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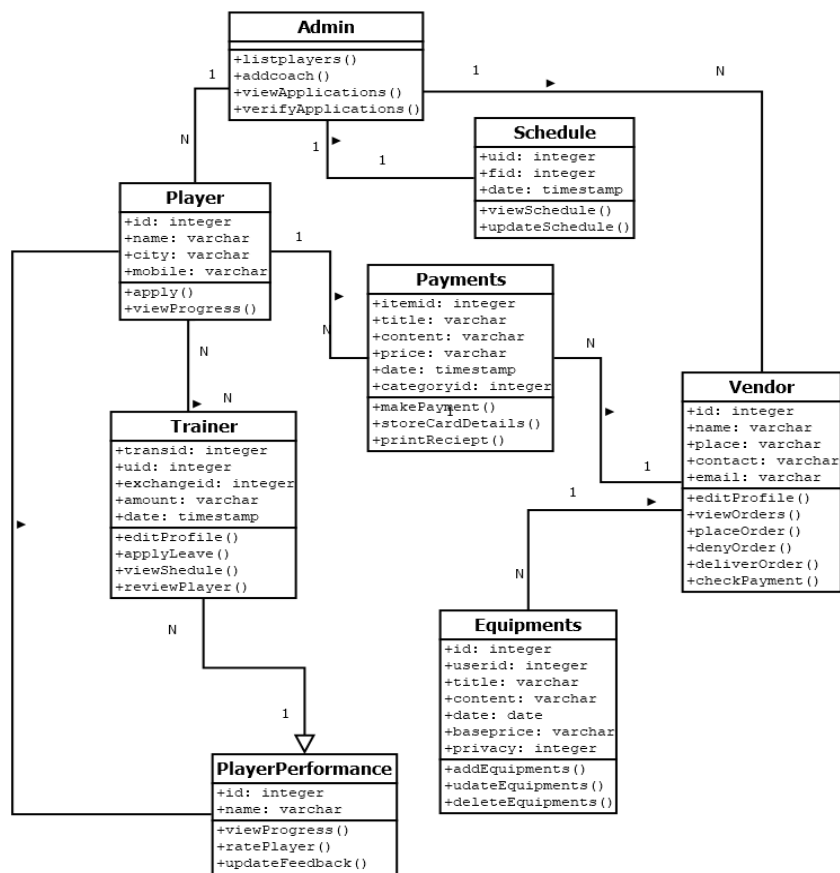
Project Topic**: Cricket Training Academy**
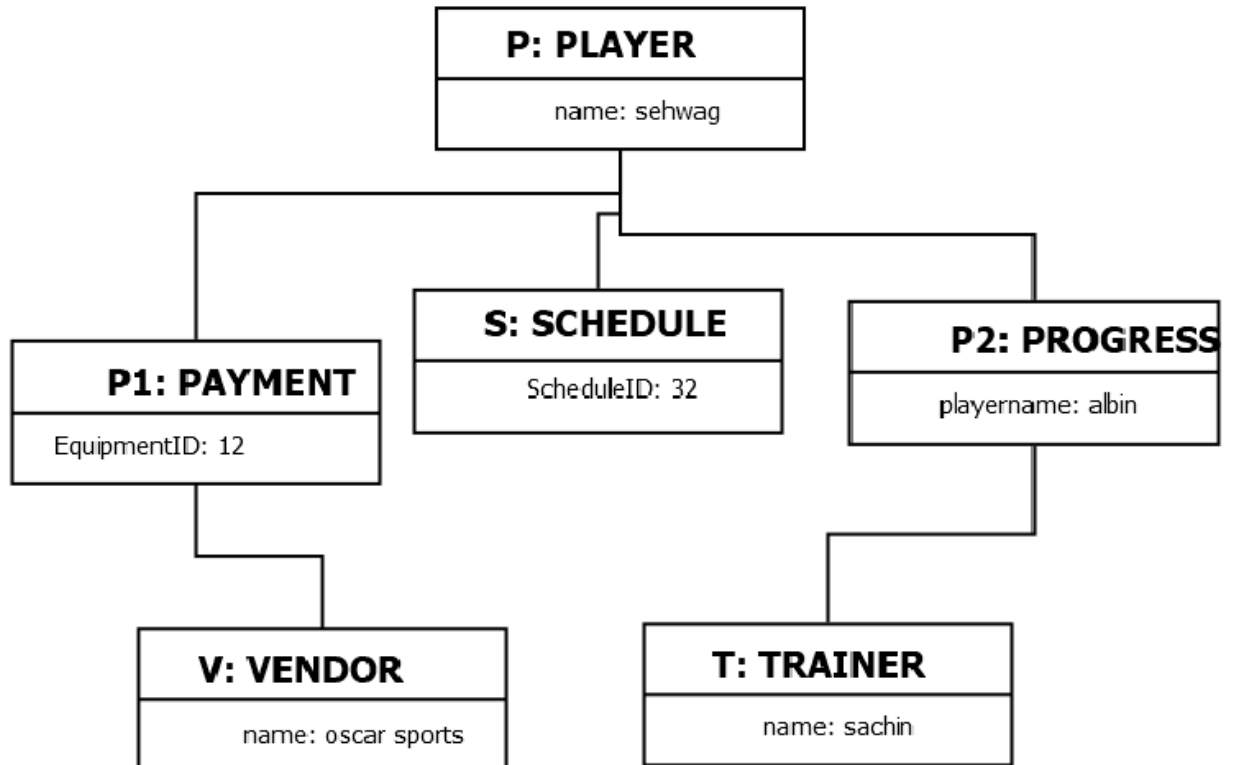
Submitted By: Nikhil p jose, MCA Regular S6

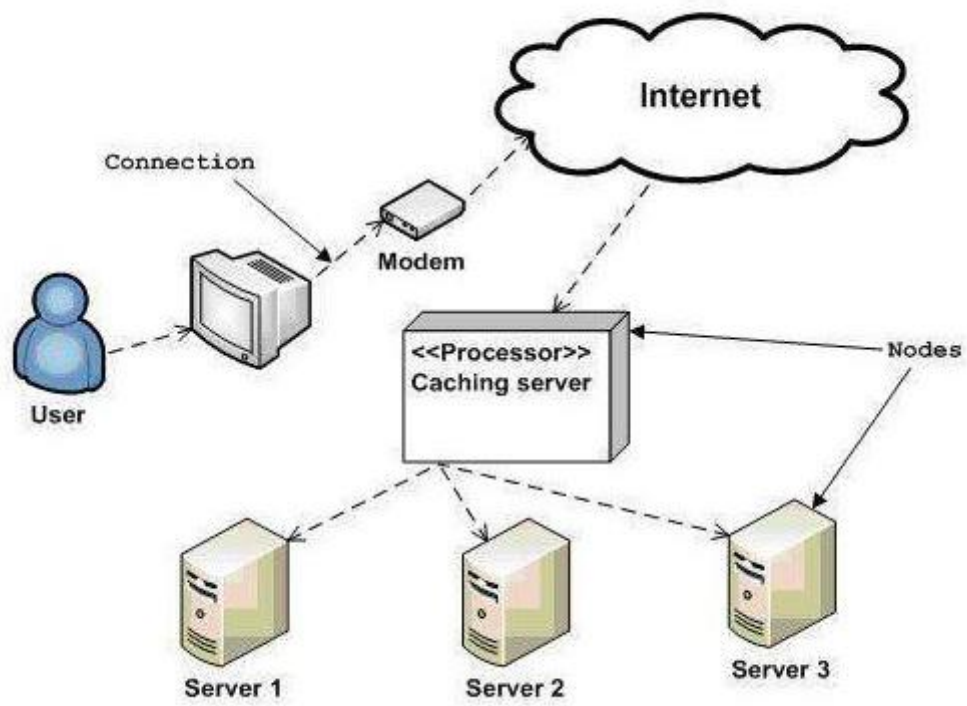# Structural Diagrams

1. Class Diagram

2. Object Diagram

```
                        ┌─────────────────────┐
                        │     P: PLAYER       │
                        ├─────────────────────┤
                        │     name: sehwag     │
                        └─────────────────────┘

  ┌─────────────────────┐   ┌─────────────────────┐   ┌─────────────────────┐
  │    P1: PAYMENT      │   │    S: SCHEDULE      │   │   P2: PROGRESS      │
  ├─────────────────────┤   ├─────────────────────┤   ├─────────────────────┤
  │  EquipmentID: 12    │   │   ScheduleID: 32    │   │  playername: albin  │
  └─────────────────────┘   └─────────────────────┘   └─────────────────────┘

       ┌─────────────────────┐          ┌─────────────────────┐
       │     V: VENDOR       │          │    T: TRAINER       │
       ├─────────────────────┤          ├─────────────────────┤
       │  name: oscar sports │          │   name: sachin      │
       └─────────────────────┘          └─────────────────────┘
```
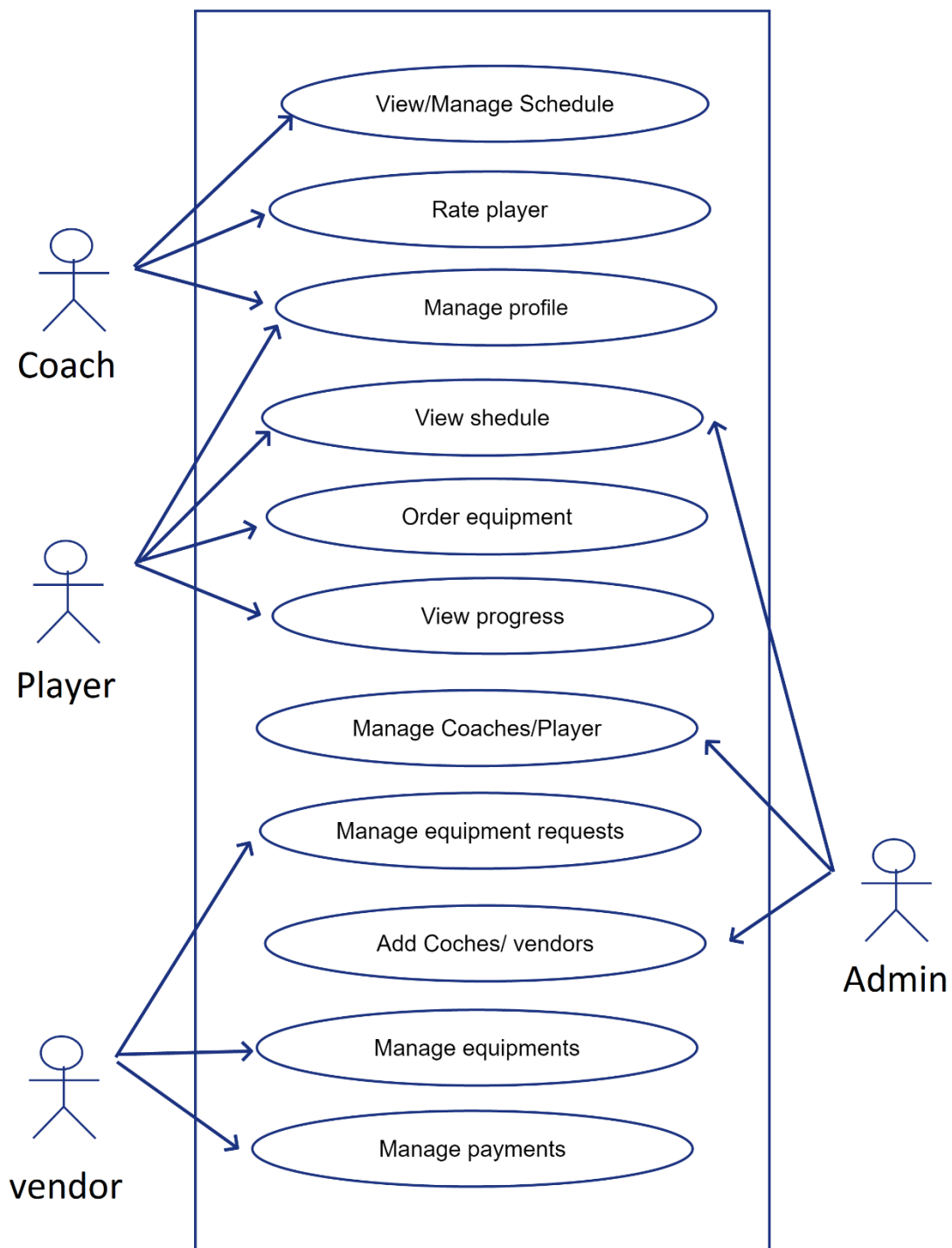
3. Deployment Diagram

Behavioral Diagrams

1. Use Case Diagram

Users: Admin, coach,player,vendor

Coach

Player

vendor

View/Manage Schedule

Rate player

Manage profile

View shedule

Order equipment

View progress

Manage Coaches/Player

Manage equipment requests

Add Coches/ vendors

Manage equipments
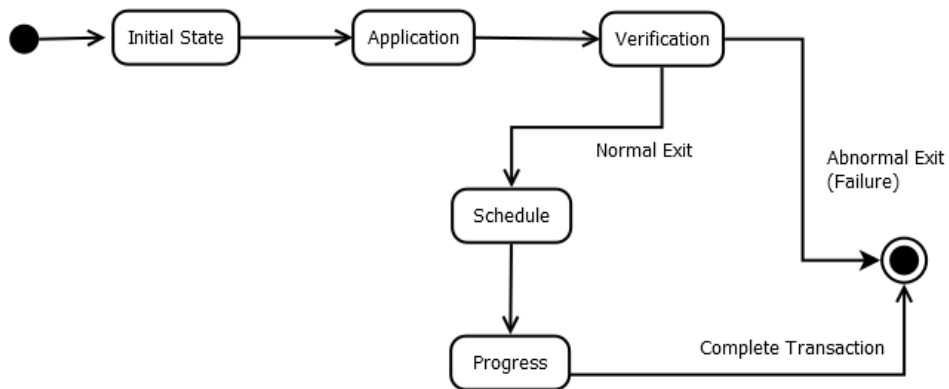
Manage payments

Admin

2. Sequence Diagram
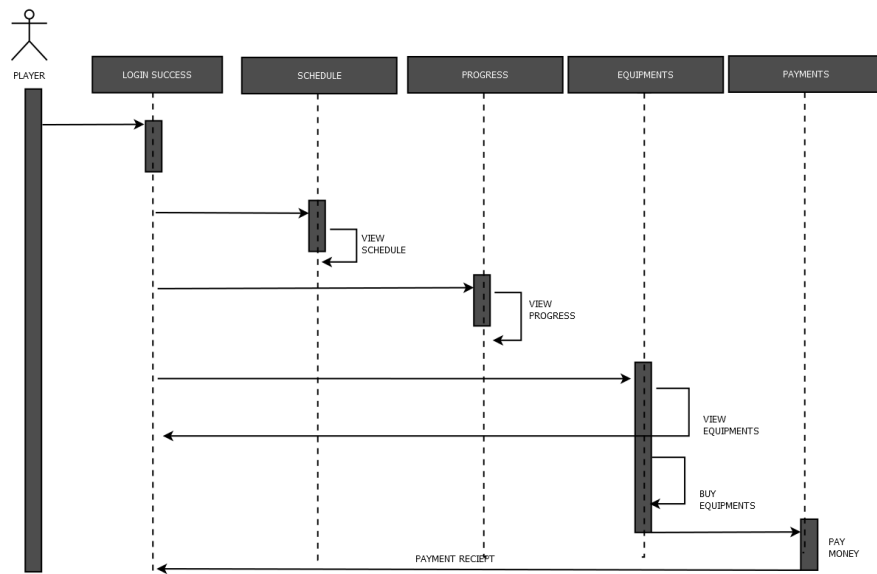
3. Collaboration Diagram
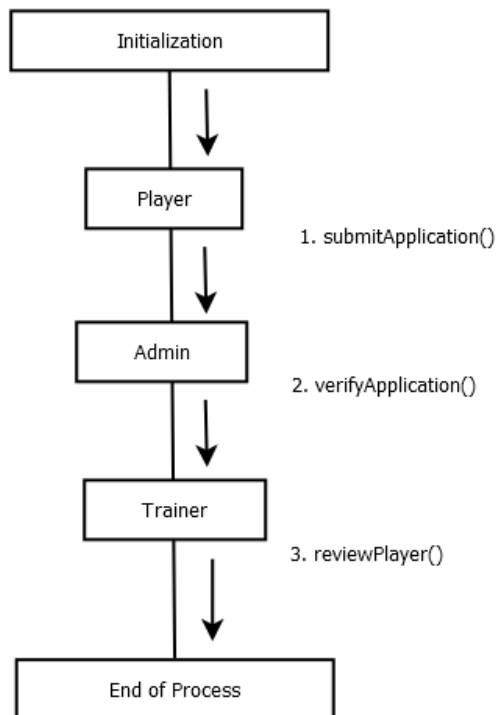
4. State Chart Diagram

5. Activity Diagram