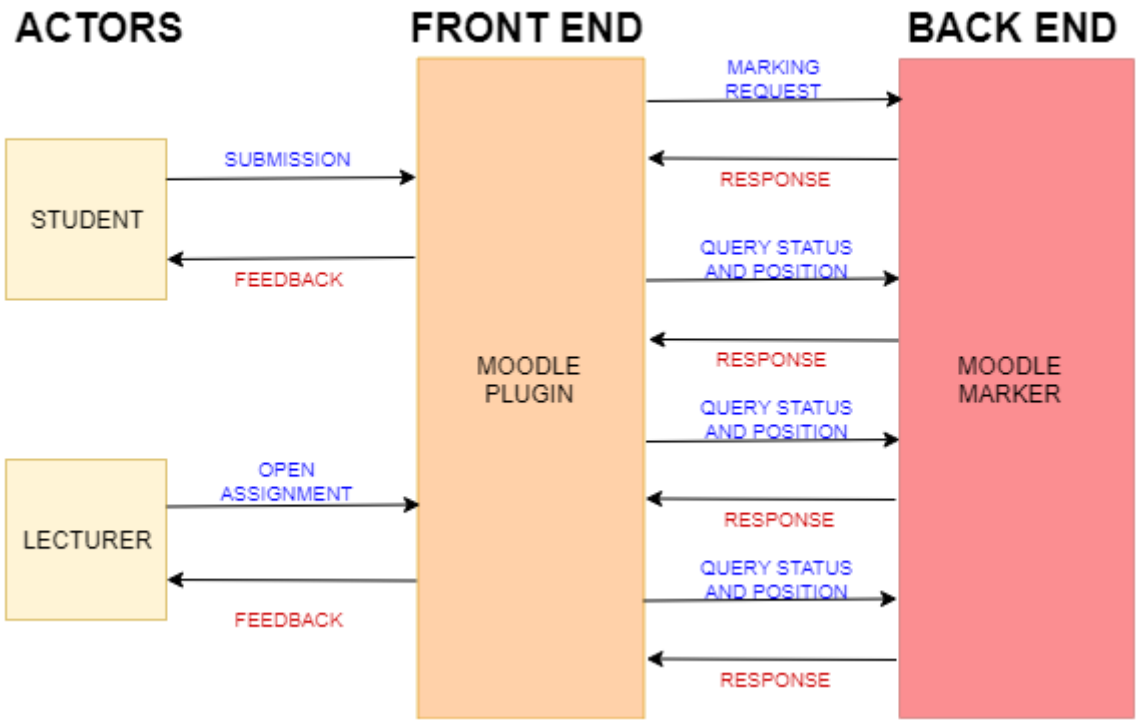
Architecture

This page describes the architecture of the Moodle software.

1.Description of high level sections:

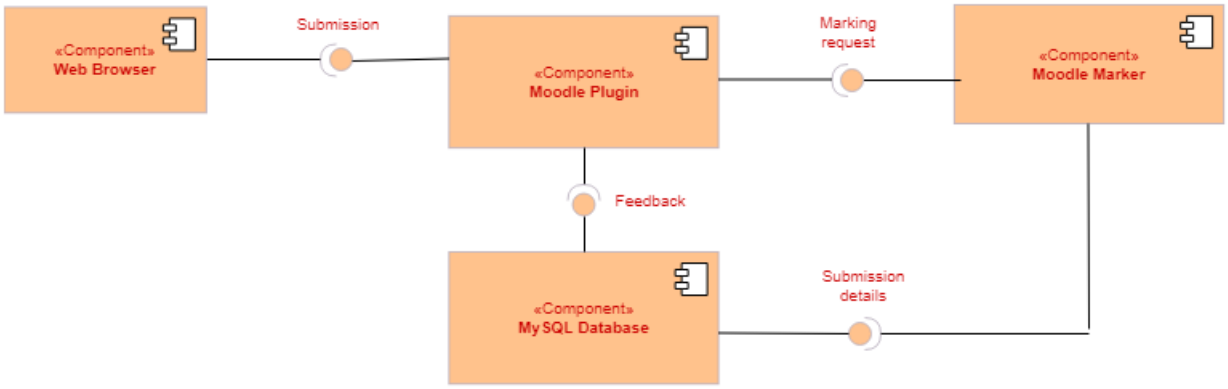
Below is a diagram depicting a high level description of the event-based architecture of Moodle. There are 2 examples, one involving a student user and one involving a lecturer user who trigger events.



Description of viewpoints:

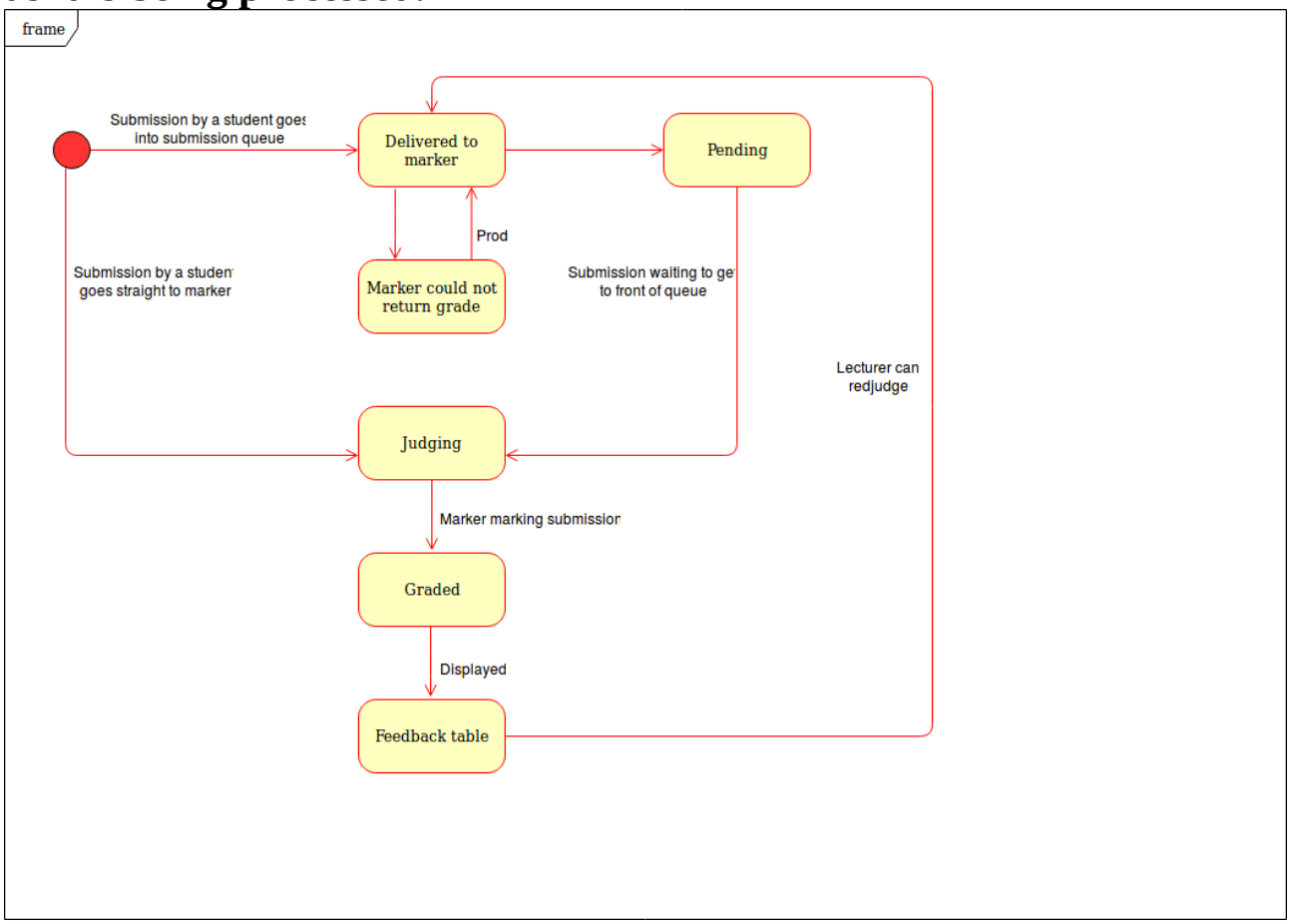
Development view:

2) The diagram below illustrates the different system components. The system has 4 components. The web browser interacts with the Moodle plugin through an interface and can not interact directly with the Moodle marker component. Both the Moodle marker and plugin components receive data from the database component.

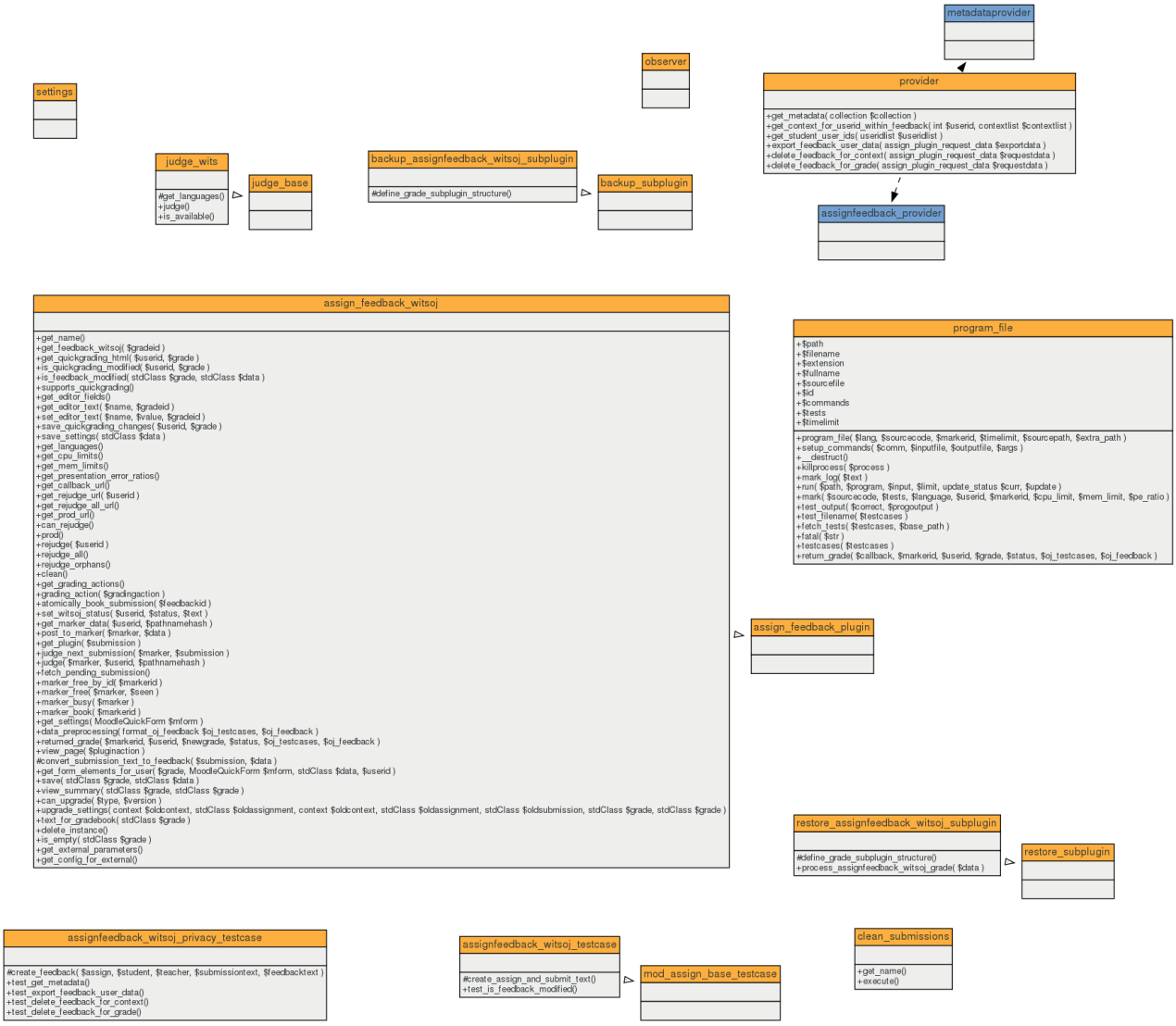


Logical view:

3) The state diagram below shows the different states of a submission as it is being processed.

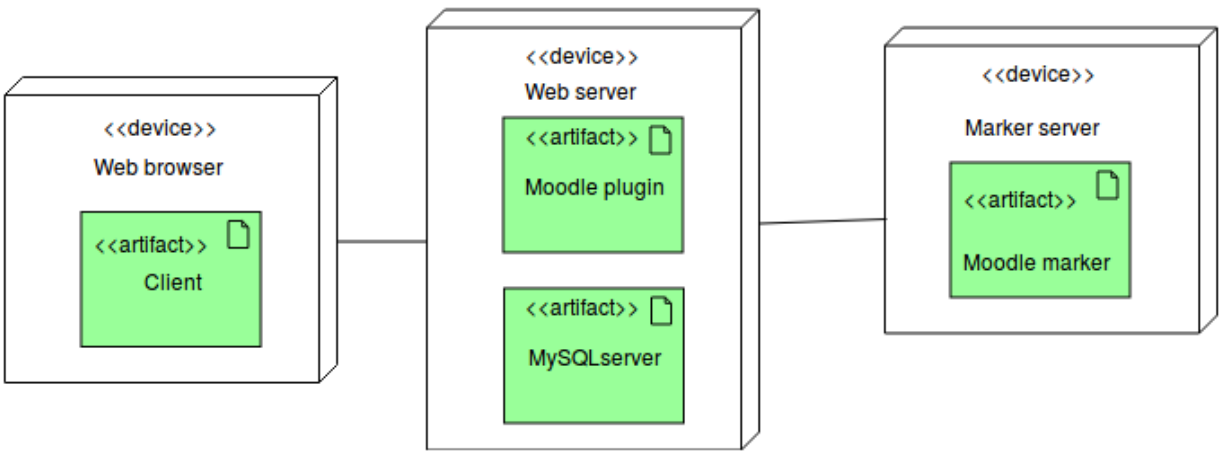


4)The diagram below is a UML class diagram to help describe the logical view of our system.



Physical view:

5) The deployment diagram below shows the 3 devices used in the system.



Process view:
The activity diagrams below shows the full process of the features that have been added.

1)compiler.
Here we see the process of a submission moving through the queue to be marked and what a student sees

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