Group : 06

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Introduction:  
 Our present hall management system is way too backdated. This is not suitable for both the students and the hall management authority. To keep up with this current digital world we need an upgraded well design information system.

Subsystems:

1. Computerized Hall Seat Allocation

2. Hall Mess management System

3. Virtual Notice Board & Complain box

4. Room Maintenance System

5. Event Management System

SUBSYSTEM 1

COMPUTERIZED HALL SEAT ALLOCATION

There are seven use cases

* Apply for seat
* Eligibility checking
* Approval
* Check for seat
* Seat allocation
* Inform student
* After occupying seat inform authority

1.1APPLY FOR SEAT



Figure 1.1.1 Collaboration diagram for apply for seat

From the diagram we can see that there are a boundary class which is named as Application UI,a control class as Application pass and a Entity class as Application received.

1.1 APPLY FOR SEAT



Fig 1.1.2 Class diagram for apply for seat

There are three classes .Application ui which is a boundary class. There are two string variable password and student ID.Three functions fill application() ,login() which is connected with student and start() is controlled by the Applicationpassclass.control class Application pass has one Boolean data newApplication and one method get ApplicationForm() which is connected with ApplicationUI.The entity class ApplicationRecaived has one int variable count that counts the number of application and a method getApplicaion which increases count if a application is found.1.2 ELIGIBILITY CHECKING



Fig 1.2.1 Collaboration diagram for eligibility checking

In eligibility checking provost first get application by logging his account. Student is notified then a meeting is arranged. A decision is made.

1.2 ELIGIBILITY CHECKING



Fig 1.2.2 class diagram

There are four class boundaryclass checkapplication,notify, control class interview and entity class decision. Checkapplication class has two string variable and three method start (),login() and getapplication().notify class has three string variable notification ,user and password.two method login() and getnotification().control class Interview has one string variable meeting and one method arrangemeeting().Entity class Deciion has one string meeting and methoddeciion().

1.3 APPROVAL

Fig 1.3.1 collaboration diagram for Approval

After logging provost approved then get approval method is called. Student is made resident.

1.3 APPROVAL



There are three class.Approval has user and password as string variable and startUI() and login() method.Approval class has boolean accept and approval() method.Addtudent has boolean approval and getApproval() and MakeResident() method.

Fig 1.3.2 Class diagram

1.4 CHECKING EMPTY ROOM



Fig 1.4.1 collaboration diagram for checking empty room

At first supervisor first log into his account. Then he check for a empty room. From the hall database.

1.4 CHECKING EMPTY ROOM



Fig 1.4.2 Class diagram

RoomUI has two string variable user and password.Two methods login() and StartUI().

1.5 SEAT ALLOCATION



Fig 1.5.1 collaboration diagram for seat allocation

At first supervisor login to his account. Then he gets selected empty room. And seat is allocated .

1.5 SEAT ALLOCATION



Fig 1.5.2 Class diagram

It has three class seatallocationUI.seatallocation and Allocate.there are string variable userid and passwordand integer variable empty room allocatedroom.Methods are startUI(),login(),allocateRoom(),getSelectedEmptyRoom().

1.6 INFORM STUDENT



Fig 1.6.1 collaboration diagram for inform student

After login supervisor set notification for student and send notification. Student after login get notification.

1.6 INFORM STUDENT



Fig 1.6.2 class diagram for inform student

There are three clases InformUI,Inform and Notify.Variables are user,pasword,notifivcation all string.Methods are startUI(),login(),setNotification(),sendNotification(),getNotification().

1.7.AFTER OCCUPYING SEAT INFORM AUTHORITY



Fig 1.7.1 collaboration diagram

Student first login to his account .Then he set notification and send notification to the hall office. Supervisor login to his account get the notification about the students occupying seat and seat is allocated.

1.7 AFTER OCCUPYING SEAT INFORM AUTHORITY



Fig 1.7.1 Class diagram

There are four class Occupy, Notify Information Inform Authority. Variables are user, password, notification. Methods are startUI(),login(),setNotification(),sendNotification(),getNotification().

SUBSYTEM2

MESS MANAGEMENT SYSTEM

SUB-SUBSYSTEM:MESS MANAGER ELECTION

There are four use cae

* Apply For Mess Management
* Check Whether Eligible
* Voting
* Approve and Announce

2.1.1. Apply For Mess Management



Fig 2.1.1.1 collaboration diagram

At first student login then he getApplicationForm() then he fill the applicationForm.After that his application is received by the application receiver.

2.1.1. Apply For Mess Management



Fig 2.1.1.2 class diagram

There are three classes.ApplicationUL,ApplicationManager,Applicationeceiver.Variables are username,Pasword,application,newApplication,filledApplication,count.Methods are startUI(),login(),fillApplication(),getApplicationform(),receivedApplication().

2.1.2 Check Whether Eligible

 Fig 2.1.2.1 collaboration diagram

At first student login and get an application.After that decision is made and if he is approved his name is passed to the Candidate selector.

2.1.2 Check Whether Eligible



Fig 2.1.2.2 class diagram

There are four classes.EligibilityChecking,approvalManager,notifierUI,candidates selector.

2.1.3 Voting



Fig 2.1.3.1 collaboration diagram

After login student gen candidate list then he vote his favourite candidate,the vote is passed. After that vote is counted by counter.If he is elected provost is notified and the process is done.

2.1.3 Voting



Fig 2.1.3.2 class diagram

There are four classes.VotingUI,VoteManager,NotifierUI,ReultCounter.Variables are username,password,applicationList,selectedcandidate,isvotingdone,winner,selectedcandidate etc.Methods are login(),start(),countvote(),electiondone() etc.

2.1.4. Approve and Announce



Fig 2.1.4.1 collaboration diagram

At first student login.

2.1.4. Approve and Announce



Fig 2.1.4.2 class diagram

Thereare three four class ApprovalUI,AnnouncementManager,NotifyUI,ReultGenerator.The variables are UserName,password,applicantList,electedcandidate,Isapprovedone,result.Methods are startUI,login(),approveReult(),CountVote(),IsApproved() etc.

SUBSYTEM2

MESS MANAGEMENT SYSTEM

SUB-SUBSYSTEM:MESS MEAL SELECTION

There are three use case

* Give menu list
* Select and submit within time
* Default meal if not submitted

2.1.1 GIVEMENULIST



Fig 2.1.1.1 collaboration diagram

At first mess manager login then he gives a menu list. Then the form is filled up. Last selected menu is updated.

2.2.1 GIVEMENULIST



Fig 2.2.2.2 class diagram

There are three classes. Mess manager UI ,MessmenuControl and Messmenu.Variables are messManagerId,password.Method are fillupForm(),login(),startUI(),giveMenuForm().updatemenu().

2.2.2 Select and Submit within Time



Fig 2.2.2.1 collaboration diagram

At first students login then select menu.After selecting selected menu are passed to SelectedMenu.

2.2.2 Select and Submit within Time



Fig 2.2.2.2 class diagram

There are three class MenuelectUI ,MenuSelectControl,electedMenu.variables are password,studentId.Methods are login(),selectMenu(),StartMenu(),sendMenu(),Menuselected().

2.2.3 Default Meal if not Submitted



Fig 2.2.3.1 collaboration diagram

At first menulist is checked.If someone don’t give any choice default menu is selected and default menulist is passed to defaultmealmenu.

2.2.3 Default Meal if not Submitted



2.2.3.2 class diagram

There are three classes DefaultMeal,CheckMealControl,DefaultMeal.Methods are defaultMeal(),startUI(),checkMeal(),defaultMealSubmitted().