Software design and architecture.

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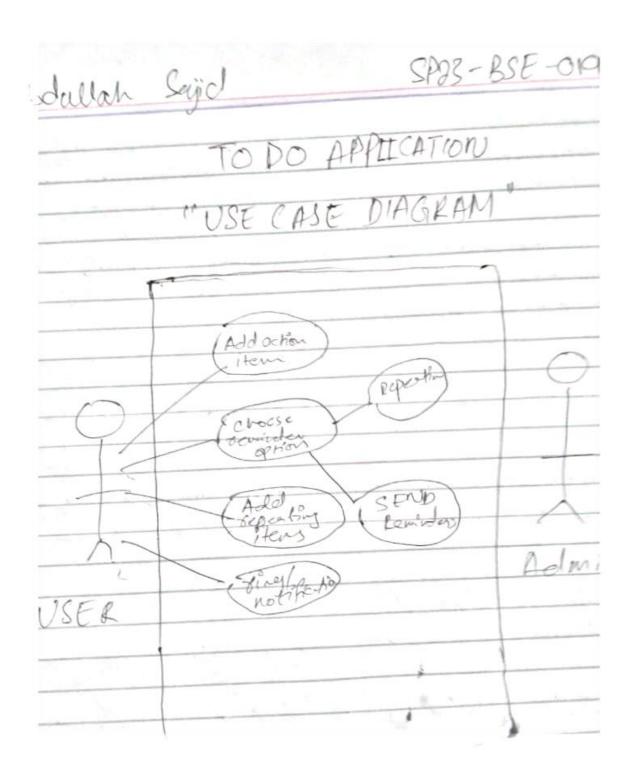
SP23-BSE-019

Lab mid term

Teacher:

Mukhtiar Zamin

# Use case diagram:



Communication diagram:

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2. Store action	
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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.