

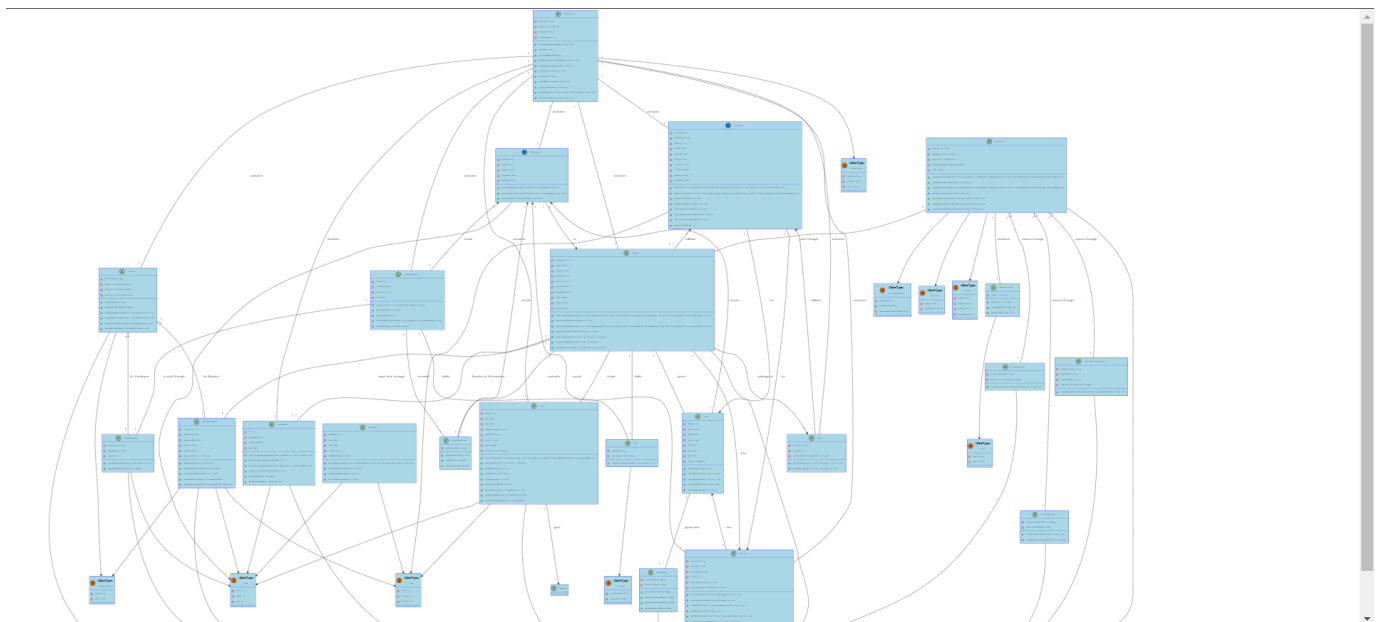
DASS ASSIGNMENT-3

Team Members-

- Mayank Mittal(2022101094)
- Aditya Garg(2022101083)

UML Modelling Tool- PlantUML

Link for the class diagram:- [Class Diagram.txt](#)



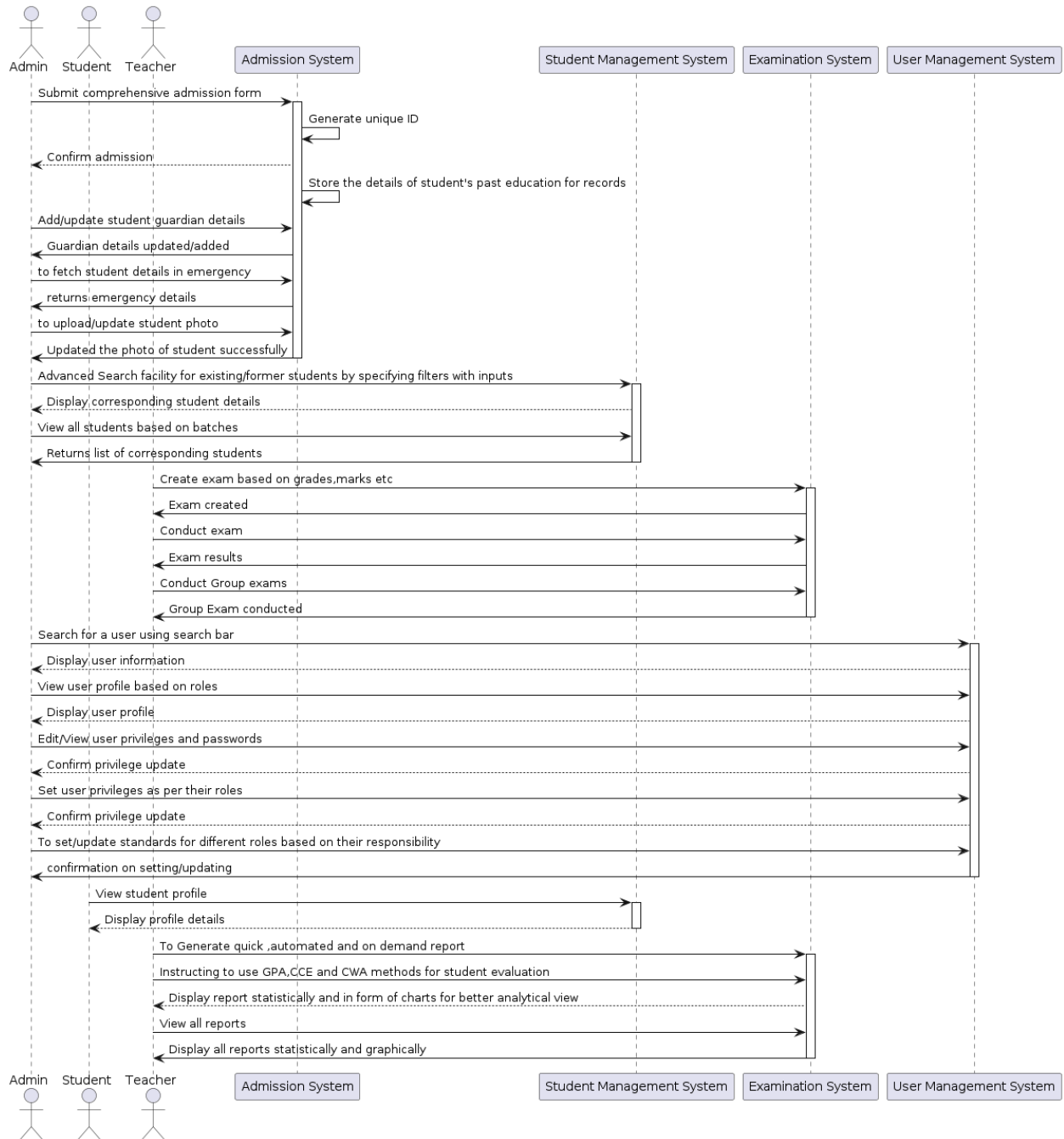
All the images are included in the doc as well as in the zip in png format.

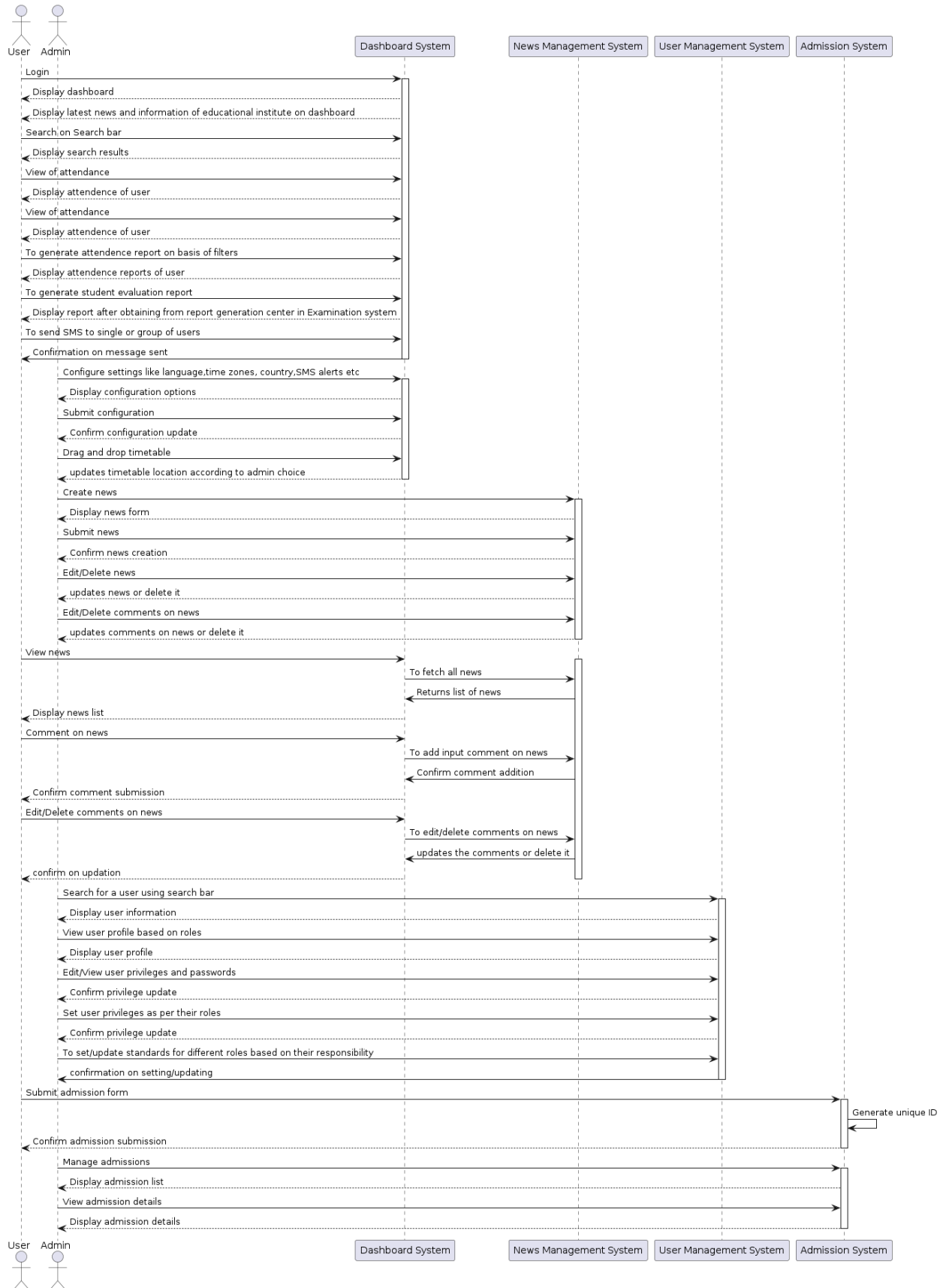
Class Name	Responsibilities
Time_table	Create, edit, delete, and manage timetable entries, generate timetables, alert subject, and class limits, and handle timetable operations like dragging and deleting.
Messaging	Send messages, auto-send messages, and record communication between users.
Image	Store image data for various purposes such as student photos or admission confirmation forms.

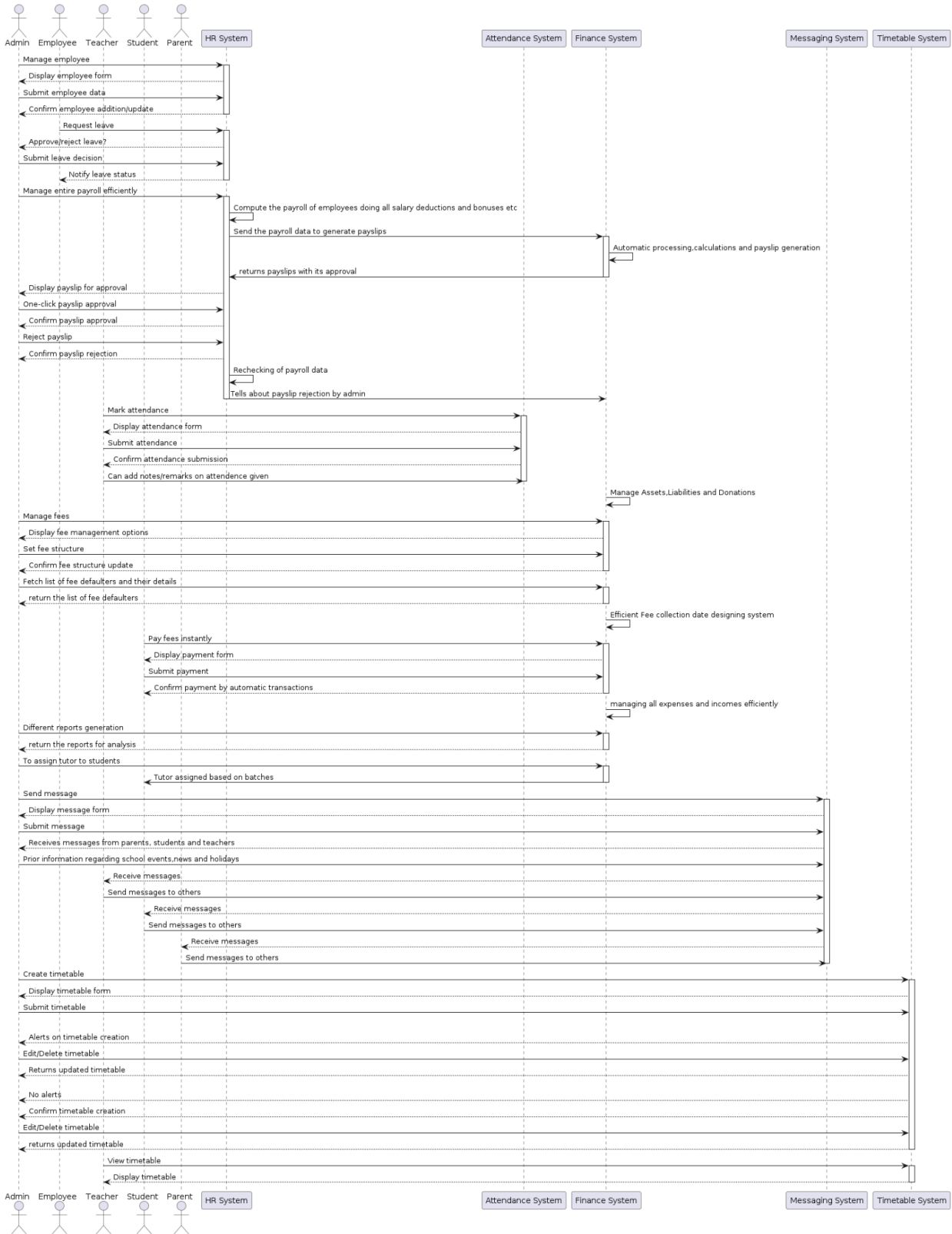
Contact	Store contact information including name, phone number, email, and address.
Admission	Create, update, retrieve, and delete admission records for students, manage guardians, emergency contacts, photos, and previous education details.
Guardian	Store information about guardians such as name and relationship
LocalAdmission	Handle local admission processes, such as adding local guardians and uploading admission confirmation forms.
Transfer student	Handle transfer student processes, such as uploading previous college transcripts and adding local guardians.
Comments	Add, delete, and edit comments on news or other content.
Attendance	Mark course and sports attendance, and show attendance records for students.
Student	Add, edit, delete, view, and search student details, including photos, personal information, and academic details
International Admission	Handle international admission processes, such as adding local guardians, uploading admission confirmation forms, and managing visa and passport information.
News	Publish, edit, delete, search, and view news, and manage comments on news.
Fee collection	Set and get fee collection dates and payment options.
Finance	Manage fees, expenses, and incomes, generate reports, approve payslips, and manage assets and liabilities.
FeeAnalyzer	Analyze defaulters and fee structures.
FeeStructure	Set and get fee amounts, due dates, semesters, and academic years.
FeeClassification	Set and get fee classifications.
PayslipApprovalSystem	Approve, add, remove, and get payslips.

Payslip	Set and get basic salary, institution name, allowances, and deductions, calculate total earnings and deductions, and generate payslips.
AssetManager	Add, remove, and get assets.
UserMangement	Add, remove, search users, view user profiles, and edit user passwords.
Role	Set and get role names and privileges.
User	Set and get usernames, passwords, and roles.
basic config	Store basic configuration information such as country, currency, and time zone.
Dashboard	Choose a language, display news, set and edit configurations, send SMS, activate the SMS module, and set SMS configurations.
Privilege	Set and get privilege names and descriptions.
Exam	Calculate grades, GPA, CWA (Continuous Weighted Average), and CCE (Continuous and Comprehensive Evaluation). Manage marks for exams.
exam report:	Generate general, statistical, graphical, and chart reports for exams.
HumanResources:	Approve or deny leave requests. Generate payroll forms. Generate admission forms.
Course:	Add and remove courses. Assign instructors and teaching assistants to courses. Manage enrolled students and teaching assistants for courses.
Batch:	Manage batches of students. Add and remove students from batches.

Pictures of Sequence Diagram







The design reflects a balance among competing criteria as :

- **Separation of Concerns:** We have incorporated this issue by dividing the system into distinct classes, each responsible for a specific set of related functionalities. For example, the Time_table class handles all timetable-related operations, while the Admission class manages admission processes. This separation promotes solving a concern very easily by dividing the concern into smaller concerns, each one dealing with one or more classes and then solving them independently to solve a big concern. The presence of multiple classes helps in separation of concerns.
- **High Cohesion :** High cohesion refers to the degree to which the elements within a module or component are related to each other. In other words, high cohesion means that the responsibilities of a module or component are closely related and focused on a single task or purpose. Modules with high cohesion are easier to understand, maintain, and reuse because they have clear and well-defined responsibilities. In our design, we have made several classes of each module in order to understand each module easily and support high cohesion and each class has its own functionality. For example in our design News Management system class is very functional and deals only with News and comments and can be easily understandable and can be taken out and used in some other design easily.
- **Low Coupling:** Low coupling refers to the degree of interdependence between modules or components within a system. It measures how much one module relies on other modules to accomplish its tasks. Low coupling means that modules are relatively independent of each other, and changes to one module have minimal impact on other modules. This improves the modularity and flexibility of the system, making it easier to modify, extend, and maintain. We have accomplished low coupling through the use of interfaces or abstract classes, which can decouple the implementation details from the client classes. For instance, the FeeAnalyzer class depends on the FeeStructure class, but it interacts with the FeeStructure interface rather than being tightly coupled to a specific implementation.

- **Information Hiding:** We have done the information hiding by encapsulating the internal state and implementing details of classes within their respective classes. We have achieved it using a 'private' access modifier, which can only be accessed through well-defined public methods and not of other classes. For example, the Payslip class encapsulates the details of calculating salaries, allowances, and deductions, exposing only the necessary methods for setting and getting relevant information. Also only admin is having powers to access all management systems which resulted in controlled interfaces for users.
- **Law of Demeter:** The classes adhere to the Law of Demeter by limiting direct interactions with other classes. For instance, the Dashboard class interacts with other modules through well-defined interfaces rather than directly accessing their internal components.
- **Extensibility and Reusability:** The design allows for easy extension and reuse of components. For example, the Course class can be easily extended to accommodate additional functionalities related to courses. Similarly, the user management class provides a framework for managing users with different roles, facilitating reusability across different parts of the system. Also many systems like news management and finance management can be reused in other designs easily and can be extensible also.
- **Design Patterns:** We have not explicitly used any of the patterns in the diagram but some of the patterns can be inferred from the diagram. For instance, the use of a centralized Dashboard class for coordinating interactions with various modules hints at the Facade pattern, providing a simplified interface to a complex system. Additionally, the composition of classes and their relationships suggests the use of the Composite pattern, allowing complex structures to be treated uniformly. Another pattern is Information Expert of GRASP in which some classes can retrieve information of others like news management can have comments on news easily.

Strongest Aspects

These are two of the strongest aspects of the design of the system:

- **Encapsulation:** Each class likely holds its own attributes and methods, promoting data protection and modularity. This makes the code more reusable and less prone to errors.
- **Separation of Concerns:** Clear and Organized Class Structure has been used in the class diagram. The class diagram uses clear naming conventions and separates the functionalities into well-defined classes. This makes the code easier to understand and maintain. Also if a concern arises then it will be solved easily.

Weakest Aspects:

These are two of the main weakest aspects of the design of the system:

- **Missing Methods and Details:** While the class structure is clear, some details about methods and attributes are missing as it is not possible to show all the methods with descriptions in the classes. The constructors and destructors of the classes are not mentioned to keep the diagram clear. Understanding the specific functionalities would require further analysis of the code itself.
- **Potential Redundancy:** There might be slight redundancy in some classes and how some functionalities are handled across different modules. Some data is stored in multiple classes which introduces redundancy in the code. For example, User Management and Employee Management might have overlapping functionalities.

Assumptions:

- 1) In the sequence diagrams we have made an assumption that any message from one actor or instance to other will have two meanings- one is it may be normal message, order or instruction to perform any method/operation or it might be some transfer of data or information like payroll,payslip,details etc.
- 2) In class diagram, in one class we have assumed circle to equivalent to '-' i.e private access modifier in front of attributes and box or square is equivalent to '+' i.e public modifier and it is because of UML Tool only.

