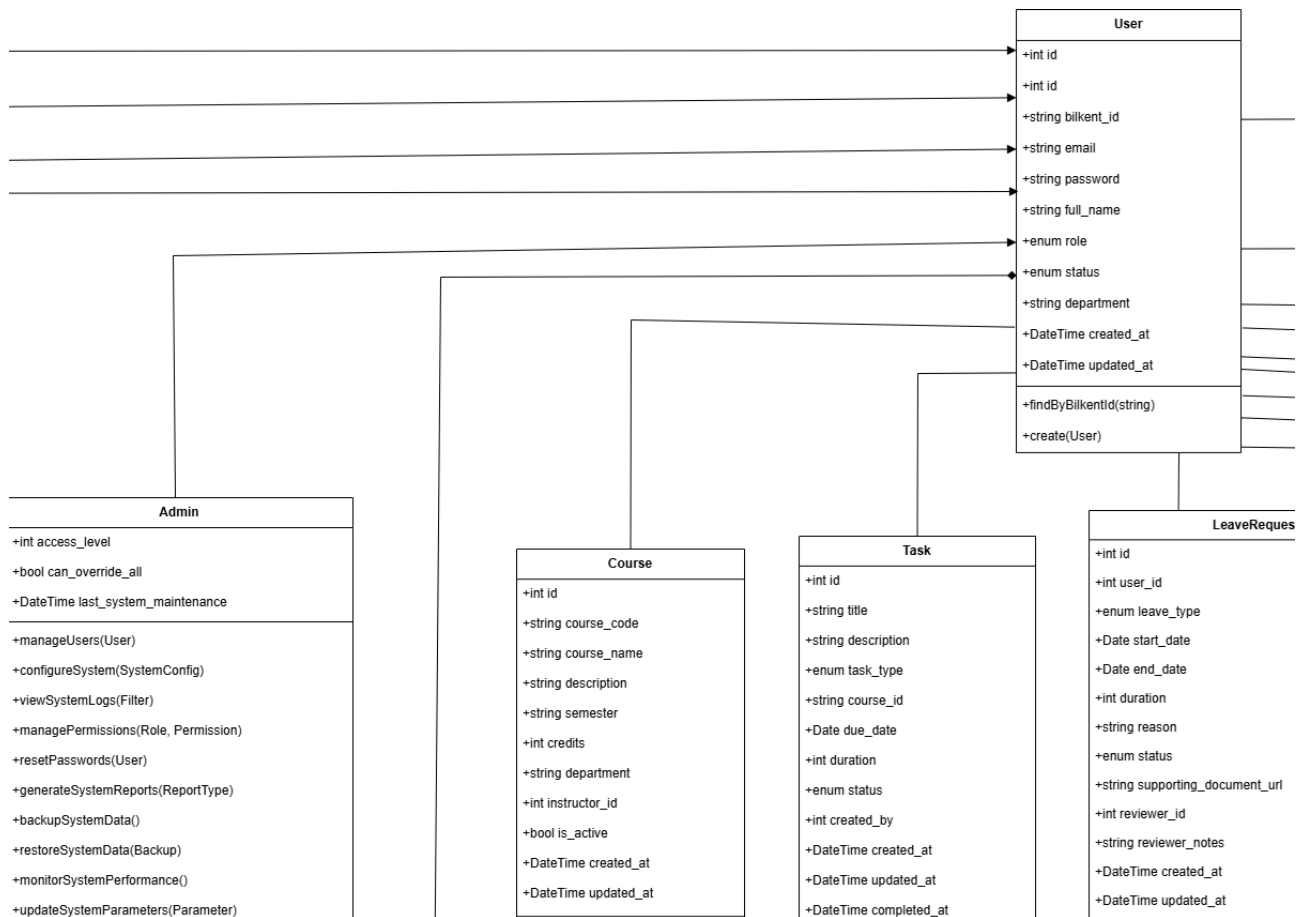
The aggregation design pattern is represented in the class diagram by the following classes:

**Exam:** This is the class that holds all Exam information, including `cours_id`, `date` and `time`, and `duration`. It includes the `ExamRoom` class which can exist without an exam, since it's just a room.

**ExamRoom:** This is a concrete class that represents an `ExamRoom` object and holds all information about the room an exam will be held in including `room_number`, and `capacity`. The classroom exists regardless of whether an exam will be taking place in it or not, which means it does not rely on the existence of an `Exam` class. It is a leaf node in the composite hierarchy with no child objects.



## 2. Generalization (Inheritance)



**Note:** This example only shows the relationship between admin and User since the diagram is too large to show other user relationships

**User:** This is the abstract superclass that generalizes common attributes and behaviors shared by all user types in the system. It holds general information such as ID, email address, password, and role. It also provides shared operations like `setPassword` and `setEmail` that are inherited by TA, staff, and admin subclasses. The Account class serves as the root of the generalization hierarchy.

**Admin:** This is a subclass of Account, representing administrative users with elevated privileges. Admins can perform actions such as viewing logs, accessing user statistics, and adding or overriding accounts. This class inherits the basic user structure from Account but extends it with admin specific functionality.