UML Diagrams
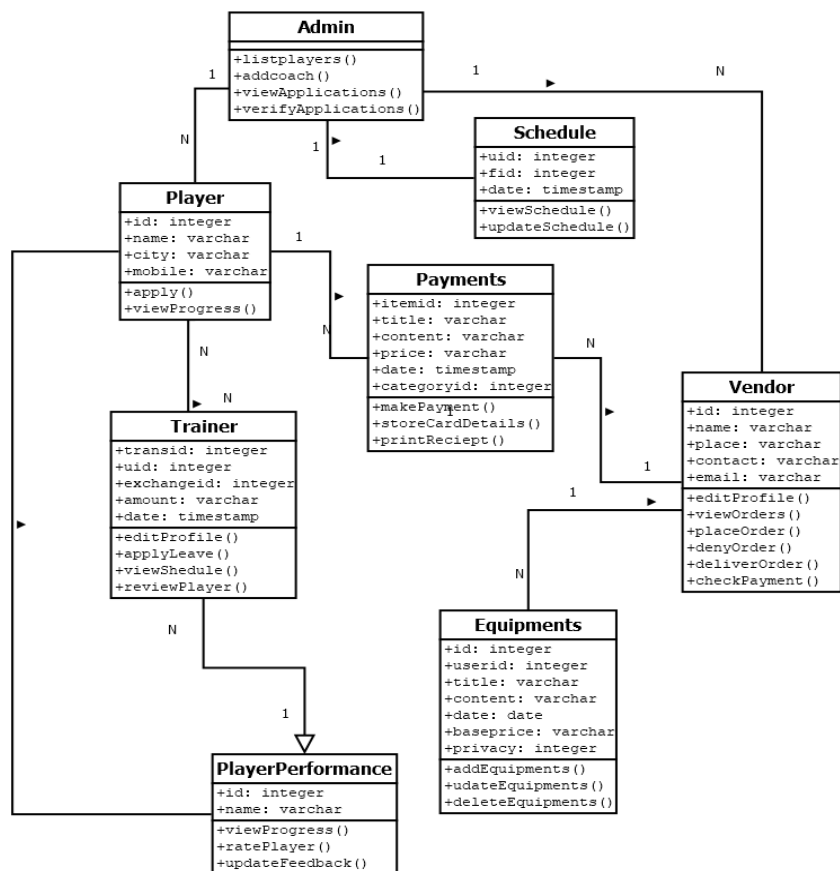
Project Topic: **Cricket Training Academy**
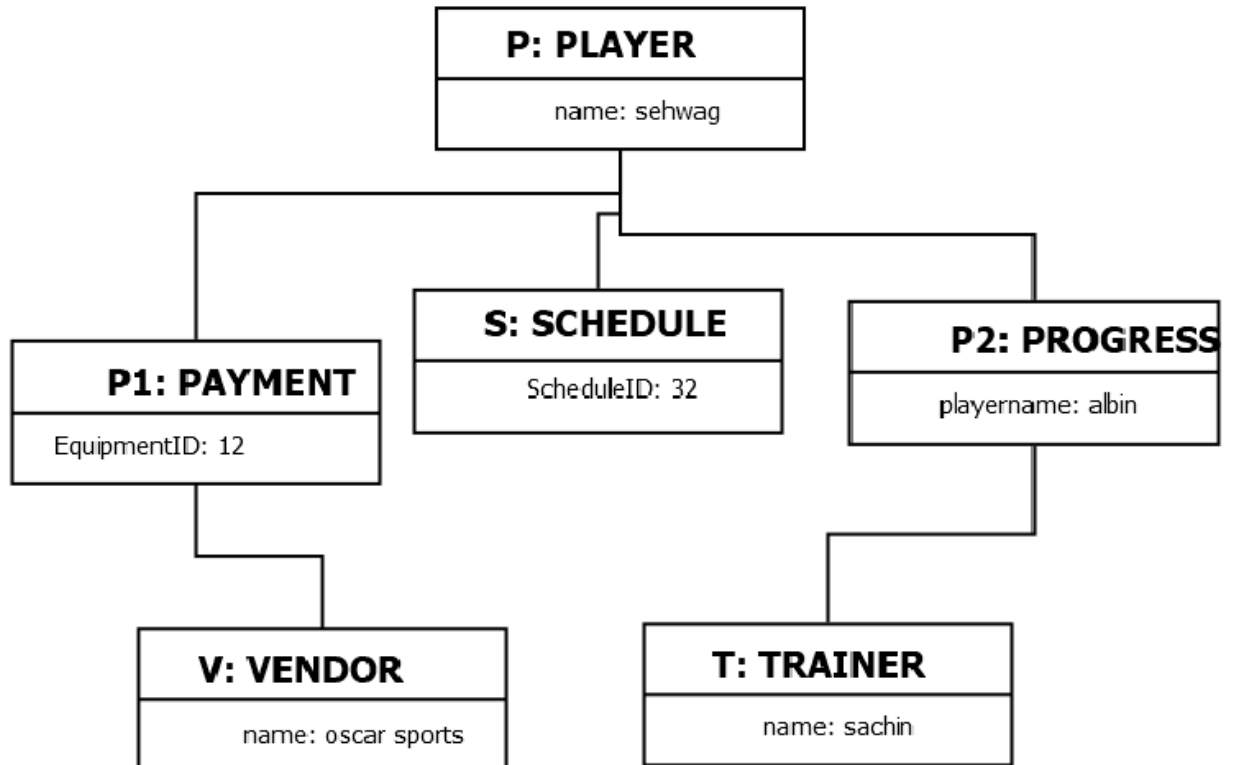
Submitted By: Nikhil p jose, MCA Regular S6

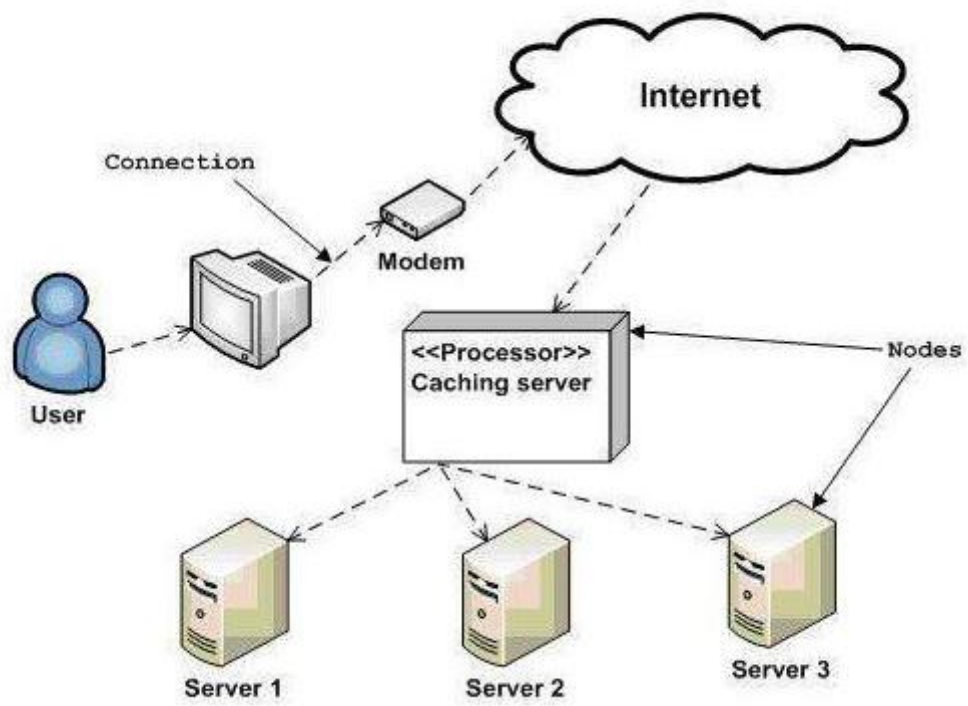## Structural Diagrams

1. Class Diagram

2. Object Diagram

P: PLAYER
name: sehwag

P1: PAYMENT
EquipmentID: 12

S: SCHEDULE
ScheduleID: 32

P2: PROGRESS
playername: albin

V: VENDOR
name: oscar sports
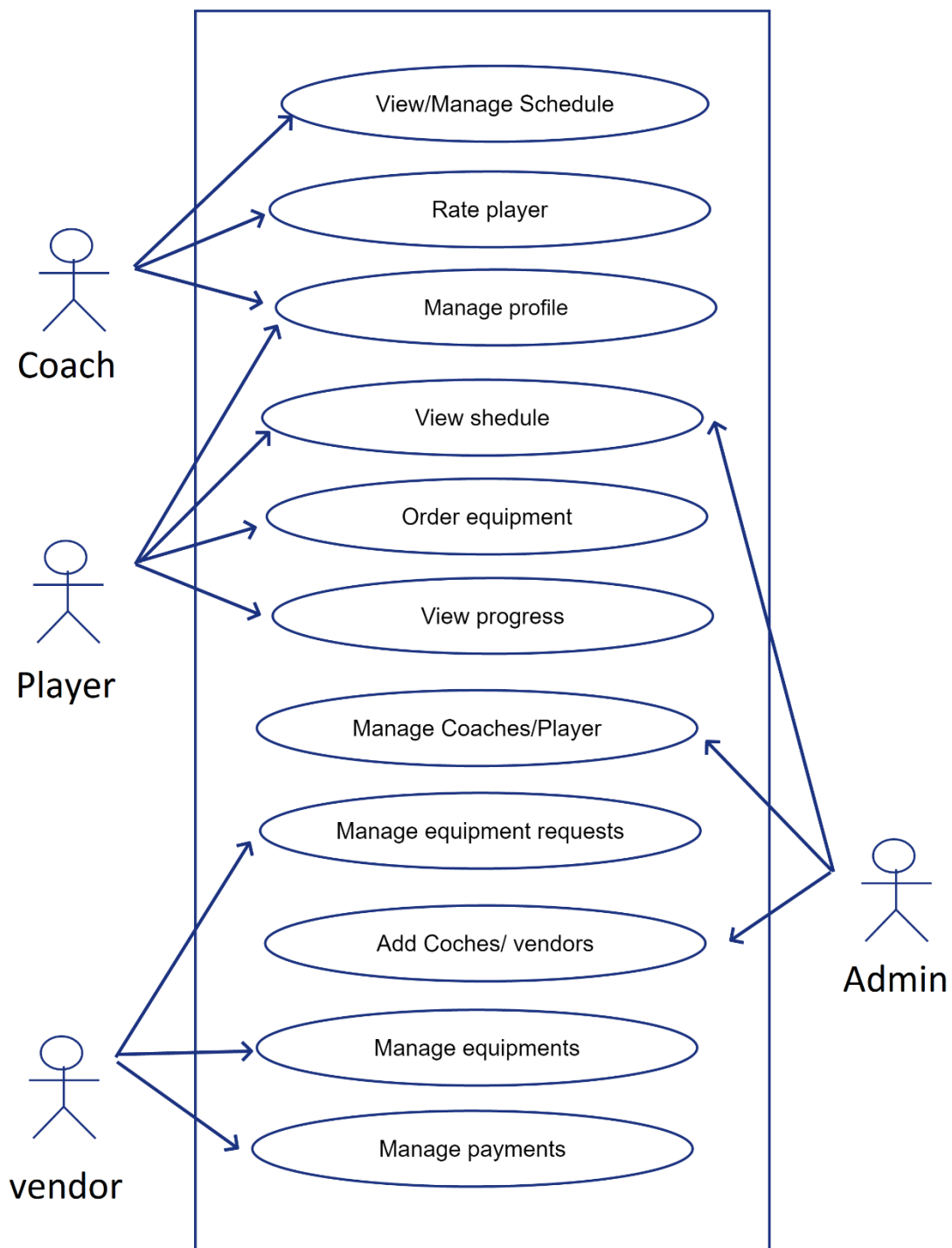
T: TRAINER
name: sachin

3. Deployment Diagram

Behavioral Diagrams

1. Use Case Diagram

Users: Admin, coach,player,vendor

Coach

View/Manage Schedule

Rate player

Manage profile

Player

View shedule

Order equipment

View progress

Manage Coaches/Player

Manage equipment requests

vendor

Add Coches/ vendors

Manage equipments

Manage payments

Admin

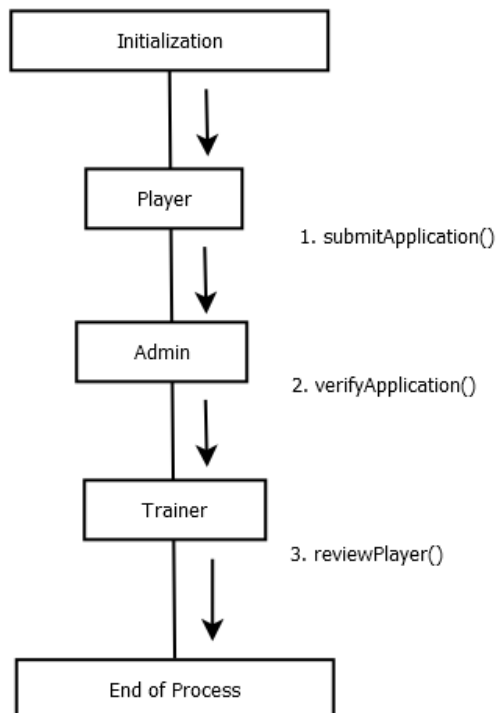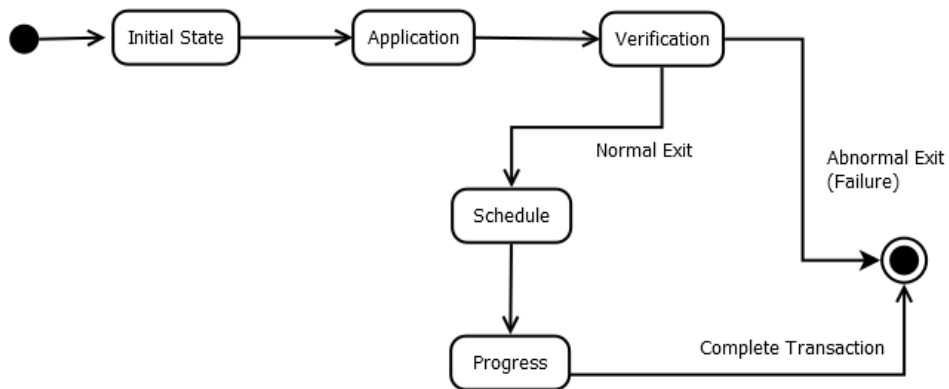## 2. Sequence Diagram
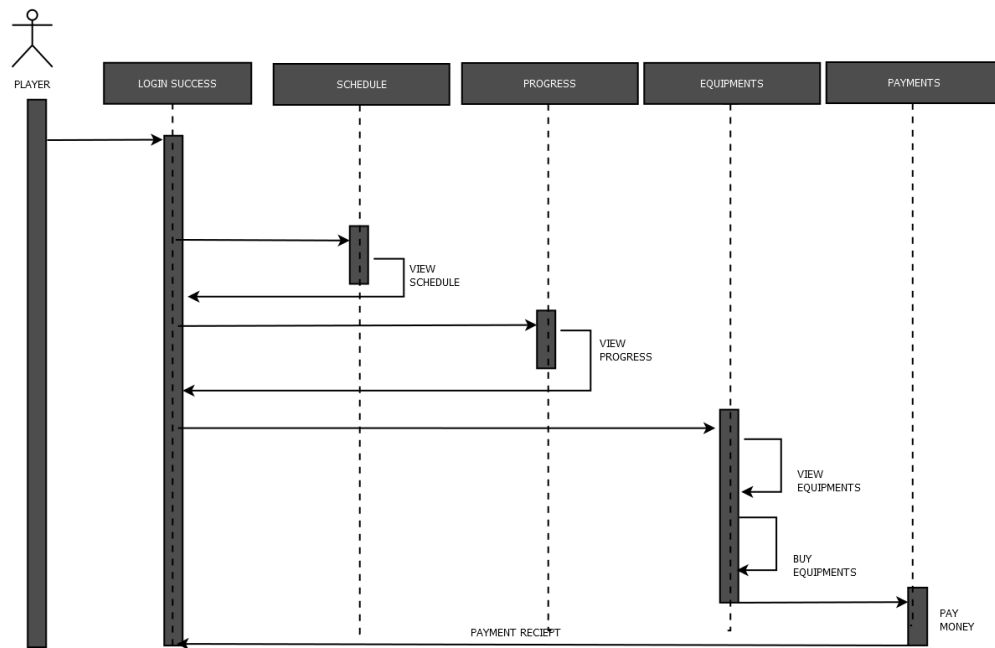
3. Collaboration Diagram

4. State Chart Diagram

5. Activity Diagram