

# **Software Design Document**

### **Job Forum Discussion**

#### Version 1.0

#### Prepared by

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## 1.1 Activity Diagrams

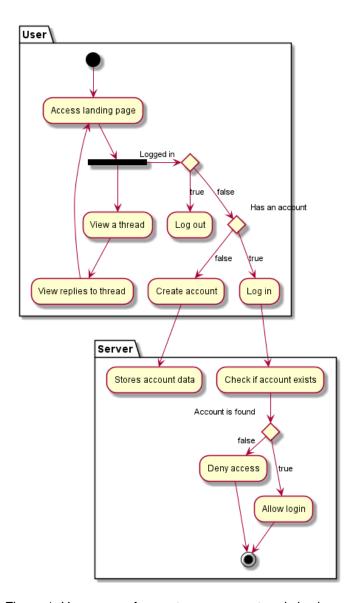


Figure 1: Use case – Account management and viewing posts

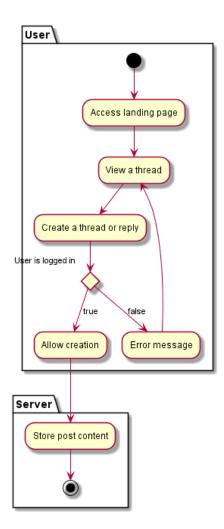


Figure 2: Use case – Post creation

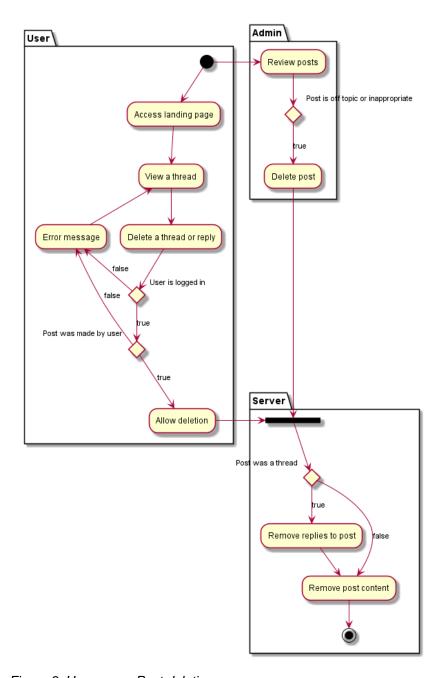
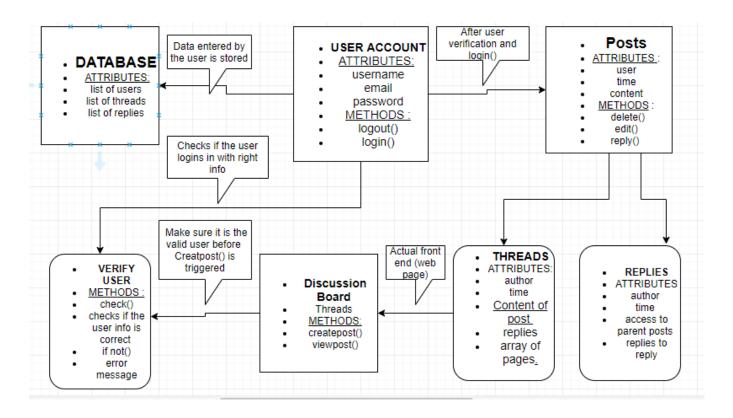
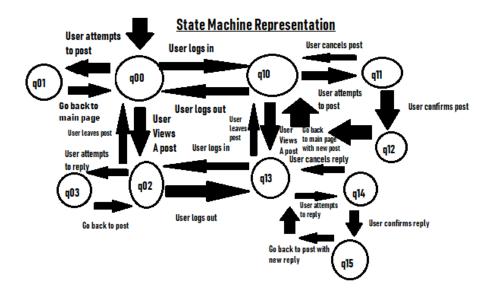


Figure 3: Use case – Post deletion

### 1.2 Structural Modeling



# 1.3 Behavior Modeling



State	Description
q00 (S)	Main page but logged out.
q01	State triggers when a user tries to post but is not
	logged in. States purpose is to display
	information telling the user to login. This can be
	implemented as either a separate page or a
	popup of some sort.
q02	Triggers when a user views a post but is not
	logged in.
q03	Pretty much exactly the same as q01 but for
	trying to make a reply instead.
q10	Main page but logged in.
q11	State which allows the user to perform all actions
	to make a post, or stop making a post if the want
	to.
q12	State which triggers the actual posting to the
	discussion board.
q13	Triggers when a user views a post but is logged in.
q14	Same as q11 but for making a reply
q15	Same as q12 but creating sa reply relative to the
	current post.