



□ Chapter 1: Project Overview

- Company Profile
- Importance of the Study
- Statement of the Problem
- Objectives of the Study
- Definition of Terms

- Chapter 2: Methodology
 - ▣ Software Development Methodology
 - ▣ Scope and Delimitation
 - ▣ Data Gathering Techniques
 - ▣ Sources of Data
- Chapter 3: Discussion of Finding
 - ▣ SOP1
 - ▣ SOP2
 - ▣ SOP3

//with supporting UML Diagrams

UML DIAGRAM



Unified Modeling Language

- Used in object oriented software engineering.
- Rich language that can be used to model an application structures, behavior and even business processes.
- Two types of UML
 - ▣ structure diagrams
 - ▣ behavioral diagrams.

UML Diagrams

- 1. Class Diagram
- 2. Component Diagram
- 3. Deployment Diagram
- 4. Object Diagram
- 5. Package Diagram
- 6. Profile Diagram
- 7. Composite Structure Diagram

- 8. Use Case Diagram
- 9. Activity Diagram
- 10. State Machine Diagram
- 11. Sequence Diagram
- 12. Communication Diagram
- 13. Interaction Overview Diagram
- 14. Timing Diagram

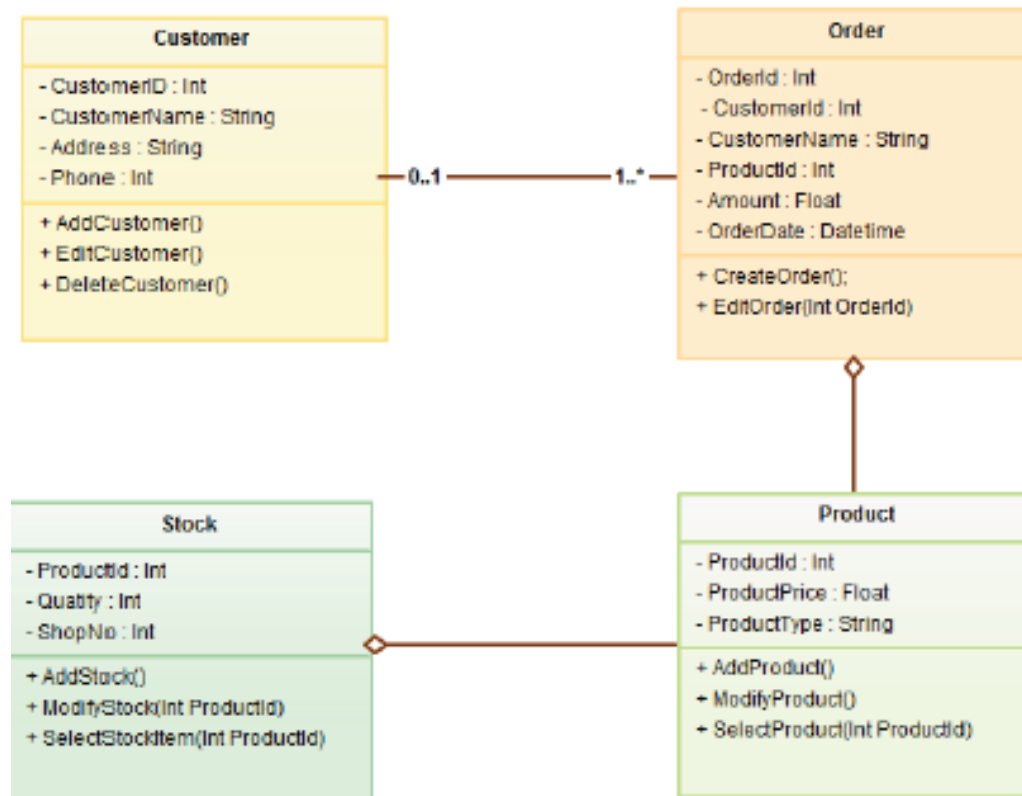
Structure Diagrams

- Used to present different objects in a system
 - 1. Class Diagram
 - 2. Component Diagram
 - 3. Deployment Diagram
 - 4. Object Diagram
 - 5. Package Diagram
 - 6. Profile Diagram
 - 7. Composite Structure Diagram

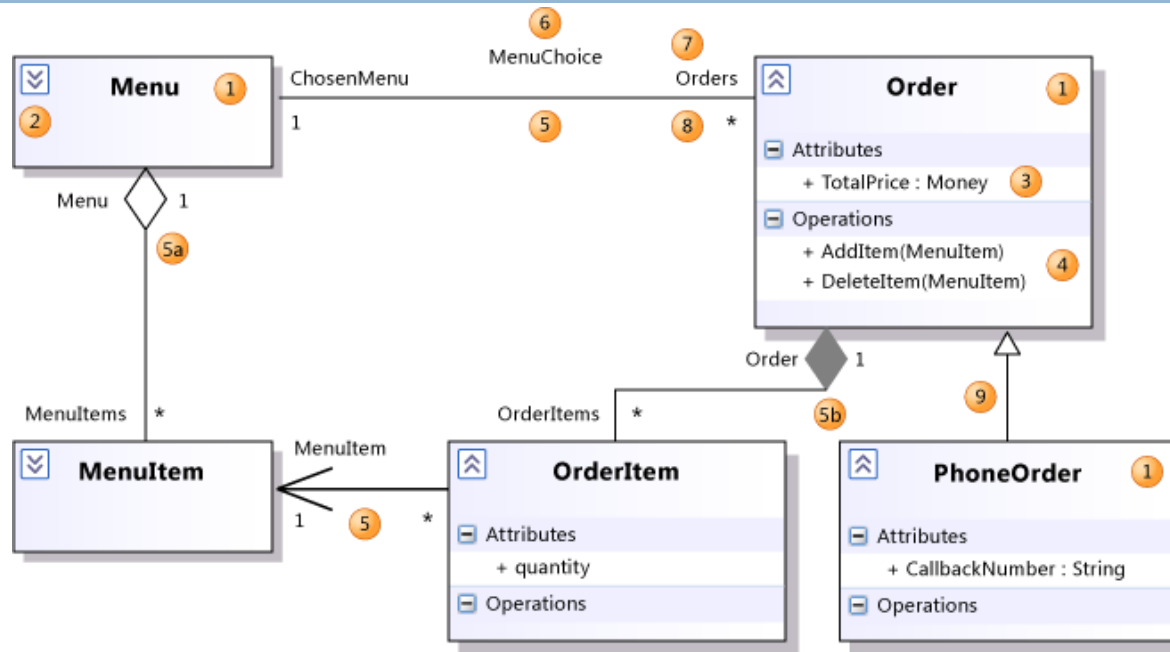
Class Diagram

- It shows the classes in a system, attributes and operations of each class and the relationship between each class.
- In large systems with many classes, related classes are grouped together to create class diagrams.

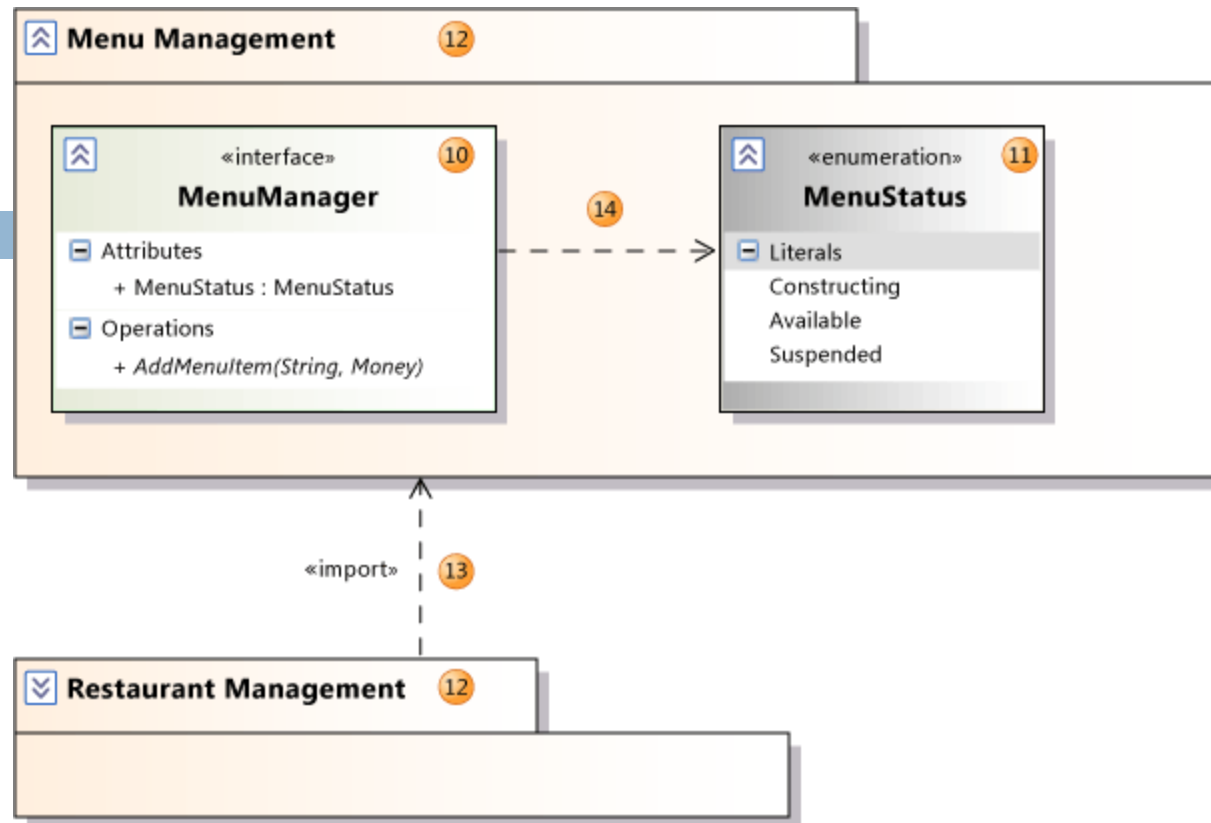
Class Diagram for Order Processing System



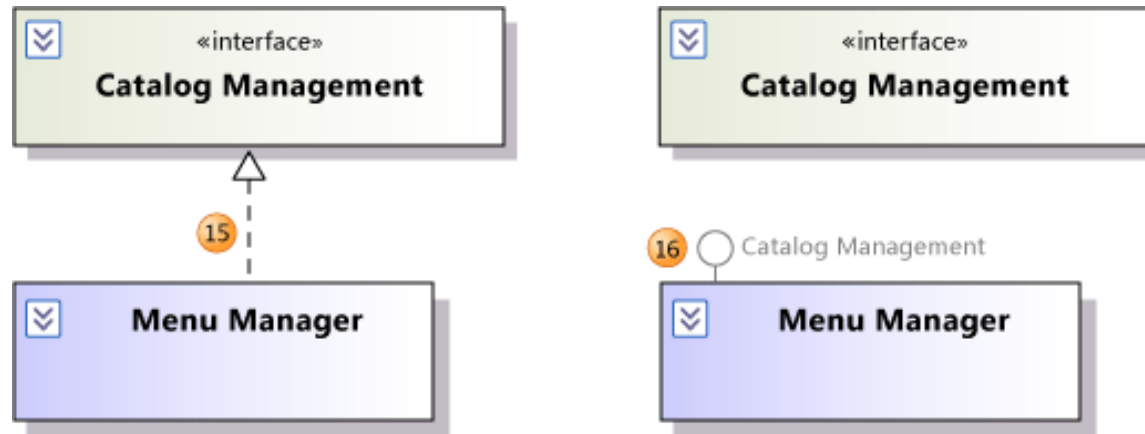
Relationship Arrows



- **5: Association:** A relationship between the members of two classifiers.
- **5a: Aggregation:** An association representing a shared ownership relationship. The **Aggregation property** of the owner role is set to **Shared**.
- **5b: Composition:** An association representing a whole-part relationship. The **Aggregation** property of the owner role is set to **Composite**.
- **9: Generalization:** The specific classifier inherits part of its definition from the general classifier. The general classifier is at the arrow end of the connector. Attributes, associations, and operations are inherited by the specific classifier. Use the **Inheritance** tool to create a generalization between two classifiers.



- **13: Import:** A relationship between packages, indicating that one package includes all the definitions of another.
- **14: Dependency:** The definition or implementation of the dependent classifier might change if the classifier at the arrowhead end is changed.



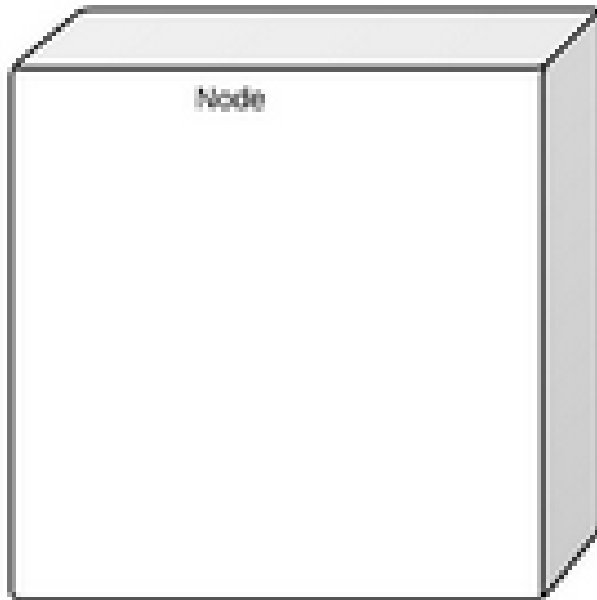
- **15: Realization:** The class implements the operations and attributes defined by the interface. Use the Inheritance tool to create a realization between a class and an interface.
- **16: Realization:** An alternative presentation of the same relationship. The label on the lollipop symbol identifies the interface.

Deployment Diagram

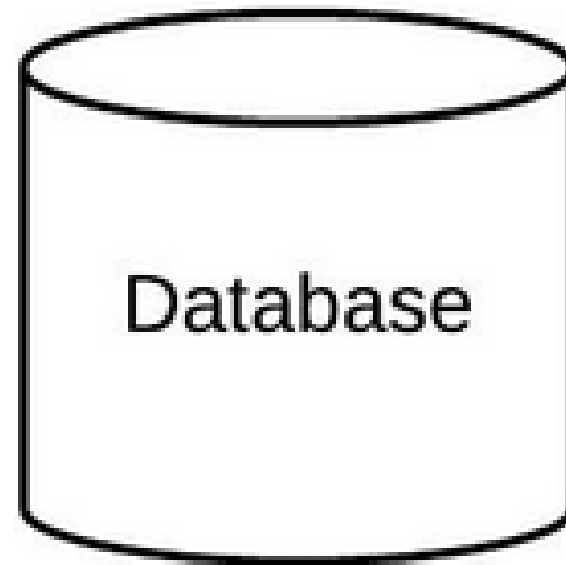
- ❑ Shows the hardware of your system and the software in those hardware.
- ❑ Deployment diagrams are useful when your software solution is deployed across multiple machines with each having a unique configuration.

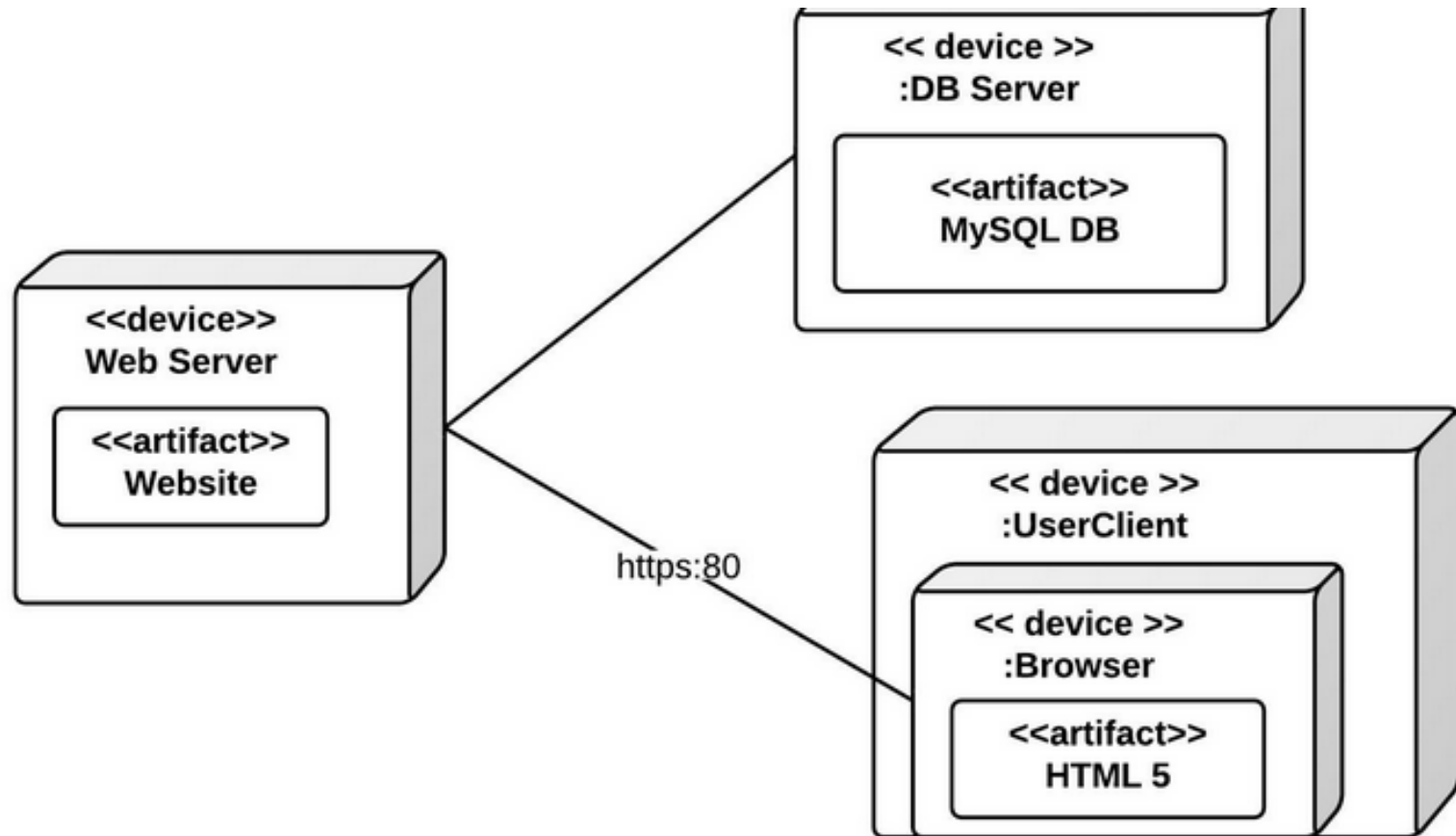
Deployment Diagram Notations

Nodes



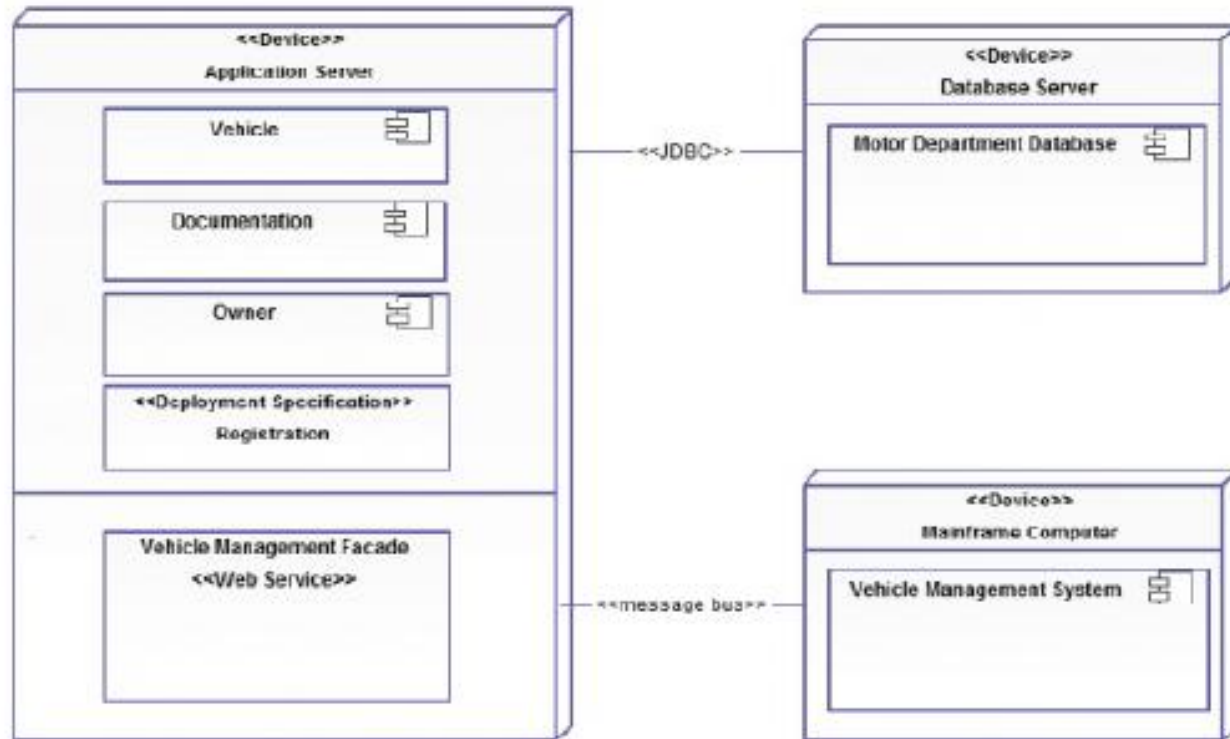
Database





- **Communication path.** A straight line that represents communication between two device nodes.
- **Artifacts.** A box with the header "<<artifact>>" and then the name of the file.
- **Package.** A package is a file shaped box that groups together all the device nodes to encapsulate the entire deployment.
- **Component**

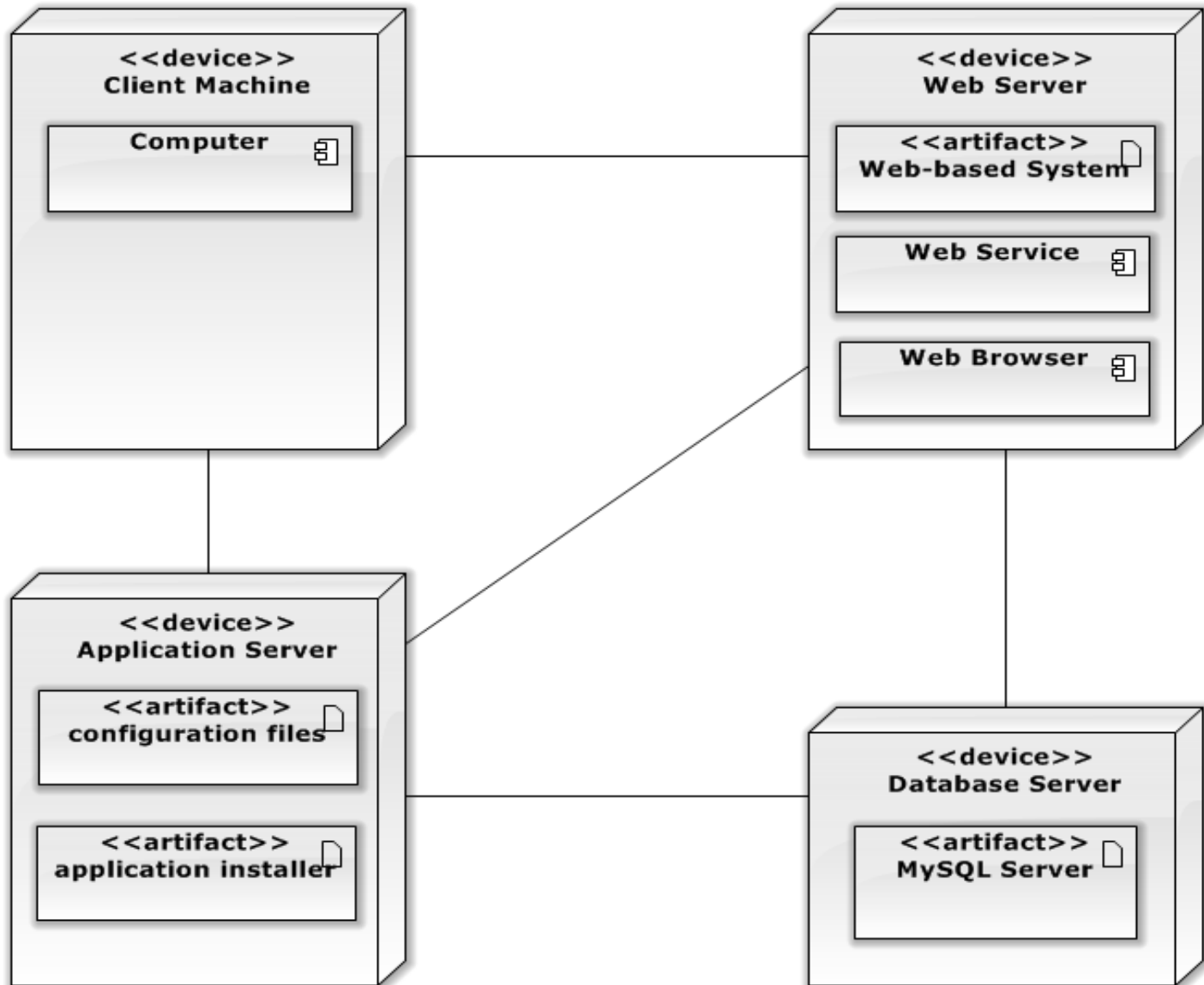
- **Have you identified the scope of your system?**
- **Make sure you have considered the limitations of your physical hardware.**
- **Which distribution architecture are you using?**
 - ▣ How many tiers will your application have?
 - ▣ What is the application you will be deploying to?
- **Do you have all the nodes you need? Do you know how they are all connected?**
- **Do you know which components are going to be on which nodes?**



online documents & design [createUML.com](#)

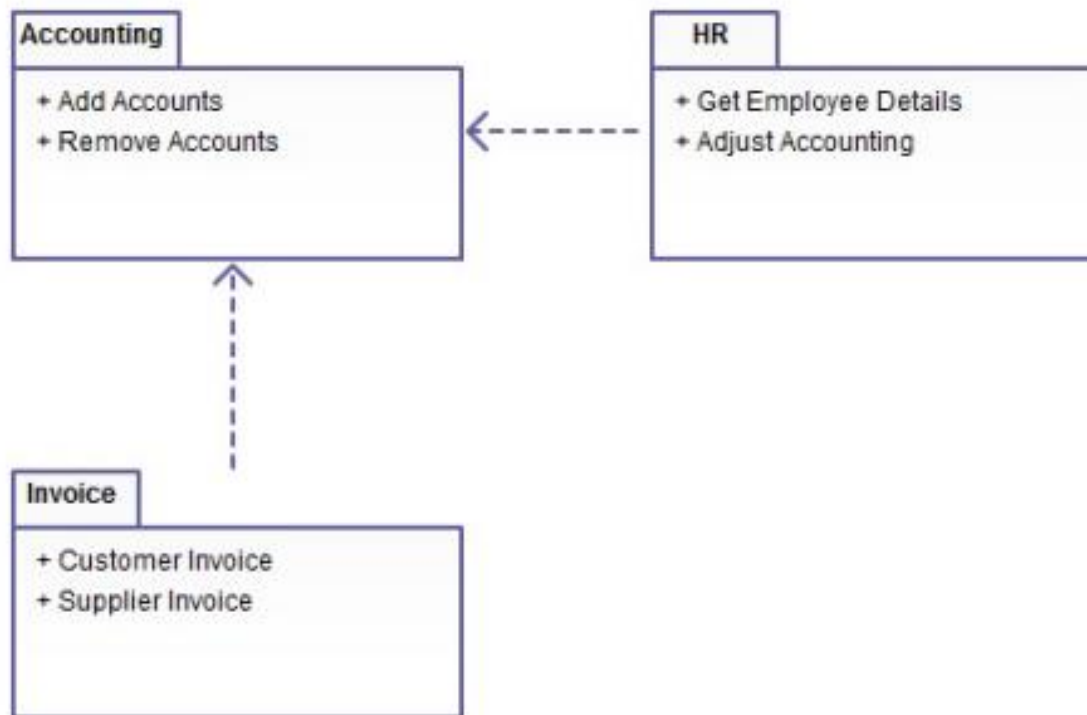
UML Deployment Diagram (Click on the image to use it as a template)

... ..

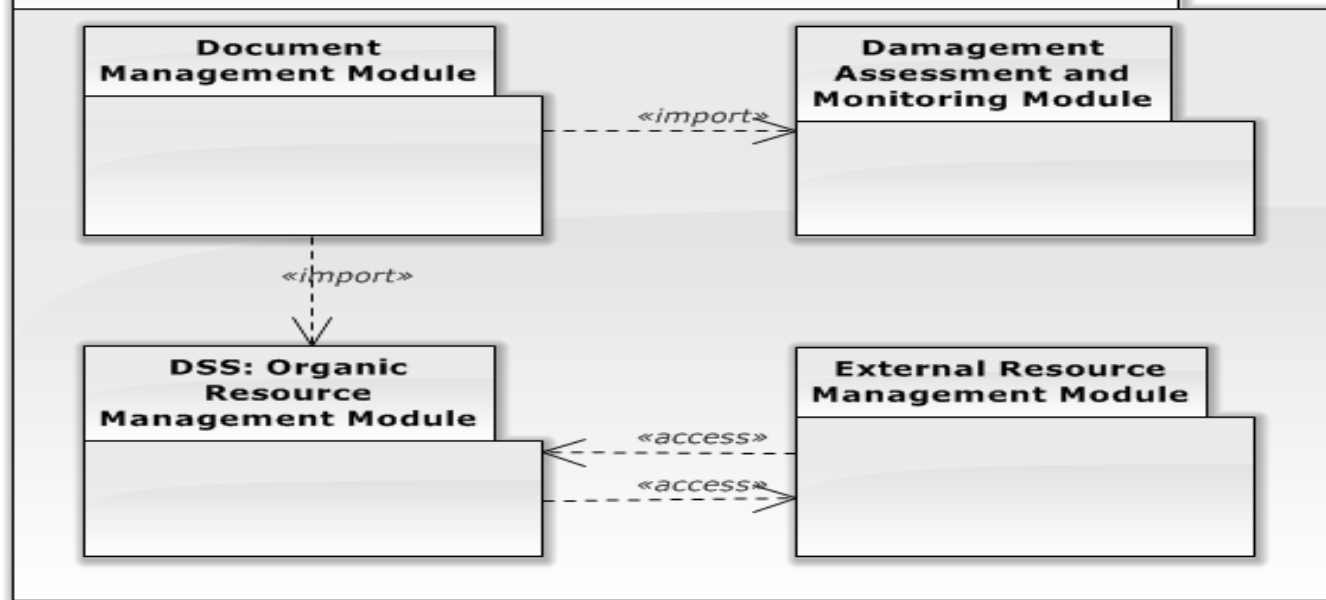


Package Diagram

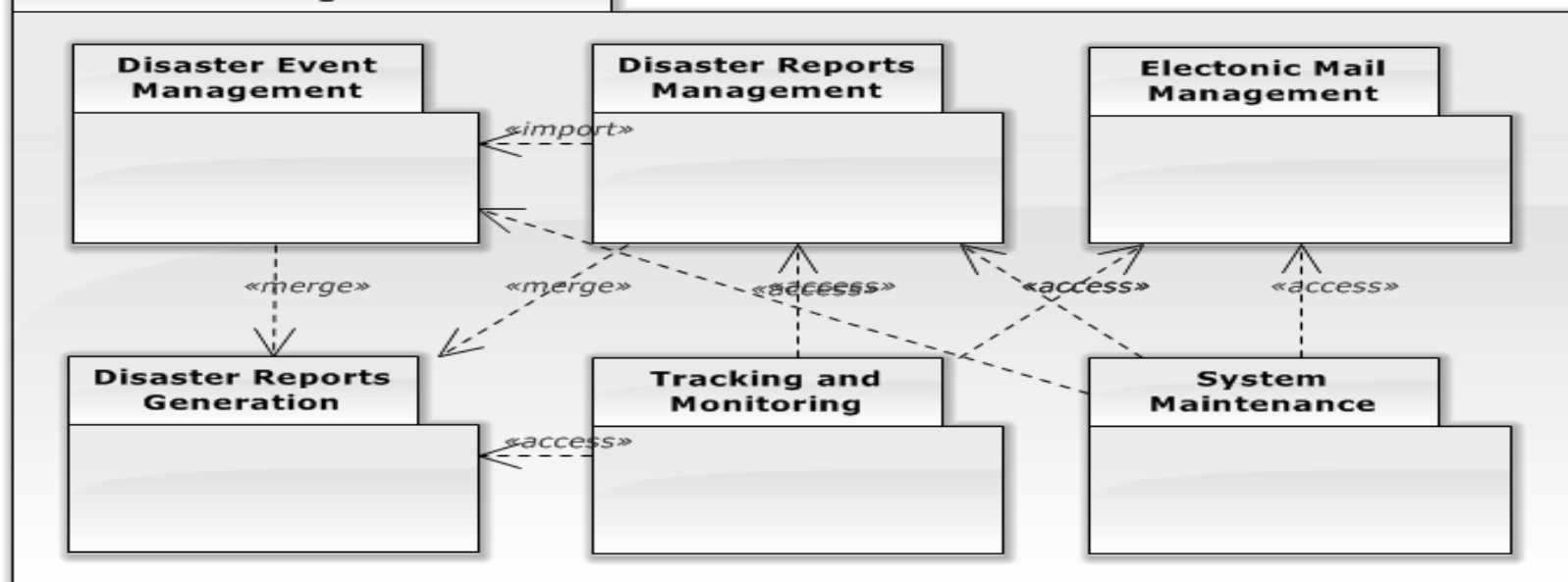
- Shows the dependencies between different packages in a system



INTEGRATED DISASTER RISK REDUCTION AND MANAGEMENT SYSTEM (IDRRMS)



Document Management Module




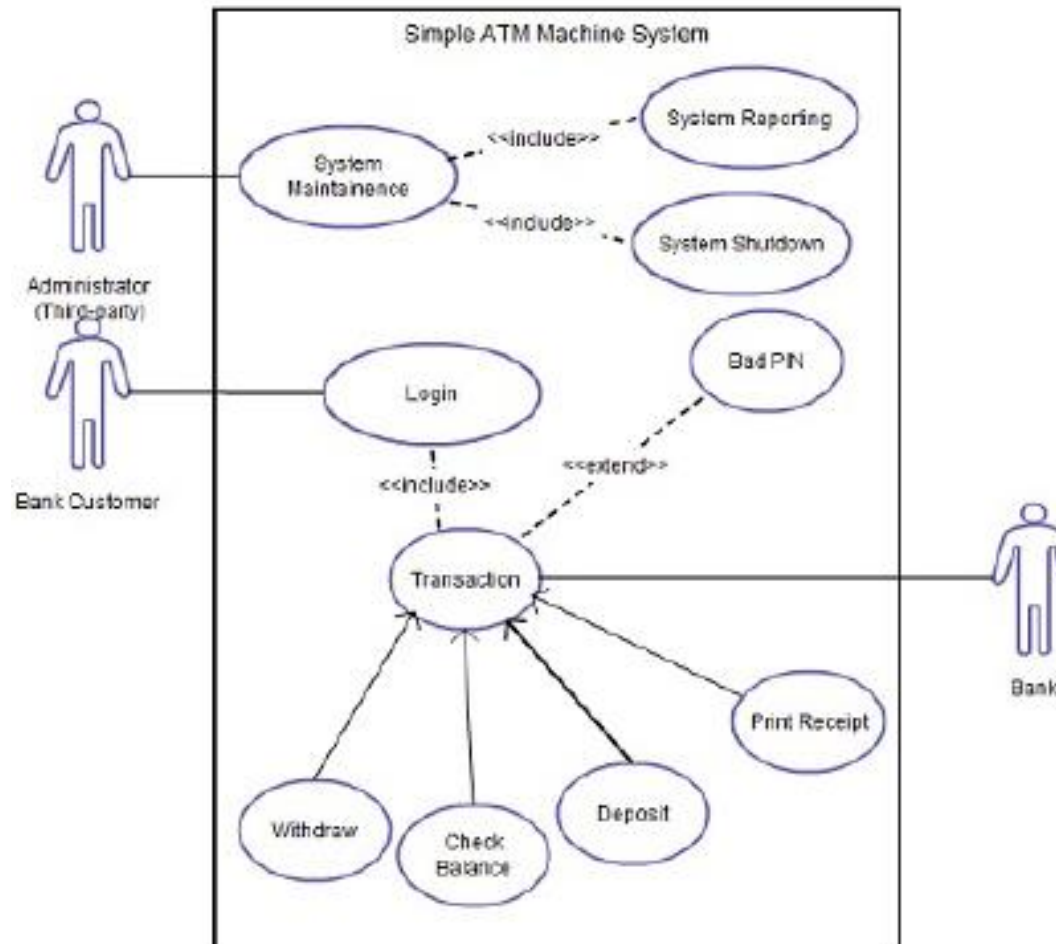
Use Case Diagram

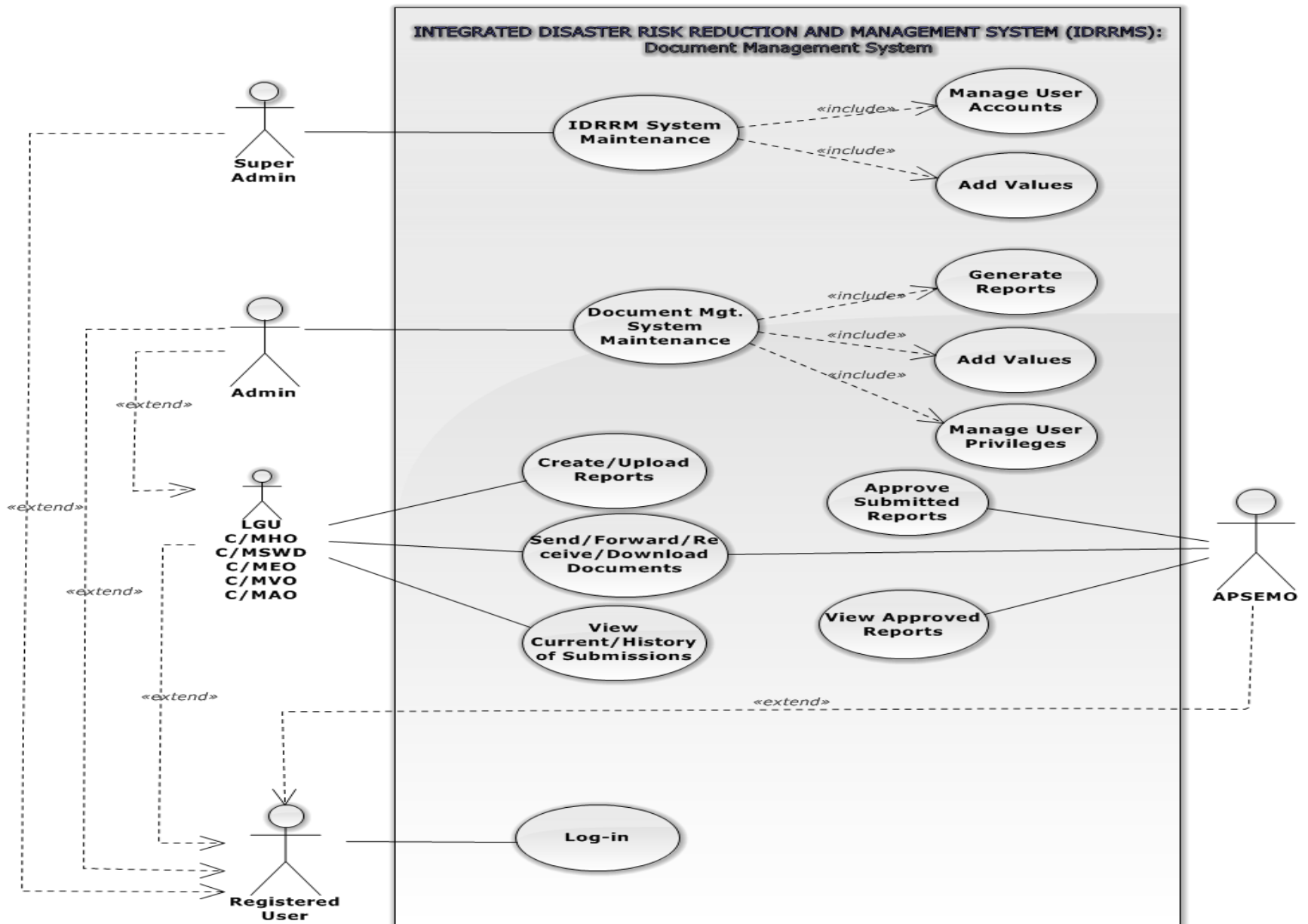
- Use case diagrams gives a graphic overview of:
 - ▣ the actors involved in a system
 - ▣ the different functions needed by the actors
 - ▣ how the different functions interact

Use Diagram Notations

- Use cases - Use cases are the horizontally shaped ovals. This represents the different uses that a user might need.
- Actors - represented by stick figure people and are the people actually employing the use cases
- Associations - represented by a line between actors and use cases. In a more complex diagram, it is important to know which actors are associated with which use cases.

- 
- System boundary boxes - a box that sets a system scope to use cases. All use cases outside the box would be considered outside the scope of that system.
 - Packages - A UML shape that allows you to put different elements into groups.





Sequence Diagram

- Shows how object interact with each other and the order those interactions occur.
- It 's important to note that they show the interactions for a particular scenario.
- The processes are represented vertically and interactions are shown as arrows.

