**MILESTONE EVALUATION SHEET**

**MILESTONE NO.**

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| **DATE:** | **COURSE NO.: ISMG 6060** |
|  | **INSTRUCTOR: Ersin Dencelli** |

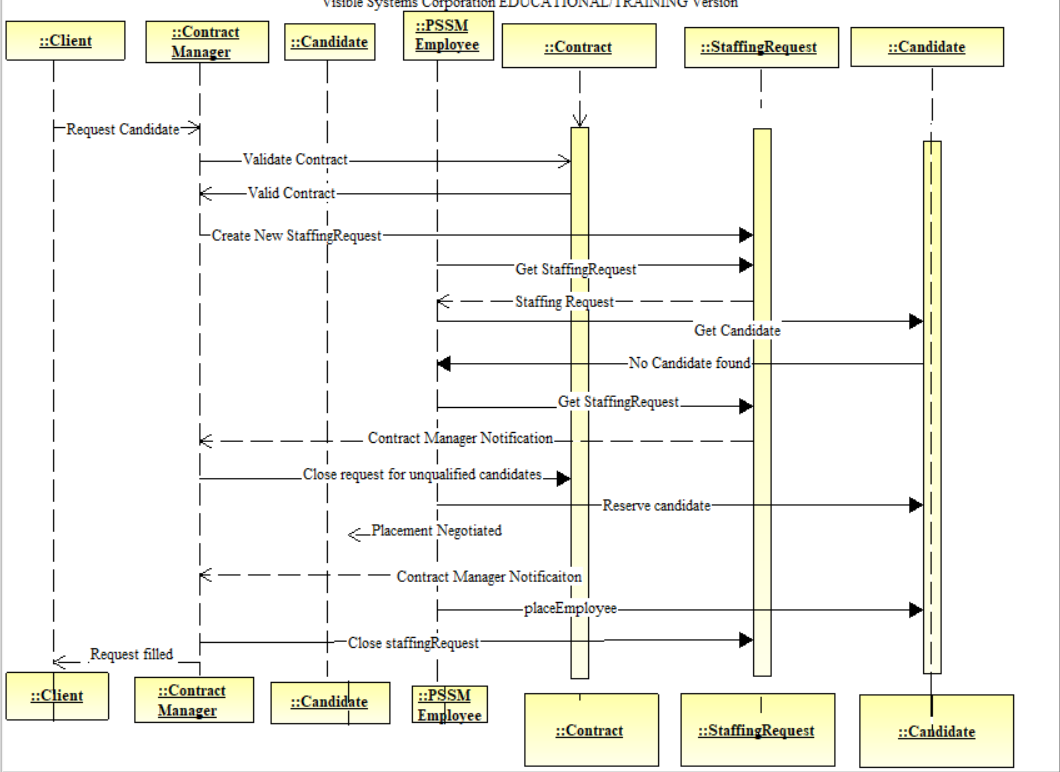
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| **TEAM NO. OR NAME** | **TEAM MEMBERS** |
|  | **Yash Nigam** |
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| **Student comments:** |
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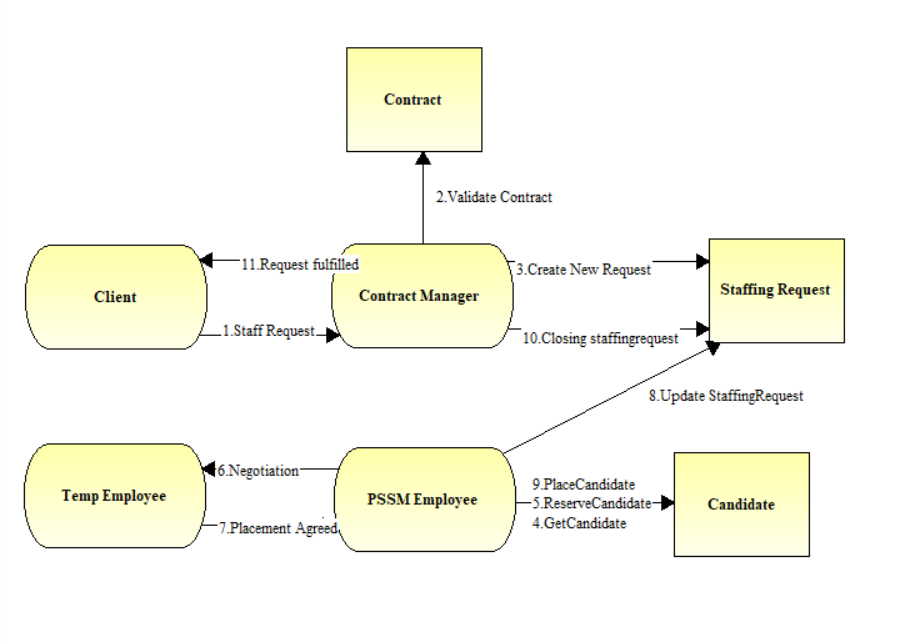
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| **Instructor comments:**   |  | | --- | | **Sequence Diagram** | | Need to create a sequence diagram for each scenario of each use case. | | Need to indicate execution occurrence for each object. | | **Communication Diagram** | | Need to create a communication diagram for each scenario of each use case. | | **Behavioral State Machine Diagram**  Need to create a behavioral state machine diagram for each class in the class diagram. | |

**Score:9**

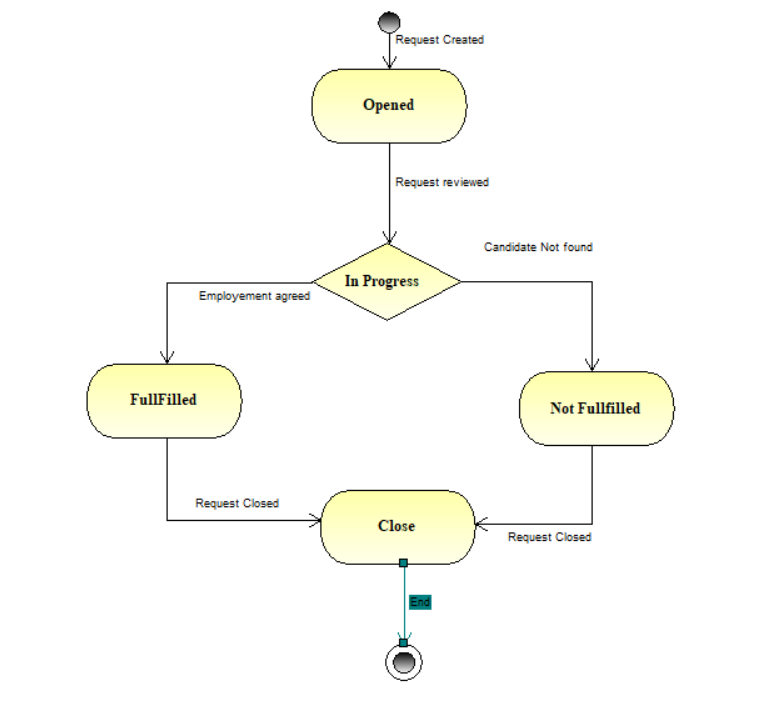
**Sequence Diagram**

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**Communication Diagram**



**Behavioral state machine**

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**Crude Analysis**



**Verification and validation of behavioral model**

-All actors and objects in sequence diagrams included in communication diagrams.

-Sequence diagram messages → communication diagram associations

-Sequence diagram messages → communication diagram messages

-Sequence diagram guard conditions → communication diagram guard conditions

-Communication diagram sequence numbers reflect sequence diagram order

-Behavior state machine transitions → sequence and communication diagram messages

-Behavior state machine transitions → CRUDE matrix classification

-CRUDE matrix entries → messages between actors and objects, behavior state machine transitions