Object Sequence Diagram

FH Mobile Application

Version 1.0

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**Introduction & Description**

The following diagrams are the UML Sequence diagrams for the Fitness Health Mobile Application. The first one is a sequence diagram for the whole system. This describes all of the features and methods that are included in our system. After the system overview we provided diagrams that outline all of the different activities that happen inside our applications. All of the diagrams are labeled with the appropriate title for the function they are describing. In the diagrams we first start with the user logging into the system and then performing different actions. We also included the action of the facilitator logging in to validate a workout.

**Figure Table**

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| --- | --- | --- |
| **Figure Number** | **Name** | **Description** |
| 1.0 | System Overview | This diagram describes |
| 2.0 | Log In |  |
| 3.0 | Create New User |  |
| 4.0 | Change Password |  |
| 5.0 | Create New Workout |  |
| 6.0 | Validate Workout |  |
| 7.0 | View Balance |  |
| 8.0 | View Workout | This diagram describes how a user will view a workout that they’ve entered. The user logs into the Client application (1), which causes the Client application to connect to the Server (2). The Server responds with session information (3). The Client queries the Server for workouts associated with the user (4), and the Server responds with the workouts (5). The workouts are then displayed to the user (6). |
| 9.0 | Add Balance | This diagram describes how a user will add a balance to their user account. The user logs into the Client application (1), which causes the Client application to connect to the Server (2). The Server responds with session information (3). The user updates their profile with the balance they wish to add (4). The updated profile notifies the server to update the user’s balance (5). The server responds with the updated balance (6). The profile notifies the the Client application that the user profile information has changed (7), which is relayed back to the user (8). |