

EduLink: Skills for all

UML DIAGRAM

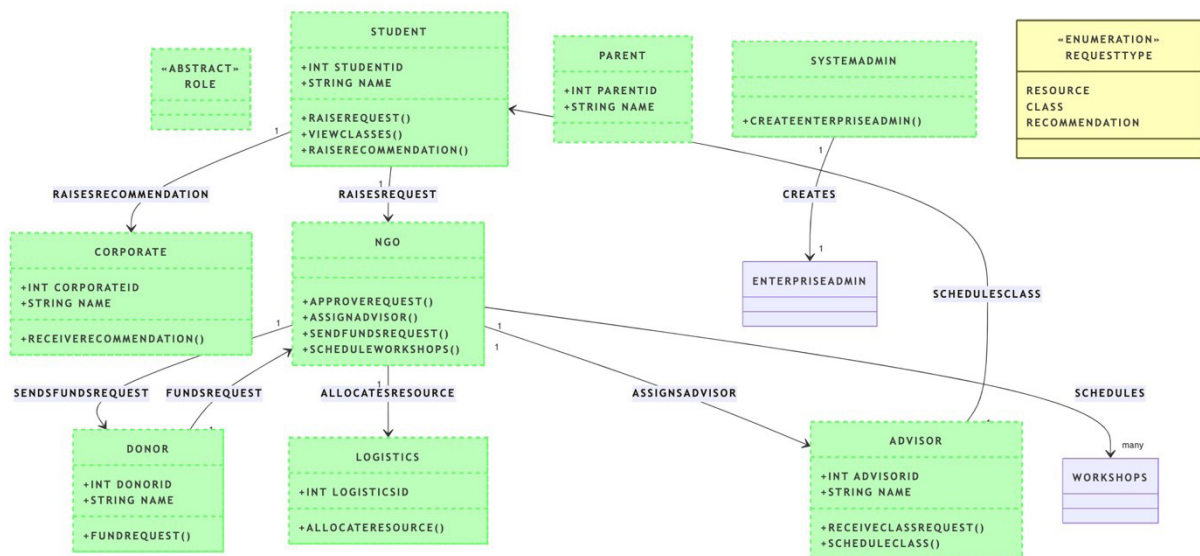
Diagram Description:

1. EcoSystem:
 - Acts as the central hub and connects to multiple Networks.
 - Manages the overall workflow and shared resources like the WorkQueue.
2. Networks:
 - Each Network represents a distinct entity or area within the system.
 - It contains multiple Enterprises, each fulfilling specific roles or responsibilities.
3. Enterprises:
 - Every Enterprise belongs to a Network and serves as a functional unit, handling specific objectives.
 - Examples of enterprises: NGOs, Corporates, Logistics, Educational Institutes.
 - Each enterprise is connected to its Organization Directory, which manages various organizations within it.
4. Organizations:
 - Organizations operate under their respective enterprises and execute tasks such as managing requests or scheduling events.
 - DiRerent organizations handle distinct tasks based on their roles (e.g., logistics, advisory, or teaching roles).
5. WorkQueue:
 - A centralized system shared across the ecosystem to manage and track requests.
 - Used for tasks such as:
 - Resource allocation.
 - Scheduling classes.
 - Approving or rejecting requests.
 - Ensures workflow transparency and coordination among diRerent entities.
6. Roles:
 - Include Student, Advisor, Donor, Parent, Teacher, Logistics, Corporate, and System Admin.
 - Each role interacts with specific UI Panels, tailored to their responsibilities.
 - The UI panels facilitate:

- Request handling.
- Task tracking.
- Decision-making and updates within their domain.

7. High-Level Flow:

- The diagram showcases the relationship between high-level components (EcoSystem, Network, Enterprises) and their internal structures (Organizations, WorkQueues).
- Roles operate at different levels and interfaces within the system, ensuring that responsibilities and workflows are appropriately distributed.



Technical Details

- Development Environment:

- The project is implemented and run using **Apache NetBeans IDE**. Ensure the IDE is properly configured for Java development.

- Database Management:

- DB4O (Database for Objects) is used for data persistence.

- **Important Note**: Due to a known glitch, a new `db4o` database file is created every time the program runs. To avoid conflicts:

1. Locate and delete the old `db4o` file before restarting the program.
2. Failing to do so might cause duplicate entries or inconsistent data.

- Email Functionality:

- Emails are sent automatically for key updates, such as funding approvals, meeting schedules, and recommendations.

- Data Visualization:

- Pie charts are implemented to represent important data insights, such as funding allocation, resource distribution, and request types.