

Software design and architecture.

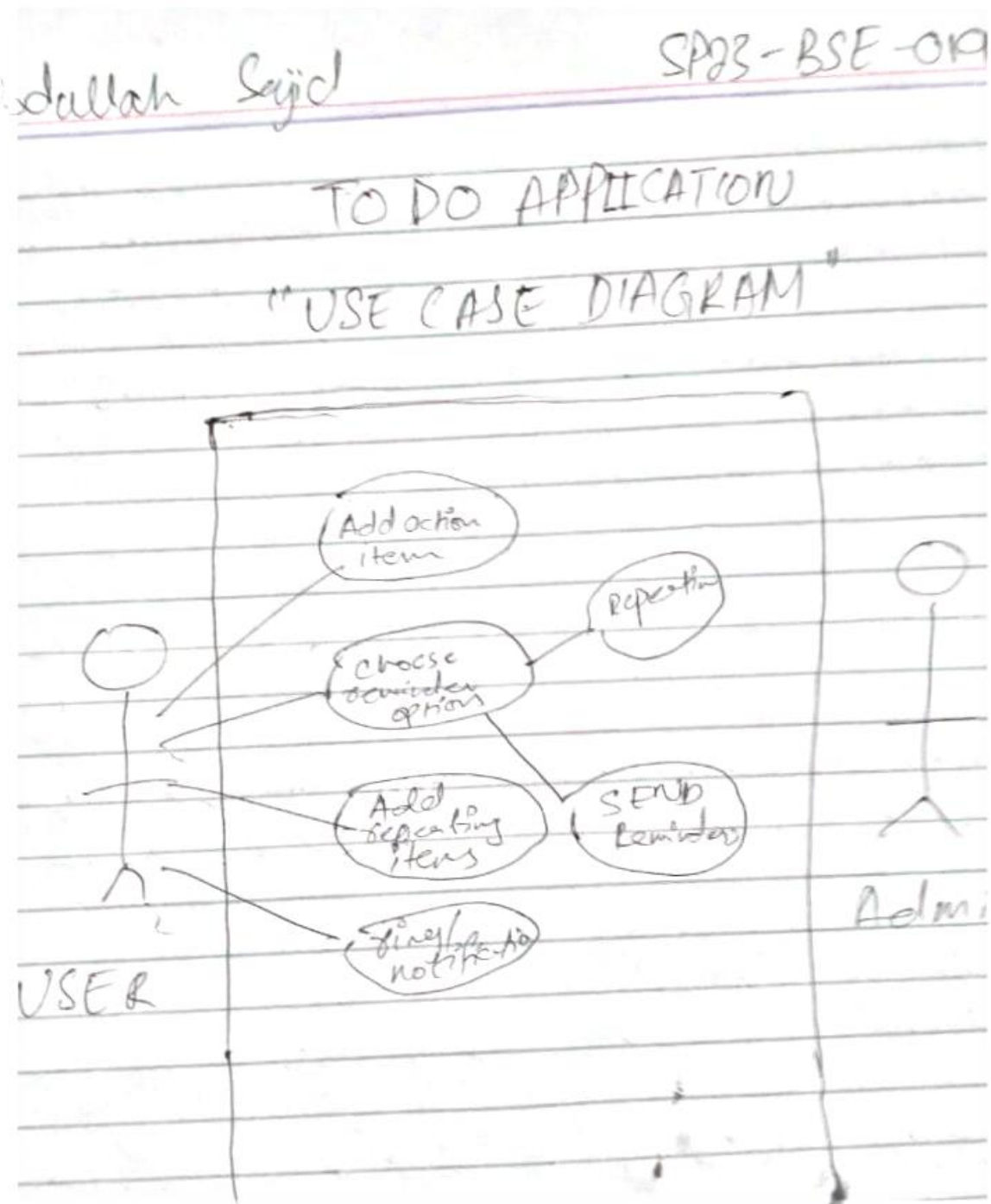
Abdullah Sajid

SP23-BSE-019

Lab mid term

Teacher:  
Mukhtiar Zamin

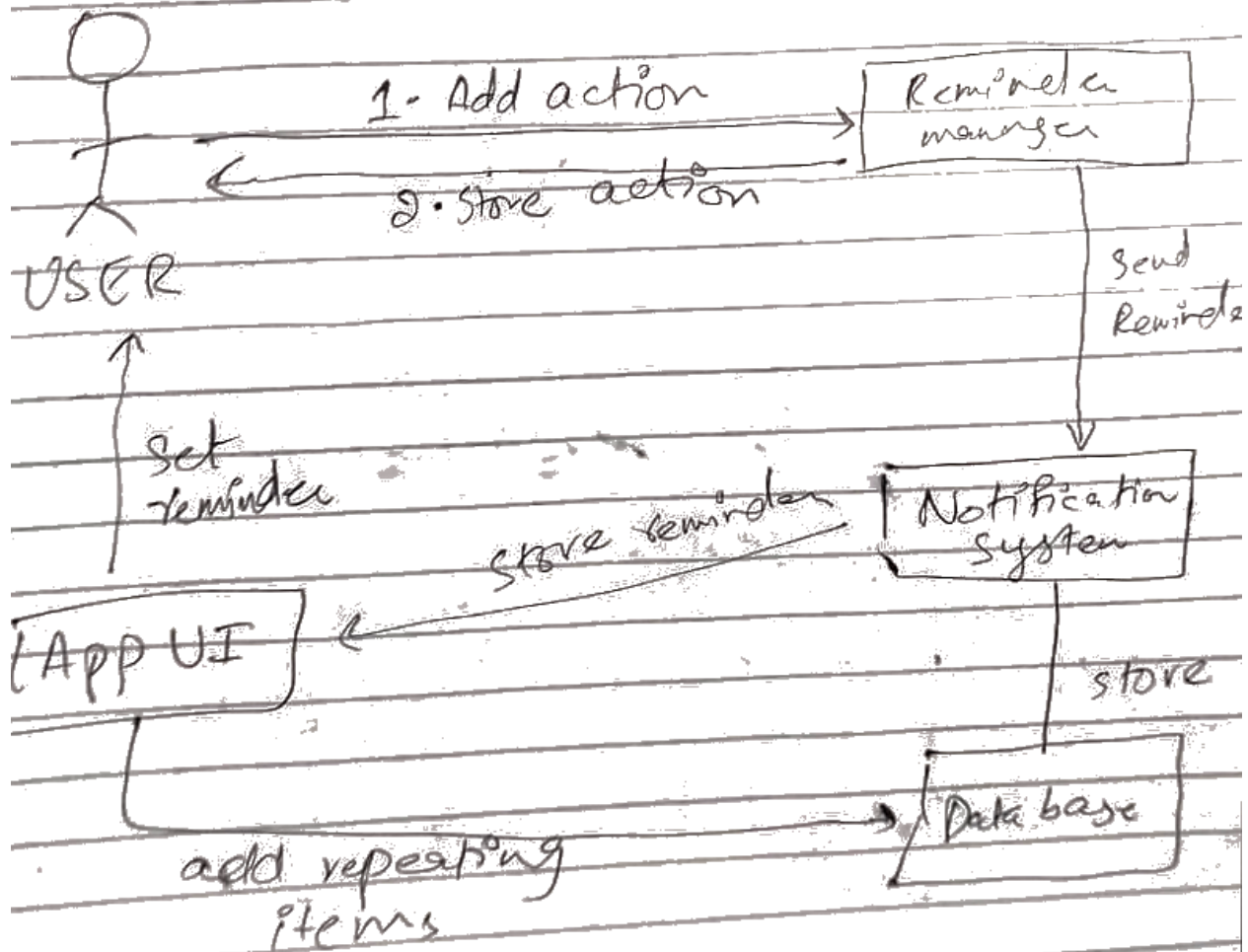
Use case diagram:



Communication diagram:

System event  
diagram

"Communication  
Diagram"



Principles that are going to be used according to use case and communication diagram:

Principles used:

1. Information expert:

Task manager will know how to manage the tasks.

Reminder manager will know how to schedule reminders.

2. Controller:

Assign responsibility to a controller object that handles system events from the UI.

3. Low Coupling:

Minimize dependencies between classes to improve flexibility and maintenance.

4. High Cohesion:

Each class should have a focused purpose.

Pattern used:

1. Observer pattern

Used to notify the user when a reminder time is reached.