



Dated : 08/01/2020

1. Registration Number	:	L-88636/2020
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3. Nature of the applicant's interest in the copyright of the work	:	AUTHOR
4. Class and description of the work	:	LITERARY/ DRAMATIC WORK
5. Title of the work	:	SECS
6. Language of the work	:	ENGLISH
7. Name, address and nationality of the author and if the author is deceased, date of his decease	:	MEDURI SURYAA PRANAV , 3-6-159/B/301,SARTAJ VILLA APTS,URDU HALL LANE,HIMAYATHNAGAR,BESIDE PANCHAYATH RAJ BHAVAN,HYDERABAD,TELANGANA-500029 INDIAN ANUPAMA MEDURI , 3-6-159/B/301,SARTAJ VILLA APTS,URDU HALL LANE,HIMAYATHNAGAR,BESIDE PANCHAYATH RAJ BHAVAN,HYDERABAD,TELANGANA-500029 INDIAN
8. Whether the work is published or unpublished	:	UNPUBLISHED
9. Year and country of first publication and name, address and nationality of the publisher	:	N.A.
10. Years and countries of subsequent publications, if any, and names, addresses and nationalities of the publishers	:	N.A.
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13. If the work is an 'Artistic work', the location of the original work, including name, address and nationality of the person in possession of the work. (In the case of an architectural work, the year of completion of the work should also be shown).	:	N.A.
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17. Remarks	:	



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Date of Application : 19/11/2019

Date of Receipt : 19/11/2019

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Diary Number : 18390/2019-CO/L
Ministry of Commerce & Industry
Department for Promotion of Industry & Internal Trade

Copyright Office

(Tel: 011--28032496)



Boudhik Sampada Bhawan,
Plot No. 32, Sector 14, Dwarka
New Delhi-110078
Dated :**08/01/2020**

To,

MEDURI SURYAA PRANAV

3-6-159/B/301,SARTAJ VILLA APTS,URDU HALL LANE,HIMAYATHNAGAR,BESIDE
PANCHAYATH RAJ BHAVAN,HYDERABAD,TELANGANA ,
500029

Subject : Copyright Registration Certificate - forwarding of.

With reference to your application dated **19/11/2019**, I have the honour to send herewith a copy of the extract from the Register of Copyrights with regard to the work

SECS particulars of which have been entered in the Register of Copyrights.

1 A copy of the Unpublished work duly stamped with seal of the Copyright Office is returned herewith, while another is retained in this office for record.

2 Kindly acknowledge receipt of this letter.

Yours faithfully

Deputy Registrar of Copyrights

*Suryaa Pranav Meduri**Anupama Meduri***INDEX**

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1. OBJECT ORIENTED SYSTEM DEVELOPMENT

1.1 Unified Modeling Language (UML):

UML is a graphical notation used to visualize, specify, construct and document the artifact of software intensive. UML is appropriate for modeling systems ranging from Enterprise Information Systems to Distributed Web-based Application and even to Hard Real-time Embedded systems. UML effectively starts with forming a conceptual modeling of the language.

There are 2 types of diagrams. They are

1. Static Diagrams
 - a) Use case diagrams
 - b) Class diagrams
 - c) Object diagrams
 - d) Component diagrams
 - e) Deployment diagrams
2. Dynamic diagrams
 - a) Interaction diagrams
 - i) Sequence diagrams
 - ii) Collaboration diagrams
 - b) State machine diagrams
 - c) Activity diagrams

1.2 Applications of UML:

UML is intended primarily for software intensive systems. It has been used effectively for such domains as

1. Enterprise Information Systems
2. Banking and Financial Services
3. Telecommunications
4. Transportation
5. Defense and Aerospace
6. Retail
7. Medical Electronics
8. Scientific
9. Distributed Web-based Services

1.3 What is a Model?

Model

- A model is a simplification of reality.
- A model provides the blueprints of a system.
- A model may be structural, emphasizing the organization of the system, or it



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may be Behavioral, emphasizing the dynamics of the system.

- We build models so that we can better understand the system we are developing.
- We build models of complex systems because we cannot comprehend such a System in its entirety.

Through Modeling, we achieve four aims.

- Models help us to visualize a system as it is or as we want it to be.
- Models permit us to specify the structure or behavior of a system.
- Models give us a template that guides us in constructing a system.
- Models document the decisions we have made.

Principles of Modeling

- The choice of what models to create has a profound influence on how a problem is attacked and how a solution is shaped
- Every model may be expressed at different levels of precision
- The best models are connected to reality
- No single model is sufficient. Every nontrivial system is best approached through a small set of nearly independent models.



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2. BASIC BUILDING BLOCKS OF UML

The building blocks of UML can be categorized as

1. Things
2. Relationships
3. Diagrams

1) **Things:** - Things are the most important building blocks of UML. Things can be

- a) Structural
- b) Behavioral
- c) Grouping
- d) Annotational

a) **Structural Things:** They define the static part of the model. They represent physical and conceptual elements.

Following are the structural things –

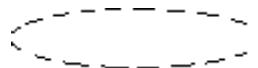
1. **Class:** - It describes a set of objects that share the same attributes, operations, relationships and semantics.

Class name
Attributes
Operations

2. **Object:** - It is a collection of operations that specifies a service of a class or a component.



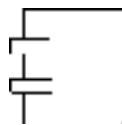
3. **Collaboration:** - It defines interaction between elements.



4. **Use case:** - They are used to identify different use case components of a particular software project. It is used to model the operation.



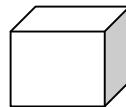
5. **Component:** - It is a physical and replaceable part that conforms to and provides realization of set of interfaces.



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6. **Node:** - A physical resource that exists in runtime and represent a computational resource.



7. **Actor:** - The outside entity that communicates with a system.
Typically, a person playing a role on an external device.



- b) **Behavioral Things:** They consist of dynamic parts of the UML model. The following are behavioral things –
1. **Interaction:** - It is defined as a behavior that consists of a group of messages exchanged among elements to accomplish a specific task.



2. **State machine:** - It is useful when the states of an object in its life cycle. It defines the sequence of states and object goes through in response to events.



- c) **Grouping Things:** They can be defined as a mechanism to group elements of UML model together. There is only one grouping thing available i.e., Package.

Package is used for gathering structural and behavioral things.



- d) **Annotational Things:** - They can be defined as a mechanism to capture remarks, description and comments of UML model elements. There is only one annotational thing available i.e., Note.

Note is used to render comments, constraints and so on of a UML element.



2) Relationships: -

The relationship is another most important building block of UML. They show how elements are associated with each other and their association describes the functionality of application.

There are 5 types of relationships. They are

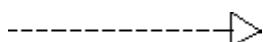
1. Dependency: It is a relationship between two things in which change in one element also affects another.



2. Generalization: It can be defined as a relationship which connects a specialized element with a generalized element. It basically describes inheritance relationship in the object. It is a ‘is a ‘hierarchy.



3. Realization: It can be defined as a relationship in which two elements are connected. One element describes some responsibility which is not implemented and the other one implement then. This relationship exists in case of interfaces.



4. Association: It is a set of links that connects elements of an UML model.



3) UML Diagrams:-

1. Use case diagram
2. Activity diagram
3. Class diagram
4. Interaction diagrams
 - i) Sequence diagram
 - ii) Collaboration diagram
5. State machine diagram
6. Object diagram
7. Component diagram
8. Deployment diagram



3. CASE STUDY FOR CLOUD DATA MANAGEMENT

USE CASE DIAGRAM

Precondition:

Member should register in the particular domain to become a user.

Main Flow:

1. The domain adds the admin (employees) to monitor the users and resolve issues.
2. User should login using their account.
3. Existing users can connect to the domain using any browser or can connect (synchronize) through any devices (like phones, tablets, etc...).
4. Users can upload (or) download any format of files from (or) to their cloud account.
5. Users can stream through their files online.
6. Users can create new files in their cloud storage and can also update the existing files.

Alternate Flow:

1. User complaints about an issue to the domain.
2. The domain assigns a team of admin (Employees) to resolve the issue.
3. The user receives an acknowledgement message from the domain.

Post Condition:

After using the cloud account the user logouts from the domain and any changes made to the data are saved.



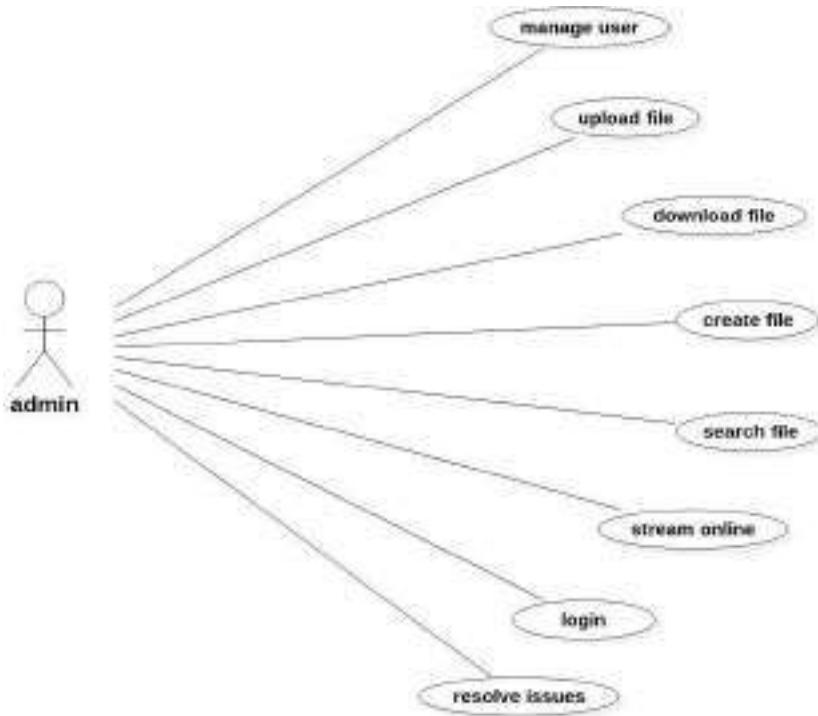
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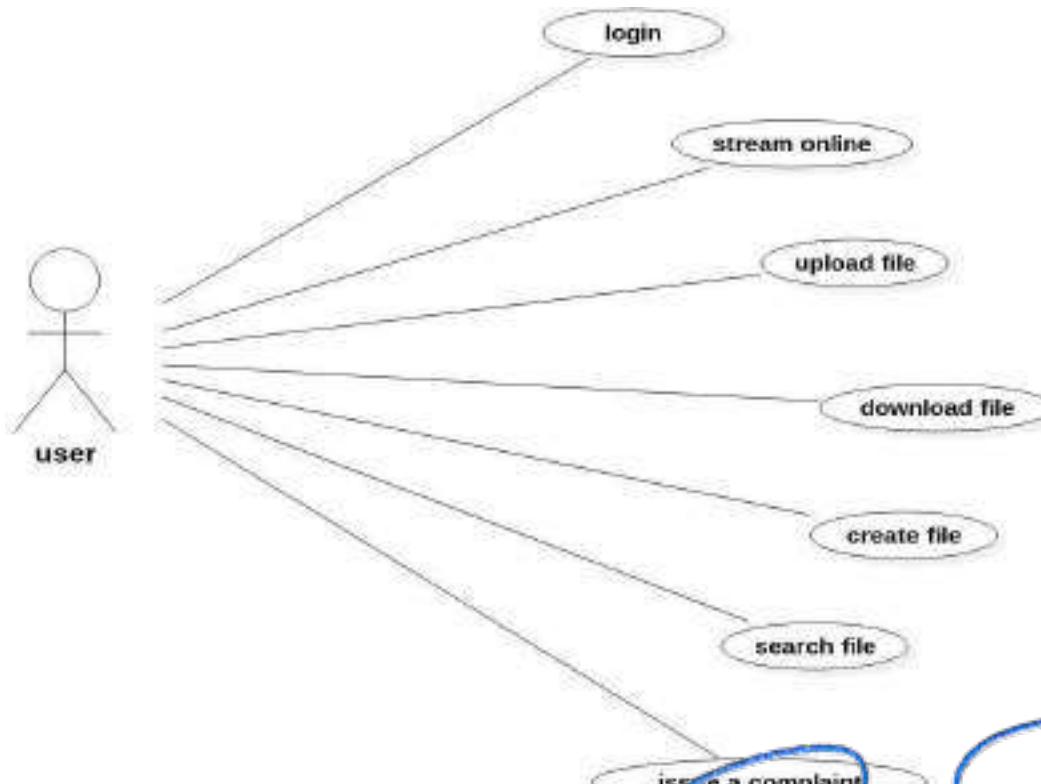
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Use case diagram for Cloud Data Management

Use case diagram for Admin

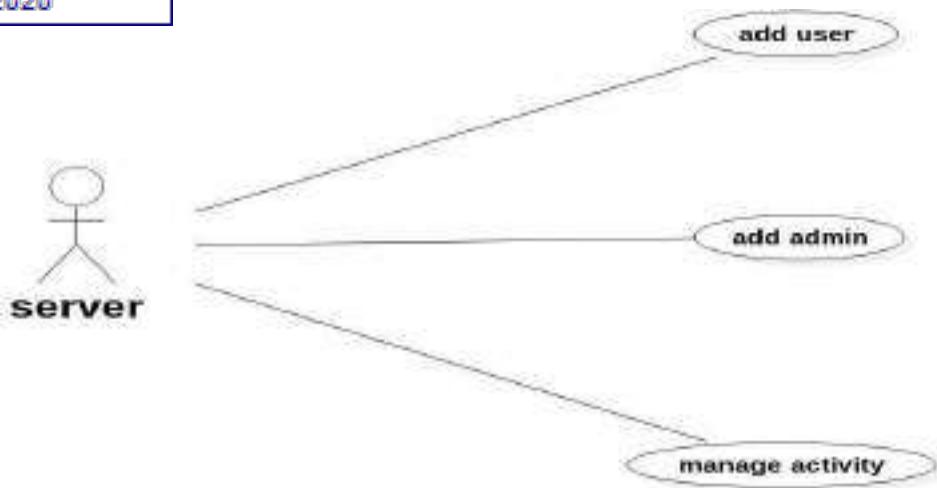


Use case diagram for User

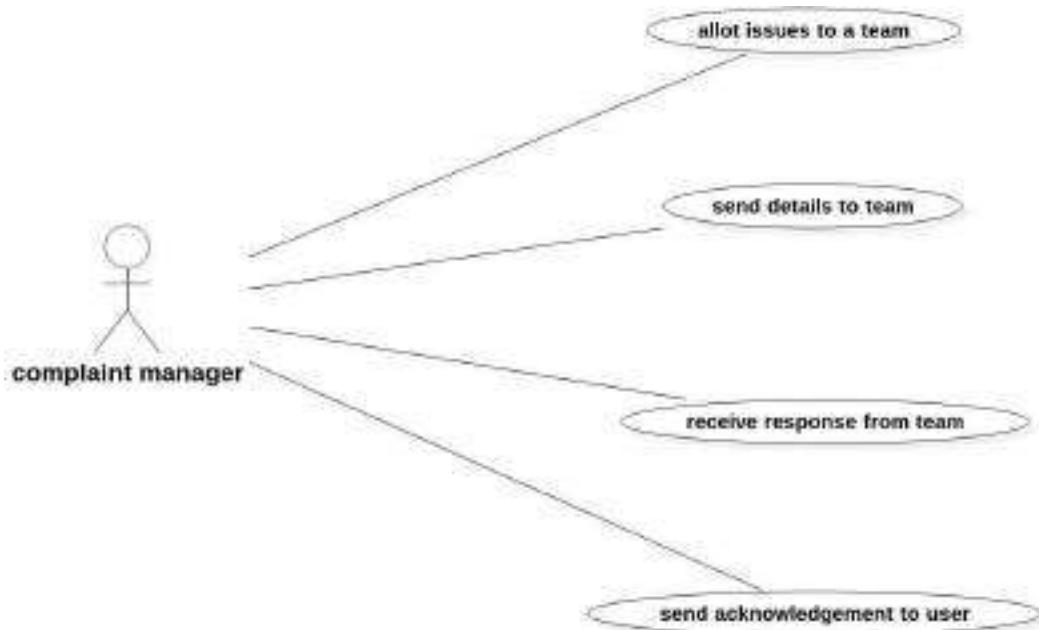


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Use case diagram for Domain



Use case diagram for Complaint manager



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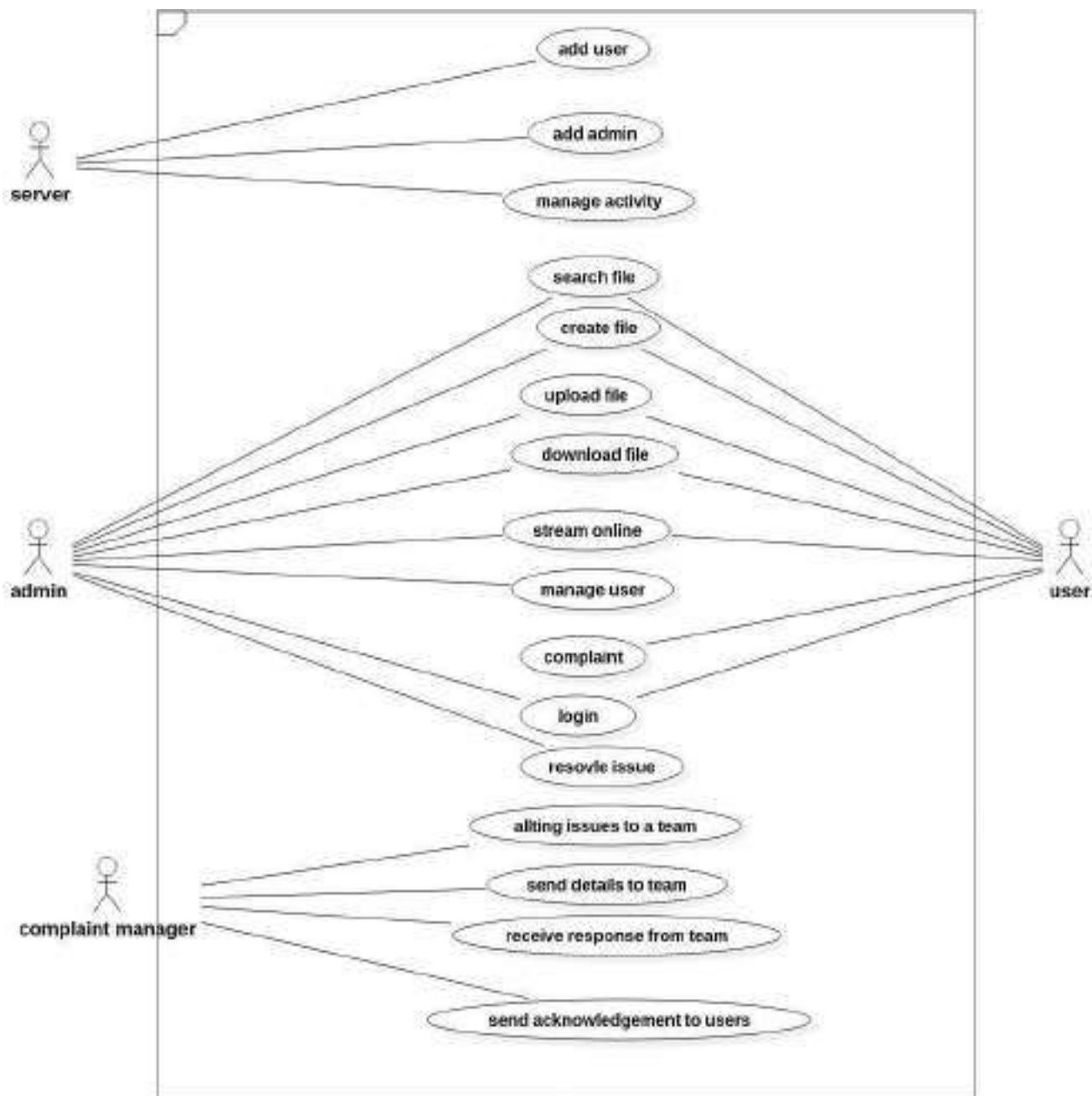
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Use case diagram for Cloud Data Management.



Use case diagram is about Cloud Data Management and it consists of four main actors. They are:

- 1) **Server**: The server is the particular website or the domain in which users and admin login to. The data is stored in the servers cloud storage.
- 2) **Admin**: The Admin is added to the domain by the user and is actually an employee of the domain (company) like Google, Yahoo, etc... The admin has all the privileges of the users and his main



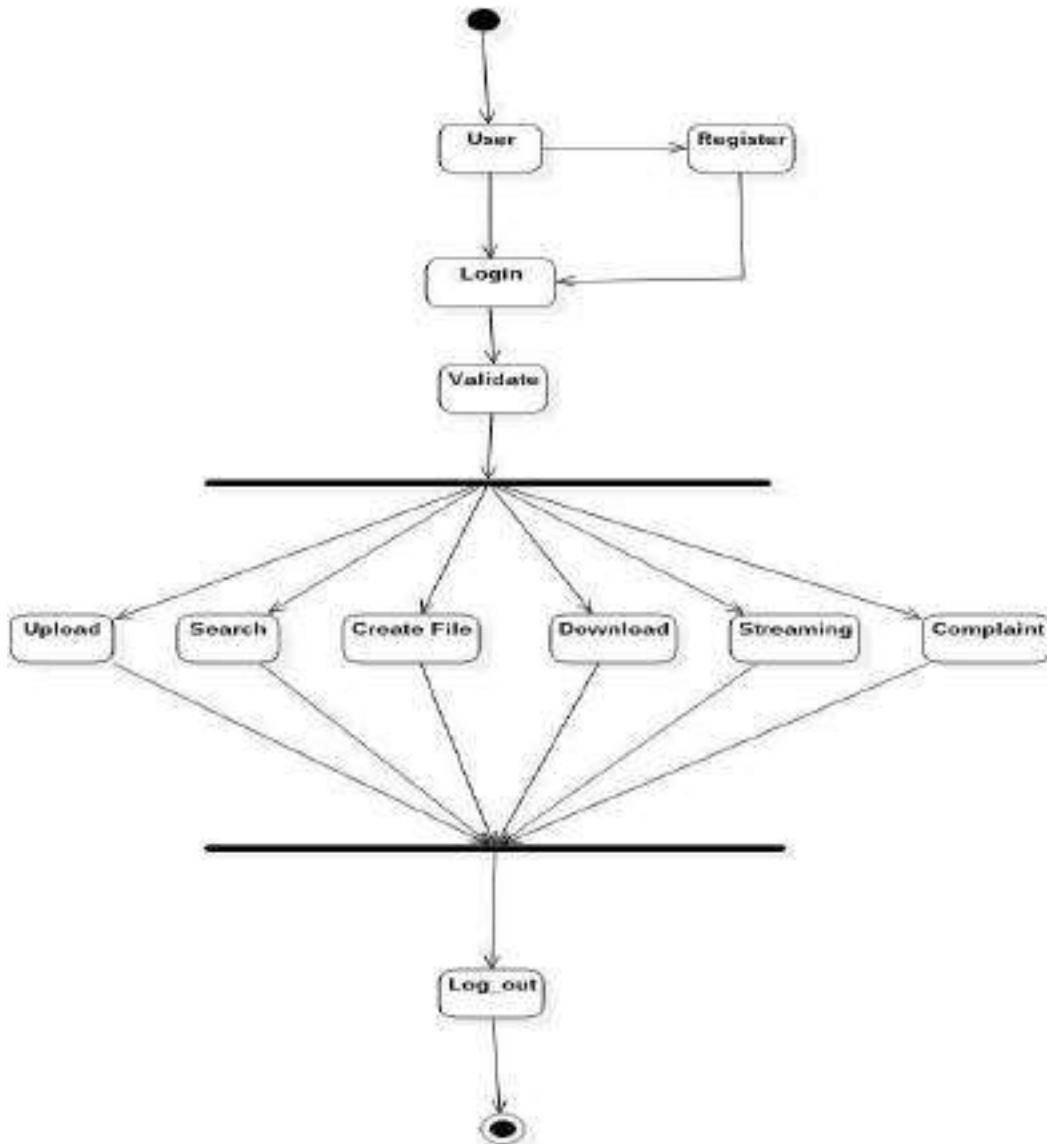
activities are to manage user and resolve issues

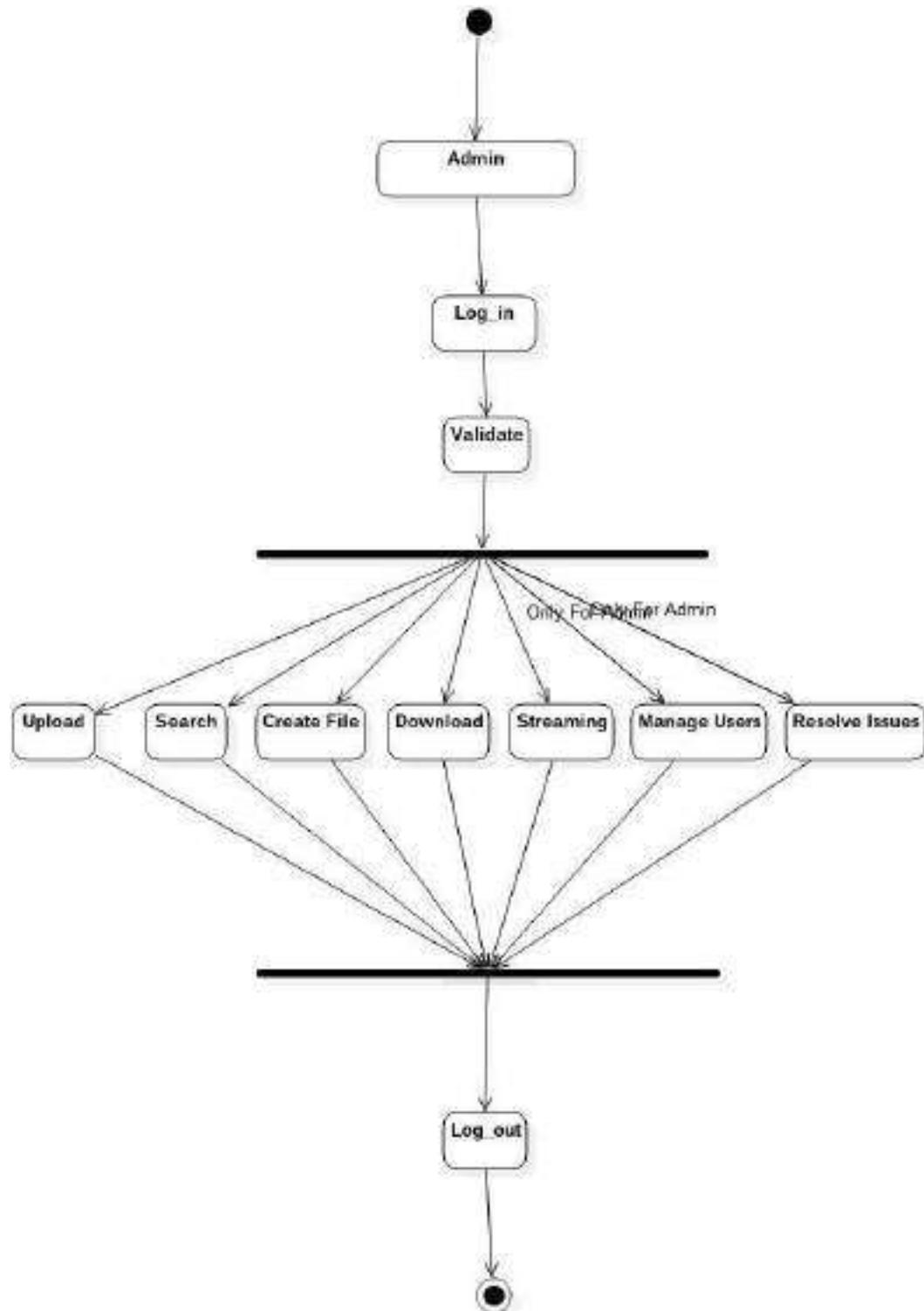
2) **User:** Users can use the domain to store their data in the cloud storage and can perform all kinds of activities on the data. The user can also complaint about any issue to the domain i.e. complaint manager.

- 4) **Complaint Manager:** When the complaint manager receives any complaint from the users he immediately allot a team to resolve it and sends acknowledgement to the users.

ACTIVITY DIAGRAM

Activity diagram for Users



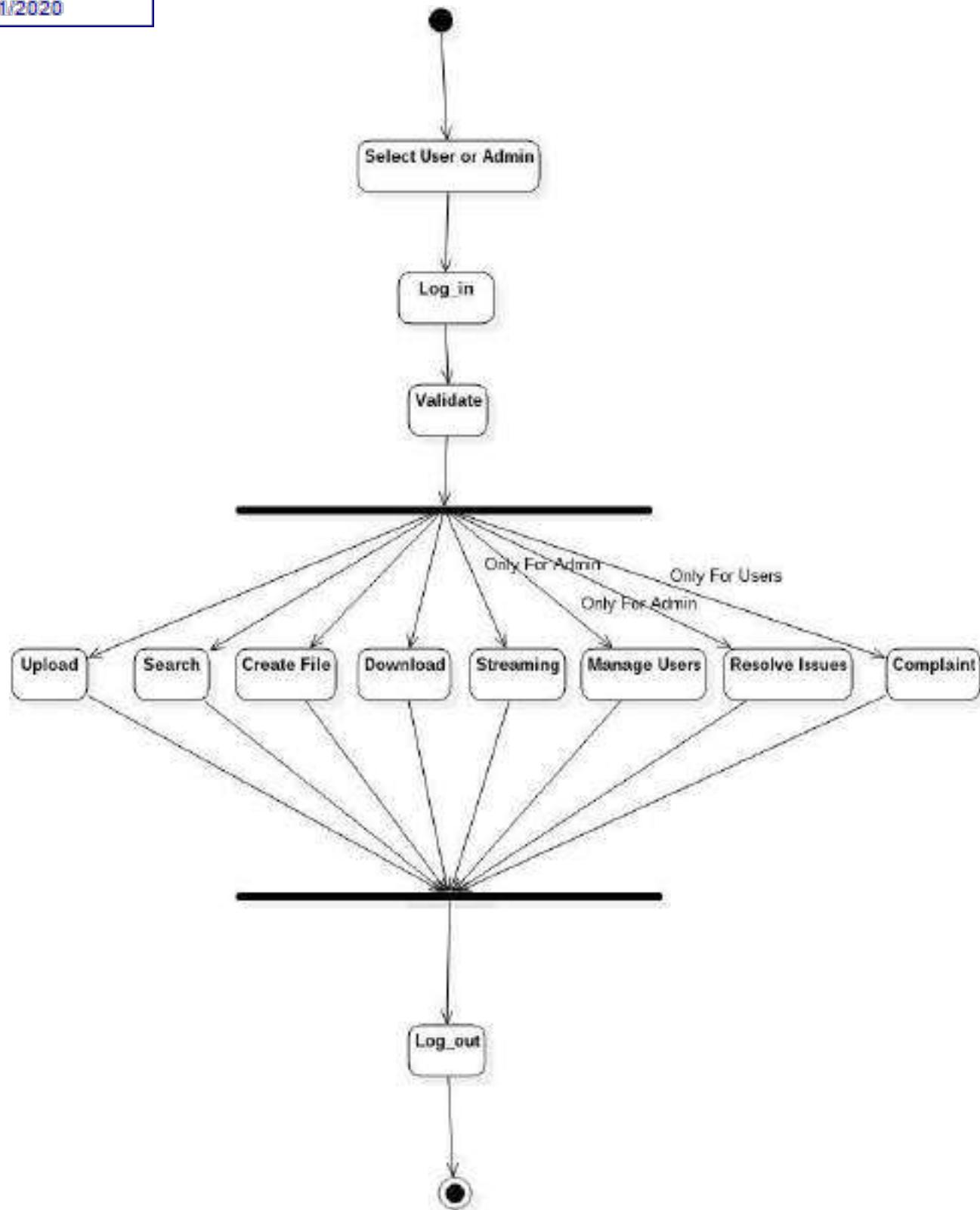


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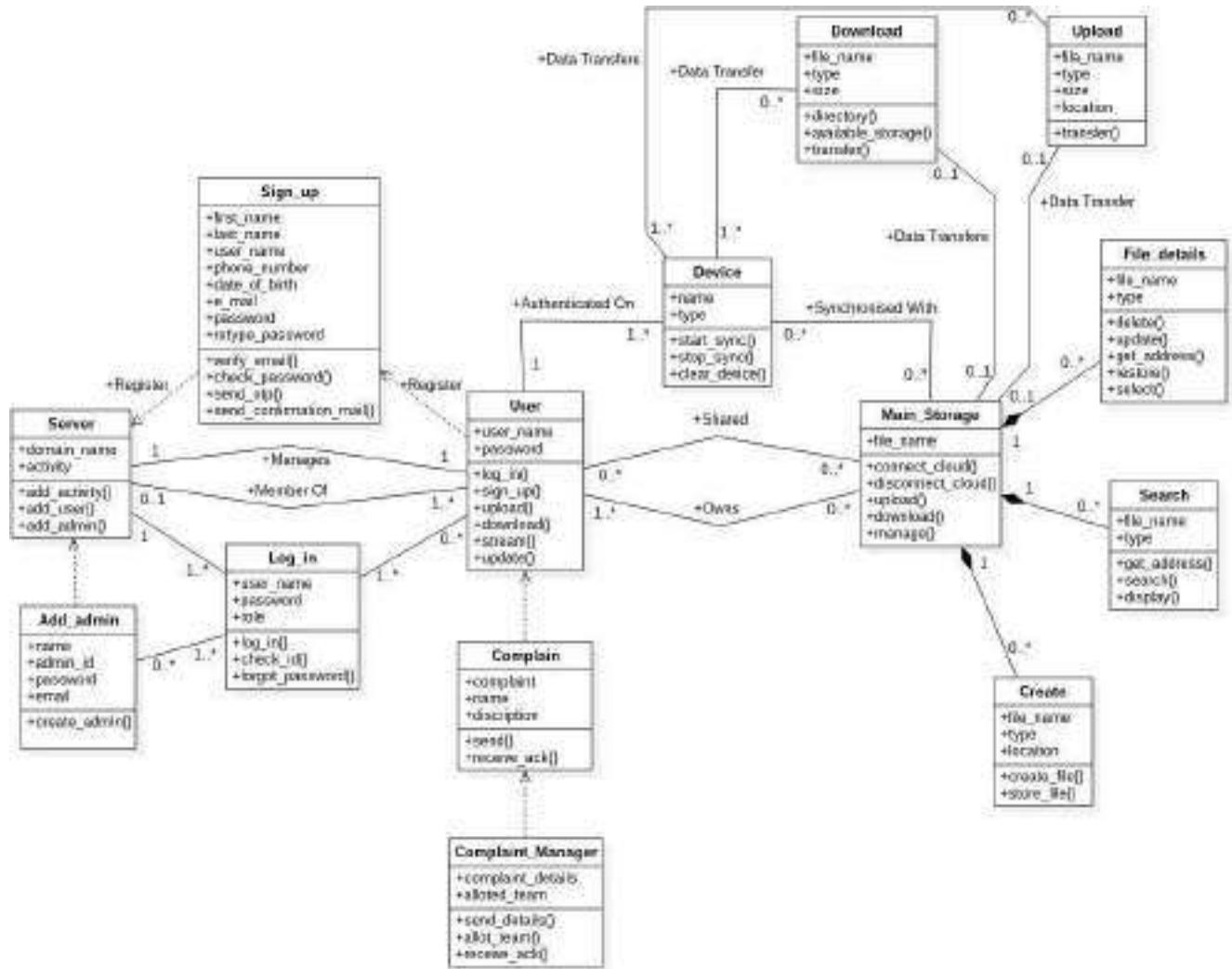
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Activity diagram for Cloud Data Management



CLASS DIAGRAM

Class diagram for Cloud Data Management



The class diagram of Cloud Data Management has 14 classes. They are

- Server**: The Server has attributes such as domain_name and activity.
- Add_admin**: It has attributes such as name, admin_id, password and email whereas create_admin is its operation.
- Sign_up**: Sign_up class has attributes such as first_name, last_name, user_name,



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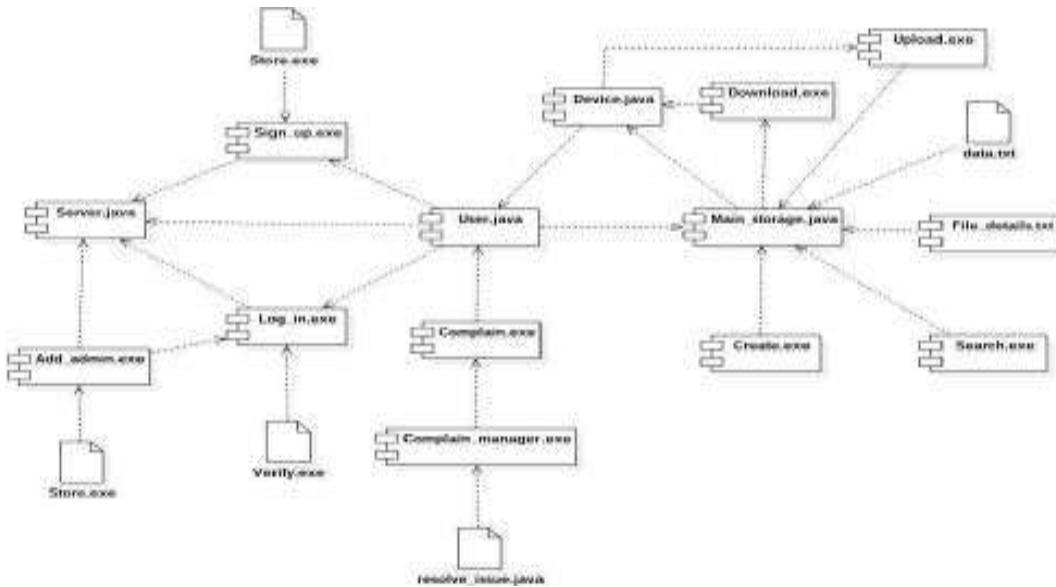
phone number, date_of_birth, e_main, password and retype_password.

- 4. User:** The user class has attributes such as user_name and password whereas whereas log_in() and sign_up() are its main operations.
- 5. Log_in:** The log_in class has attributes such as user_name, password and role whereas login() is its main operation.
- 6. Device:** The Device class has attributes such as name and type whereas start_synk() and stop_synk() are its main operations.
- 7. Complaint:** The Complaint class has attributes such as complaint and name whereas send() and receive_ack() are its operations.
- 8. Complaint_managet:** The Complaint_manager class has attributes such as complaint_details and allotted_team whereas allot_team is its main operation.
- 9. Download:** The Download class has attributes such as file_name, size and type whereas its main operation is transfer().
- 10. Upload:** The Upload class has attributes such as file_name, size, type and location whereas its main operation is transfer () .
- 11. Mani_storage:** The Main_storage class has attributes such as file_name whereas its main operations are connect_cloud(), disconnect_cloud(), upload(), download() and manage().
- 12. Search:** The Search class has attributes such as file_name and type whereas its main operations are get_address() and search().
- 13. File_details:** The File_details class has attributes such as file_name and type whereas its main operations are delete(), restore(), get_address() and update().
- 14. Create:** The Create class has attributes such as file_name, location and type whereas its main operations are create_file() and store_file().

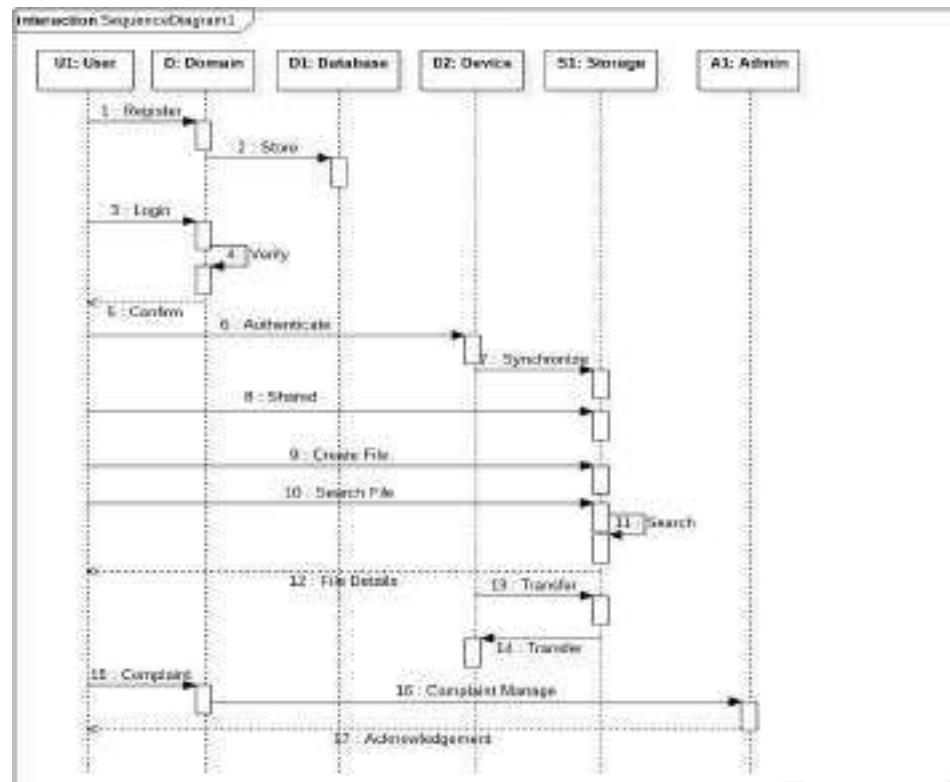


OBJECT DIAGRAM

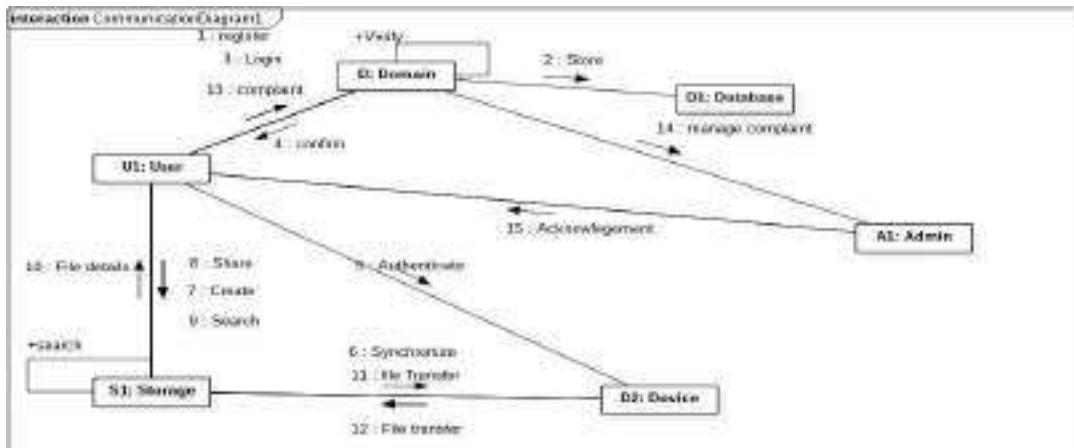
Object Diagram for Cloud Data Management

**INTERACTION DIAGRAM**

Sequence Diagram for Cloud Data Management.

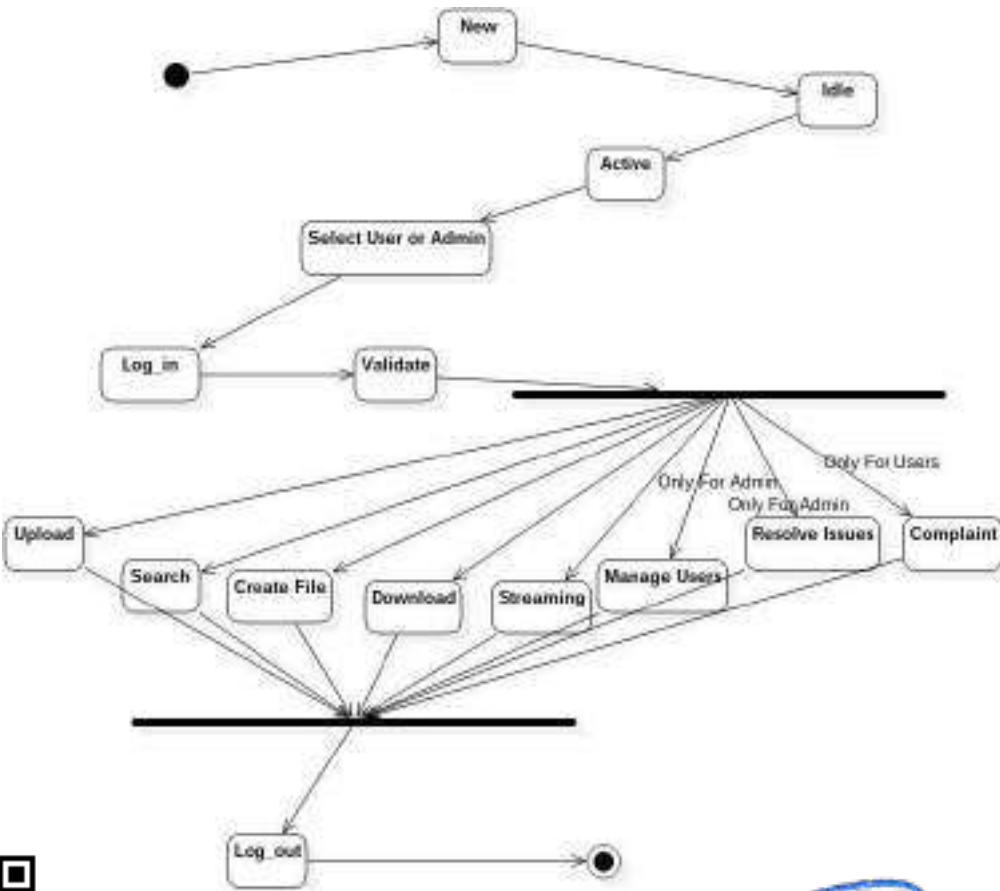


Collaboration Diagram for Cloud Data Management



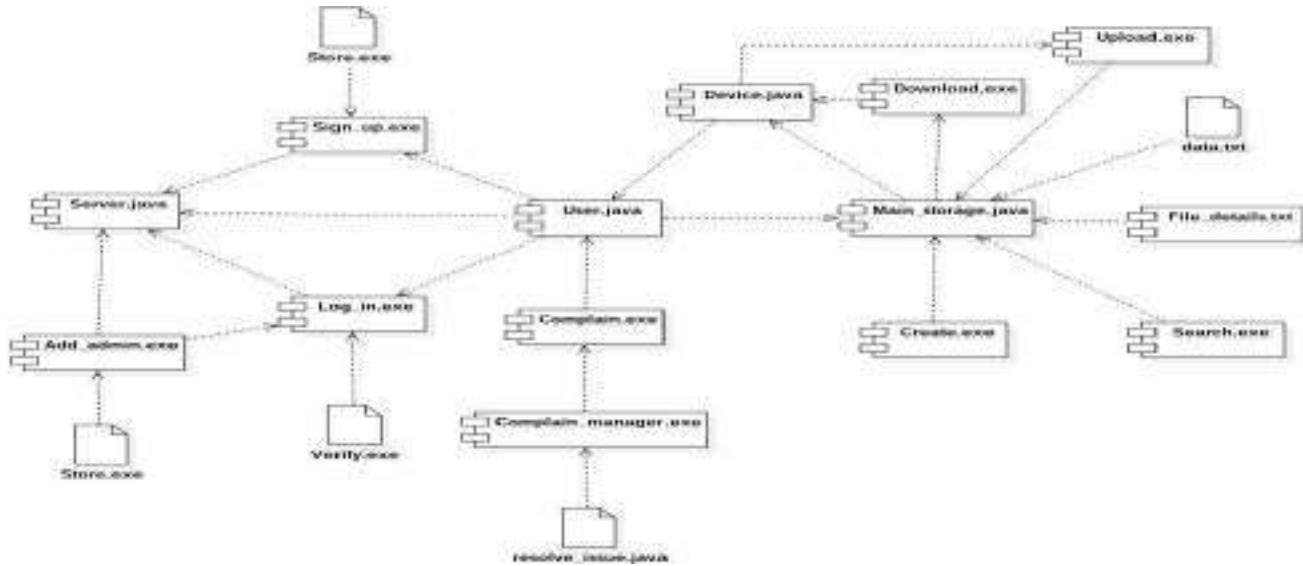
STATE MACHINE DIAGRAM

State Machine diagram for Cloud Data Management



COMPONENT DIAGRAM

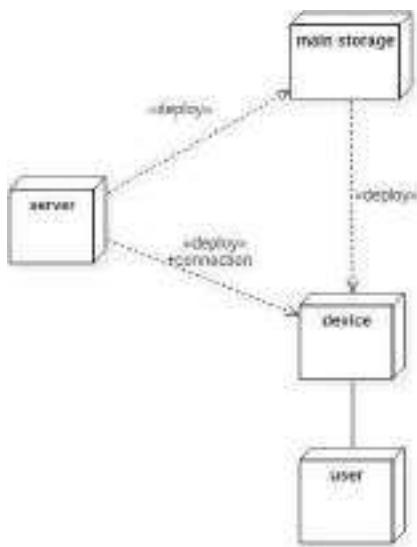
Component Diagram for Cloud Data Management.



The component diagram consists of java and txt files like server.java, user.java, file_details.txt, devce.java etc.,

DEPLOYMENT DIAGRAM

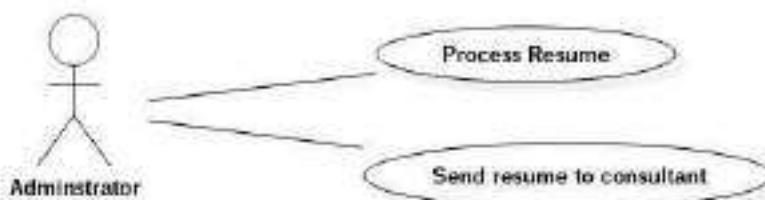
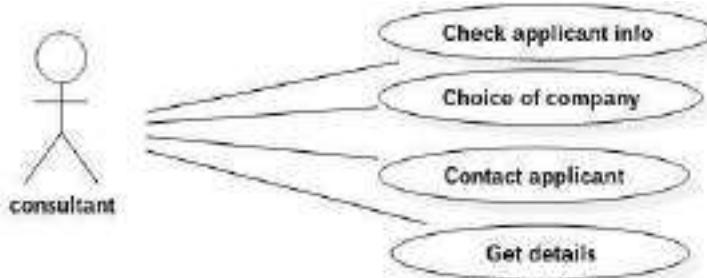
Deployment diagram for Cloud Data Management.



4. CASE STUDY FOR JOB CONSULTANCY

USECASE DIAGRAM

Use case diagram for JOB CONSULTANCY



- Applicant Usecase Diagram:

The applicant for a job is one client/user of the consultancy system who sends the resume to the consultancy and can add supplementary details or update existing details if required. The applicant can track the status of application by contacting the consultant.

- Administrator Usecase Diagram:

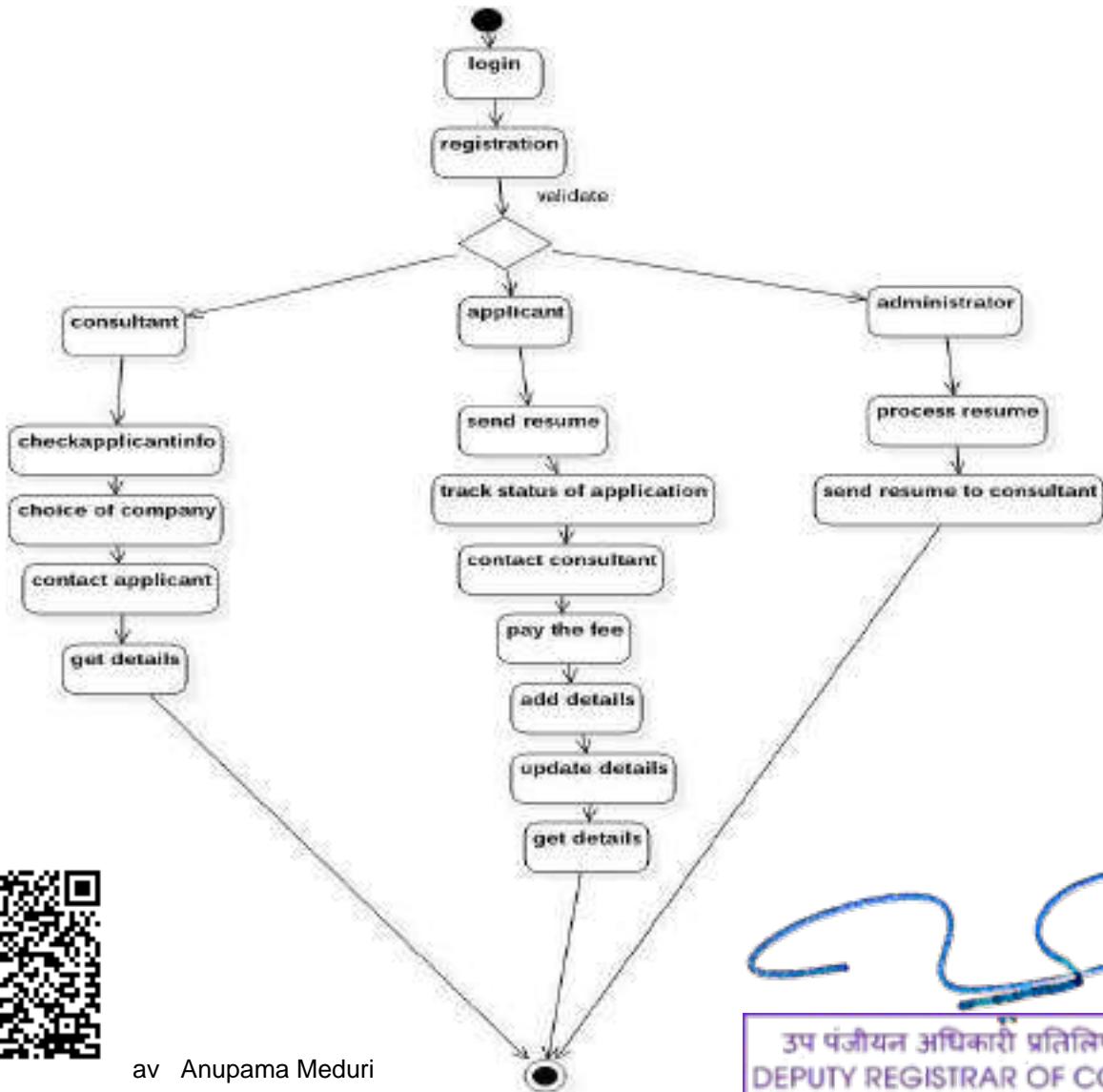
The administrator is an employee of the consultancy system who processes the resume that is sent by the applicant and sends it to the consultant for the final step of providing the applicant with job.

- Consultant Usecase Diagram:

The consultant holds a crucial role in the consultancy system who checks only those resume sent by administrator and takes into consideration the choice of company specified by contacting the applicant and get further details of the applicant regarding the job assigning process.

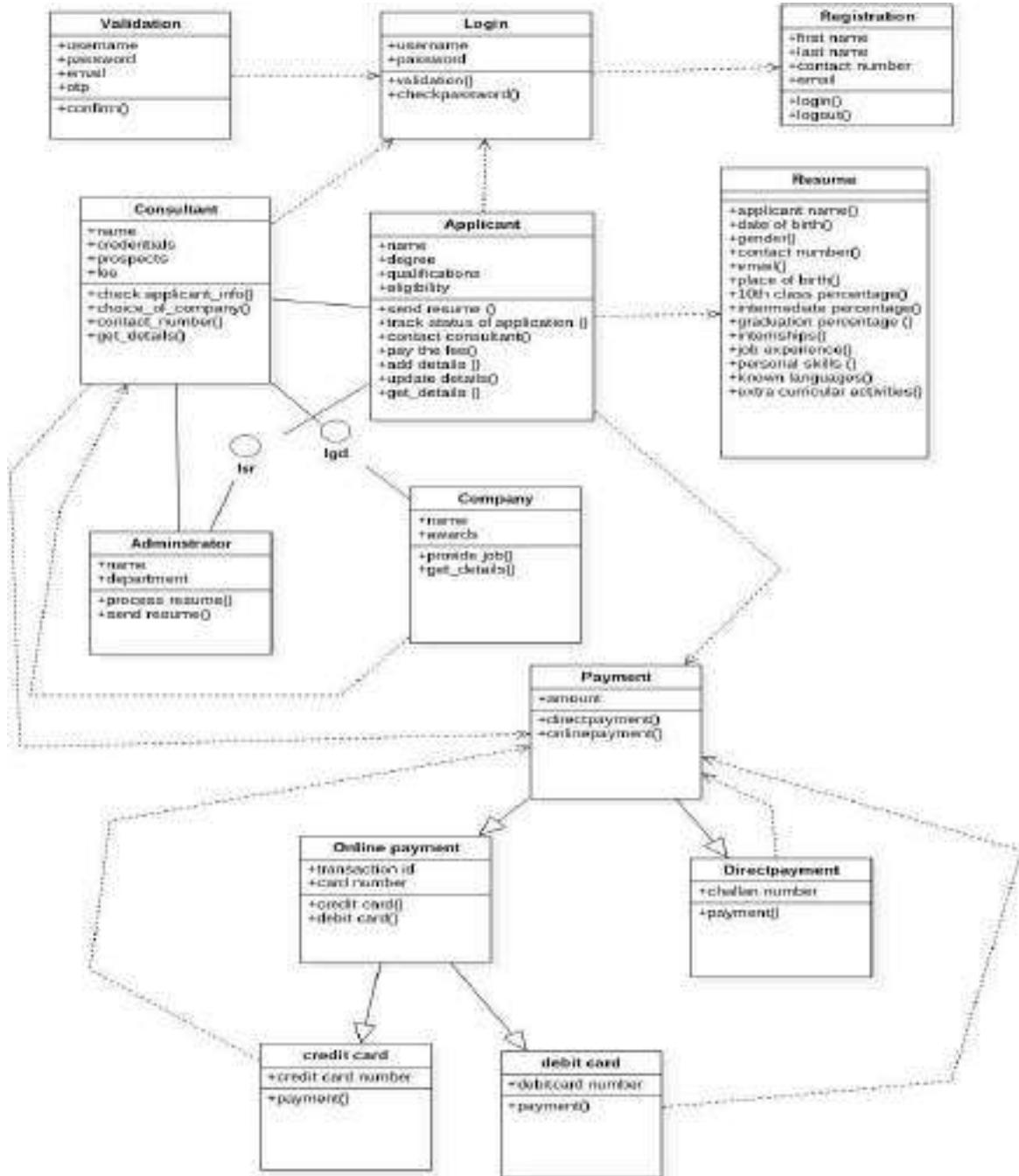
ACTIVITY DIAGRAM

Combined activity diagram for JOB CONSULTANCY



CLASS DIAGRAM

Class diagram for JOB CONSULTANCY

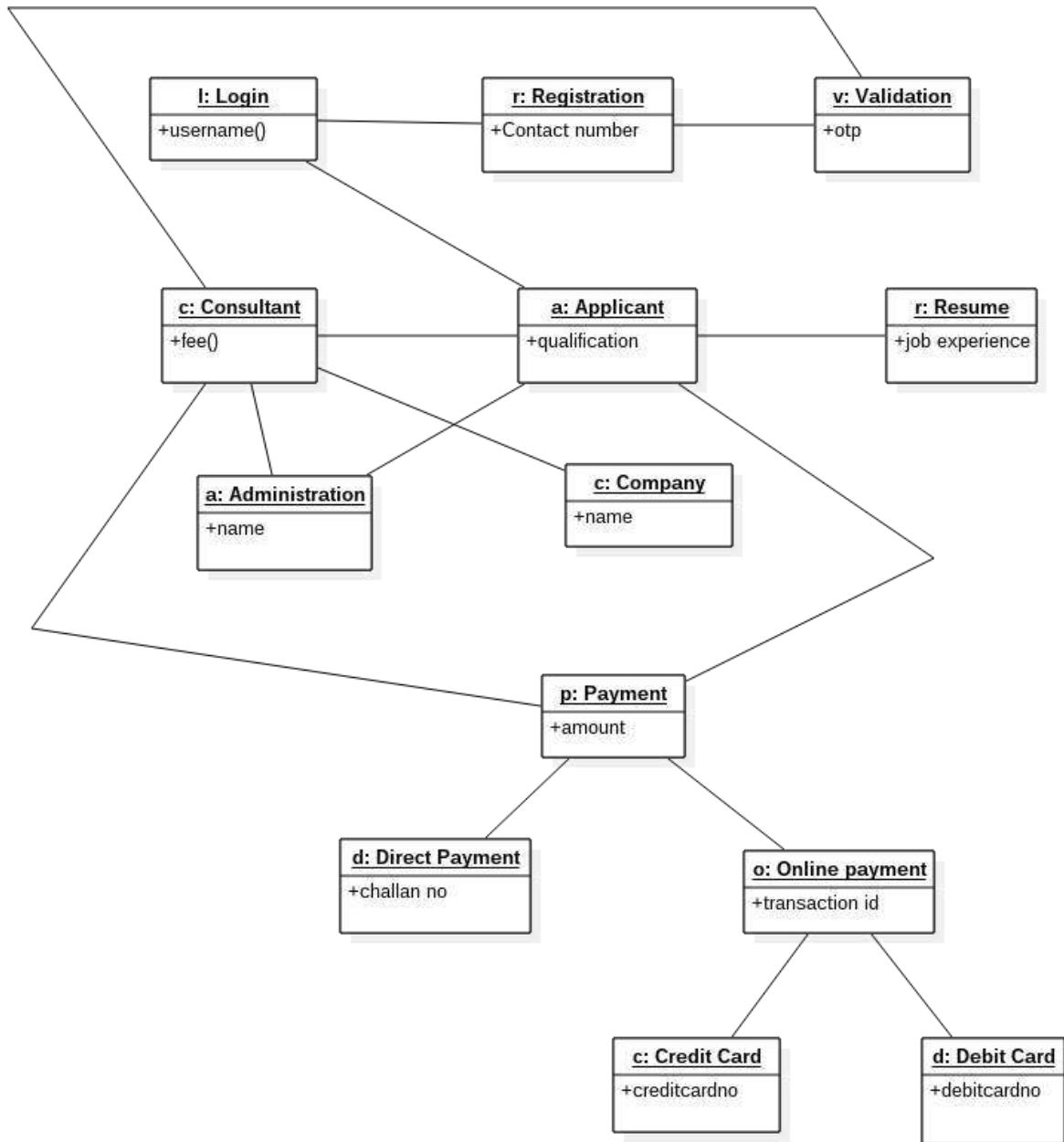


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OBJECT DIAGRAM

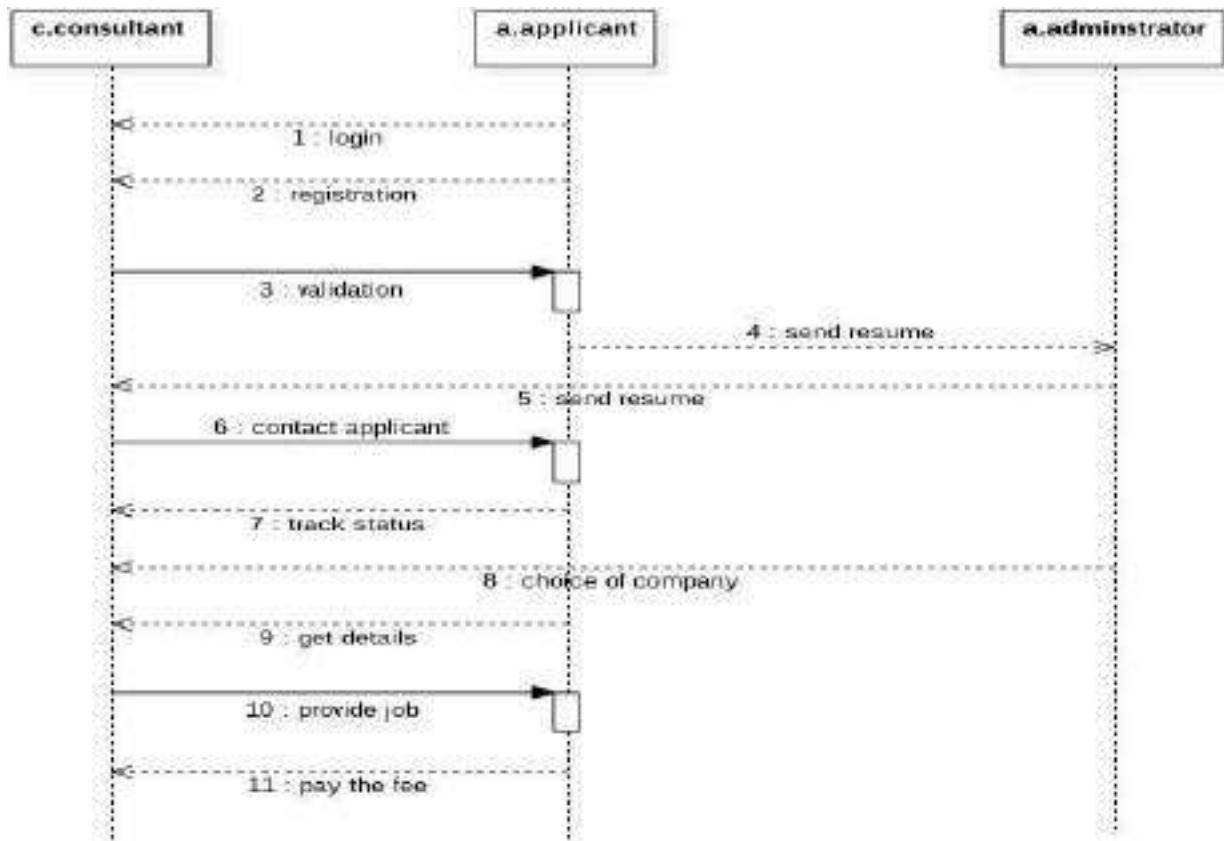
Object Diagram for JOB CONSULTANCY



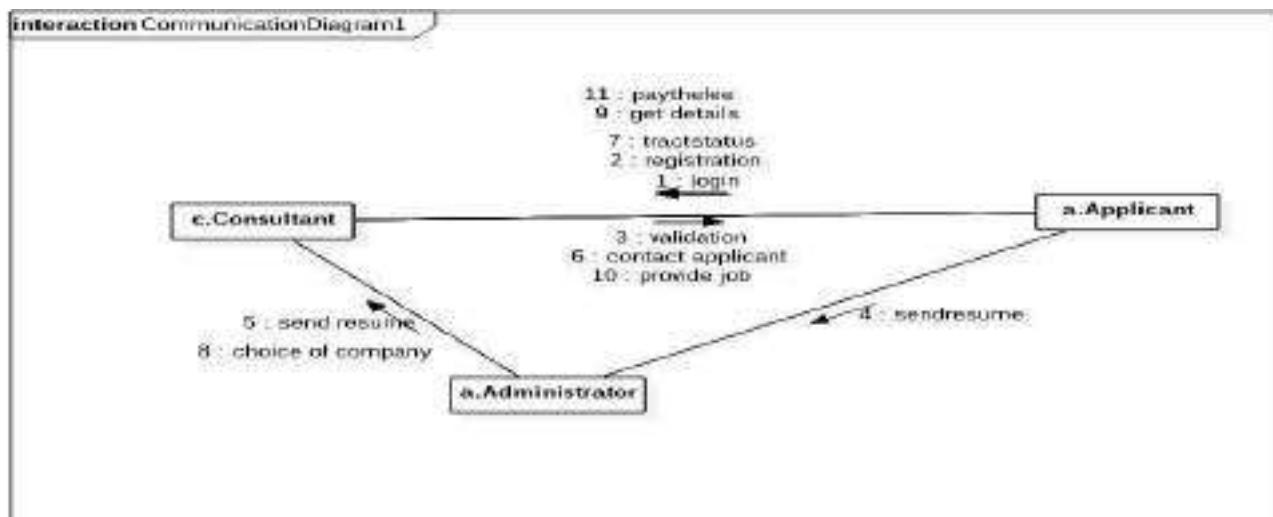
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INTERACTION DIAGRAM

Sequence Diagram for JOB CONSULTANCY

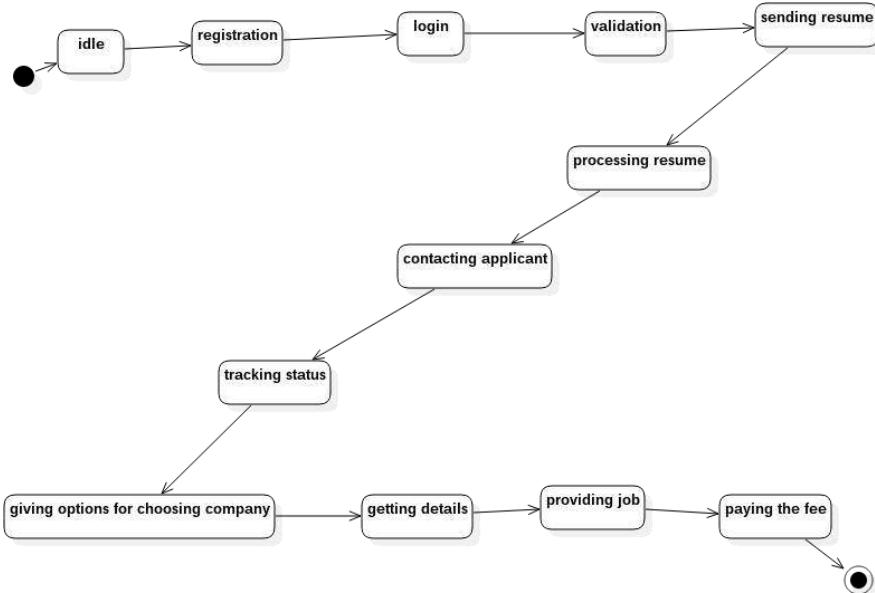


Collaboration Diagram for JOB CONSULTANCY

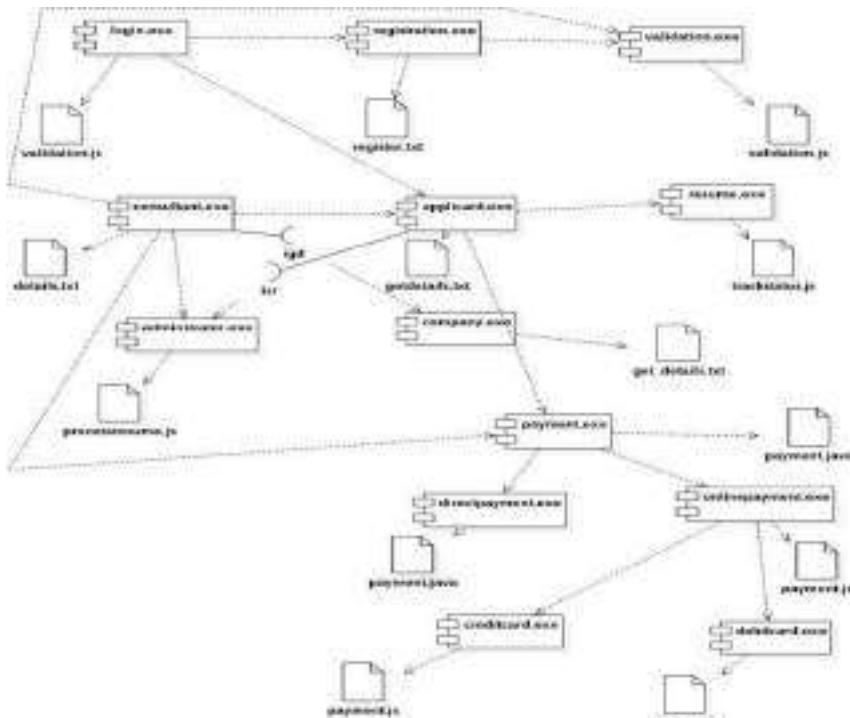


STATE MACHINE DIAGRAM

State Machine diagram for JOB CONSULTANCY

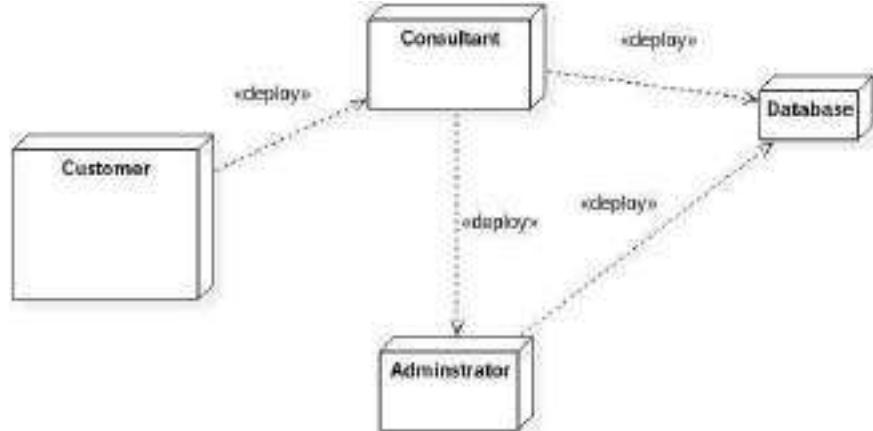
**COMPONENT DIAGRAM**

Component Diagram for JOB CONSULTANCY



DEPLOYMENT DIAGRAM

Deployment diagram for JOB CONSULTANCY



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5. CASE STUDY FOR MEDICAL ADVISOR PORTAL

USE CASE DIAGRAM

Use Case Specification for taking appointment or seeking advice

Pre-Condition: Patient must register with username and login.

Main Flow:

1. Check for doctors available near your locality.
2. Explain about your problem and seek advices.
3. Apply for an appointment if required.
4. logout
5. Ask for medicines.
6. Consult doctor.
7. Do payment at payment counter

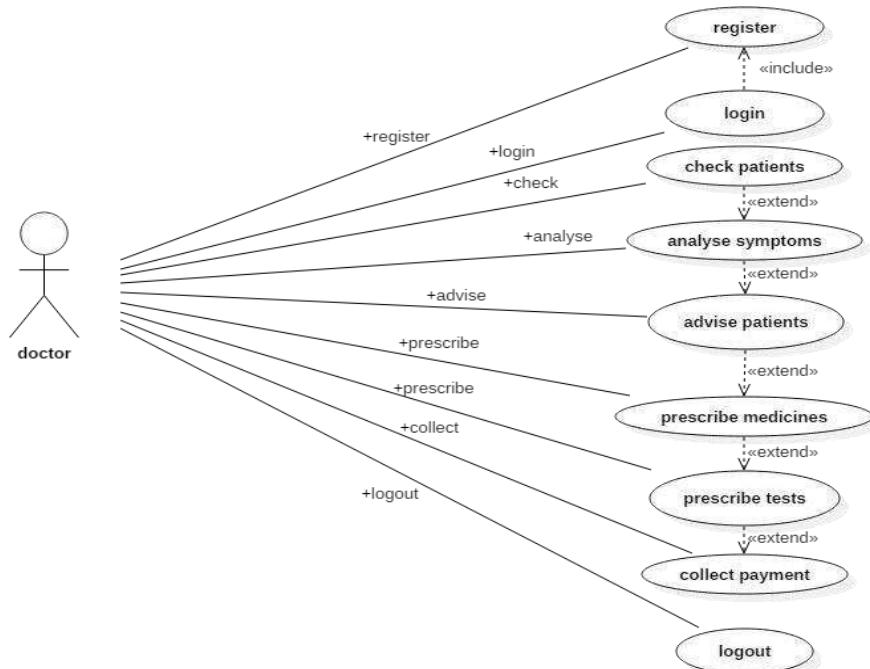
Post-Condition:

Appointment is required.

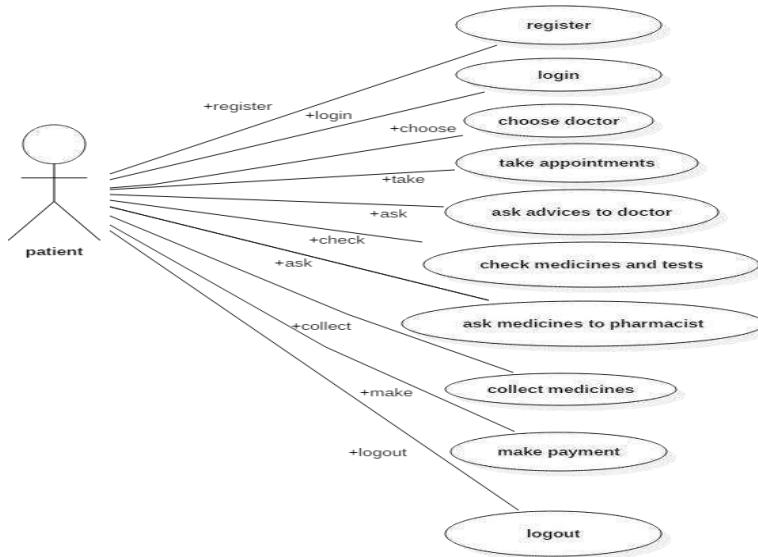
Use case diagram for Medical Advisor portal

Use case diagram for doctor

Doctor logs in and checks his appointments, advises patients, prescribe medicines and collect payment from receptionist and logs out.

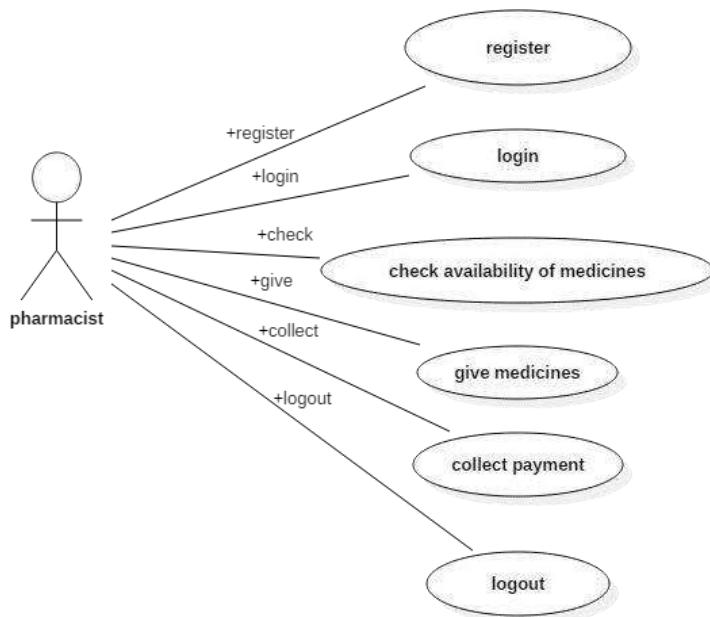


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Patient first gets registered with all his details and then does logins as patient. He chooses a doctor from the available doctors. He takes appointments from the receptionist, asks advices from doctor, buys medicines from pharmacist, pays to receptionist and logs out.

Use case diagram for pharmacist



Pharmacist logs in, checks the availability of medicines, sells medicines and collect payment from receptionist and logs out.



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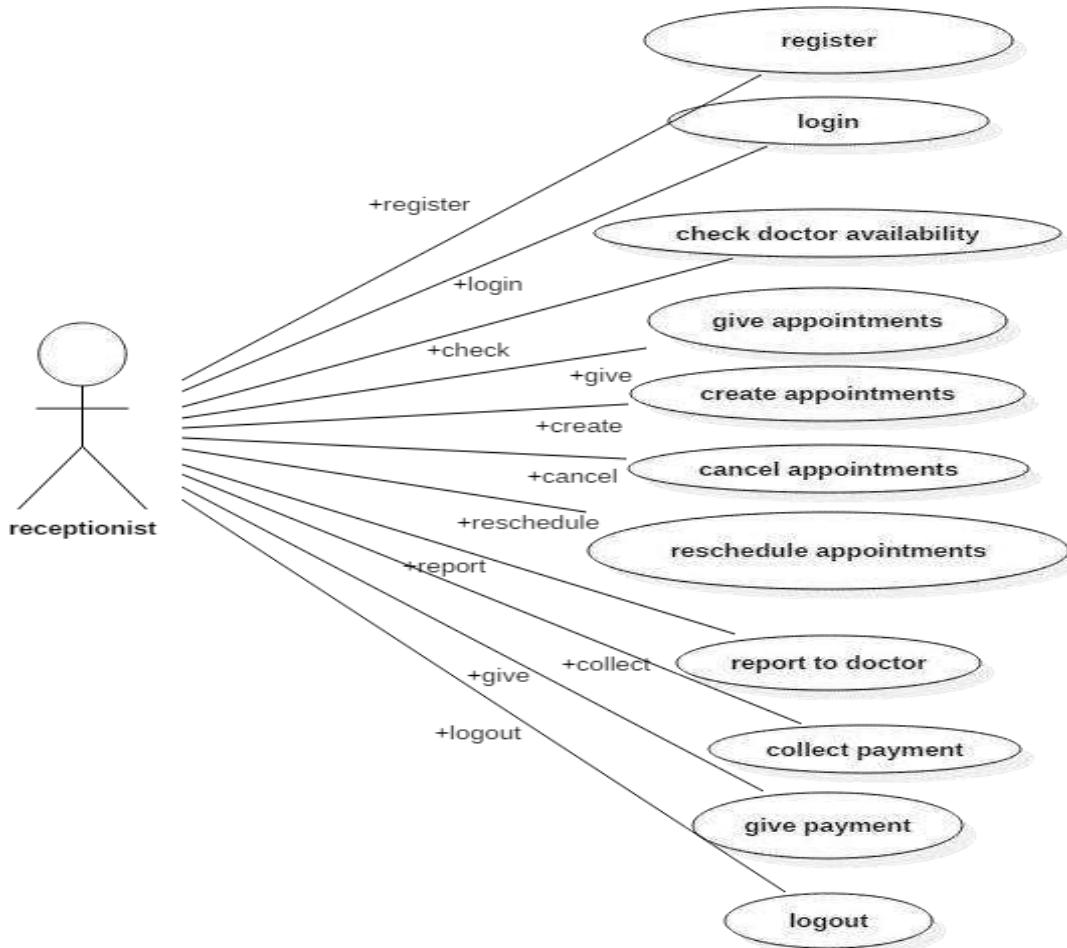


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Receptionist checks the availability of doctor, gives appointments to patients, creates appointment, cancel appointments, and reschedule appointments and reports to doctor about appointments, collect payment from patients, and give it to doctor and pharmacist and logs out.



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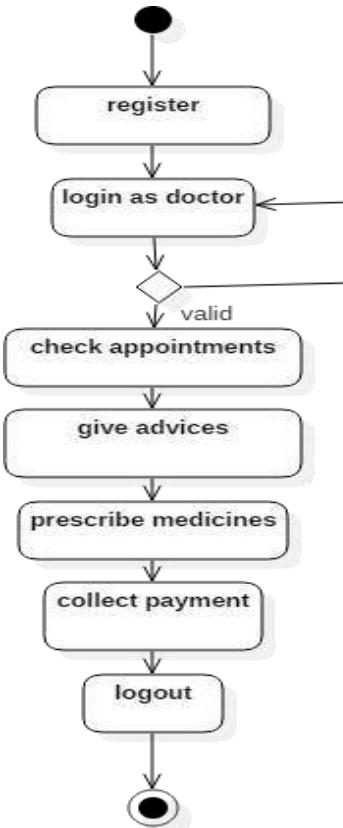
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Use case diagram

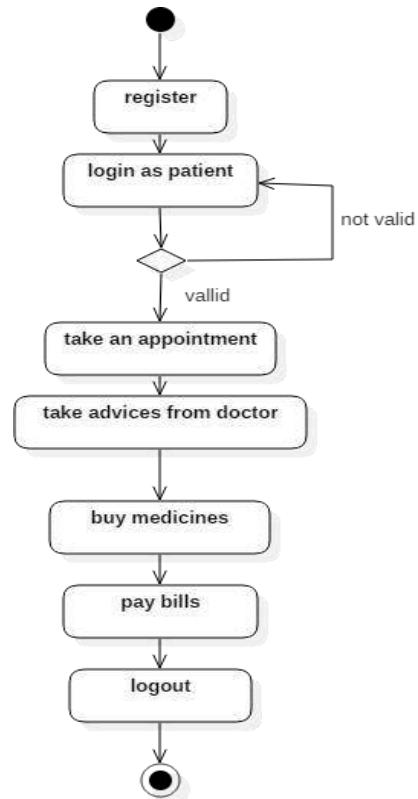


ACTIVITY DIAGRAM

Activity diagram for doctor



Activity diagram for patient



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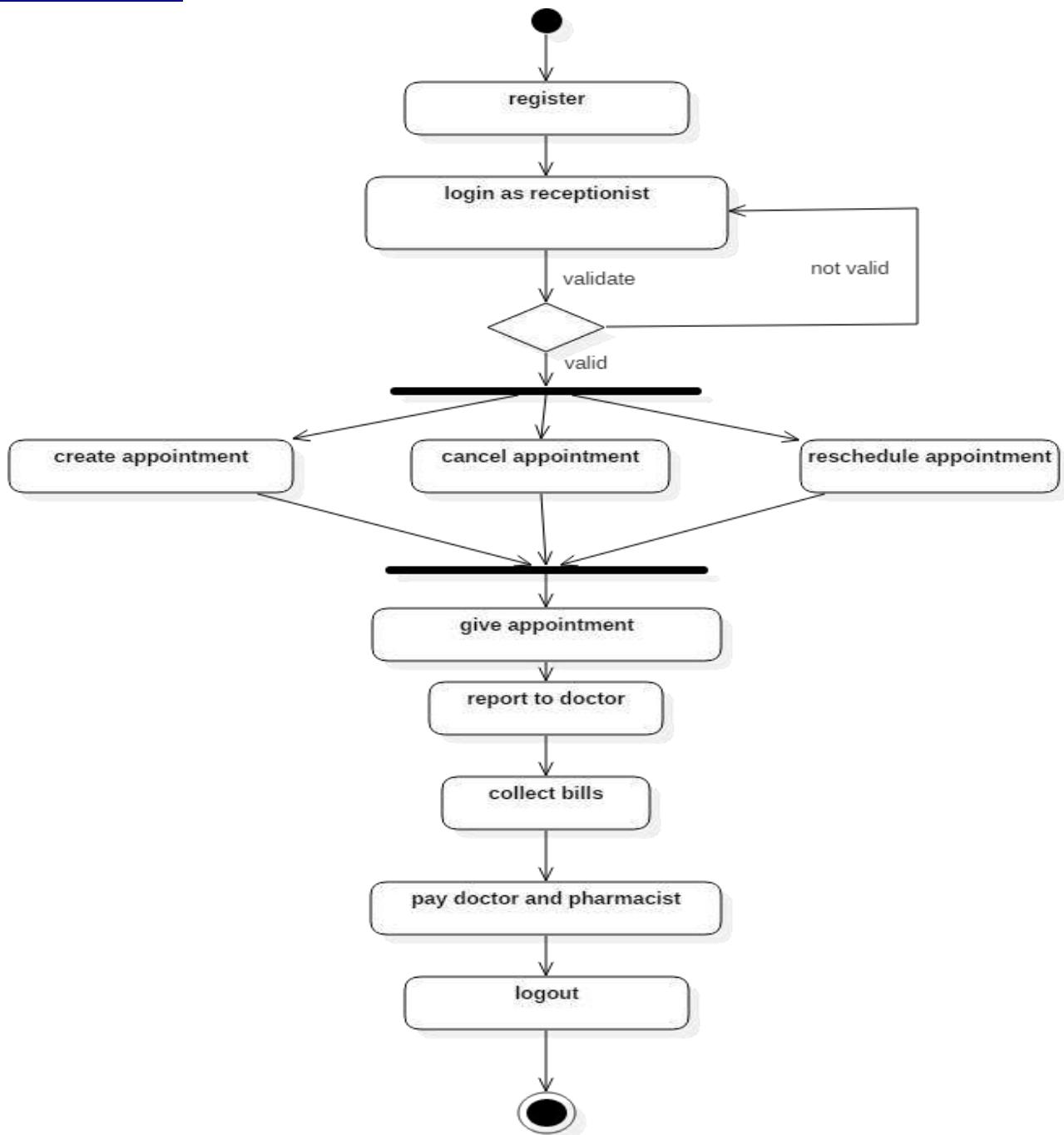


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Date 08/01/2020 diagram for receptionist

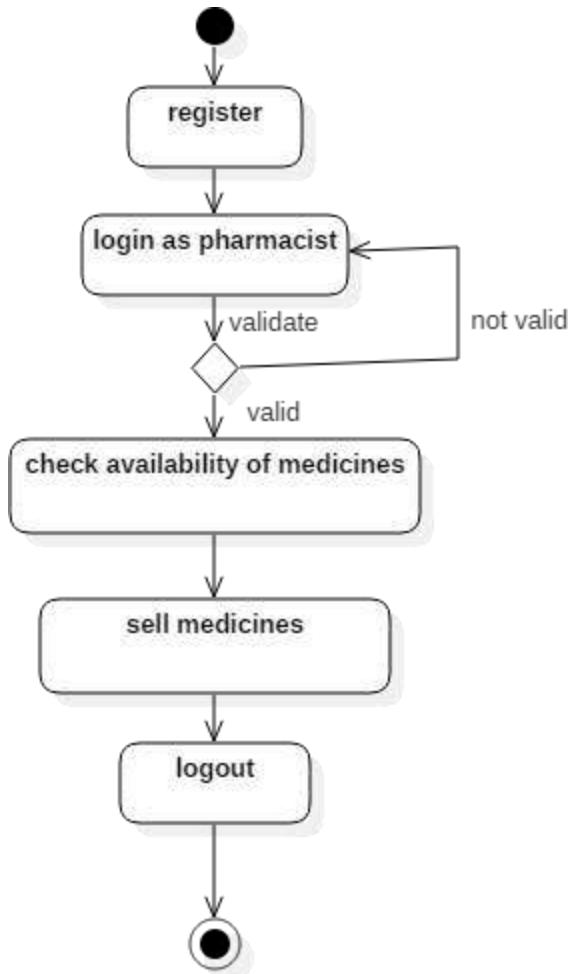


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Activity diagram for pharmacist

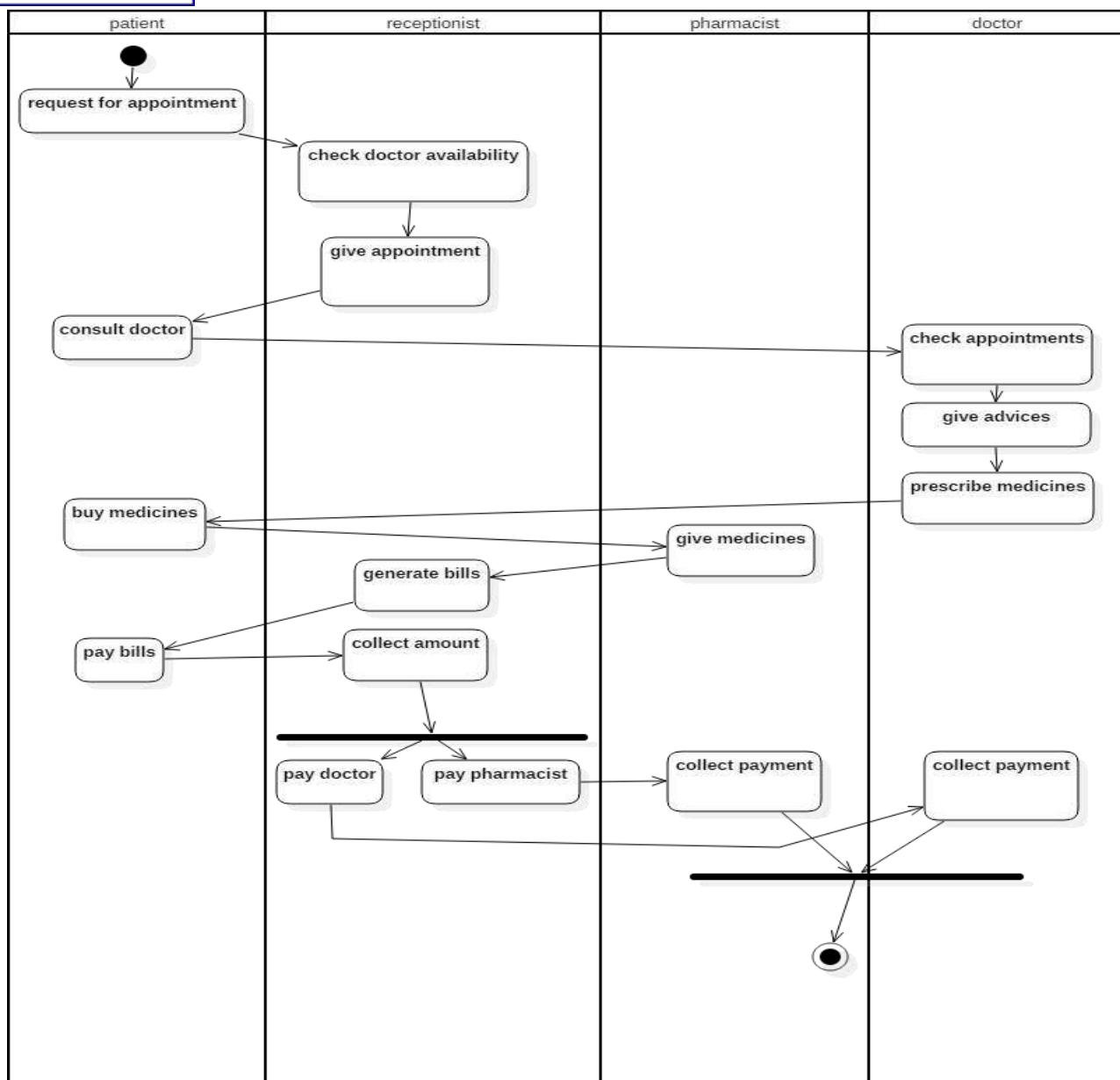


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Activity diagram using swim lanes

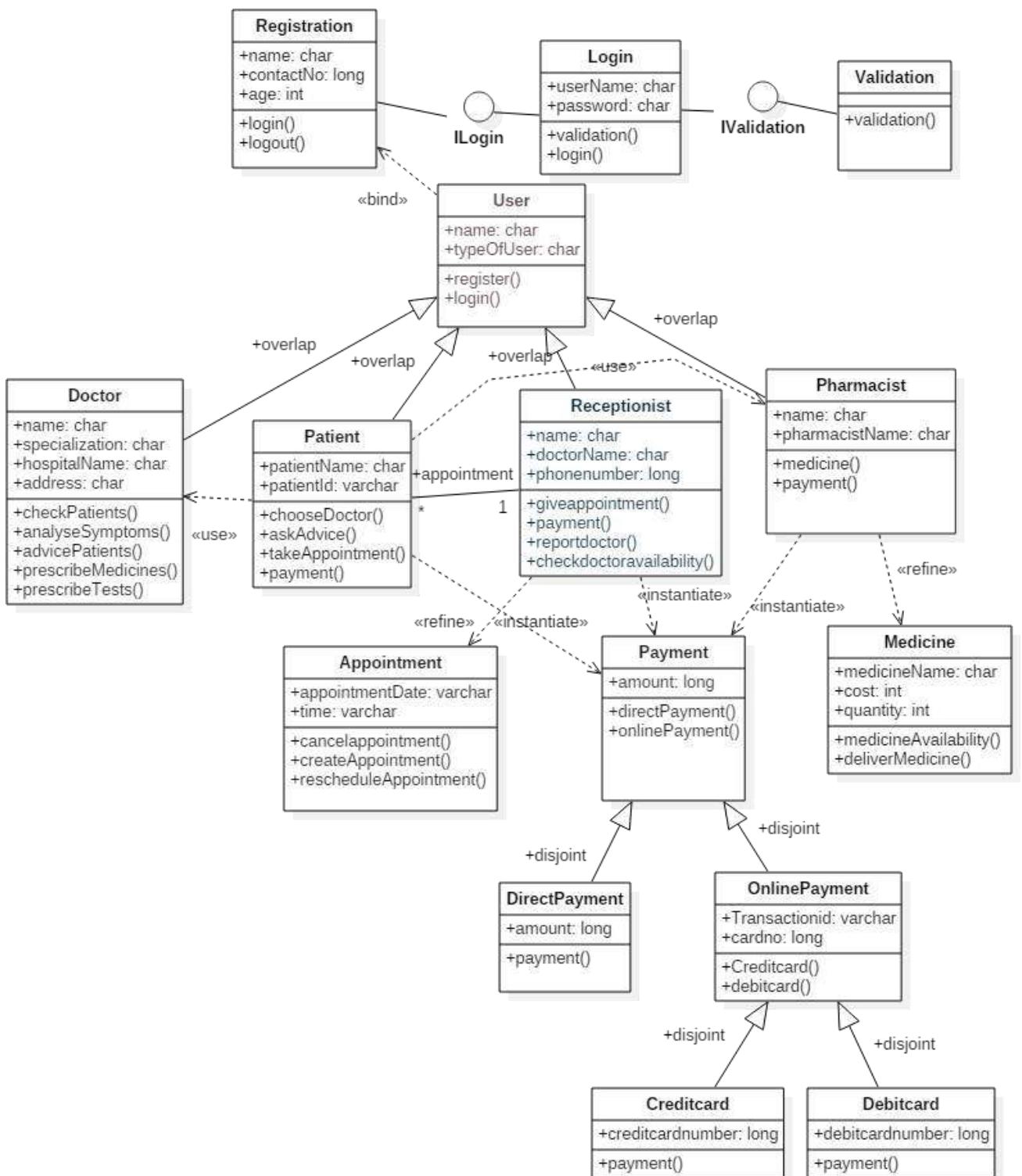


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CLASS DIAGRAM

Class diagram for Medical Advisor





Registration class: This class is used for account validation and takes all the details of the users.

Login class: Registered users login as doctor, receptionist, patient and pharmacist respectively . This class checks the password and username entered and validates with the already existing credentials in the database.

User class: Based on the type of user it divides the users.

Receptionist class: This class gives appointments, checks doctors availability, reports to doctor and takes payments from patients and pays to doctor and pharmacist.

Doctor class: This class checks appointment from receptionist class, associates with patient class to analyze symptoms, advises patients and prescribe medicines.

Patient class: This class takes appointments associating with receptionist, asks advices, buys medicines from pharmacist and does payments to receptionist.

Pharmacist class: This class uses medicine class, gives medicines to the patient and collects payments from the receptionist.

Appointment class: Receptionist class uses this appointment class to create, cancel and reschedule appointments.

Medicine class: Pharmacist uses this class to check medicine availability and deliver medicine.

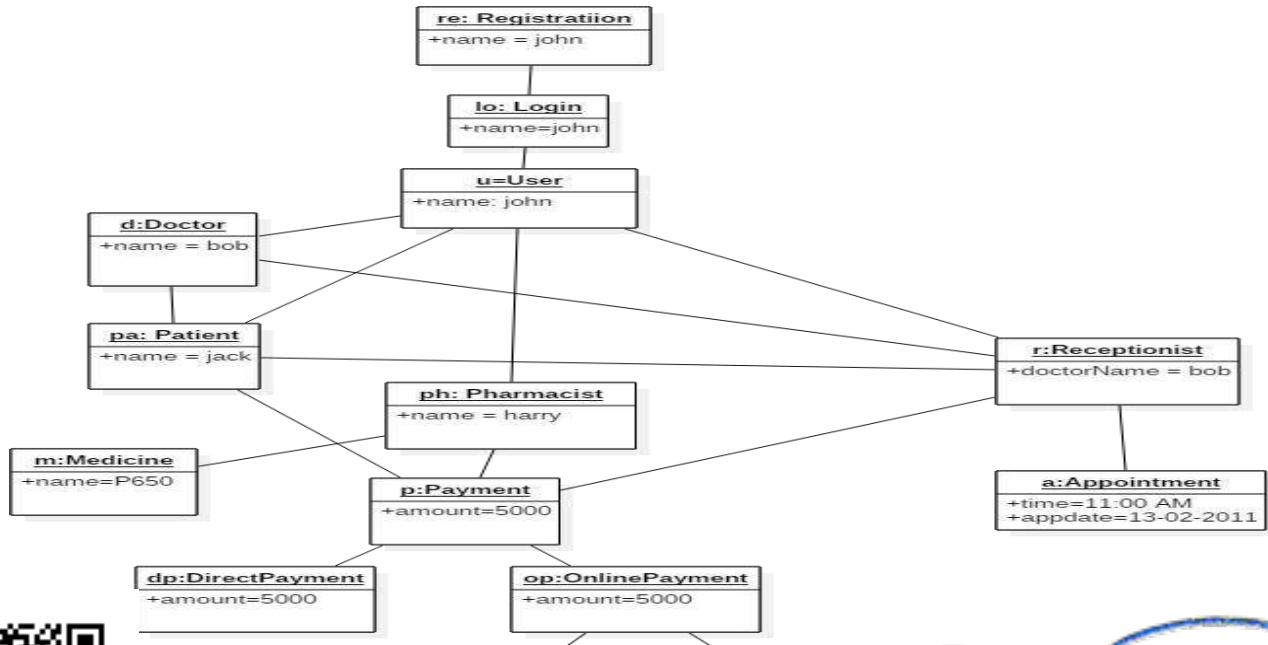
Payment class: This class generalizes online and direct payments.

Direct Payment class: It does payment operation.

Online Payment class: It generalizes credit and debit card payment. It does payment operation.

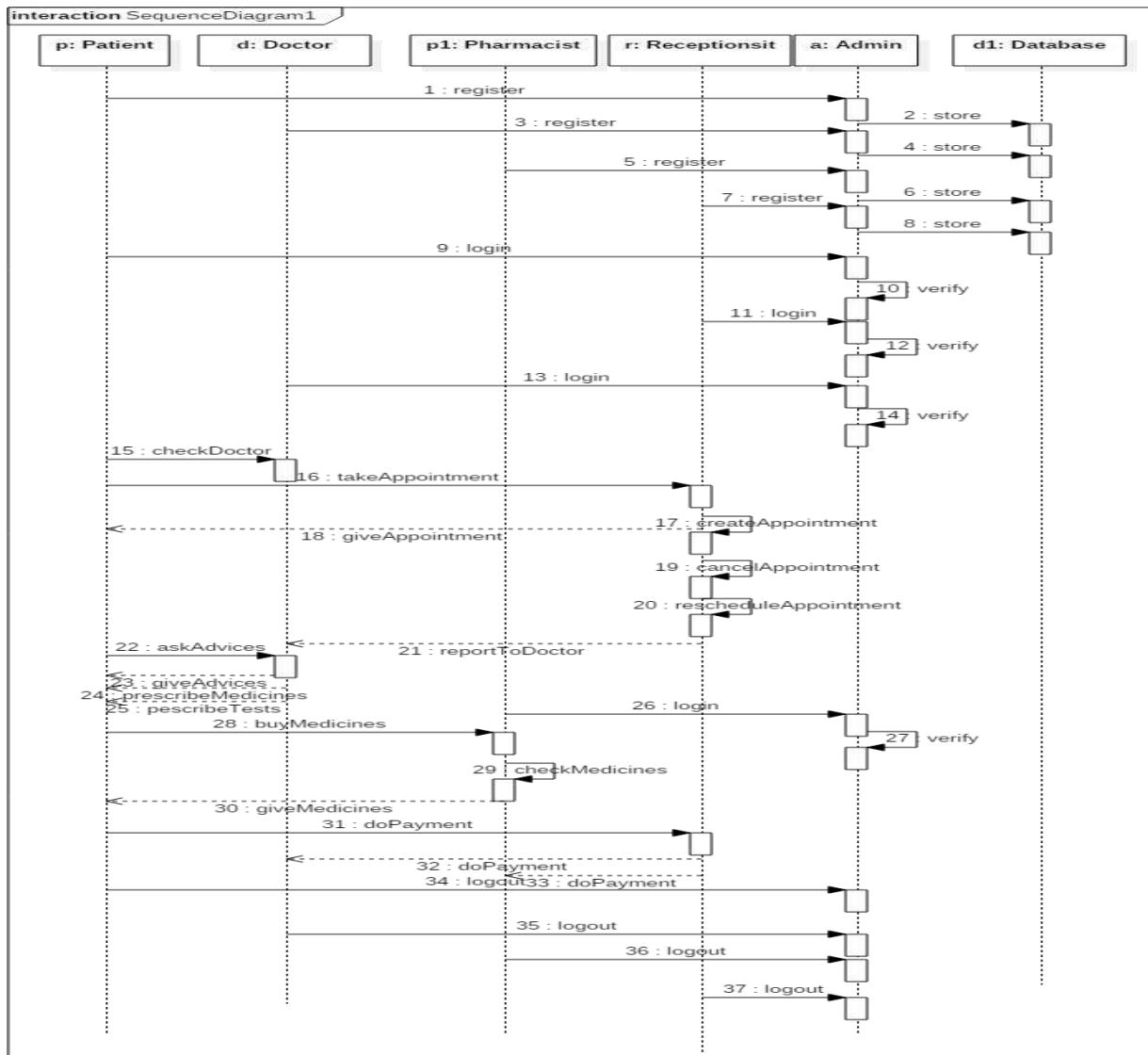
OBJECT DIAGRAM

Object Diagram for Medical Advisor Portal



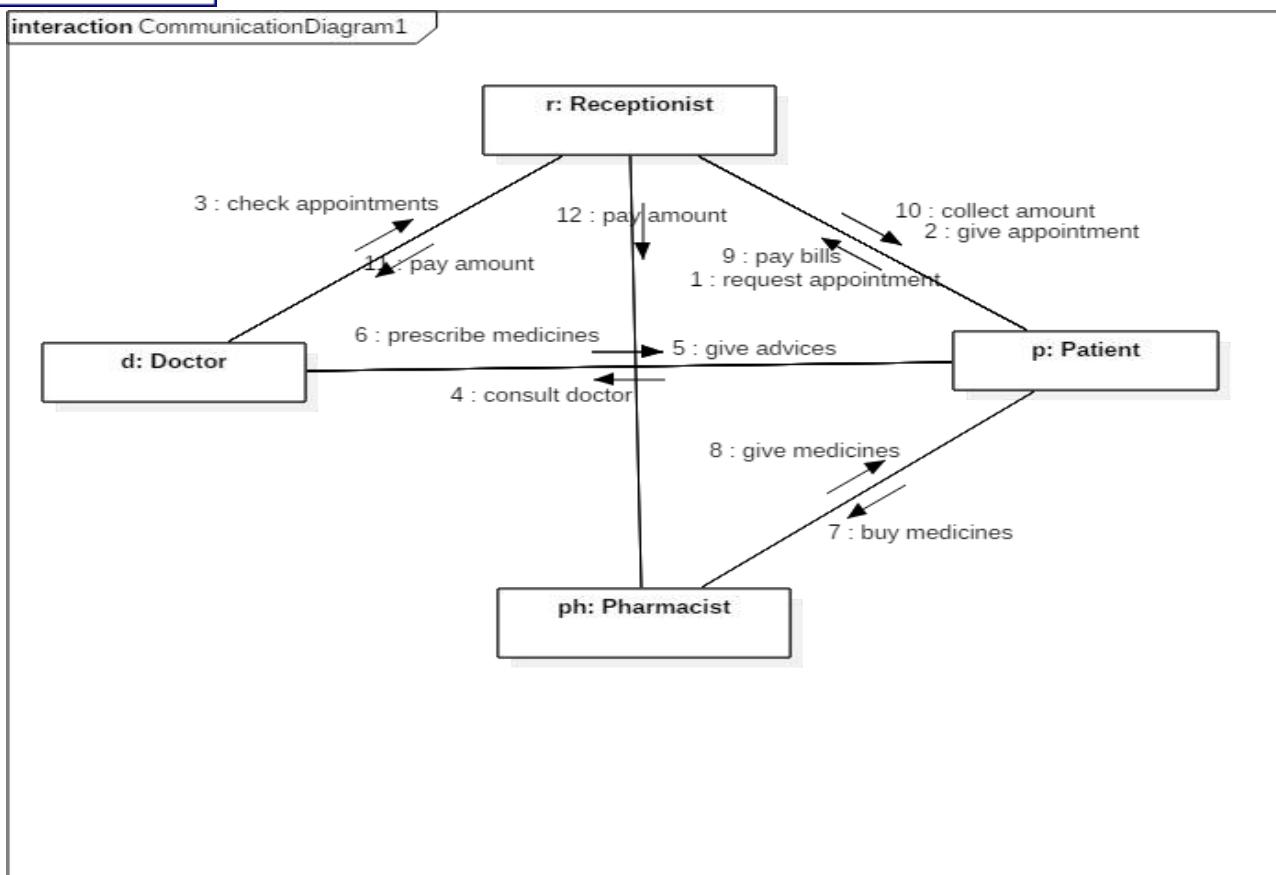
INTERACTION DIAGRAM

Sequence diagram for medical advisor portal



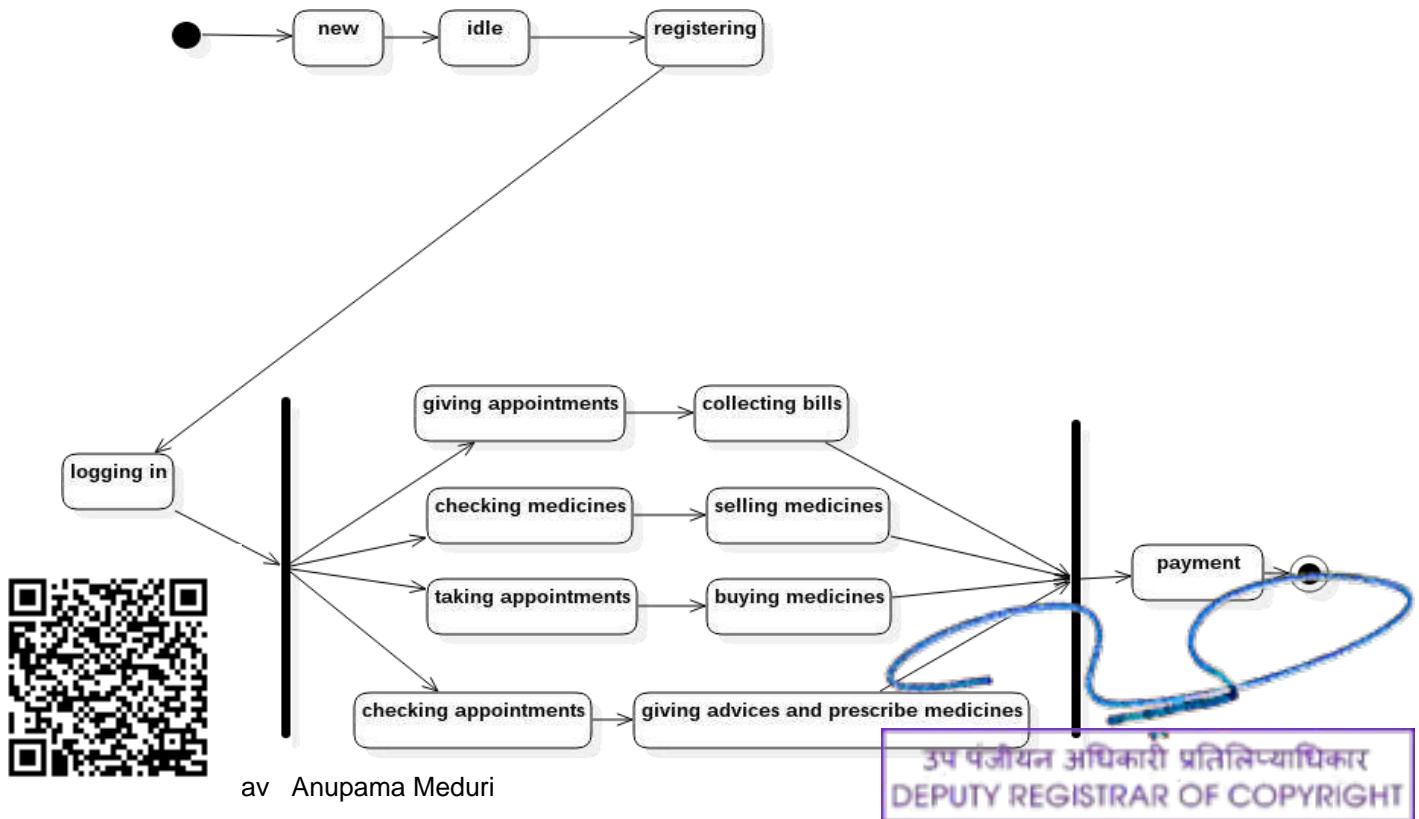
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Date 08/01/2020

Diagram for Medical Advisor portal



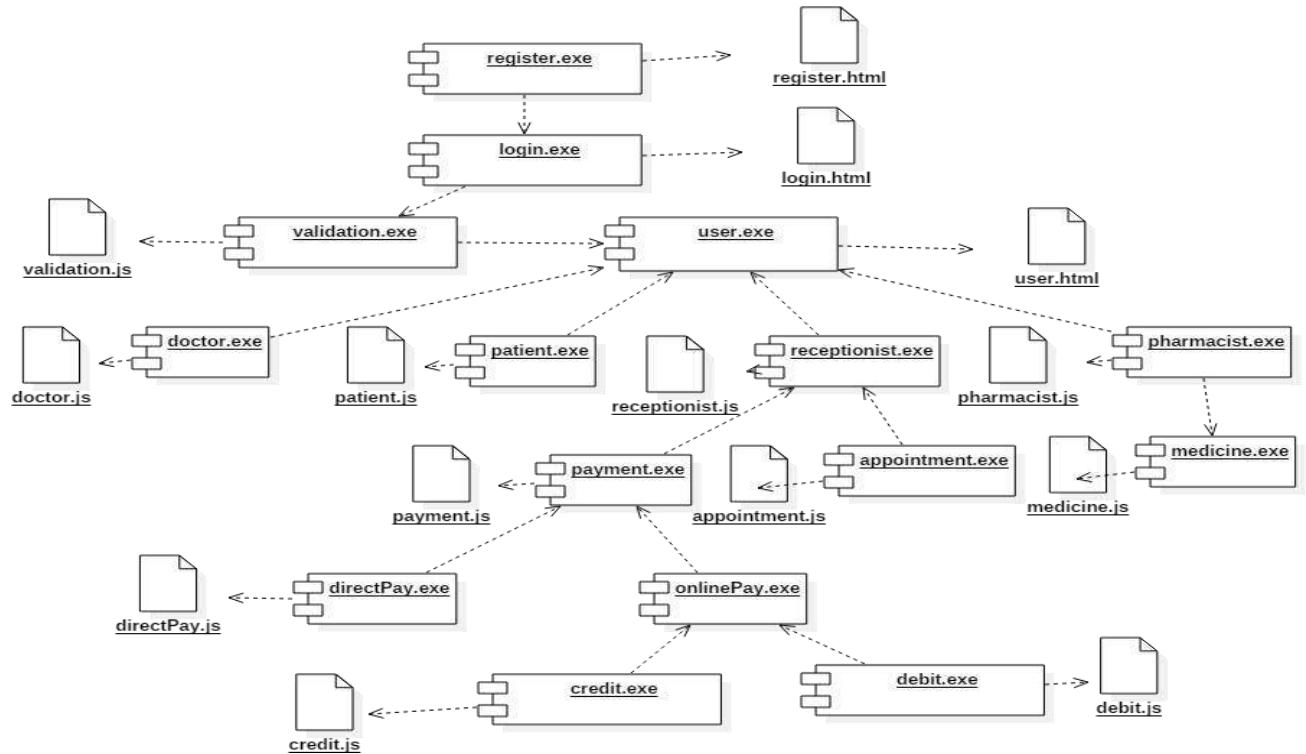
STATE MACHINE DIAGRAM

State Machine diagram for Medical advisor portal



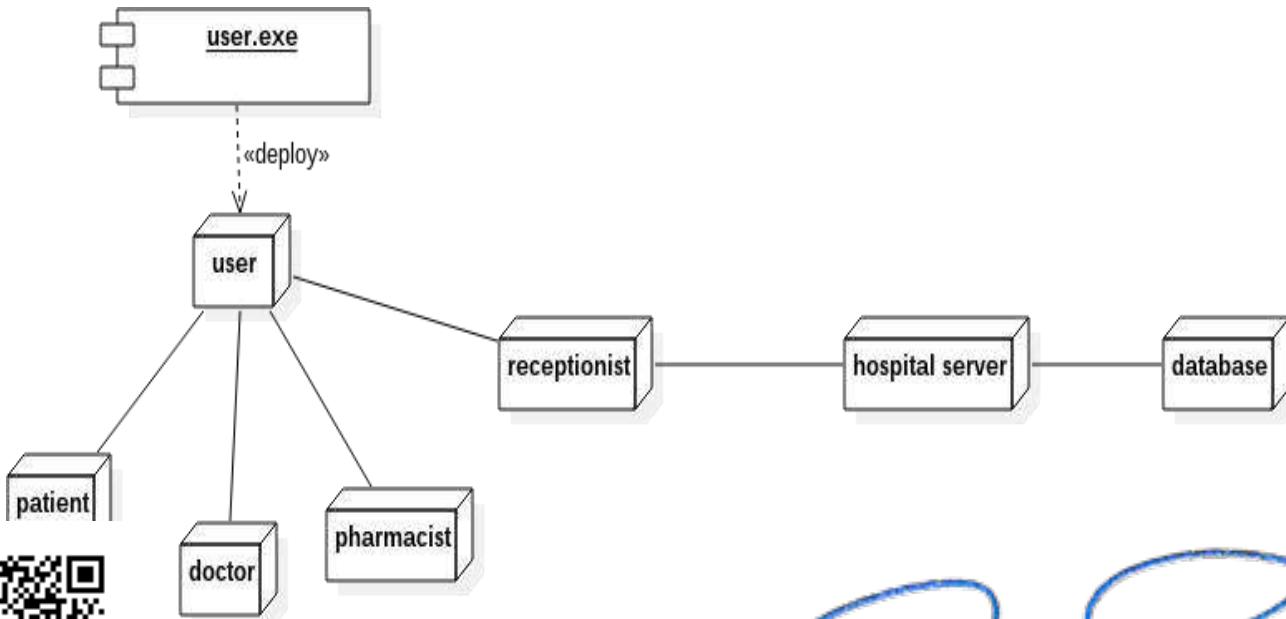
COMPONENT DIAGRAM

Component Diagram for Medical Advisor portal



DEPLOYMENT DIAGRAM

Deployment diagram for medical advisor portal



6. CASE STUDY FOR ONLINE SECOND HAND GOODS SALE USE CASE DIAGRAM

Pre-Condition: Customer must have registered on website.

Main Flow:

1. Login to the website.
2. Select if customer wants to buy/sell.
3. Seller uploads the products.
4. Buyer selects the product.
5. Add the product to cart.
6. Select the payment option.
7. Complete the payment.

Alternate Flow:

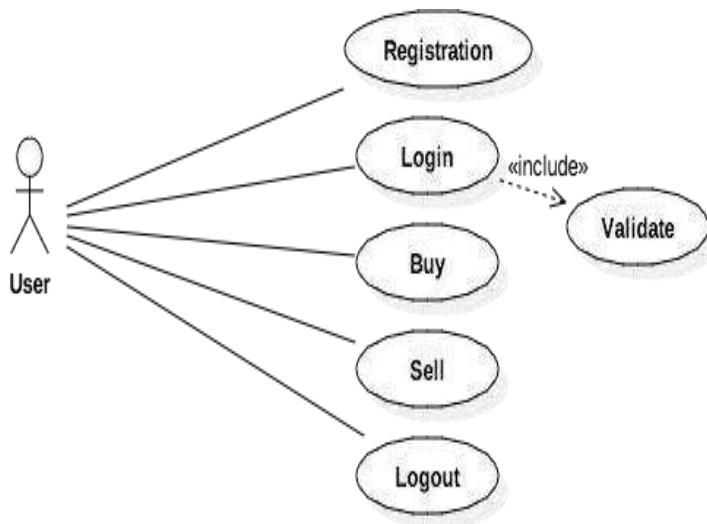
1. Entered Phone number may not be registered.
2. Username may be invalid.
3. Transaction may fail.

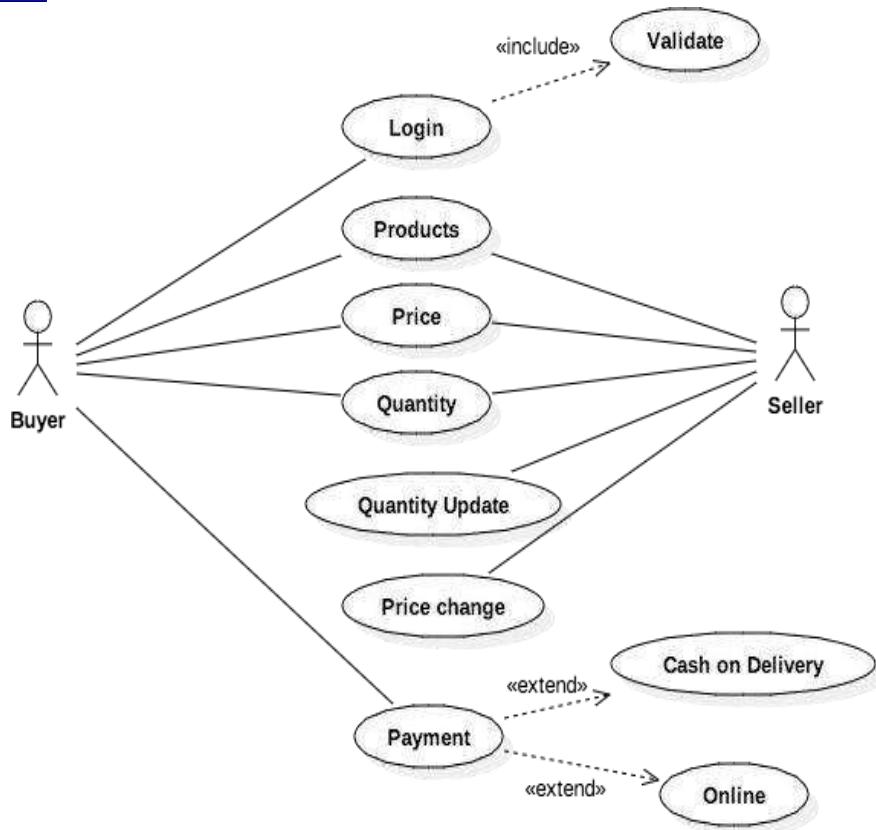
Post-Condition:

On successful completion product would be delivered to buyer.

Use case diagram for online second hand goods

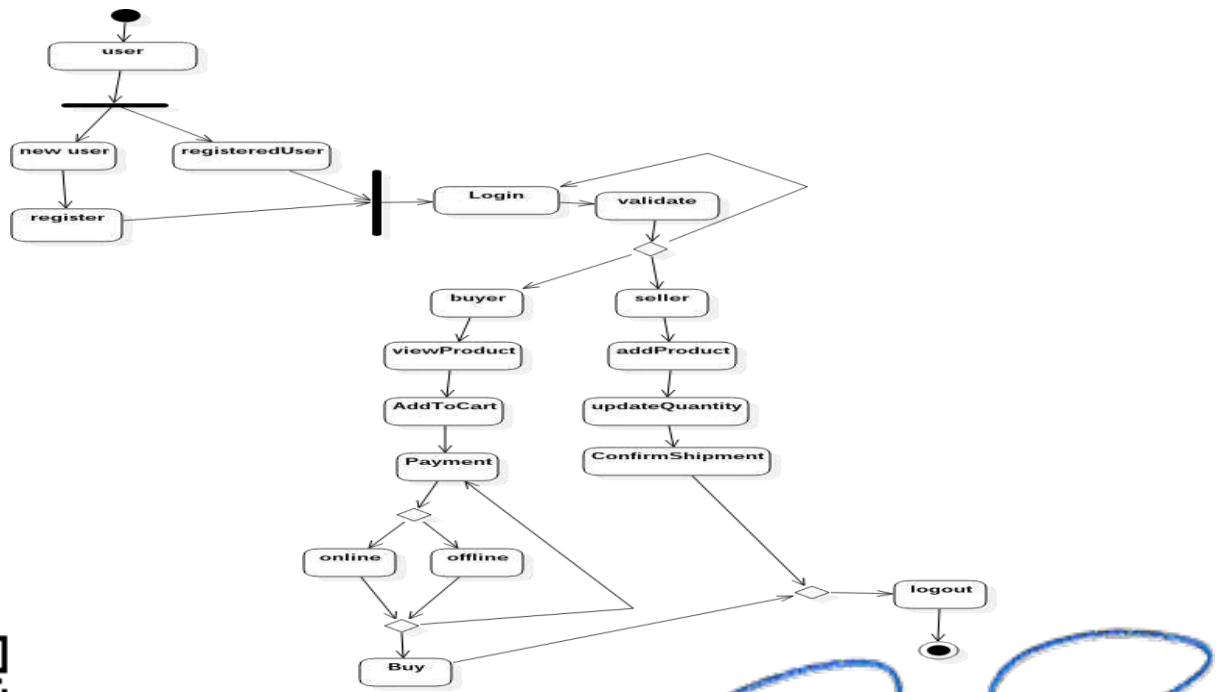
Use case of user





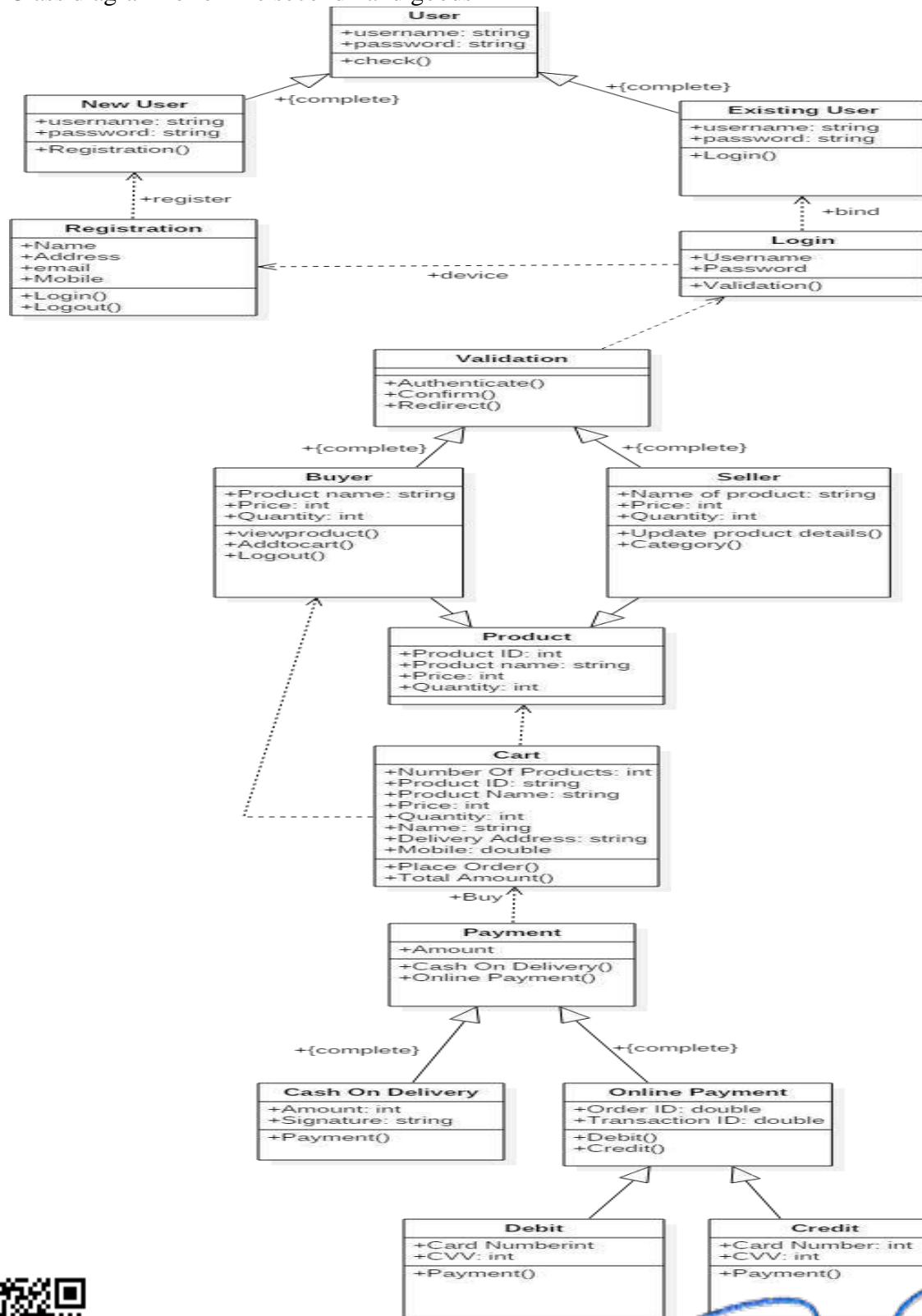
ACTIVITY DIAGRAM

Activity diagram with swim lanes for online second hand goods



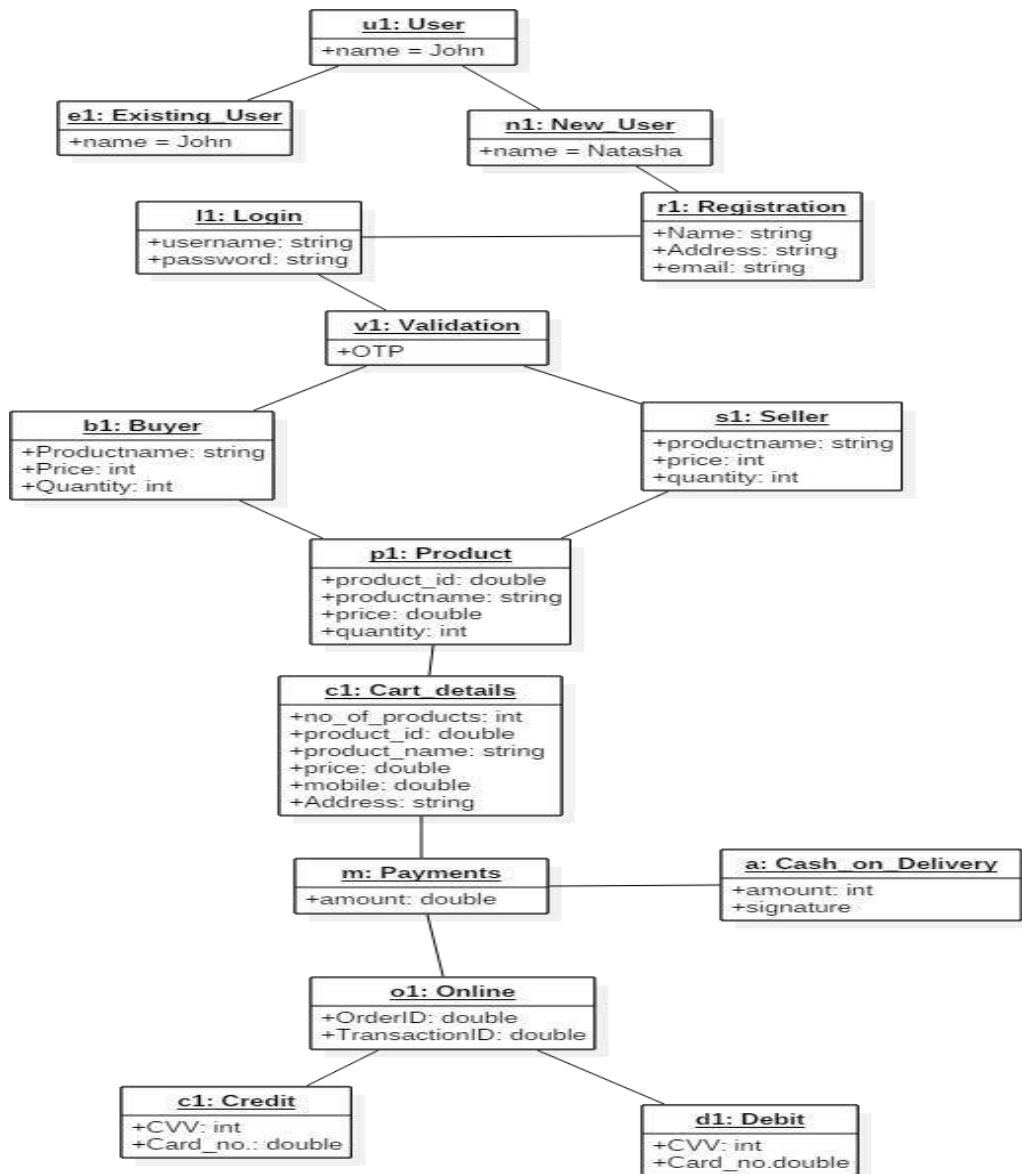
CLASS DIAGRAM

Class diagram for online second hand goods



OBJECT DIAGRAM

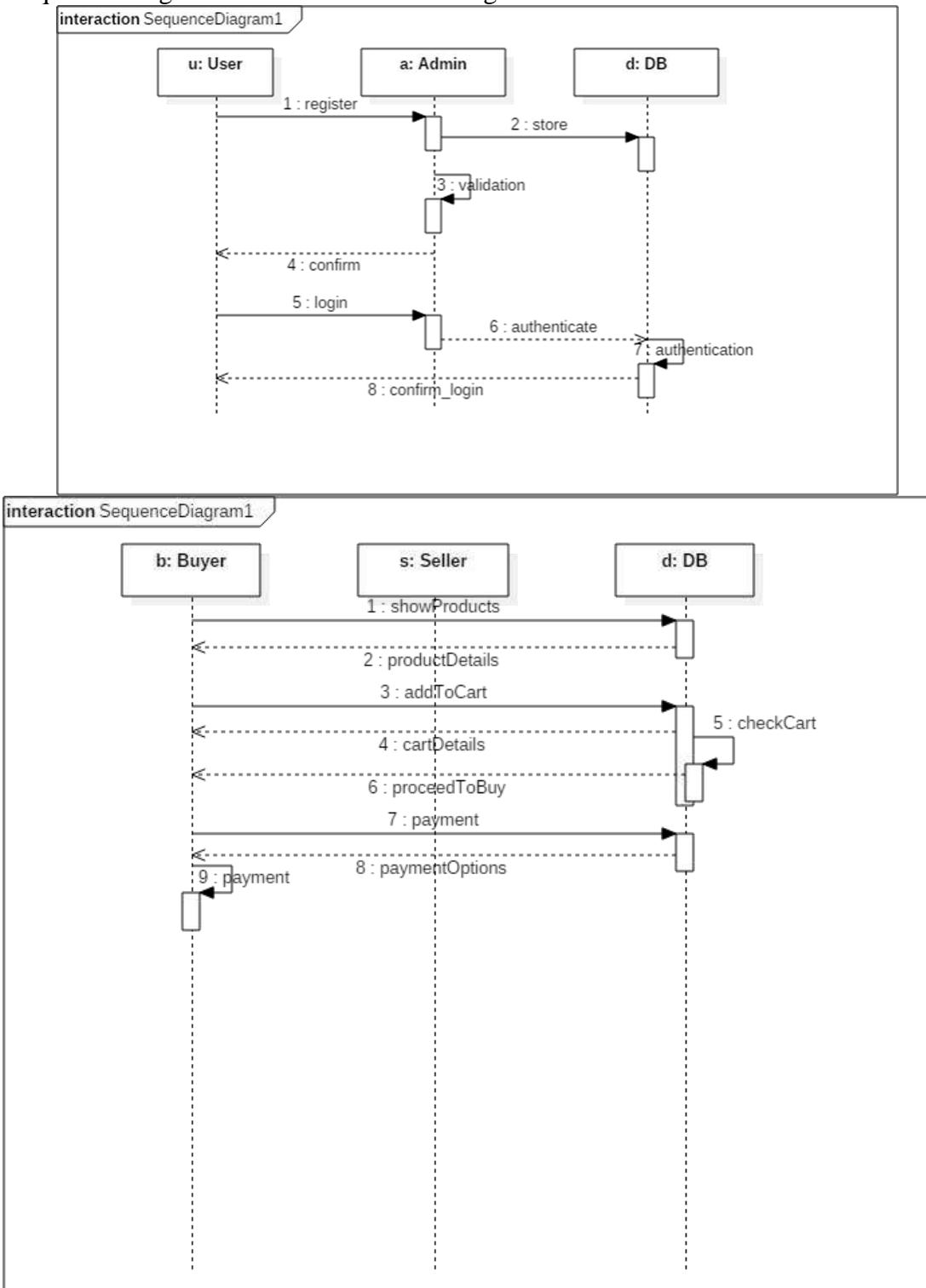
Object Diagram for Online second hand goods



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INTERACTION DIAGRAM

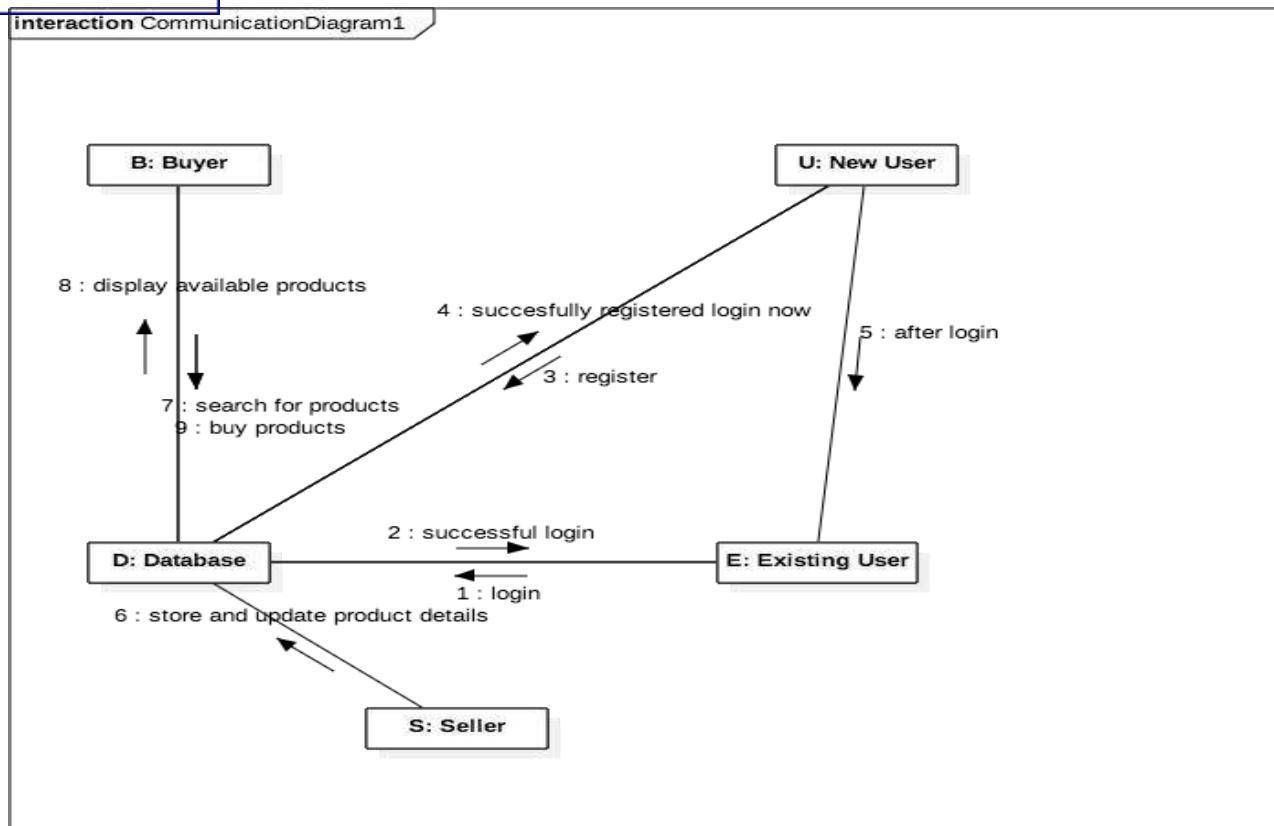
Sequence Diagram for Online second hand goods



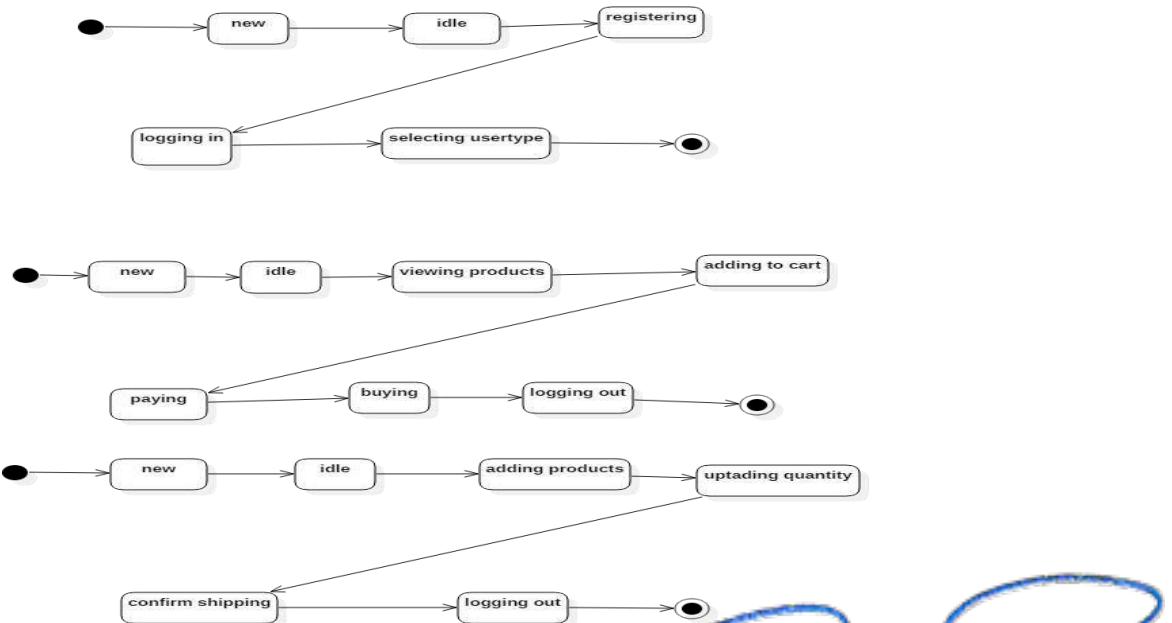
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Collaboration Diagram for Withdraw Scenario

**STATE MACHINE DIAGRAM**

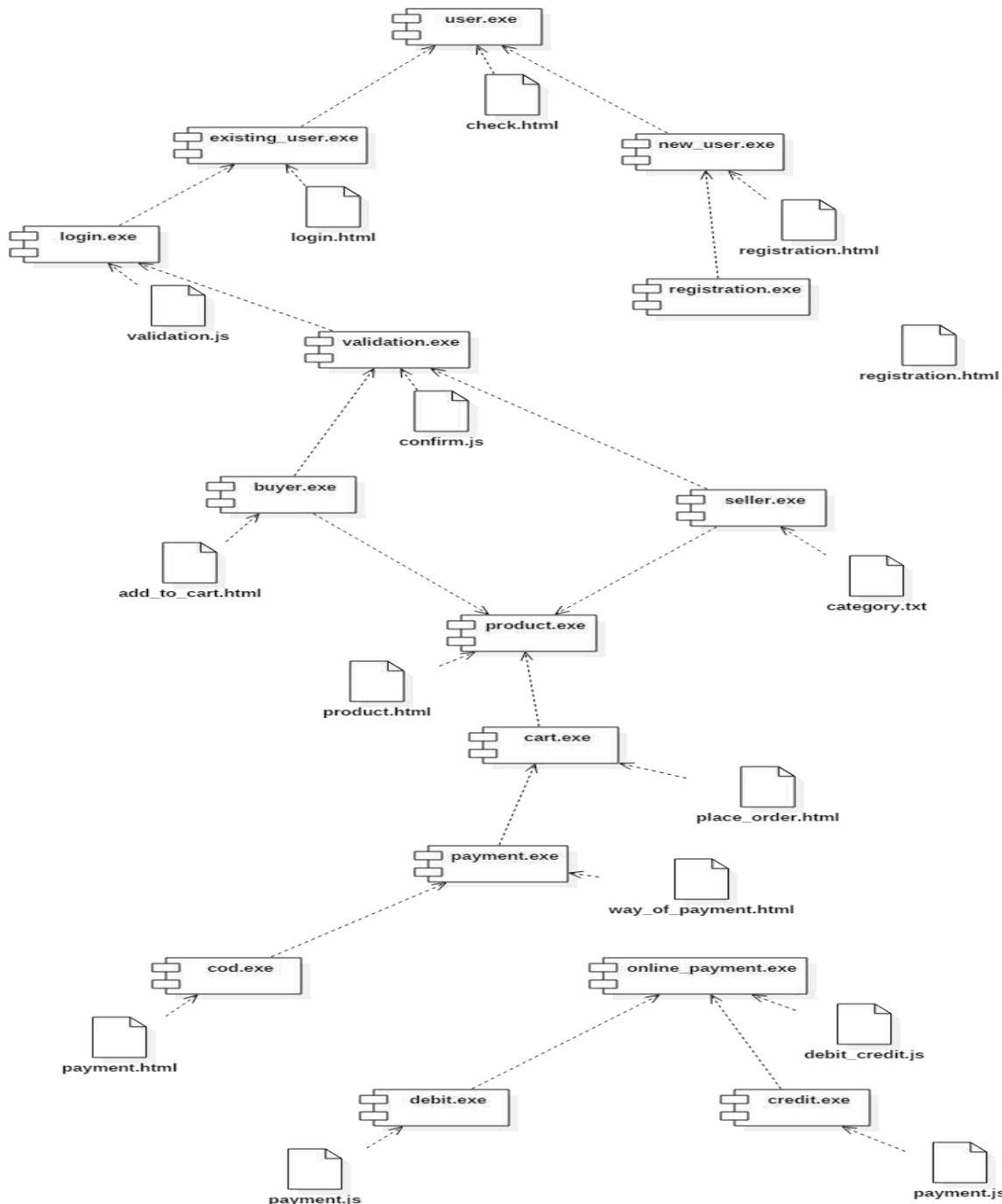
State machine diagram of online second hand goods



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COMPONENT DIAGRAM

Component Diagram for Online second hand goods

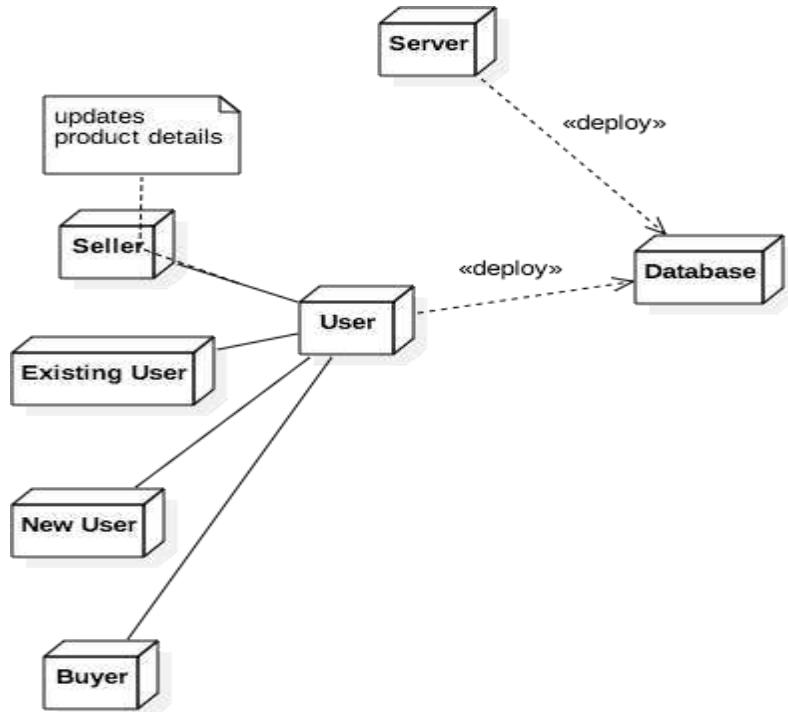


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DEPLOYMENT DIAGRAM

Deployment diagram for Online second hand goods



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7. CASE STUDY FOR ONLINE BOOKING SYSTEM USE CASE DIAGRAM

Use Case Specification for Deposit Use Case

Pre-Condition: Customer must have an account with bank.

Main Flow:

1. First register.
2. After registering then login to your account.
3. Some categories will be available to select.
4. Book order and make payment.

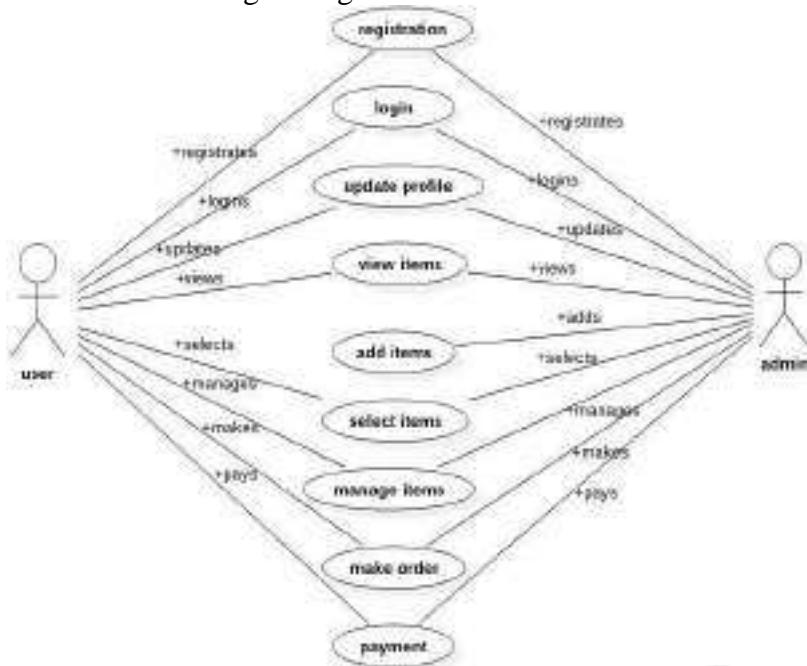
Alternate Flow:

1. Entered Phone number may not be registered.
2. Booking number may be invalid.

Post-Condition:

On successful completion booking is confirmed.

Use case diagram for Online Booking for regular uses



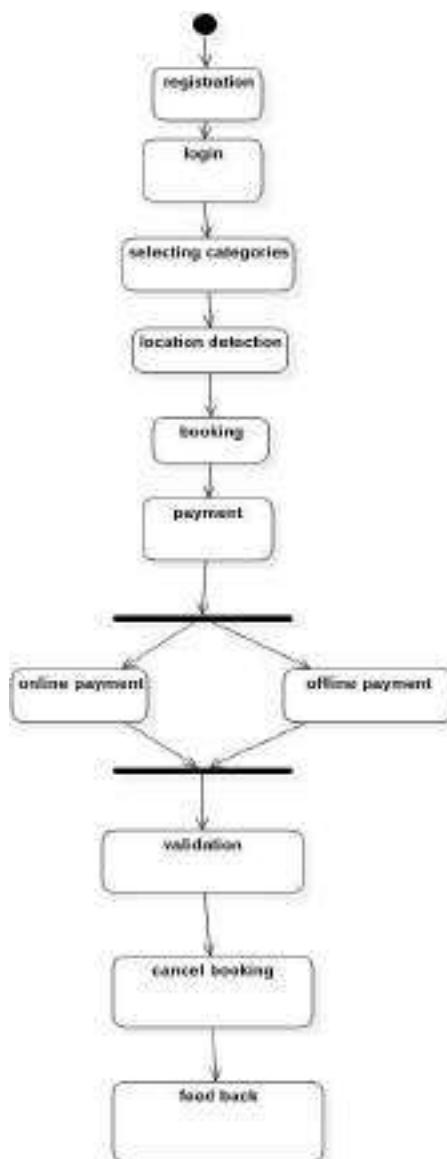


This case diagram is about Online Booking for regular uses and it consists of two main actors. They are:

- 1) **Admin:** Admin creates website and makes any changes required. It gives the User various options to select. As the User logins to the website, there will be various options to choose.
- 2) **User:** User can choose any categories provided by the Admin once he is logged in the website. He can select any category and book for any time and date in the nearest location.

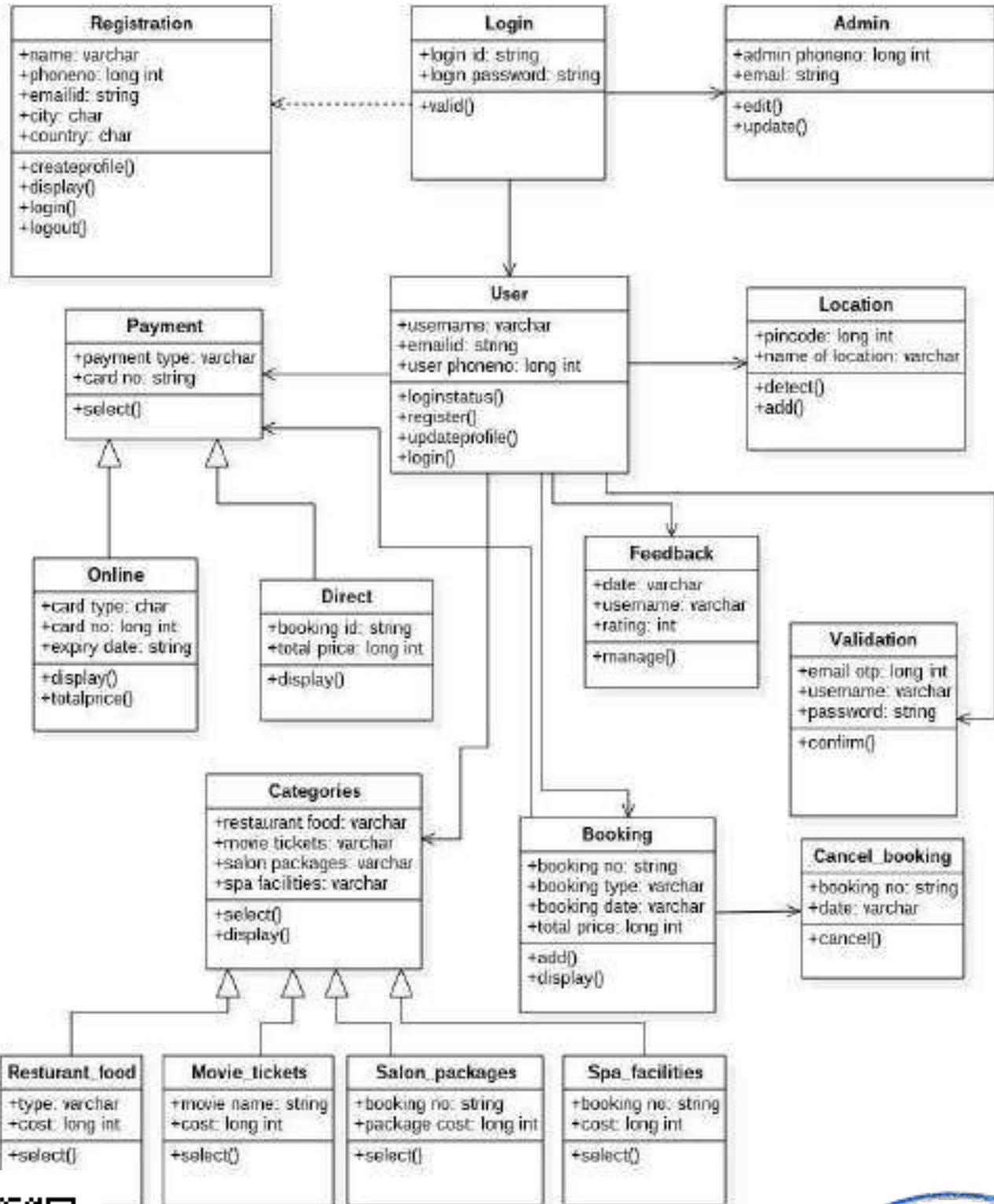
ACTIVITY DIAGRAM

Activity diagram for Online Booking for regular uses



CLASS DIAGRAM

Class Diagram for Online Booking for regular uses



Registration class: This class is used for account validation and takes in all the details of the customer including email, password, username and various operations are stored and confirmation is done.

Login class: This class checks the password and user id entered and validates with the already existing credentials in the database.

Admin class: The whole process is in the hand of admin. He can update and edit the site and add various options for the users.

User class: The user can update info if required after registering.

The user can select among the various categories provided and book any of them and can even cancel the booking .The attributes of this class are name, email, phone number.

Payment class: In this class there are two types of payments. Once the user books any of the category, payment can be done through online or directly at that place.

Online Payment class: If through online the card number and card type are necessary. Once payment is done through online and the user wants to cancel the booking then there will be a date limit in which cancellation can be done, if the user cancels the booking in the date limit then money will be refunded otherwise it will not be cancelled.

Direct Payment class: In direct payment class the user needs to show the booking id and pay the total amount.

Location class: In this class the user can select a location where he wants the booking by switching on the GPS or entering the pin code .The attributes of this class are adding location and detecting location.

Booking class: In this class the user can select any category and book a date and time. After booking, the user will be provided with a category name, booking number, booking date and the total price to be paid.

Cancel Booking class: In this class the user can cancel the booking and then there will be a date limit in which cancellation of the booking should be done.

Validation class: This class verifies the user details like email, name, phone number and send an otp to the phone and confirms when the OTP is entered. The attribute is confirmation.

Categories class: This class consists of all the categories the user can choose for booking online. The attributes of this class are select and display.

Restaurant food class: This class consists of various restaurants available based on the location entered by the user.

Movie tickets class: This class consists of various theatres available based on the location entered by the user and the user can book any number of tickets in a theatre based on the available number seats.

Spa facilities class: This class consists of different spas available based on the location entered by the user and the user can book an appointment on any date and time.

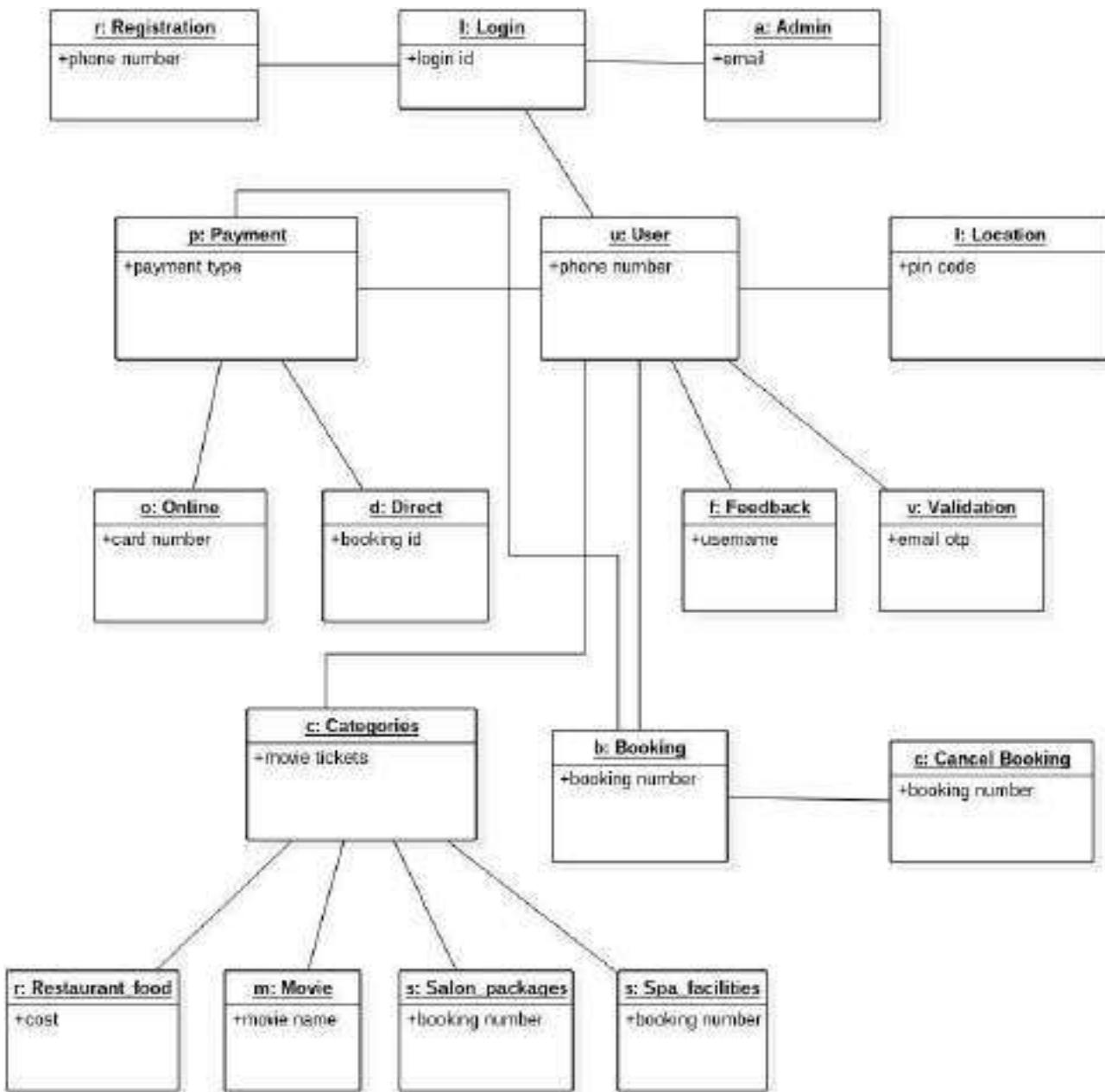
Salon packages class: This class consists of various restaurants available based on the location entered by the user and the user can book an appointment on any date and time.

Feedback class: This stores the feedback provided by the customer and attributes of this class are username and rating.



OBJECT DIAGRAM

Object Diagram for Online Booking for regular uses

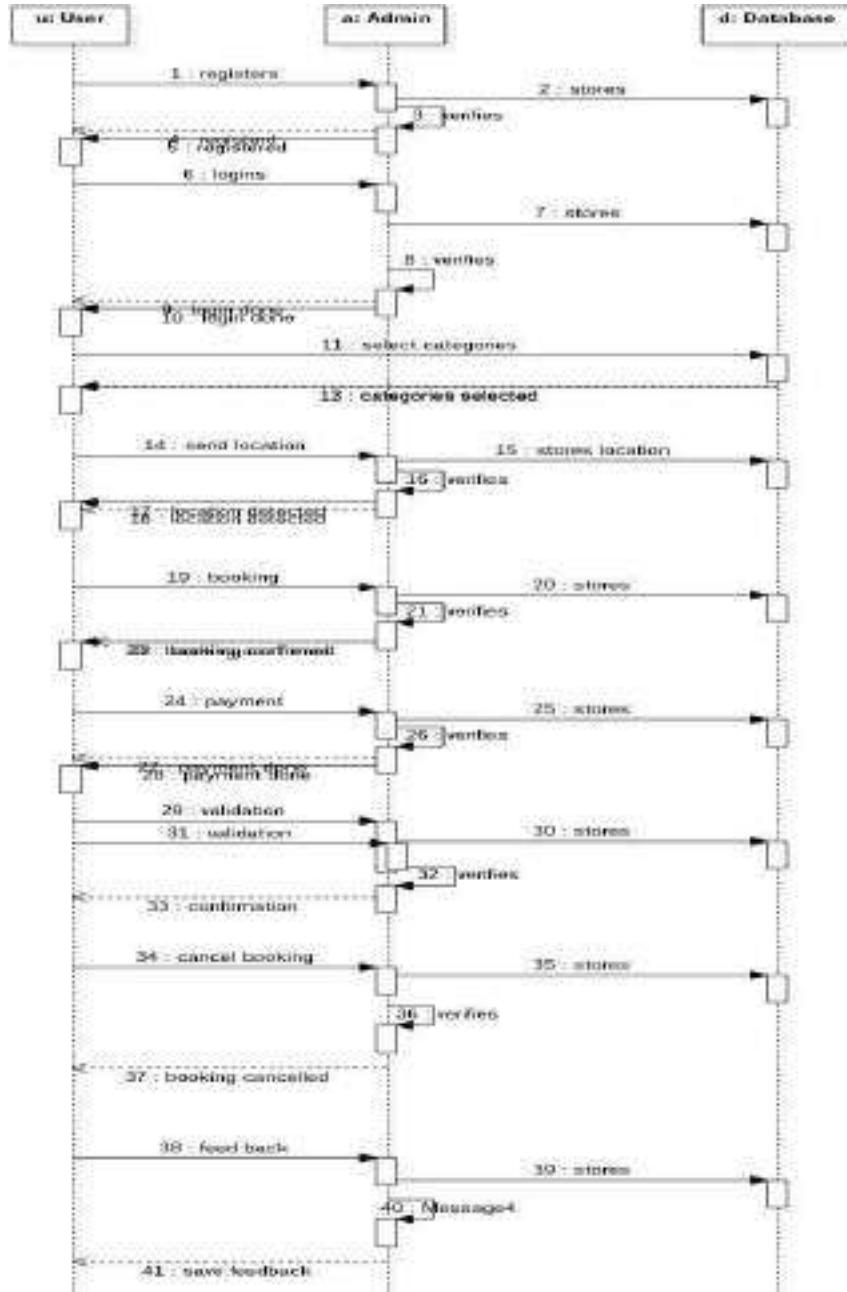


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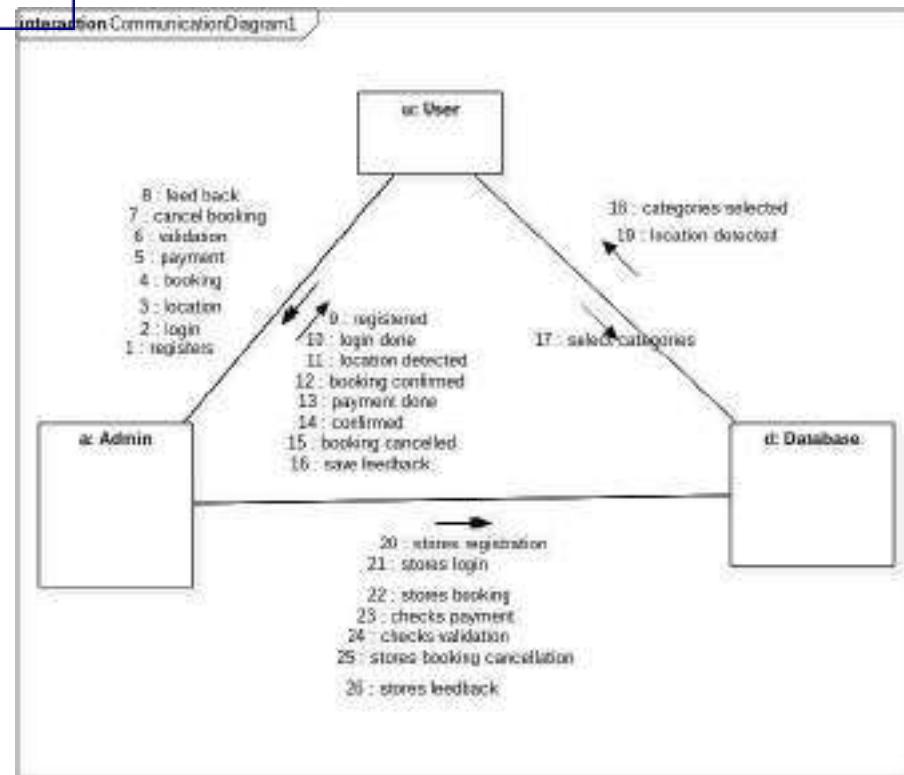


INTERACTION DIAGRAM

Sequence Diagram for Online Booking for regular uses

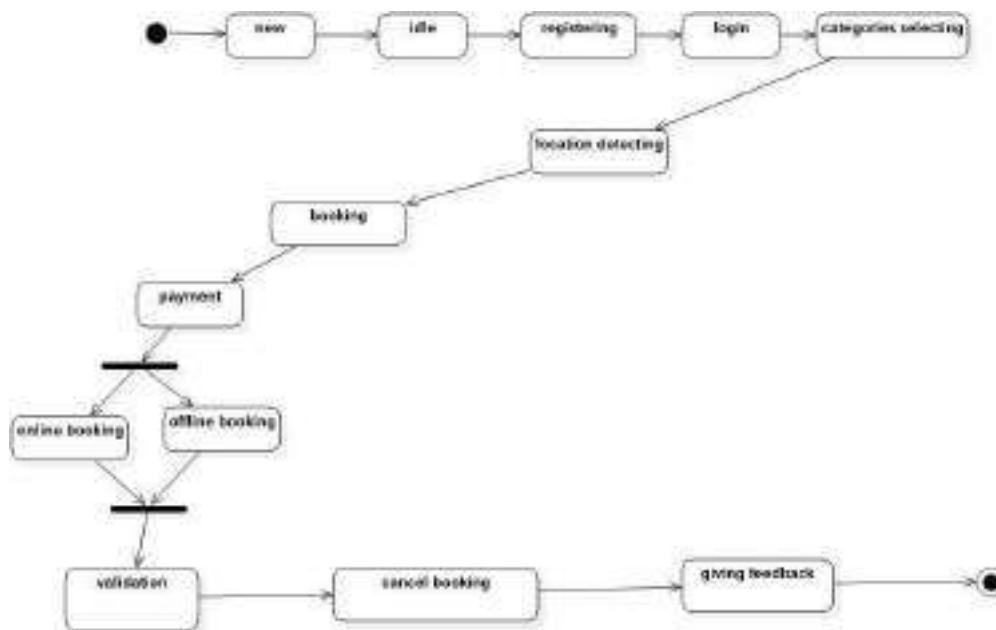


Collaboration Diagram for Online Booking for regular uses



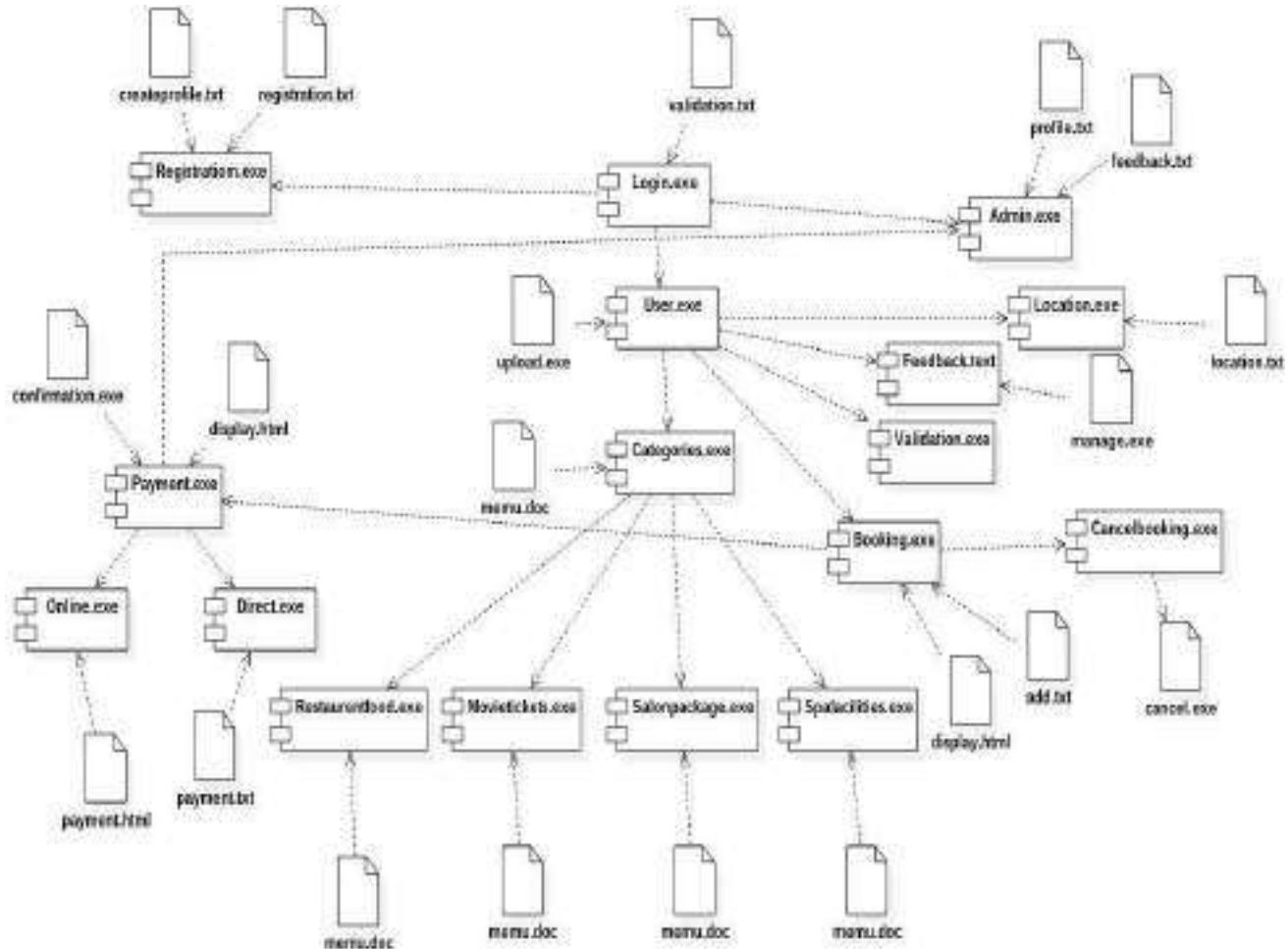
STATE MACHINE DIAGRAM

State Machine diagram for Online Booking for regular uses



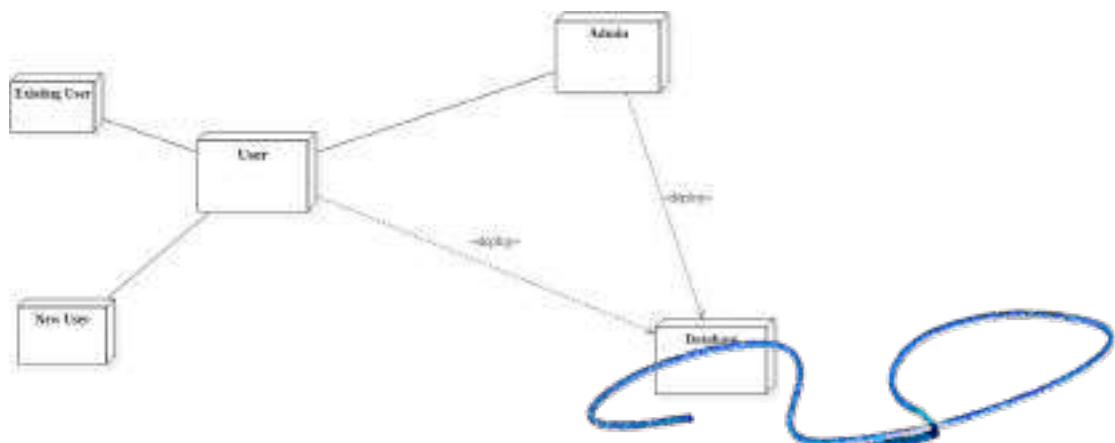
COMPONENT DIAGRAM

Component Diagram for Online Booking for regular uses



DEPLOYMENT DIAGRAM

Deployment diagram for Online Booking for regular uses



8.CASE STUDY FOR ONLINE PLACEMENT PORTAL

USE CASE DIAGRAM

Use Case Specification for Placement Use Case

Pre-Condition: Student must have an account in portal.

Main Flow:-

1. Student registers and then logins.
2. Student takes exam.
3. Exam Conductor conducts and passes results to Exam Evaluator
4. Exam Evaluator segregates students and passes to trainer.
5. Trainer trains the students and prepares them for placement.
6. Students take suggestions from Placement officer and get appointed.

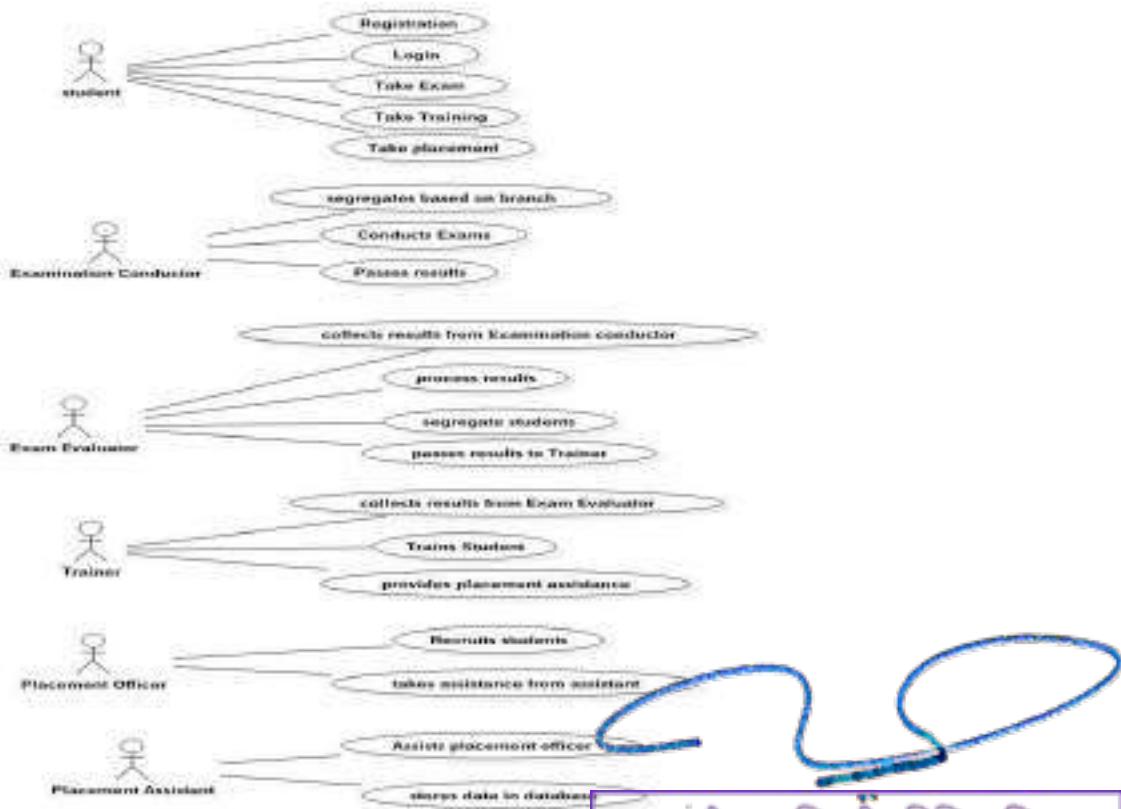
Alternate Flow:

1. Entered roll number may not be registered.
2. Password may be invalid.

Post-Condition:

On successful completion he will be eligible to take exam.

Use case diagram for Online Placement Portal



Student can take exam, placement and training which is depicted as use cases for this actor.

Exam conductor: conducts exam and passes results to exam evaluator. Exam

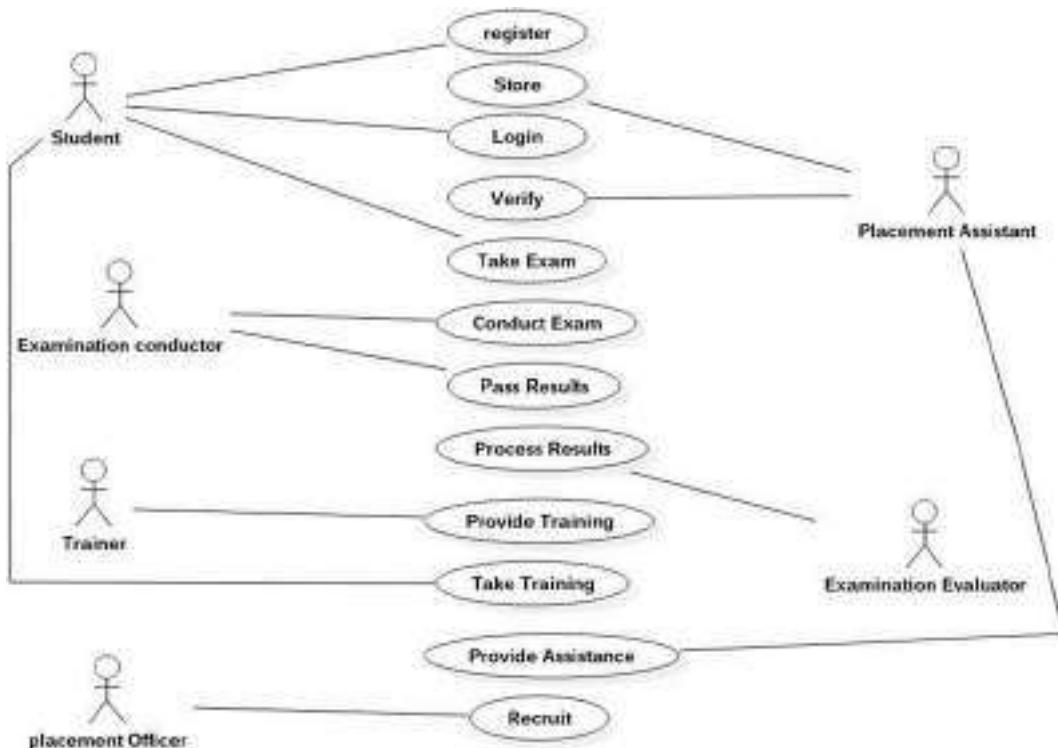
Evaluator: processes results and passes results to trainer.

Trainer: provides training and placement assistance.

Placement Officer: recruits students.

Placement Assistant: stores data in database

Use Case diagram for online placement portal



Our use case diagram is about online placement portal which provides the student a platform for training and placement which helps him to harness his skills and test his abilities. He should take an exam online and then segregated based on the result either for training or placement. Students are given training according to their branch. There are six main actors in our use case:

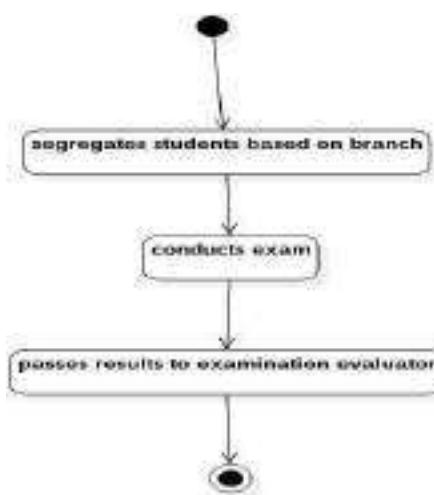
- 1) Student: He can take training and placement and give feedback about the training provided.
- 2) Examination Conductor: He conducts exam and passes results to exam evaluator.
- 3) Examination Evaluator: He processes the results and segregates the students based on their branch and pass results to trainer.
- 4) Trainer: He takes the results from exam evaluator and segregates the students for training and placement.
- 5) Placement Officer: He recruits the students and provides placement assistance.
- 6) Placement Assistant: He is the admin and manages student details like name and password stores the details in the database.



ACTIVITY DIAGRAM

Activity diagram for Online Placement Portal

Activity Diagram for Exam Conductor



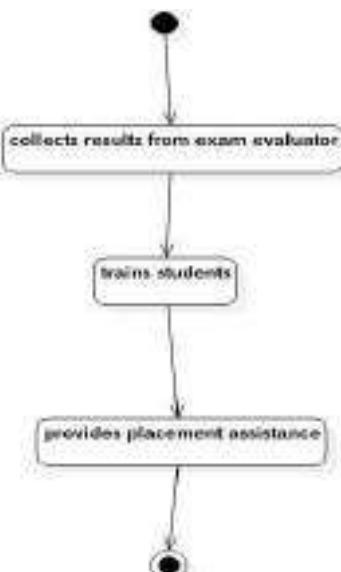
Activity Diagram for Exam Evaluator



Activity Diagram for Placement Assistant



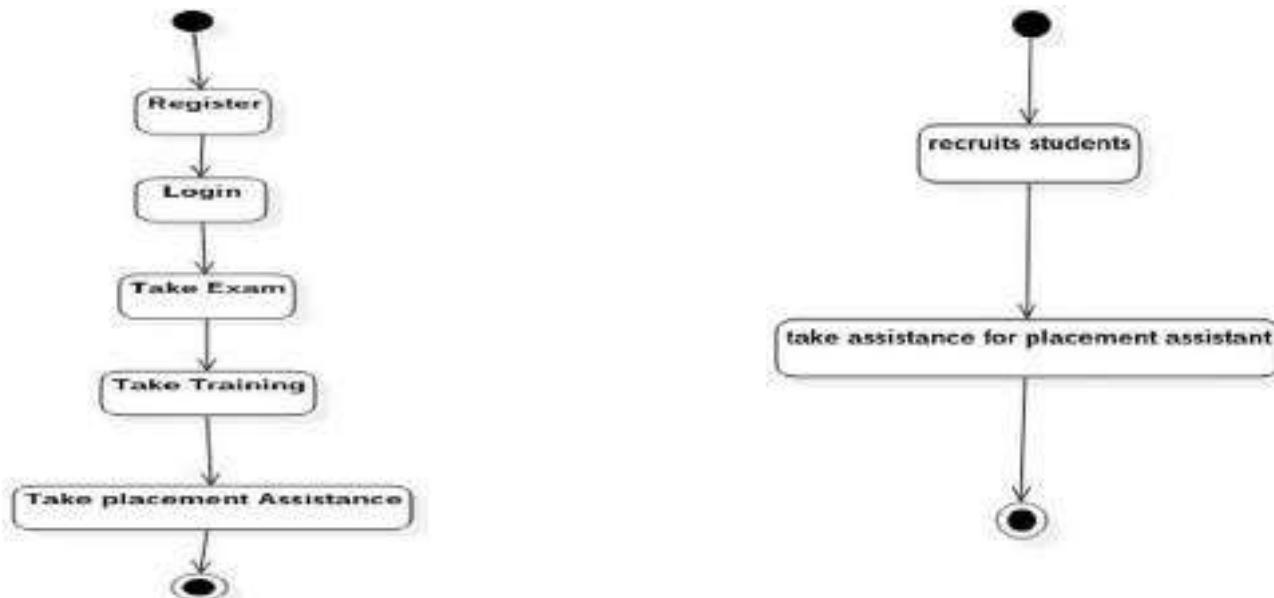
Activity Diagram for Trainer



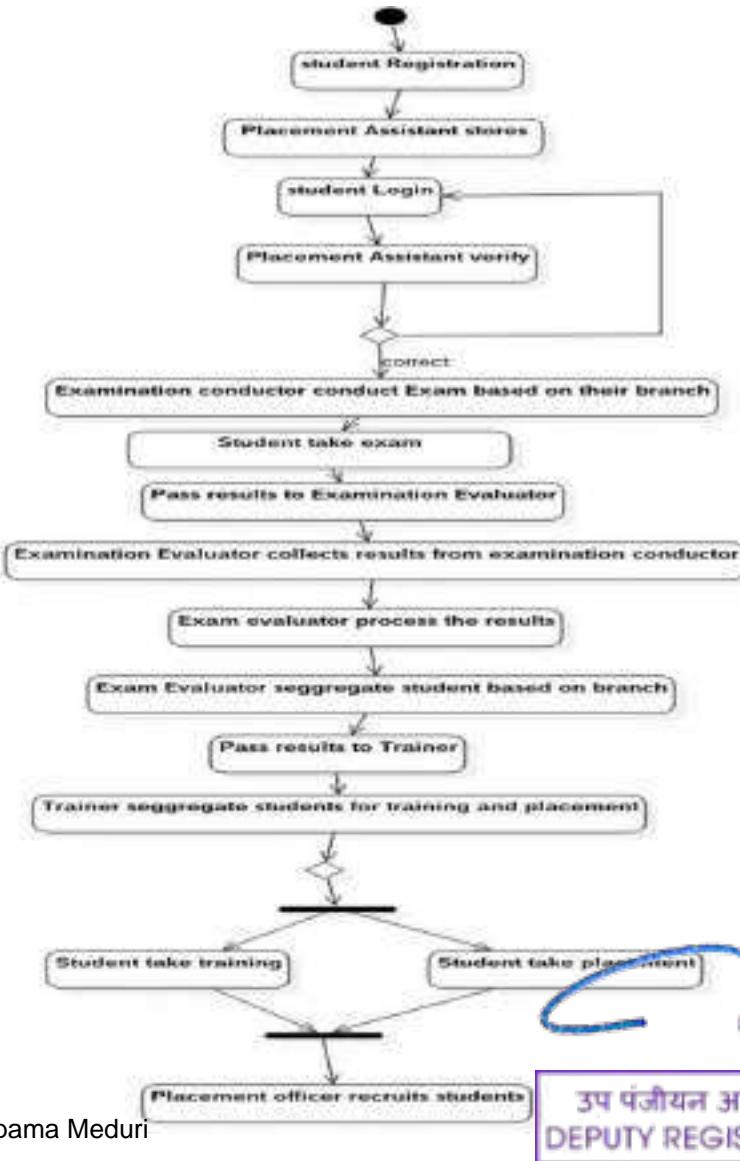
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Activity Diagram for Student

Activity Diagram for Placement Officer

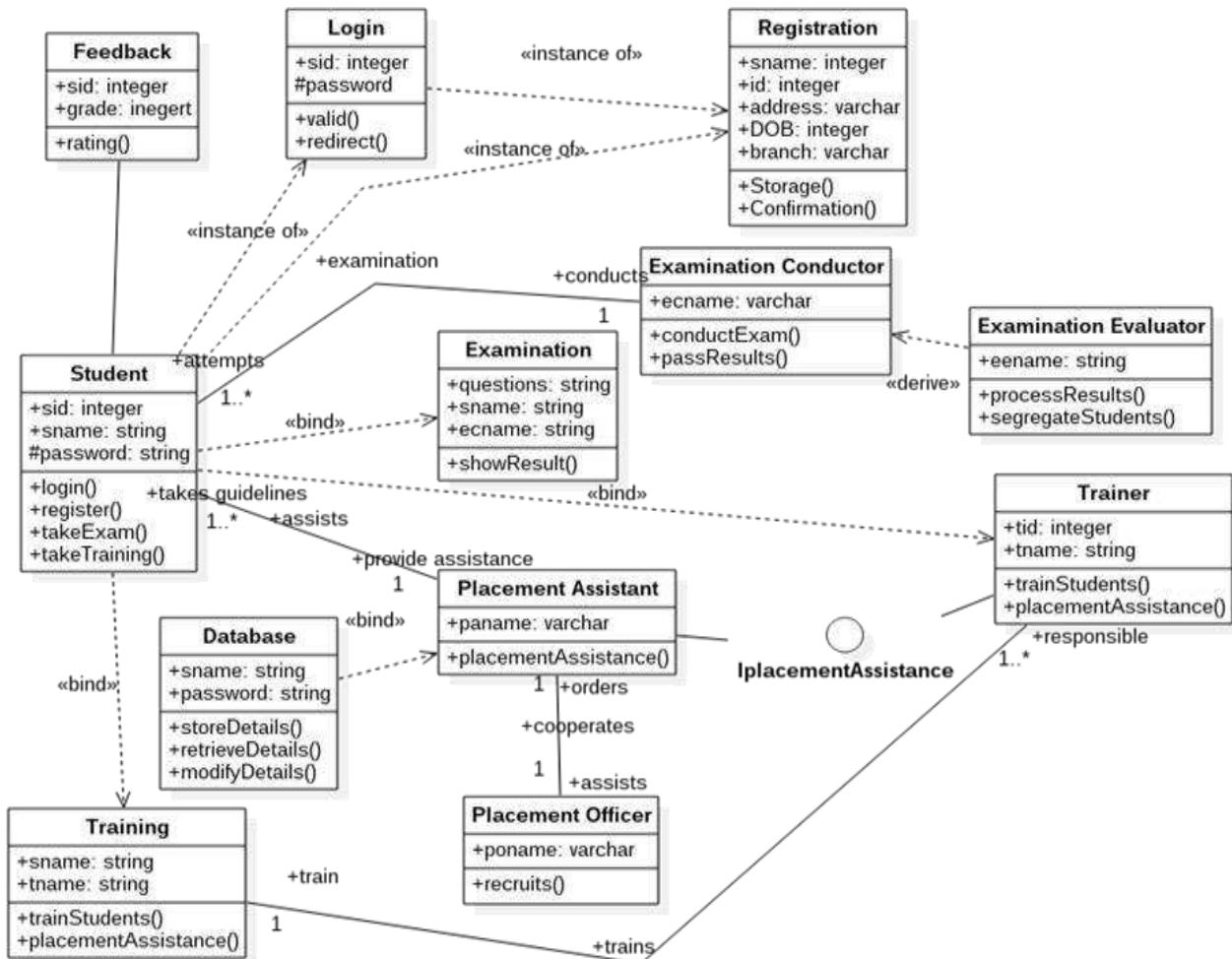


Combined Activity diagram for online placement portal.



CLASS DIAGRAM

Class diagram for Online Placement Portal



In our class diagram there are about 12 classes and they are defined as:

Student class: This class has many attributes such as sid, sname, password of the student and it also has operations such as register, login, takeExam and takeTraining.

Examination class: This class attributes such as questions, sname and ecname and the operation is showResult.

Registration class: This class is used for account validation and takes in all the details of the student including password and sname and operations are storage and confirmation.

Login class: This class checks the password and sid entered and validates with the already existing credentials in the database.

Database class: This class is used for payment services that are provided after booking the goods and the attributes are sname, tname and operations provided are trainStudents and placementAssistance.



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Feedback class: This stores the feedback provided by the student about the training and attributes of this class are sid and grade.

Examination Conductor : This is a class where exam is conducted to student by the examconductor and also attributes are ecname and operations are conductExam, passResult.

Examination Evaluator: This class provides the student, an evaluator for the exam and the attributes are eename and the operations are processResults and segregateStudents.

Database class: This stores all the details of the student and credentials and also plays a huge role in the system.

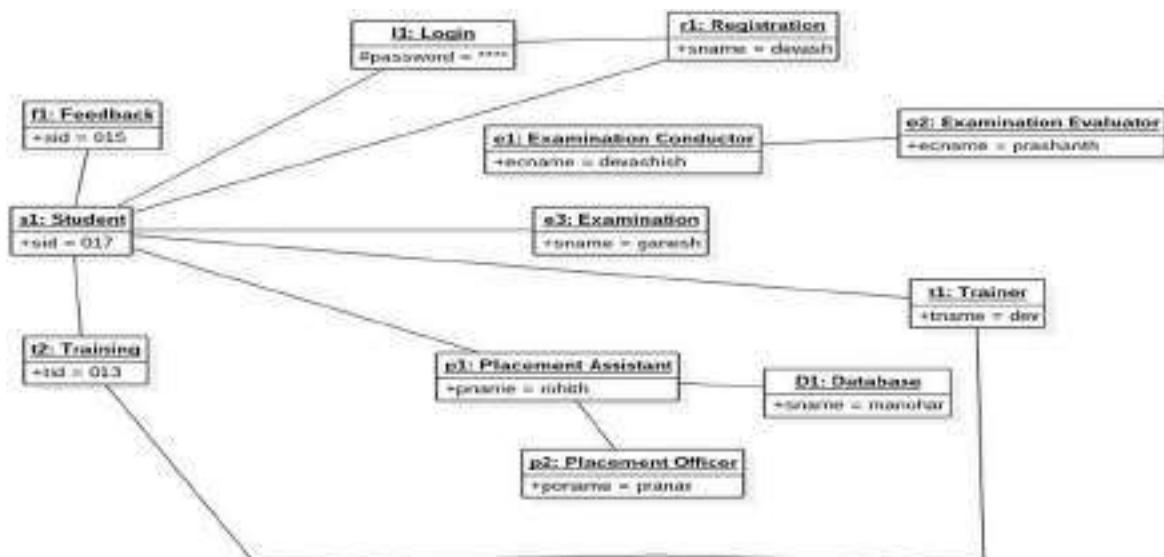
Trainer: This class which describes about the trainer and its attributes are tid, tname and operations are trainStudents, placementAssistance.

Placement Assistant: This class is used to admin students who have registered in portal and moniter the training and other activities.The attributes are paname and the operations placementAssistance.

Placement Officer: This class is used to describe about placement officer location and attributes are poname and operations are recruit.

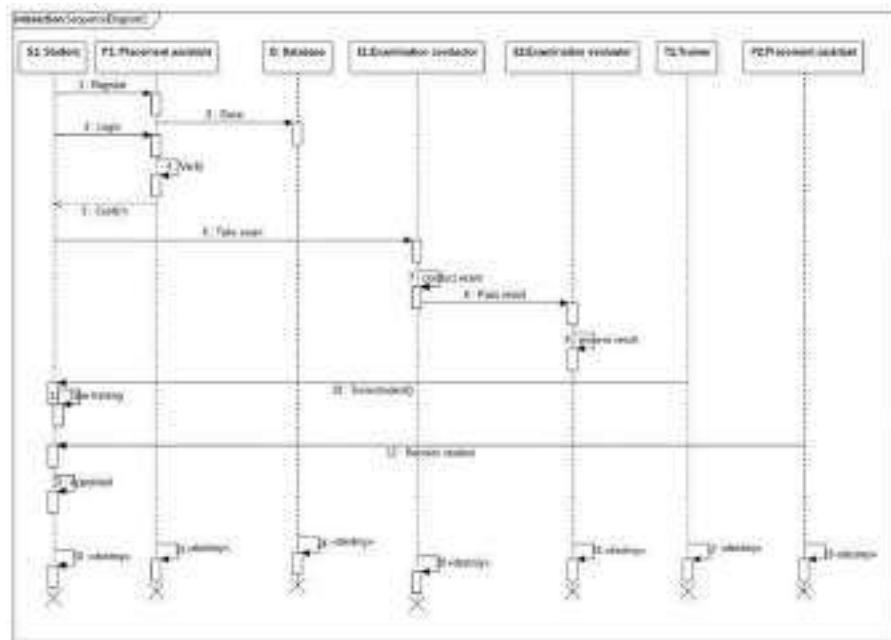
OBJECT DIAGRAM

Object Diagram for Online placement portal.

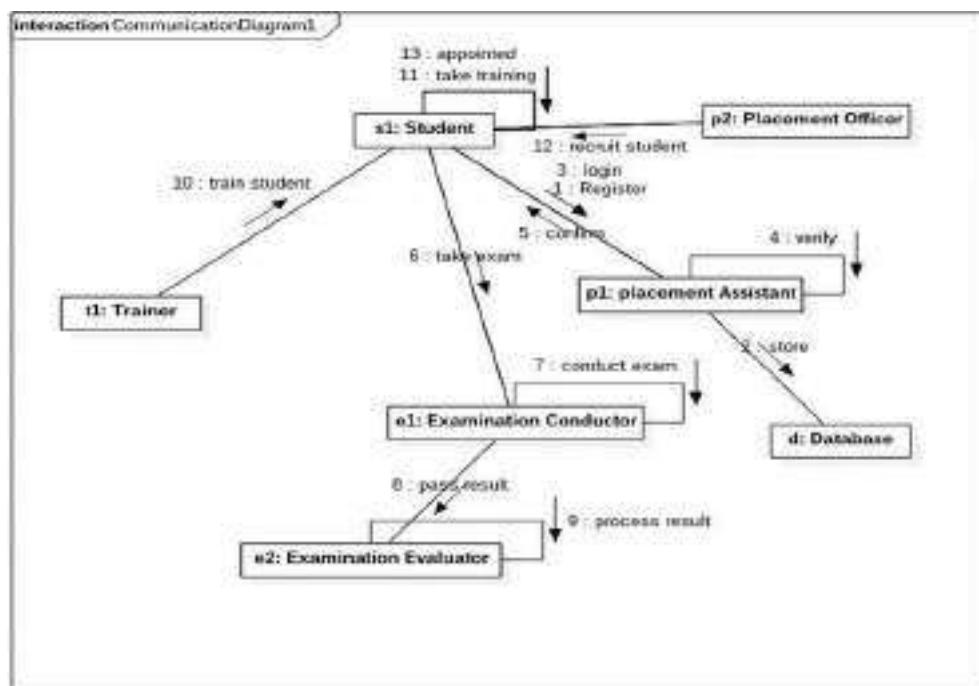


INTERACTION DIAGRAM

Sequence Diagram for Online placement portal.



Collaboration Diagram for Online Placement Portal

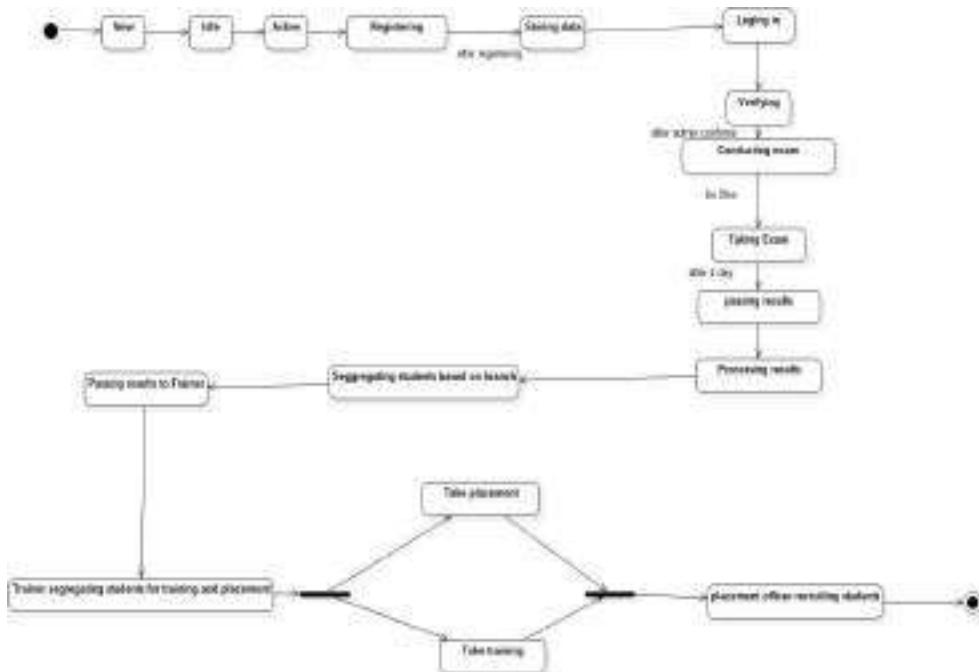


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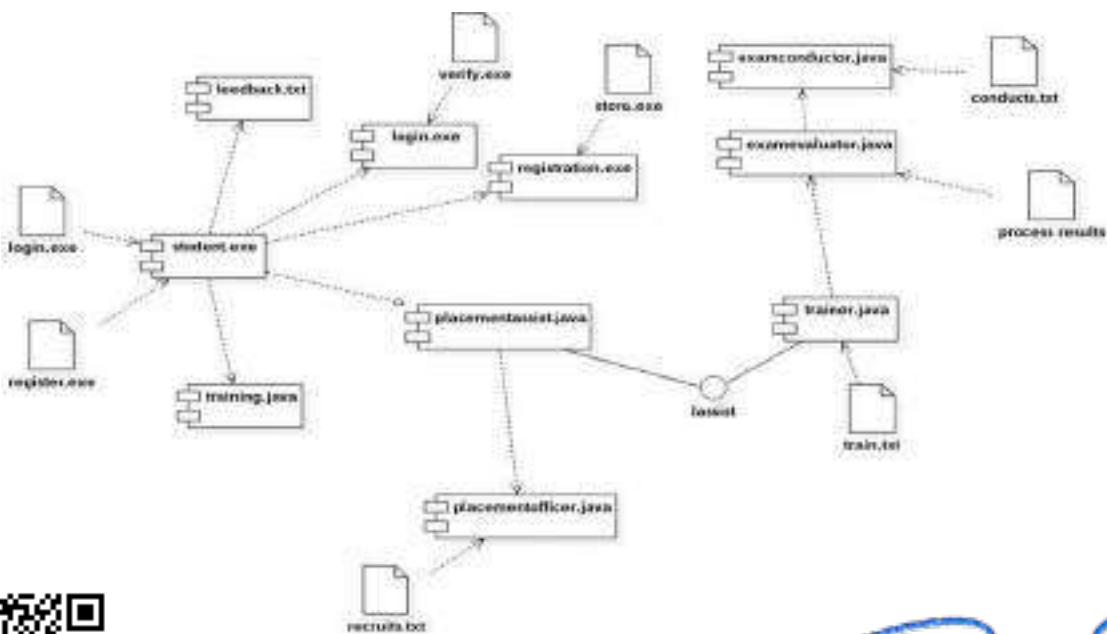


STATE MACHINE DIAGRAM

State Machine diagram for Online Placement Portal

**COMPONENT DIAGRAM**

Component Diagram for Online Placement Portal



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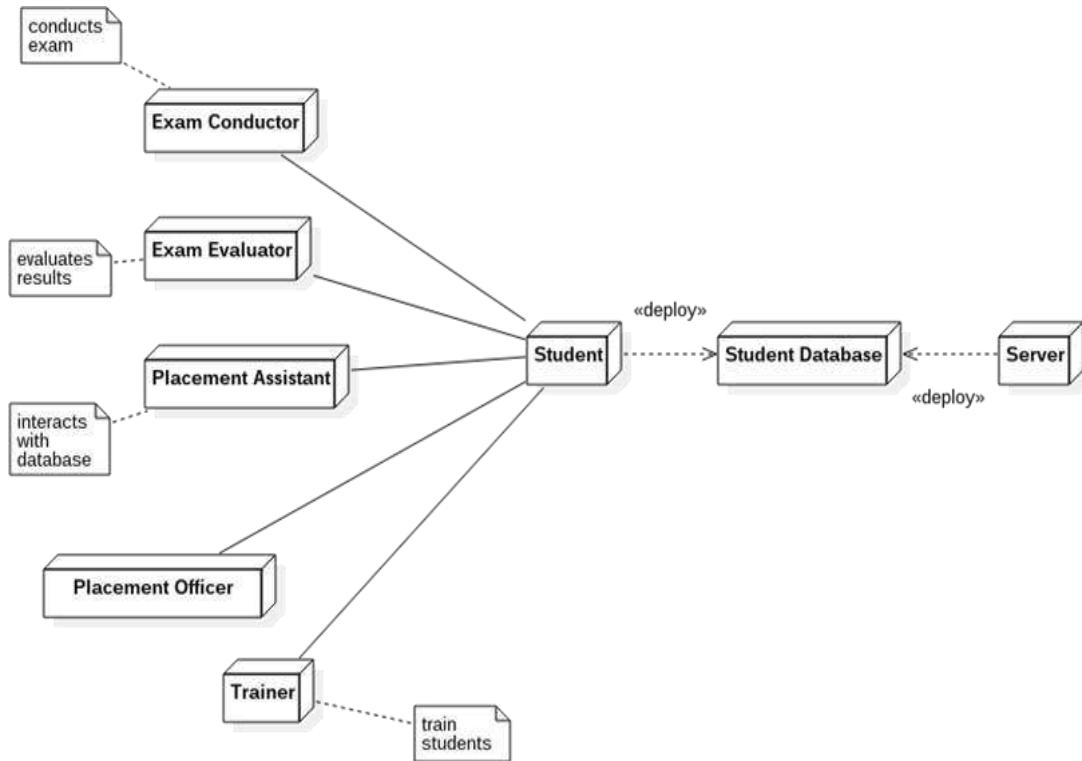
Date 08/01/2020

The component diagram consists of all the classes with their txt and exe files.

- Student.exe which is a component consists of register.exe, login.exe, feedback.txt, training.java.
- Registration and login are java files which have code for registrations and validations.
- ExaminationConductor.java component has conducts.txt.
- ExaminationEvaluator.java component has process.txt.
- Trainer.java component has train.txt.
- PlacementOfficer.java component has recruits.txt
- PlacementAssistant.java supports trainer and placement officer.

DEPLOYMENT DIAGRAM

Deployment diagram for Online Placement Portal



CASE STUDY FOR ONLINE FREIGHT BOOKING AND TRACKING SYSTEM

USE CASE DIAGRAM

Use Case Specification for Booking Use Case

Pre-Condition: Customer must have an account in the website.

Main Flow:

1. Enter the Name, Address.
2. Enter 10-digit phone number
3. Confirm the phone number
4. Select the good.
5. Select the payment option
6. Confirm

Alternate Flow:

1. Entered email address may not be registered.
2. Password may be invalid.

Post-Condition:

On successful completion order is booked .

Use case diagram for Online Freight Booking and Tracking System



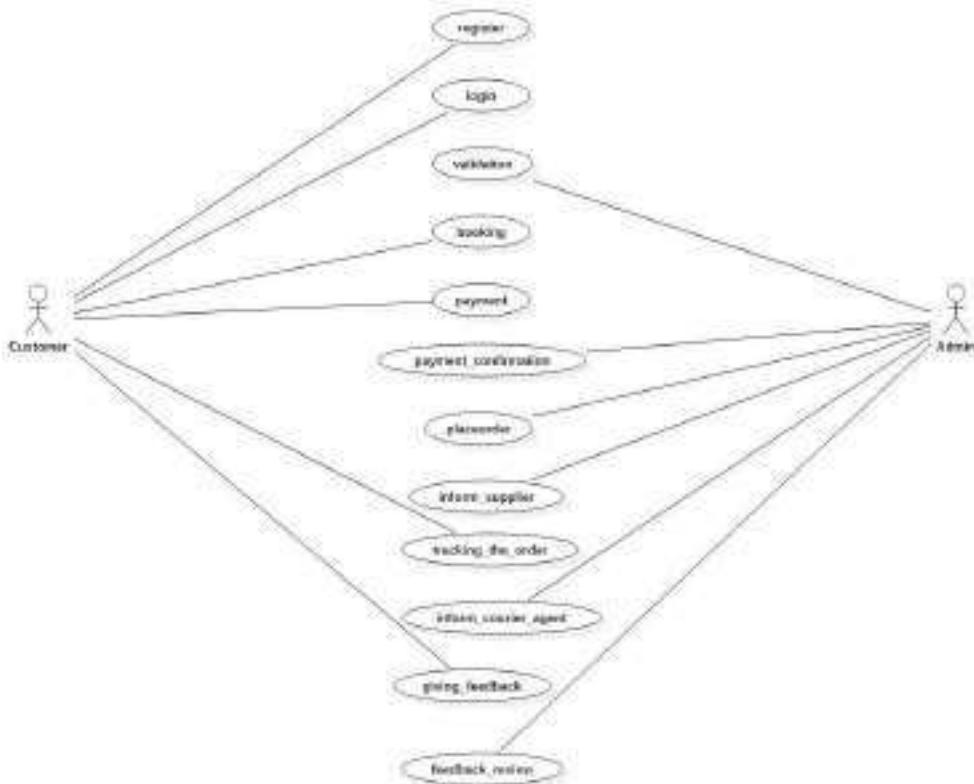
In the customer use case diagram, the customer performs registration, login, booking the order and also provides the feedback of the product and tracks his order.





- In the admin use case diagram, the admin performs validation of the registration and also places order when booked by the customer by informing the supplier and also acknowledges the feedback given by the customer.
- The admin also solves the payment issues that arises when a customer books the order.

Use case diagram for freight booking and tracking system



Use case diagram is about freight booking and tracking system which allows the customer to choose various goods of his choice, book them and also track the goods by which he knows the status and at what time it is going to arrive at his home. He can also give feedback about the goods which is taken care by the Admin.

There are two main actors in the use case diagram:



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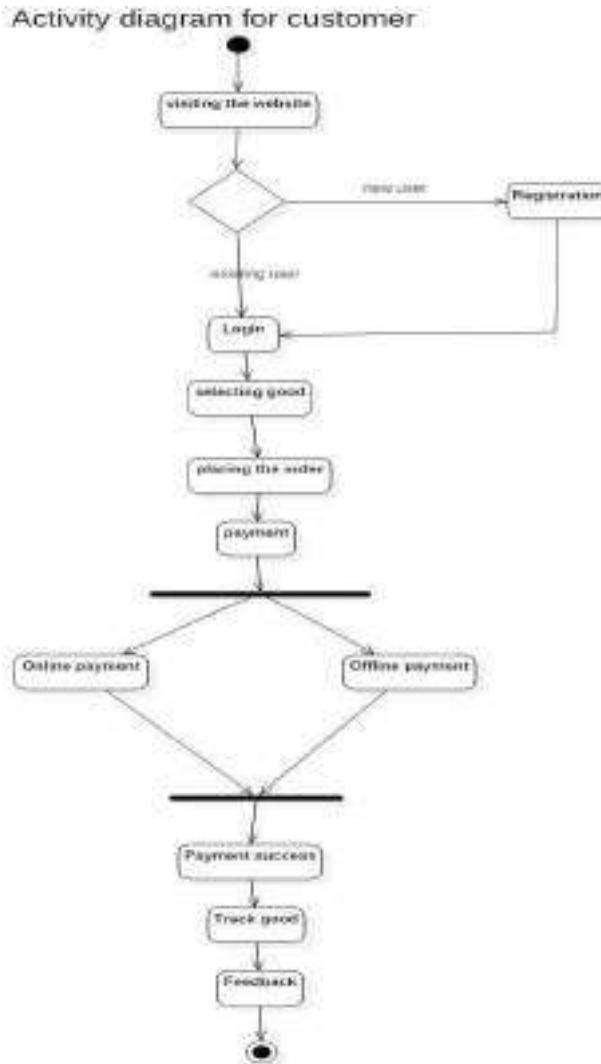
Date 08/01/2020

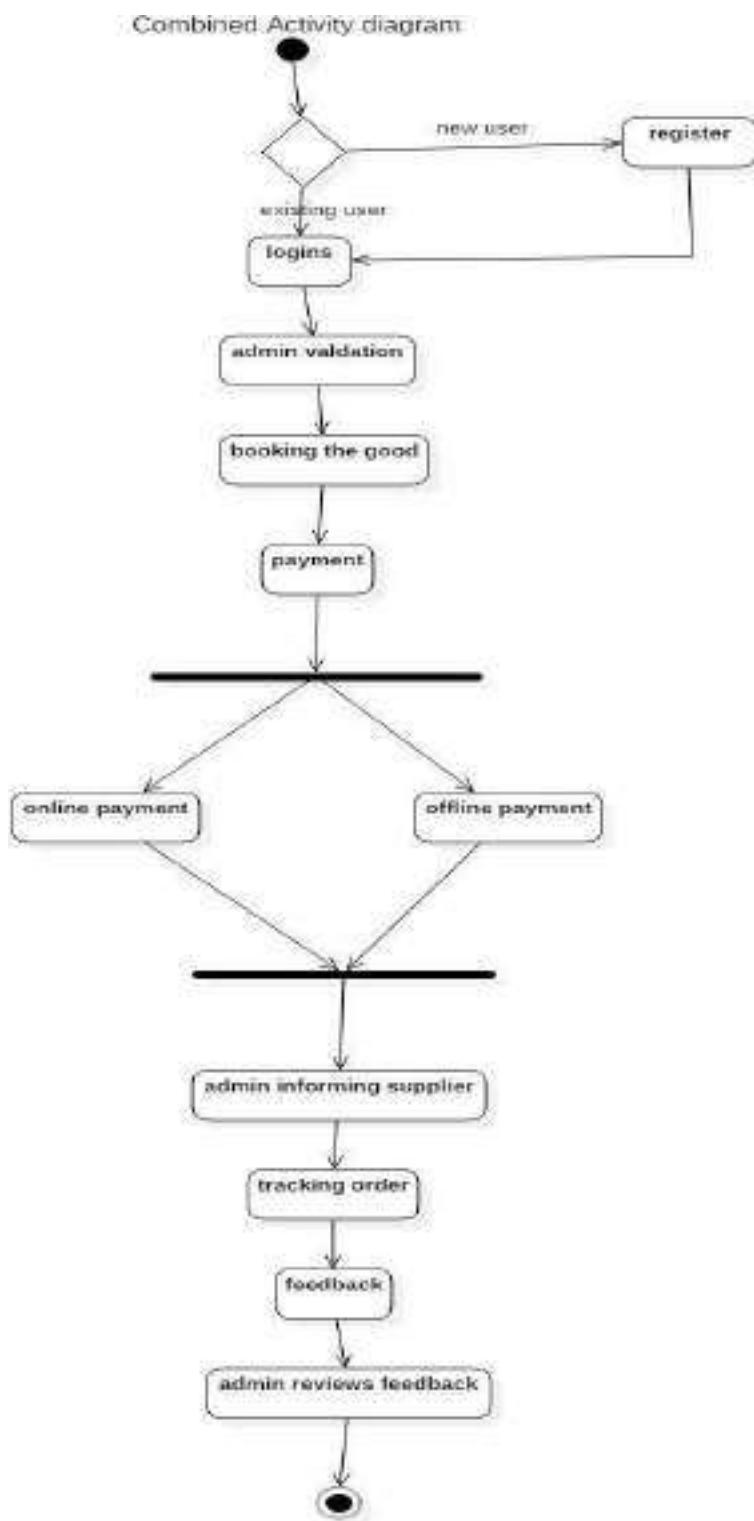
1) Customer: He can book the goods of his choice, track the goods location and also provide feedback about the service and the goods.

2) Admin: He takes care of payment issues, order bookings, informing agents and also reviewing the feedback provided by the customer.

ACTIVITY DIAGRAM

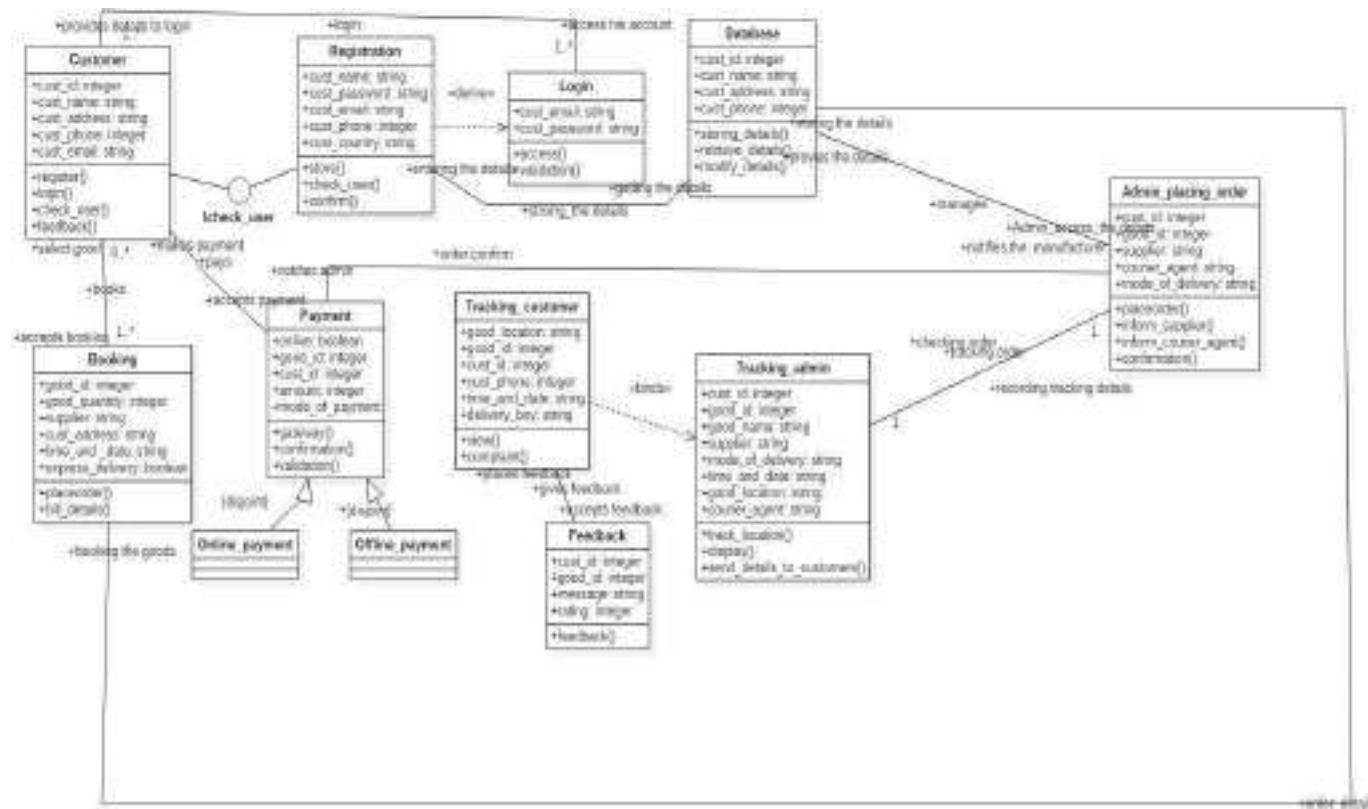
Activity diagram for Online Freight Booking and Tracking System





CLASS DIAGRAM

Class diagram for Online Freight Booking and Tracking System.



The class diagram consists of 10 classes and they are defined as:

Customer class: This class has many attributes such as id, name, phone, address of the customer and it also has operations like registration, login, and feedback.

Booking class: This class attributes such as goods id, quantity, supplier, time and date and the operations are placing order and bill details.

Registration class: This class is used for account validation and takes in all the details of the customer including password and username and operations are storing the details and confirmation.

Login class: This class checks the password and username entered and validates with the already existing credentials in the database.

Payment class: This class is used for payment services that are provided after booking the goods and the attributes are goods id, customer id and operations provided are validation and confirmation.

Feedback class: This stores the feedback provided by the customer about the product and attributes of this class are goods id, customer id, and message.

Admin placing order: This is a class where admin books the goods and orders them to the supplier and attributes are supplier, goods id, customer id and operations are confirmation, inform courier agent.

Customer: This class provides the ability to track the goods status by the customer and the attributes are goods id, customer id and the operations are viewing and complaint.



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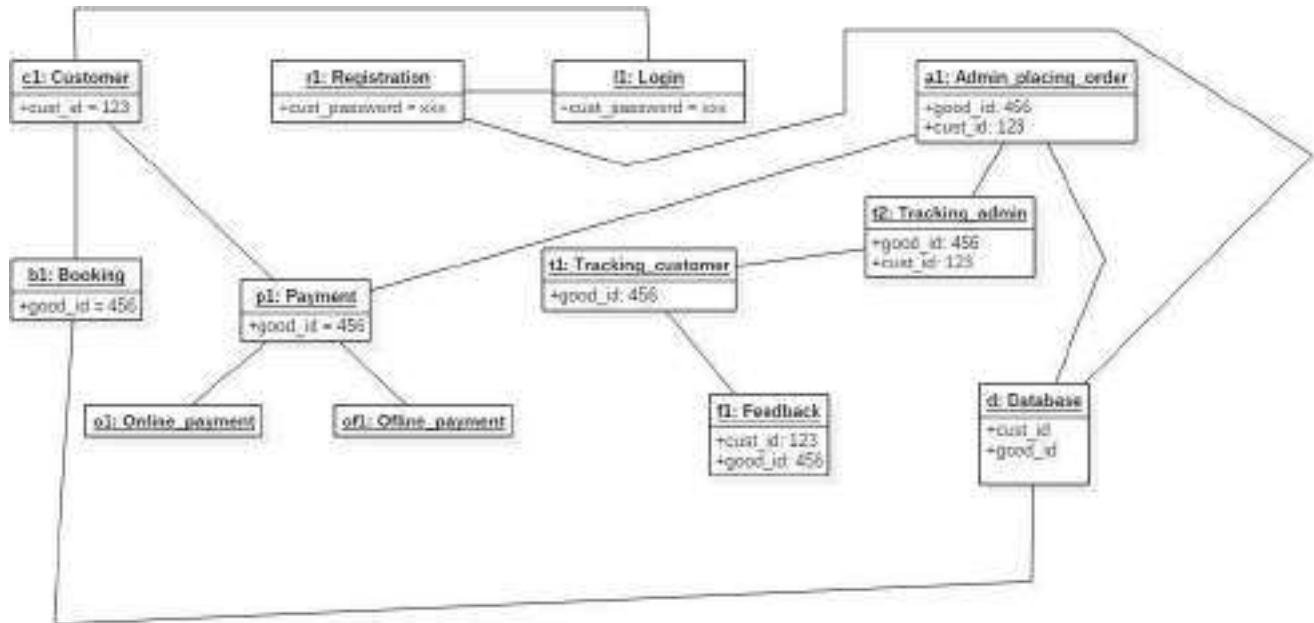
Date 08/01/2020

Database class: This stores all the details of the goods and customer credentials and also plays a huge role in the system.

Tracking admin: This class is used by the admin to track the location of the goods and provides it to the customer for more clarity. The attributes are goods id, customers id and the operations are track location and send the location details to the customer.

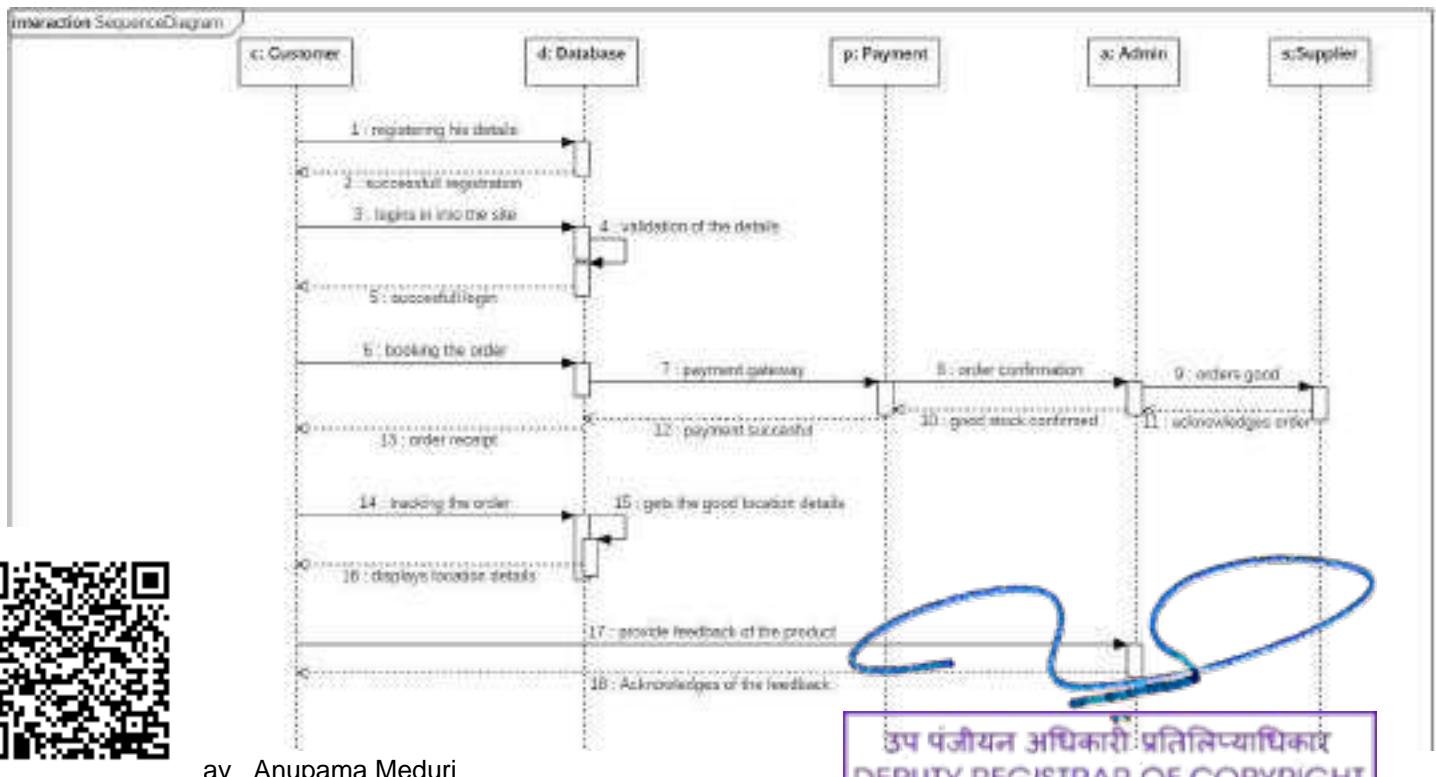
OBJECT DIAGRAM

Object Diagram for Online Freight Booking and Tracking System.



INTERACTION DIAGRAM

Sequence Diagram for Booking goods scenario



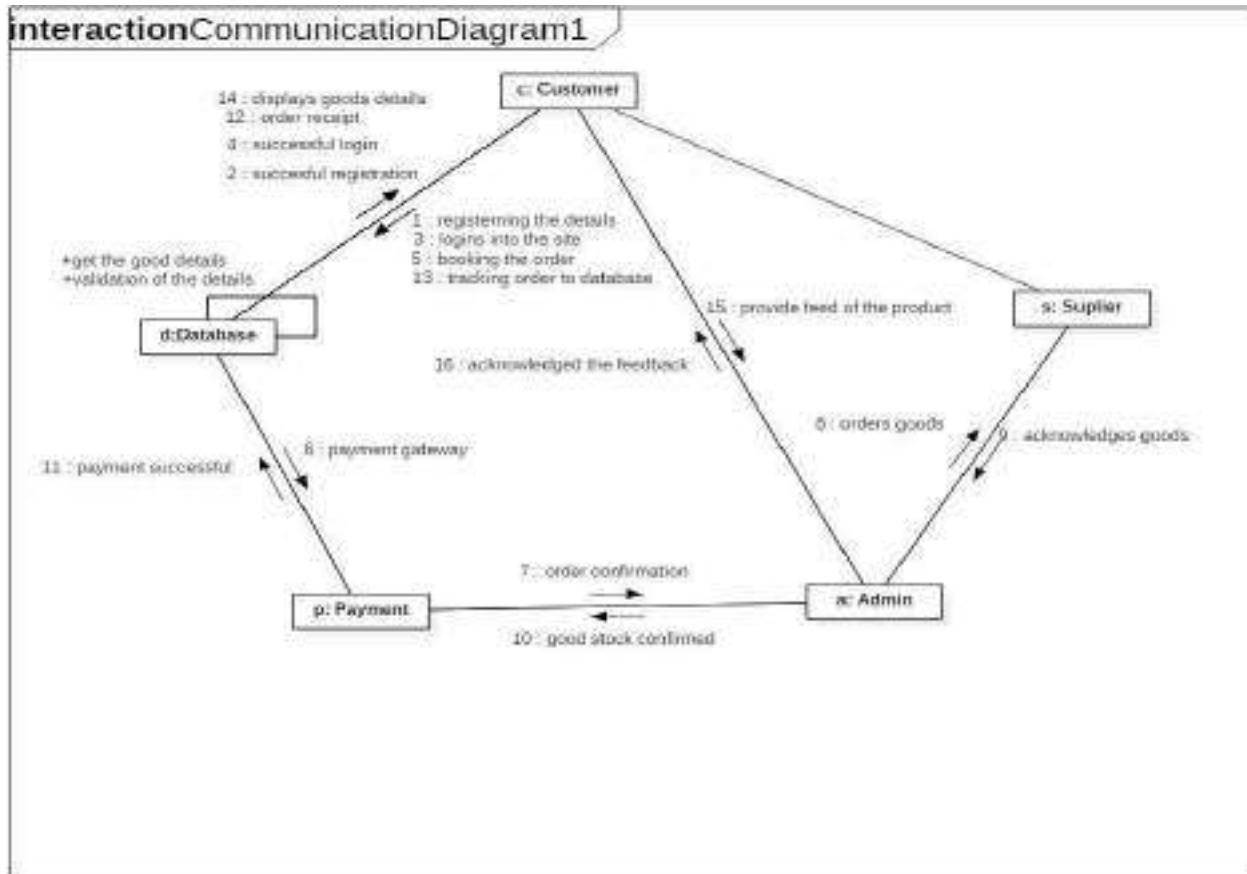
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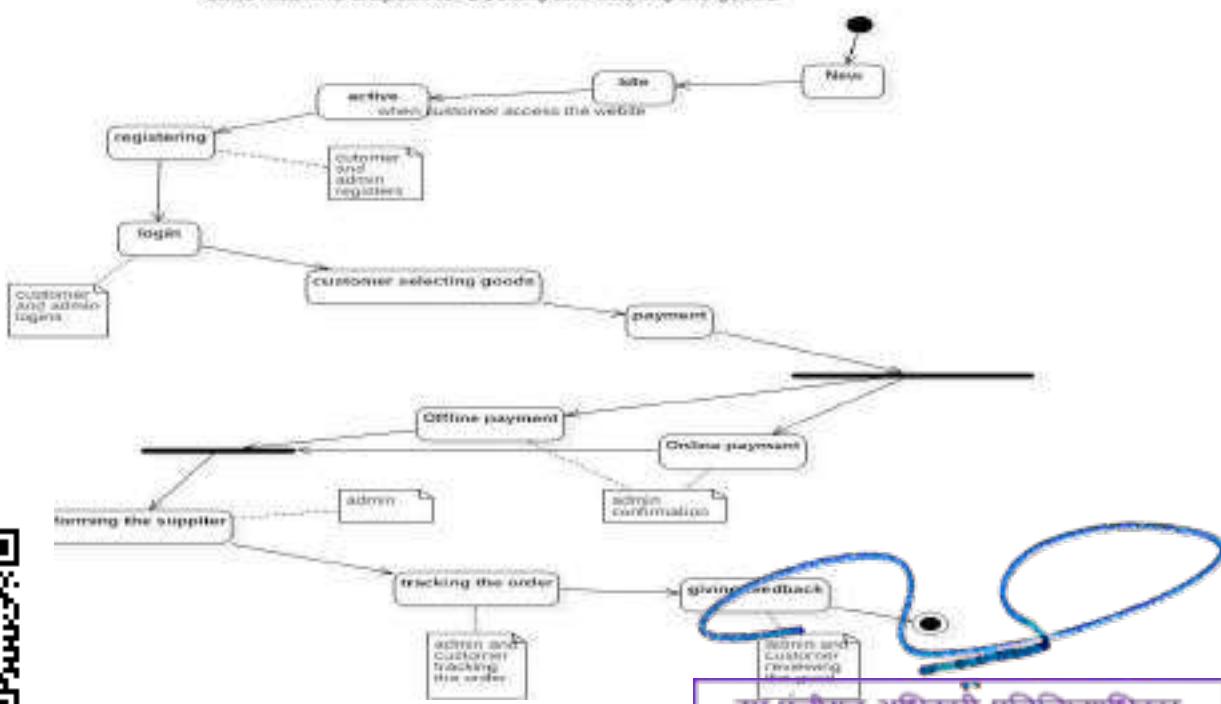
Communication Diagram for Booking goods scenario



STATE MACHINE DIAGRAM

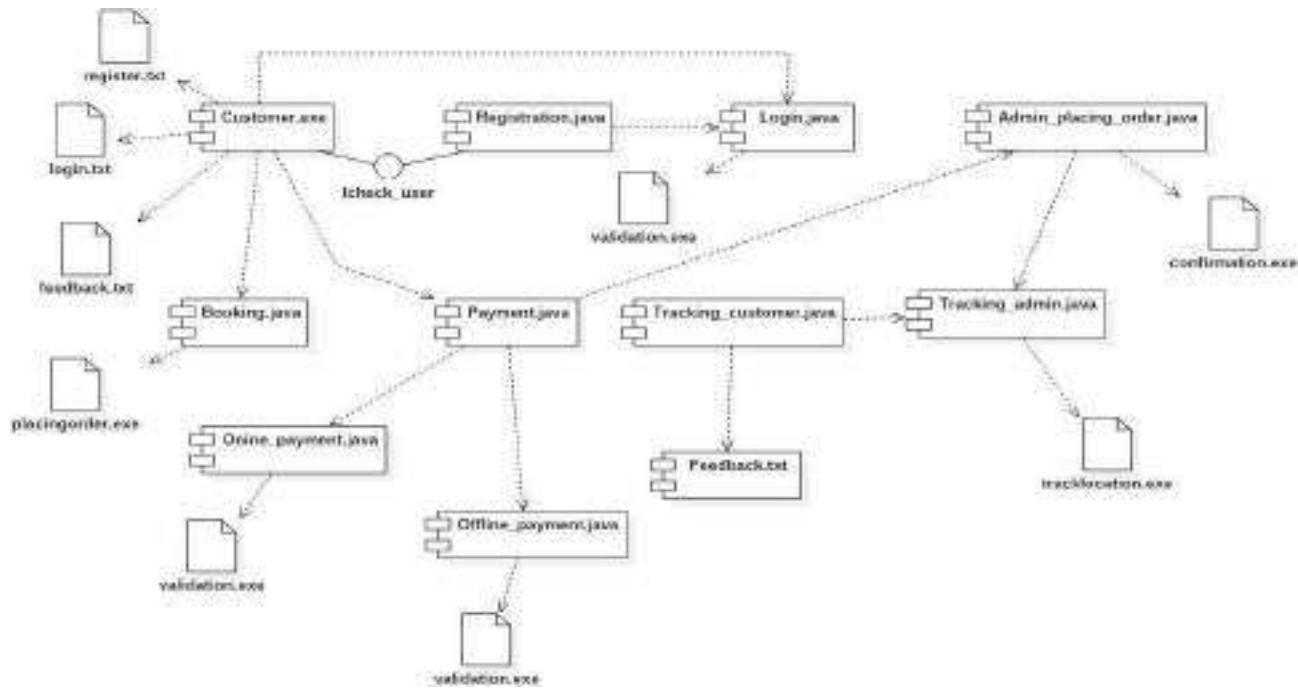
State Machine diagram for Online Freight Booking and Tracking System

State machine diagram for Booking and tracking the goods.



COMPONENT DIAGRAM

Component Diagram for Online Freight Booking and Tracking System



The component diagram consists of all the classes with their txt and exe files.

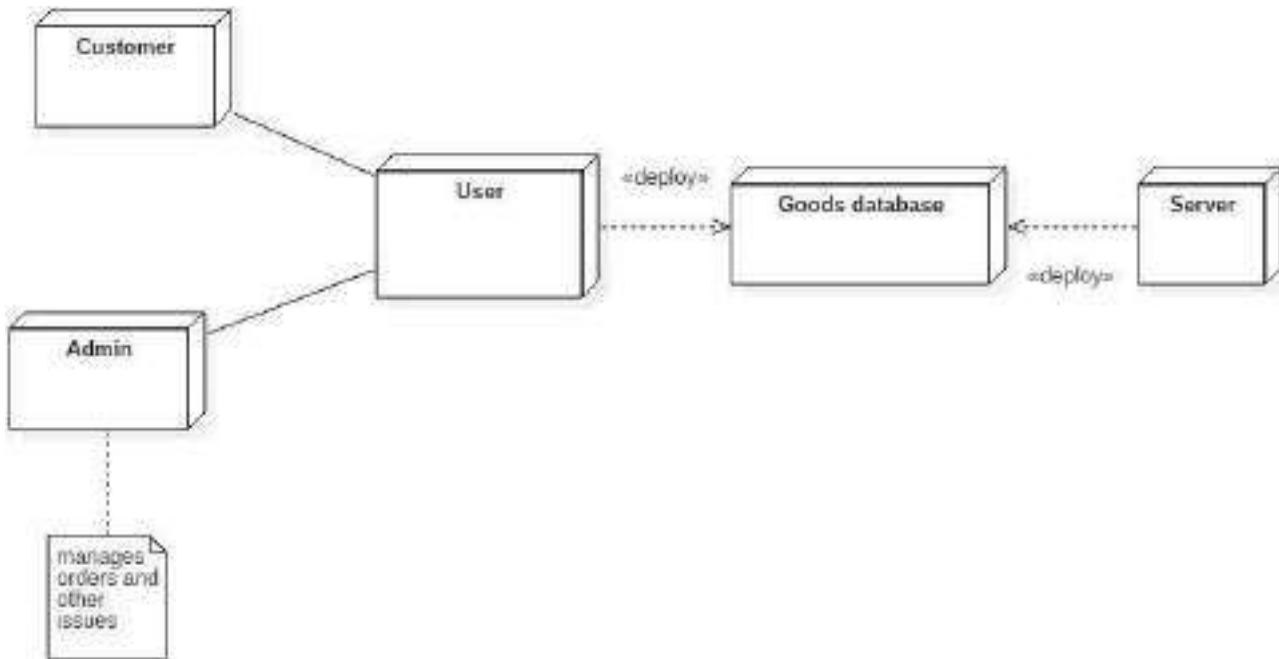
- Customer.exe which is a component consists of resgister.txt, login.txt, feedback.txt.
- Registration and login are java files which have code for registrations and validations.
- Booking.java component has placing order .exe.
- Payment .java is divided into offlinepayment.java and online payment .java.
- Admin tracking.java has confirmation.exe.
- Tracking customer.java component has feedback.txt which is used for taking in the feedback details.
- Tracking admin.java component has tracklocation.exe which is used to track goods location a and provide the status of the goods.



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DEPLOYMENT DIAGRAM

Deployment diagram for Online Freight Booking and Tracking System



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10. CASE STUDY FOR ONLINE HACKING PORTAL

USE CASE DIAGRAM

Use case specification for Online Hacking Portal

Precondition:

Member should have solved the entry level challenge and registered with an account

Main Flow:

1. Admin should post challenges
2. Existing users solve the challenges and progress on the leaderboard.
3. Challenge Makers post challenges and Admin validates and then hosts the challenges on the website.
4. Admin updates the challenges and periodically updates the website.
5. Users can find themselves on the leaderboard and advance by solving new challenges.
6. Admin grants new users access and maintains the website.

Alternate Flow:

1. new user fails the entry level challenge.
2. Admin doesn't grant access to users who fail to solve the entry level challenge.

Post Condition:

On successful solving of entry level challenge they can register with the site as a member and solve challenges and advance the leaderboard.

Use case diagram for Online Hacking Portal

UseCase diagram for Admin



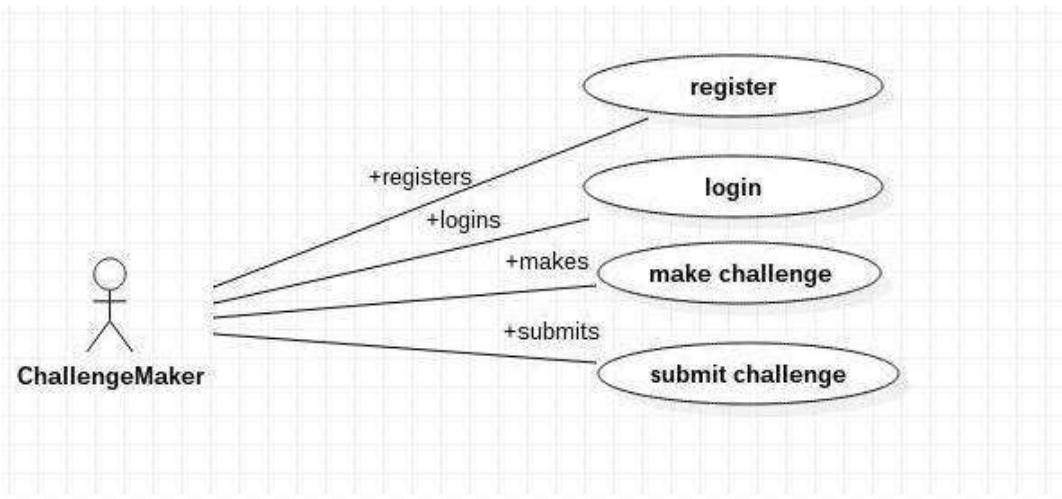
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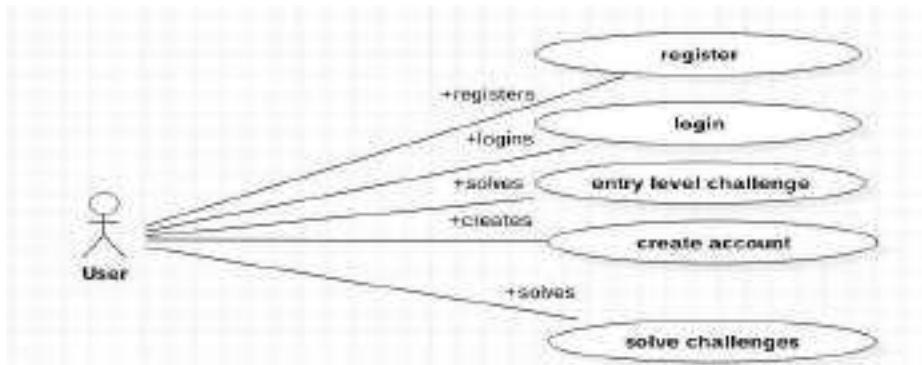
Date 08/01/2020

Use case diagram for Challenge Maker



This use case diagram for challenge maker registers the website, logins, makes and submits the challenges.

Use case diagram for User



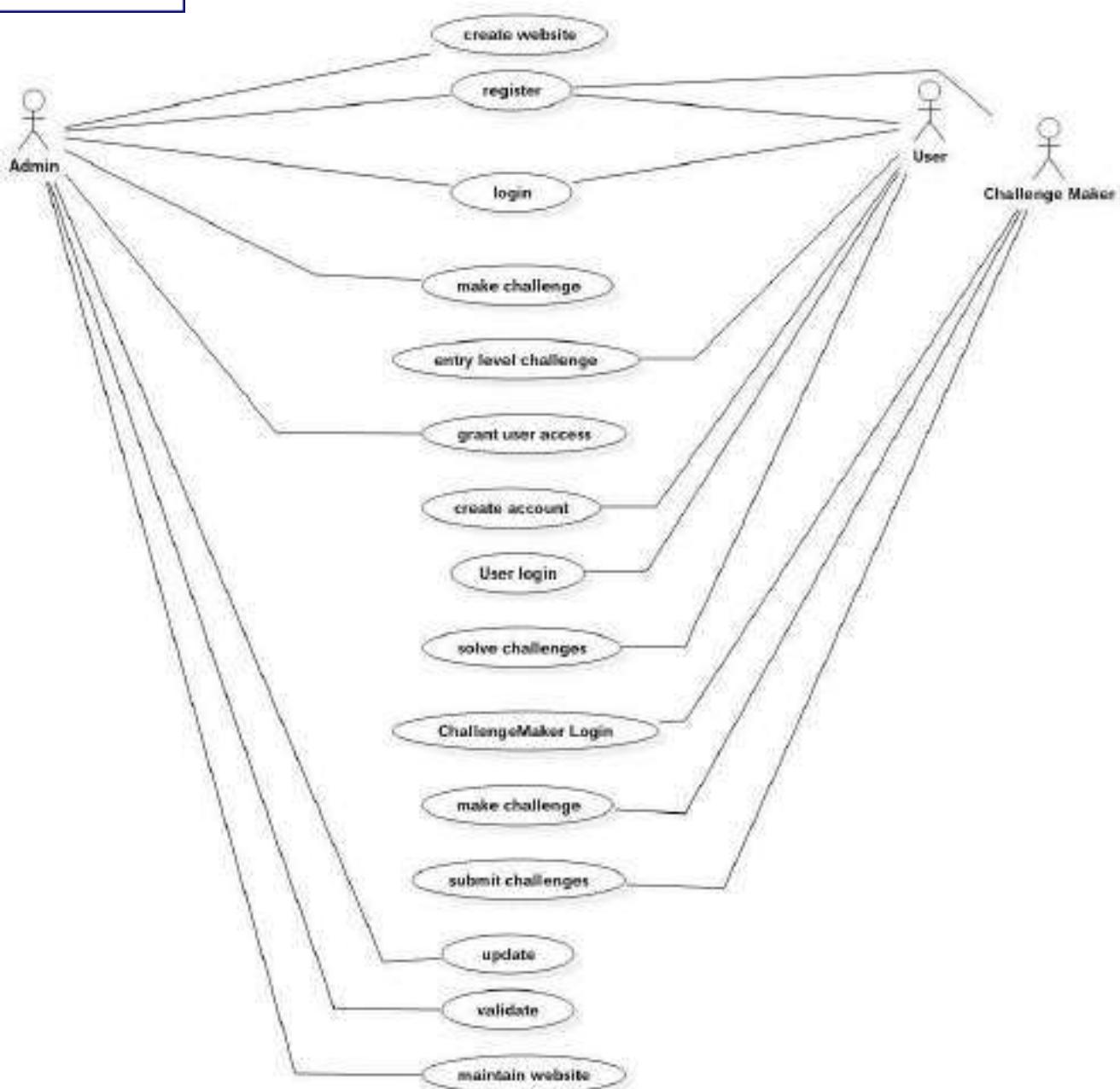
This use case diagram for user registers with the website, logins, solves the entry level challenge, creates account and solves challenges.



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UseCase diagram for Online Hacking Portal



- Use case diagram for online hacking portal has 3 actors and the operations of these actors are listed below.
- Use case diagram is about Online Hacking Portal and it consists of three main actors. They are:

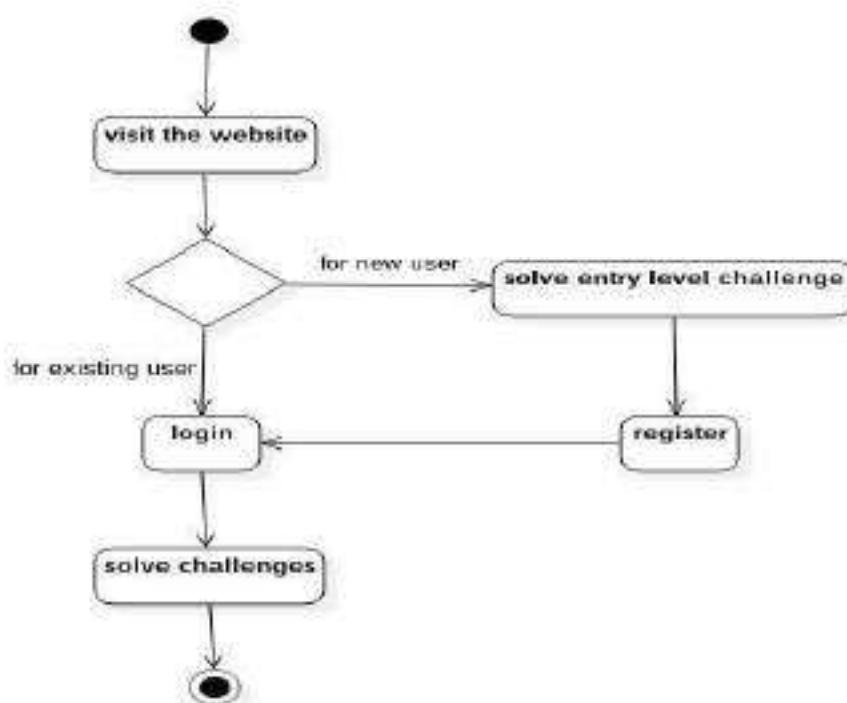


- 1) **Admin:** Admin creates the website and makes challenges. If the user solves the entry level challenge successfully, then admin grants access to the website.
- 2) **User:** New User has to solve the entry level challenge successfully to get the access of the website. Existing users can solve challenges and can check their position in the leader board.
- 3) **Challenge Maker:** Challenge maker creates new challenges and the admin validates these challenges.

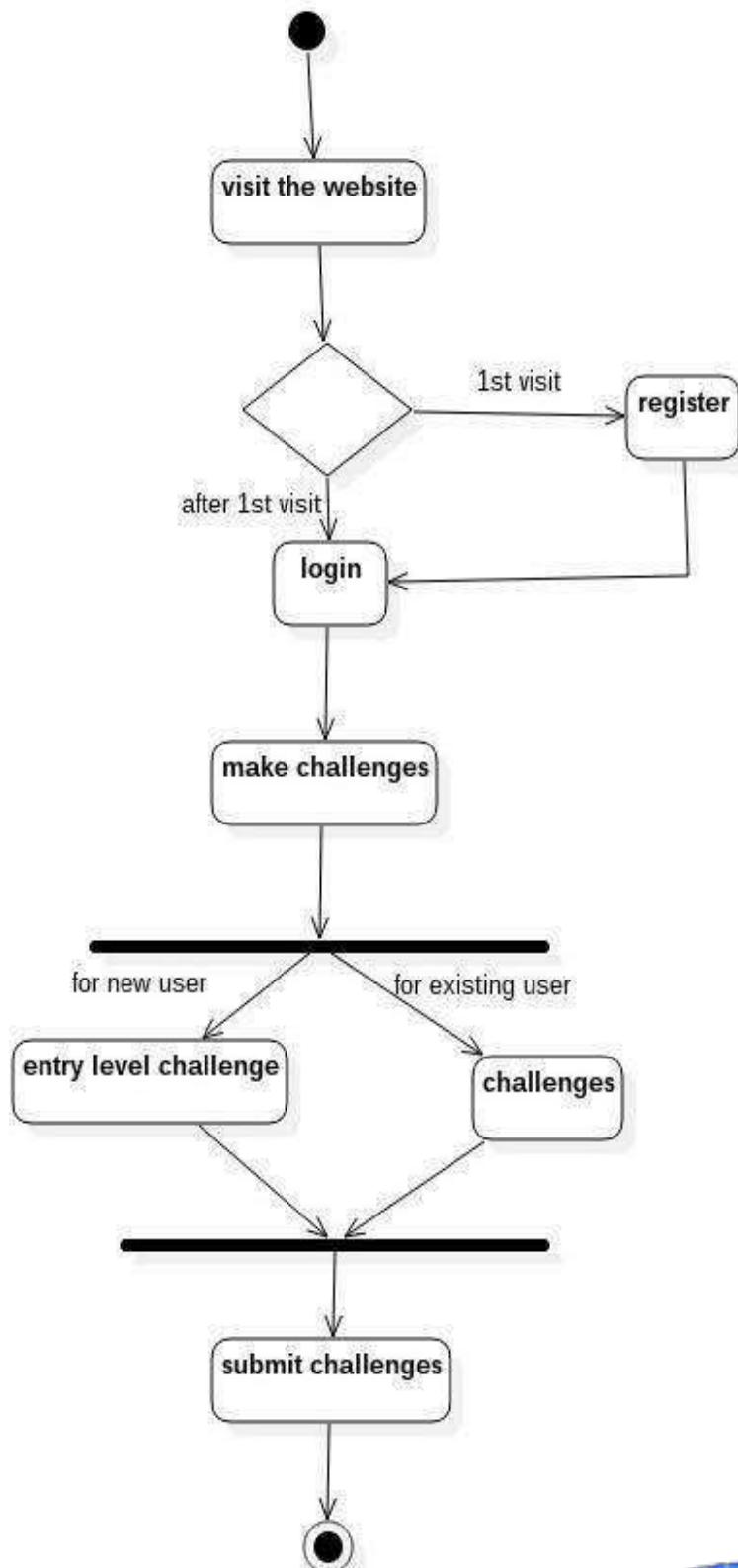
ACTIVITY DIAGRAM

Activity diagram for Online Hacking Portal.

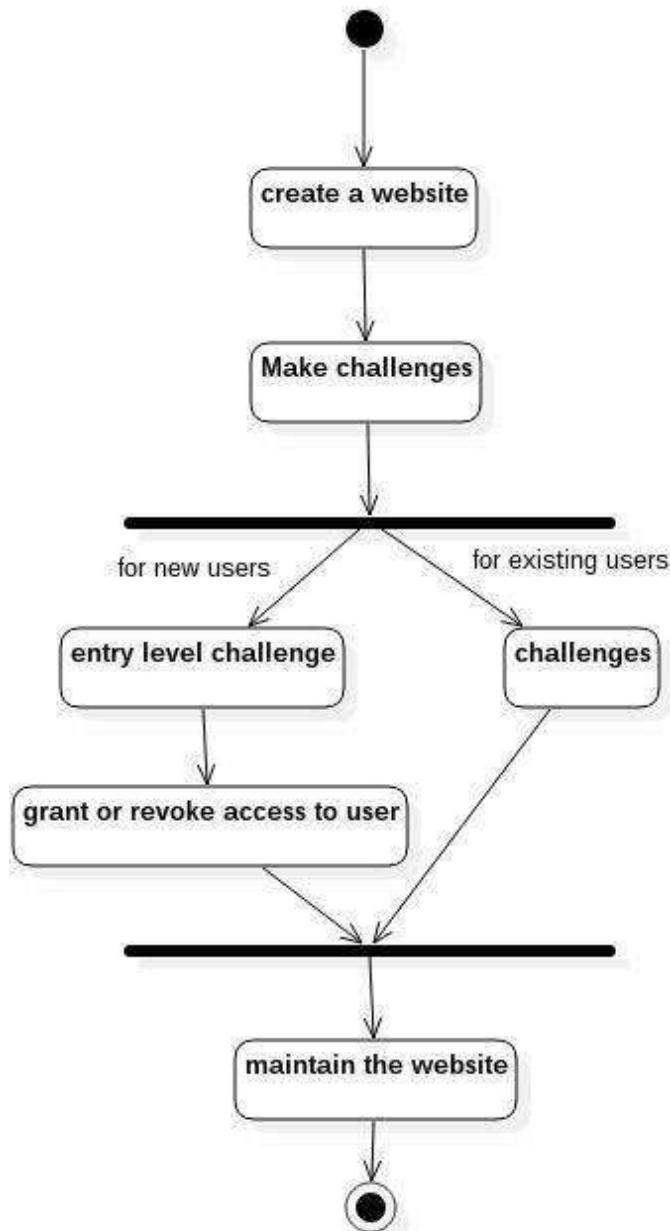
Activity diagram for User

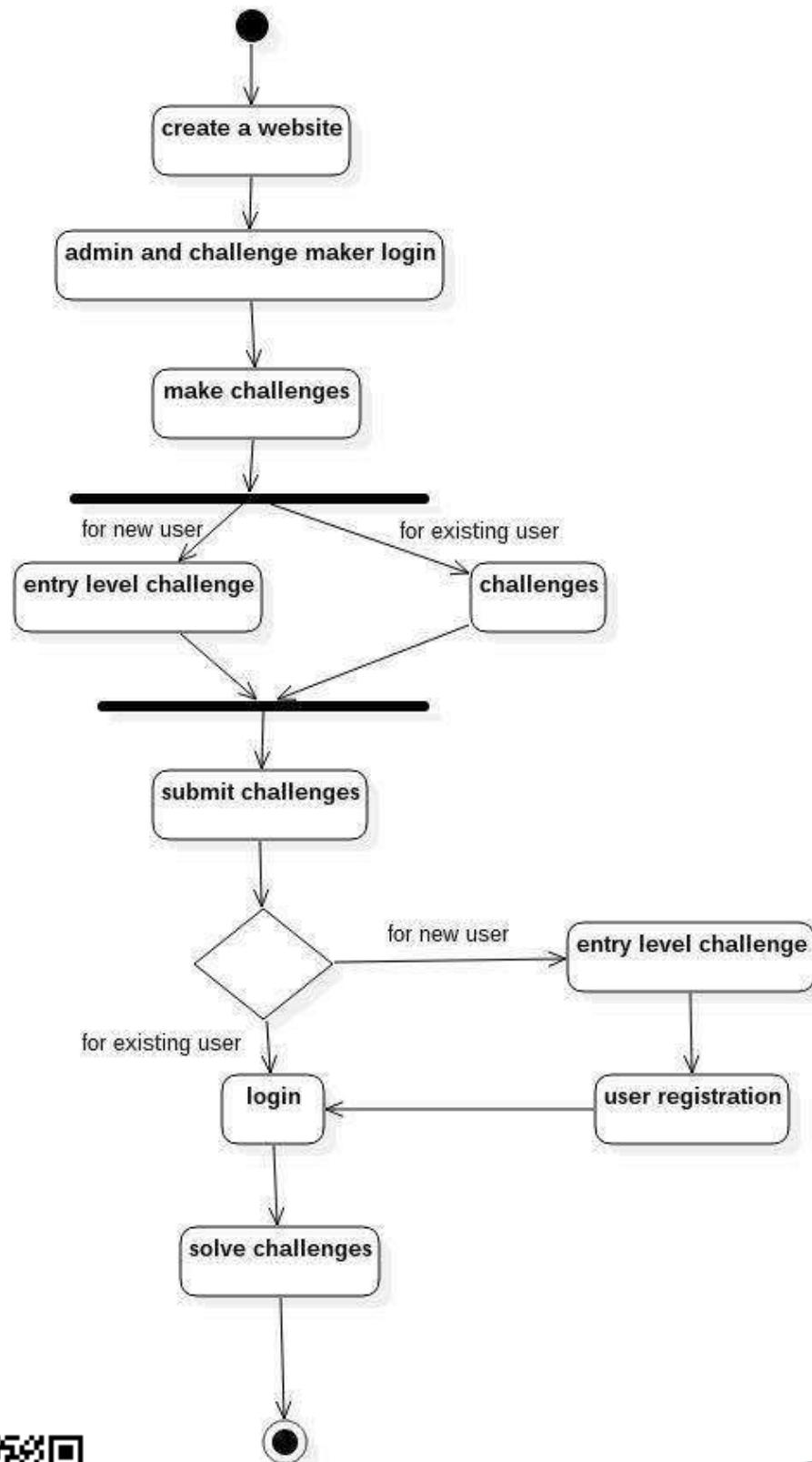


Activity diagram for Challenge maker



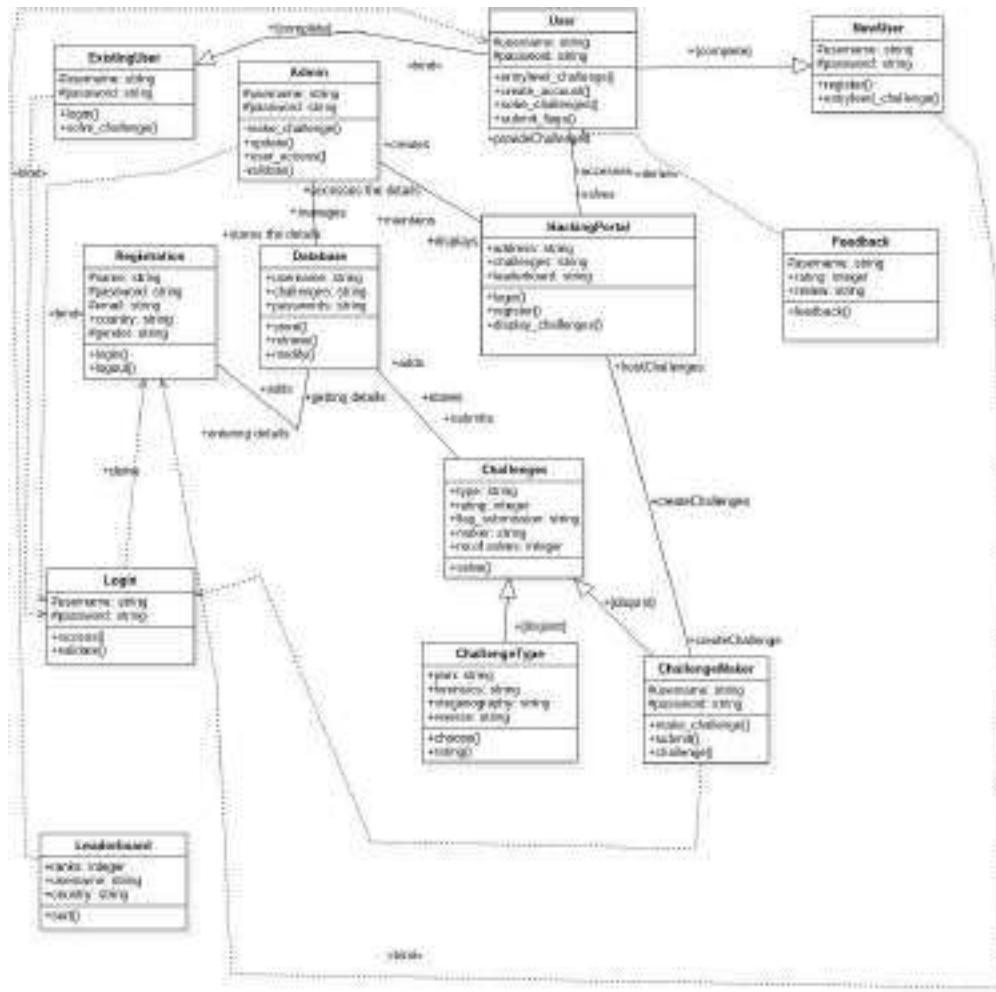
Activity diagram for Admin





Class diagram for Online Hacking Portal.

CLASS DIAGRAM



The class diagram of Online Hacking Portal has 13 classes. They are

- 1) **Hacking Portal:** The portal has attributes such as Challenges and leader board positions and operations such as login and registration.
- 2) **Challenges:** It consists of attributes such as flag submission and no. Of solves. And the operation is to solve challenges.
- 3) **Challenge Type:** It consists of attributes such as forensics and steganography.
- 4) And the operations are choose () and rating () .
- 5) **Challenge Maker:** Username and password are the attributes of challenge maker. And operations are to make challenges and submit challenges.
- 6) **Leader board:** Ranks, username and country are the attributes of leader board class. And the operation is sorting.

Login: Username and password are the attributes of the login class. Access and validate are the operations of the login class.

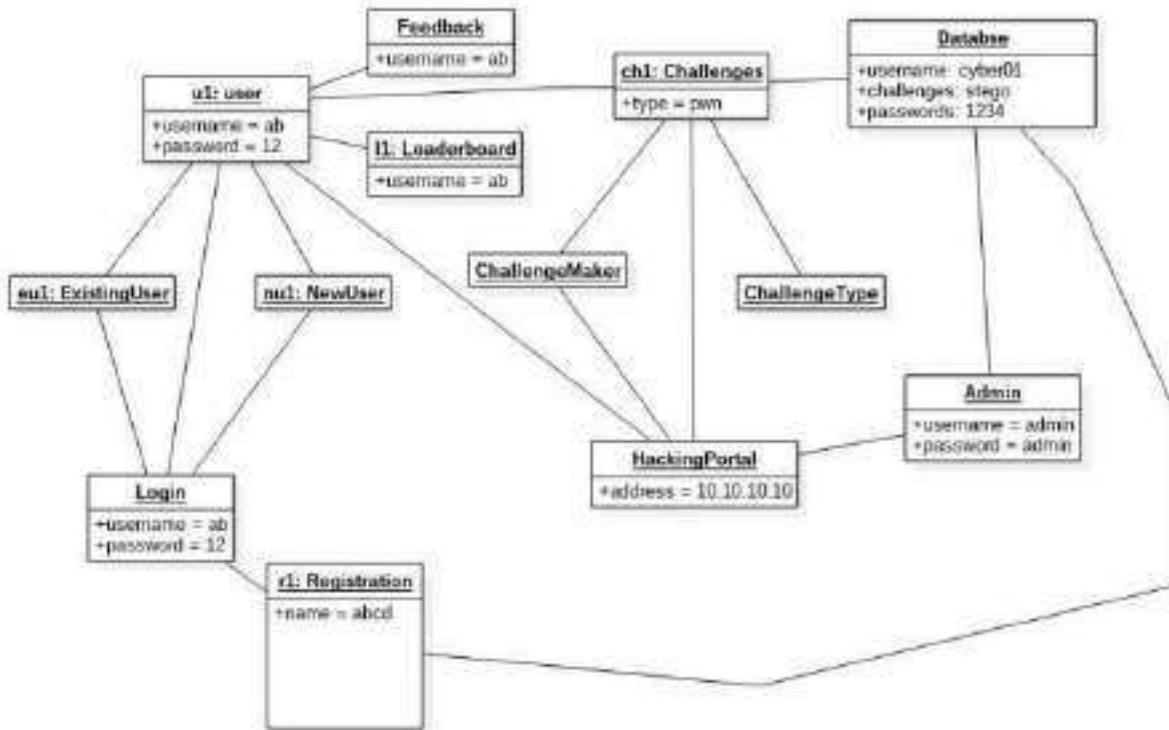


1) **Registration:** Username and password are the attributes of the registration. Login and Logout are the operations of this class.

- 2) **Feedback:** Username and review are the attributes of the feedback class. Feedback () is the operation of this class.
- 3) **Admin:** Username and password are the attributes of this class. Update, validate and making challenges are the operations of this class.
- 4) **New User:** Username and password are the attributes of this class. Solving the entry level challenge is the operation of this class.
- 5) **Existing User:** Username and password are the attributes of this class. Solving challenges is the operation of this class.

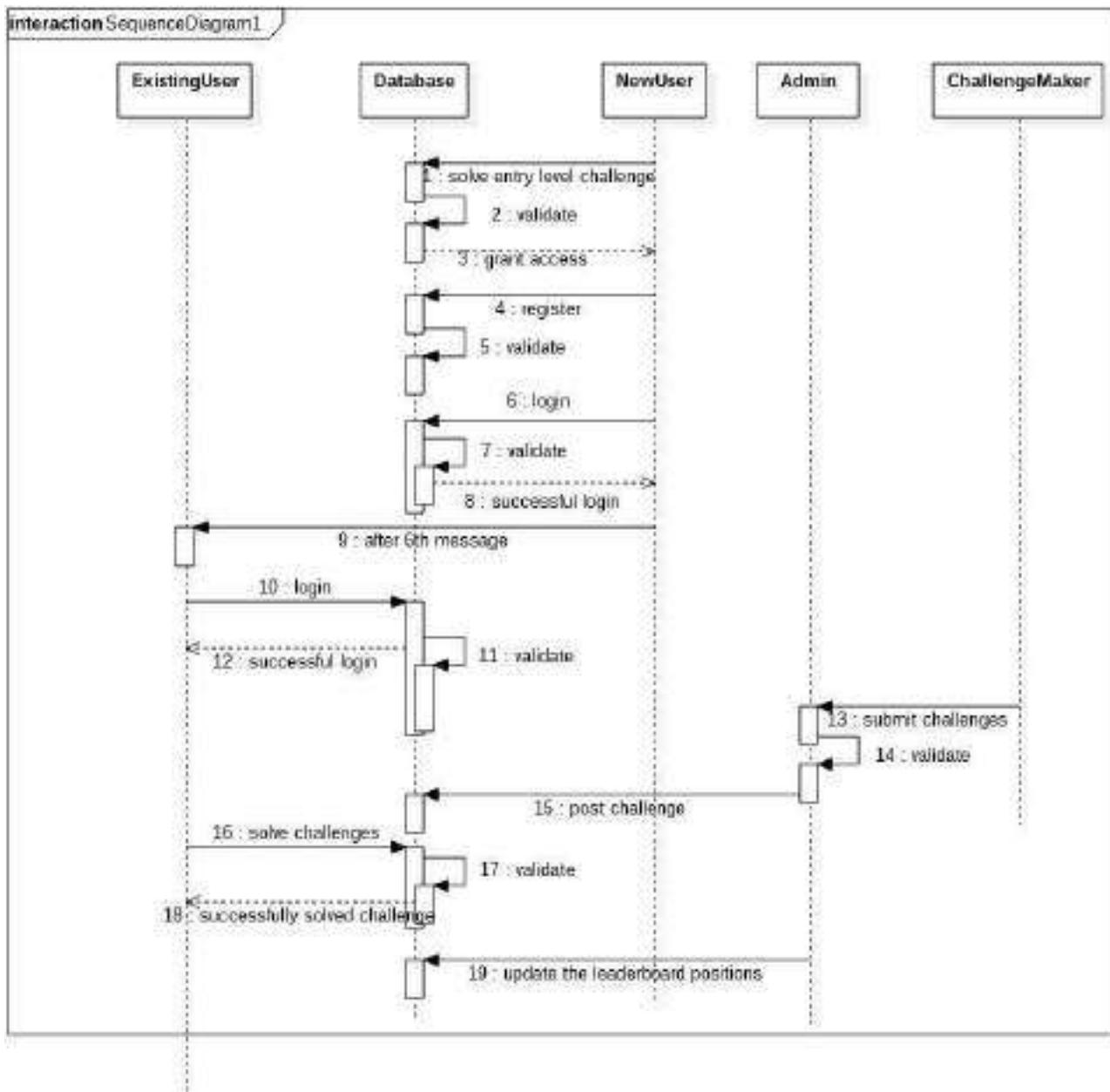
OBJECT DIAGRAM

Object Diagram for Online Hacking Portal.



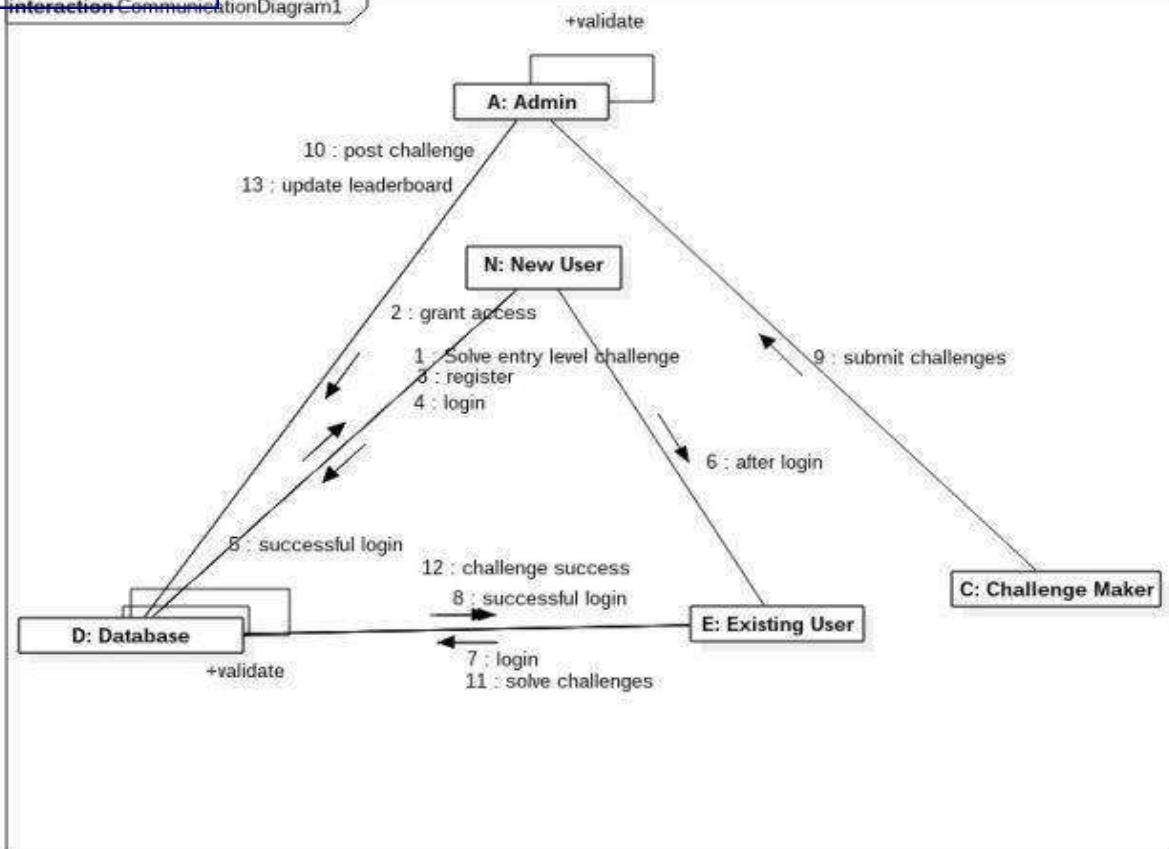
INTERACTION DIAGRAM

Sequence Diagram for Online Hacking Portal.



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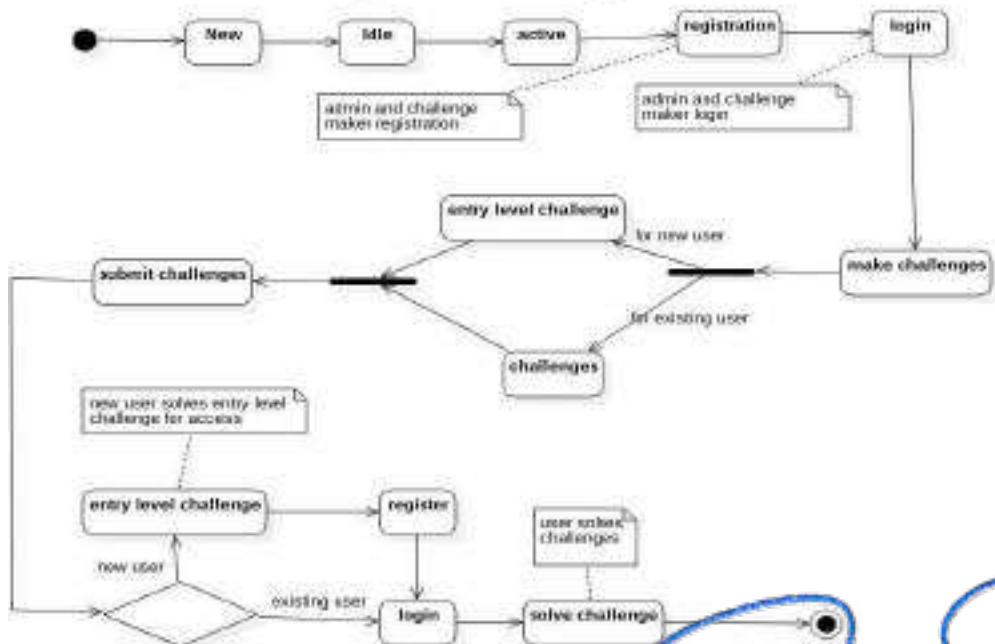
Interaction CommunicationDiagram1



STATE MACHINE DIAGRAM

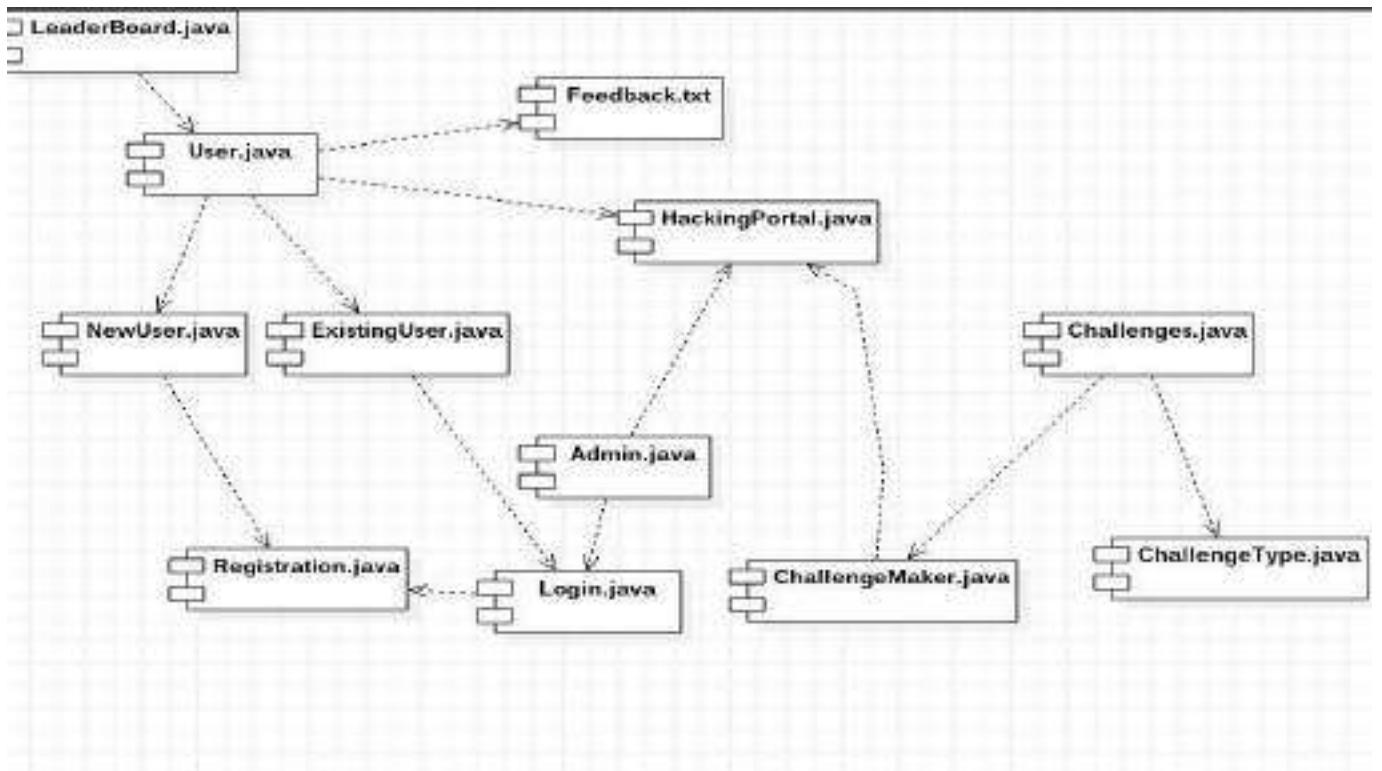
State Machine diagram for Online Hacking portal

State chart diagram for online hacking portal



COMPONENT DIAGRAM

Component Diagram for Online Hacking Portal.



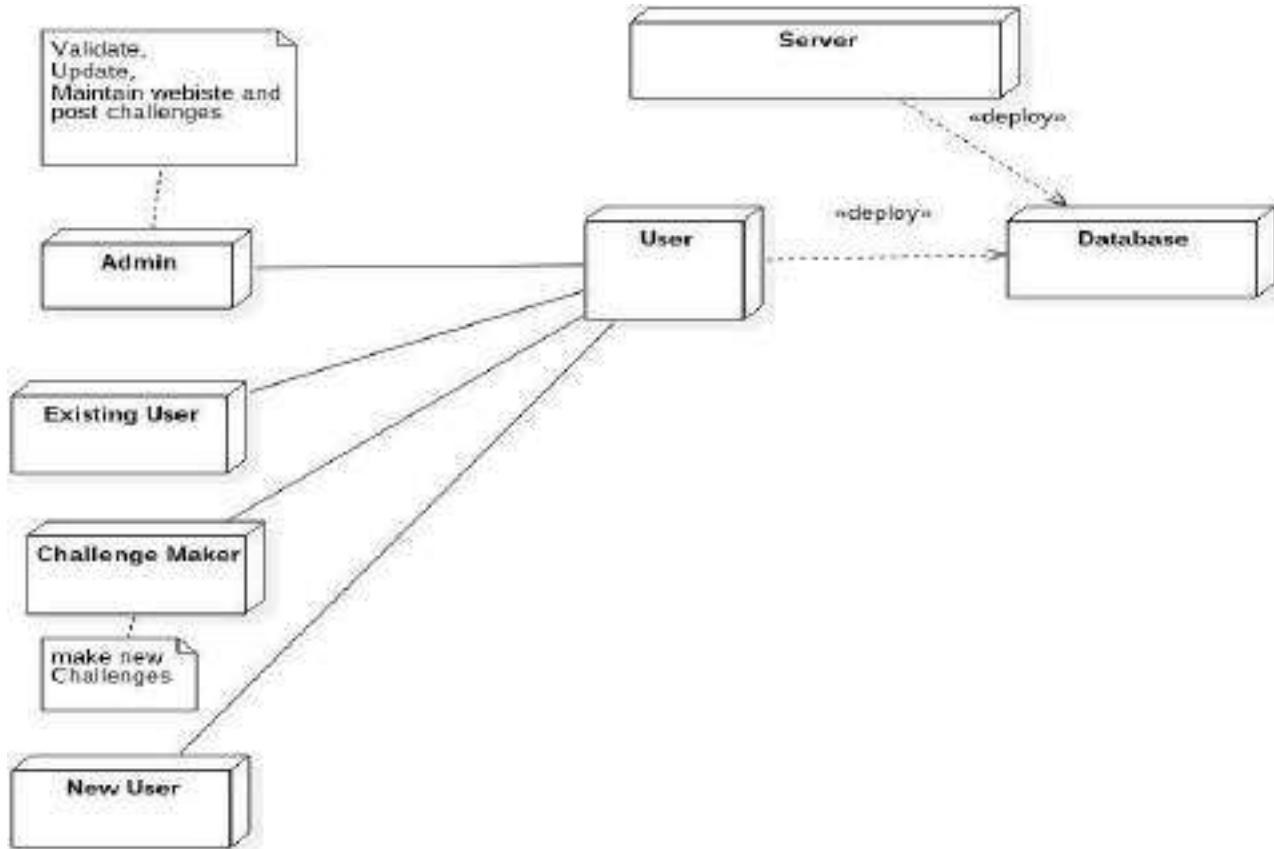
1. The component diagram consists of java and txt files like user.java, leaderboard.java, feedback.txt, challenges.java etc.,
2. User.java consists of two files-NewUser.java and ExistingUser.java.
3. Challenges.java depends on both-ChallengeMaker.java and ChallengeType.java.
4. Feedback.txt is used for taking the feedback details. Registration and login files have code for registrations and validations.
5. New user depends on hackingPortal.java for the entry level challenge and the existing user depends on hackingportal.java for solving challenges.



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DEPLOYMENT DIAGRAM

Deployment diagram for Online Hacking Portal.



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11. CASE STUDY FOR ONLINE PROPERTY SALE SYSTEM

USE CASE DIAGRAM

Use Case Specification for Booking Use Case

Pre-Condition: Customer must have an account in the website.

Main Flow:

1. Enter the Name, Address.
2. Enter 10-digit phone number
3. Confirm the phone number
4. Select the property.
5. Select the payment option
6. confirm

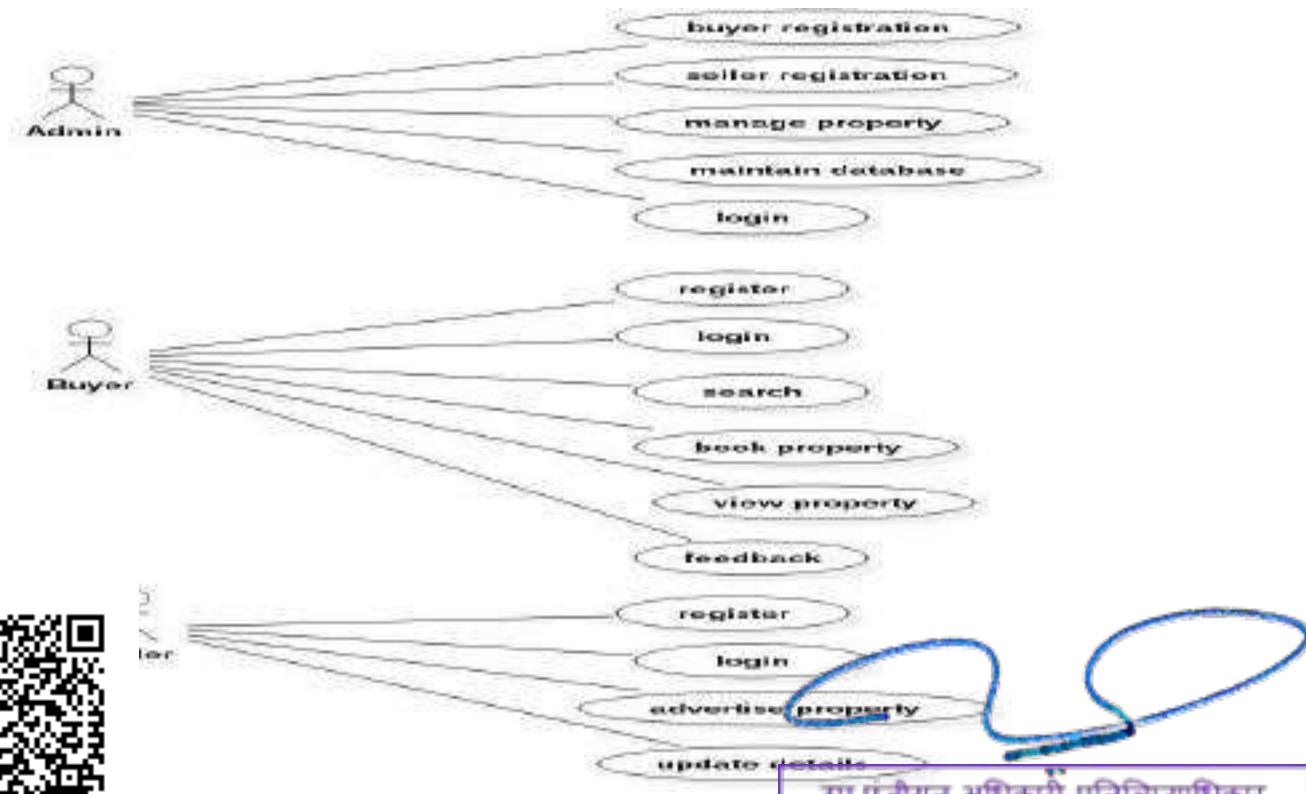
Alternate Flow:

1. Entered email address may not be registered.
2. Password may be invalid.

Post-Condition:

On successful completion order is booked

Use case diagram for Online Property Sale System



This case diagram is about online property sale which allows the customer to choose properties of his choice, book them and also buy if they are interested. He can also give feedback about the property which is taken care by the admin. There are two main actors in our use case:

- 1) **Buyer/Seller:** He can book the property or sell the property of his choice and also provide feedback about the property.
- 2) **Admin:** He takes care of payment issues, property bookings, informing seller and also reviewing the feedback.

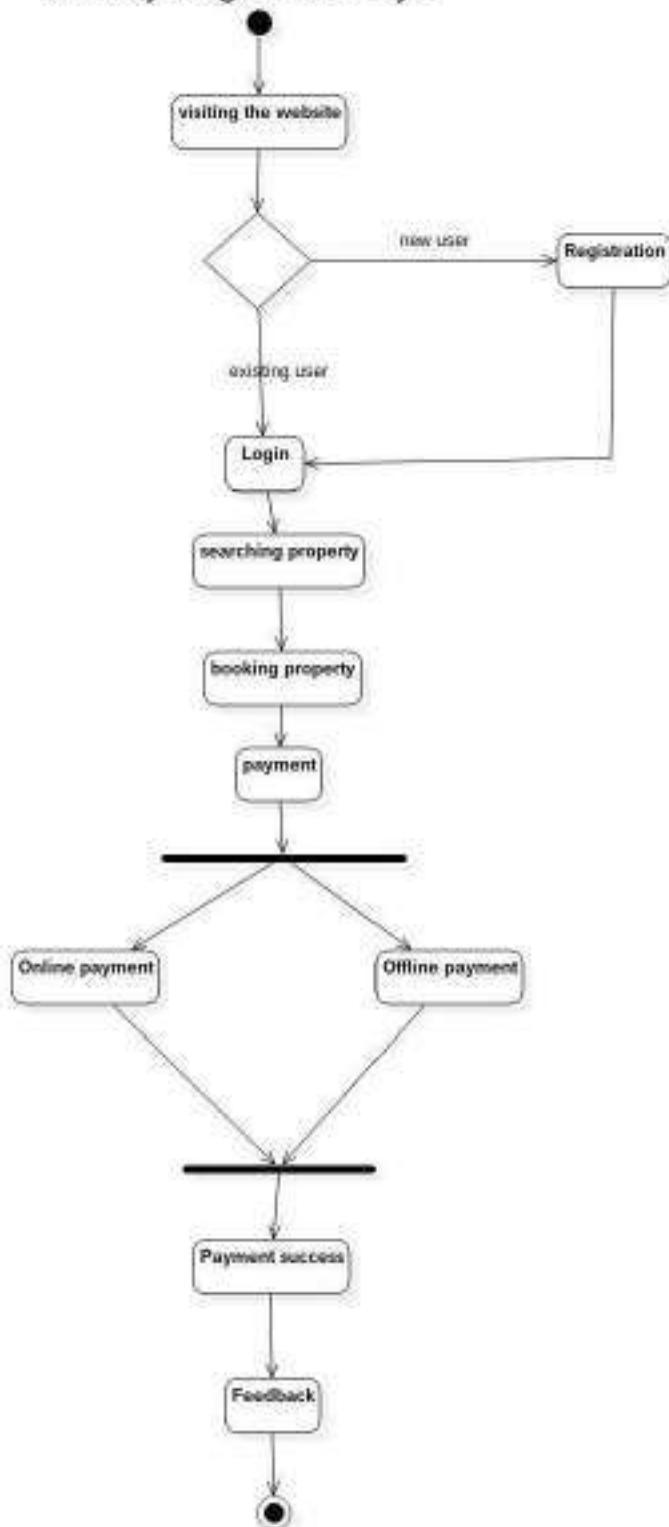
ACTIVITY DIAGRAM

Activity diagram for Online Property Sale System

Activity Diagram for admin



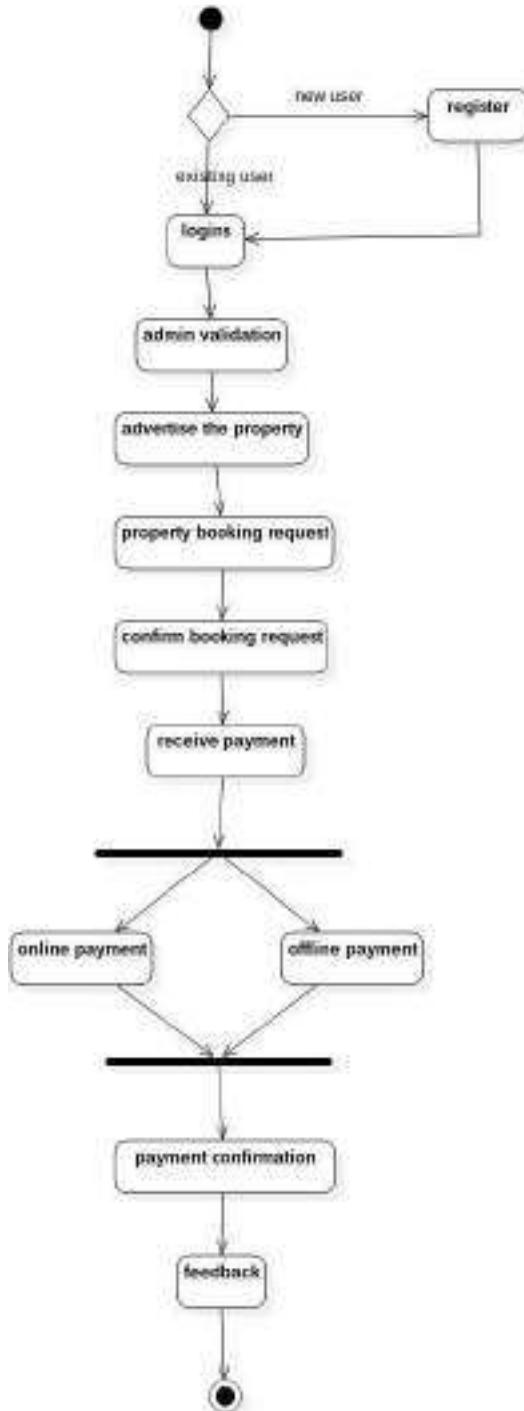
Activity diagram for buyer



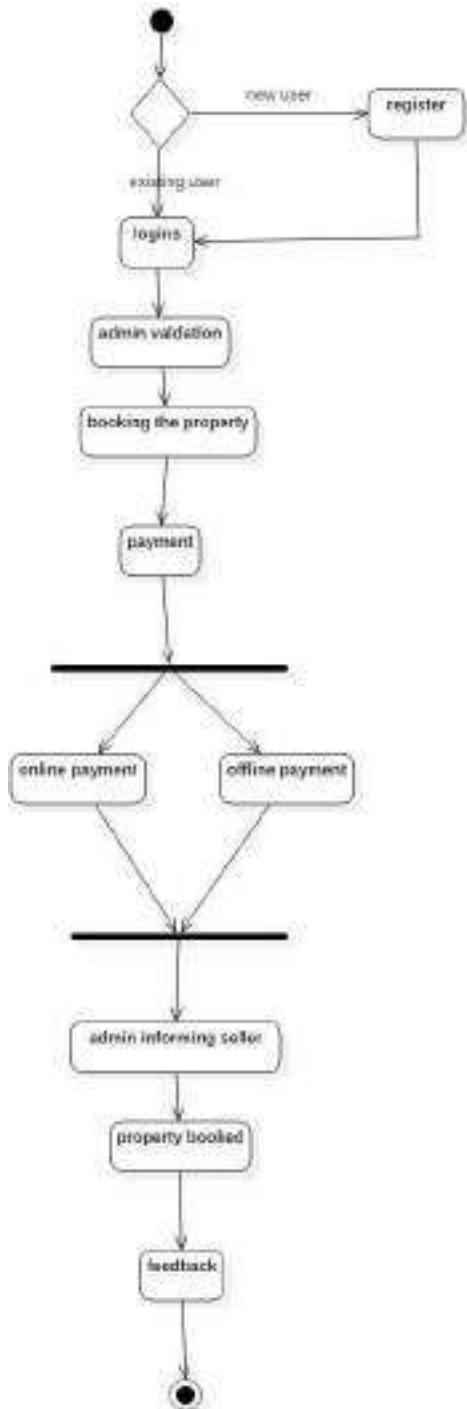
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activity diagram for seller

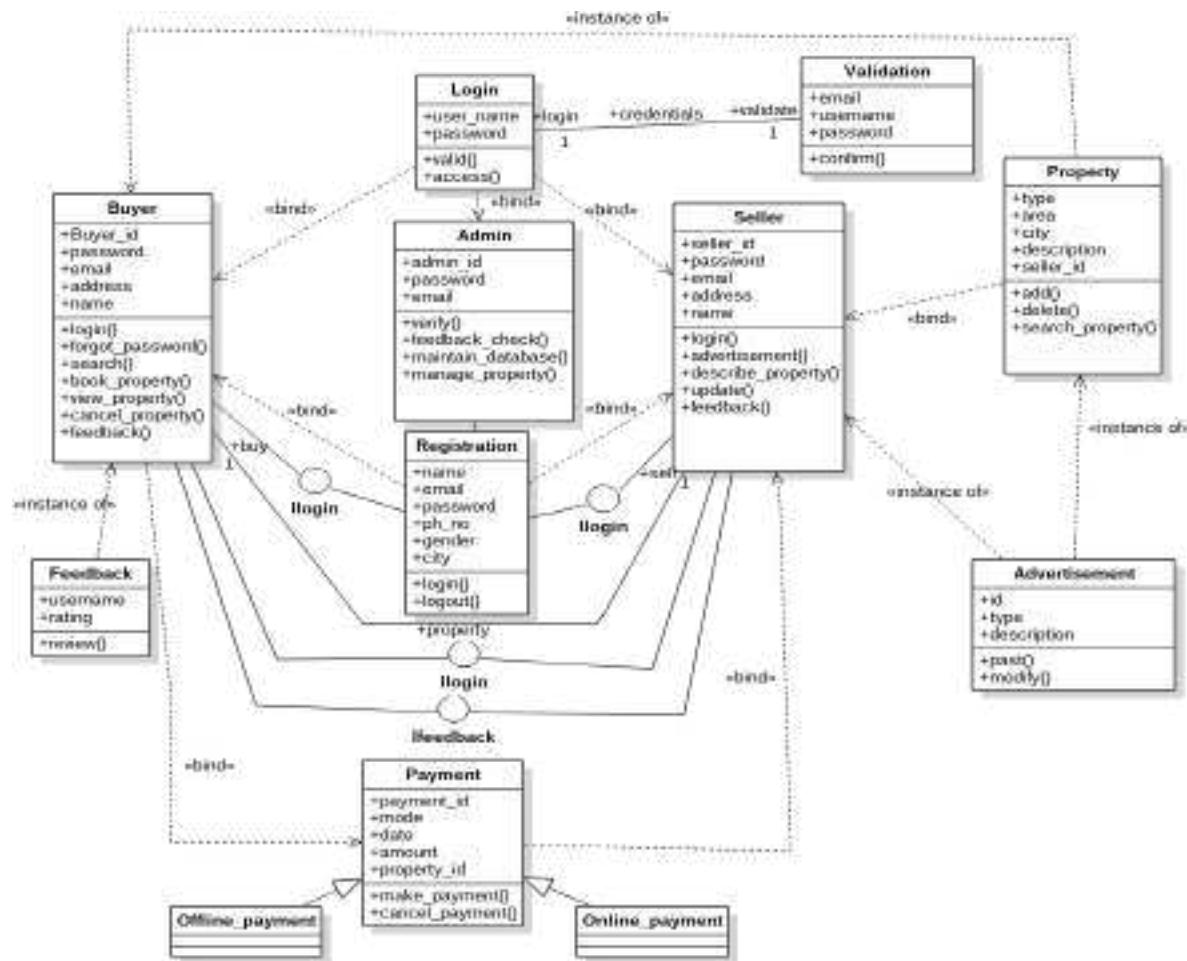


Combined Class Diagram



CLASS DIAGRAM

Class diagram for Online Property Sale System



In this class diagram there are about 10 classes and they are defined as:

Buyer class: This class has many attributes such as id, name, phone, address of the customer and it also has operations such as registration, login, and feedback.

Seller class: This class has many attributes such as id, name, phone, address of the customer and it also has operations such as registration, login, and feedback.

Property class: This class attributes such as goods id, quantity, supplier, time and date and the operations are placing order and bill details.

Registration class: This class is used for account validation and takes in all the details of the customer including password and username and operations are storing the details and confirmation.



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Date 08/01/2020

Login class: This class checks the password and username entered and validates with the already existing credentials in the database.

Payment class: This class is used for payment services that are provided after booking the goods and the attributes are goods id, customer id and operations provided are validation and confirmation.

Feedback class: This stores the feedback provided by the customer about the product and attributes of this class are goods id, customer id, and message.

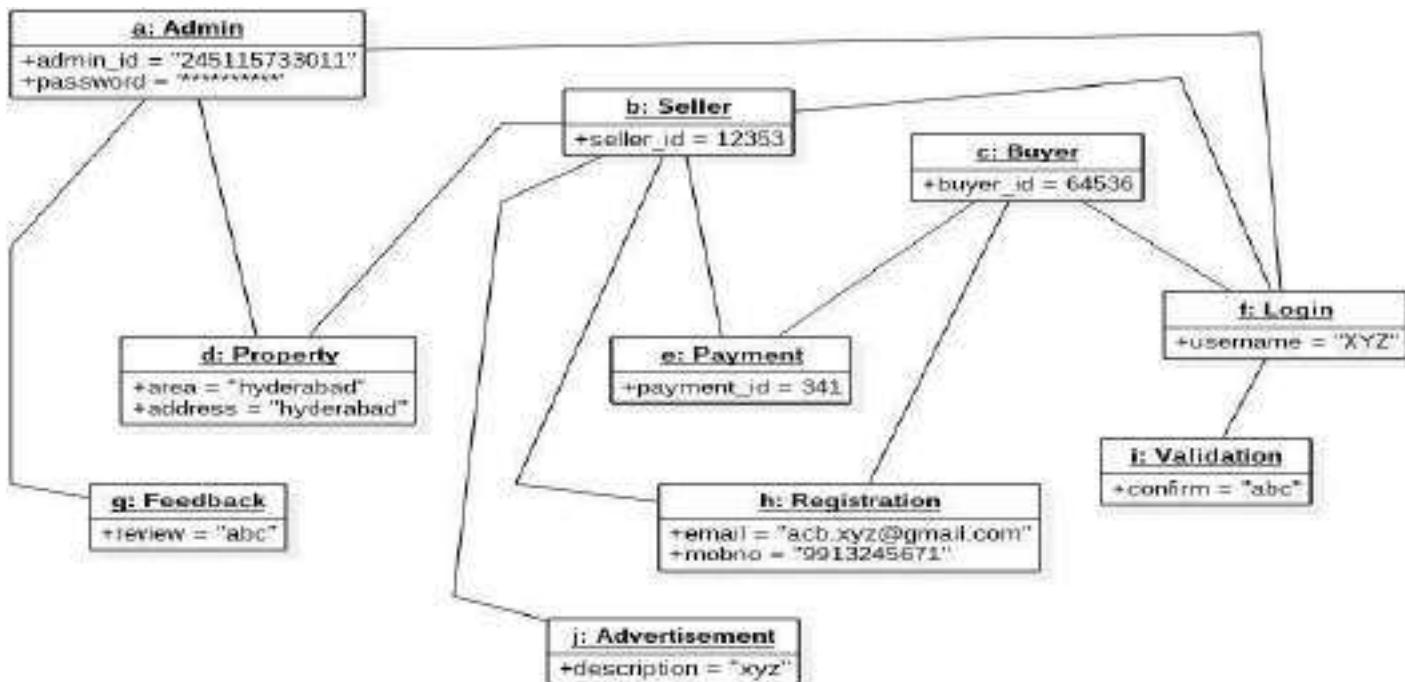
Admin class: This is a class where admin books the goods and orders them to the supplier and also attributes are supplier, goods id, customer id an operations are confirmation, inform courier agent.

Advertisement class: This class provides advertisement of the properties.

Database class: This stores all the details of the goods and customer credentials and also plays a huge role in the system.

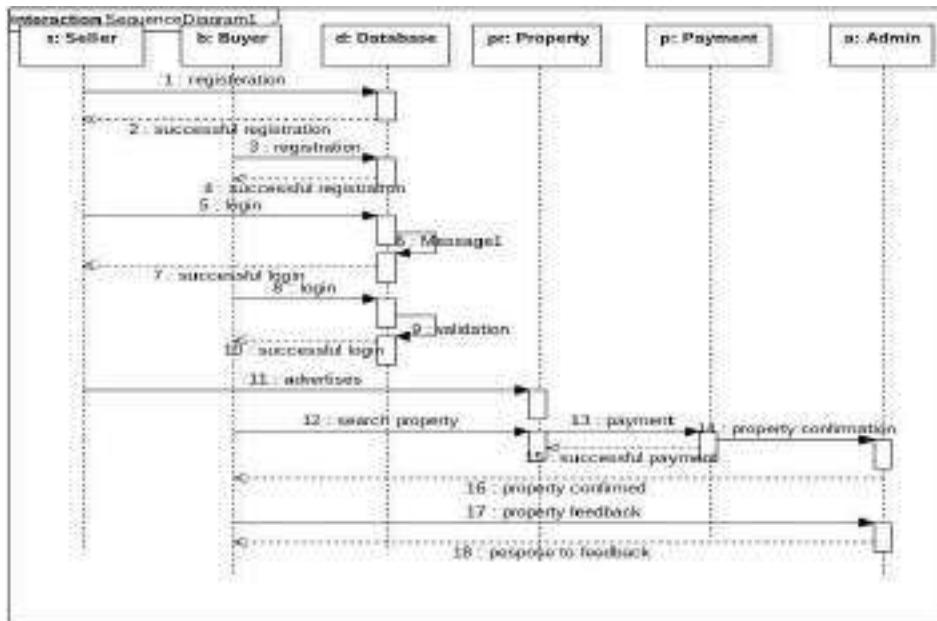
OBJECT DIAGRAM

Object Diagram for Online Property Sale System

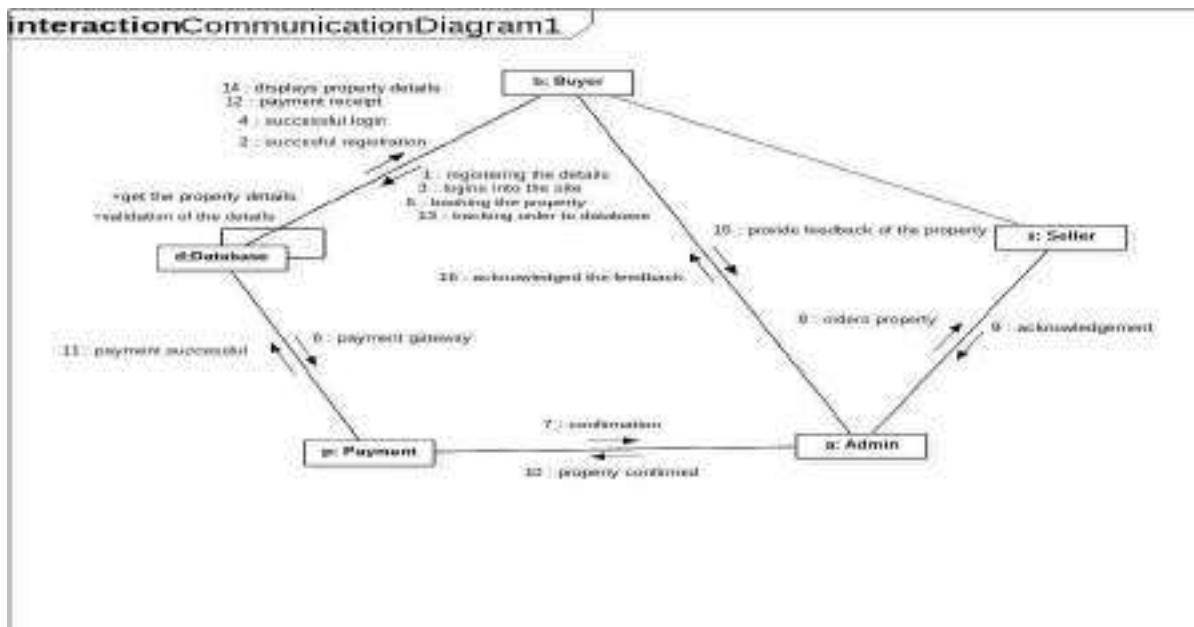


INTERACTION DIAGRAM

Sequence Diagram for Online Property Sale System

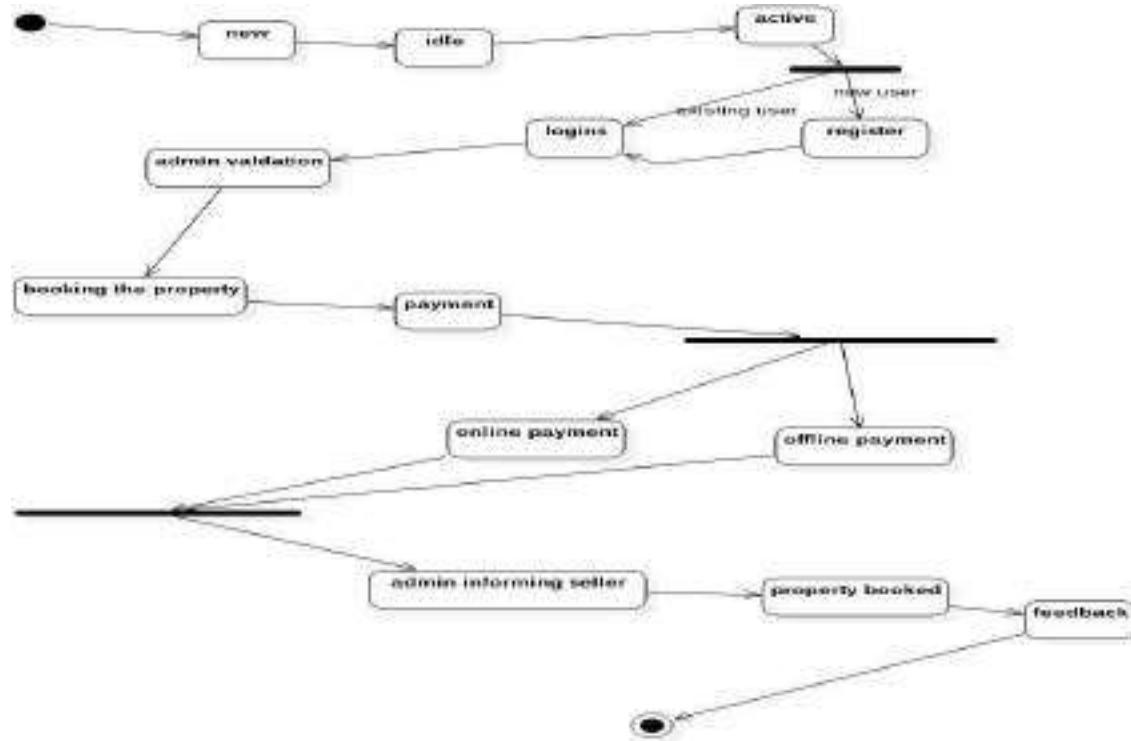


Collaboration Diagram for Online Property Sale System

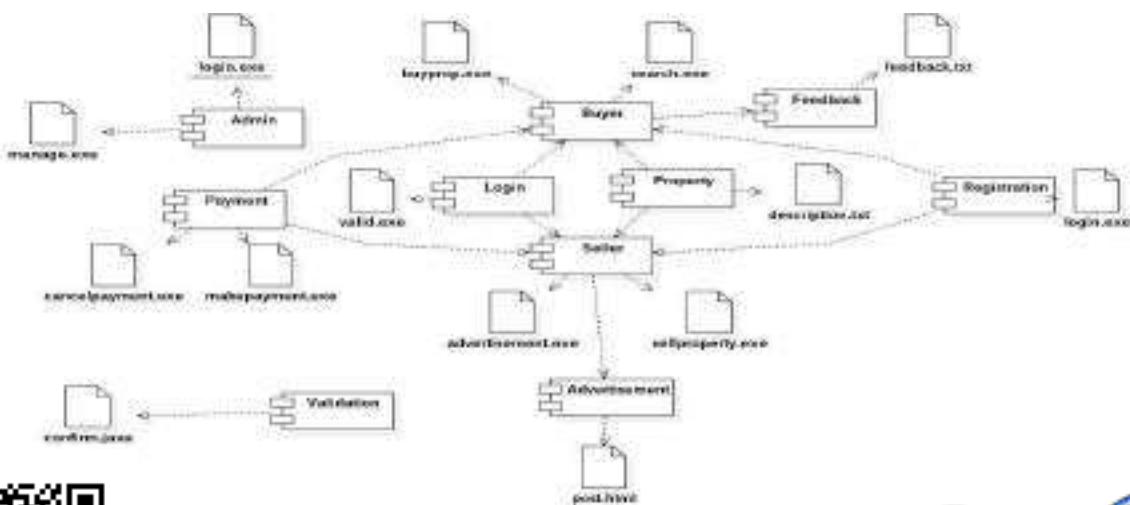


STATE MACHINE

State Machine diagram for Online Property Sale System

**COMPONENT DIAGRAM**

Component Diagram for Online Property Sale System

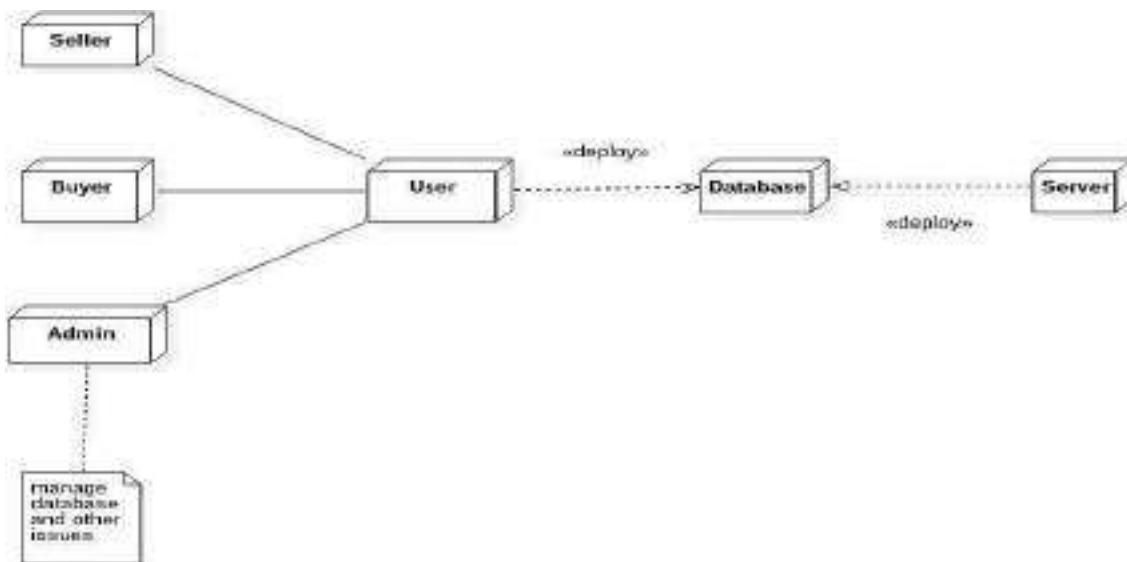


The component diagram consists of all the classes with their txt and exe files.

- Customer.exe which is a component consists of register.txt, login.txt, feedback.txt.
- Registration and login are java files which have code for registrations and validations.
- Property.java component has booking.exe.
- Payment .java is divided into offlinepayment.java and online payment .java.
- tracking.java has confirmation.exe.
- customer.java component has feedback.txt which is used for taking in the feedback details.
- admin.java component has manage.exe which is used to verify properties and provide the status of the payment.

DEPLOYMENT DIAGRAM

Deployment diagram for Online Property Sale System



12. CASE STUDY FOR PHARMACY MANAGEMENT SYSTEM

USECASE DIAGRAM

Use Case Specification for Booking Use Case

Pre-Condition: Customer must have a prescription from the doctor.

Main Flow:

1. Customer must have a prescription by the doctor
2. Enter 10-digit phone number.
3. Confirm the phone number.
4. Confirm and buy the medicine.
5. Select the payment option
6. Confirm.

Alternate Flow:

1. Prescription may not be from a certified doctor.
2. Medicine may be out of stock.

Post-condition:

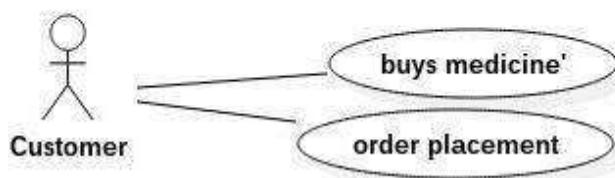
On successful completion ordered medicine is bought.

Procedure

1. Right click on the model
2. Select Add Diagram - Use Case diagram

Use case diagram for Pharmacy Management System

Use case diagram for Customer



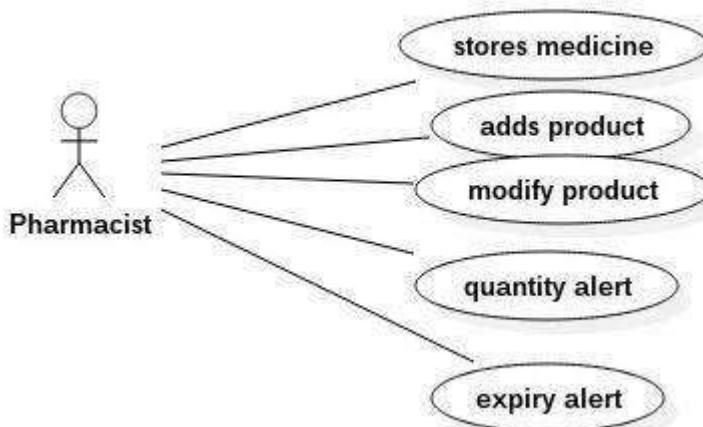
In our customer use case diagram, the customer with the doctor prescription places order for medicine and provides feedback for the service.

Use case diagram for cashier



In cashier use case diagram, the cashier checks the availability for the medicine and informs the customer that if there is no stock and informs the manager that a particular medicine is out of stock or about to complete. Otherwise, the cashier takes the order and sales medicine, maintain the bills.

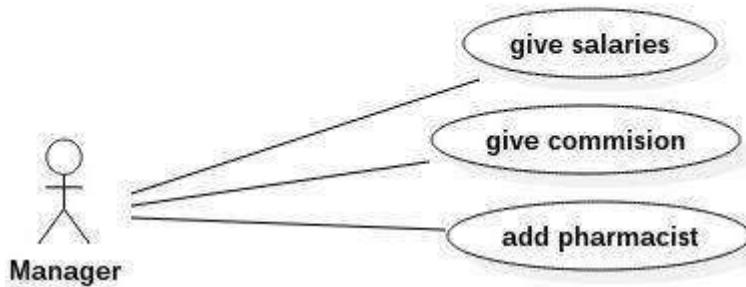
Use case diagram for Pharmacist



The pharmacist in our case has a crucial role to play in. He has to take care of the expiry of specific medicine and need to keep the update of each medicine. When a new medicine arrives to the store he has to add the product to the store (medicine available list). And the quantity available should be updated every time customer buys the product, pharmacist has to decrement the quantity of medicine in the medicine available list.

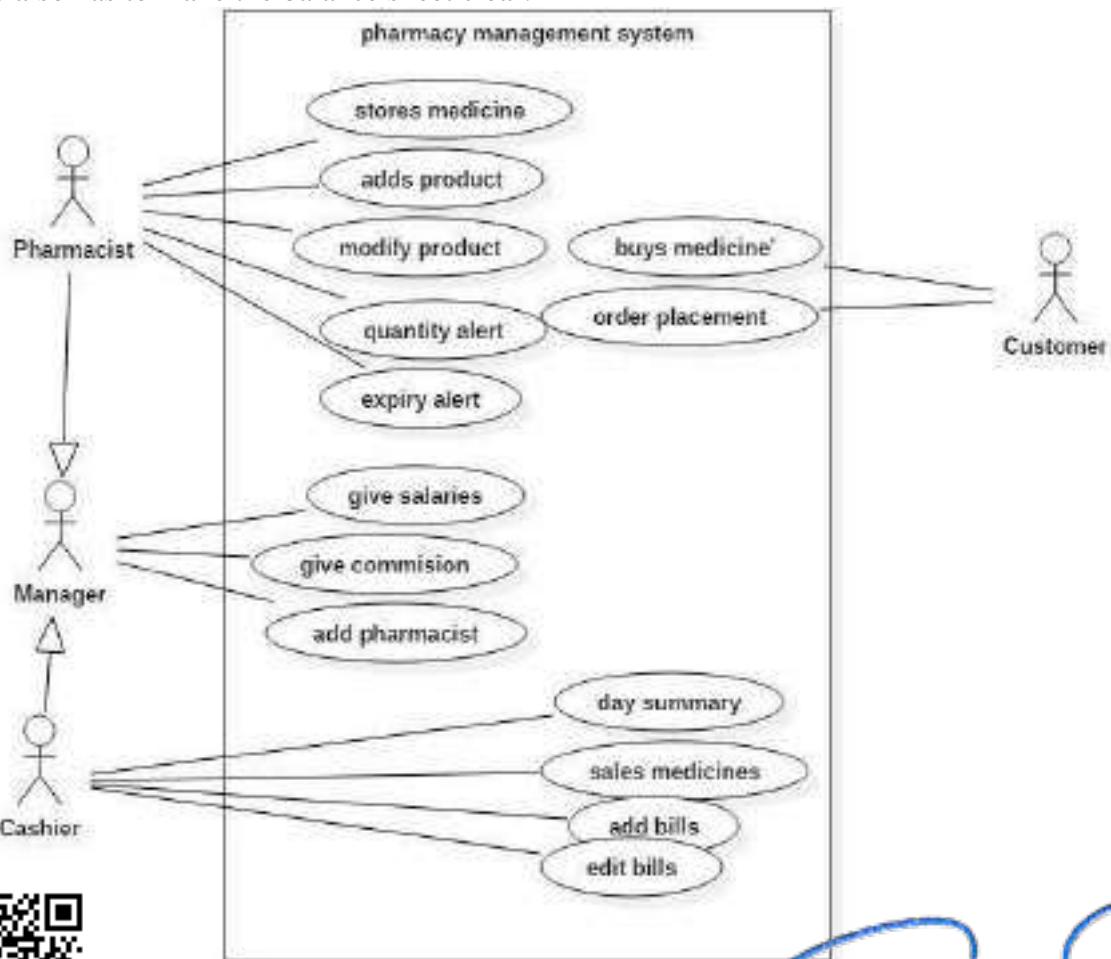


Use case diagram for manager



In our manager use case diagram, the manager performs certain operations like giving salaries to staff and also maintains the accounts details, he may also need to give some commission to the distributor of medicine. He needs to update the staff if he places a new staff member.

He also has to make the balance sheet clear.



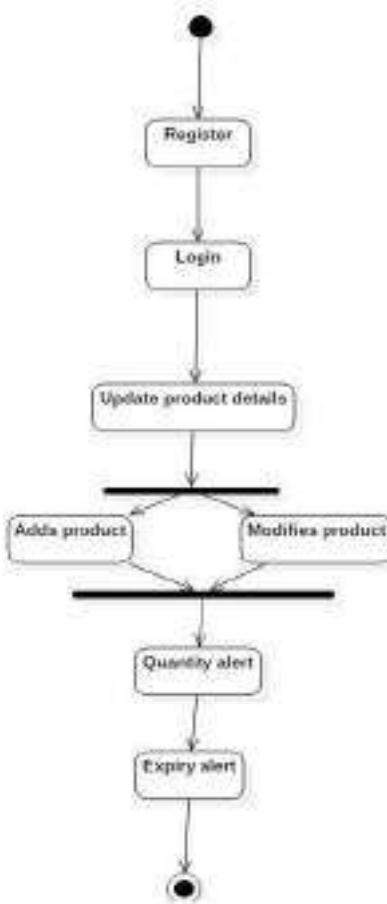
Our use case diagram is about a medical pharmacy management system which allows the customer to buy for medicine required only prescribed by the doctor and also pharmacy members to maintain the quantity of medicine, balance sheet , salaries given by the manager to staff, a pharmacist to maintain the expiry date of the medicine . There are four main actors in our use case diagram:

- 1) Customer: He can buys the medicine required as prescribed only by the doctor, pays money for what he bought and gives feedback for the service and maintenance.
- 2) Cashier: He takes care of bills and payment and passes the order if medicine is available, and may edit the bills as per requirement of the customer.
- 3) Pharmacist: He takes care of quantity of medicine available. He regularly keeps checking the expiry of the medicine available in the store. And adds new products to store if new medicine arrives at warehouse.
- 4) Manager : He has to take care of day summary and giving salaries to the staff, if stock is about to exhaust , he has to inform the distributor for specific medicine.

ACTIVITY DIAGRAM

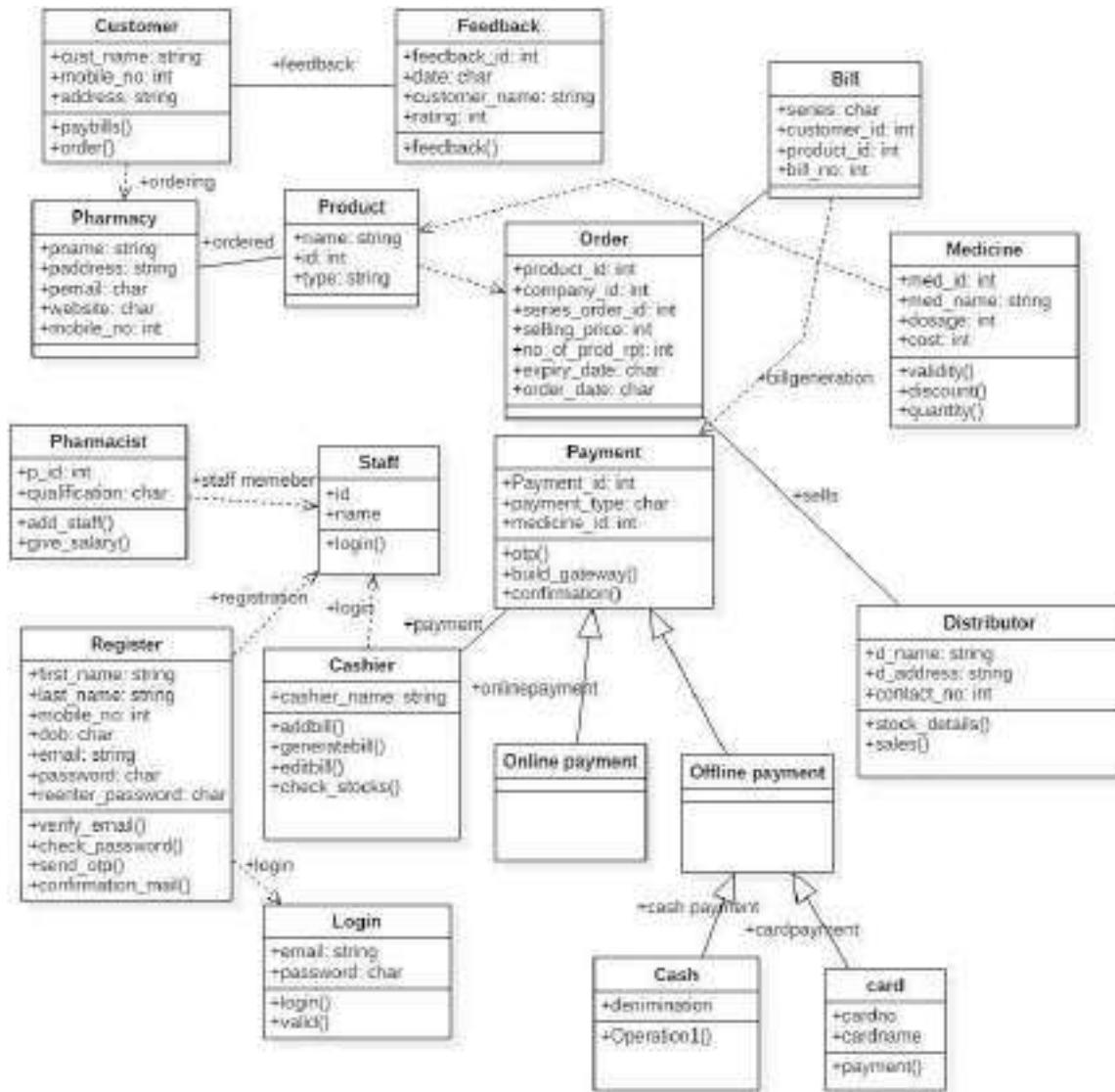
Activity diagram for Pharmacy Management System

Activity diagram for pharmacist



CLASS DIAGRAM

Class diagram for Pharmacy Management System.



In our class diagram there are about 15 classes and they are:

Customer class: This class has many attributes such as id, name, phone, address and it has operations such revisited customer has special discount.

Pharmacist class: This class has attributes as Id and qualification of pharmacist and it has operations such as add staff and give salary to staff.

Pharmacy class: This class has attributes such as name, address, email, website and mobile number of pharmacy and it has no operations.

Register class: This class has attributes such as first name, last name, mobile number, date of birth, email, password and password confirmation and operations such as verify email, check password, send otp and n mail.

∴ This class has attributes such as email and password and it has operations such as login and



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This class has attributes such as product name, id and type of the product and it has no operations.

Feedback class: This class has many attributes like feedback id, date, customer name and rating and has one operation i.e. feedback.

Staff class: This class has two attributes which are staff id and name and this class has an operation i.e. login.

Cashier class: This class has one attribute, i.e. cashier name and it has operations such as add bills, generate bills, edit bills and check stock. This class will perform actions related to billing.

Order class: This class has many attributes such as product id, company id, series order id, selling price, number of products, order date and expiry date and has no operations.

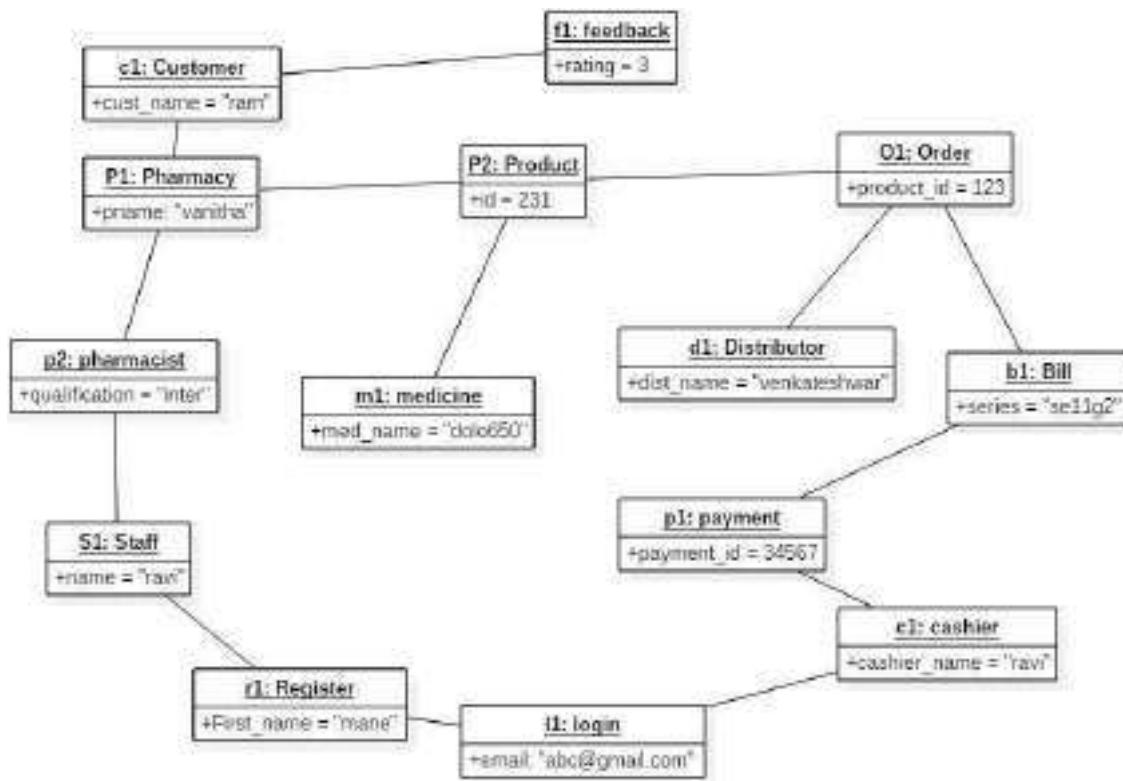
Payment class: This class has attributes such as payment id, medicine id and payment type and has operations such as otp, build gateway and confirmation. This class is used for payment process.

Bill class: This class has attributes such as series, customer id, product id and bill number and has no operations. This class is used to store information about bills.

Medicine class: This class has attributes such as medicine id, name, dosage and the cost of the medicine. It contains information about all the medicines and this class has no operations.

OBJECT DIAGRAM

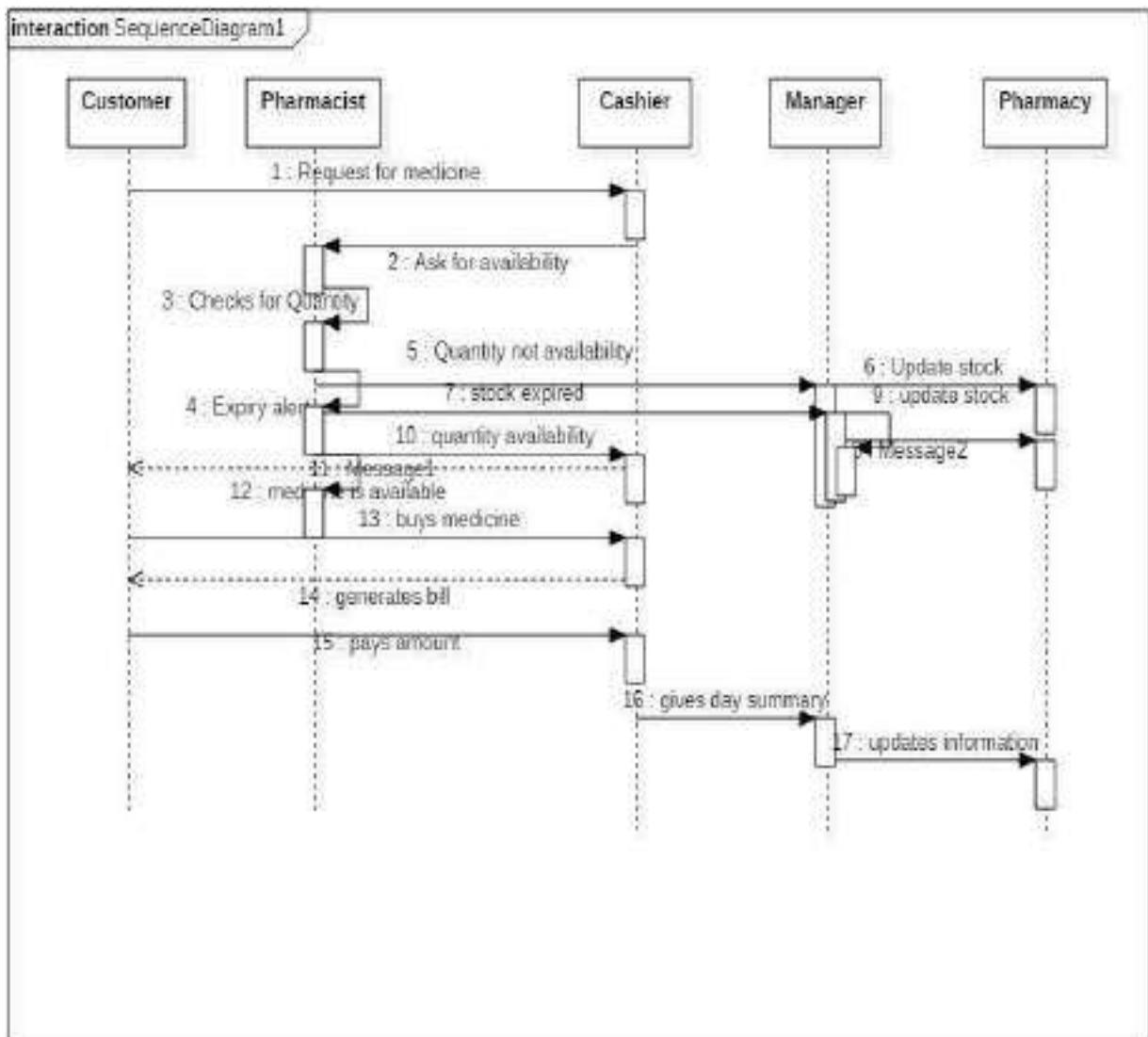
Object diagram for Pharmacy Management System



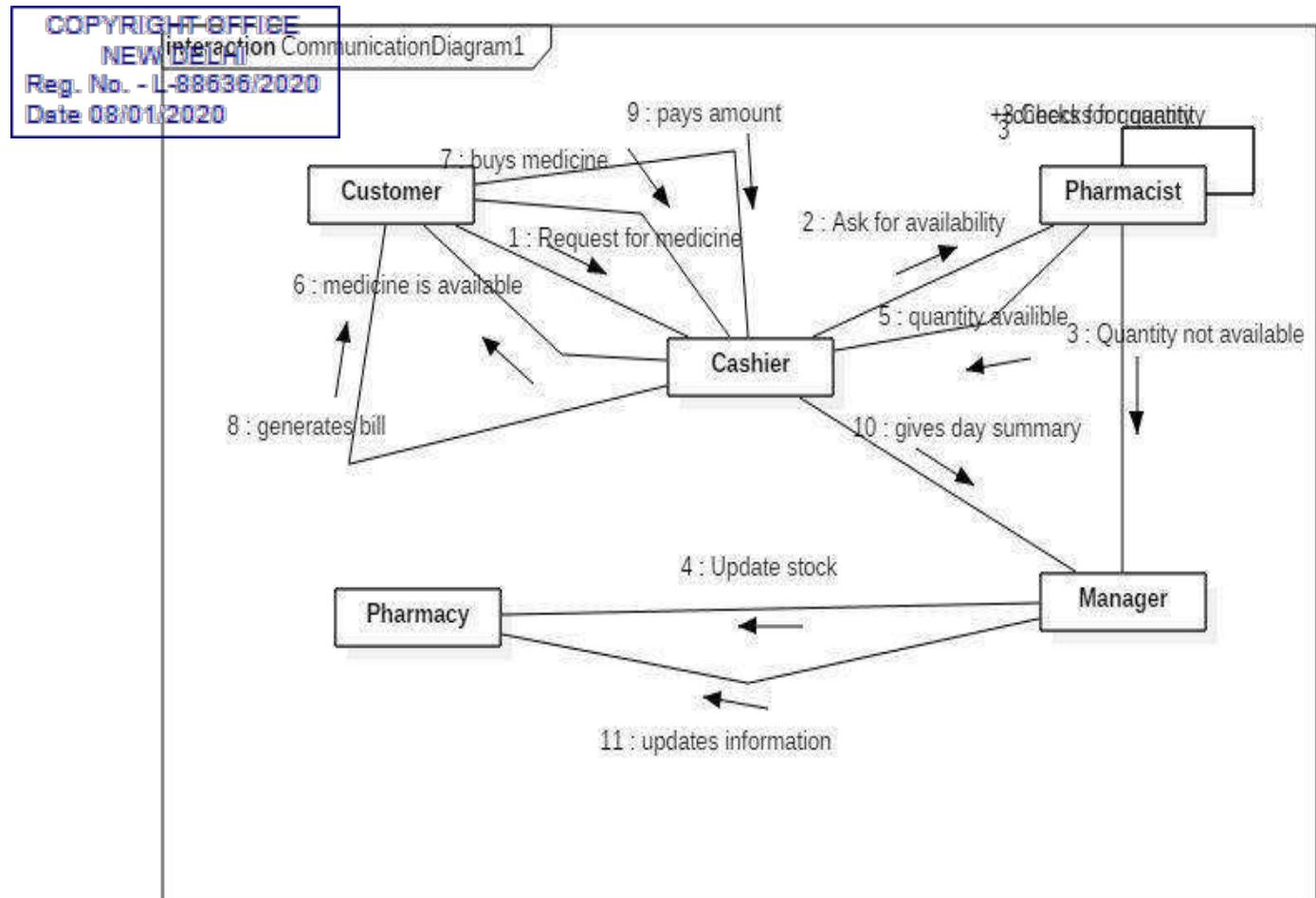
INTERACTION DIAGRAM

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Sequence Diagram for Buying medicine in Pharmacy



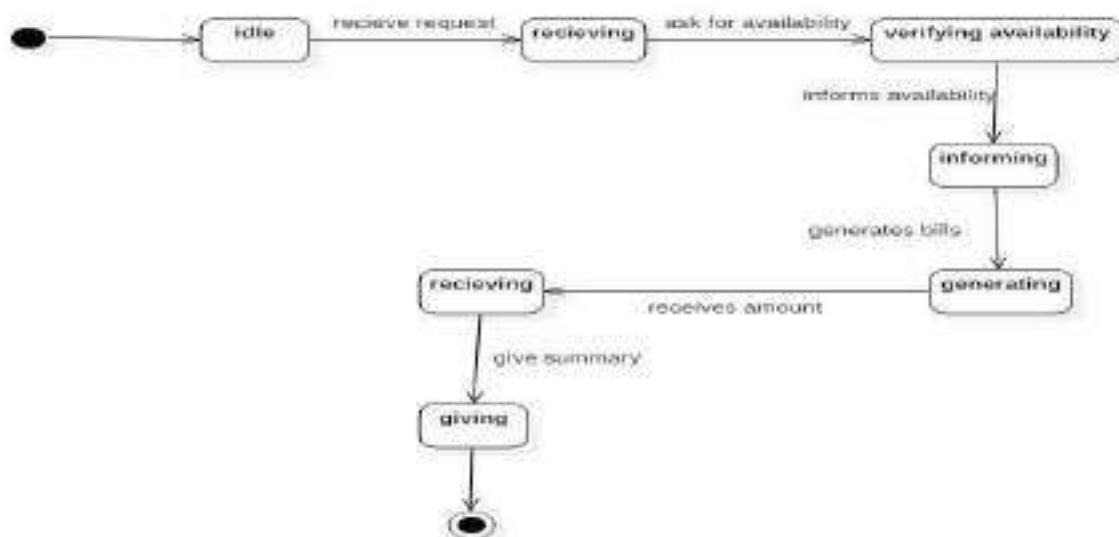
Collaboration Diagram for Customer Buying Medicine:



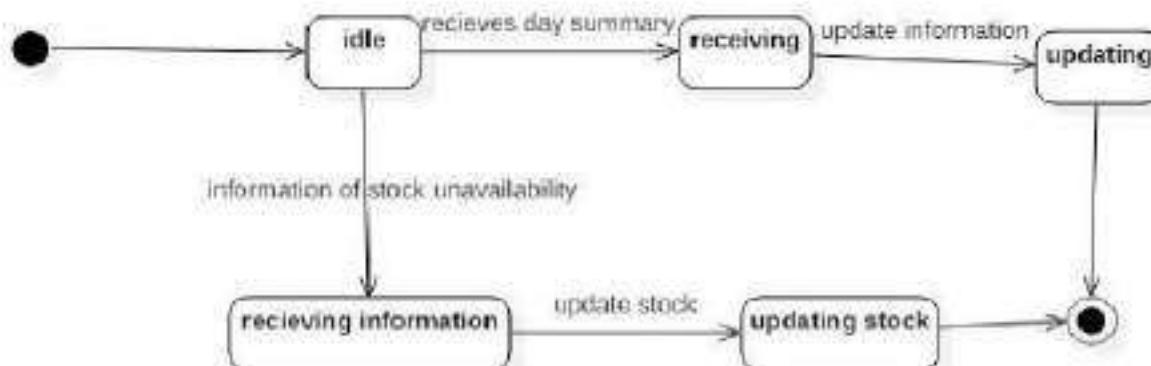
STATE MACHINE DIAGRAM

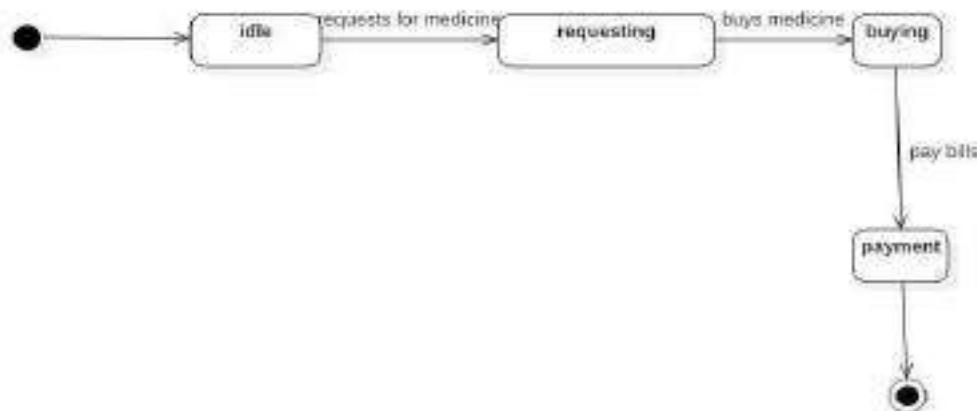
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State machine cashier

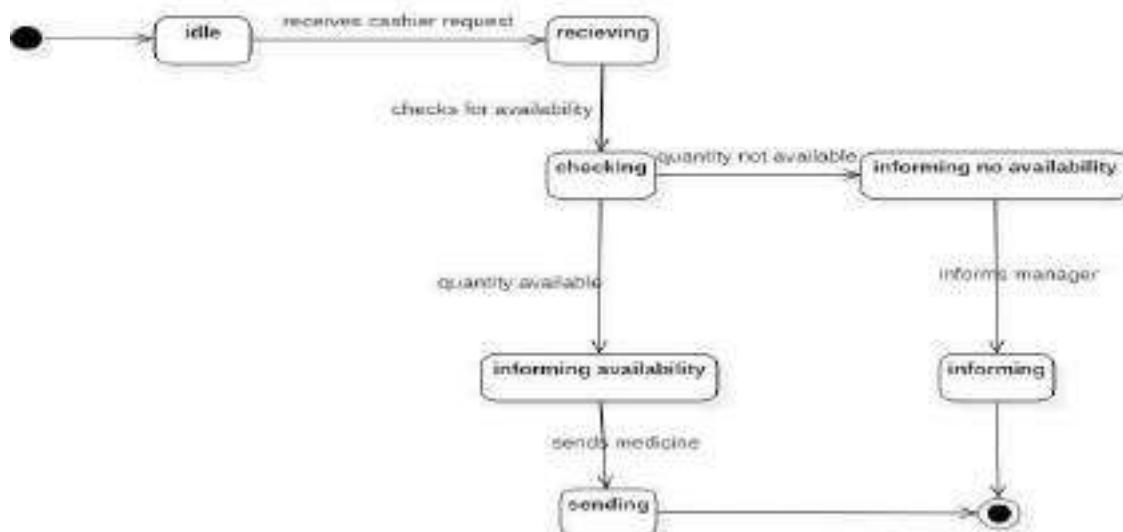


State machine for manager





state machine diagram for pharmacist



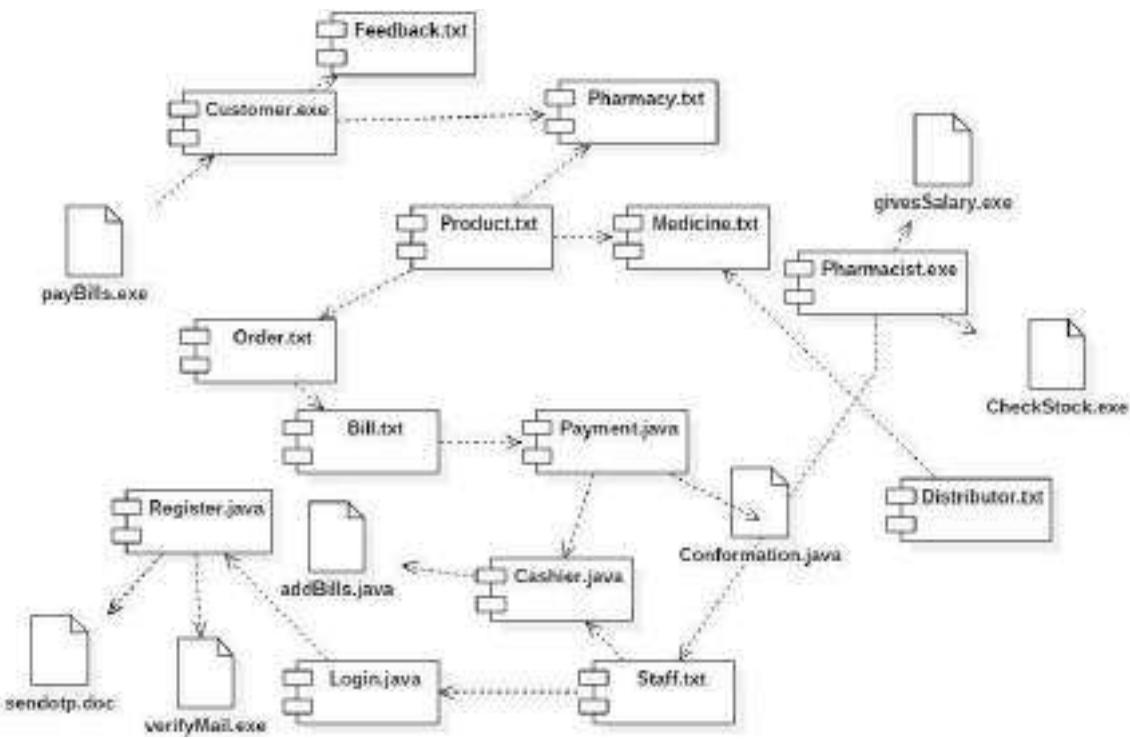
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COMPONENT DIAGRAM

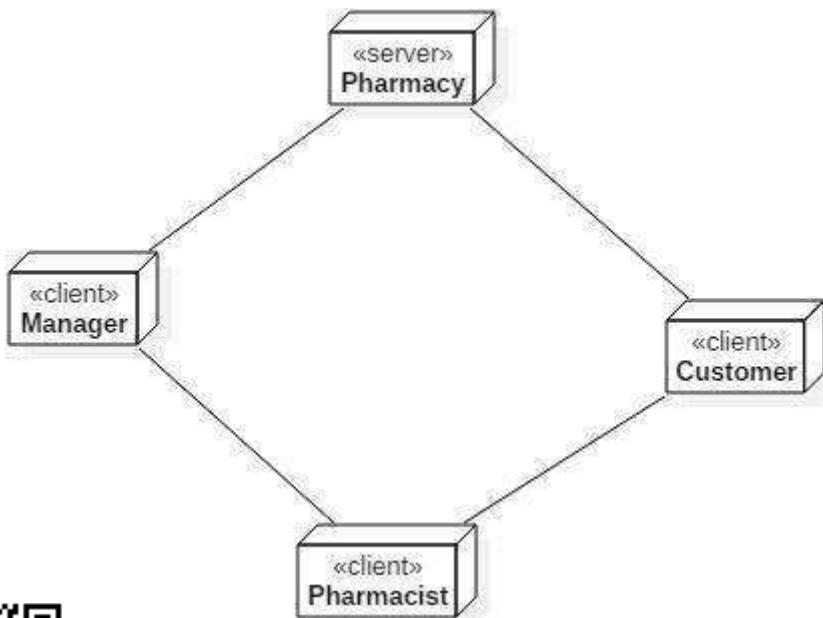
Component Diagram for Pharmacy Management System



The component diagram consists of all the classes with their txt and file.

DEPLOYMENT DIAGRAM

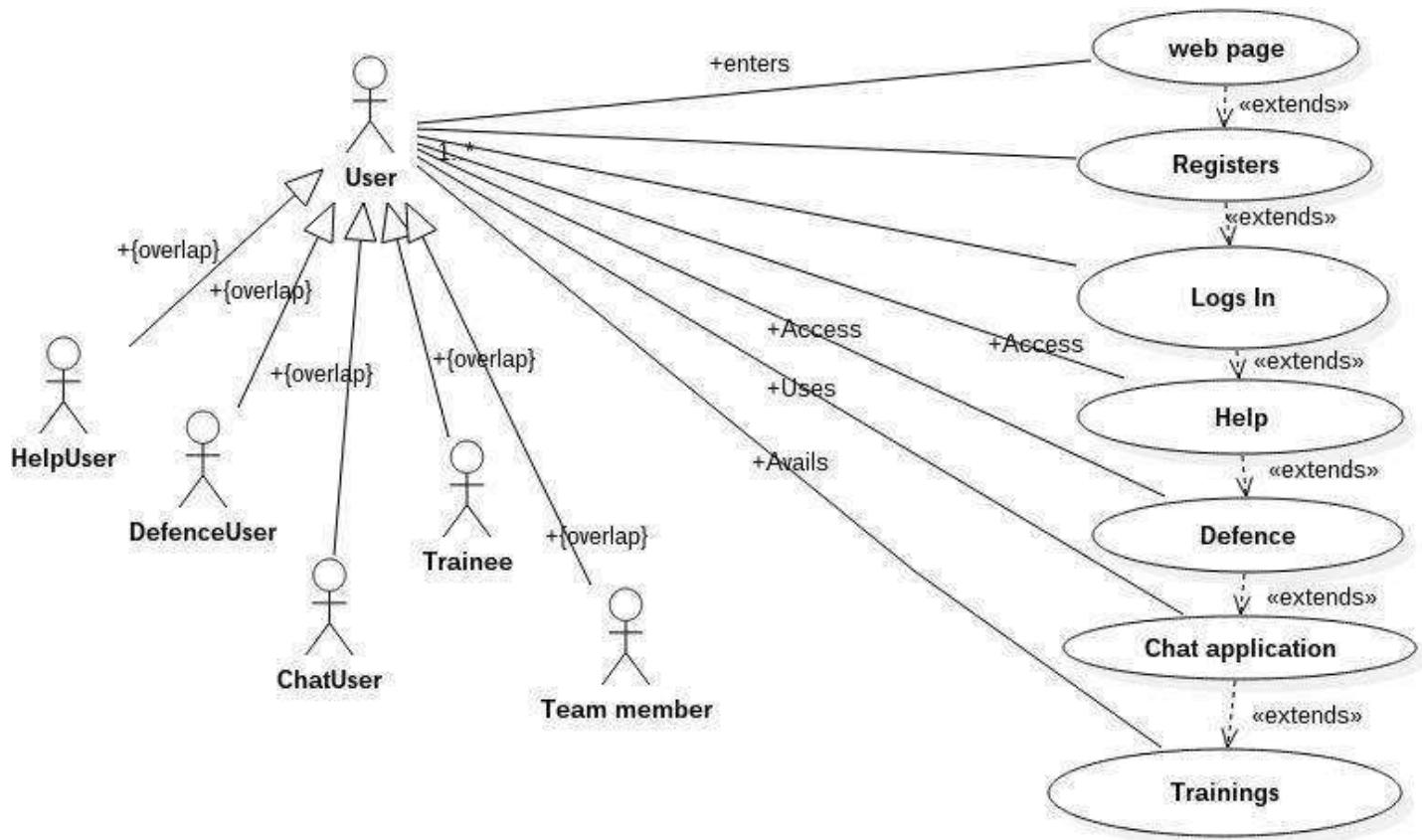
Deployment diagram for Pharmacy Management system



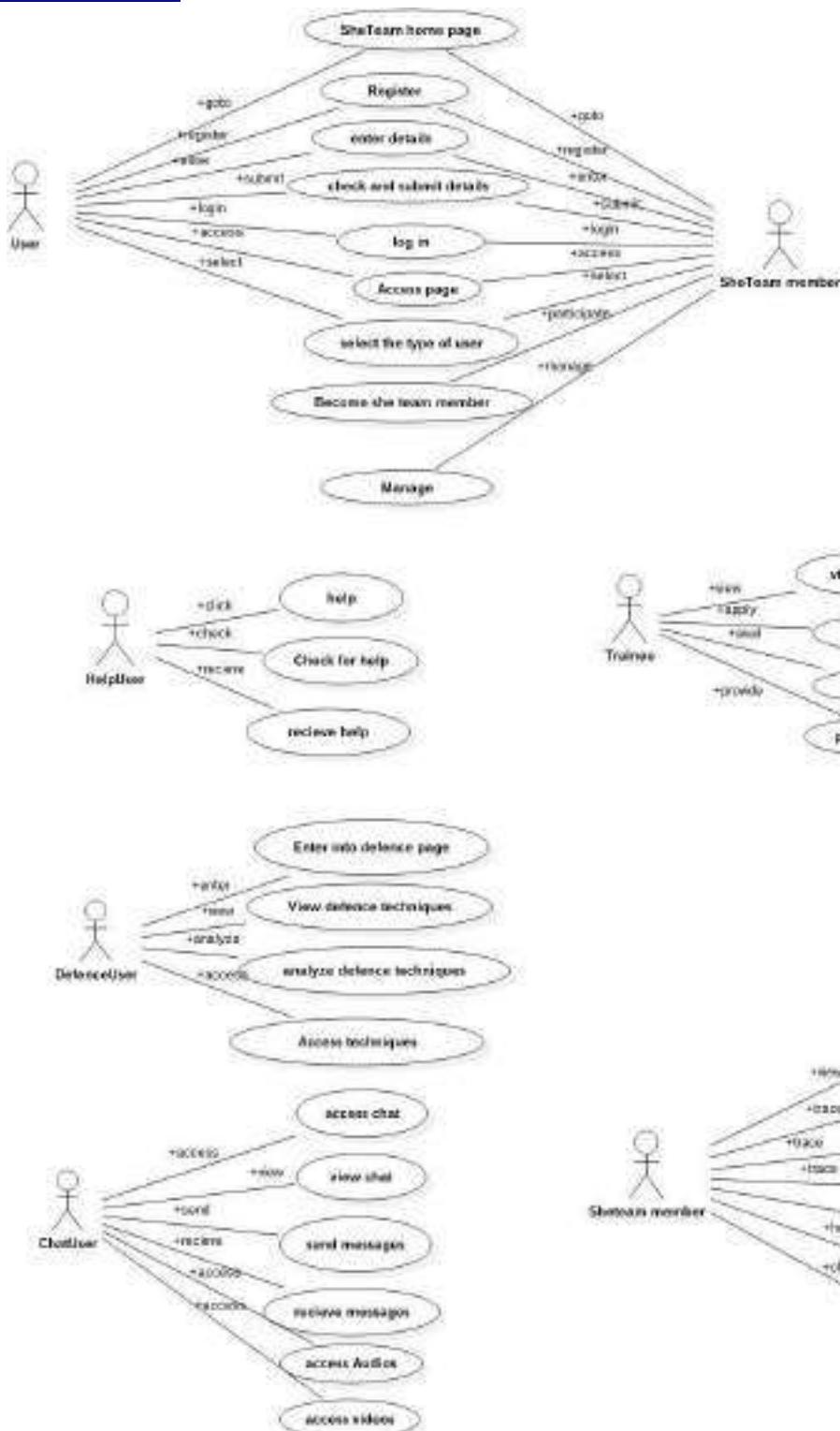
13. CASE STUDY FOR SHE TEAM MANAGEMENT

USE CASE DIAGRAM

Use case diagram for SHE TEAM MANAGEMENT



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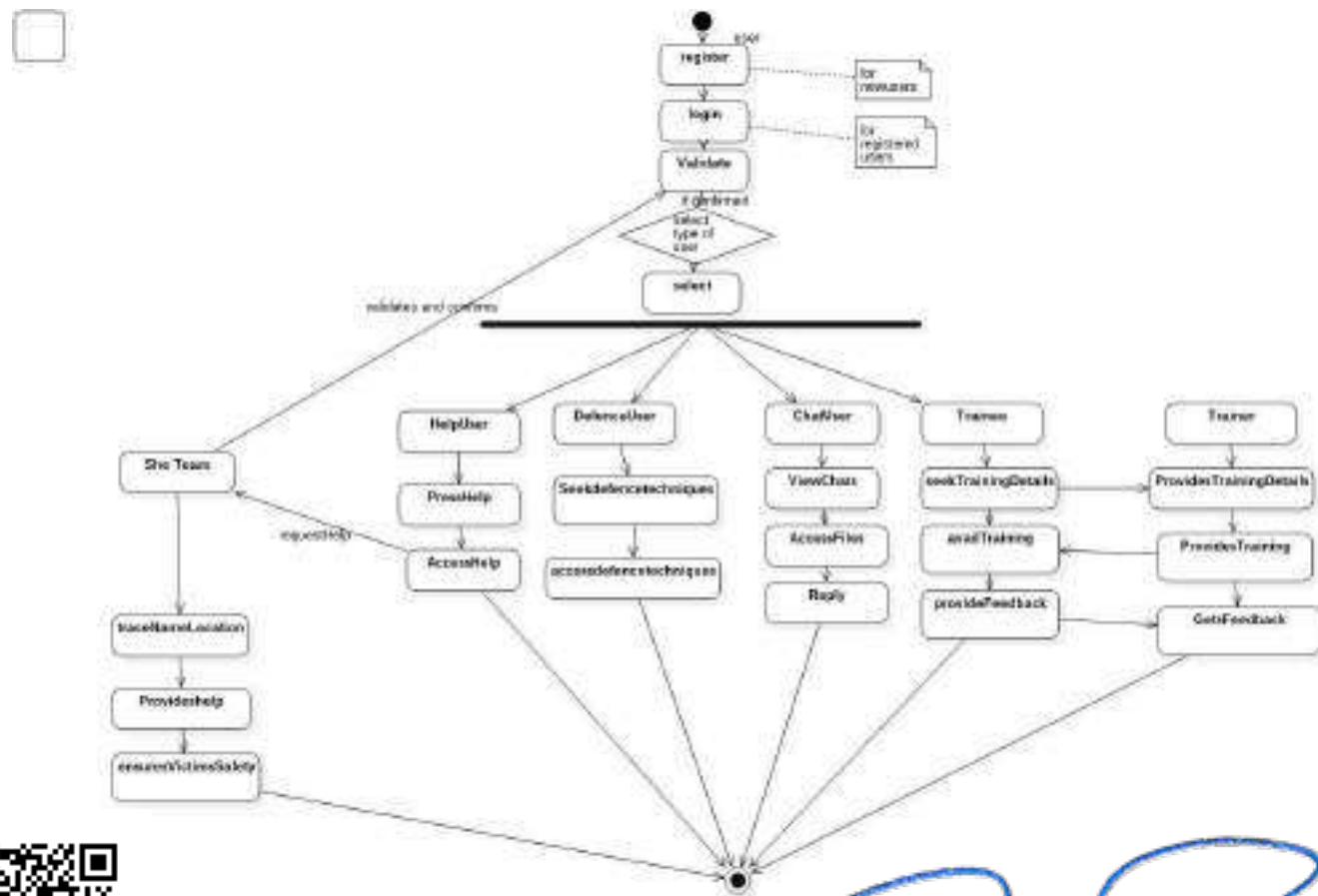


The overall Use Case diagram for the team management system, the actors are Users and there are five types of users depending upon the option they select hence there exists generalization relation ship to the actor user. The generalization constraint used here is overlap as the same user can access the help user, defence user, chat user, trainee and also work as the team member. The series of actions performed by the actors are entering the web page, registering the details about username and password, login into it, accessing help, accessing the defence techniques, using the chat applications and availing the training.

The second diagram represents the use cases for the individual actors. Here the user can also be the she team member. When the user clicks the help user button, he receives help from the she team. When the user clicks the Defense user option, he can enter the defense page, view and analyze defense techniques, and can access them. Here the user has the option to take the training when he clicks on the trainee option. He can view the training details, apply for training, avails training and provides feedback. When the user clicks the Chat user option, he can view and access the chats, can send the messages, and can send the audios and videos into the chat. As the she team member, the person can view the help requests from the users, trace the name, address and other details of the victim, informs the emergency to his whole team, provides help to the victims and check them whether they are safe.

ACTIVITY DIAGRAM

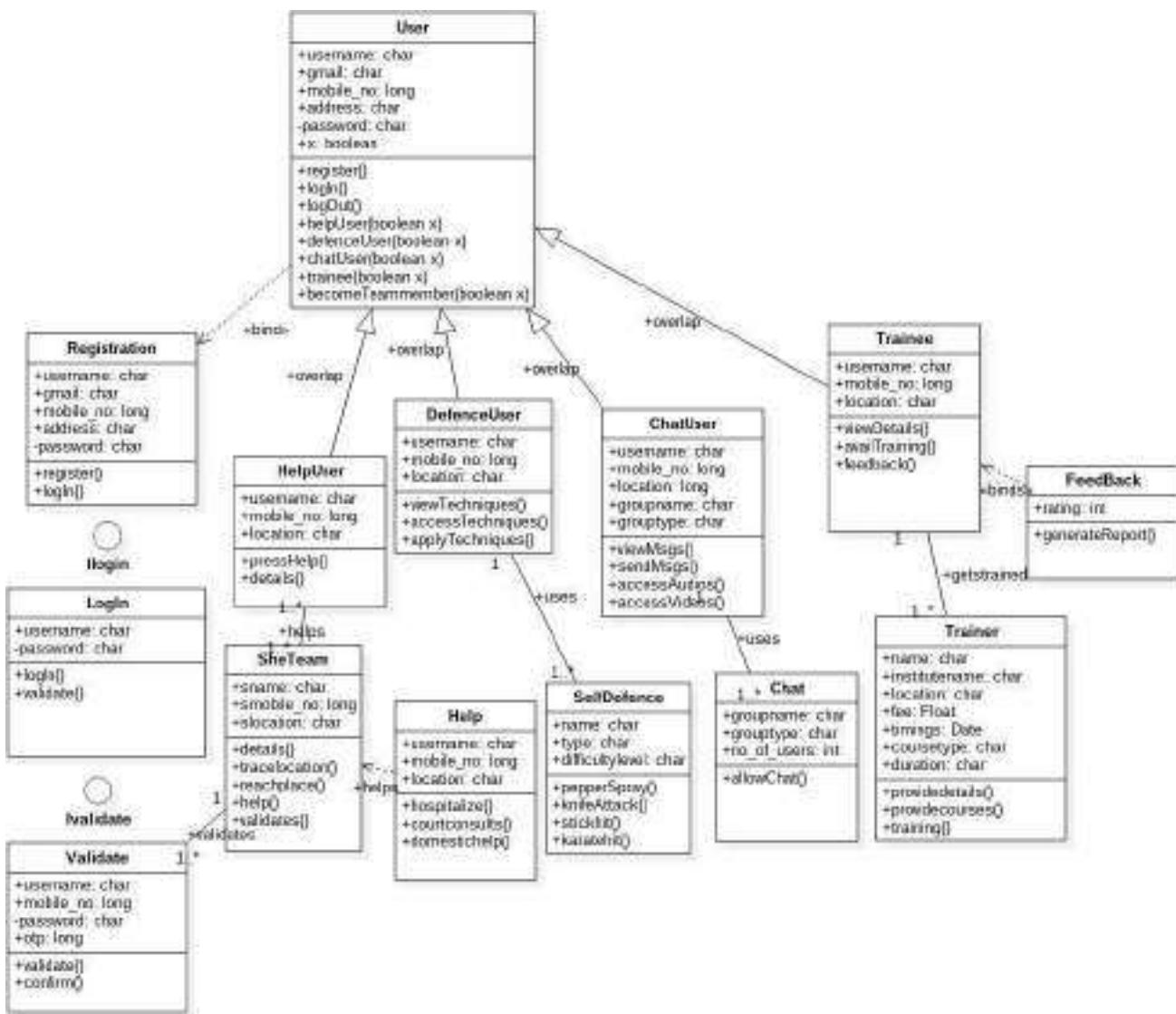
Activity diagram with swim lanes for withdraw use case



CLASS DIAGRAM

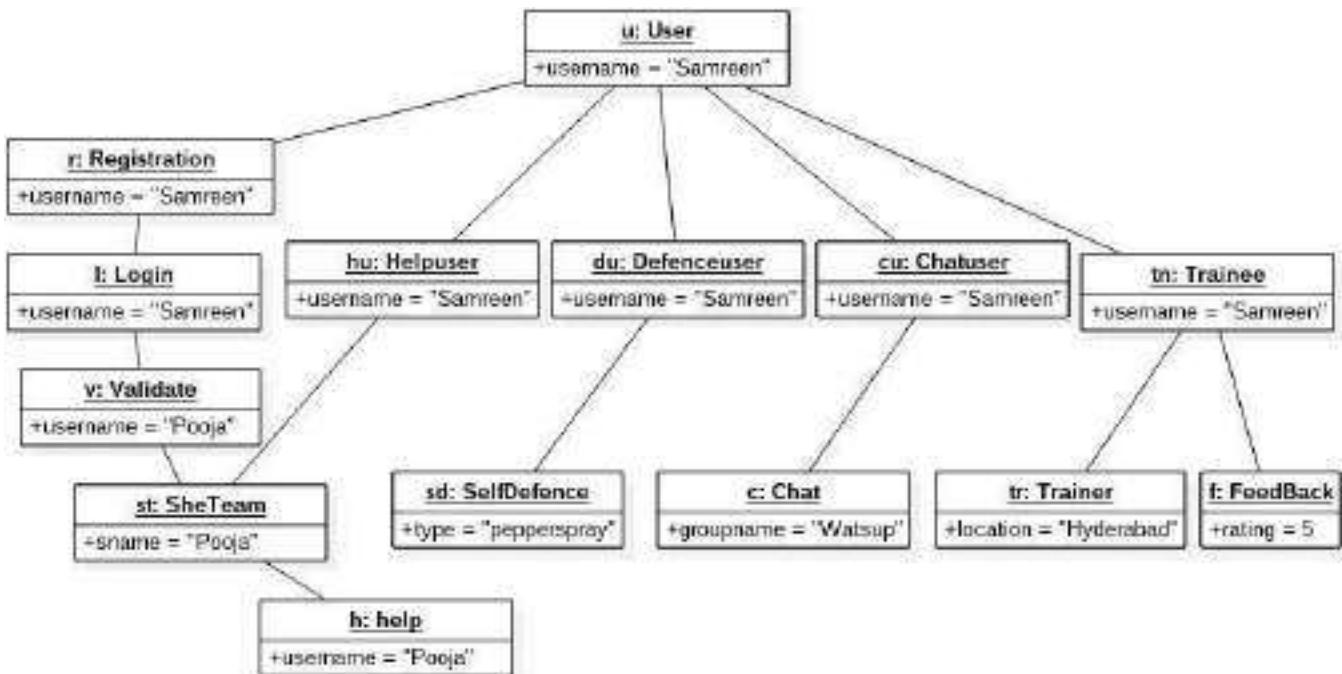
Class diagram for SHE TEAM MANAGEMENT

The Fig shows the class diagram of the She team management. It consists of 14 classes and each one has its own attributes and operations. The user class has the username, password, phone number etc as the attributes and register, login, validation etc as the operations. The registration class contains login and logout operations which is connected to the login class using an interface and the registration class is connected with dependency with the user class. The login class contains validate function which is connected to the validate class with an interface. The Helpuser, Defenceuser, Chatuser and trainee classes are connected in generalization with the user class.

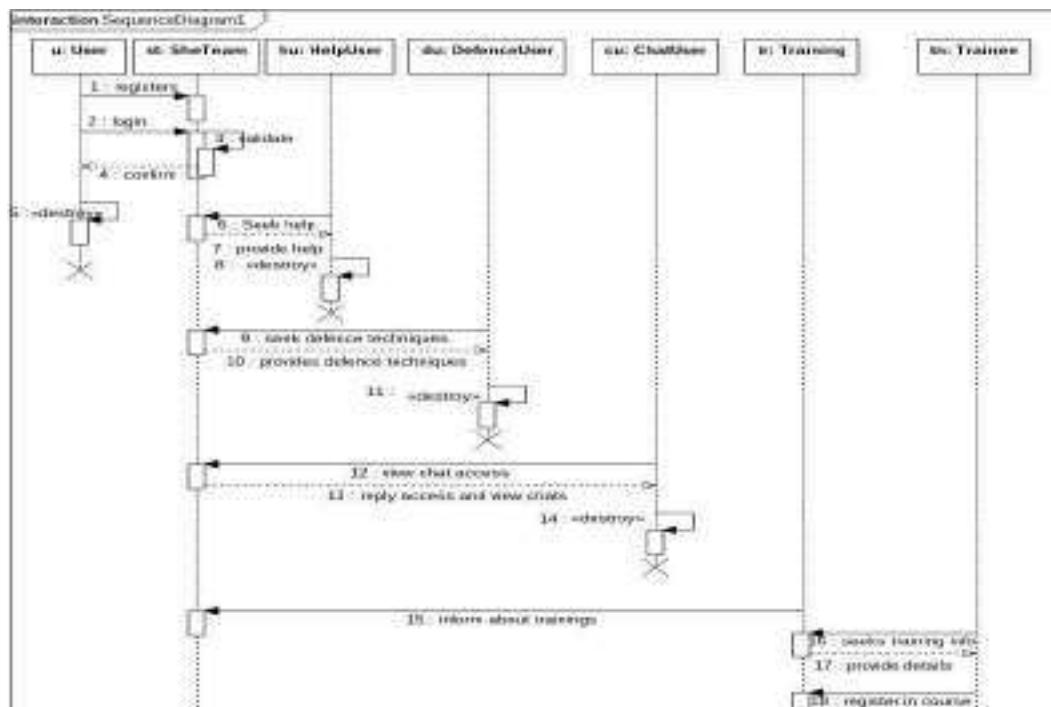


OBJECT DIAGRAM

Object Diagram for SHE TEAM MANAGEMENT

**INTERACTION DIAGRAM**

Sequence Diagram for She Team Management



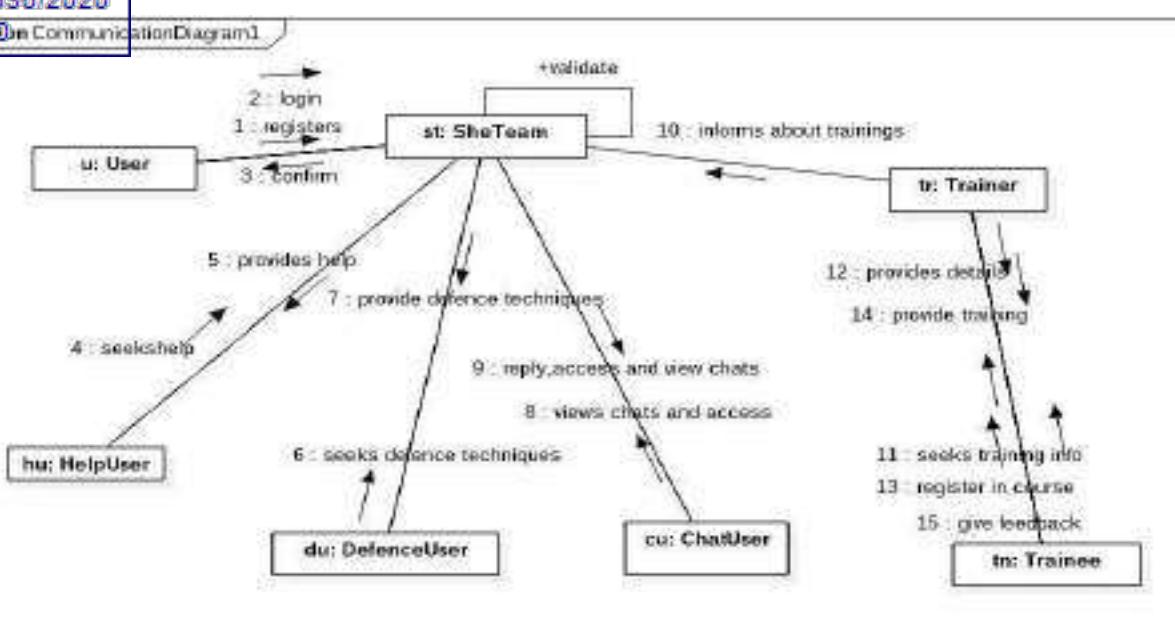
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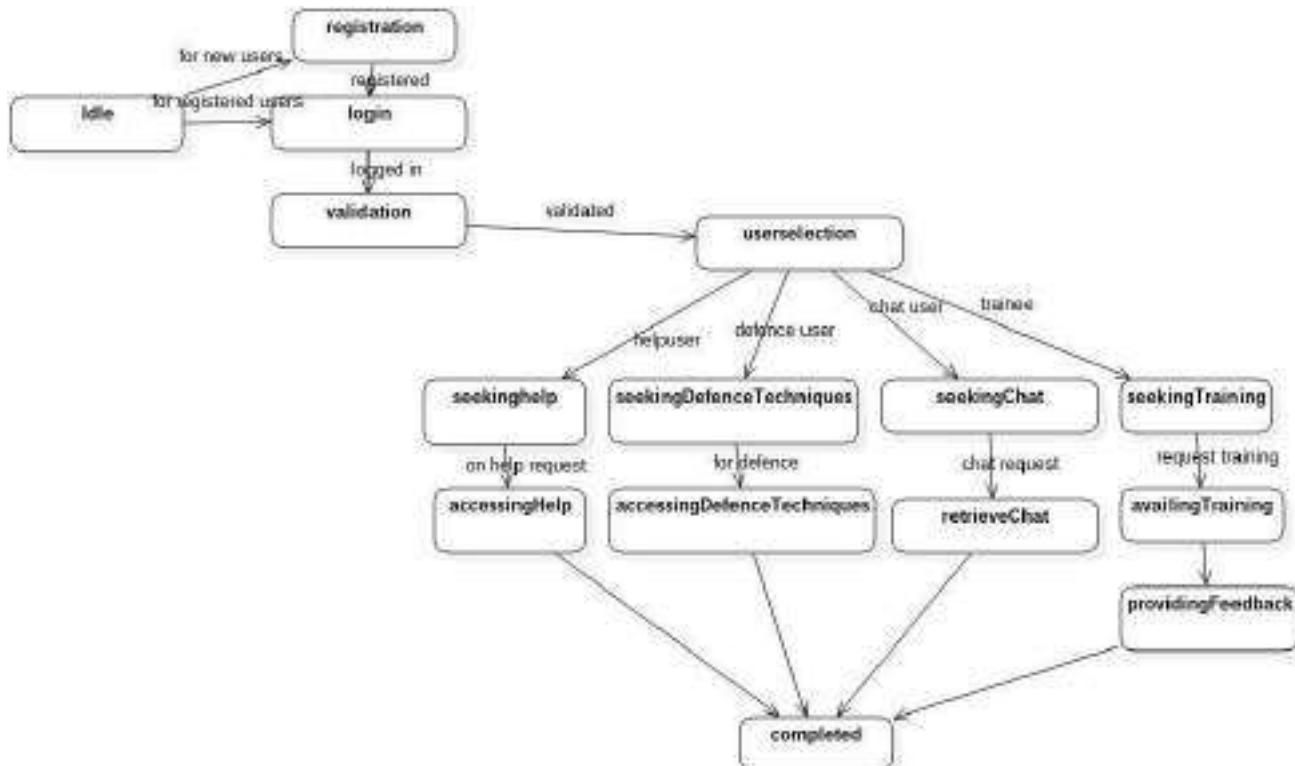
Date 08/01/2020

Collaboration Diagram for HER TEAM MANAGEMENT



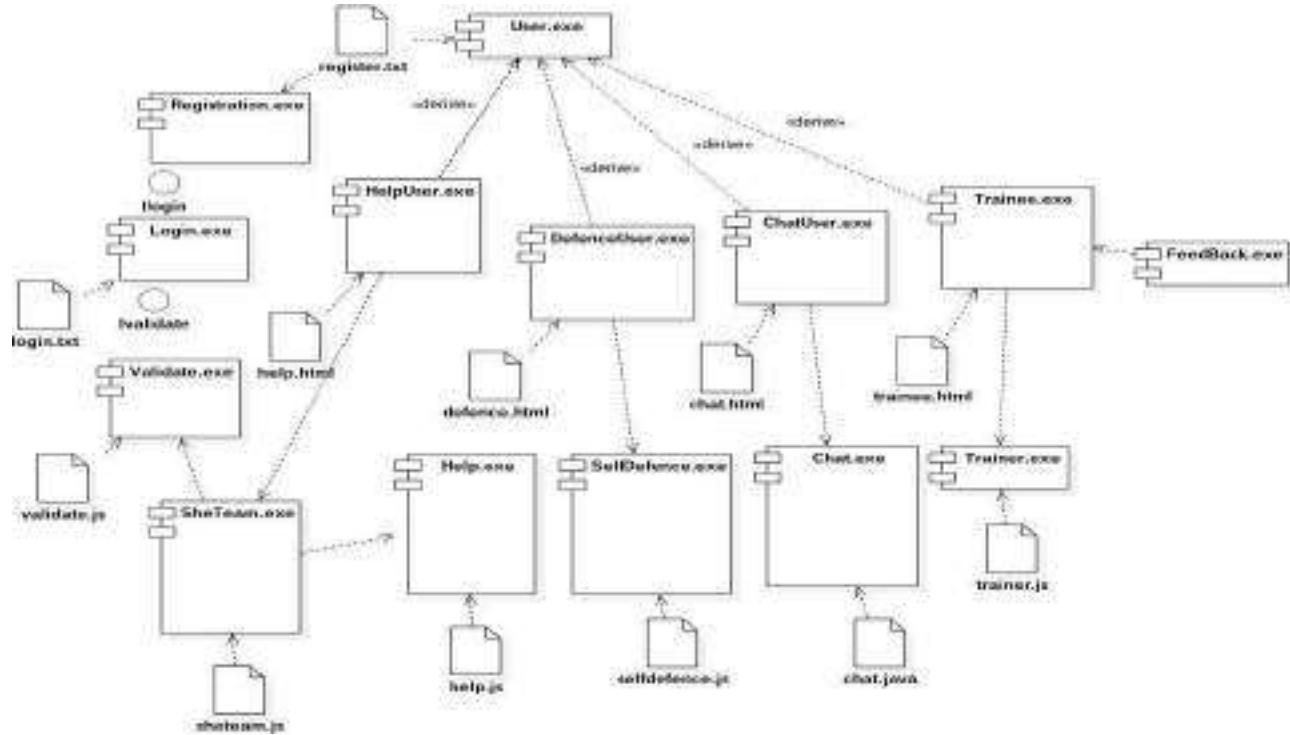
STATE MACHINE DIAGRAM

State Machine diagram for SHE TEAM MANAGEMENT

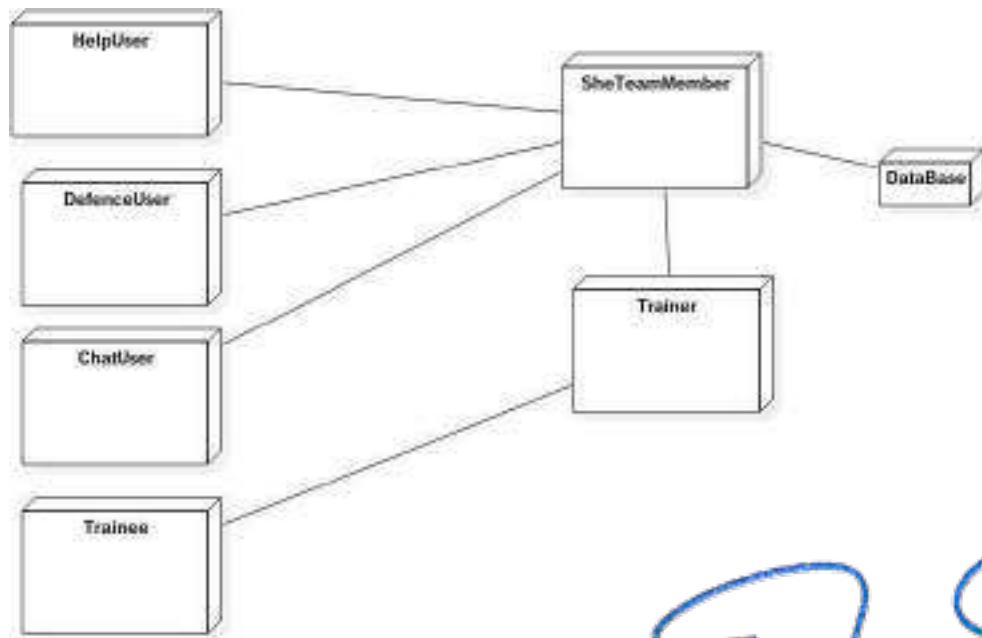


COMPONENT DIAGRAM

Component Diagram for SHE TEAM MANAGEMENT

**DEPLOYMENT DIAGRAM**

Deployment diagram for SHE TEAM MANAGEMENT



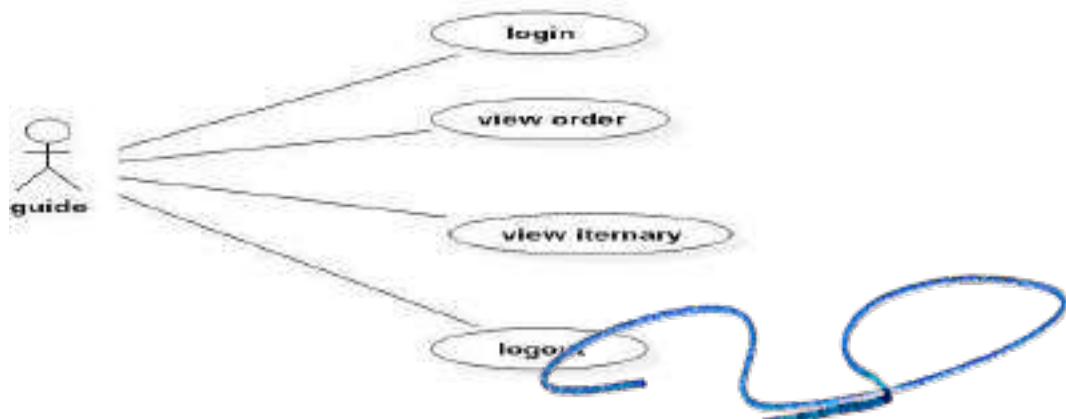
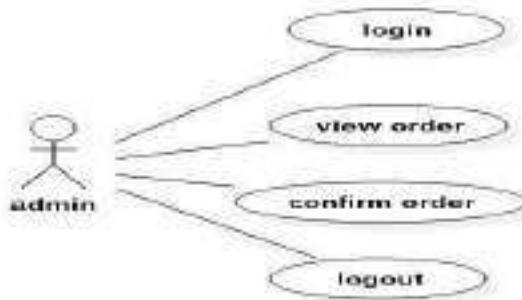
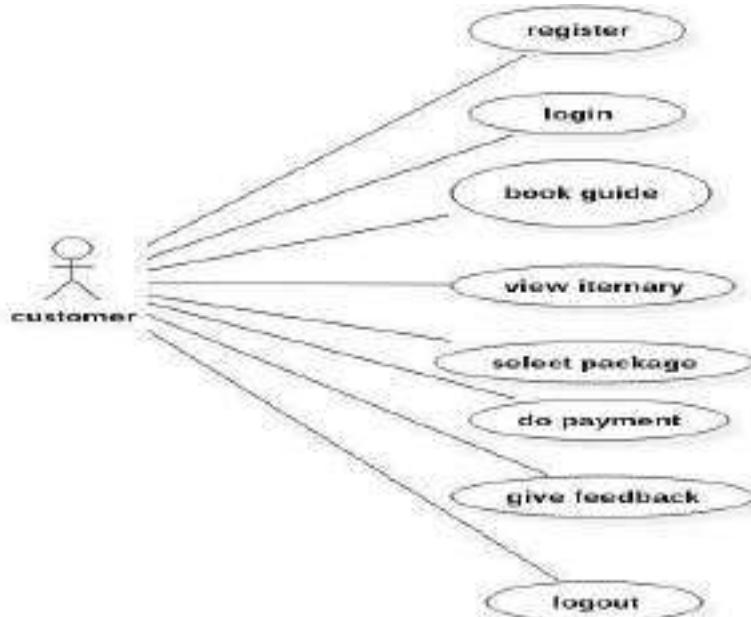
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14. CASE STUDY FOR ONLINE TOURS AND TRAVELS MANAGEMENT

USE CASE DIAGRAM

Use case diagram for Online Tours and Travels Management



Use case for Customer, Guide and Admin :

Customer : Customer logins and requests admin for guide booking. He selects an itinerary for the tour. He then does the payment and logs out.

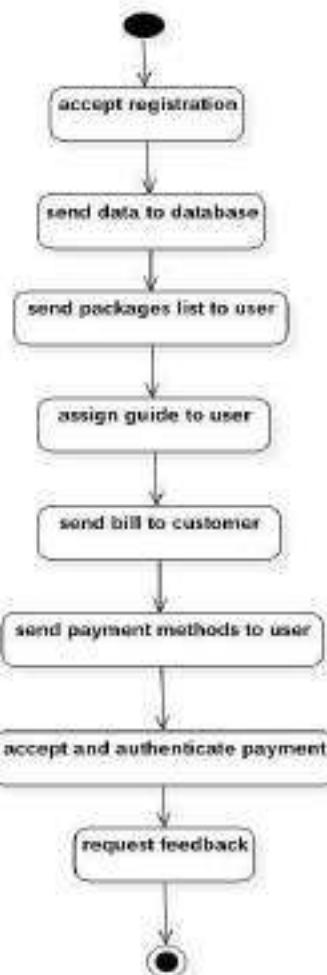
Guide : Guide first logins and sees whether admin has allotted any customers to him/her. If allotted he then prepares himself and checks itinerary of the customers allotted to him and logs out.

Admin : Admin first logins and allocates guides to the customers who have requested for guides. He sends different itineraries and packages to customers, tells them the fee and logs out.

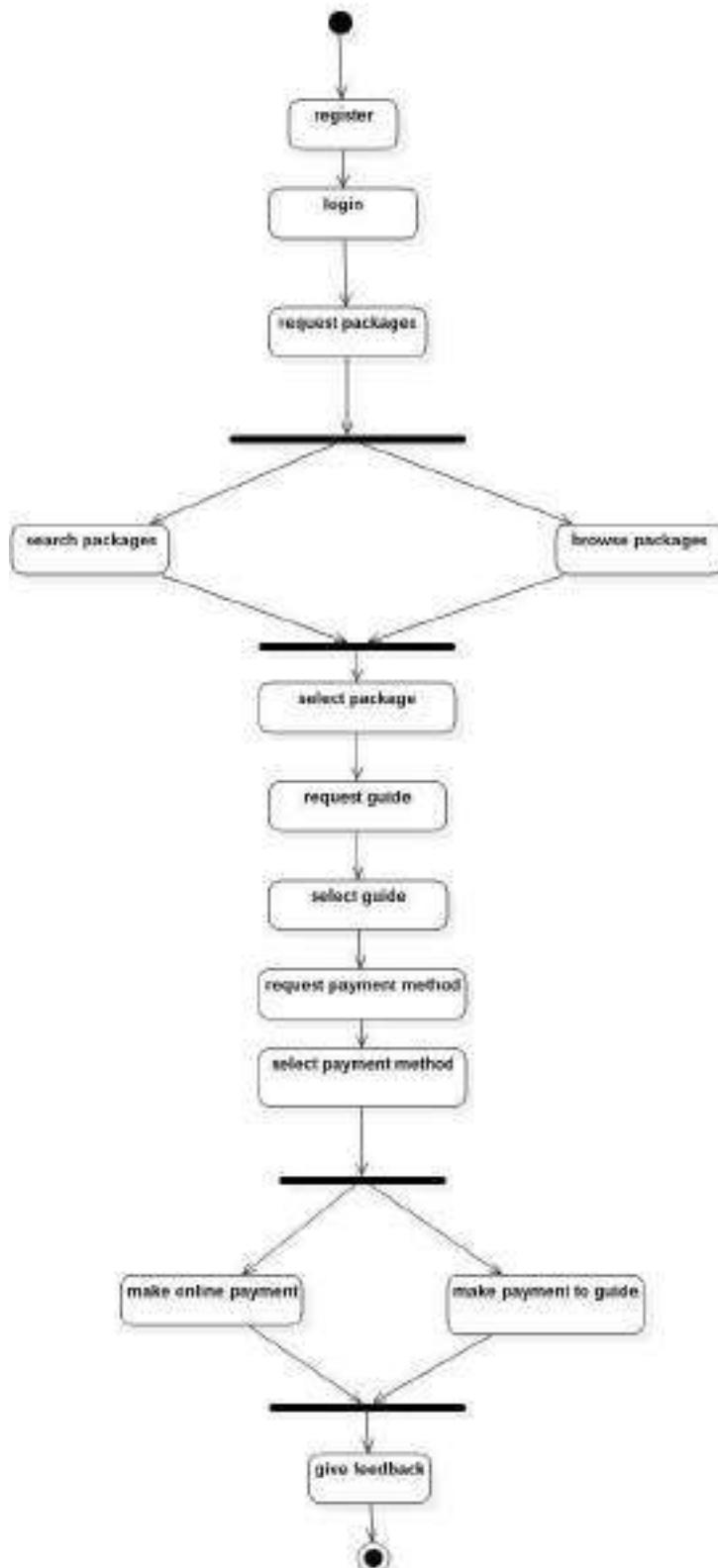
ACTIVITY DIAGRAM

Activity diagram with swim lanes for Online Tours and Travels Management

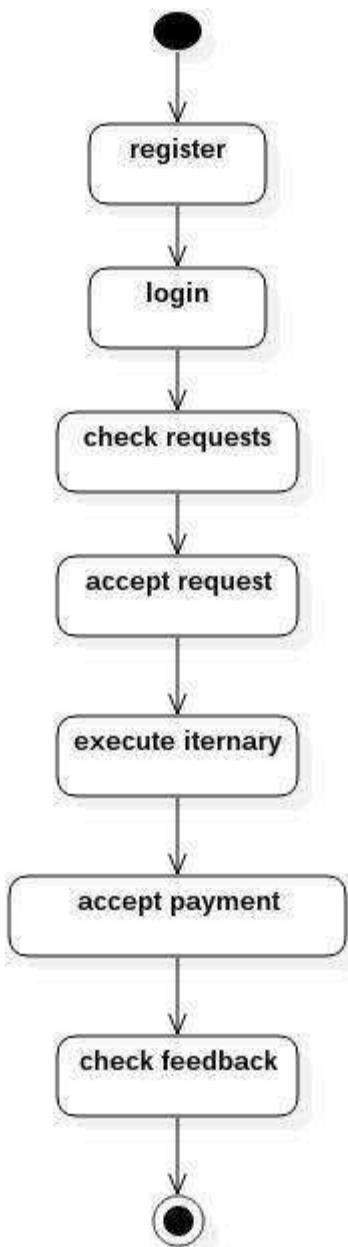
activity diagram of admin



activity diagram for customer

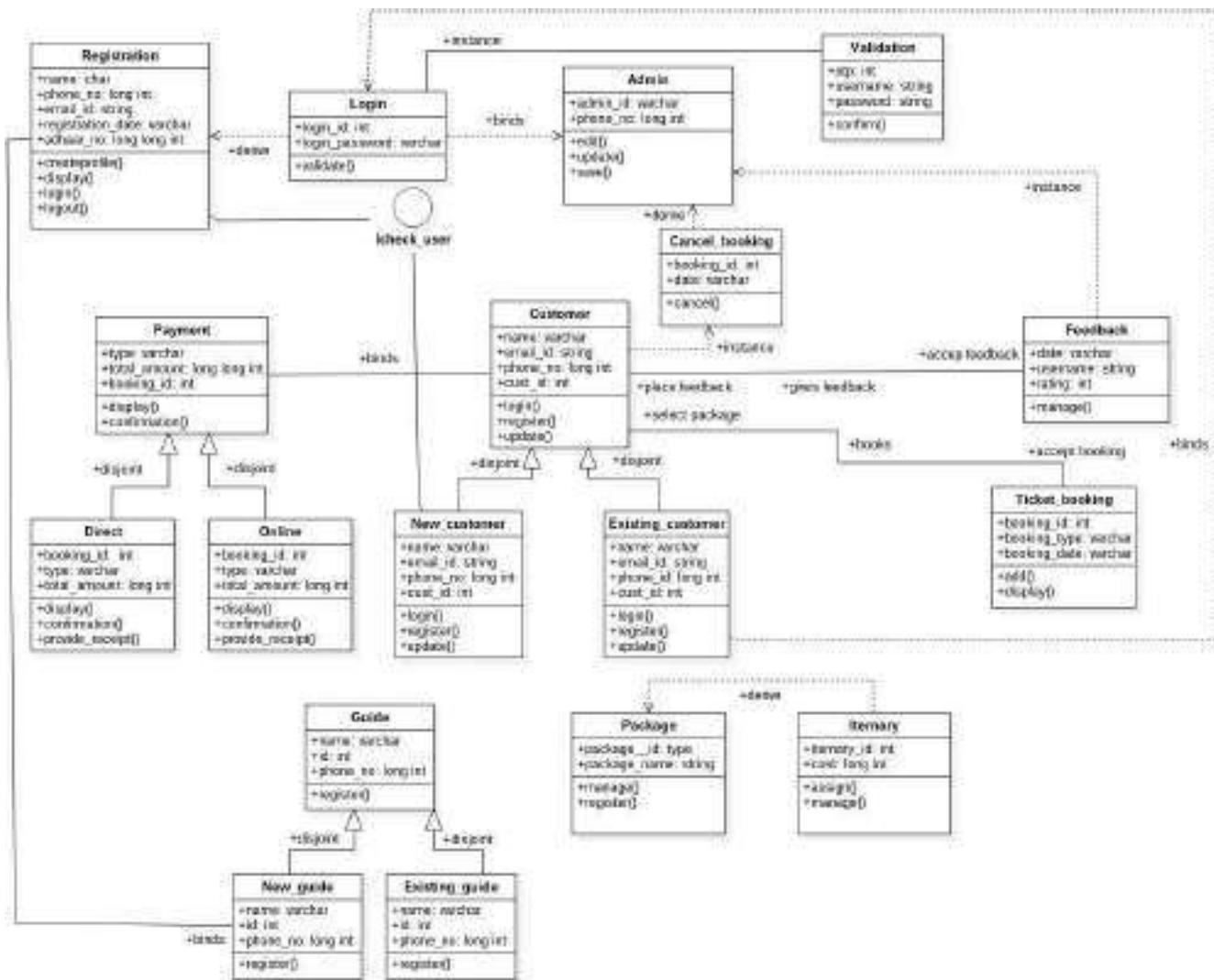


activity diagram for guide



CLASS DIAGRAM

Class diagram for Online Tours and Travels Management



There are many classes in case study like user, customer, validation, registration, package, guide, booking and admin. Customer is generalized class for new customer and existing customer, In the same way guide is generalized class for new and existing, payment is generalized class for online and cash payment classes.

Registration is the class used for registration of guide and customer, admin checks the data sent by customer and saves it in the database. Using booking cancel class we can cancel booking which was done previously, the information is sent to admin and the refund is decided by him.



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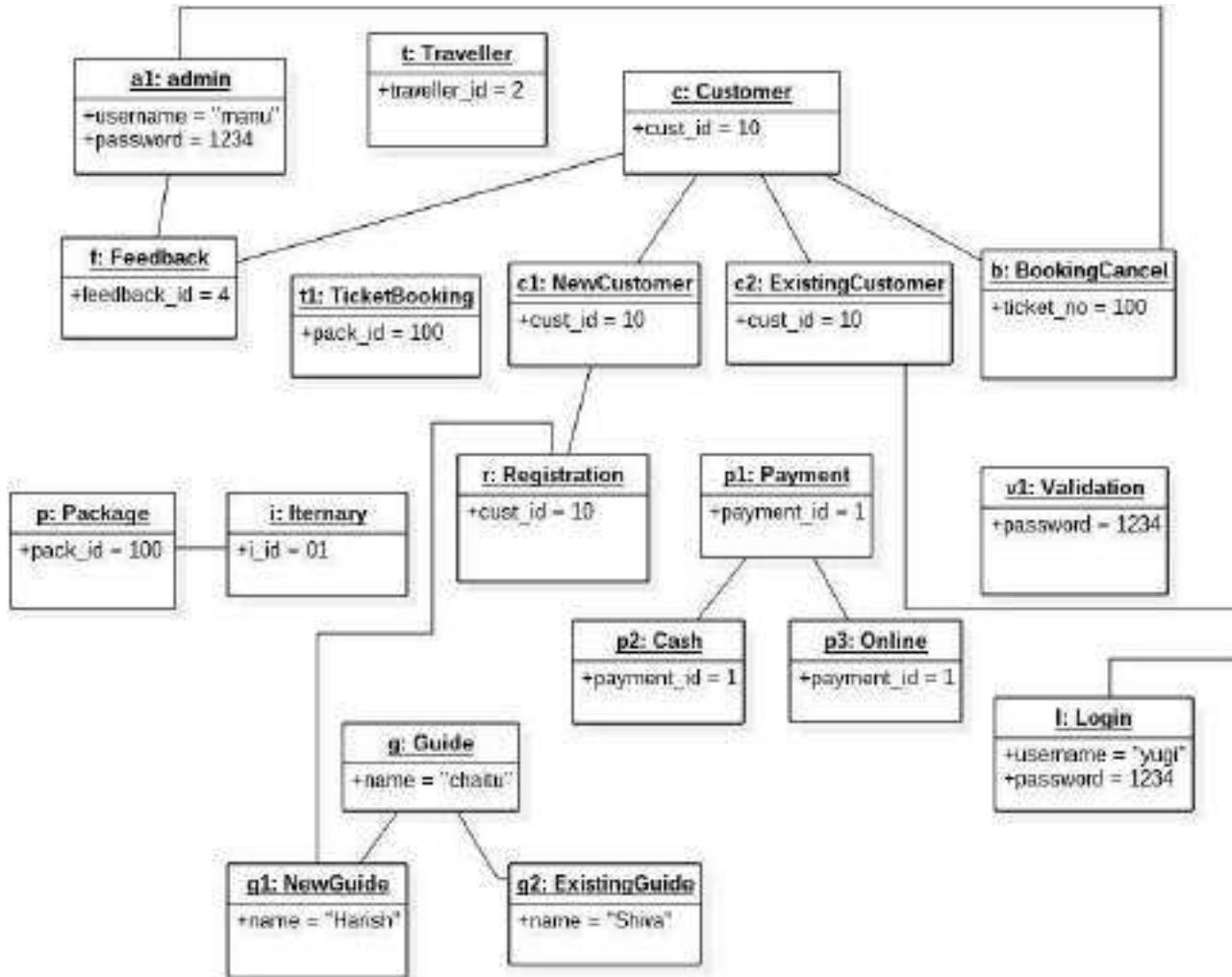
Date 08/01/2020

Package is the class in which various packages are available to customer, the customer can choose from any of the available packages. Iternary class is dependent on package, it is already present in the package and is setup by the admin.

Feedback is the class that is used to take feedback from the customer. This is used after the completion of tour and appropriate rating and review would be given by the customer. It helps in enhancing the services of the company.

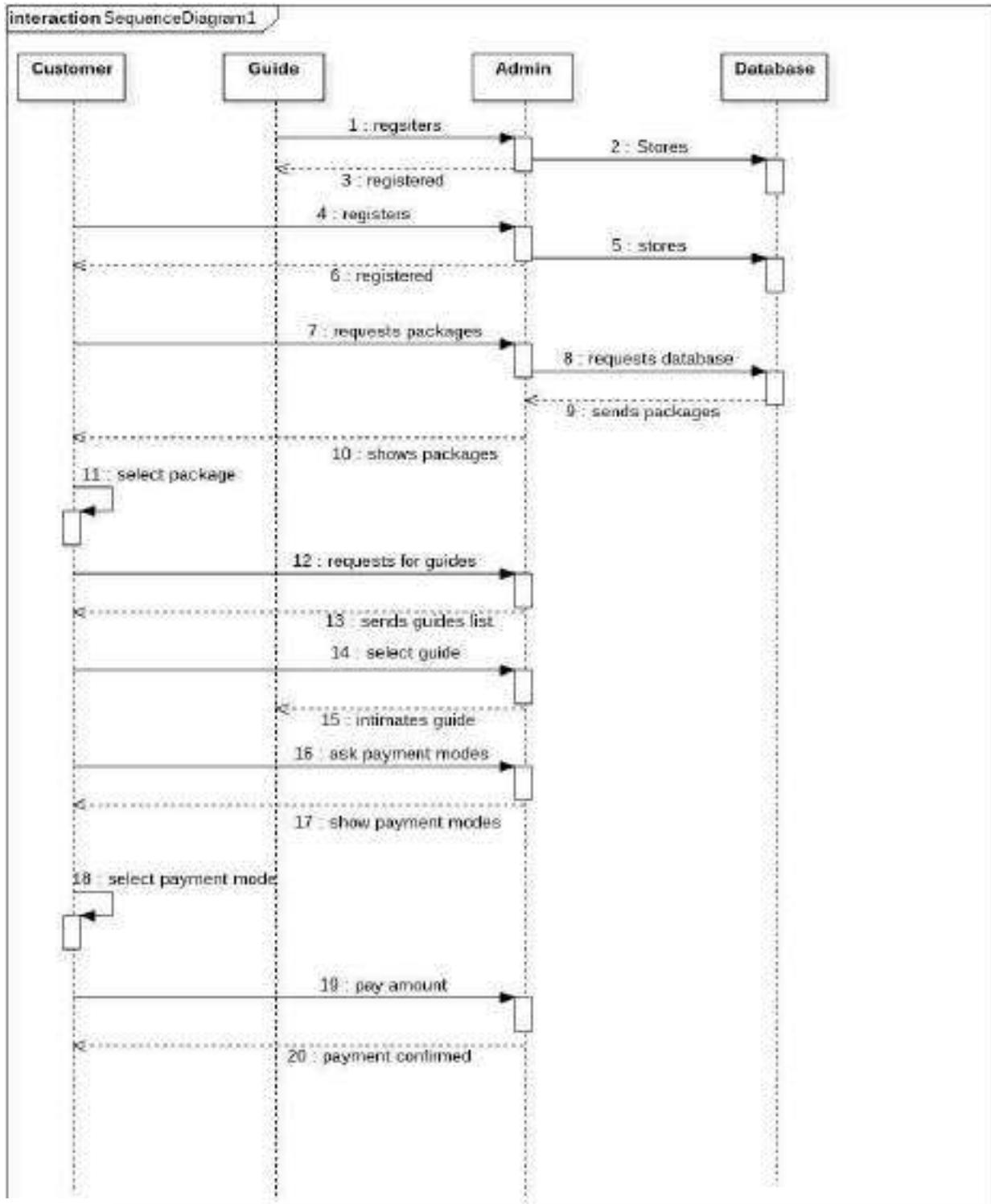
OBJECT DIAGRAM

Object Diagram for Online Tours and Travels Management



INTERACTION DIAGRAM

Sequence Diagram for Online Tours and Travels Management

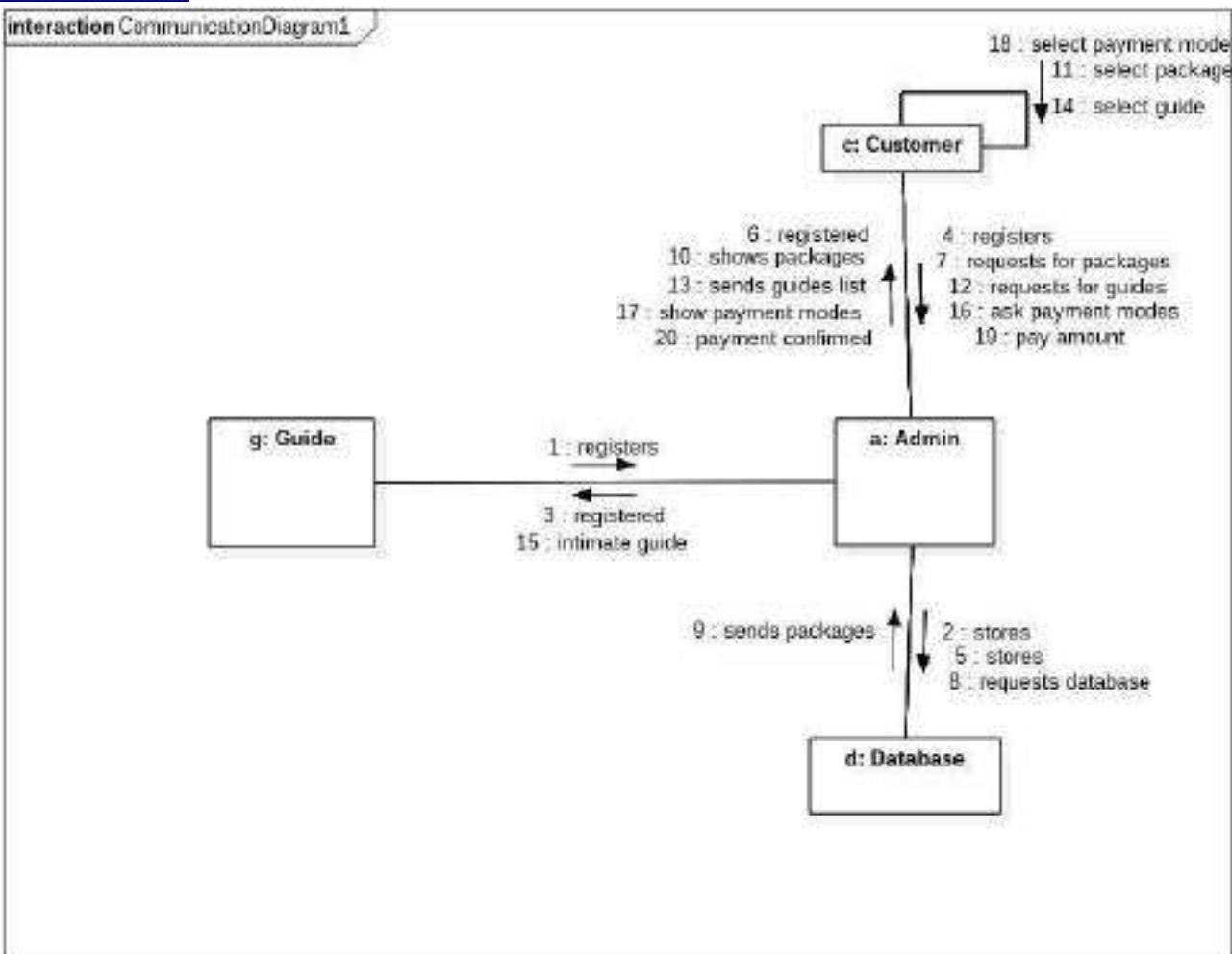


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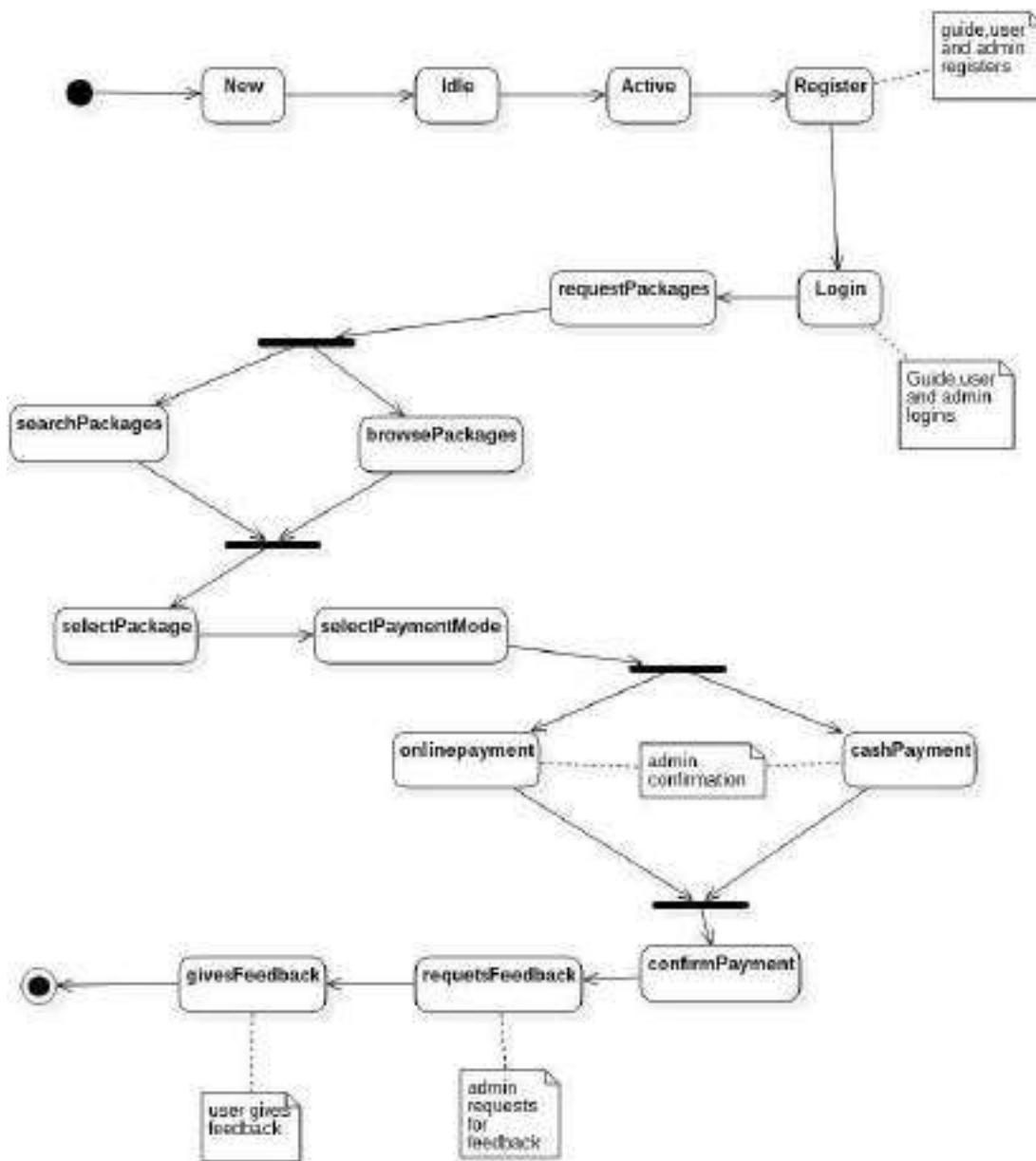
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STATE MACHINE DIAGRAM

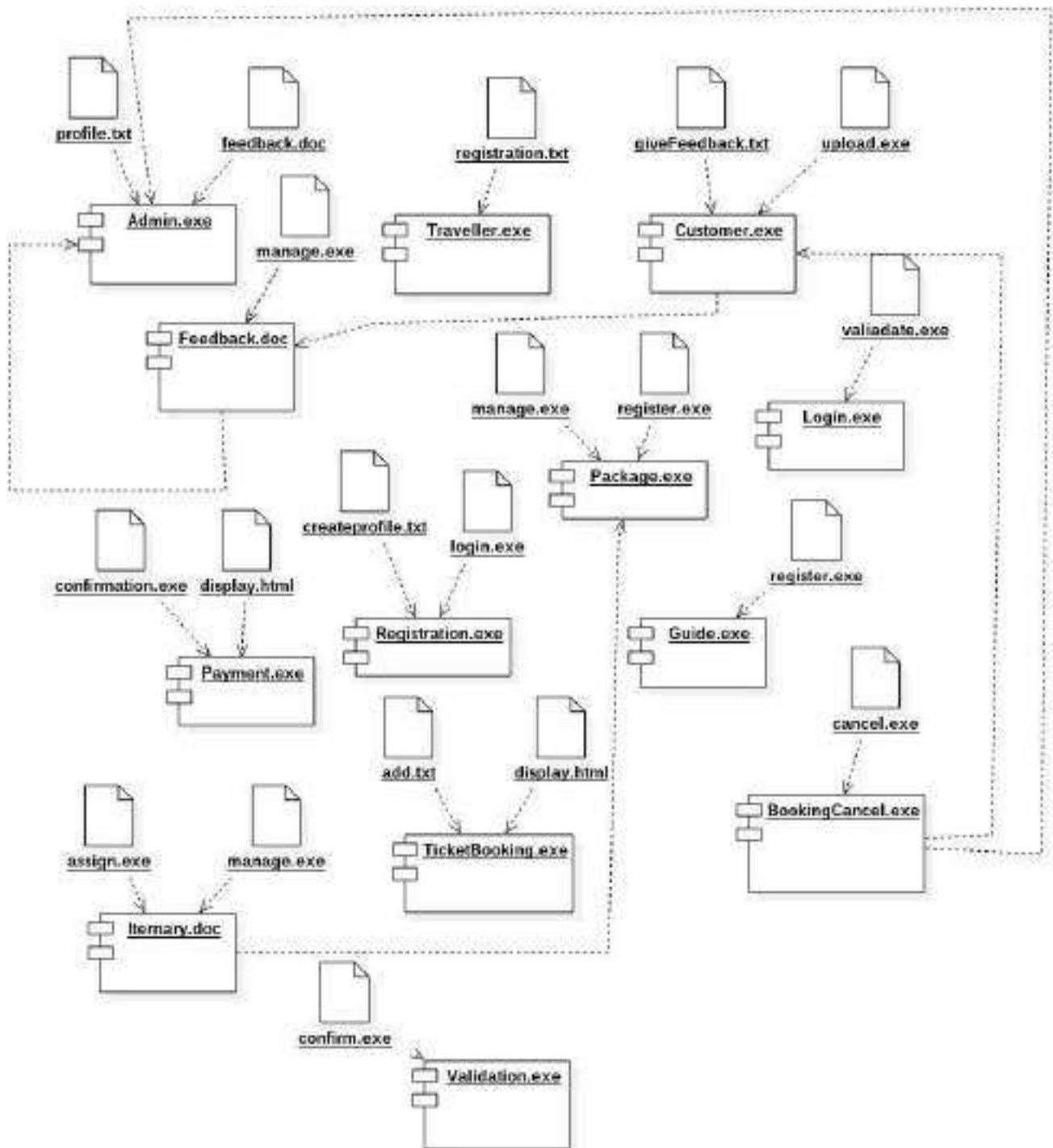
State Machine diagram for Online Tours and Travels Management



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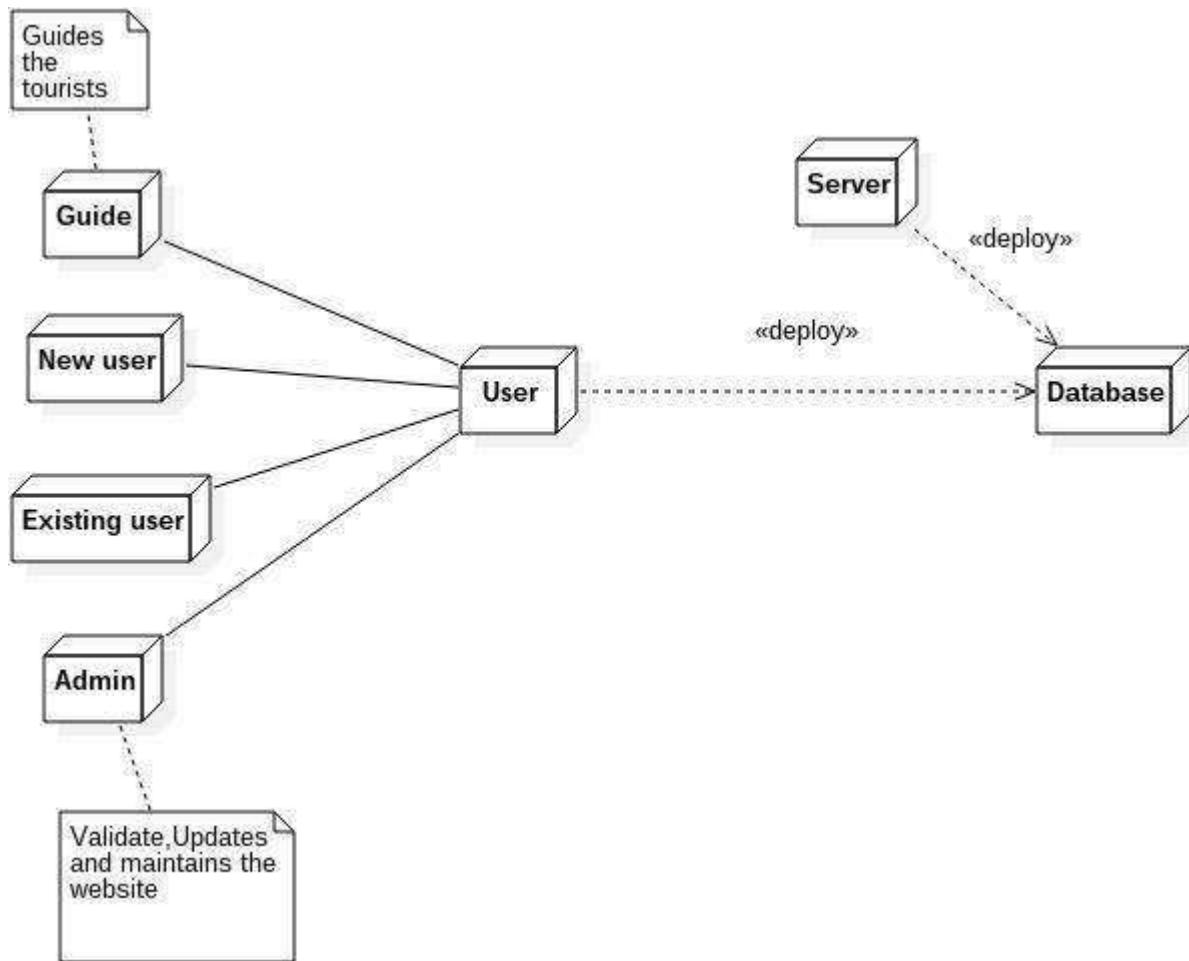
COMPONENT DIAGRAM

Component Diagram for Online Tours and Travels Management



DEPLOYMENT DIAGRAM

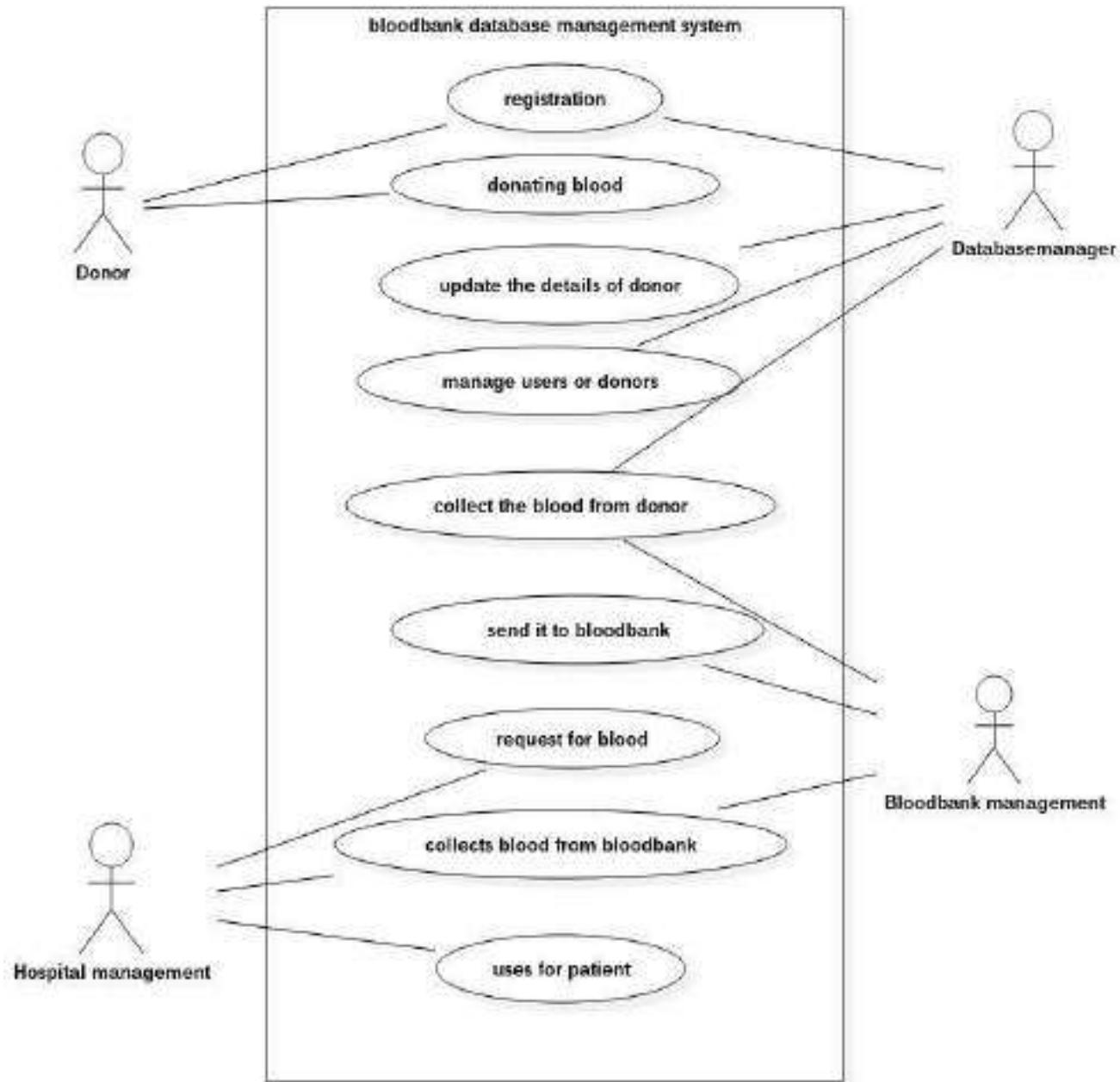
Deployment diagram for Online Tours and Travels Management



15. CASE STUDY FOR BLOOD BANK MANAGEMENT SYSTEM

USE CASE DIAGRAM

Use case diagram for blood bank database management system System



Donor: The actor donor donates the blood which can be used for the patients.

Database manager: This actor manages all the details of the donors and recipients.

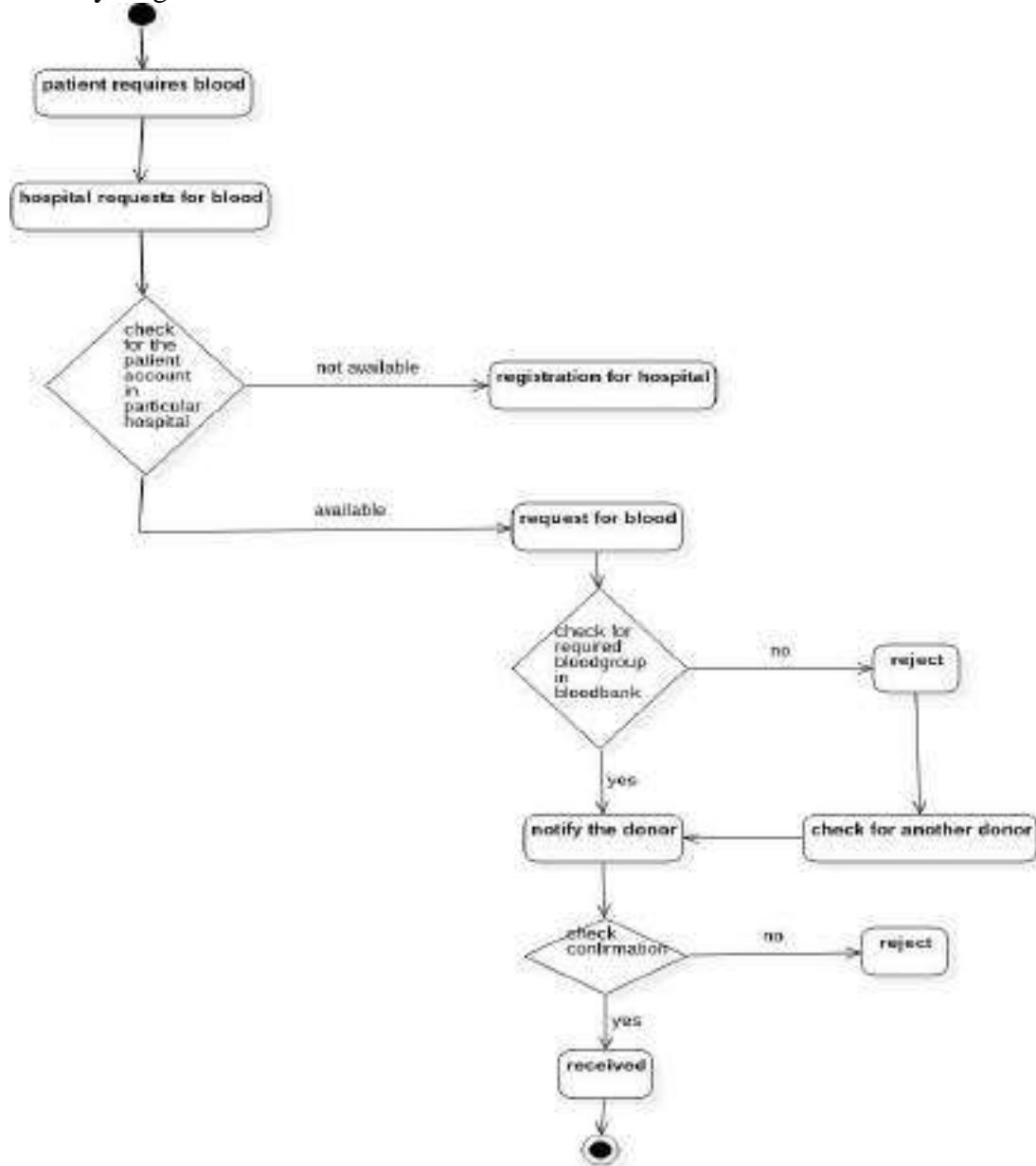


Hospital management: it stores all the details of the patients who are needy of the blood and that hospital management requests the blood to the blood bank.

Blood Bank management: It receives the requests from the hospital management stores the details of the recipient and send blood to the required hospital.

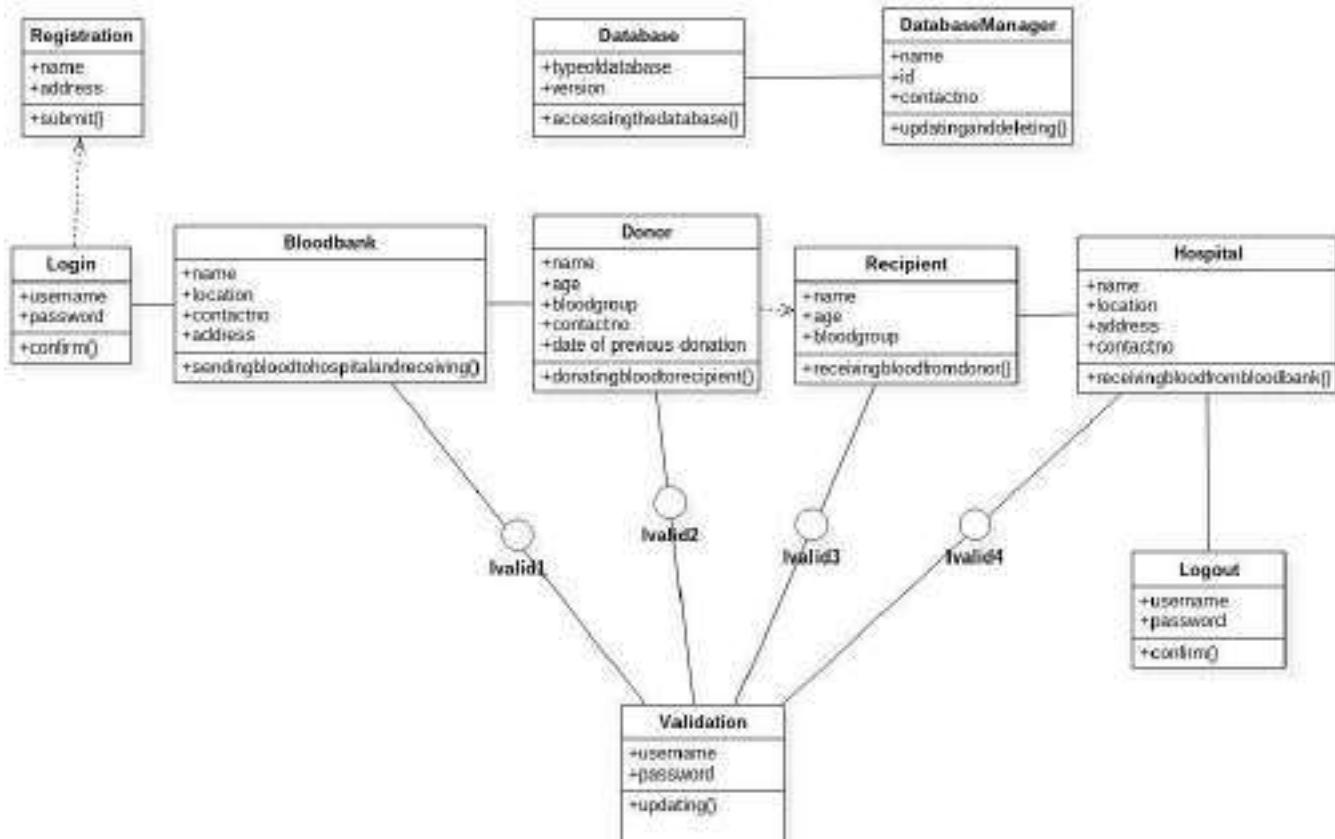
ACTIVITY DIAGRAM

Activity diagram with swim lanes for withdraw use case



CLASS DIAGRAM

Class diagram for BLOOD BANK DATABASE MANAGEMENT SYSTEM



Registration Class: This class is used for the registration of the donor name, address after filling it should be submitted.

Login Class: After the registration the donor gets login.

Database Class: It stores the details of the donors, recipient, hospital details.

Database Manager Class: The database manages updates, deletes, and modifies the details of the donors, recipient and the hospital details.

Blood Bank Class: It stores the blood collected from the different donors and the blood connected is used to the needed recipient.

Donor Class: Donor donates the blood by registration and the blood is collected and send to the blood bank.

Recipient Class: Recipient receives the blood from the blood bank which was donated by a donor.

Hospital Class: It stores the all the details of the patients who are in need of the blood and that patient details will be send the blood bank and the blood is collected from the bold bank and used for the patient.

Class: validation is used to update and validate the details.



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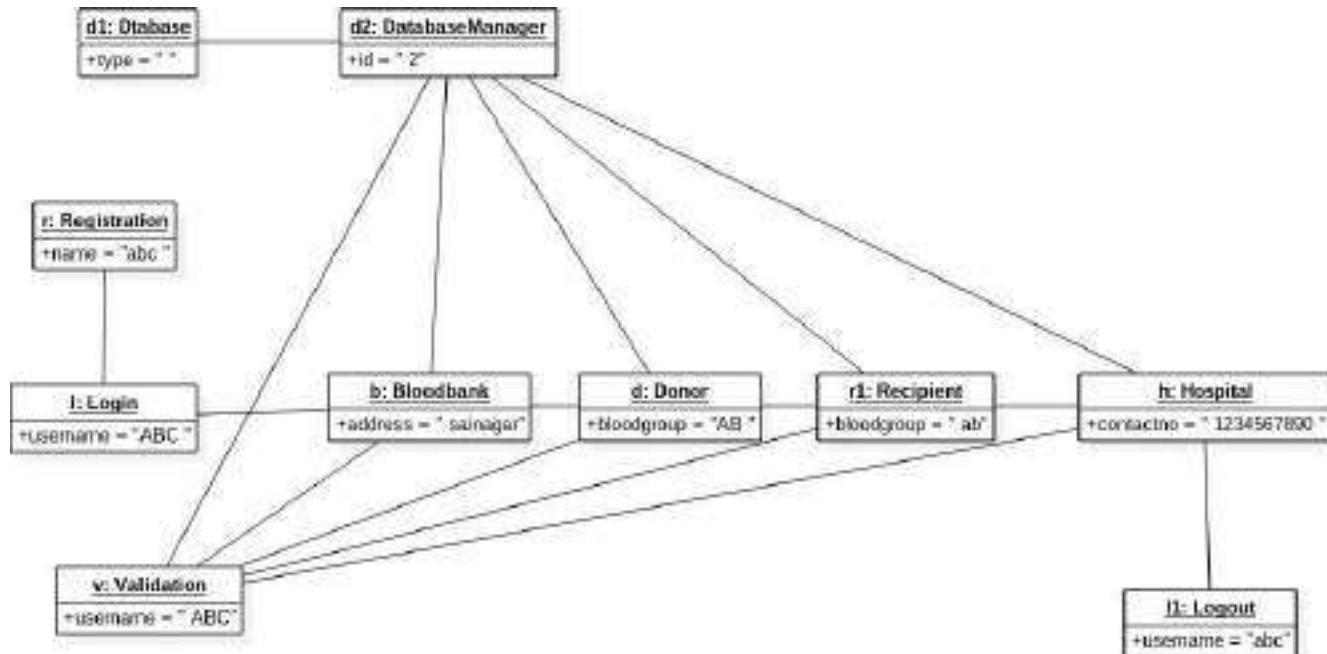
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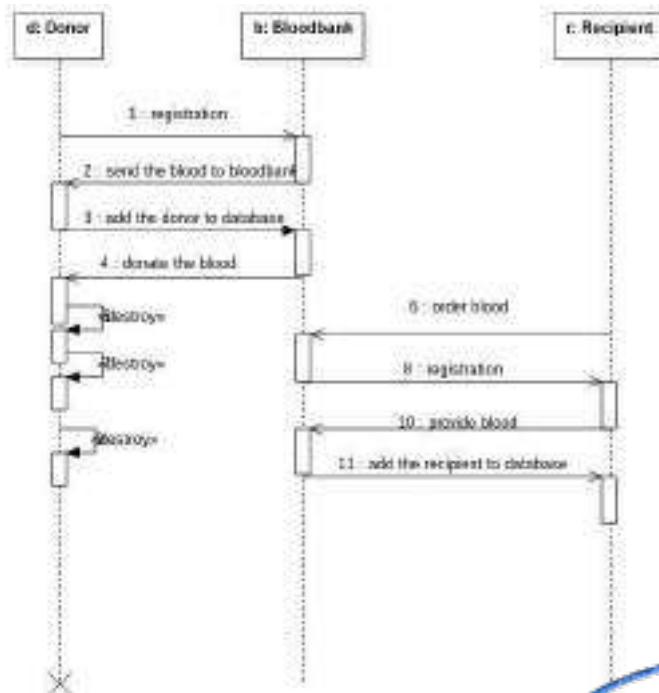
Date 08/01/2020

Login Class: It is used for getting out of the registrations.**OBJECT DIAGRAM**

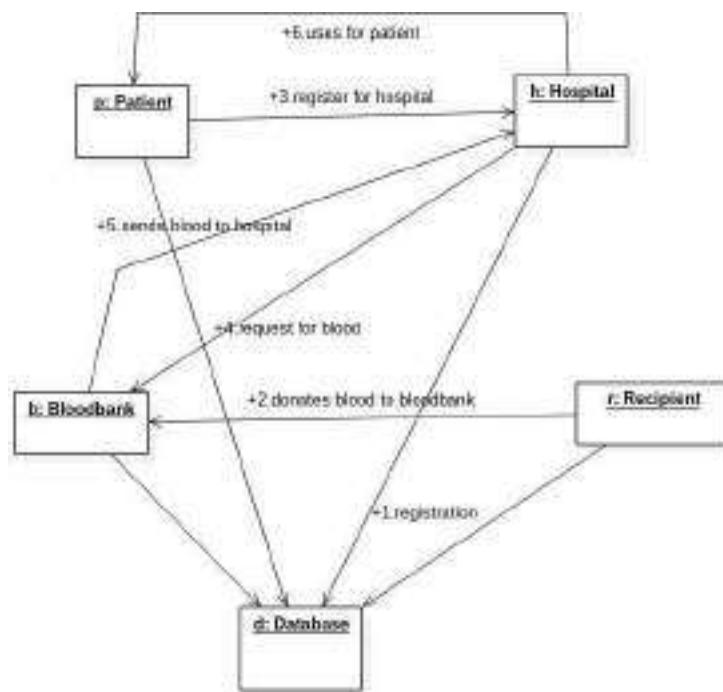
Object Diagram for BLOOD BANK DATABASE MANAGEMENT System

**INTERACTION DIAGRAM**

Sequence Diagram for Withdraw scenario

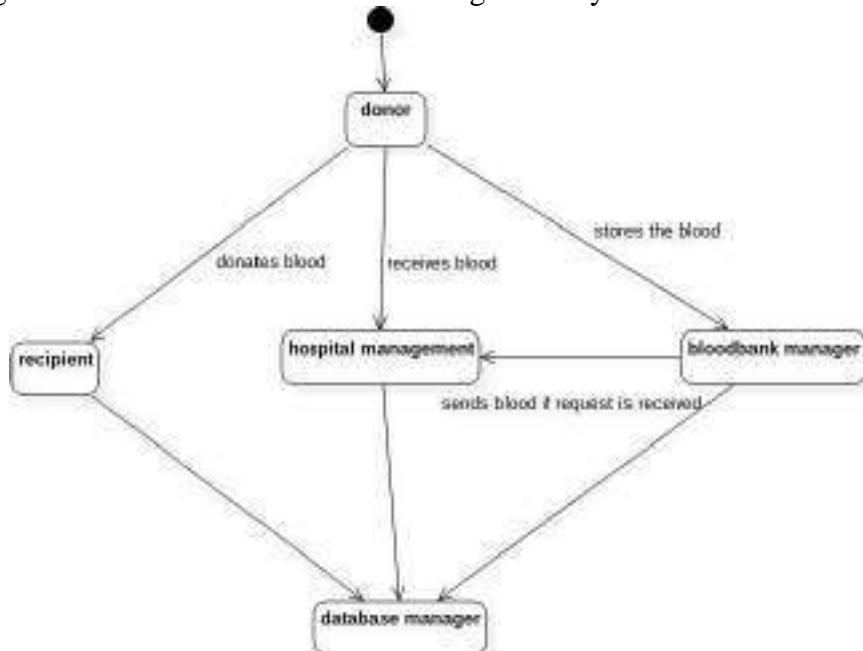


Collaboration Diagram for Blood Bank Database management



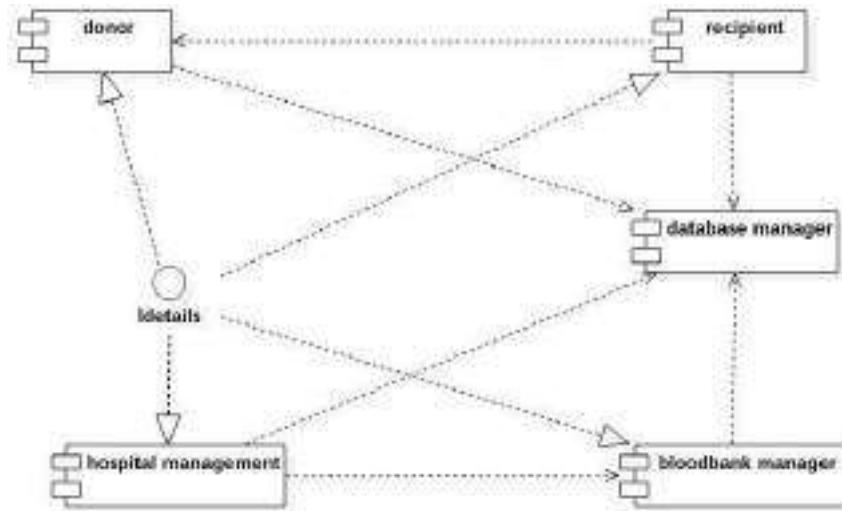
STATE MACHINE DIAGRAM

State Machine diagram for Blood Bank Database Management System

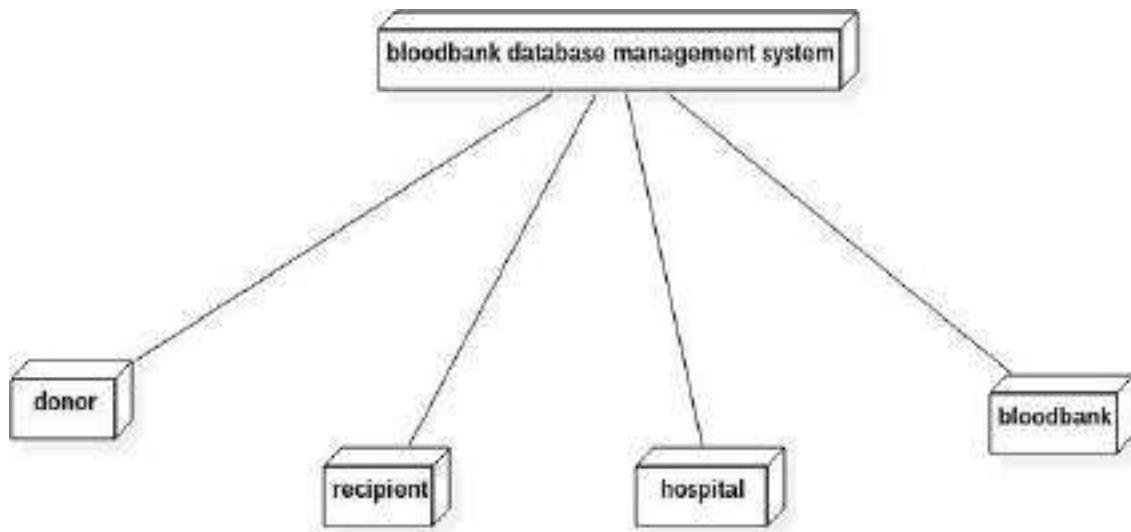


COMPONENT DIAGRAM

Component Diagram for Blood Bank Database Management system

**DEPLOYMENT DIAGRAM**

Deployment diagram for Blood Bank Management System



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16. Case Study For Chat Server

USECASE DIAGARM

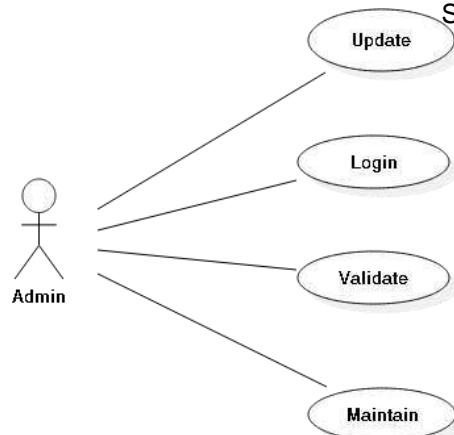
Use case diagram for Chat Server



The above diagram represents the overall chat server. In our use case diagram the admin maintains the chat server. User creates an account and login into chat server and selects type of chat and will have a conversation with other users. Server establishes connection between multiple users and sends one user message to other users. It also stores the chat history, user details into database.

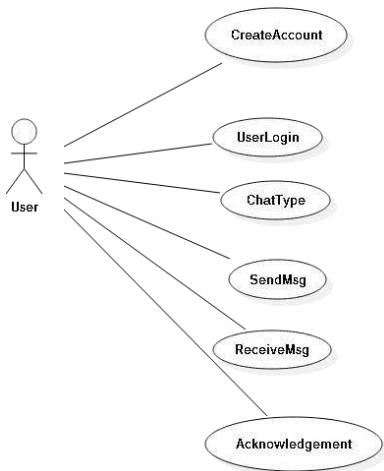
Use Case for Admin



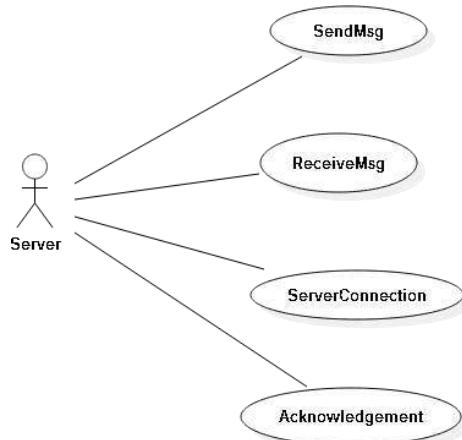


In use case diagram for admin, admin login into server and updates the server whenever requires and maintains it.

Use Case for User

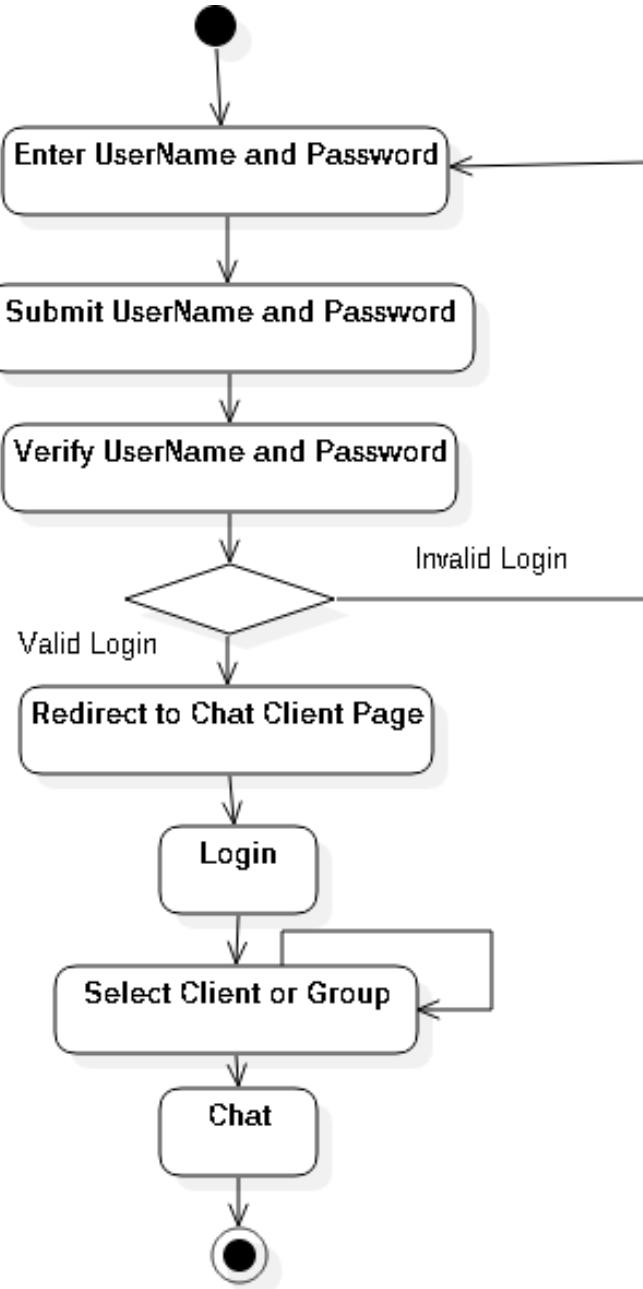


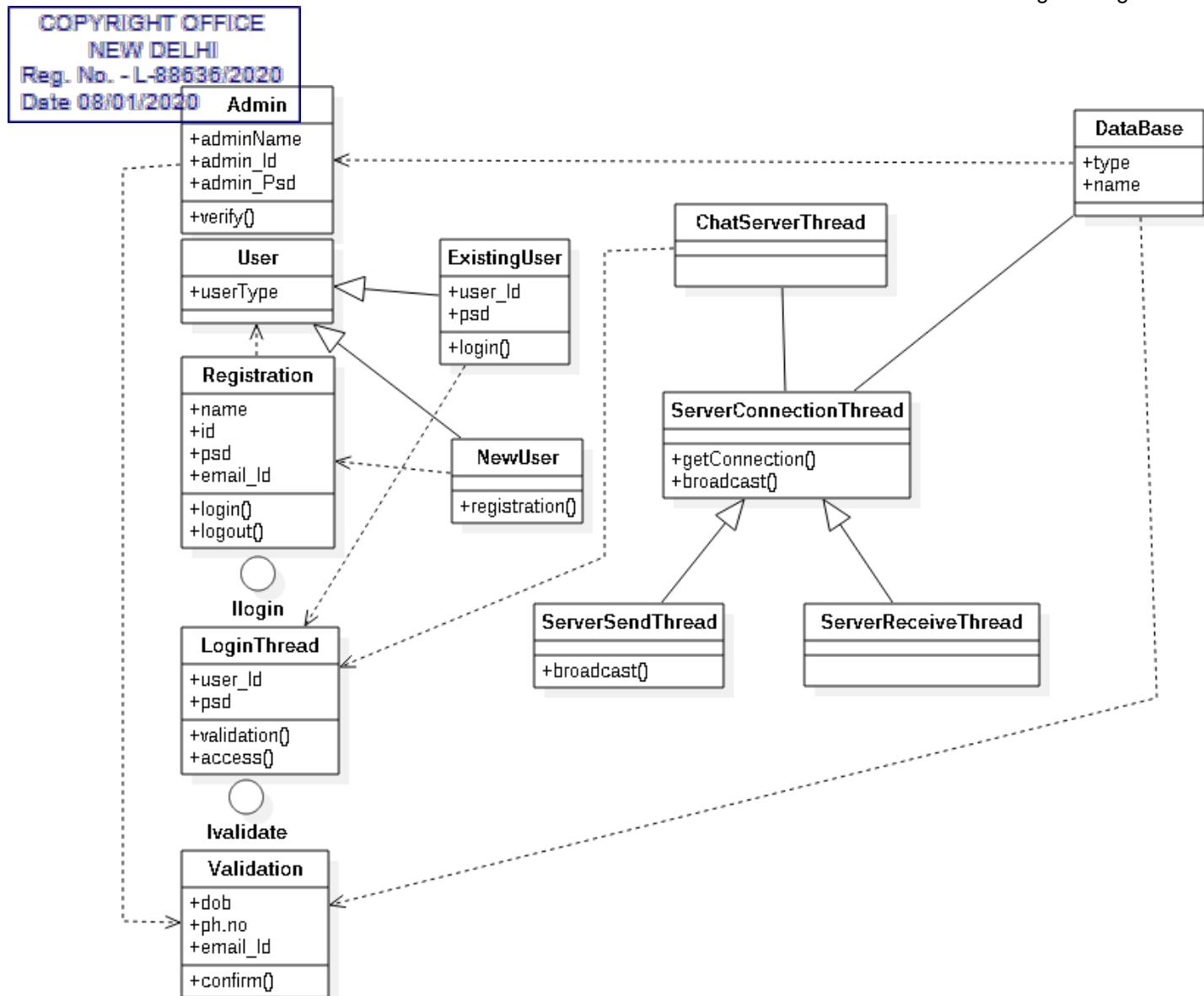
Use Case for Server



ACTIVITY DIAGRAM

Activity diagram for Chat Server

**CLASS DIAGRAM**



The diagram represents the class diagram of the Chat Server. It consists of 12 classes and each one has its own attributes and operations. The user class has the username, password, phone number etc as the attributes and register, login, validation etc as the operations. The registration class contains login and logout operations which is connected to the login class using an interface and the registration class is connected with dependency with the user class. The login class contains validate function which is connected to the validate class with an interface.

The classes identified in our system are:

User: This class represents the customer , the main actor, having attributes as sim no, account, plan,balance he can register, recharge, complaint and give feedback. User is a generalized class of **Existing user** and **New user**.

Service Provider: This class represents the service provider who issues sim, update plan, maintains database , tracks user, deduces loan reductions and has attributes such as operators, plan, offers, ,loans, payment details, user details. It also has specialized classes **SP1** and **SP2** which differ by the plan they



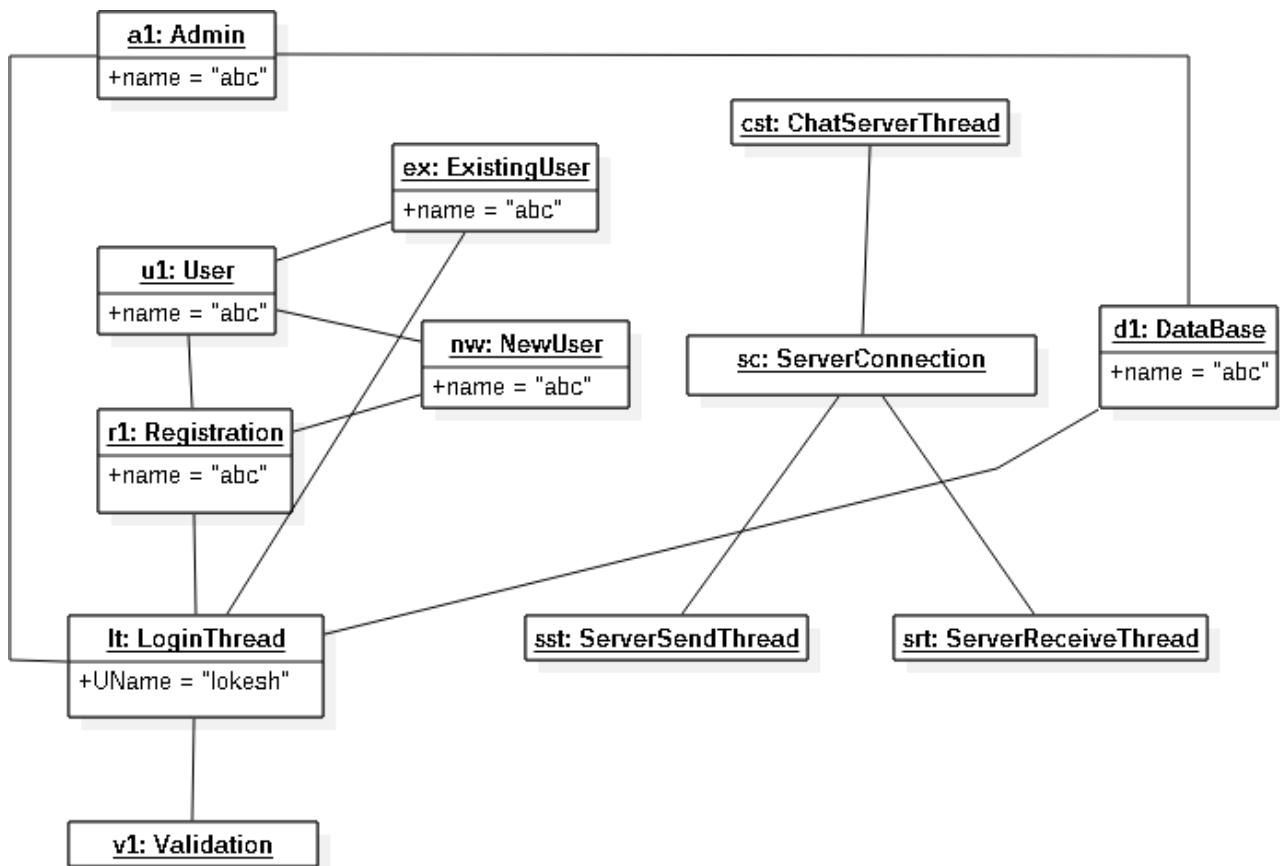
Care: This class has access to user details it provides info. To user about their account, solves and receives feedback.

S: This class undertakes all the complaints by different users and accounts for resolves them. This class collects the feedback from different accounts.

COPYRIGHT OFFICE**NEW DELHI****Reg. No. The specified****Date 08/01/2020****Recharge:** The attributes of this class are account, plan . Recharge may be **Online** or **Offline**.**Loan:** It has attribute plan, keeps track of deducing balance.**Account:** The attributes of this class are phone no, Simid,balance,loan, plan, userdetails. The functions includes register, update, request loan.**Sms Alerts:** This class offers plans, alternate info about its account to user by sending sms.**Balance:** The attributes are balance, account the functions being check balance, smsalerts and recharge.

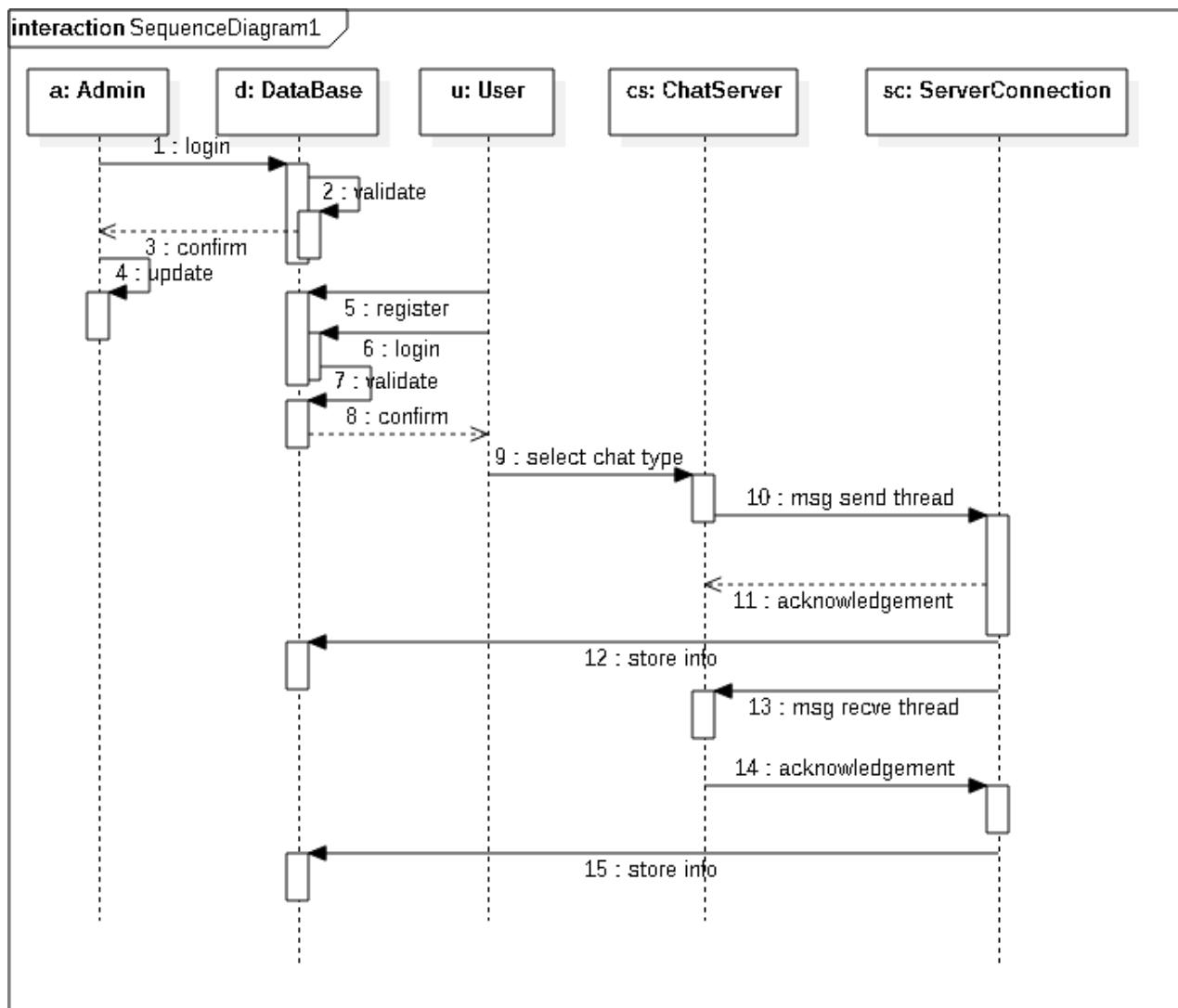
OBJECT DIAGRAM

Object Diagram for Chat Server



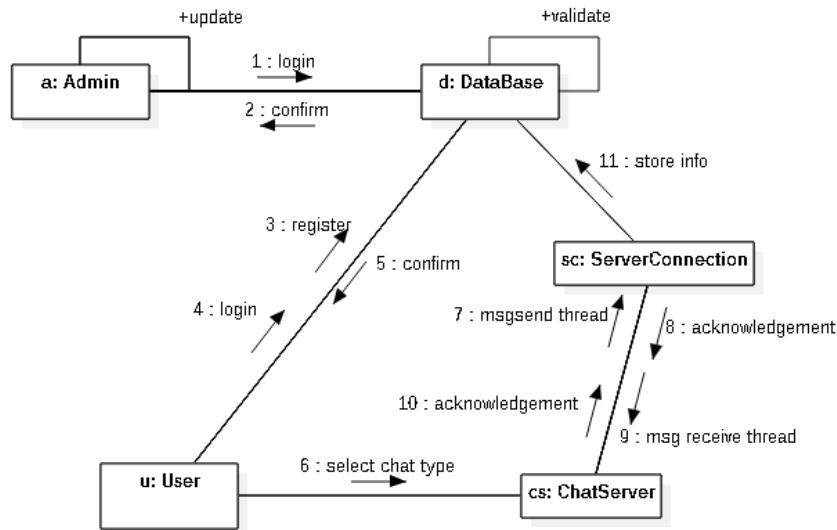
INTERACTION DIAGRAM

Sequence Diagram For Chat Server



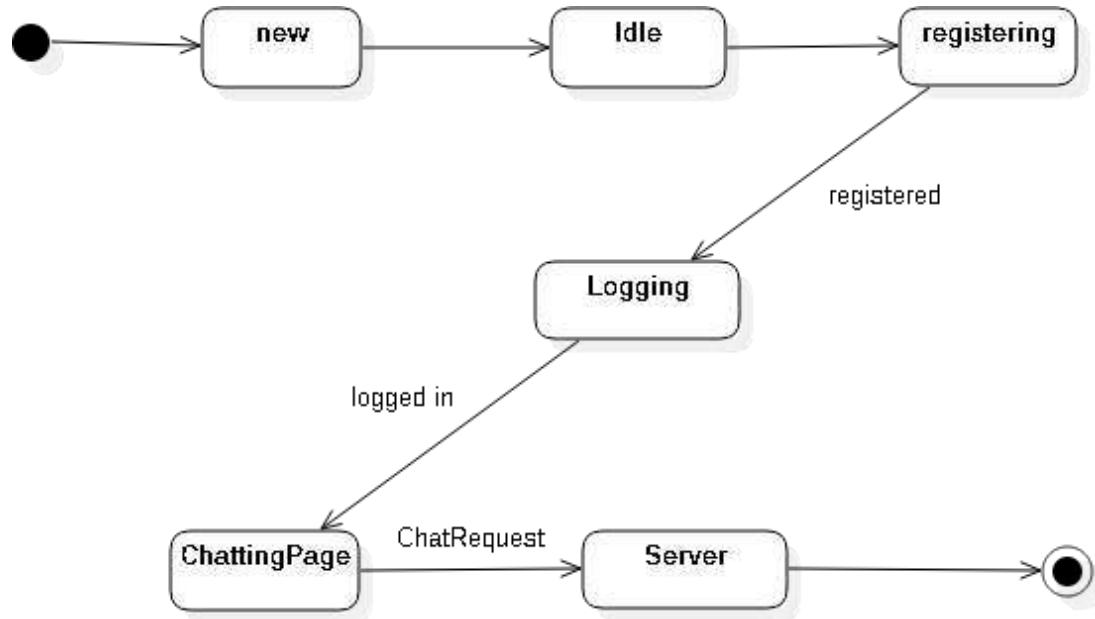
Collaboration Diagram for Chat Server

interaction CommunicationDiagram1



STATE MACHINE DIAGRAM

State Machine diagram for Chat Server

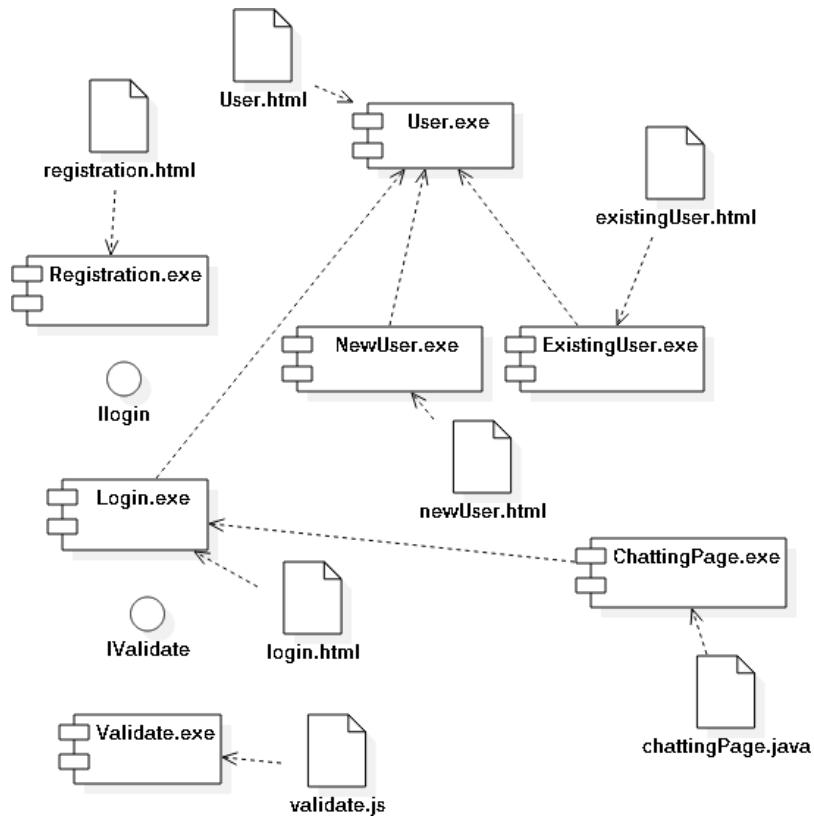


av Anupama Meduri



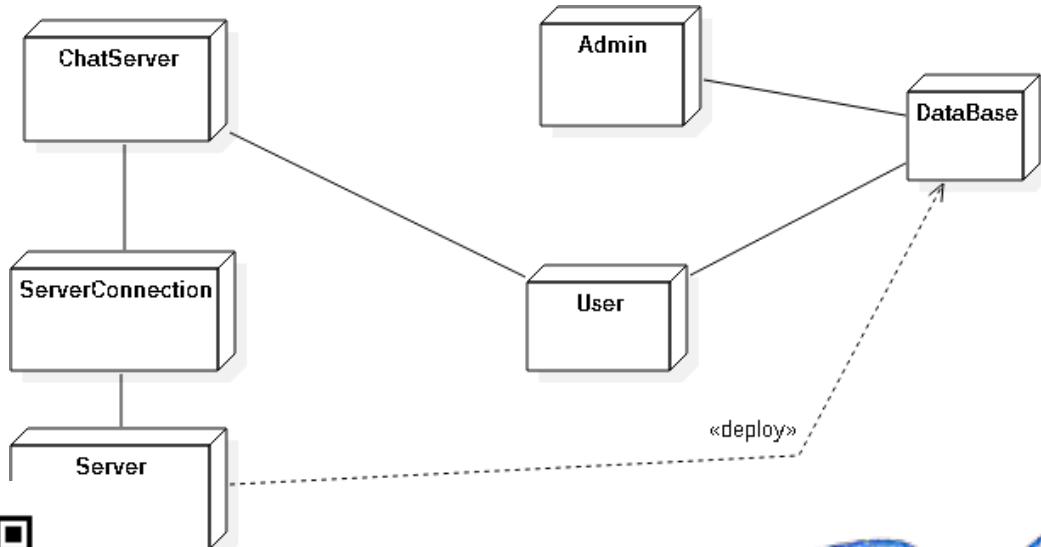
COMPONENT DIAGRAM

Component Diagram for Chat Server



DEPLOYMENT DIAGRAM

Deployment diagram for Chat Server



17. CASE STUDY FOR E-BIDDING SYSTEM

USE CASE DIAGRAM

Pre-Condition: Customer must have an account with bank.

Main Flow:

1. Register yourself and login into the website.
2. Search for the product.
3. Start Bidding.
4. Check bid status.
5. Confirm your final Bid.
6. Pay the required amount to seller.
7. Logout

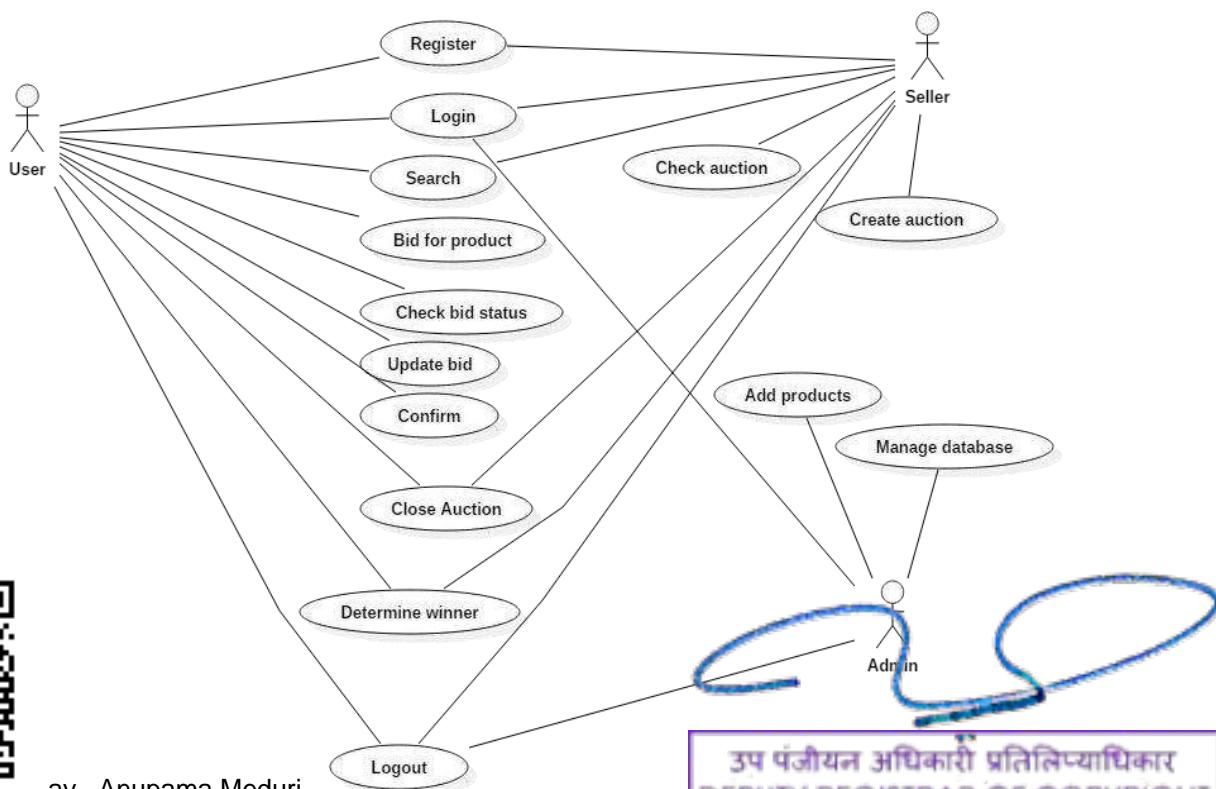
Alternate Flow:

1. Entered User-id may not be registered.
2. Searched product may not be available.

Post-Condition:

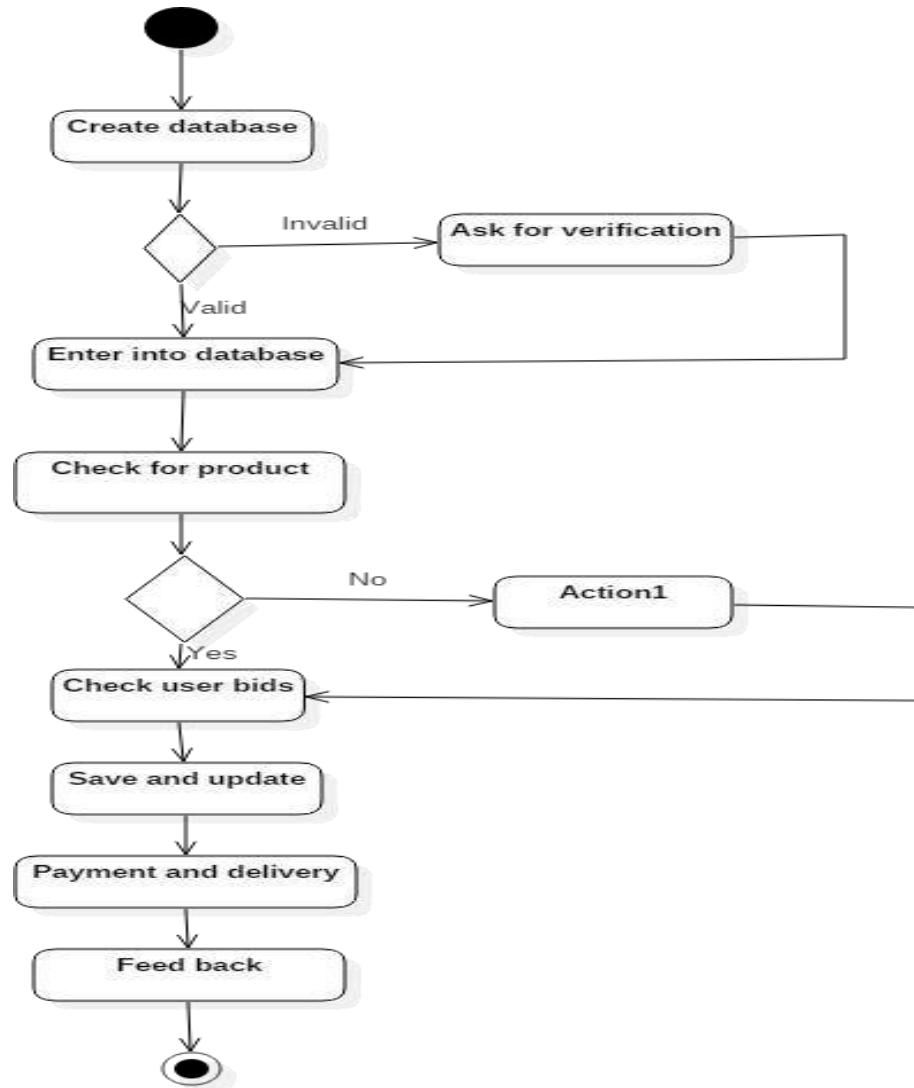
On successful completion, product is owned by the buyer.

Use case diagram for E-Bidding System



ACTIVITY DIAGRAM

Activity diagram for admin



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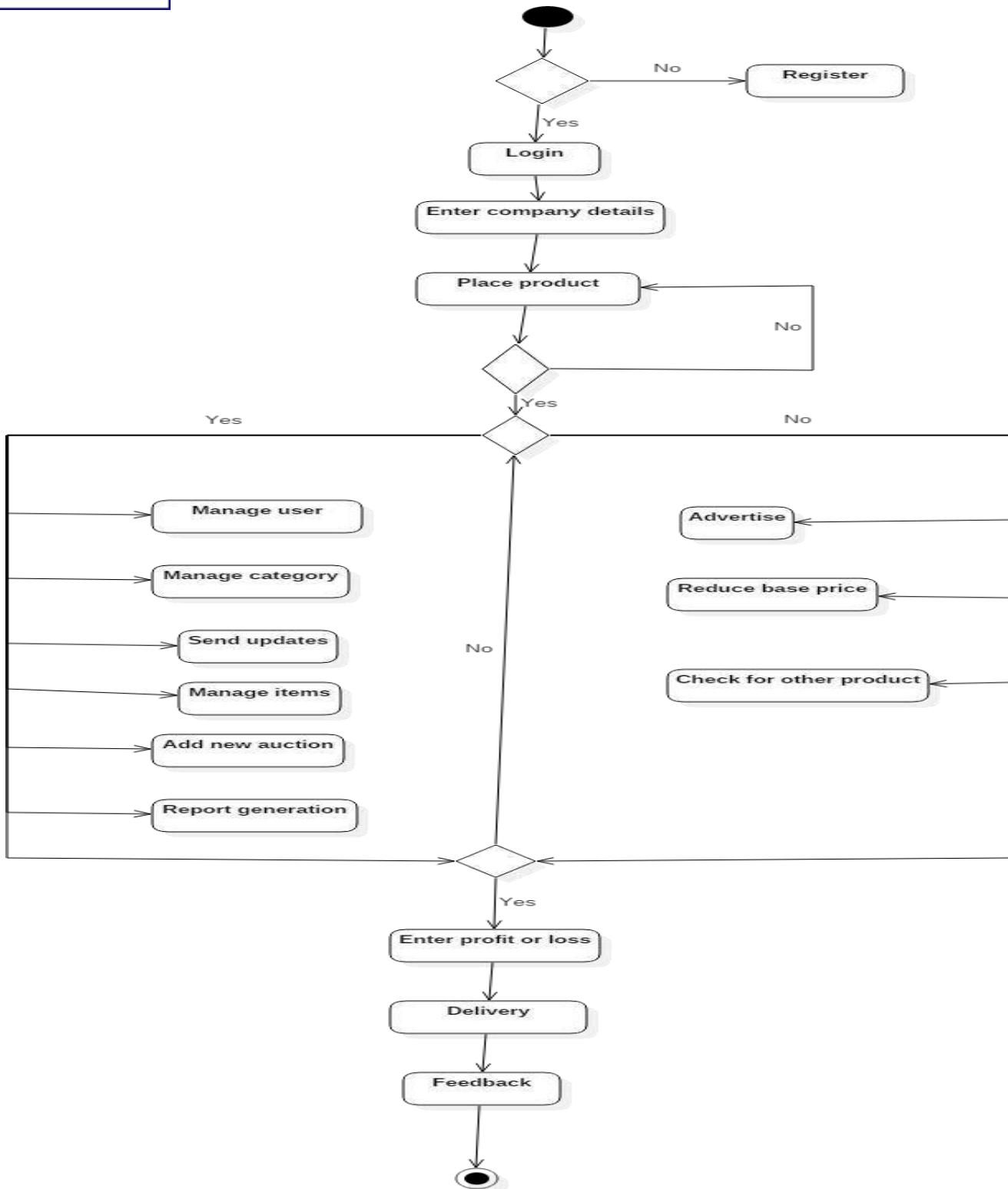
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Activity diagram for seller

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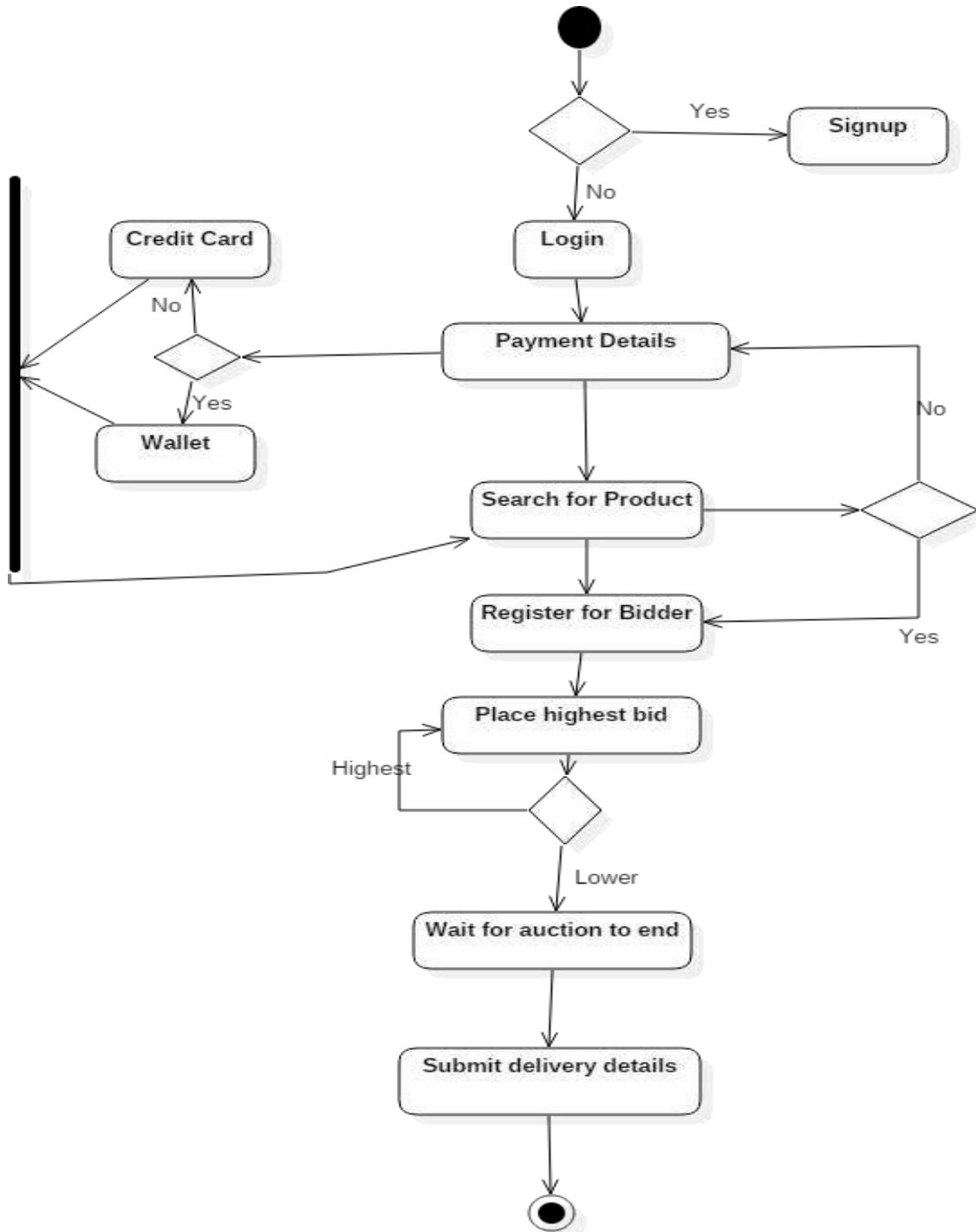
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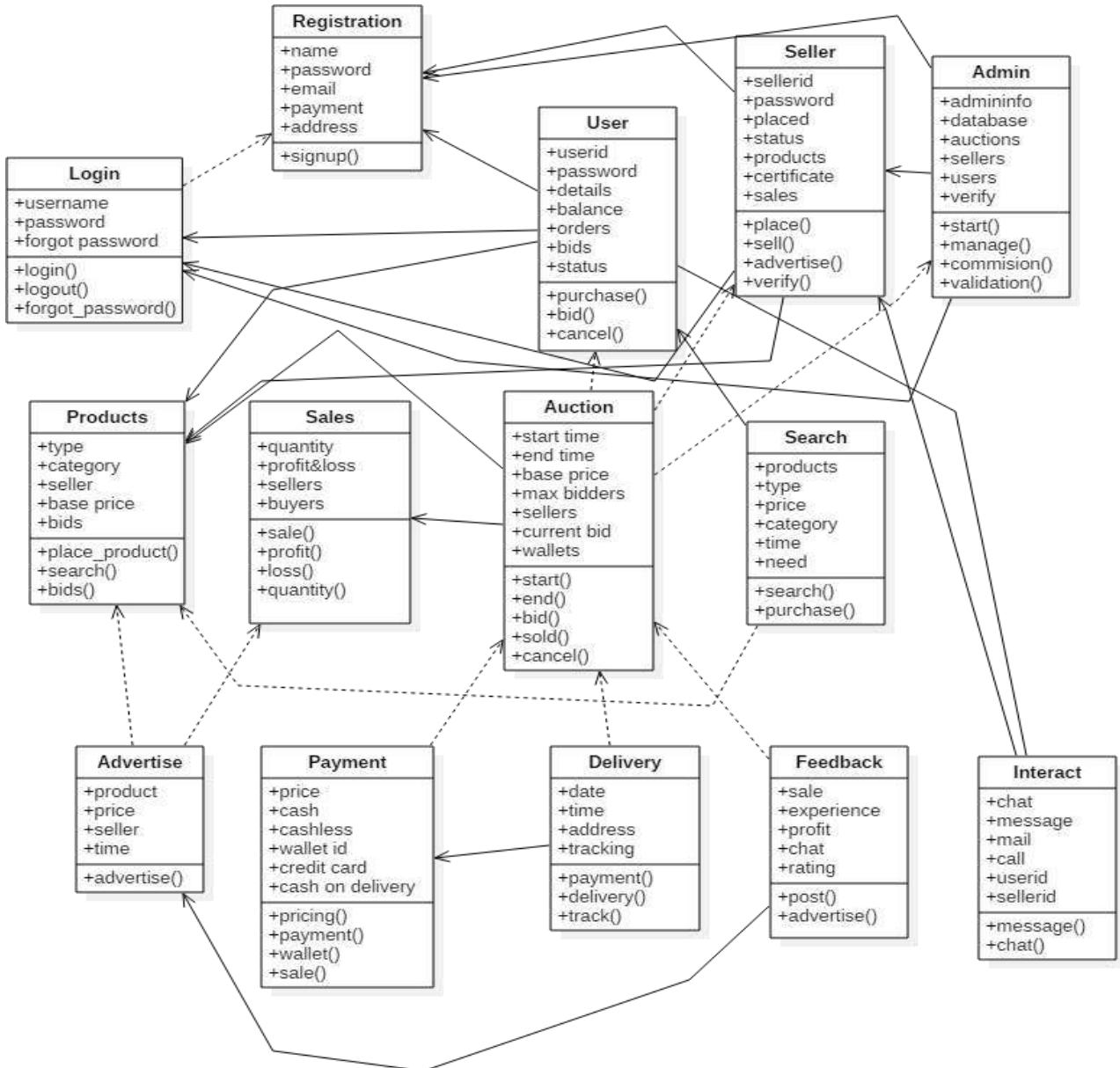
Date 08/01/2020

Activity Diagram for user



CLASS DIAGRAM

Class diagram for E-Bidding System



Class diagram for E-Bidding consists of 14 classes.

1. Registration- This class is used to register the new users into site to buy and sell products through bidding system.

in –This class is used by Registered users to access the membership of buyer or seller.

r-This class defines buyer to buy the products from the site through bidding.

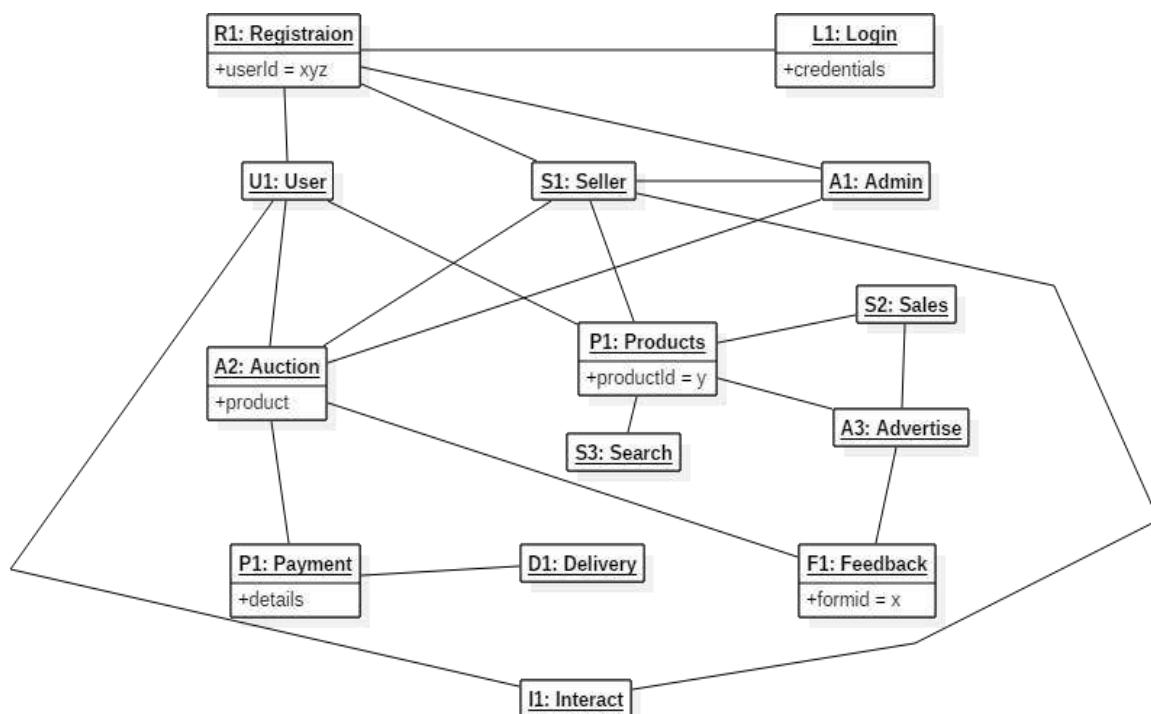


4. Seller-This class defines seller to sell the products at desired rate through auction system.
 Date 08/01/2020 Admin-This class is used to manage the auction and store the required details of buyer, seller and products and do update them as required.

6. Auction-This class is used to perform auction system through bidding.
7. Product-This class is used to define the available products which are for sale.
8. Sales-This class is used to update the sales which happened through bidding.
9. Search-This class is used to search the products which are for sale.
10. Payment-This class is used to define the mode of payment which can be online or offline.
11. Feedback-This class is used to get the feedbacks from user and seller to promote the site.
12. Delivery-This class is used to define the delivery system to the buyer through seller.
13. Interact-This class is the interface between seller and buyer.
14. Advertise-This class is used to promote the product to be sold through bidding.

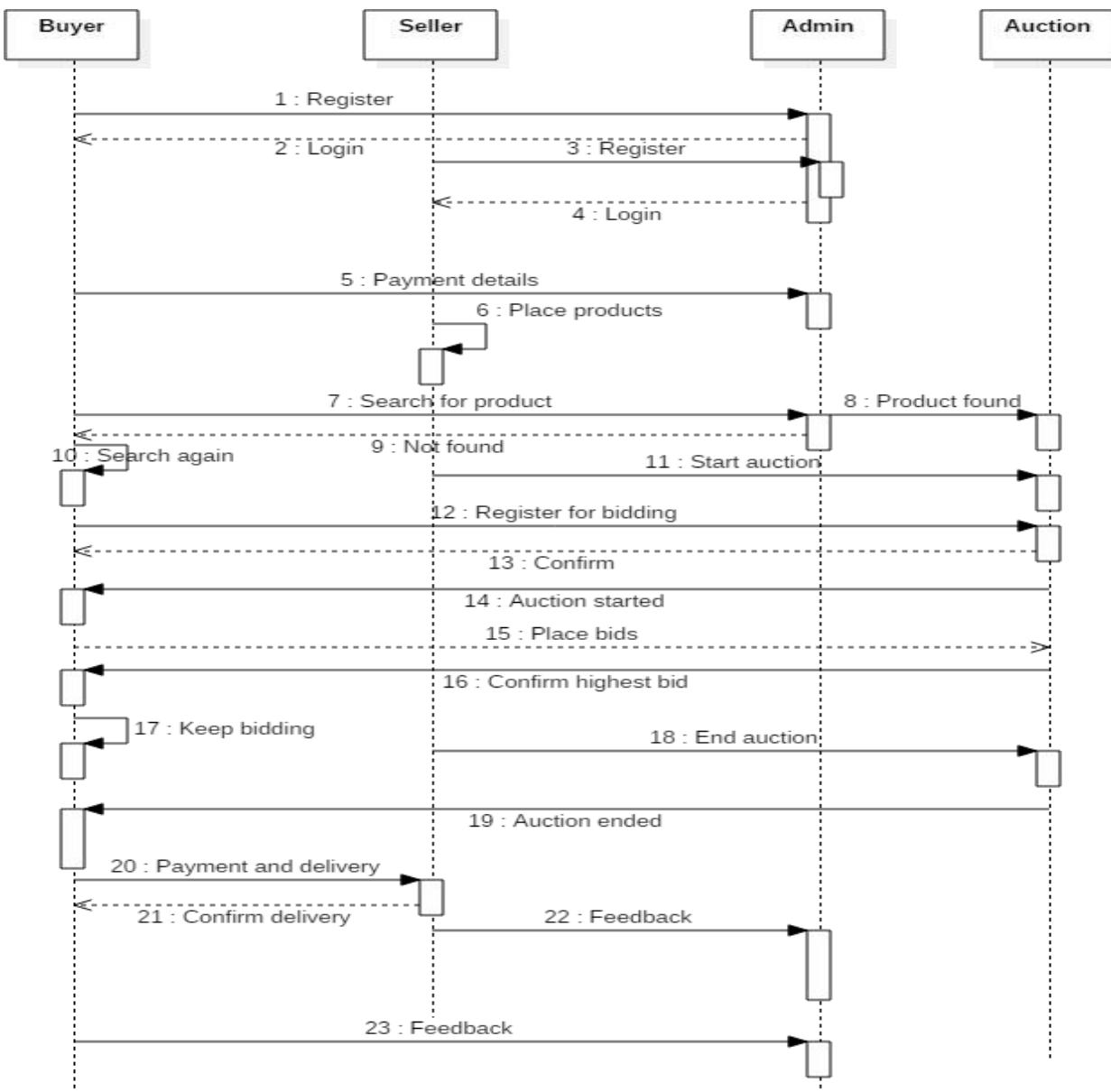
OBJECT DIAGRAM

Object Diagram for E-Bidding System



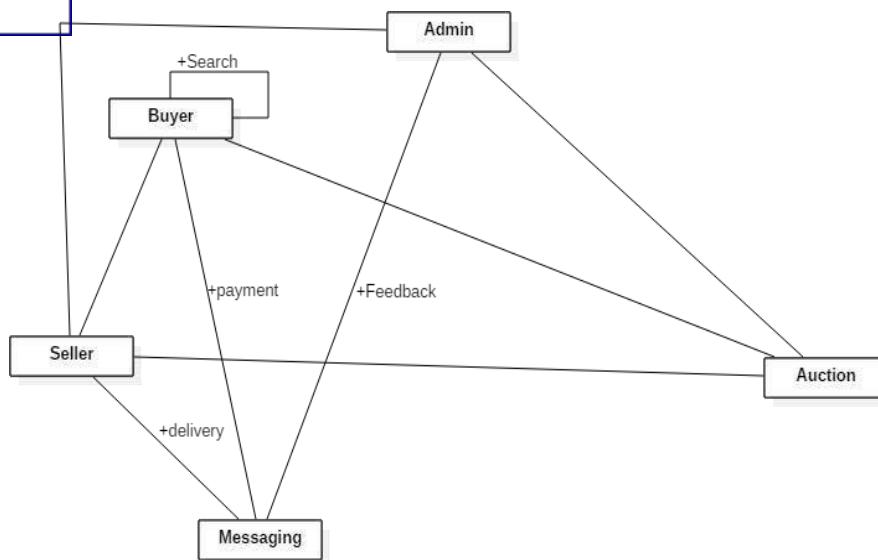
INTERACTION DIAGRAM

Sequence Diagram for bidding scenario



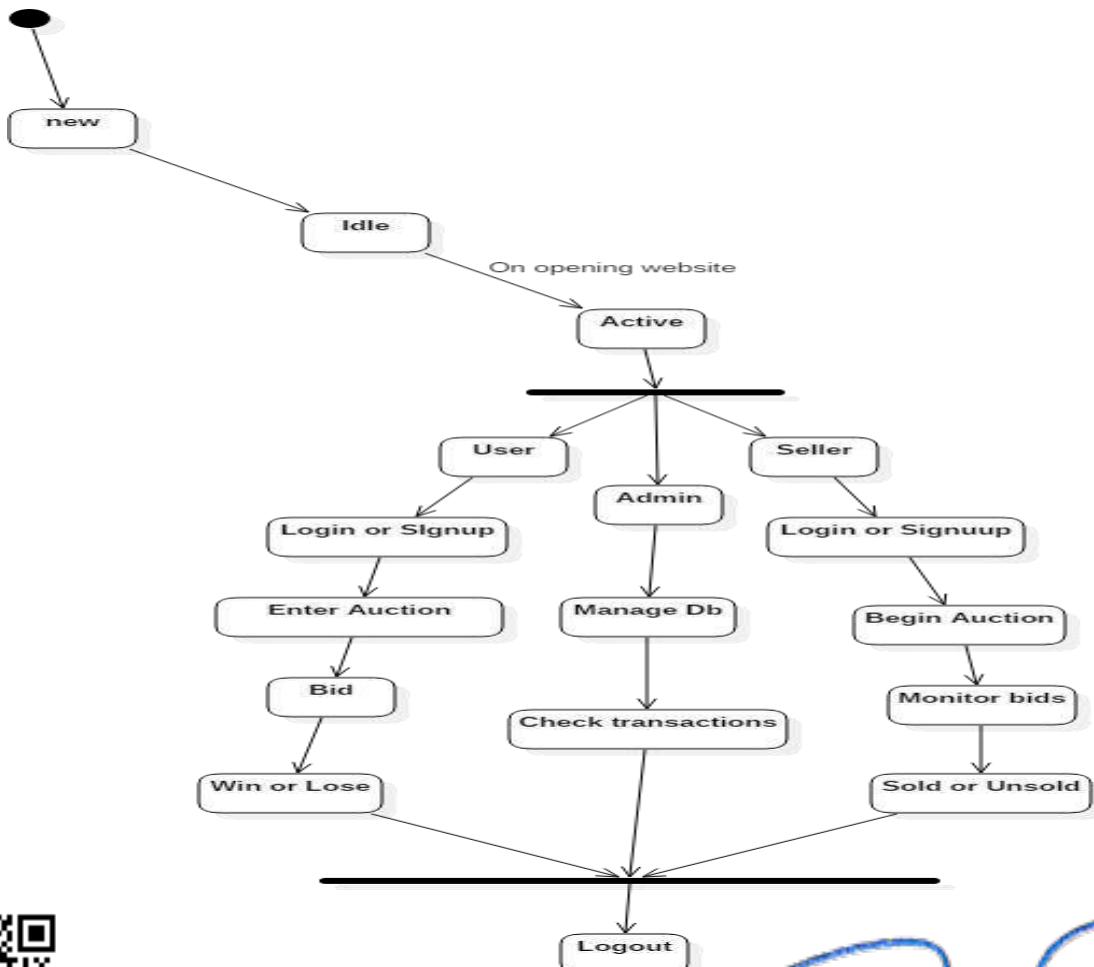
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Collaboration Diagram for Bidding Scenario



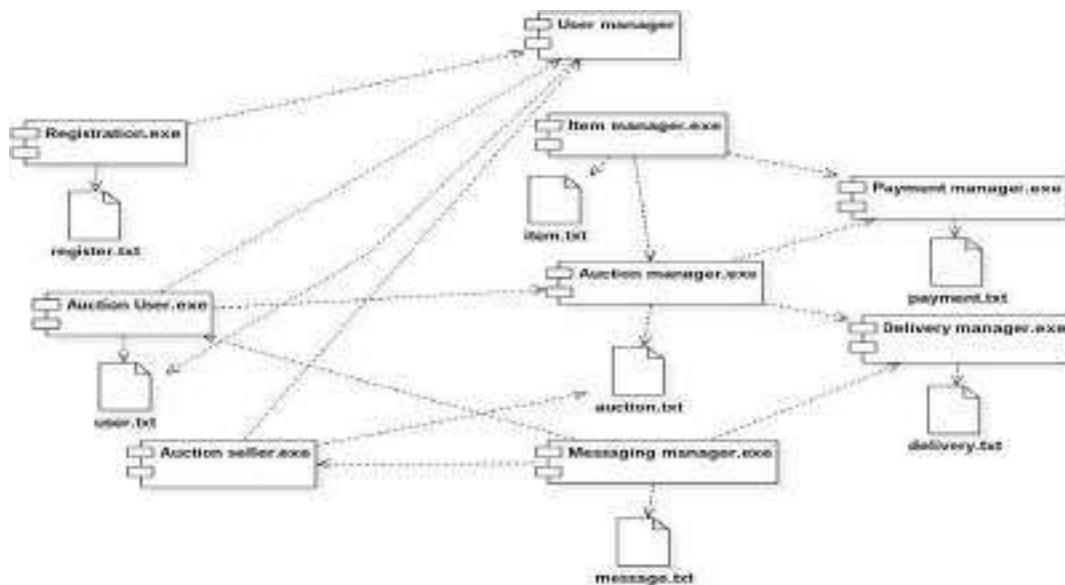
STATE MACHINE DIAGRAM

State Machine diagram for E-Bidding System



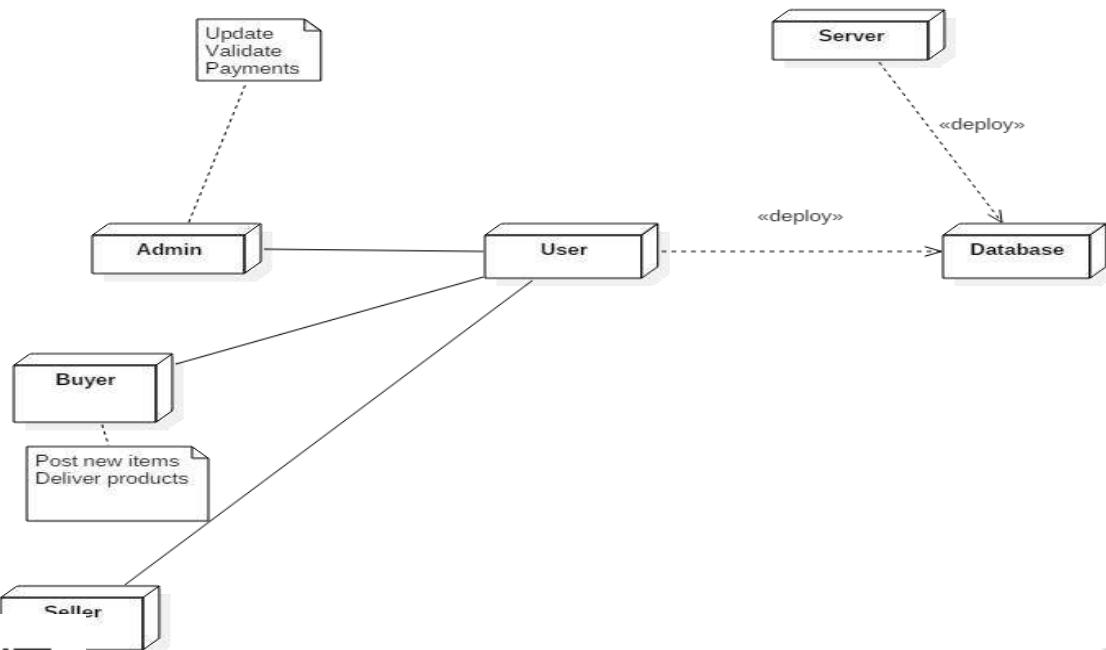
COMPONENT DIAGRAM

Component Diagram for E-BIDDING system



DEPLOYMENT DIAGRAM

Deployment diagram for E-Bidding System



18. CASE STUDY FOR E-SURVEYING APPLICATION

USE CASE DIAGRAM

Use Case Specification for Surveying Use Case

Pre-Condition: Admin has to enter the Username and Password

Main Flow:

1. Choose one among the many channels/subjects
2. Confirm the option
3. Channel /subject which was polled is recorded

Alternate Flow:

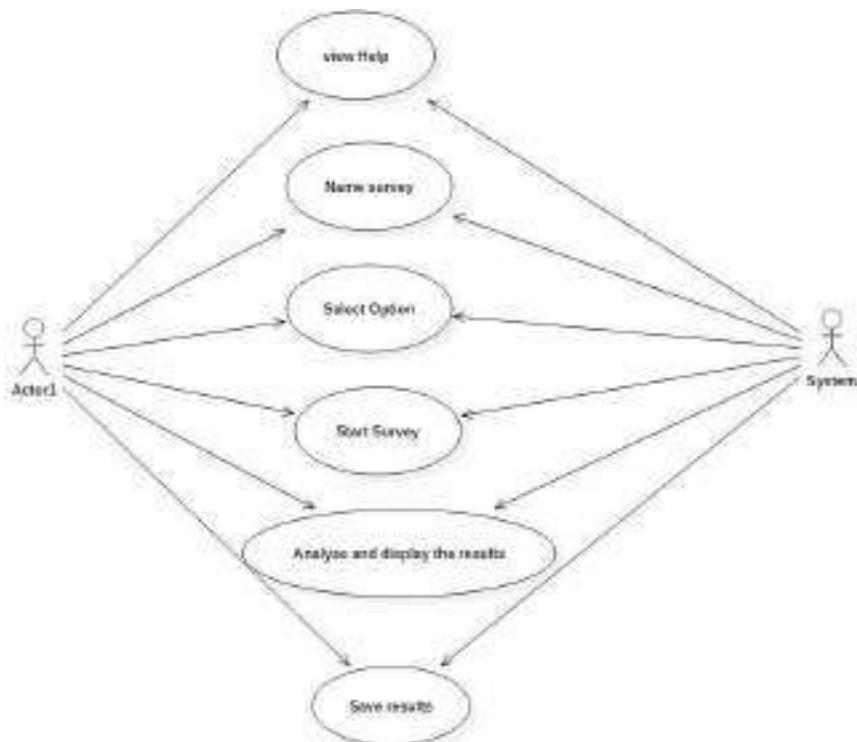
1. Username or password may invalid

Post-Condition:

On successful completion channels/subjects are analyzed and one among them is selected as elected one

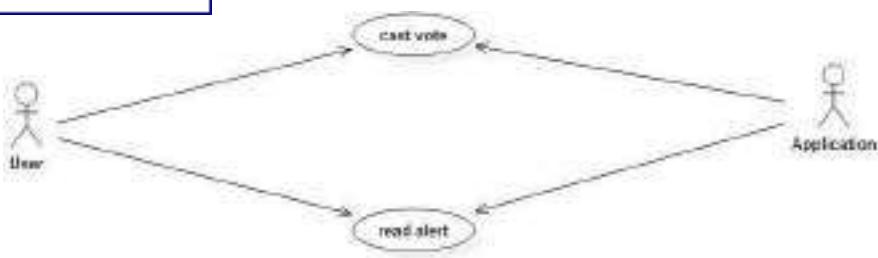
Use case diagram for Administrator:

Here **Actor1** is Admin

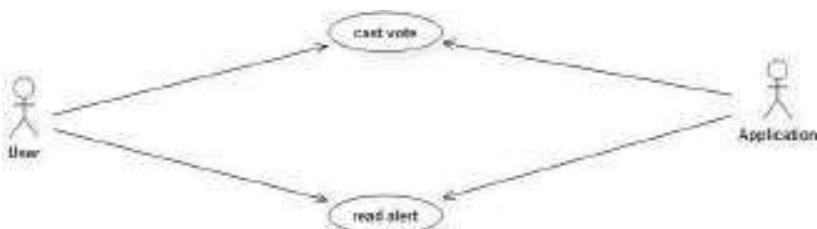
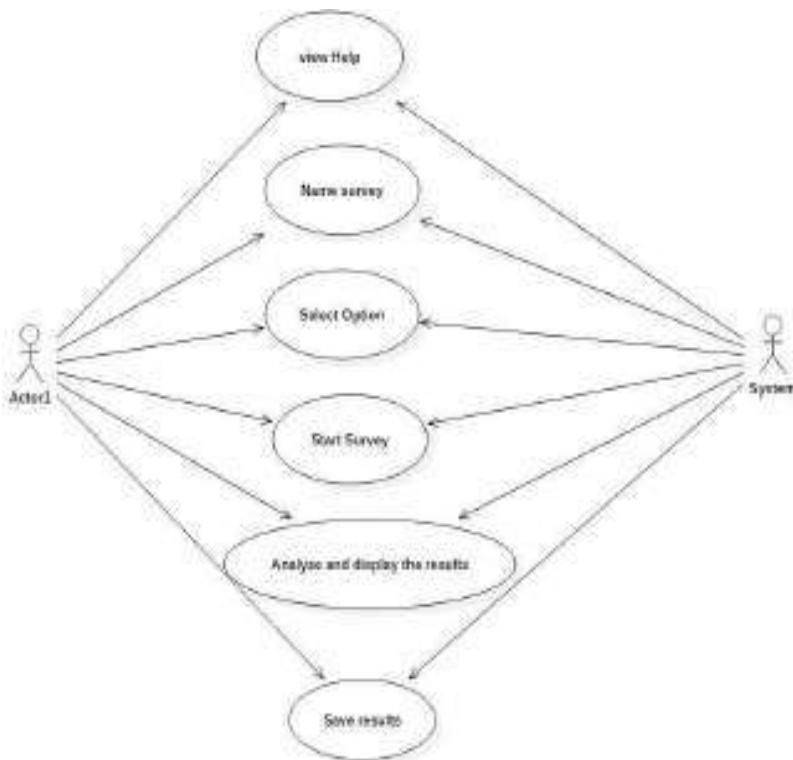


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Use case diagram for user:

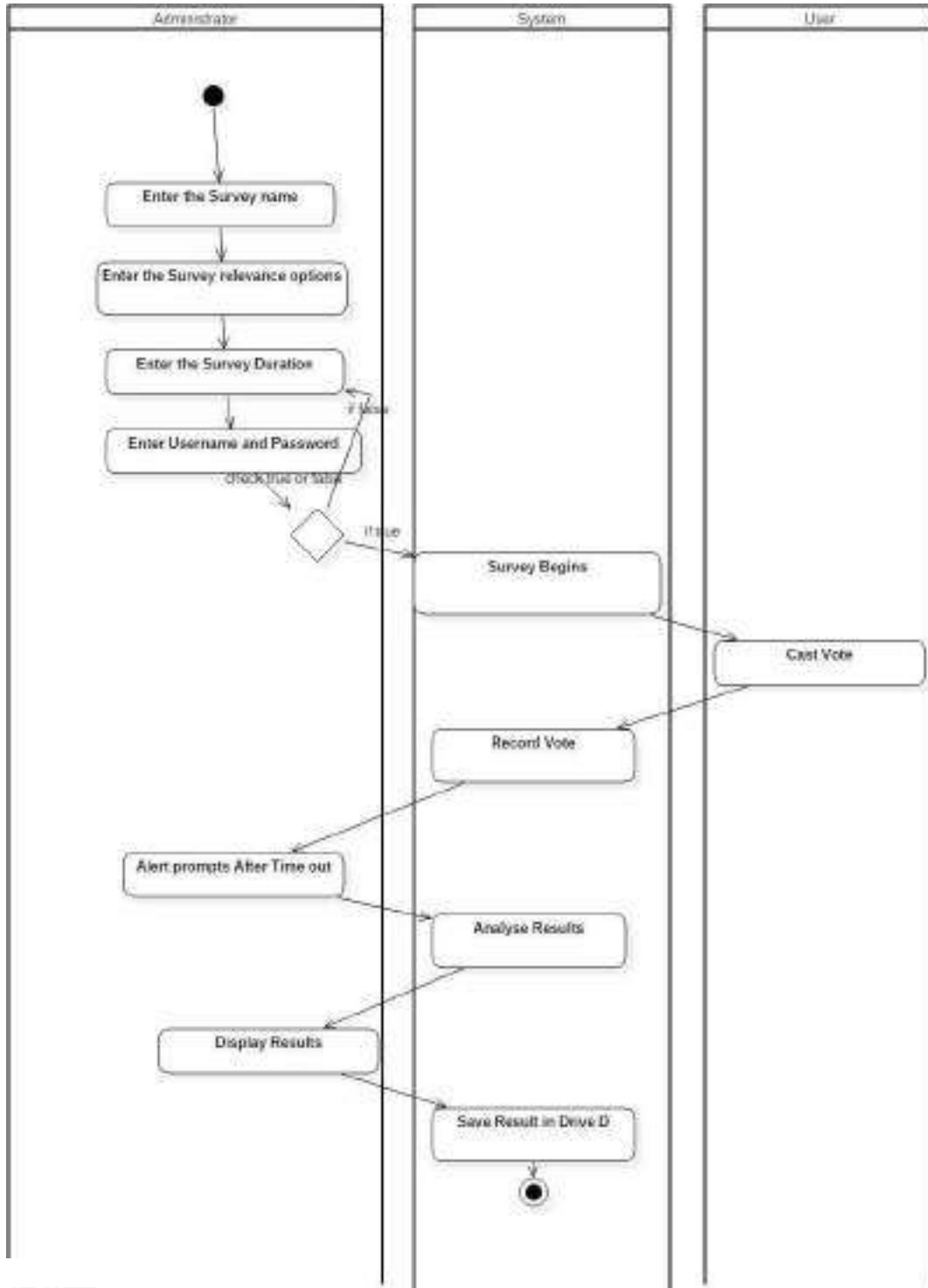


Use case diagram for overall ESurveying :



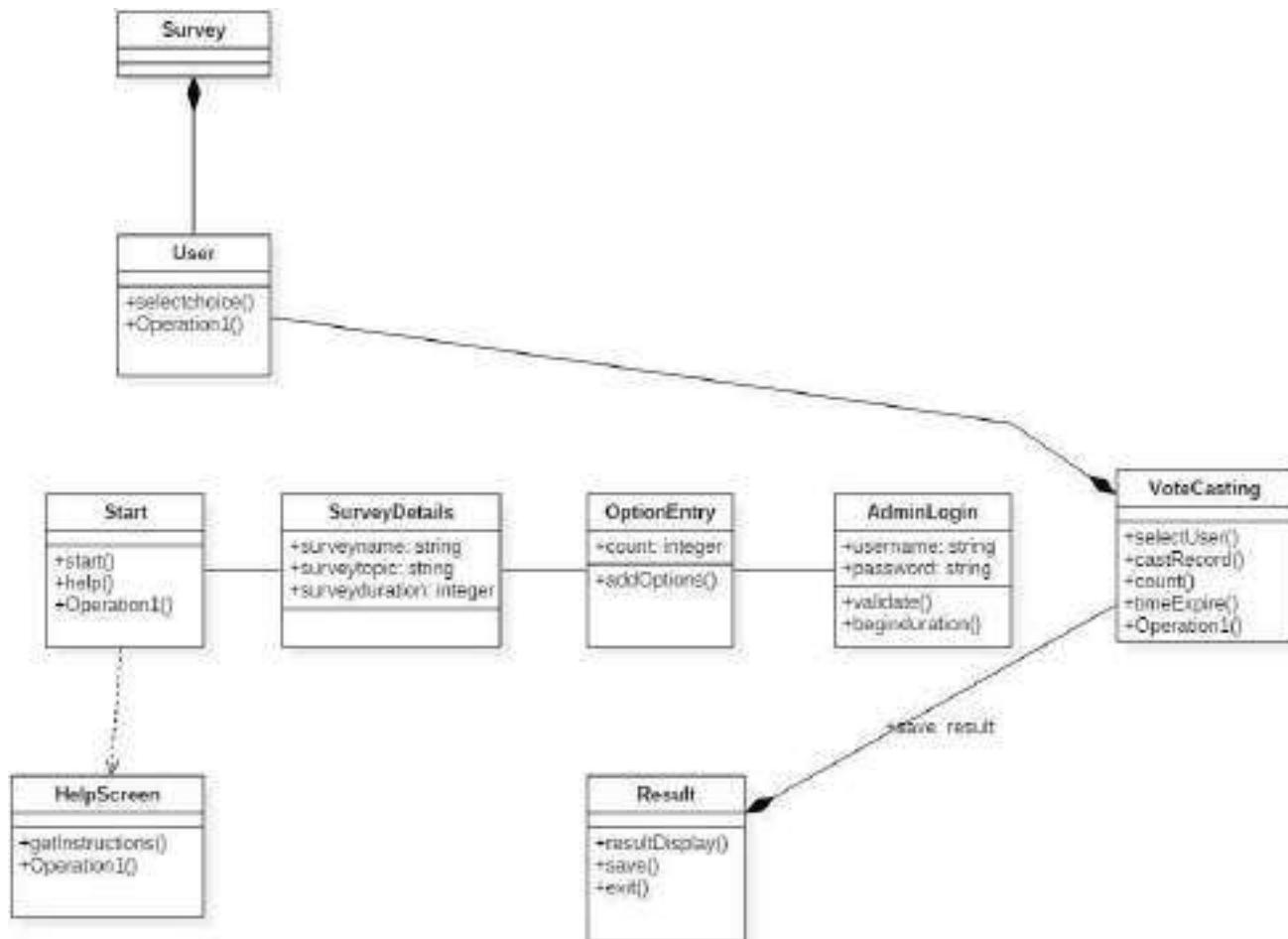
ACTIVITY DIAGRAM

Activity diagram with swim lanes for Surveying:



CLASS DIAGRAM

Class diagram for E-Surveying Application :



1. Classes are identified in this system based on following criteria:
2. The Administrator should be able to set a name for the surveying.
3. The Administrator should be able to set the number of options for the survey. The Administrator should be able to set the time duration to conduct survey.
4. The Administrator should be able to enter the names of the options for surveying.
5. The Administrator should be asked to enter the username and password before starting the surveying.
6. The System should verify the username and password to match the correct ones. The voter should be able to view all the options.
7. The voters should be able to vote for one of the option. The System should record each vote the voter has casted. The system should check for duration of Survey. The system should stop survey if duration has been completed. The System should analyze the votes against each option and calculate results. The system should display the results.



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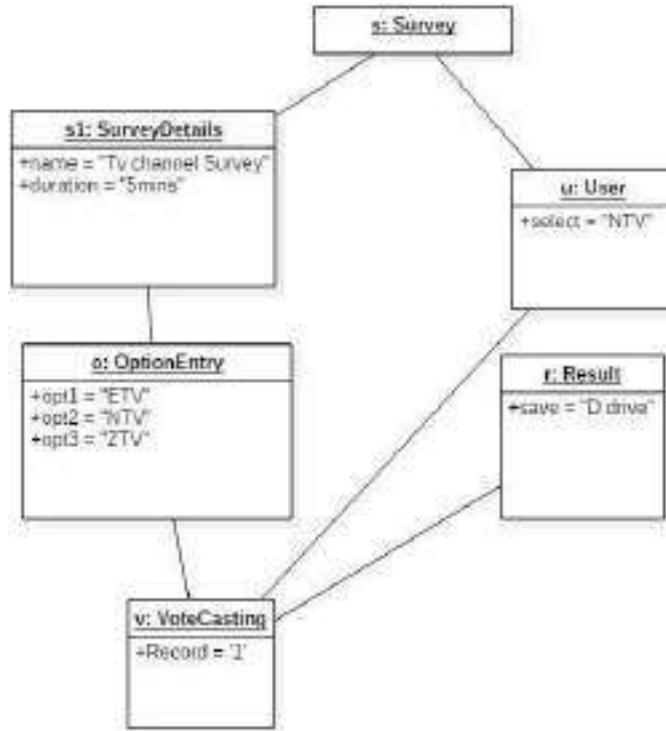
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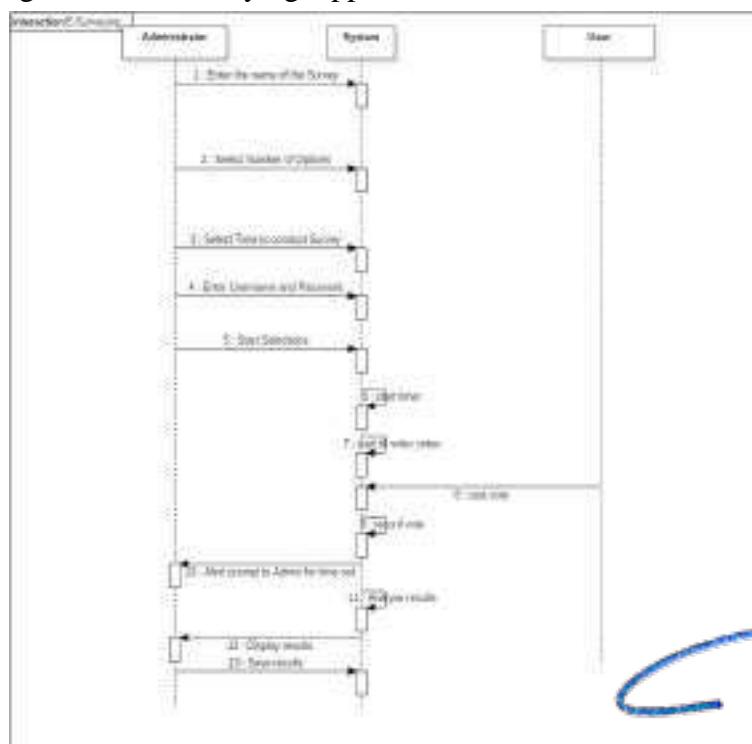
10. The user should able to save the results.

OBJECT DIAGRAM

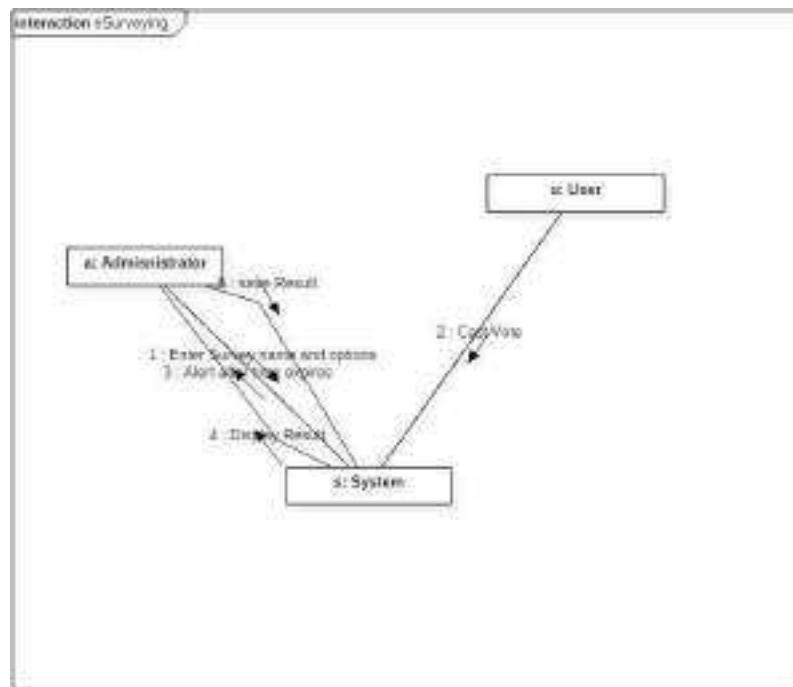
Object Diagram for E-Surveying Application:

**INTERACTION DIAGRAM**

Sequence Diagram for E-Surveying Application:

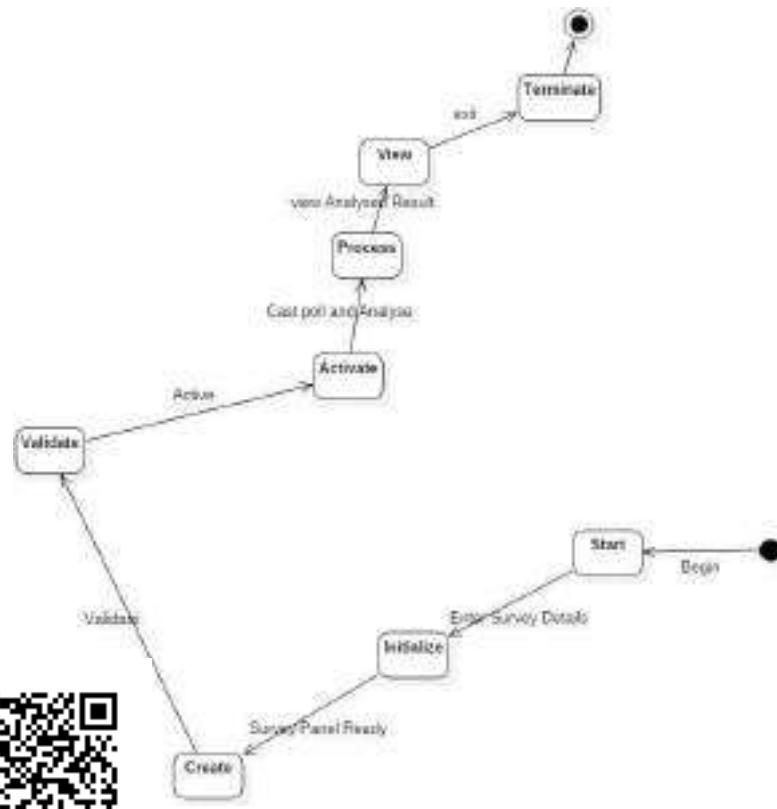


Collaboration Diagram for E-Surveying Application:



STATE MACHINE DIAGRAM

State Machine diagram for E-Surveying Application:

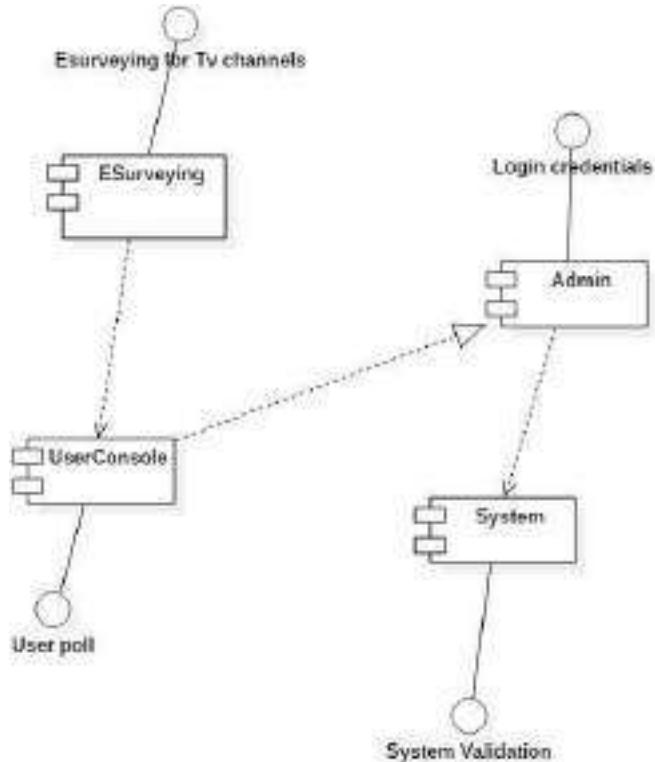


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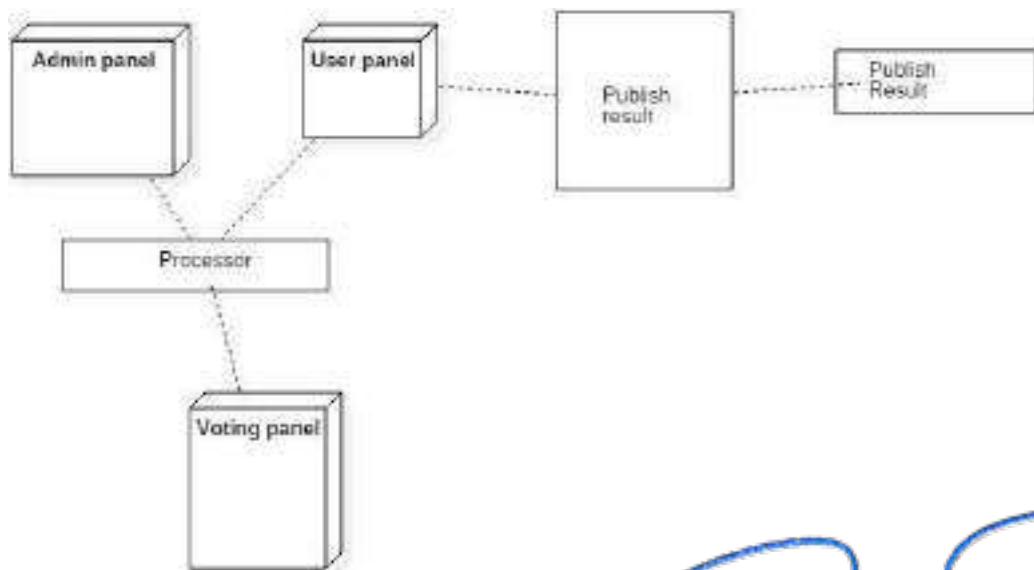
COMPONENT DIAGRAM

Component Diagram for E-Surveying Application:



DEPLOYMENT DIAGRAM

Deployment diagram for E-Surveying Application:



19. CASE STUDY FOR EVENT MANAGEMENT SYSTEM

USE CASE DIAGRAM

Precondition:

Event should occur in the College

Main Flow:

1. Admin adds the event
2. Student Registers and participates in the event
3. Payment for the events
4. Admin updates the events and periodically updates the website about the winners.
5. Student checks the web site for winners.

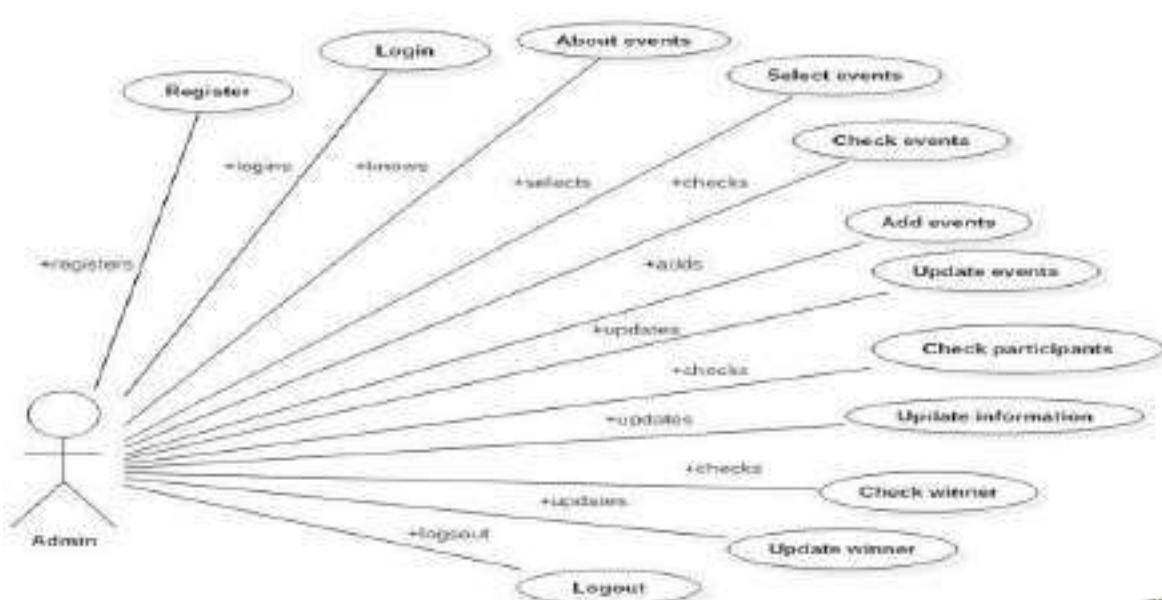
Alternate Flow:

1. Admin grants new users access and maintains the website.

Post Condition:

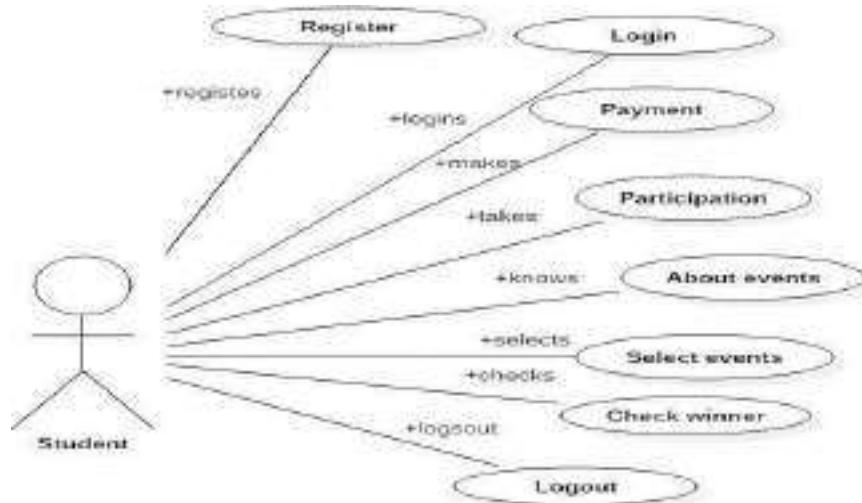
On successful completion of events winner is updated in the web site.

Use case diagram for Admin:



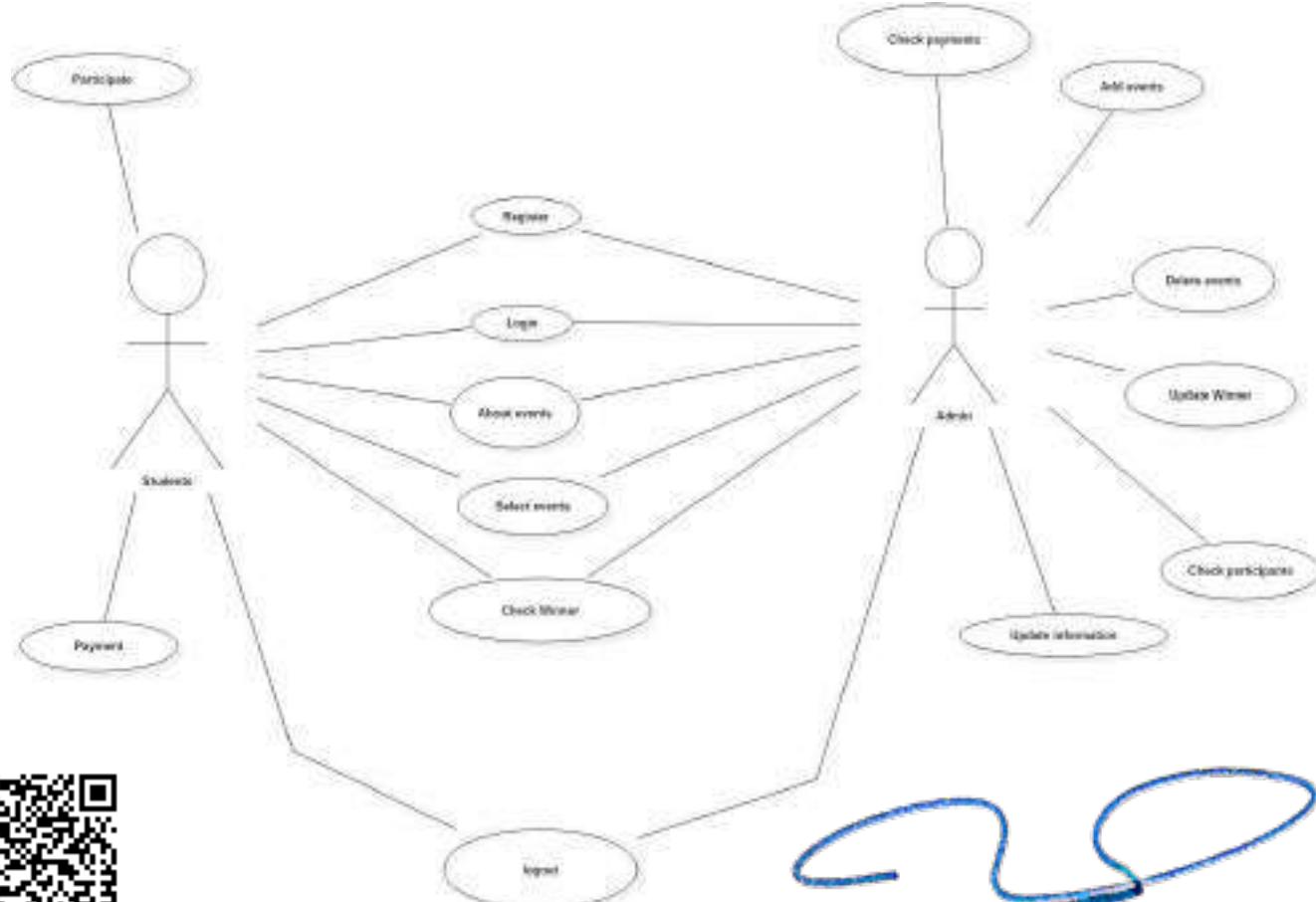
Use case diagram for admin registers, adds events, selects events, updates information, checks participants, checks winner and updates the winner.

Use case diagram for Student:



The above Use case diagram shows the actor Student and his functions like register, login, make payment, participate, select events and participate as use cases.

Use case diagram for event management system:

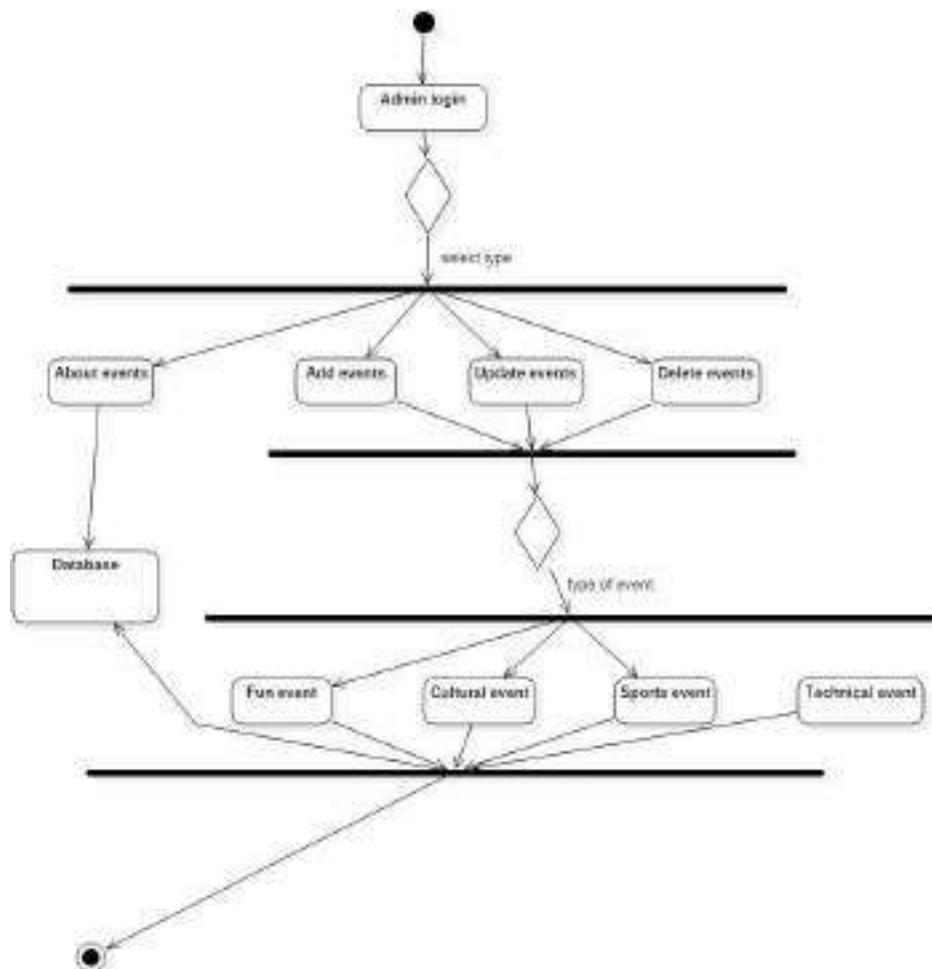


Our Use case diagram is about Event Management System and it consists of two main actors. They are:

- 1) **Admin:** Admin checks the events and selects the events and checks the no of participant's base on the no of payments made. He also updates information regarding the winners and deletes the events after its completion
- 2) **Student:** Student checks the list and the types of events and selects the events and makes payment and participates in the events. He also checks for the winner of the event.

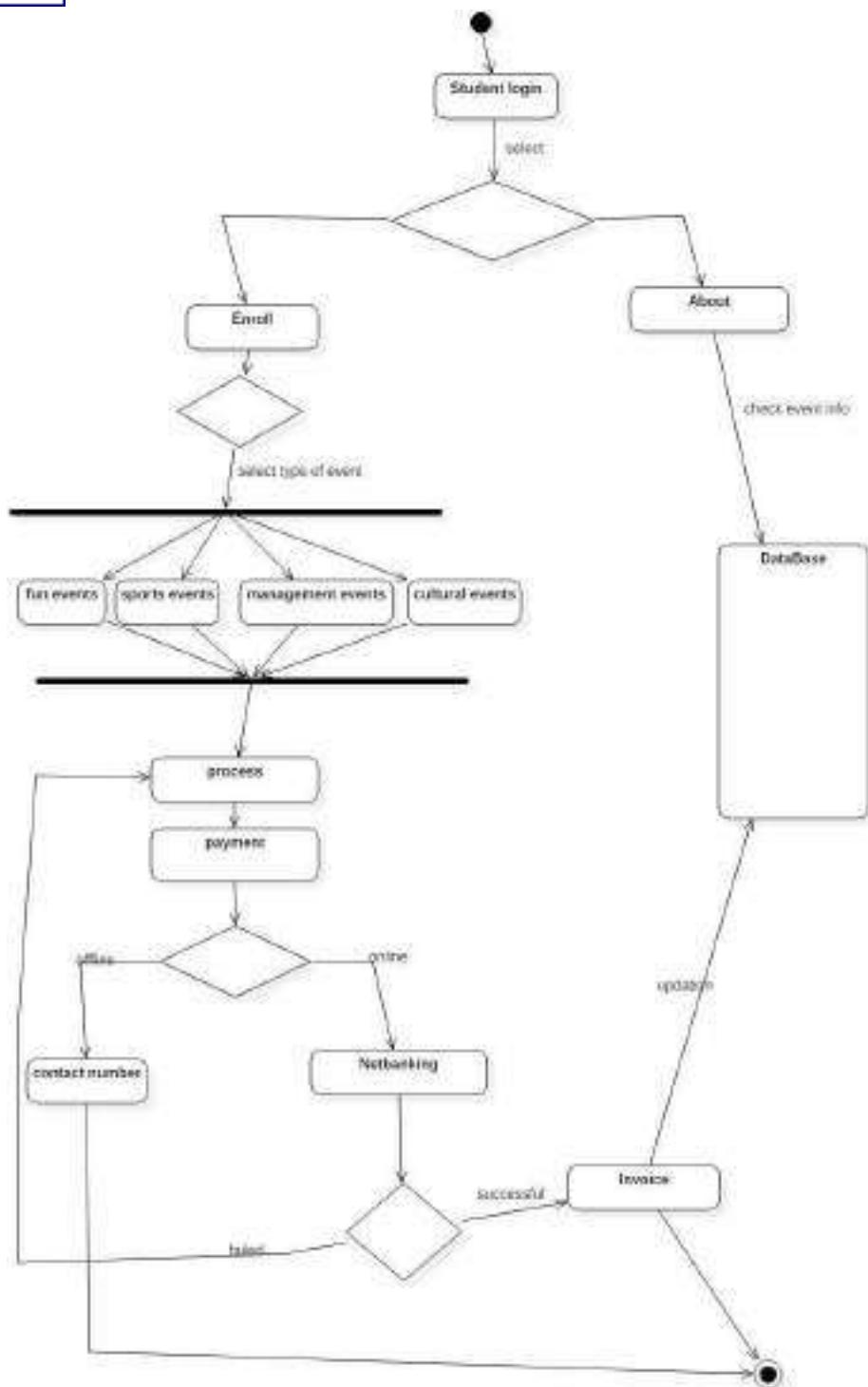
ACTIVITY DIAGRAM

Activity diagram for Admin:



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Activity diagram for Student:

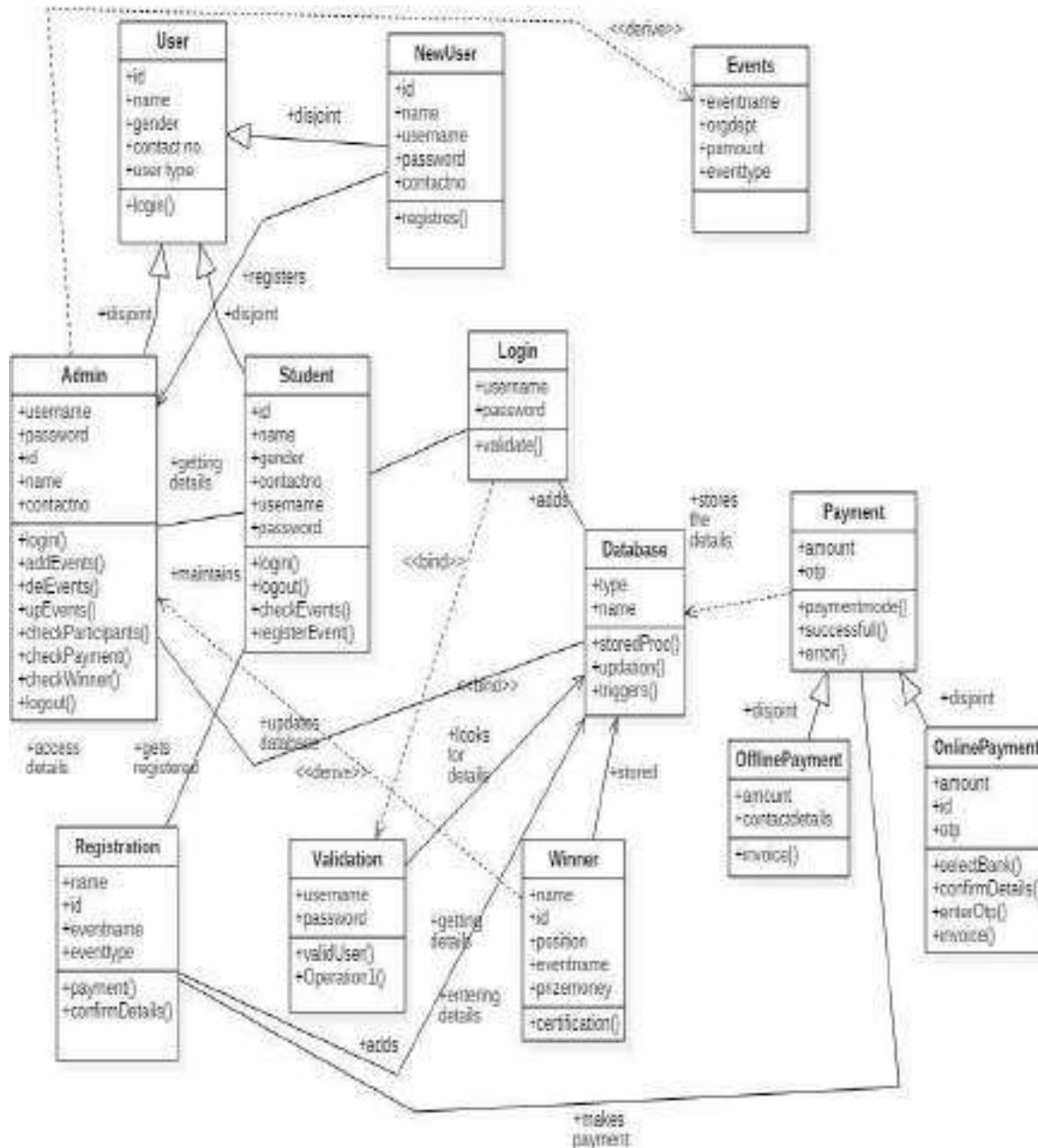


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CLASS DIAGRAM

Class diagram for Event Management System:



The class diagram of Online Hacking Portal has 13 classes. They are

- 1) **User:** It consists of attributes such as id, name, gender, contact no and operation such as login () .
- 2) **New User:** It consists of attributes such as id, name, username, password and operations such as login () .

Events: It consists of attributes event name, orgdept, pamount, eventtype.

Admin: It consists of attributes such as user name, password, contact no, id and operations



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such as login(), addEvents(), upEvents().

5) **Student:** It consists of attributes id, name, contact no, user name, password and operations such as login(), logout(), checkEvents(), registerEvents().

6) **Login():** It consists of attributes of user name, password and operations such as validate().

7) **Database:** It consists of attributes type, name and operations such as storedpro(), updation(), triggers().

8) **Payment:** It consists of attributes amount, otp and operations such as paymentmode(), successful(), error().

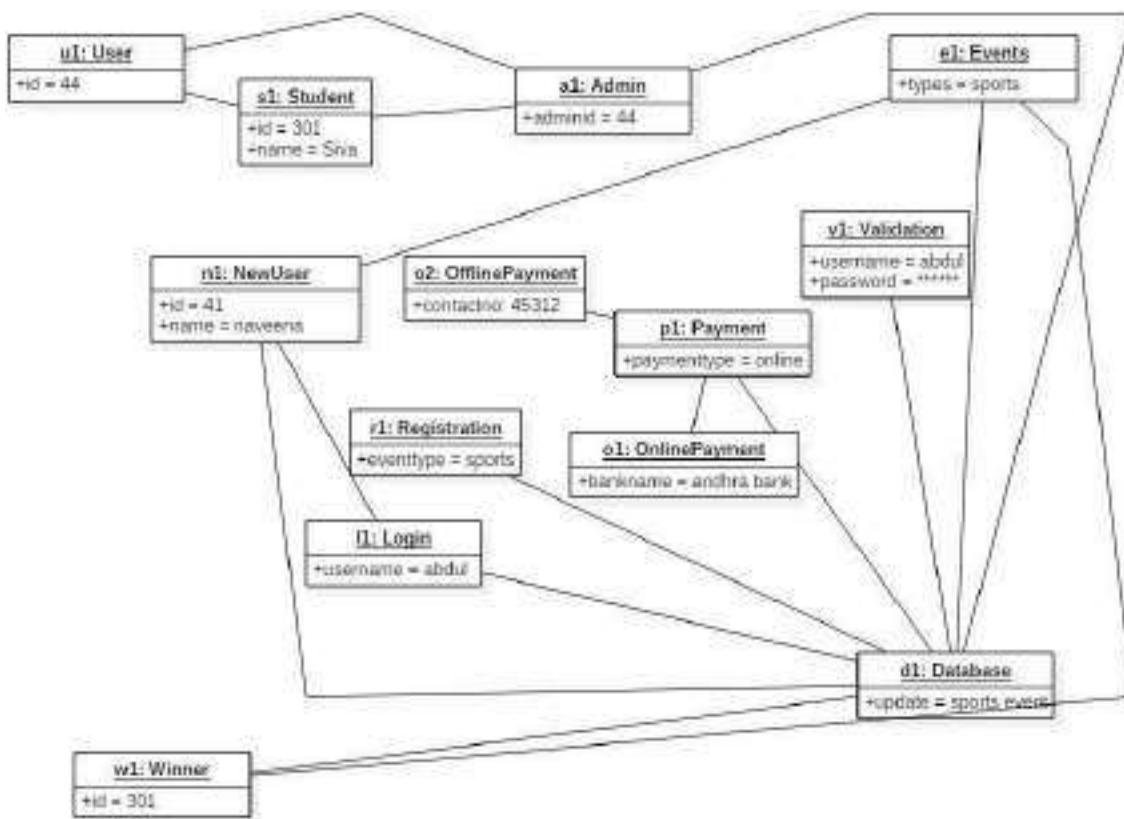
9) **Registration:** It consists of attributes name, id, eventtype, eventname and operations such as payment(), confirmdetails().

10) **Validate:** It consists of attributes username, password and operations such as validuser().

11) **Winner:** It consists of attributes name, id, position, eventname, prizemoney and operations such as certification().

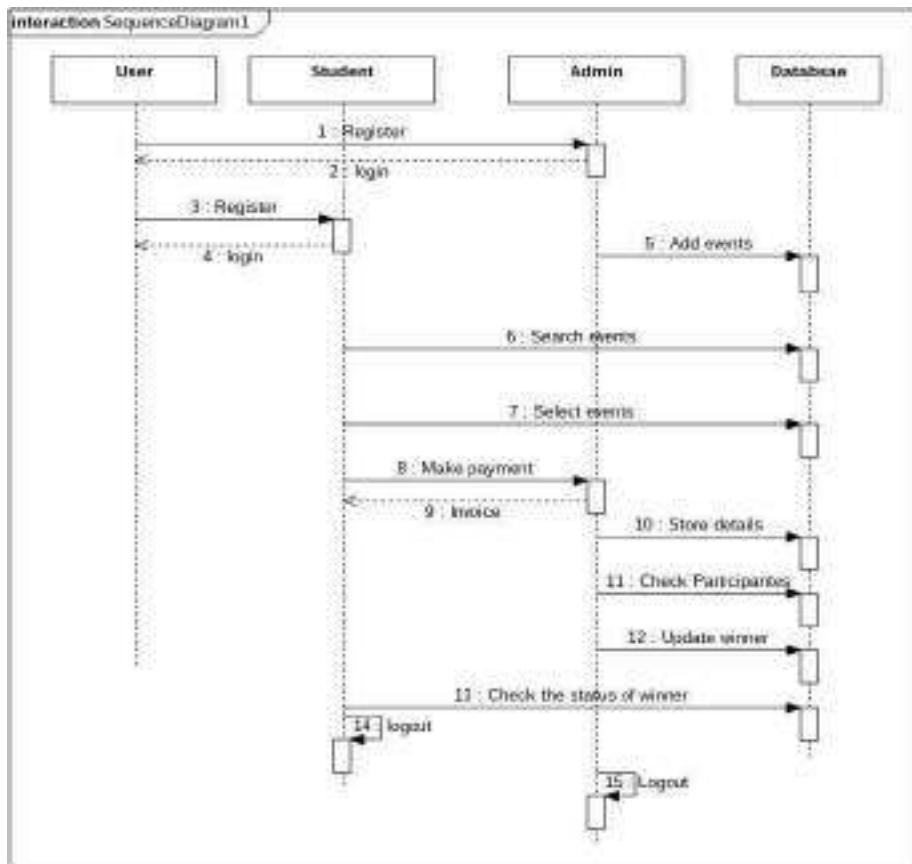
OBJECT DIAGRAM

Object Diagram for Event Management System:

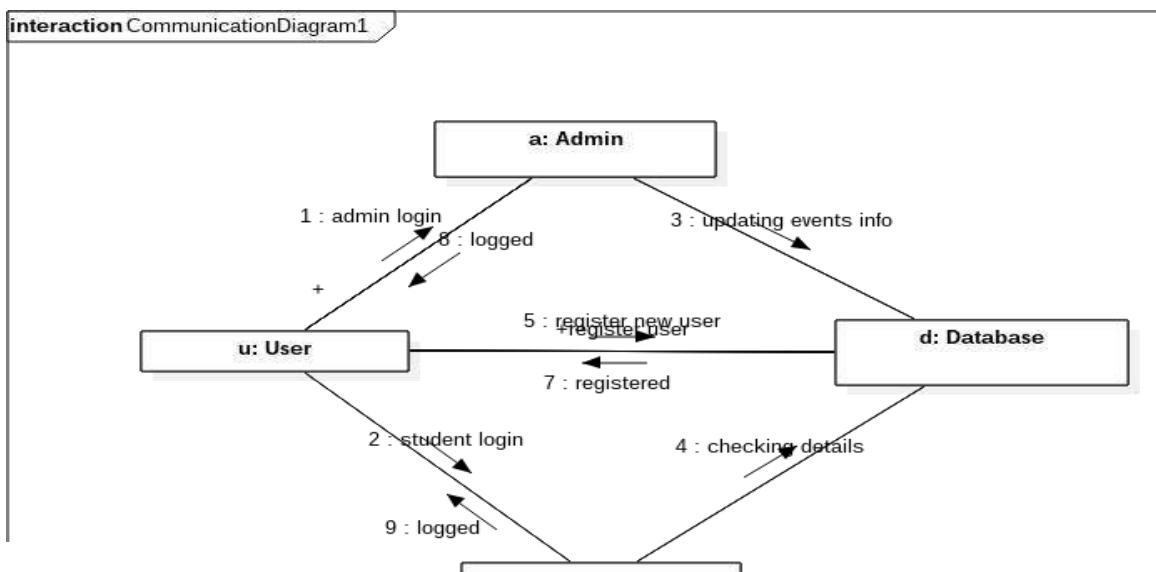


INTERACTION DIAGRAM

Sequence Diagram for Event Management System

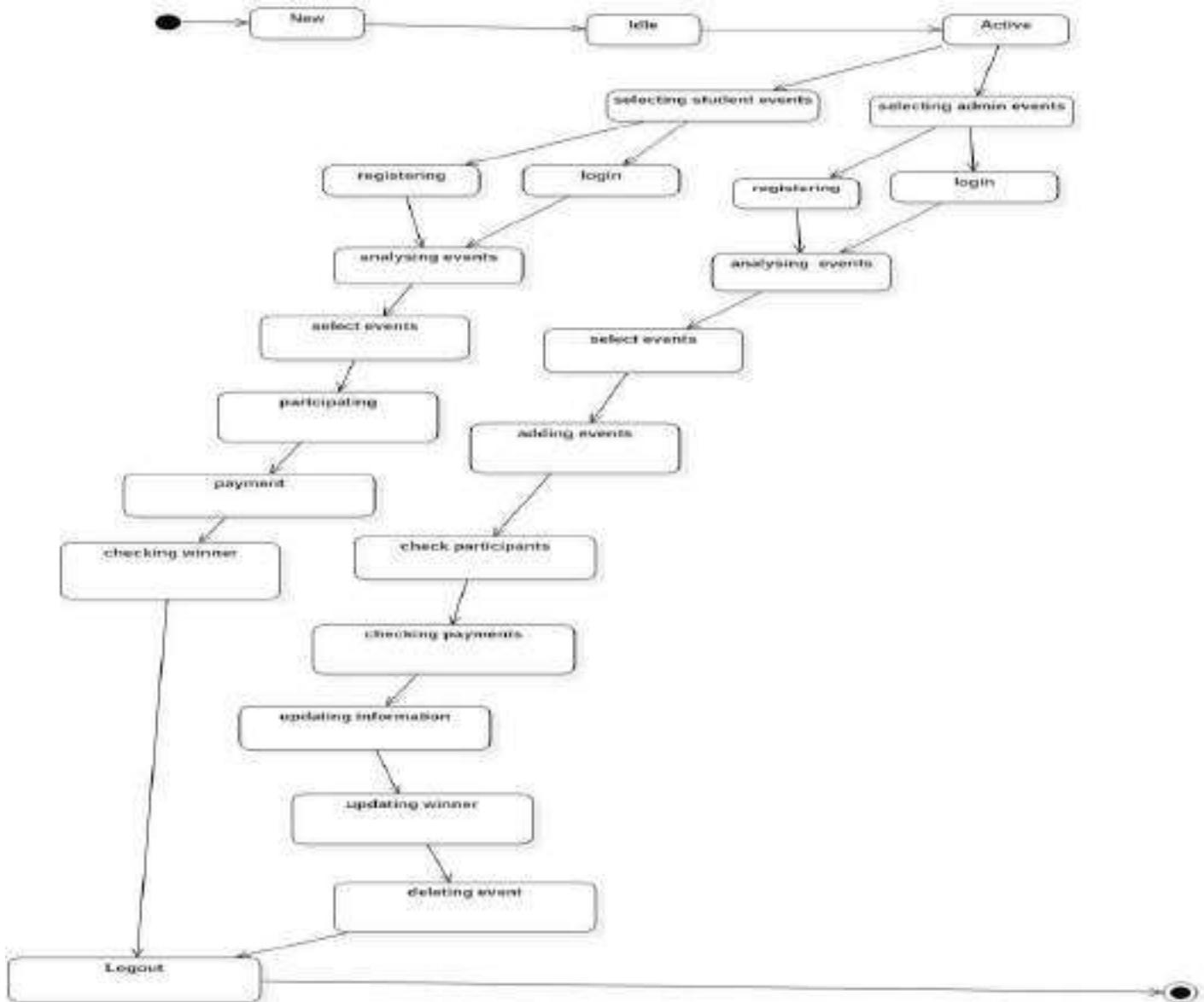


Collaboration Diagram for Event Management System.



STATE MACHINE DIAGRAM

State Machine diagram for Event Management System

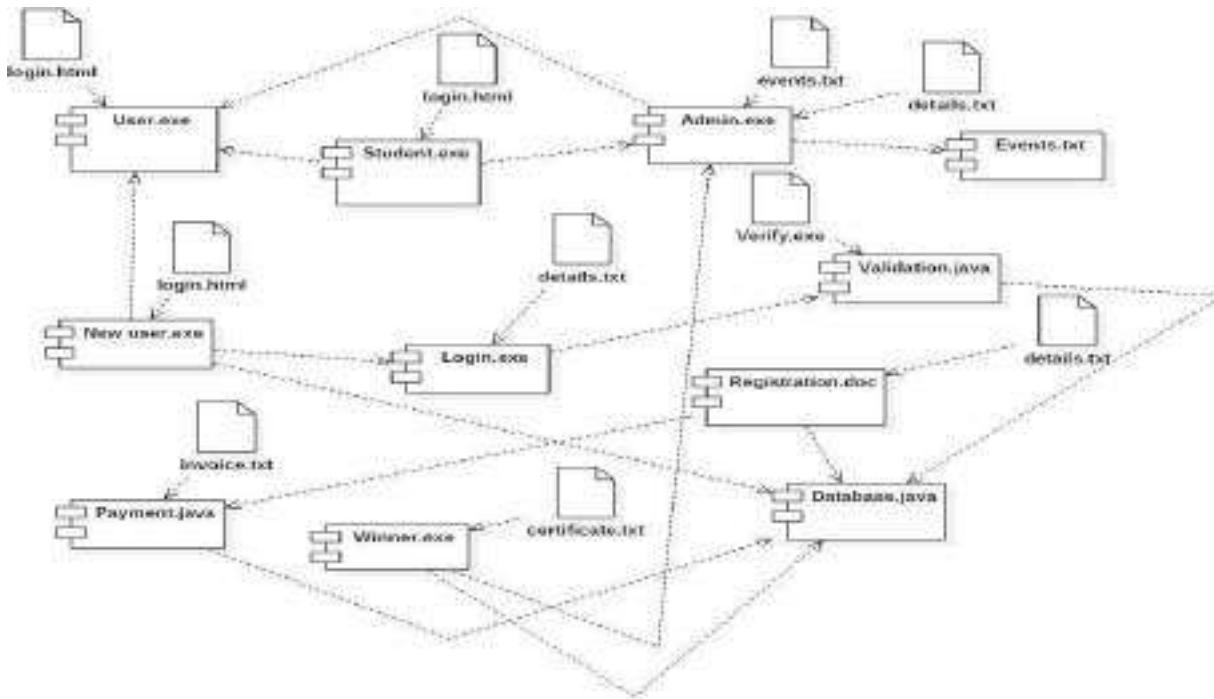


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COMPONENT DIAGRAM

Component Diagram for Event Management System.



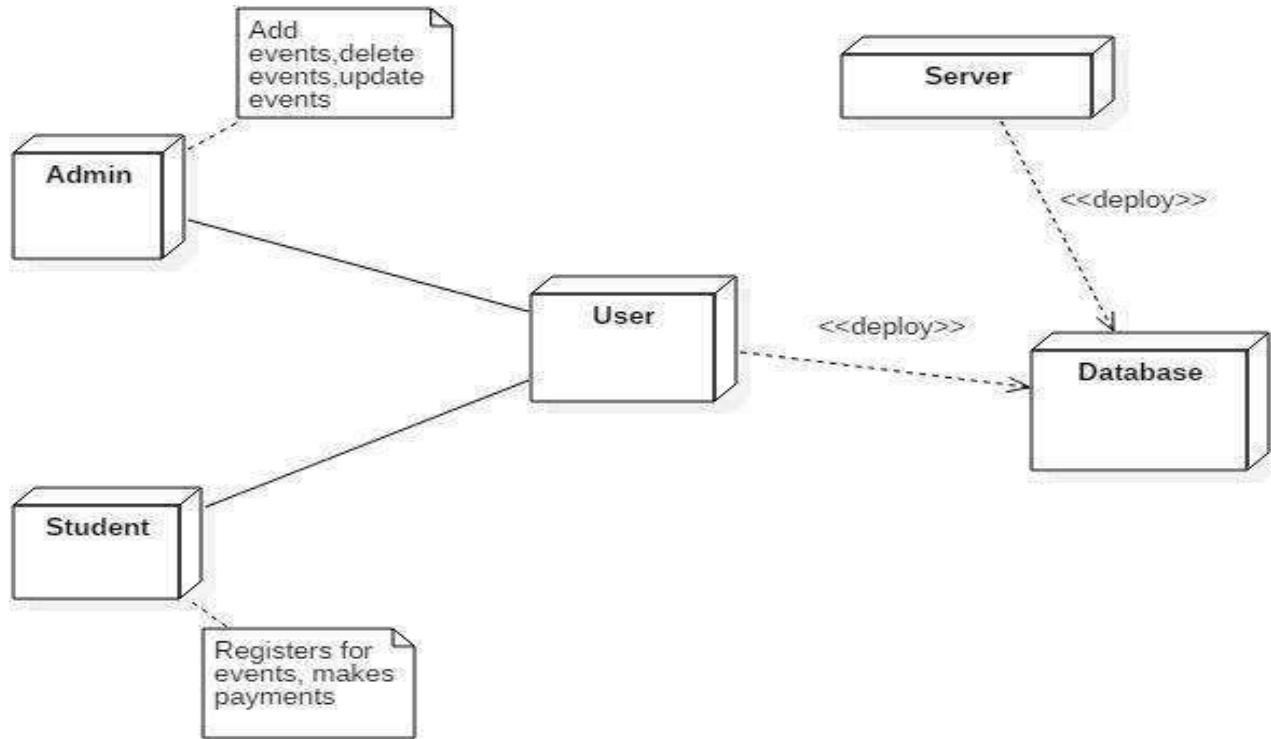
1. The component diagram consists of .exe and txt files like user.exe, login.html, events.txt, details.txt etc.,
2. User.exe consists of three files-NewUser.exe, Student.exe and Admin.exe .
3. Payments.java depends on Registration.doc and user.exe depends on login.html .
4. certificate.txt is used for giving certification details. Registration and login files have code for registrations and validations.
5. New user depends on login.exe for registering for the events and student.exe depends on admin.exe for info regarding the events.



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DEPLOYMENT DIAGRAM

Deployment diagram for Event Management System



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20. CASE STUDY FOR GOODS SERVICE TAX



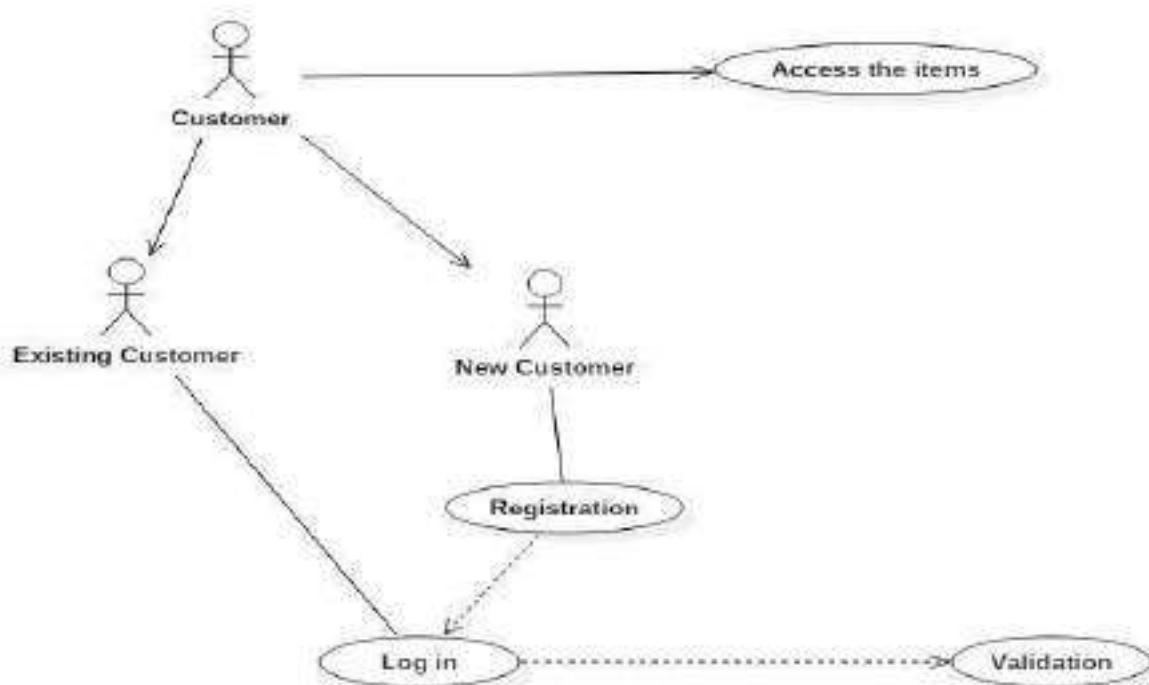
UseCase for Admin

USE CASE DIAGRAM



In our admin in use case diagram maintain database,add details to database and give details about customer.

UseCase for Customer

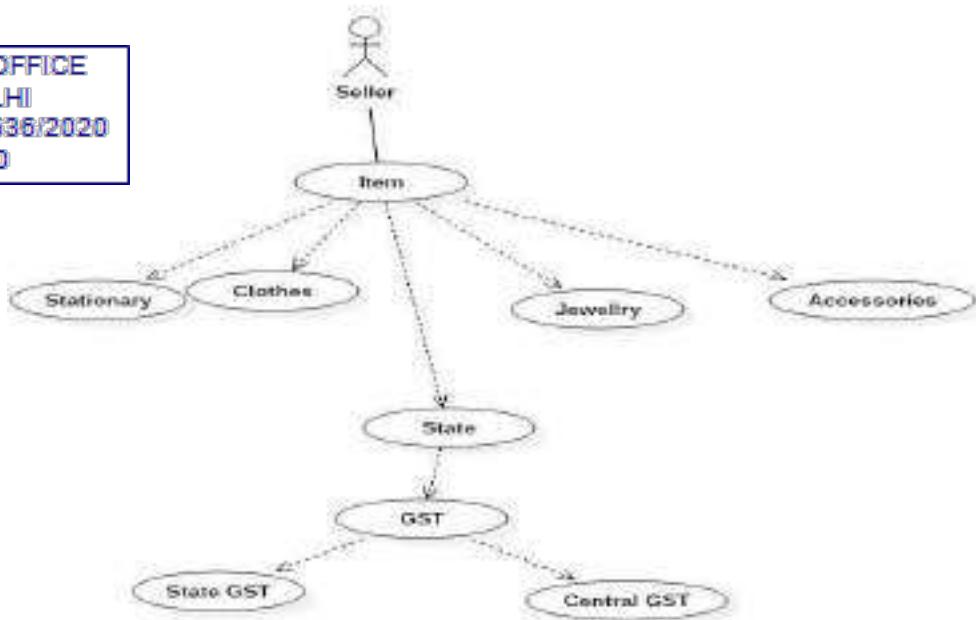


In customer use case diagram , the customer checks existing customer or new customer. Existing customers are directly login .New customers are after registration login after login validate the user names and passwords.

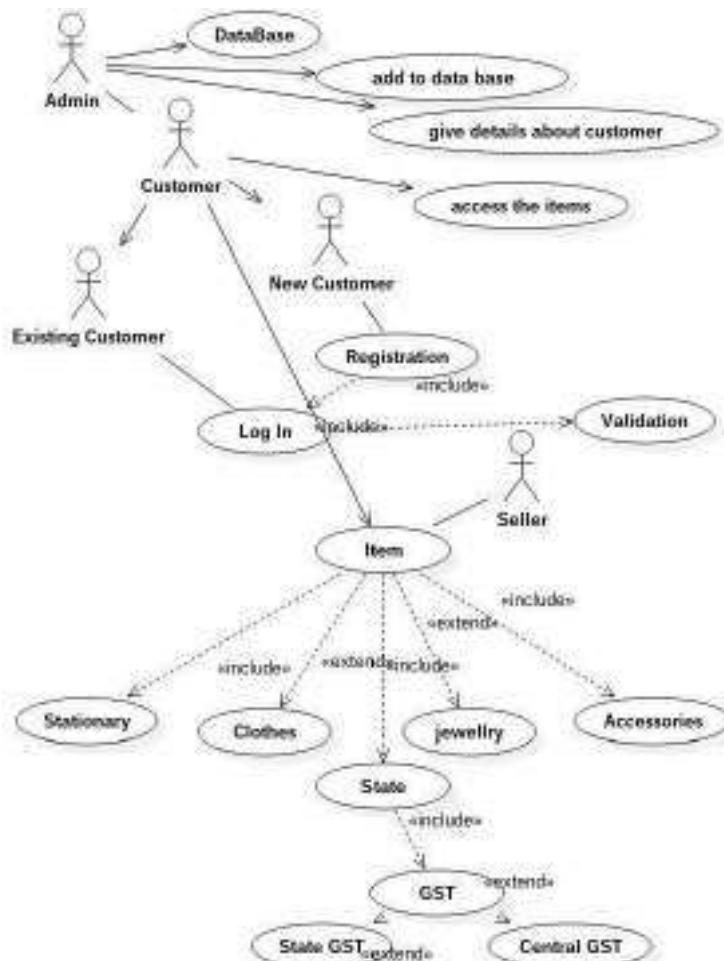


UseCase for Seller:

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In usecase diagram for seller,customer select the item which has some taxes it is decided by the central.Every state has some tax on every product seller add the gst and give bill to the customer.



Our use case diagram is about gst . every product has some tax according to tax each product consists a price. There are three main actors in our use case diagram:

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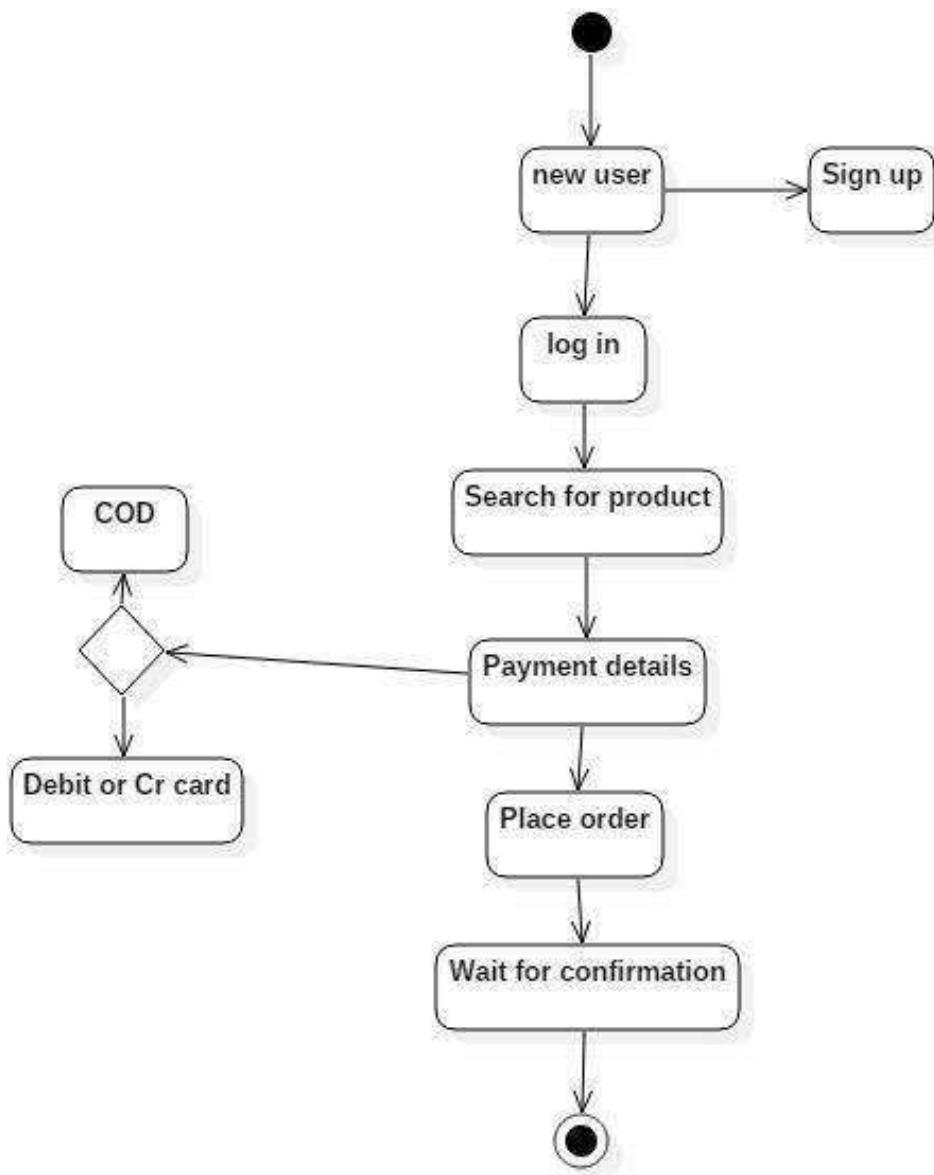
1) Admin: Maintain the databases of customer, admin and seller.

2) Customer: He should login and register. He buys the item and pay the bill

3) Seller: He takes care of items. He sell the items according with all central taxes and state tax

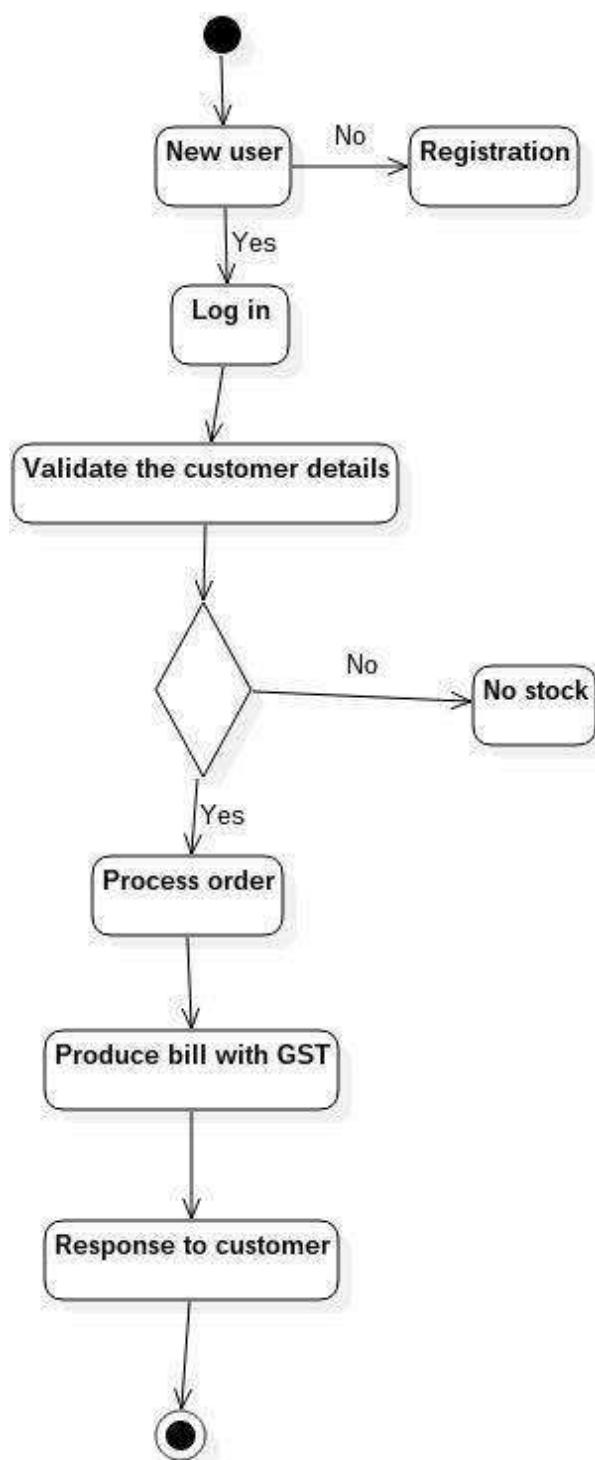
ACTIVITY DIAGRAM

Activity diagram for Admin



Activity Diagram for Salesperson

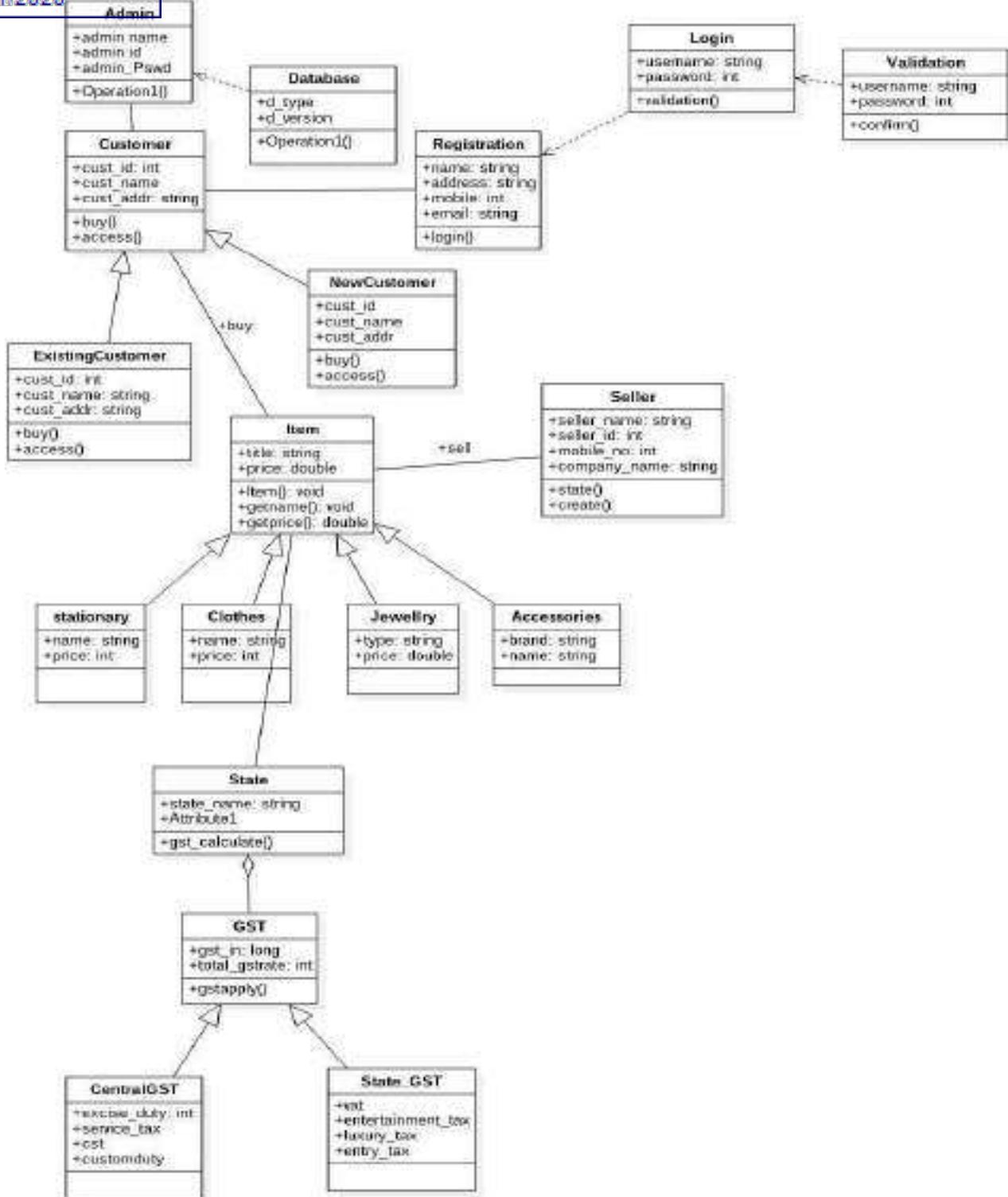
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CLASS DIAGRAM



Class diagram for Goods and Service Tax:



In our class diagram there are about 15 classes and they are:

Admin class: This class has many attributes such as id, name, password and it has some operations .

Database class: This class has attributes as type and version of database and it has operations such as store the data of admin, customer and seller.

Customer class: This class has attributes such as name, id, address. Operations such as buy and access.

Existing Customer class: This class has attributes such as name, id, address. Operations such as buy and access.

New Customer class: This class has attributes such as name, id, address. Operations such as buy and access.

Registration class: This class has attributes name, id mobile, and address. It has one Operation as login.

Login class: This class has two attributes like feedback username, password and has one operation i.e. login.

Validation class: This class has two attributes like feedback username, password and has one operation i.e. Confirm.

Item class: This class has one attribute, i.e. title, price and it has operations such as getname, getprice.

Stationary class: This class has many attributes such as name, price and has no operations.

Clothes class: This class has attributes such as name, price and has no operations.

Jewellery class: This class has attributes such as type, price and has no operations.

Accessories class: This class has attributes such as title, price and has no operations.

State class: This class has attributes such as state name. Specifies the states in our country. It has one operation has gst calculate.

GST class: This class has attributes such has gst in, total gst. It has one operation gst apply.

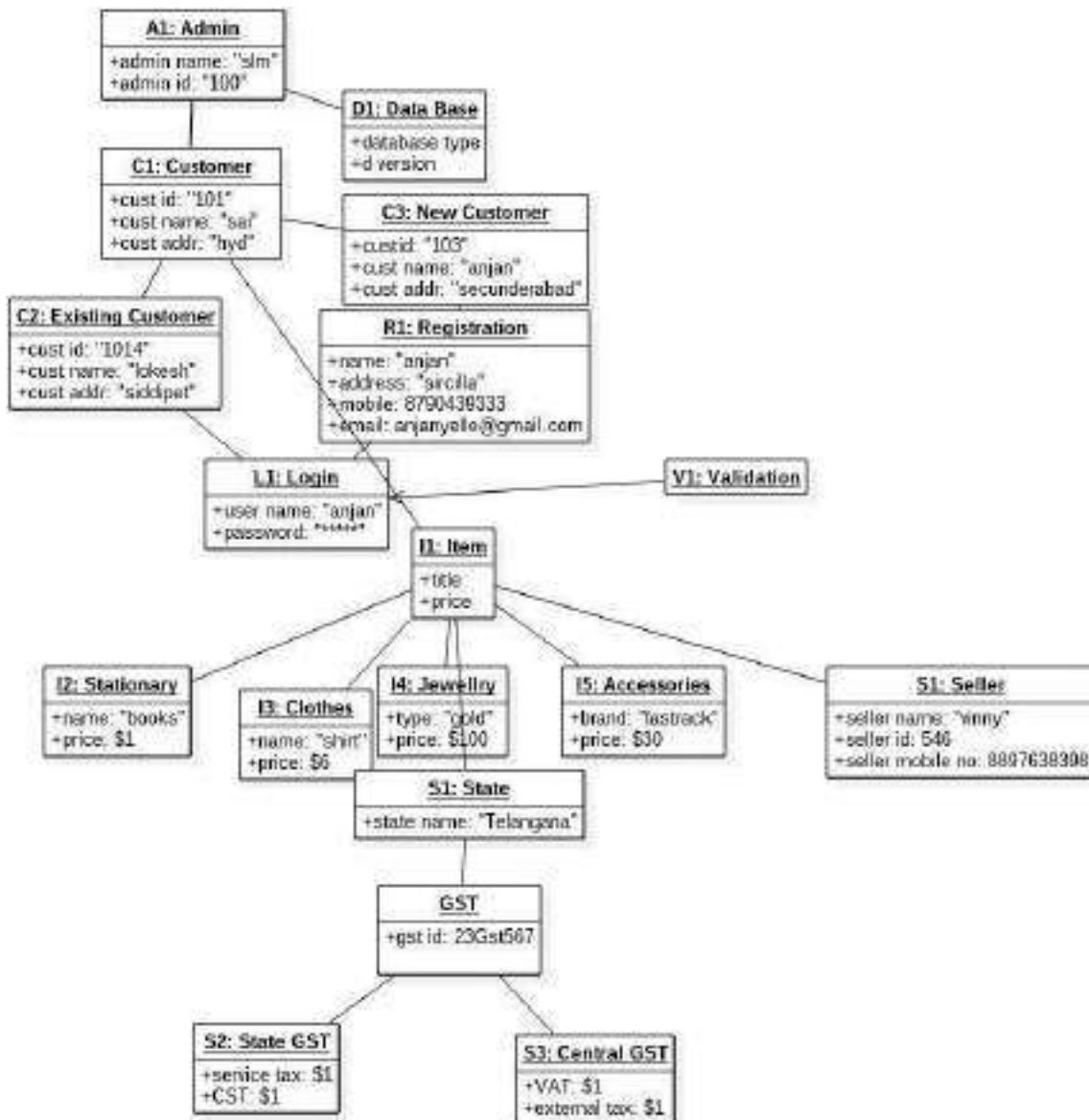
Central GST class: This class has some attributes such as excise duty, service tax, cst, custom duty. It has no operation.

State GST class: This class has some attributes such as vat, entertainment tax, luxury tax, entry tax. It has no operation .



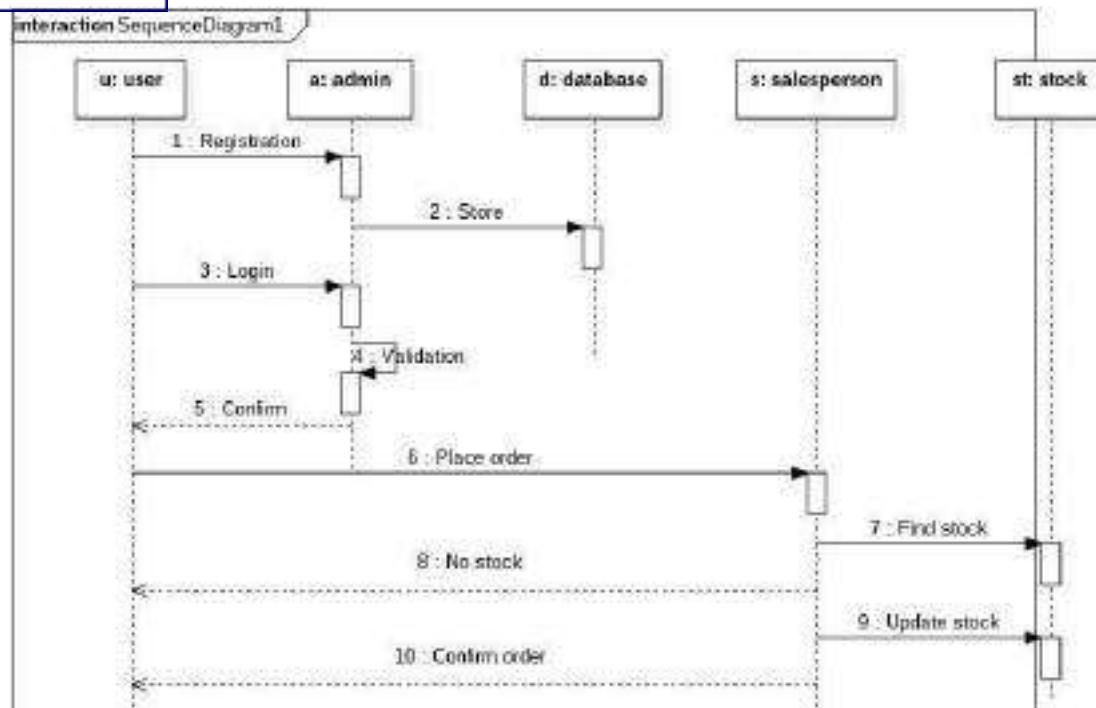
OBJECT DIAGRAM

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Date 08/01/2020

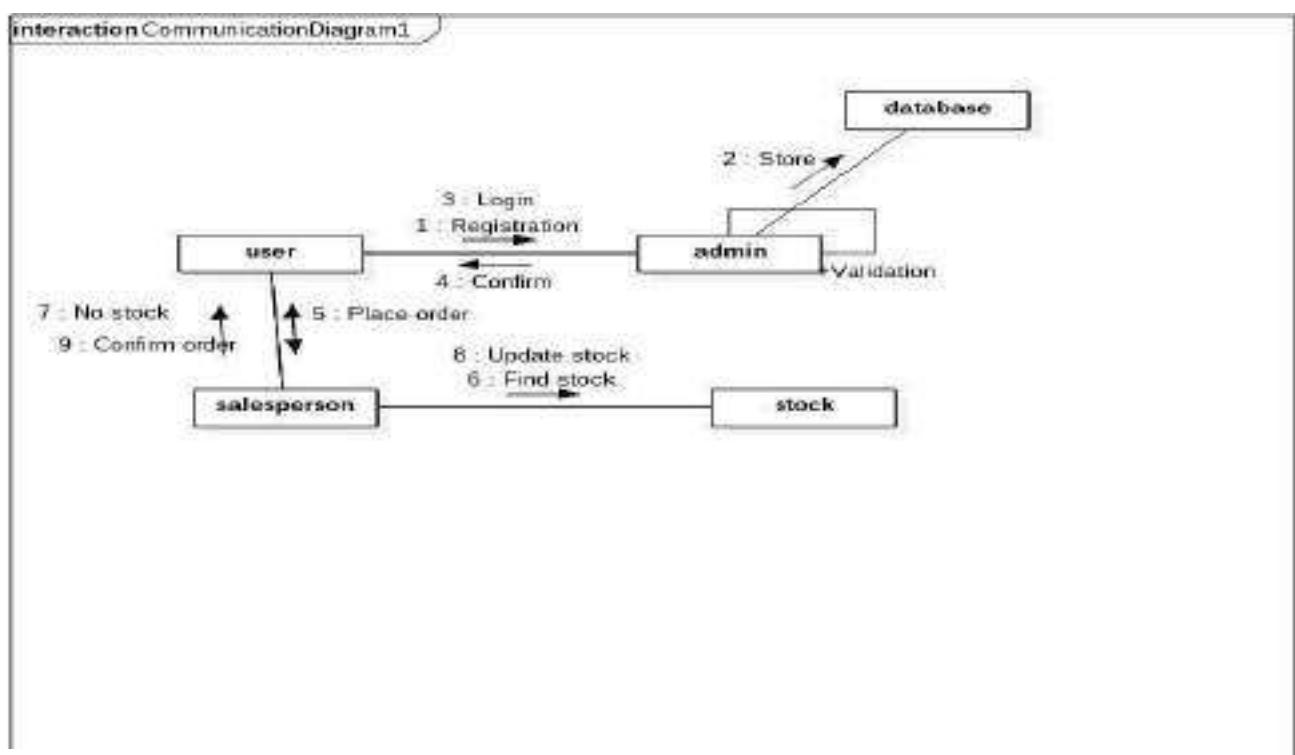


INTERACTION DIAGRAM

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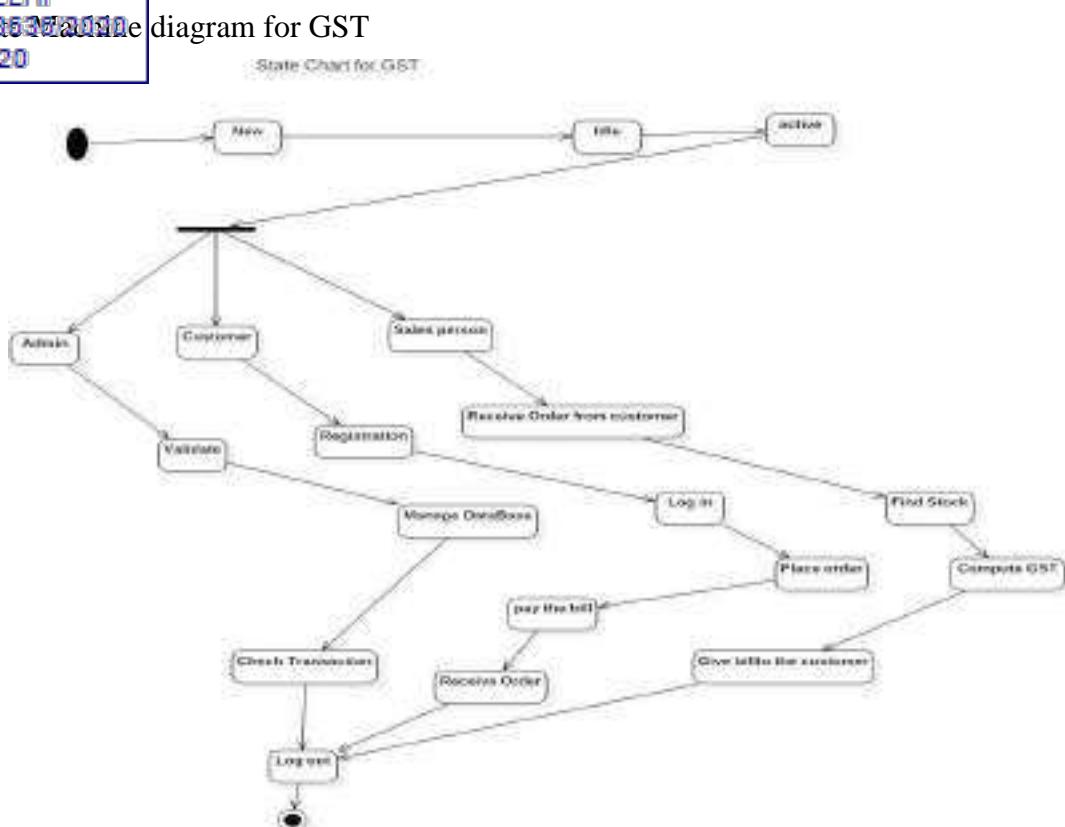


Collaboration Diagram for GST:



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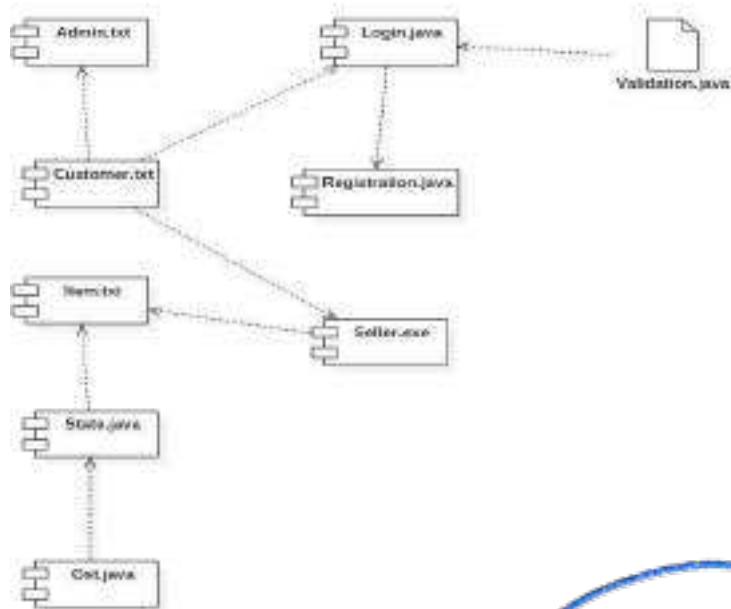
STATE MACHINE DIAGRAM



COMPONENT DIAGRAM

Component Diagram for GST

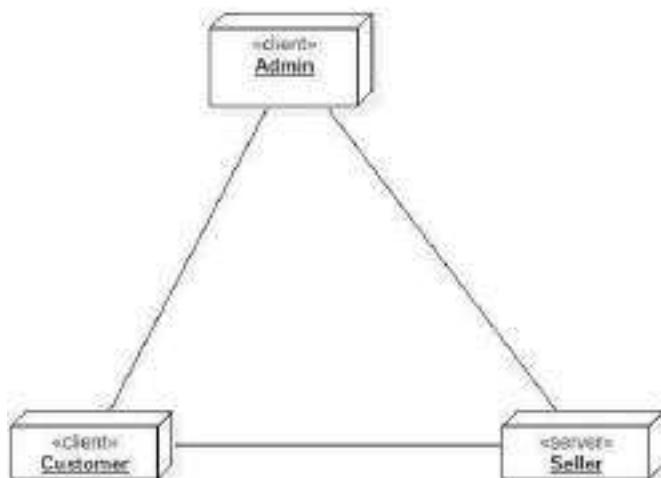
Component for GST



The component diagram consists of all the classes with their txt and file.

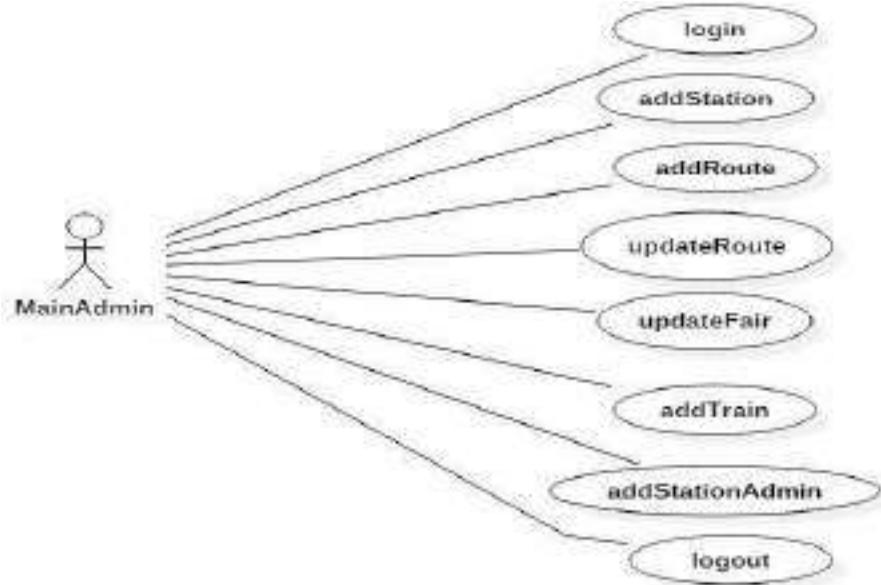
DEPLOYMENT DIAGRAM

Deployment diagram for GST

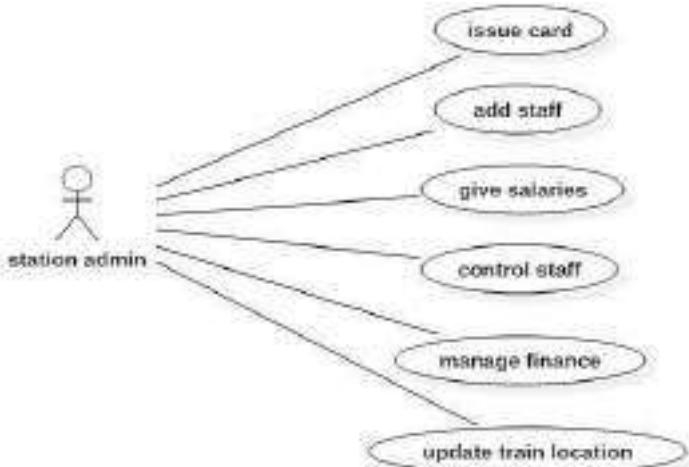


21. CASE STUDY FOR METRO RAIL MANAGEMENT SYSTEM USE CASE DIAGRAM

Use case diagram for Main Admin

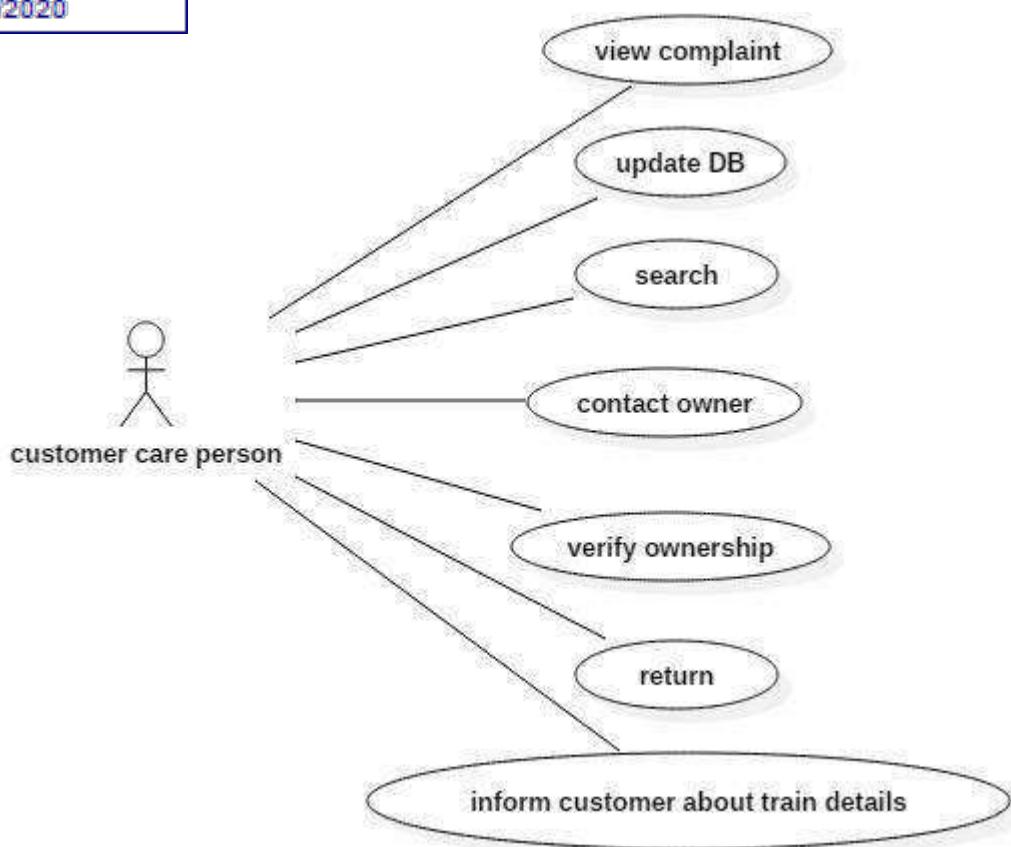


Use case diagram for Station Admin

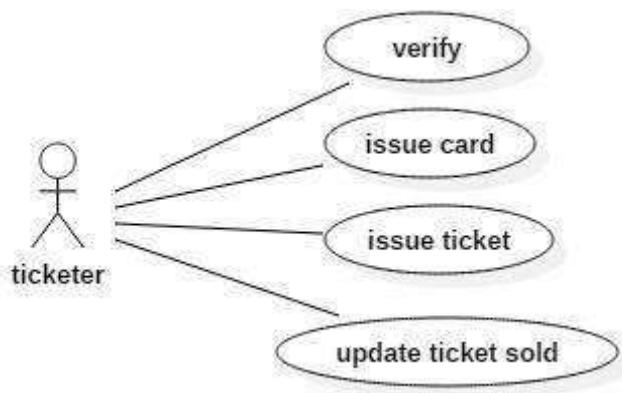


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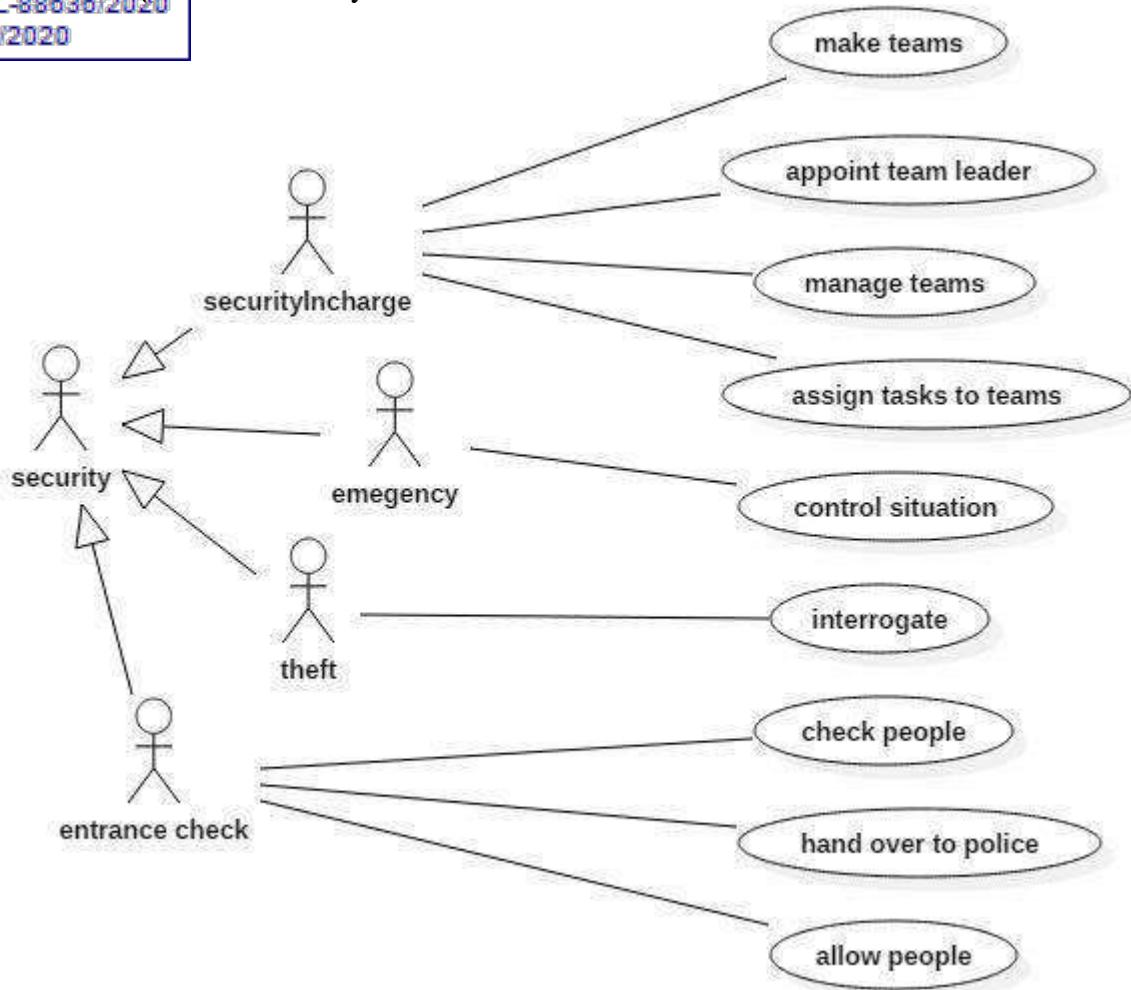
Use case diagram for Customer Care Person



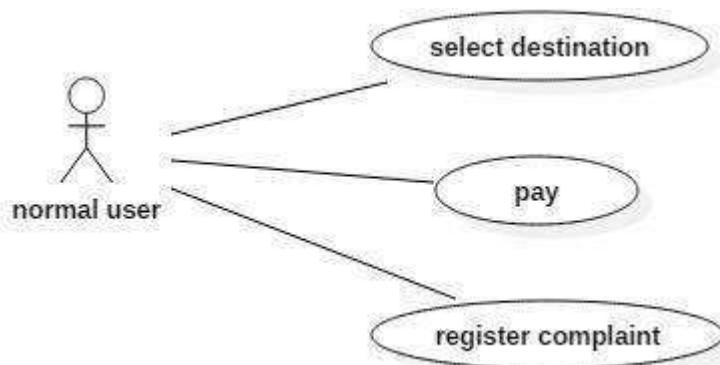
Use case diagram for Ticketer



Use case diagram for Security

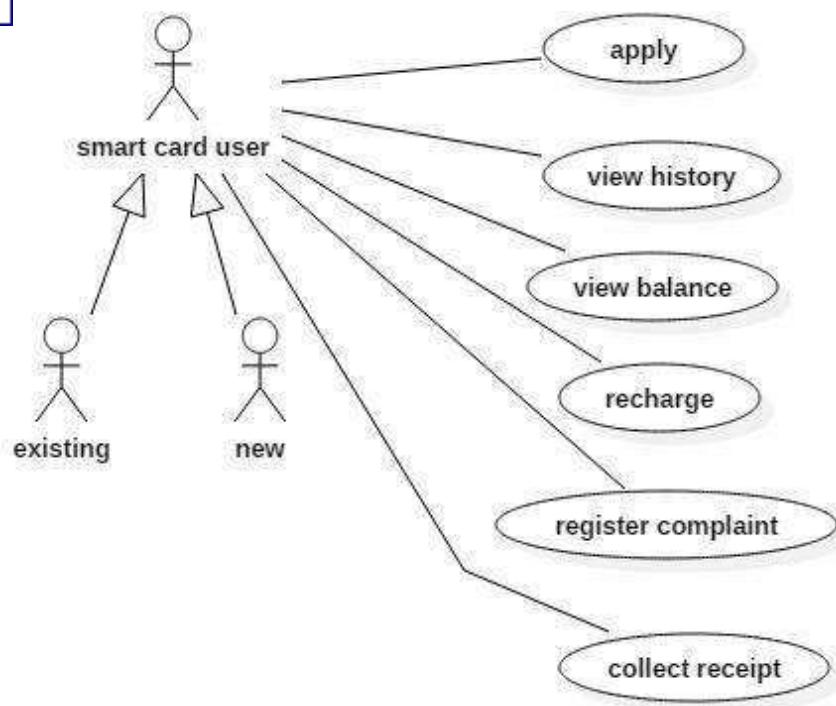


Use case diagram for Normal User



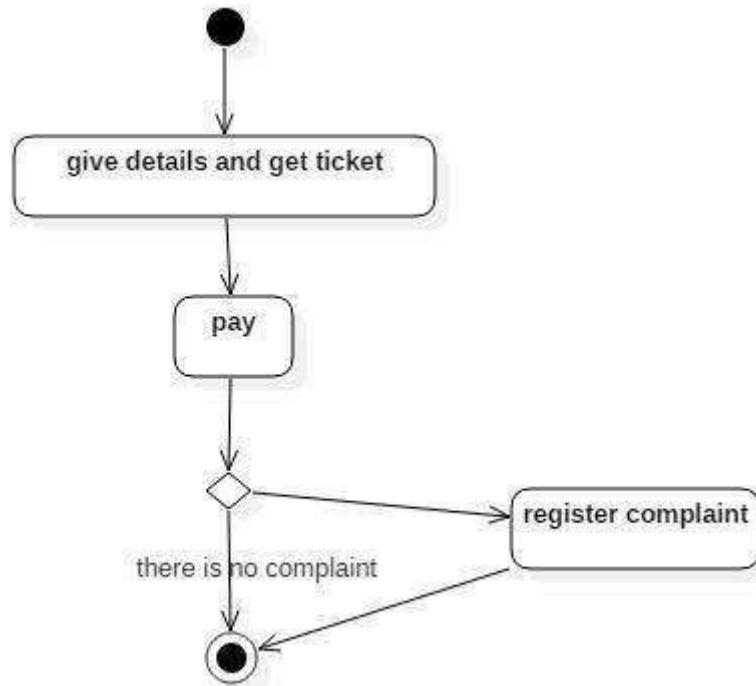
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Use case diagram for Smart Card User



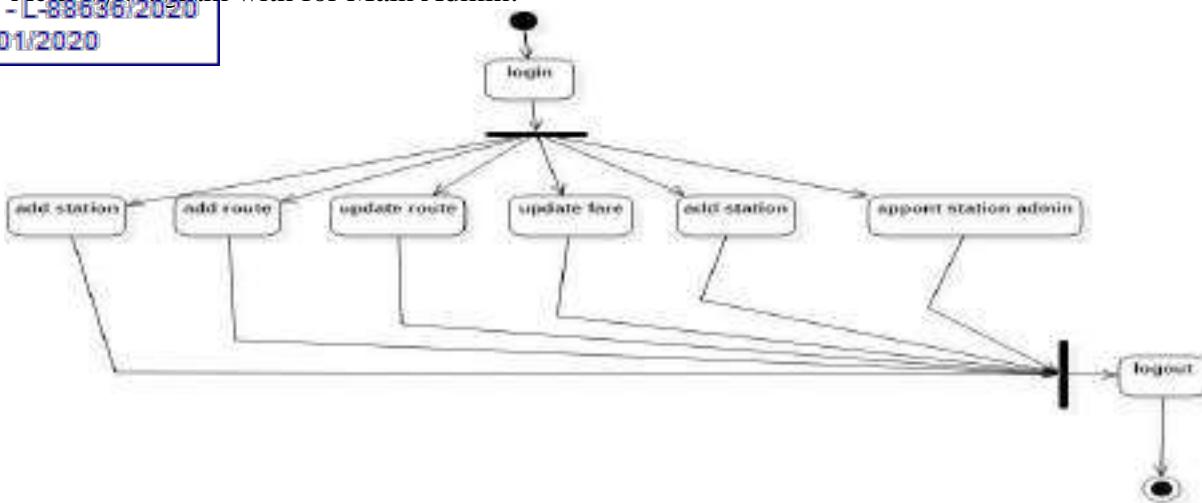
ACTIVITY DIAGRAM

Activity diagram with for Normal User

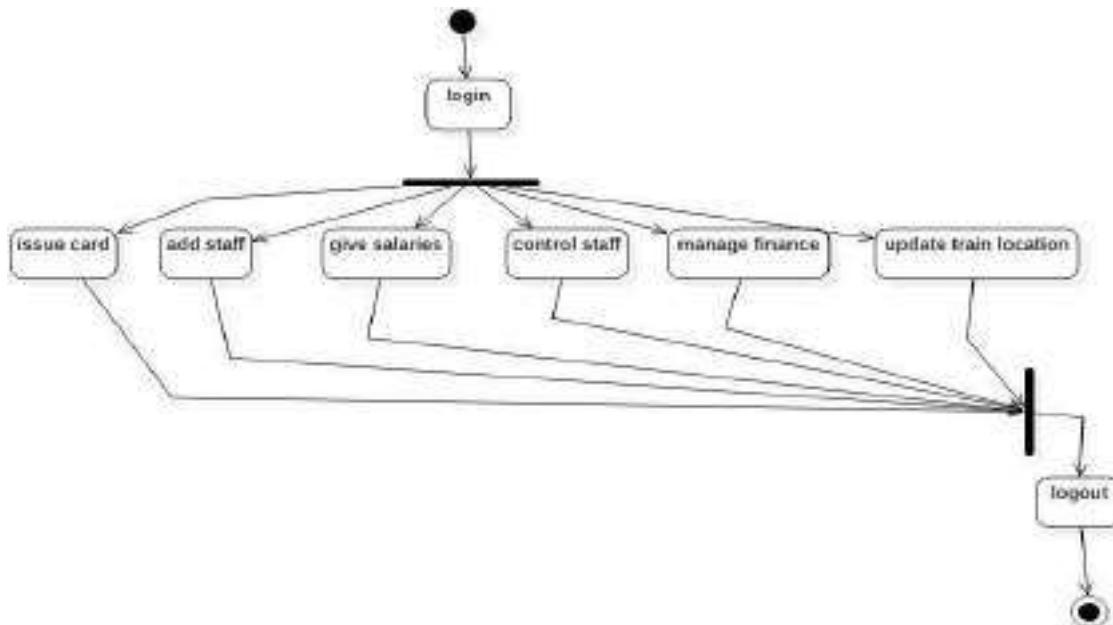


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Activity diagram with for Main Admin:



Activity diagram with for Station Admin

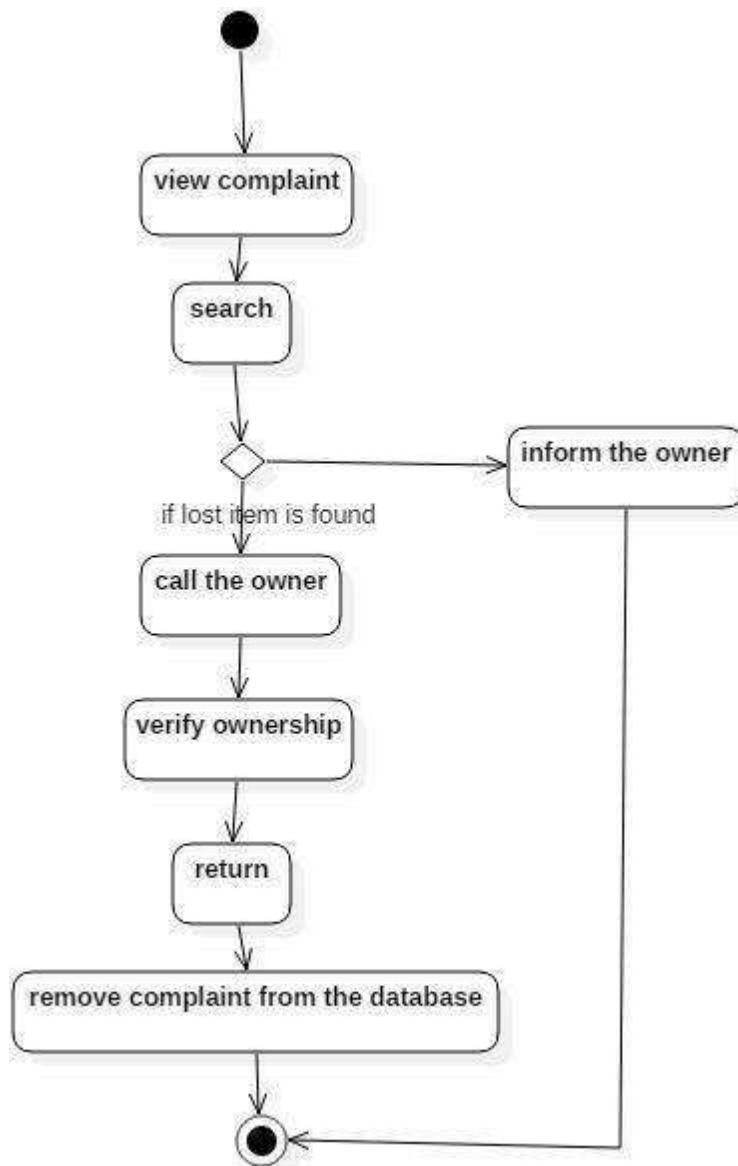


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Activity diagram with for Customer Care

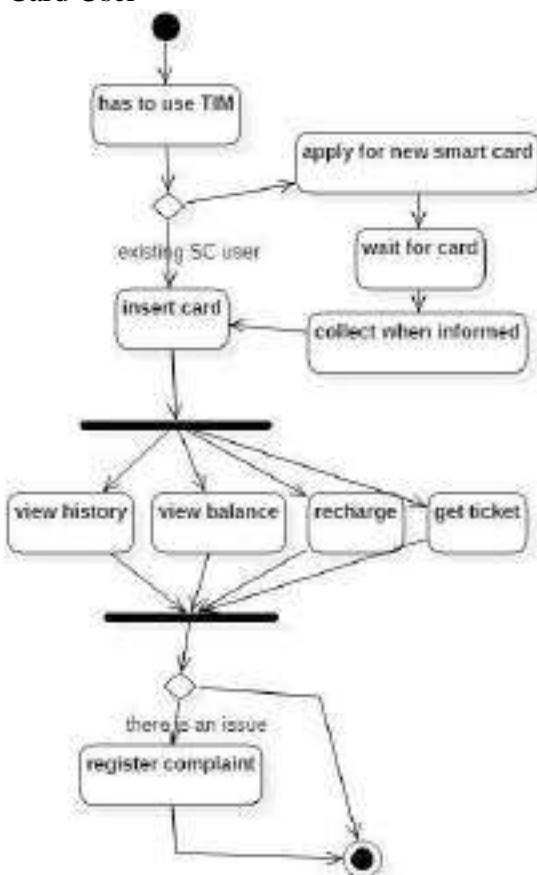


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Activity diagram with for Ticketer

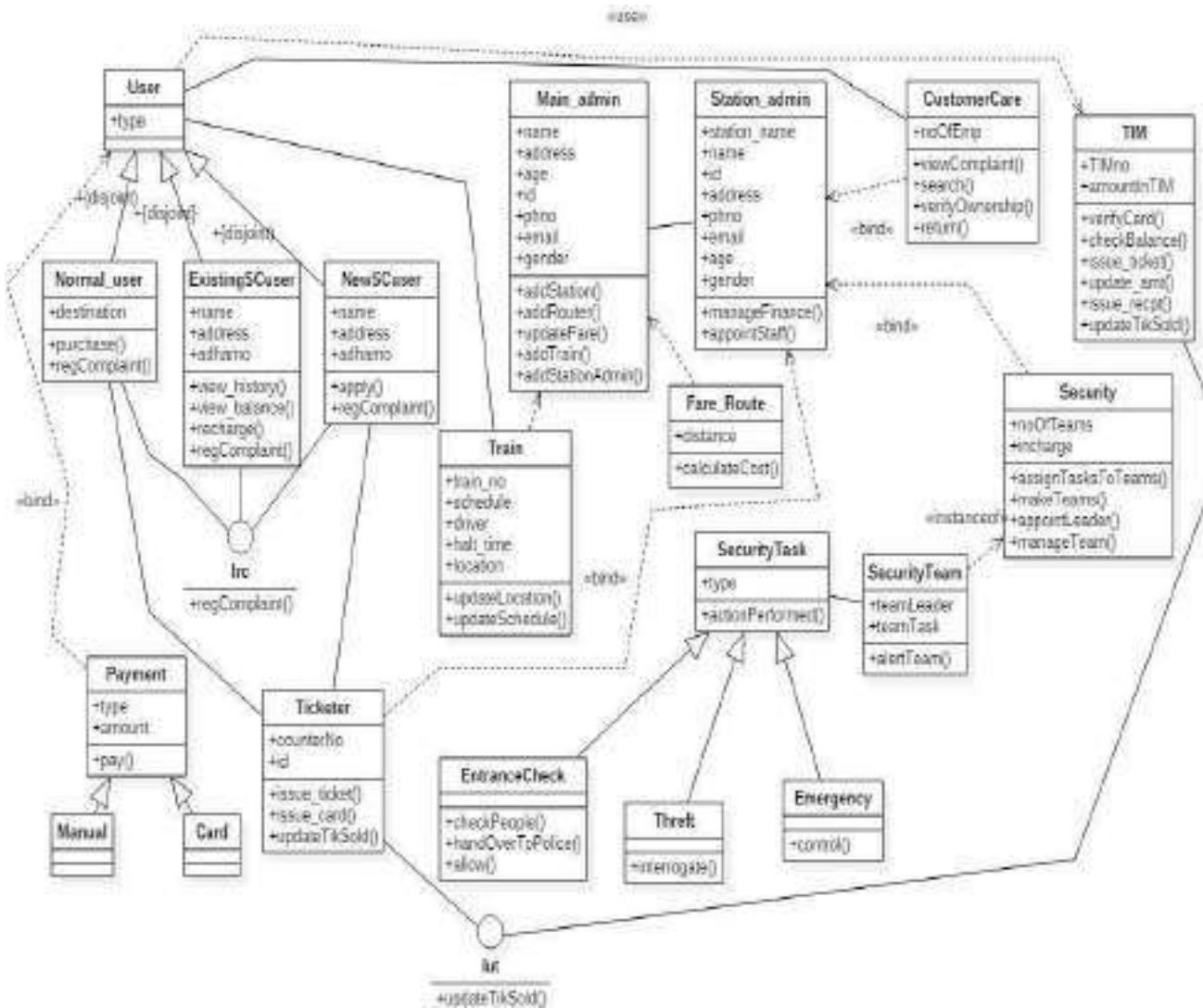


Activity diagram with for Smart Card User



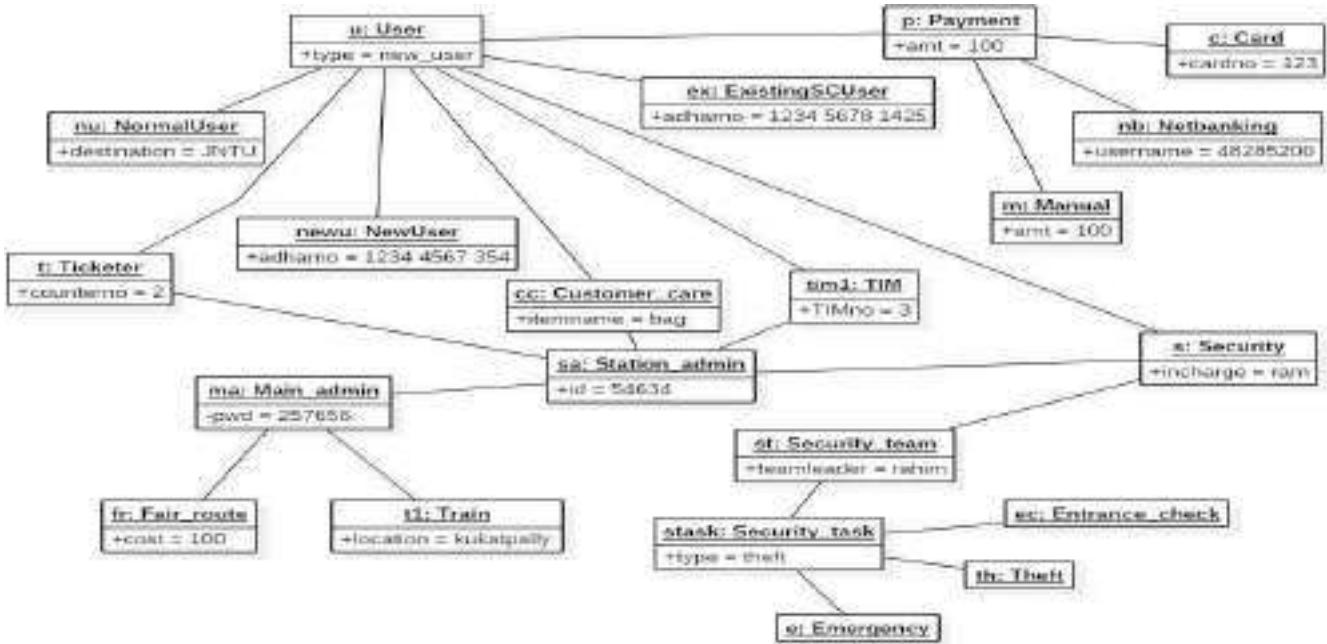
CLASS DIAGRAM

Class diagram for Metro Rail Management System

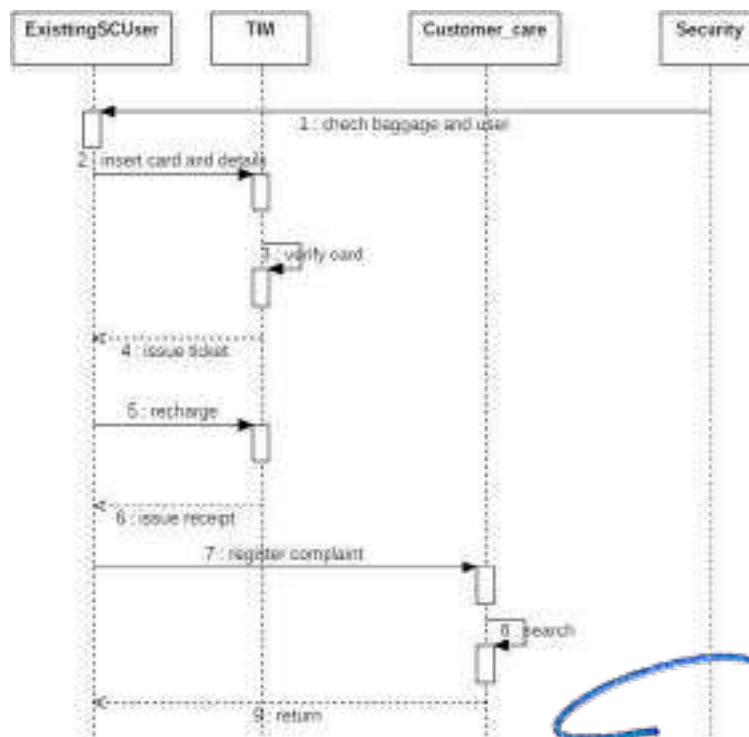


OBJECT DIAGRAM

Object Diagram for Metro Rail Management System

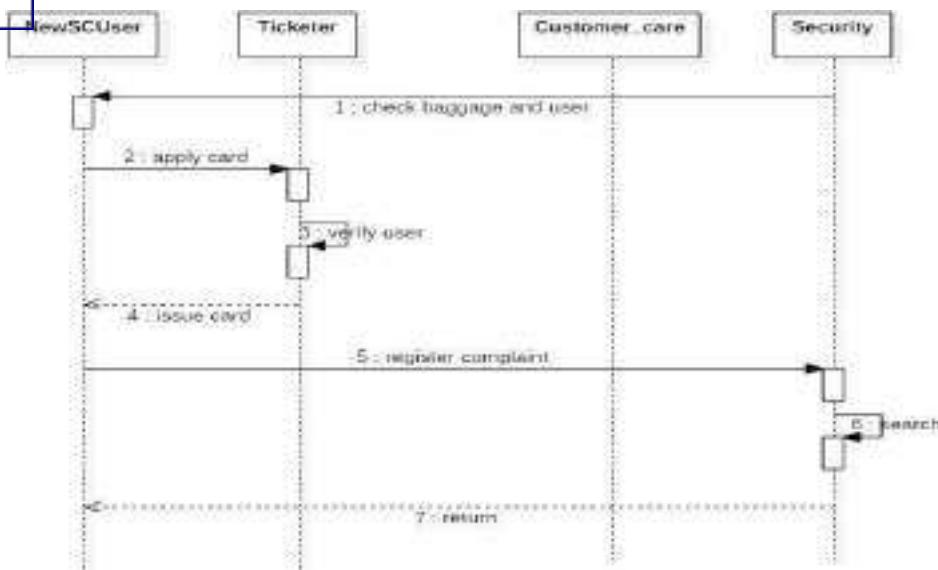
**INTERACTION DIAGRAM**

Sequence Diagram for Existing Smart card User

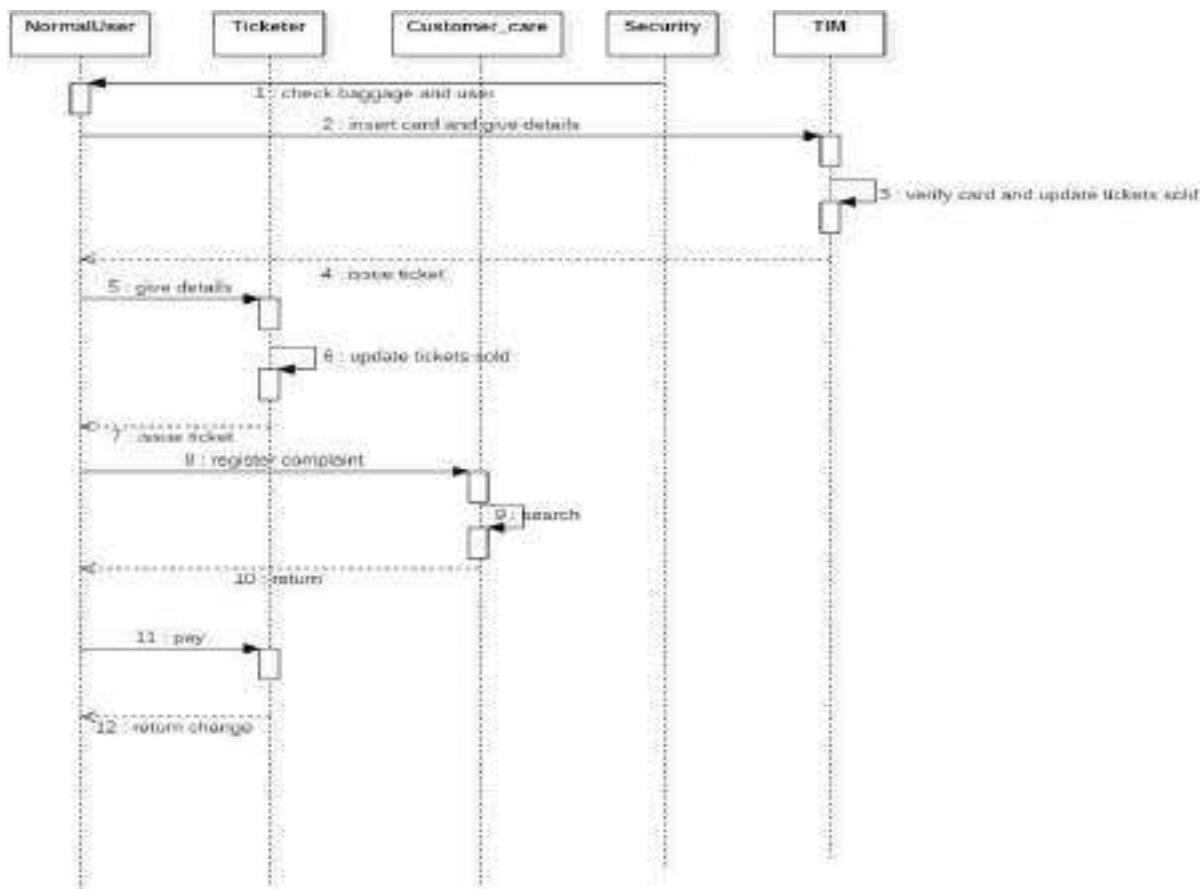


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Sequence Diagram for New Smart card User

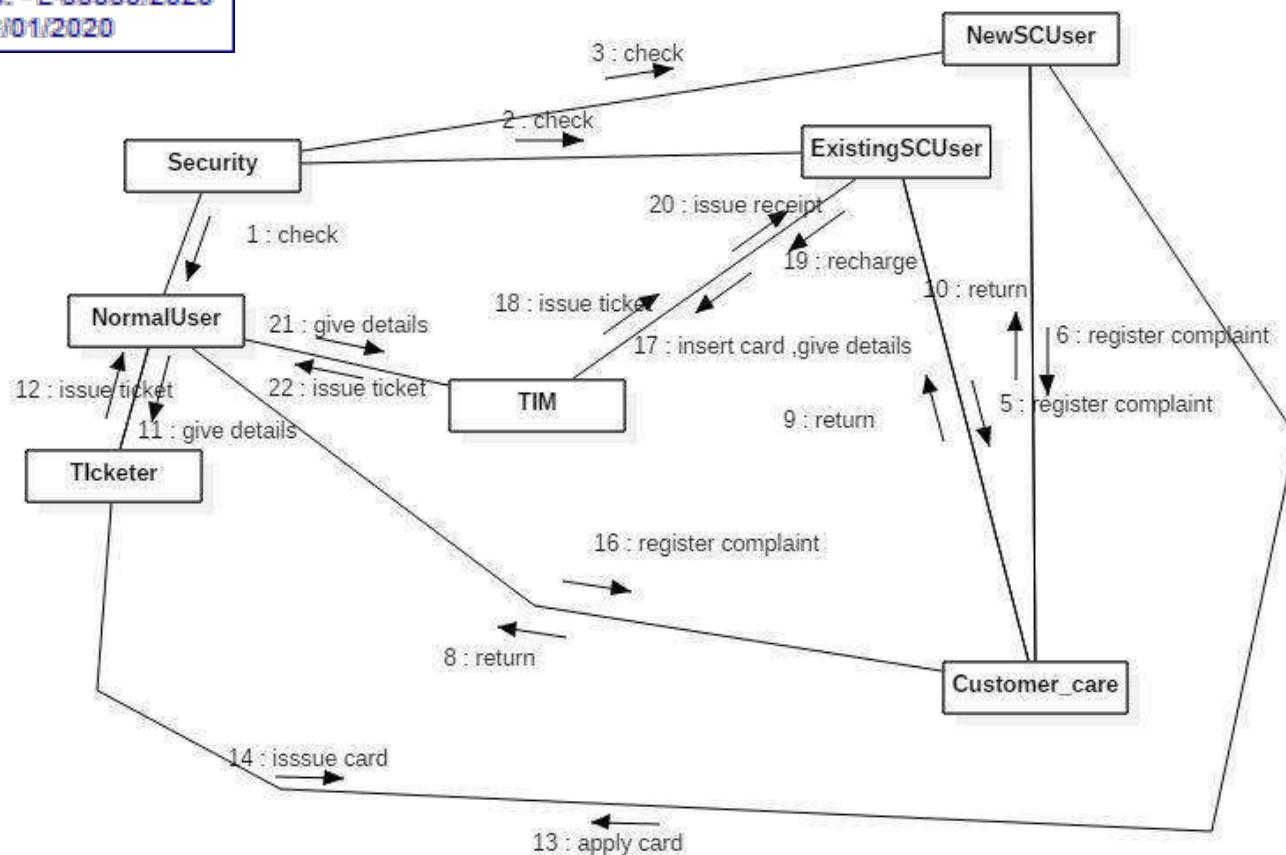


Sequence Diagram for Normal User



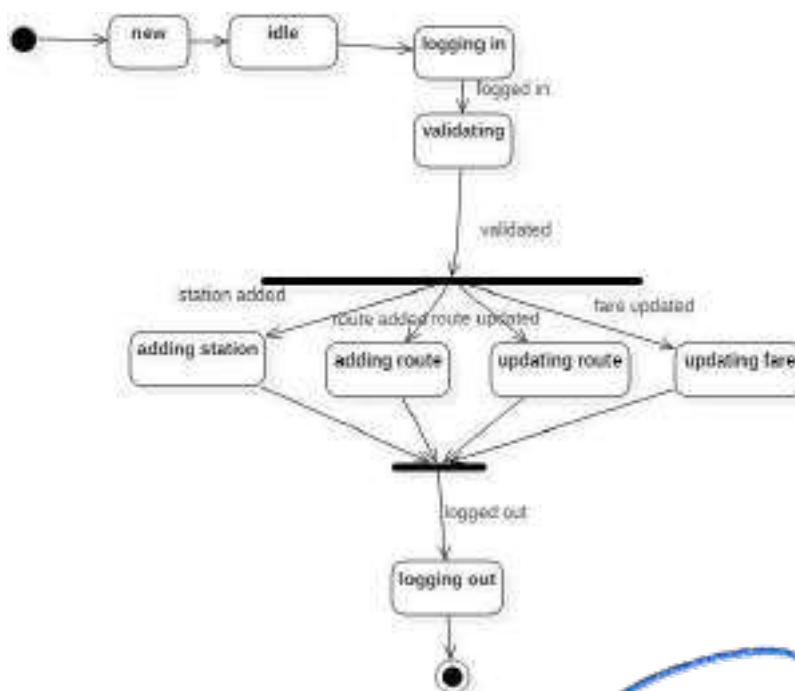
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Collaboration Diagram for Metro Rail Management System



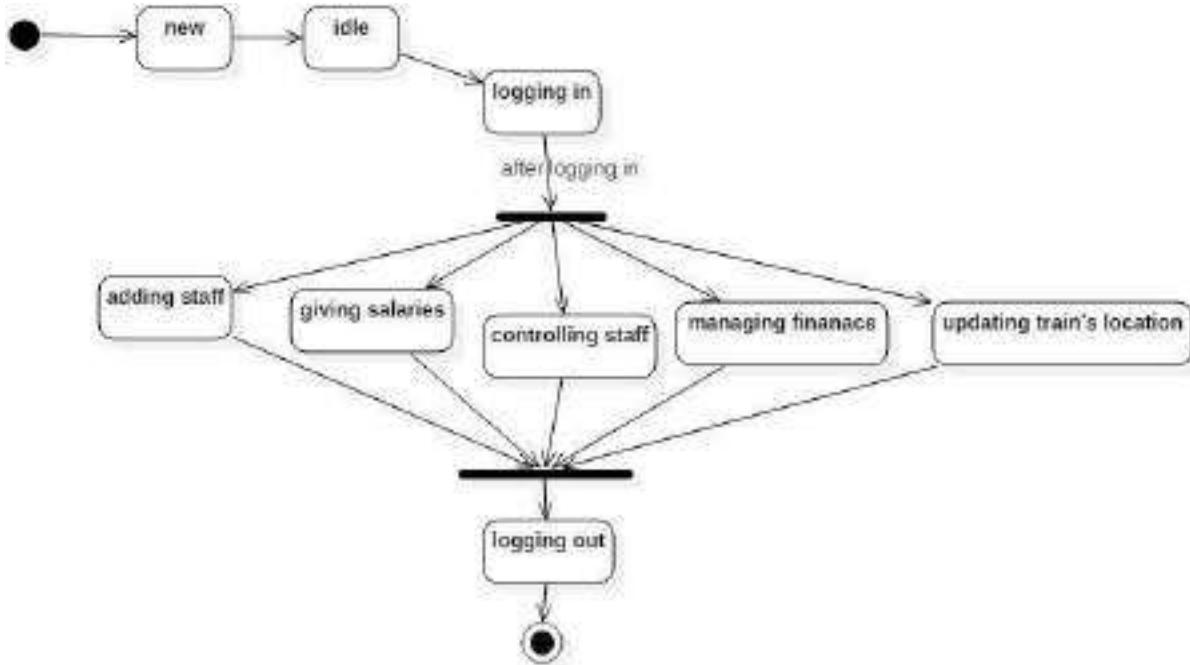
STATE MACHINE DIAGRAM

State Machine diagram for Main Admin

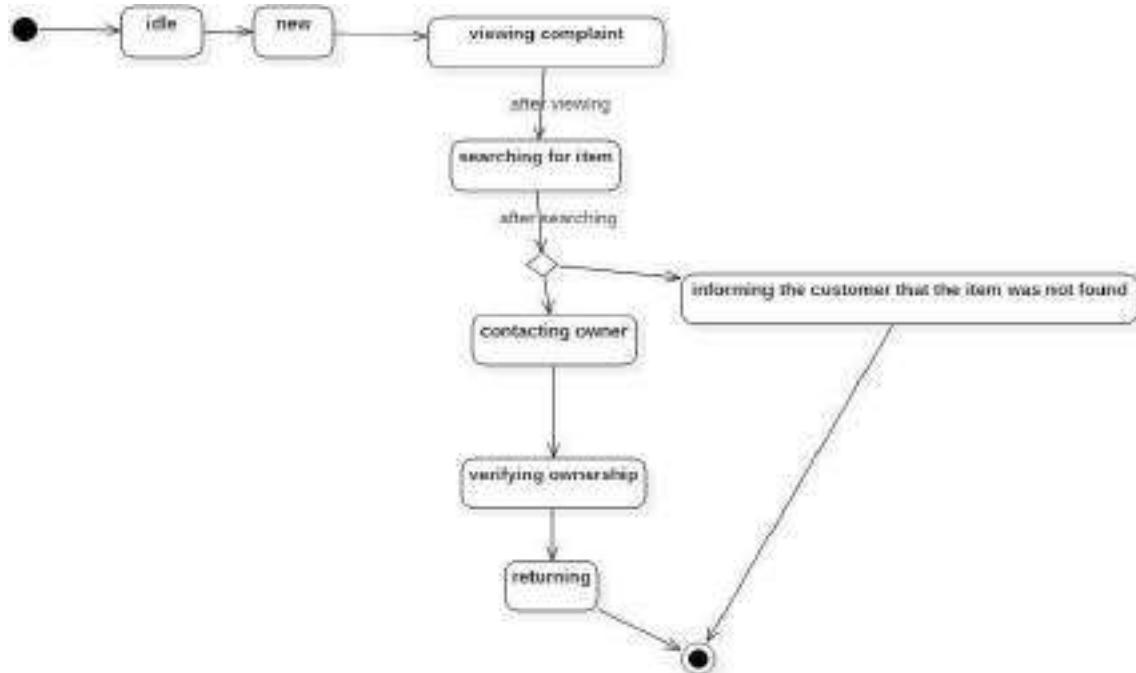


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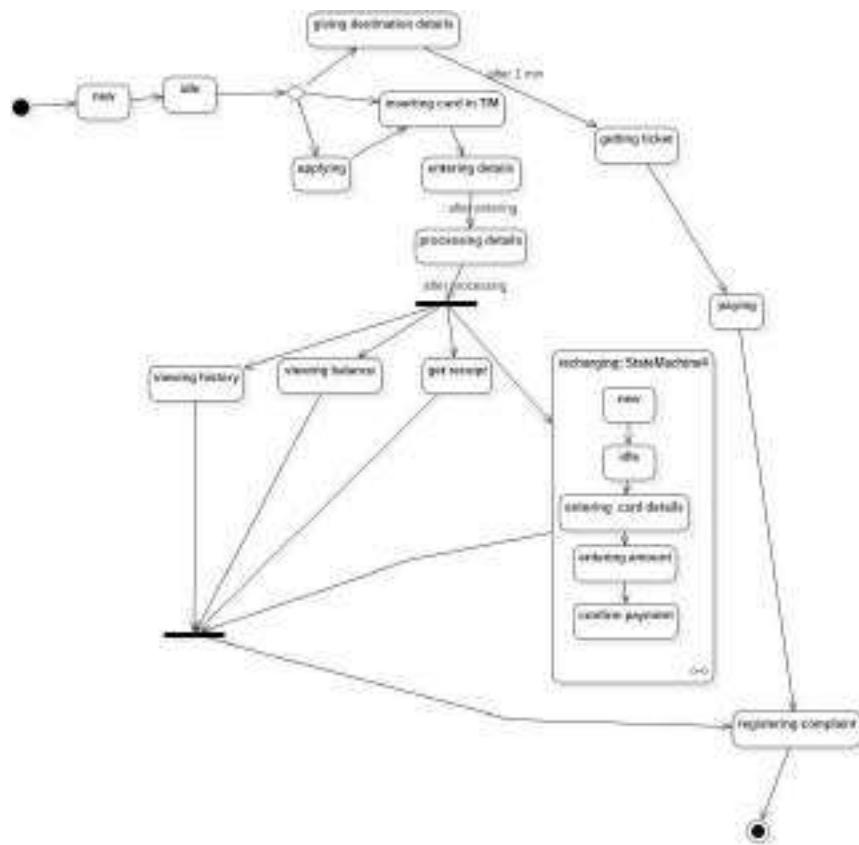
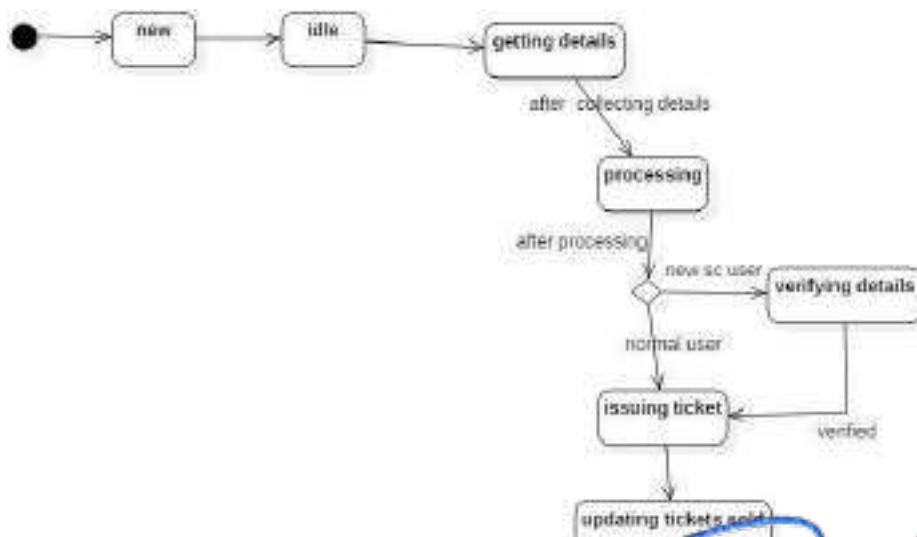
State Machine diagram for Station Admin



State Machine diagram for Customer Care

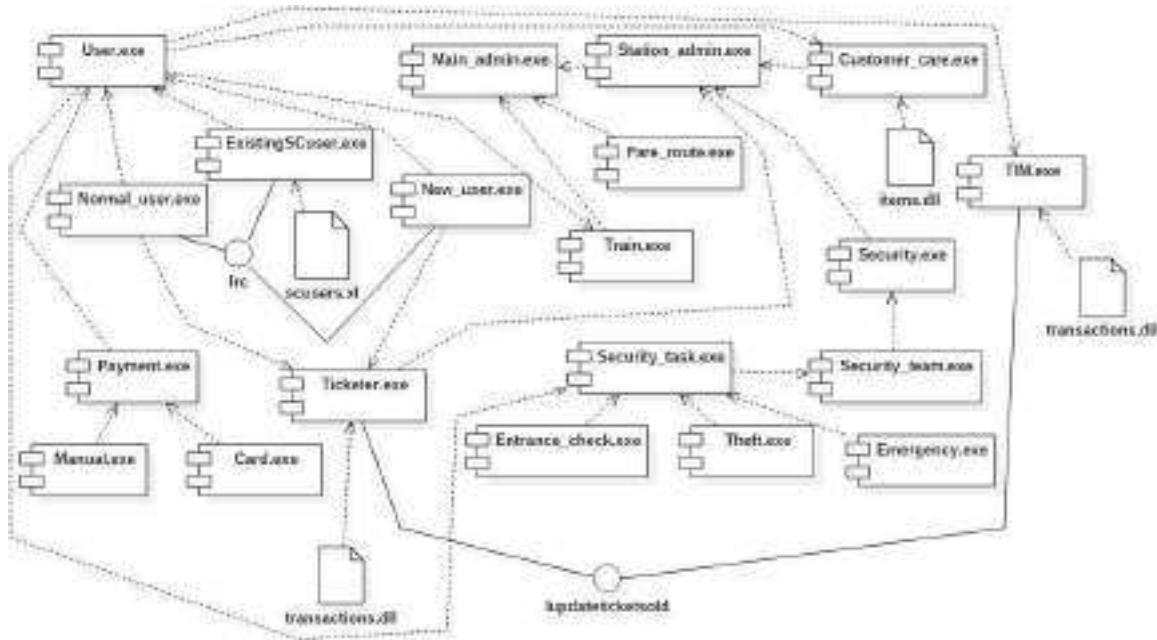


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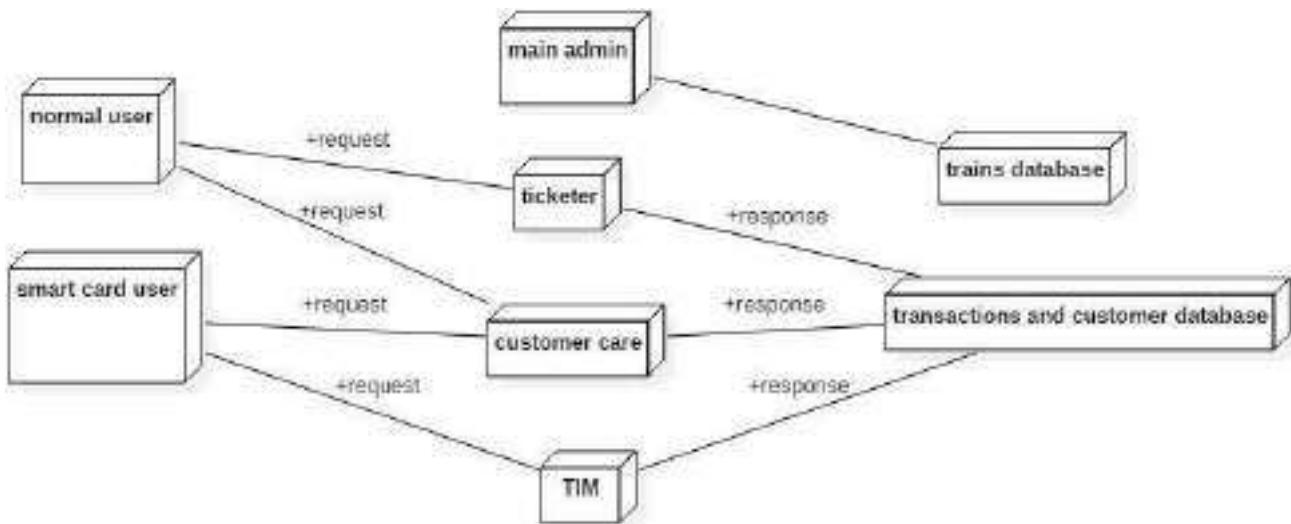
State Machine diagram for TicketerState Machine diagram for User

COMPONENT DIAGRAM

Component Diagram for Metro Rail Management system

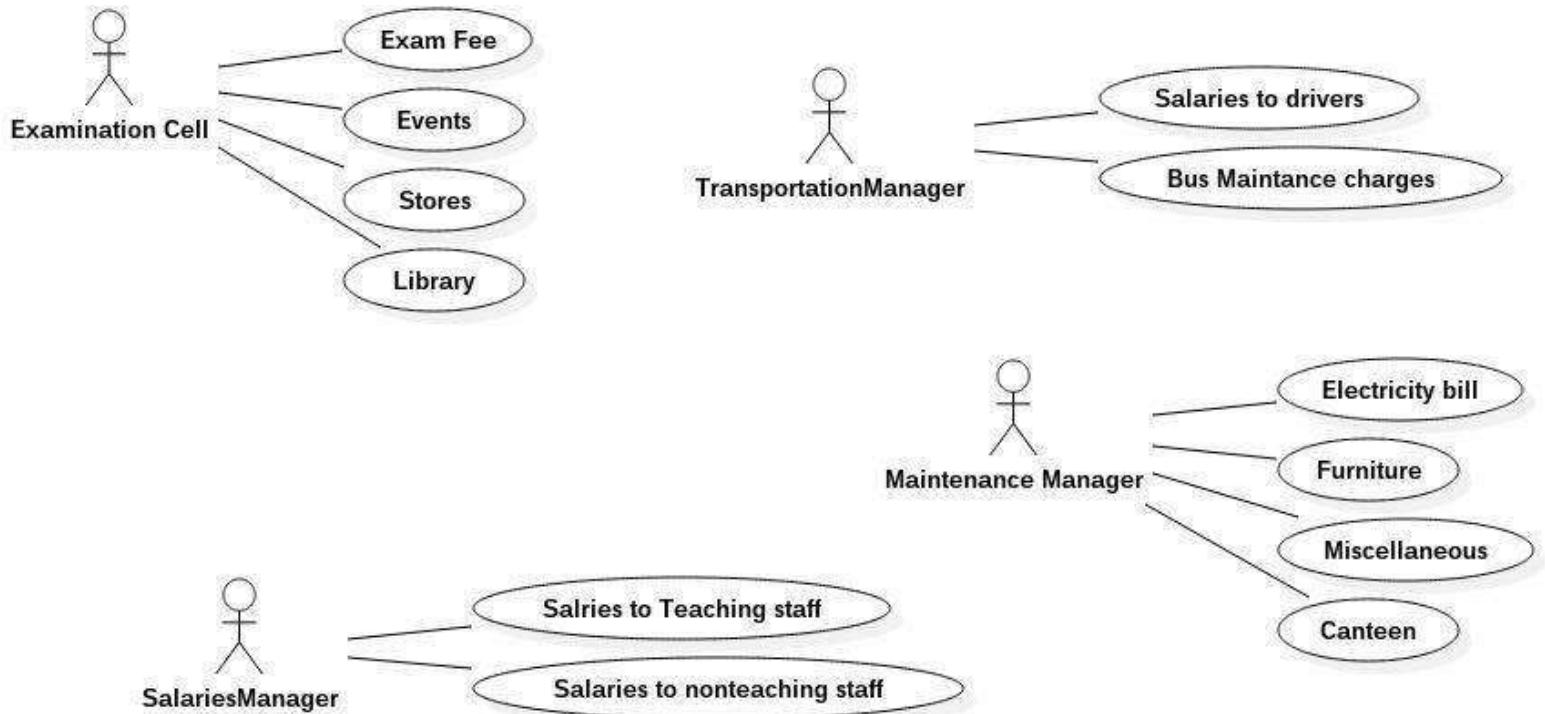
**DEPLOYMENT DIAGRAM**

Deployment diagram for Metro Rail Management System



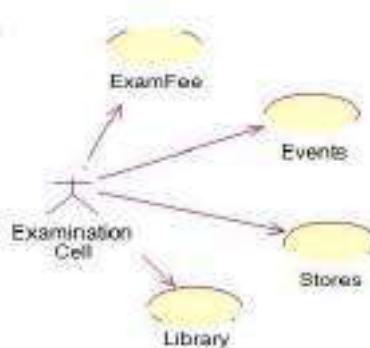
22. CASE STUDY FOR MVS FINANCE SYSTEM USE CASE DIAGRAM

Use case diagram for MVS FINANCE System



Examination Cell

USECASE: Exam Fee, Events, Stores, Library



BRIEF DESCRIPTION: The Examination Cell collects the money from finance manager and use the money for various purposes like Exam fee, Events, towards stores and library fines.

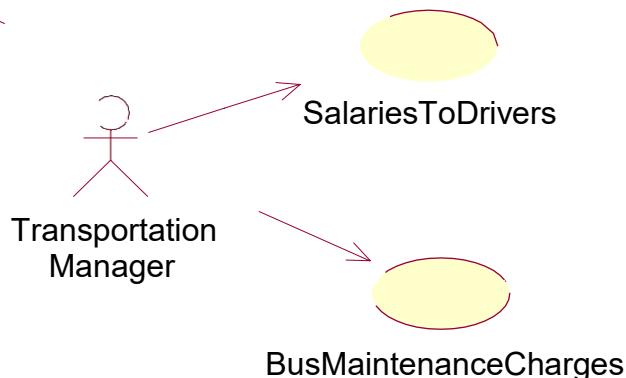
INITIAL STEP-BY-STEP PROCEDURE:

1. The Examination cell in charge collects money from the finance manager and give the receipt for the money collected.
2. He uses the money for various purposes like paying the money to the university for exams and uses the money for organizing events.
3. He also uses the money for maintenance of stores and for paying fines in library.

Transportation Manager

USECASE: Salaries to Drivers, Bus Maintenance Charges

DIAGRAM:



BRIEF DESCRIPTION: The Transportation Manager collects money from the finance manager and use that money to pay salaries to the drivers and bus maintenance like petrol, service and repairs etc..

INITIAL STEP-BY-STEP PROCEDURE:

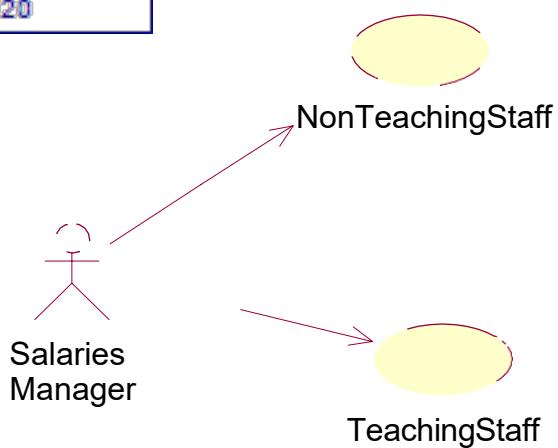
1. The Transportation Manager collects money from finance manager and give the receipt for the money collected.
2. He uses the money to pay salaries to the drivers.
3. He also uses the money for bus maintenance like petrol, service and repairs etc.

Salaries Manager:

USECASE: Non-Teaching Staff, Teaching Staff.



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DIAGRAM:

BRIEF DESCRIPTION: The Salaries Manager collects the money from finance officer and pays the salaries to all the working people of the college.

INITIAL STEP-BY-STEP PROCEDURE:

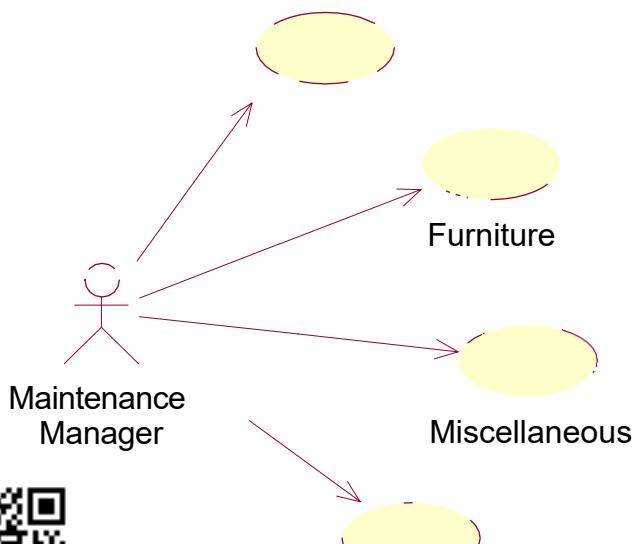
1. The Salaries Manager collects the money from the Finance Manager and give the receipt for the money collected.
2. He uses the money to pay salaries to all the working people which includes both teaching and non-teaching staff.

Maintenance Manager:

USECASE: Electricity Bill, Furniture, Canteen and Miscellaneous.

DIAGRAM:

ElectricityBill



Canteen

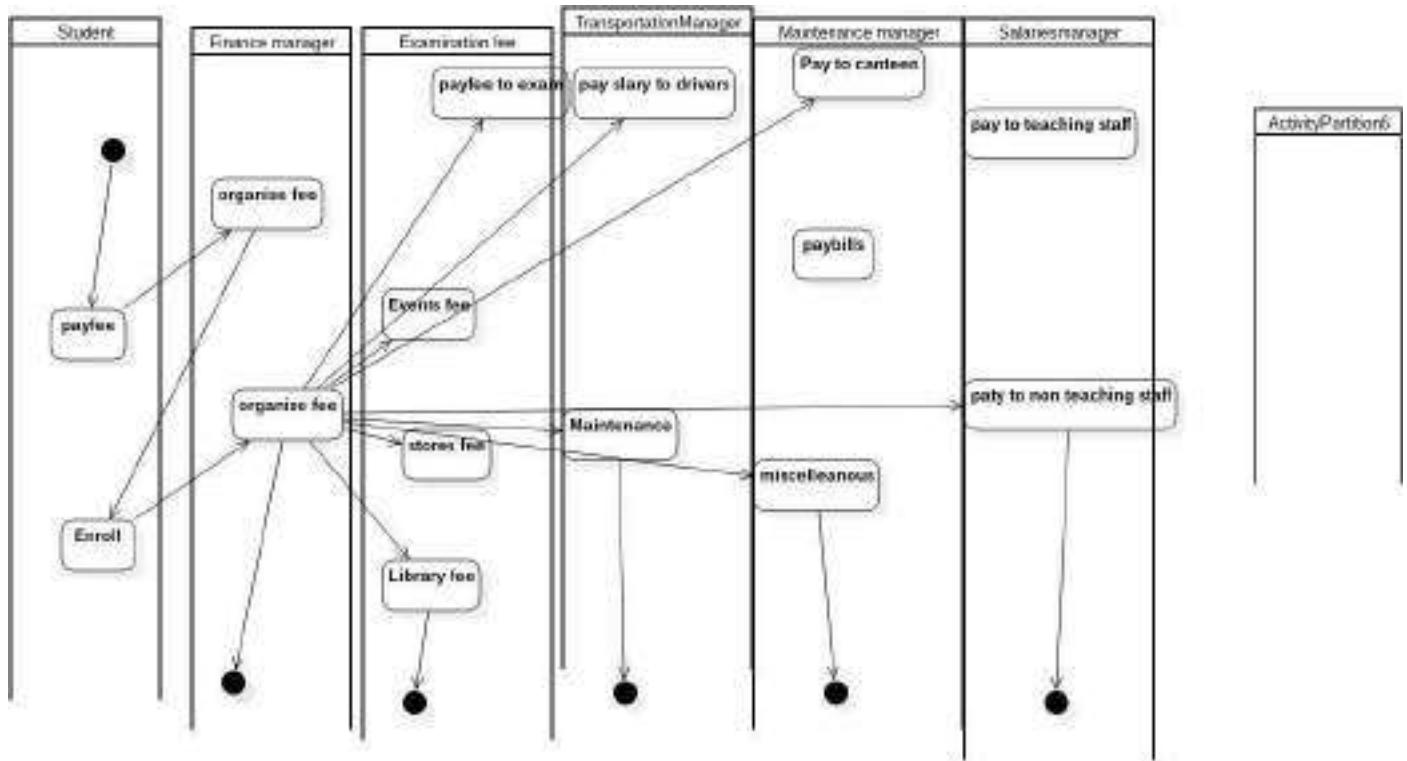
BRIEF DESCRIPTION: The Maintenance Manager collects money from the Finance Manager and uses the money for the maintenance of the college.

INITIAL STEP-BY-STEP PROCEDURE:

1. The Maintenance Manager collects the money from the Finance Manager and give the receipt for the money collected.
2. He uses the money for the maintenance like paying electricity bill in the college, and also uses for furniture, canteen etc..
3. He uses the money for any miscellaneous needs of the college.

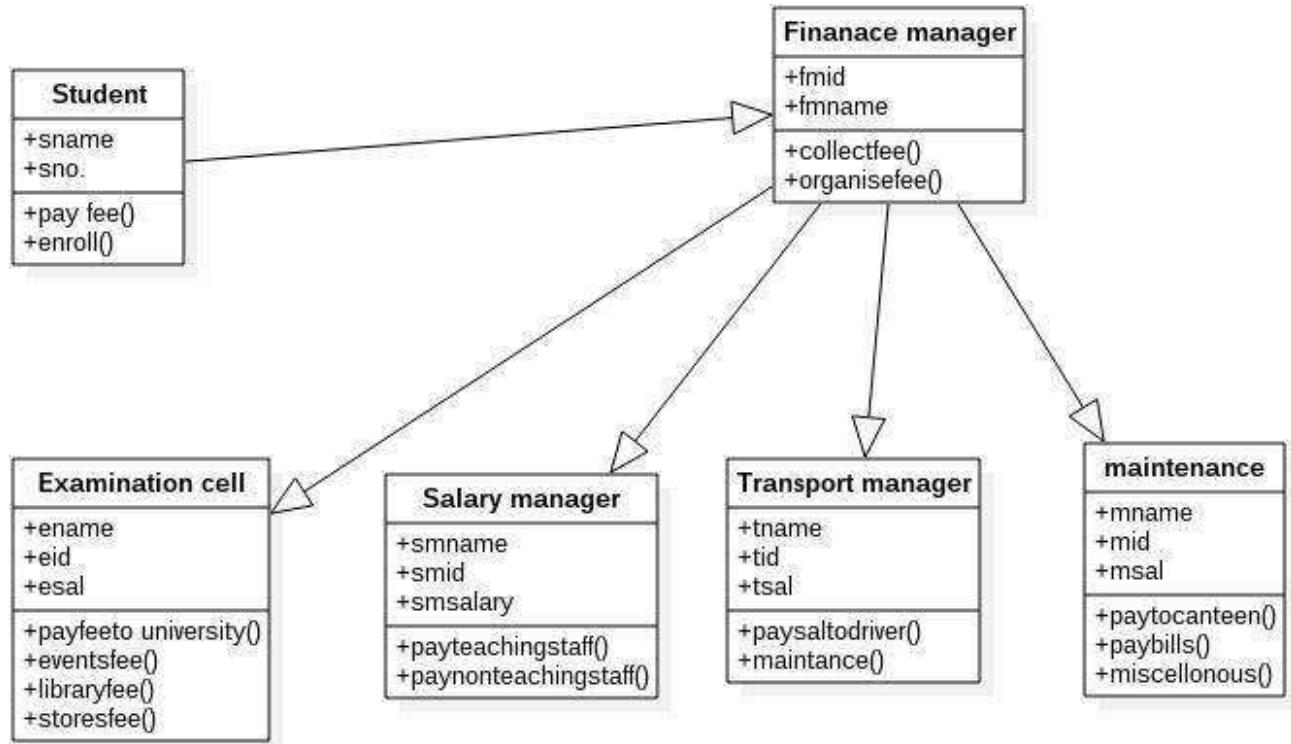
ACTIVITY DIAGRAM

Activity diagram with swim lanes for withdraw use case



CLASS DIAGRAM

Class diagram for MVSR Finance System



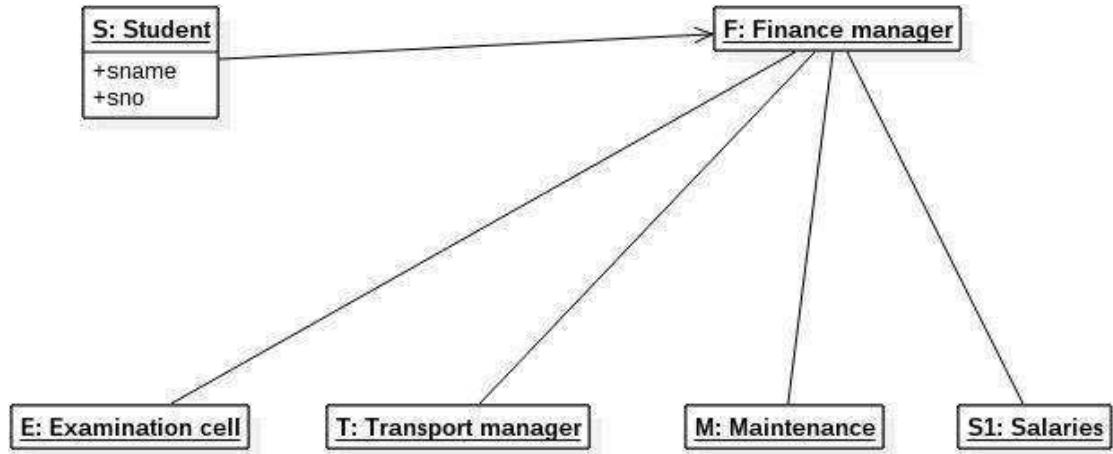
MVSR Finance System has 6 classes

1. Student: This is used to specify details of students
2. Finance manager: This class is used to keep financial status of college
3. Examination cell: This is used to collect fee and control examinations
4. Transportation manager: This is used to manage transport system of college
5. Salaries manager: This is responsible of salaries of college
6. Maintenance: This is used for entire management of college

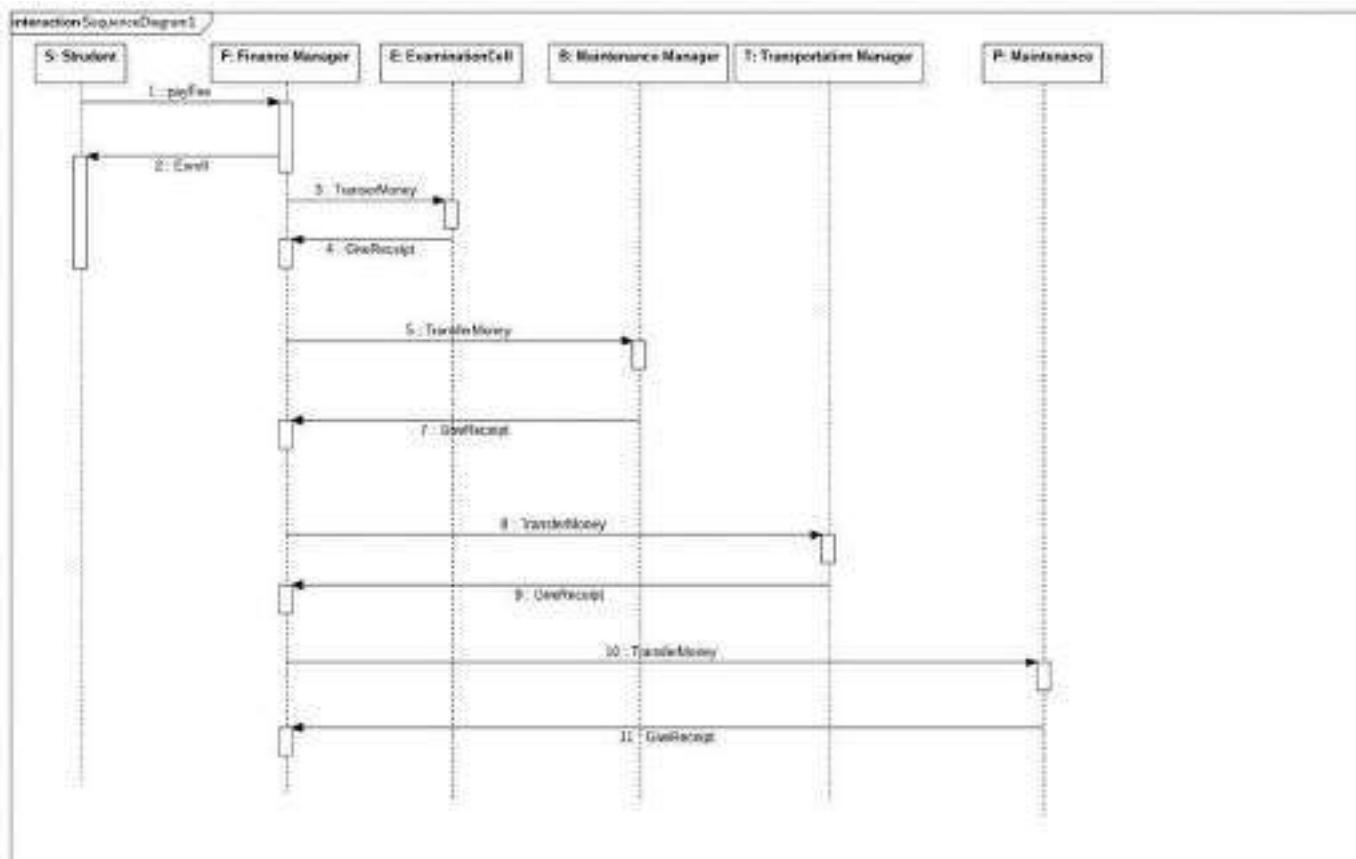


OBJECT DIAGRAM

Object Diagram for MVSR Finance System

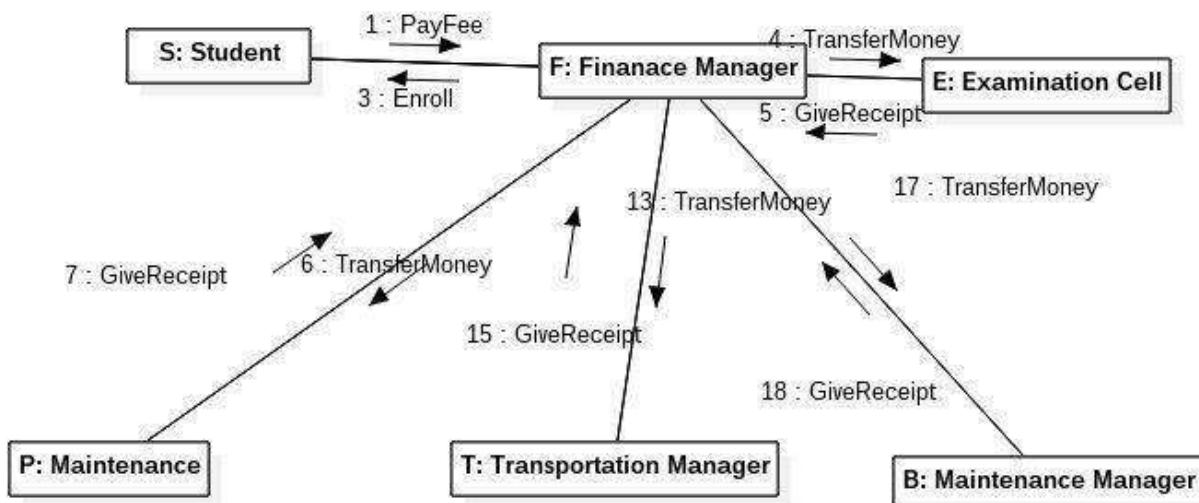
**INTERACTION DIAGRAM**

Sequence Diagram for Finance Management.



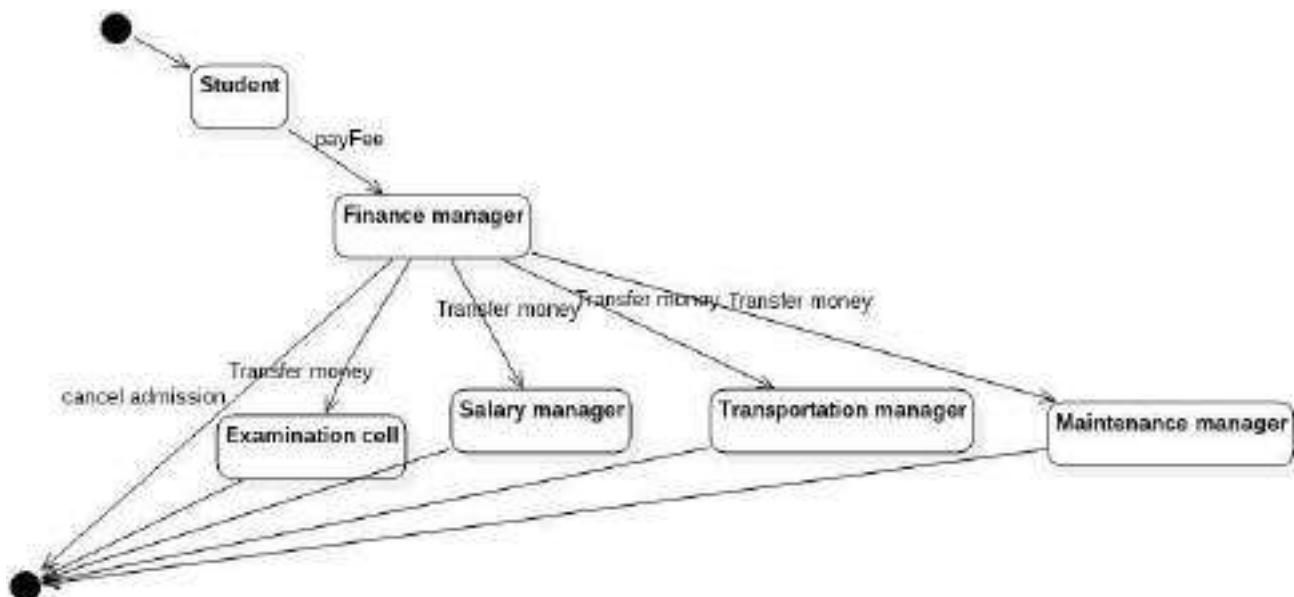
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Collaboration Diagram for MVSR Finance System



STATE MACHINE DIAGRAM

State Machine diagram for MVSR Finance System

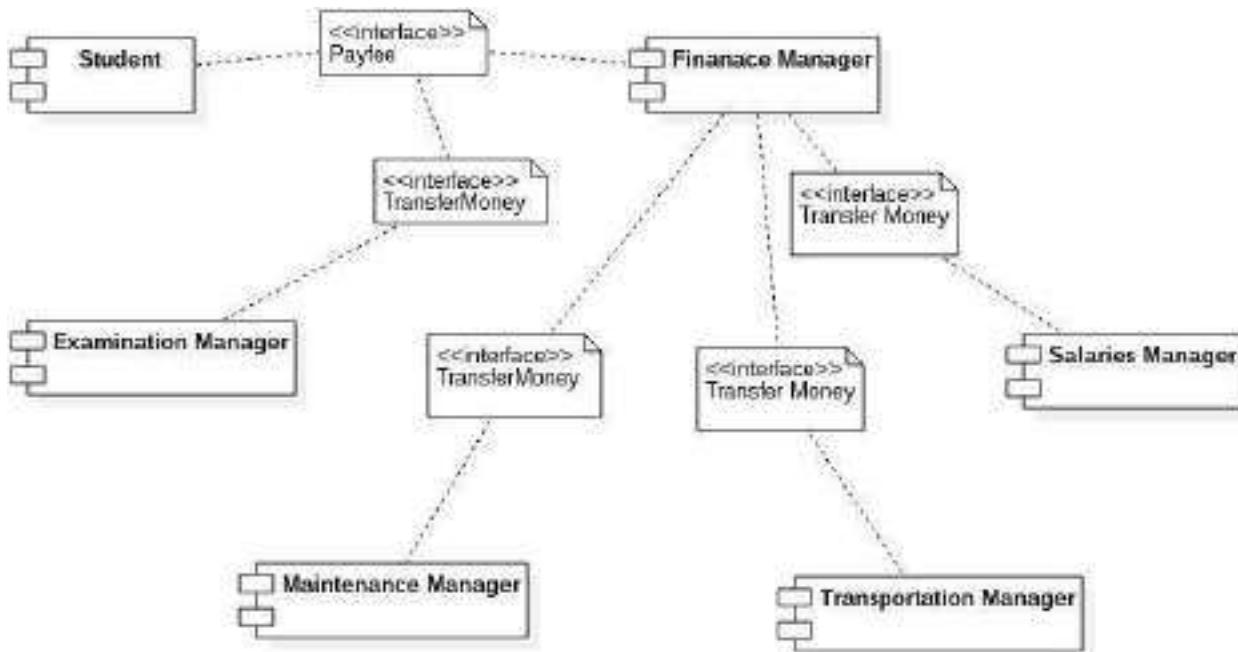


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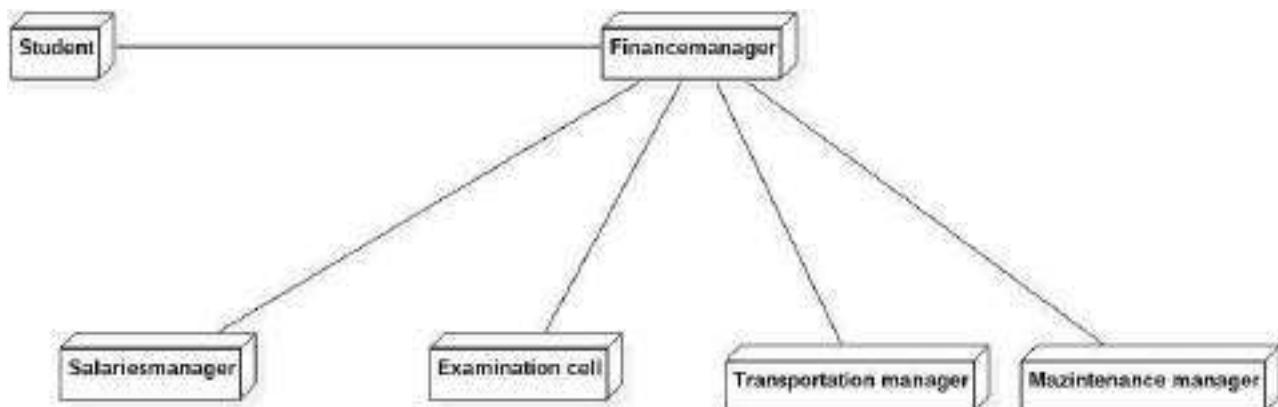
COMPONENT DIAGRAM

Component Diagram for MVSR Finance system



DEPLOYMENT DIAGRAM

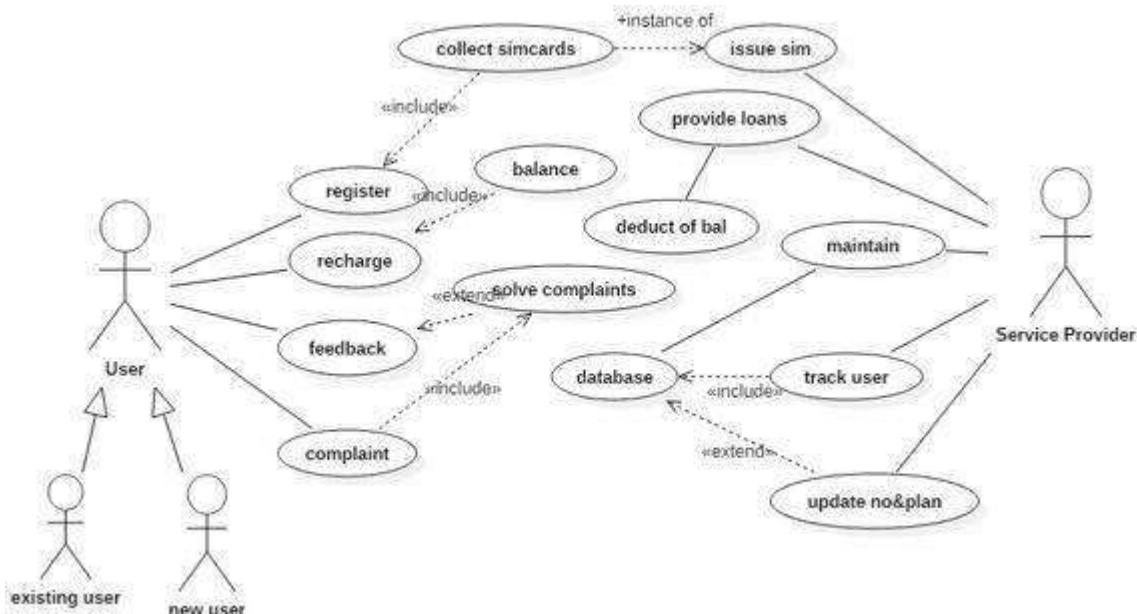
Deployment diagram for MVSR Finance System



23. CASE STUDY FOR NETWORK PROVIDER MANAGEMENT SYSTEM

USE CASE DIAGRAM

Use Case Diagram for User and Service Provider



In our use case diagram the user registers under the service provider which instantiates issuing of SIM by the service provider including the collection by user, following this user recharges his account he can provide any feedback or give complaints if any. The service provider maintains all the accounts in database, keeps a track of user accounts, if user requests for update of plan he executes it , he also provides loans if user runs out of balance and deduces from the next recharge.

Use Case for Registered User(SP outlet) and Customer Care



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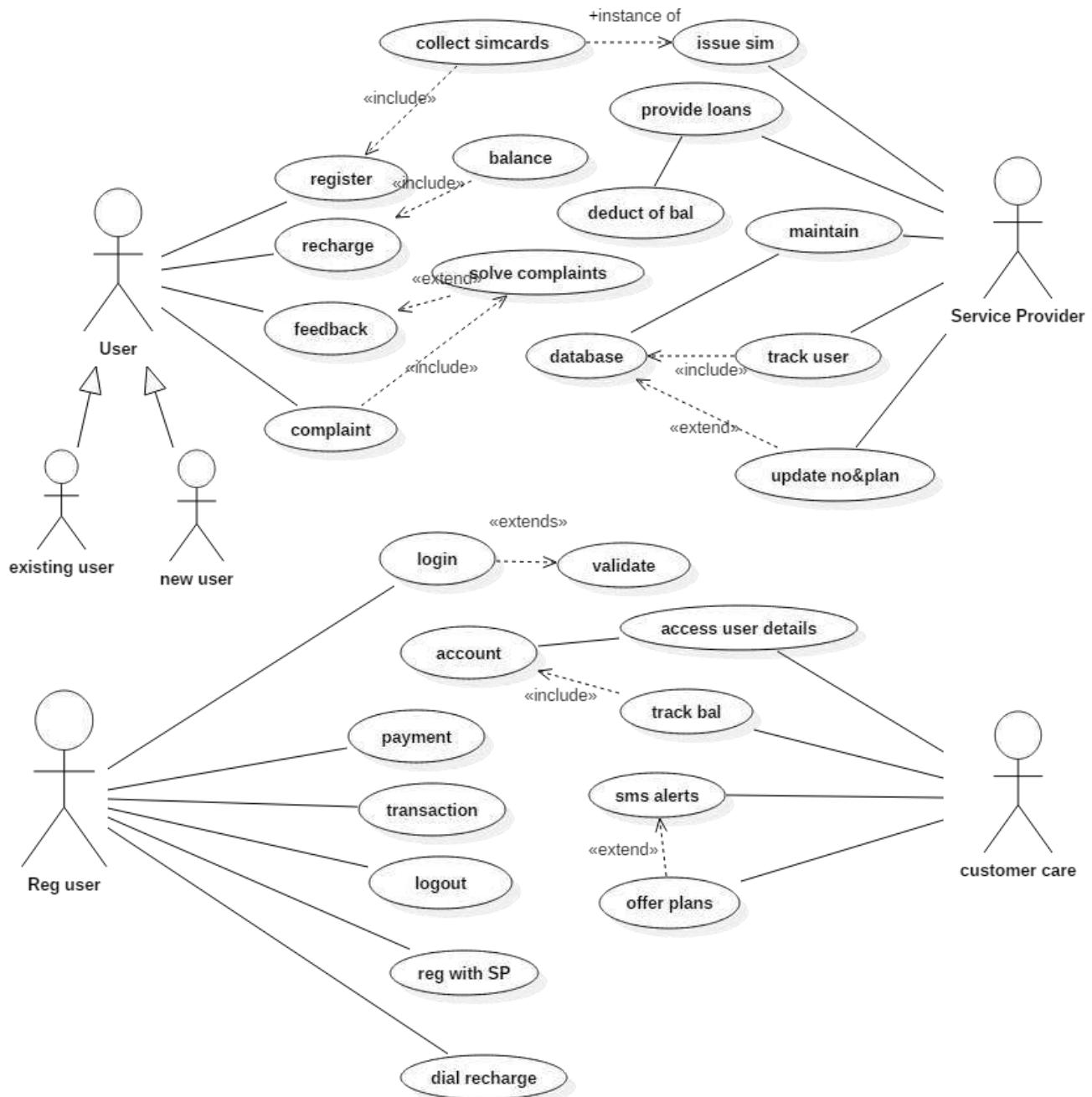
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In use case diagram for registered user and customer care, registered user implies the service providers outlet vendors who act intermediate between user and service provider, registered user initially registers under service provider, recharges user accounts by dialing recharge codes, makes payments to the service provider and eventually maintains transaction details. The customer care access user details to provide user with any account information, sends sms alerts, and offers new plans.

Use Case for Network Provider Management System



Our use case diagram is about Network Provider management system which demonstrates how a network works to provide users with facilities of ease. The actors in our system are:
 1. In register under any service provider, become a user of the network , recharge his account.



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reach out to the customer care if any complaints are to be solved or feedback to be provided. Customer Care: He does keep a record of all the accounts on the network, tracks if any issue occurs, solves complaints from users or customers and receives feedback.

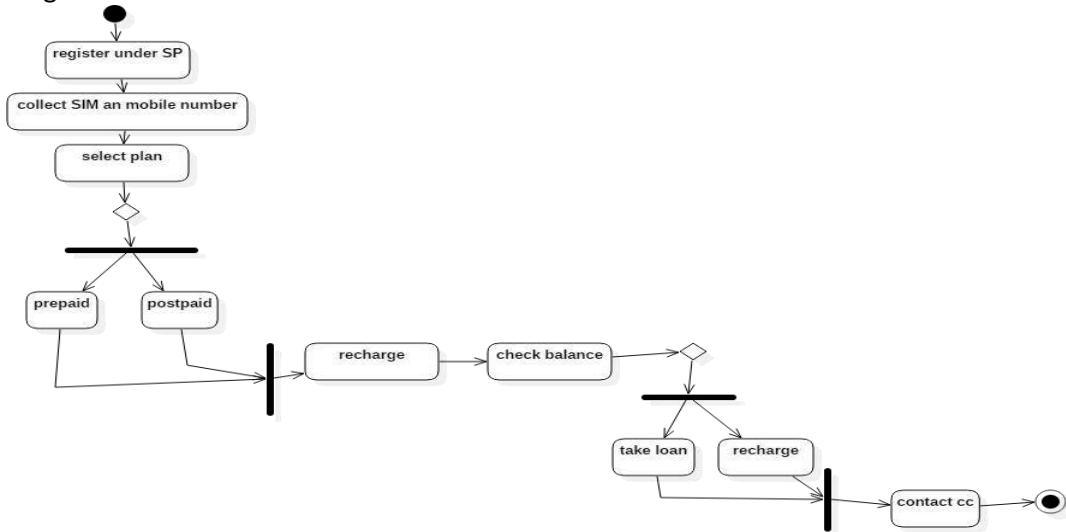
Service Provider: He maintains all the back end, a database of all user details, issues sim cards to new users, looks out for operators, provides loans to users.

Registered User (or) SP outlet: He acts as an intermediate between user and service provider for by facilitating recharge, making payments of it.

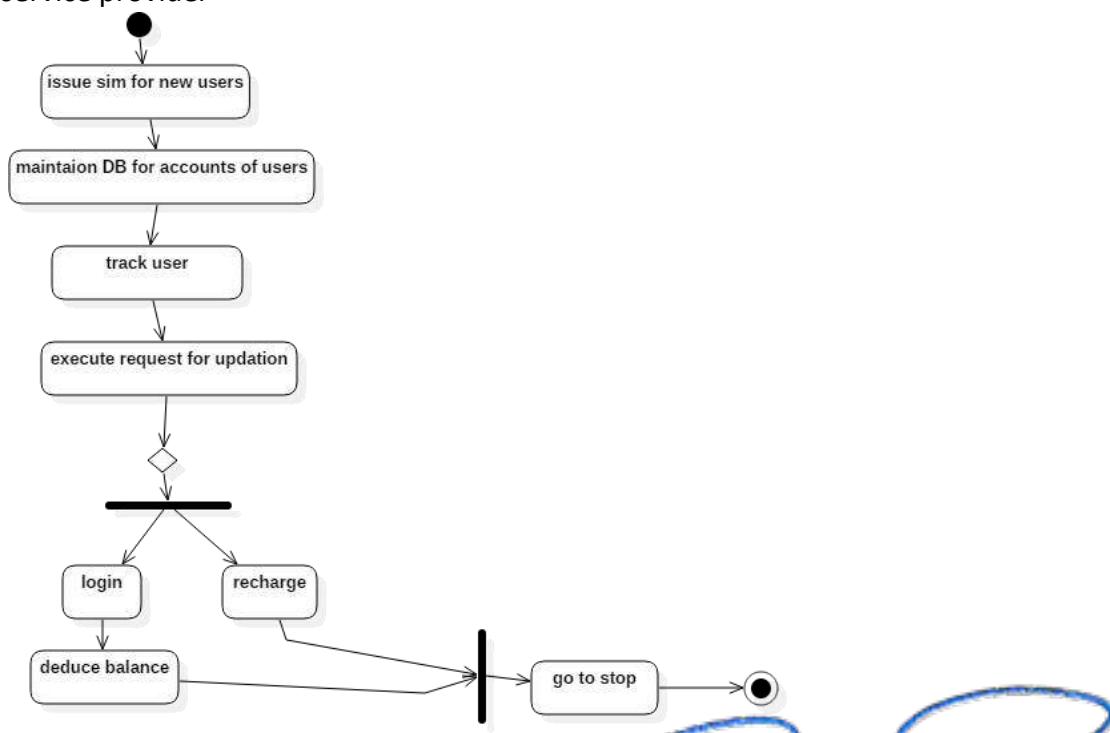
ACTIVITY DIAGRAM

Activity diagram for Network Provider Management System

Activity diagram for User



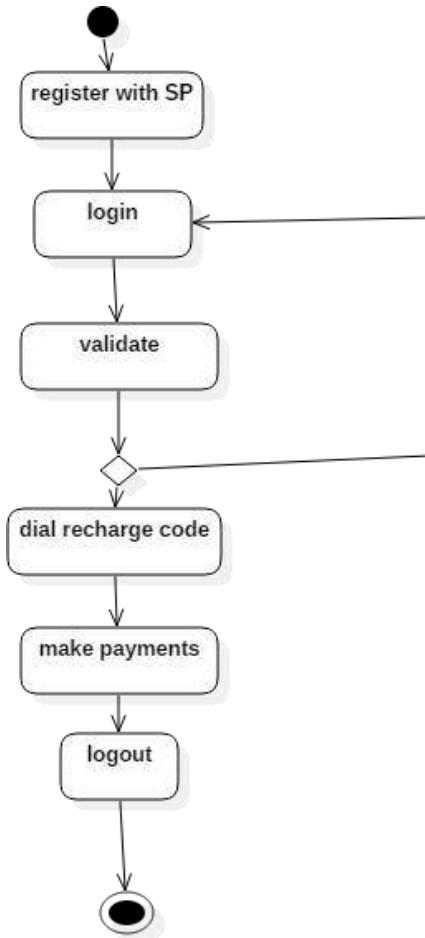
Activity diagram for service provider



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Activity Diagram for Customer Care
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Activity Diagram for Registered User



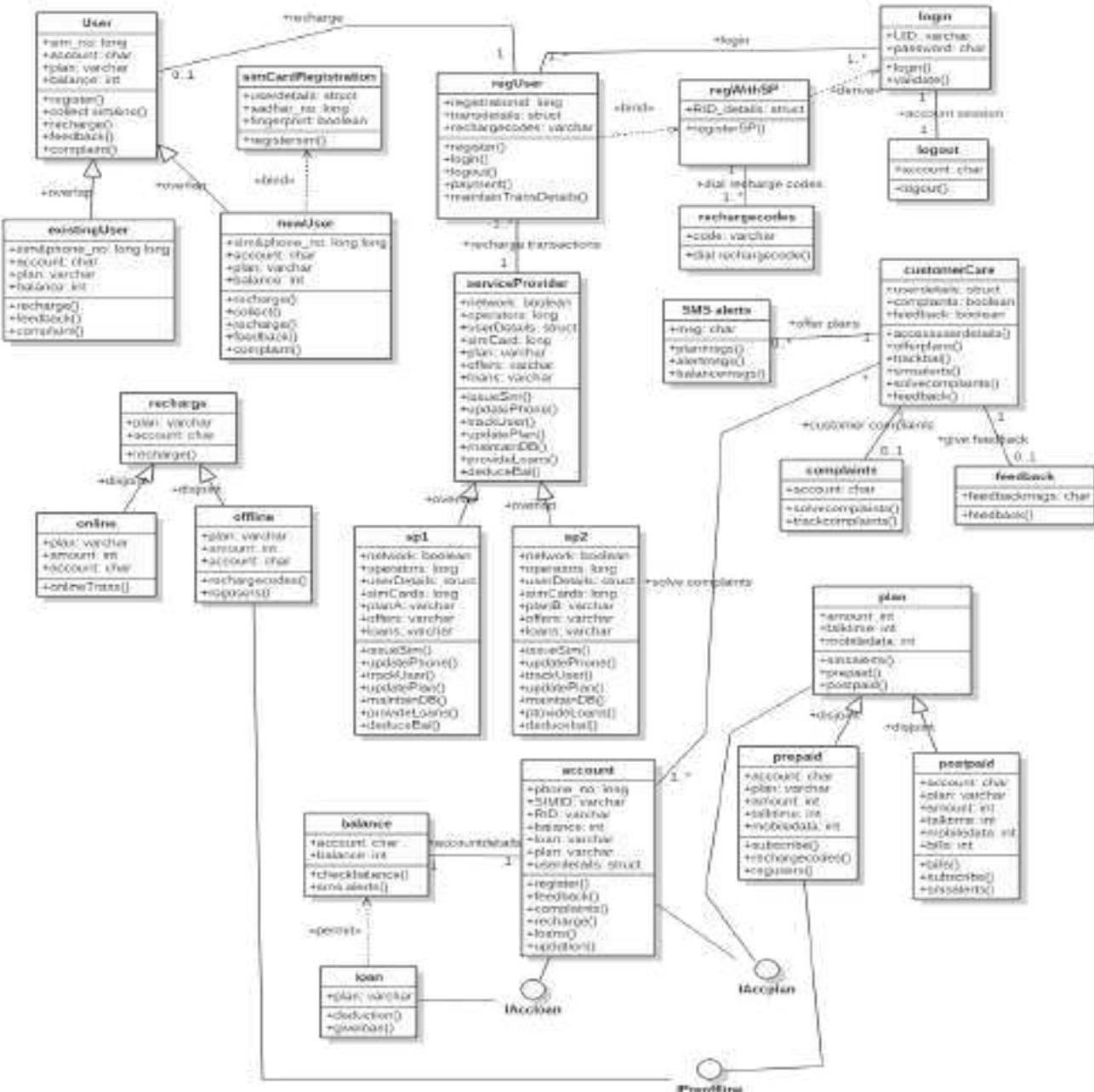
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CLASS DIAGRAM

Class diagram for Network Provider Management System



The classes identified in our system are:

User: This class represents the customer, the main actor, having attributes as sim no, account, plan, balance etc. can register, recharge, complaint and give feedback. User is a generalized class of Existing user.

Service Provider: This class represents the service provider who issues sim, update plan, maintains user, deduces loan reductions and has attributes such as operators, plan, offers, loans,





network, sim details, user details. It also has specialized classes **SP1** and **SP2** which differ by the plan they offer.

Customer Care: This class has access to user details it provides info. To user about their account, solves complaints, and receives feedback.

Complaints: This class undertakes all the complaints by different users and accounts for resolves them.

Feedback: This class collects the feedback from different accounts.

Plan: It has attributes like amount, talk time, mobile data, and provides talk time according to the plan chosen. The specialized classes of which are **prepaid** and **Postpaid**.

Recharge: The attributes of this class are account, plan. Recharge may be **Online** or **Offline**.

Loan: It has attribute plan, keeps track of deducing balance.

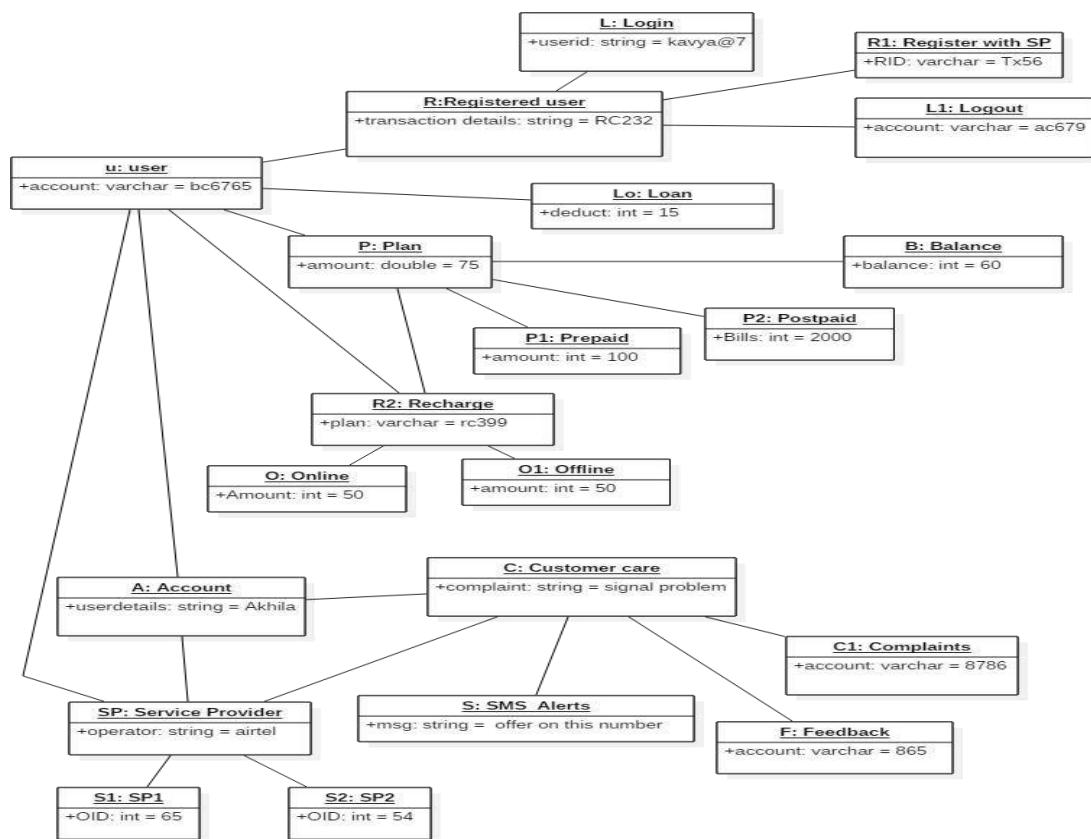
Account: The attributes of this class are phone no, Simid, balance, loan, plan, user details. The functions includes register, update, request loan.

Sms Alerts: This class offers plans, alternate info about its account to user by sending sms.

Balance: The attributes are balance, account the functions being check balance, sms alerts and recharge.

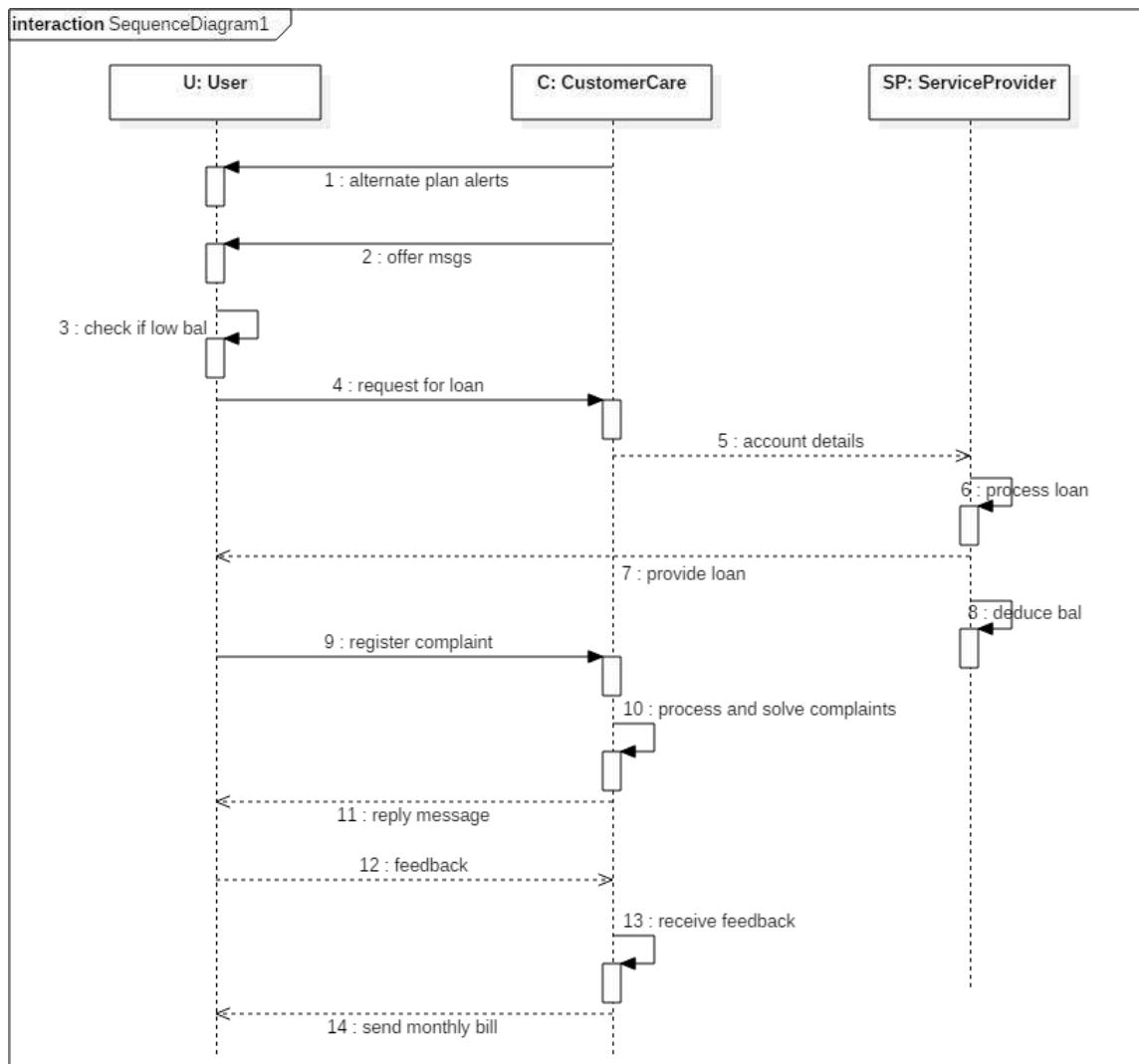
OBJECT DIAGRAM

Object Diagram for NETWORK PROVIDER MANAGEMENT SYSTEM



INTERACTION DIAGRAM

Sequence Diagram for User interaction scenario



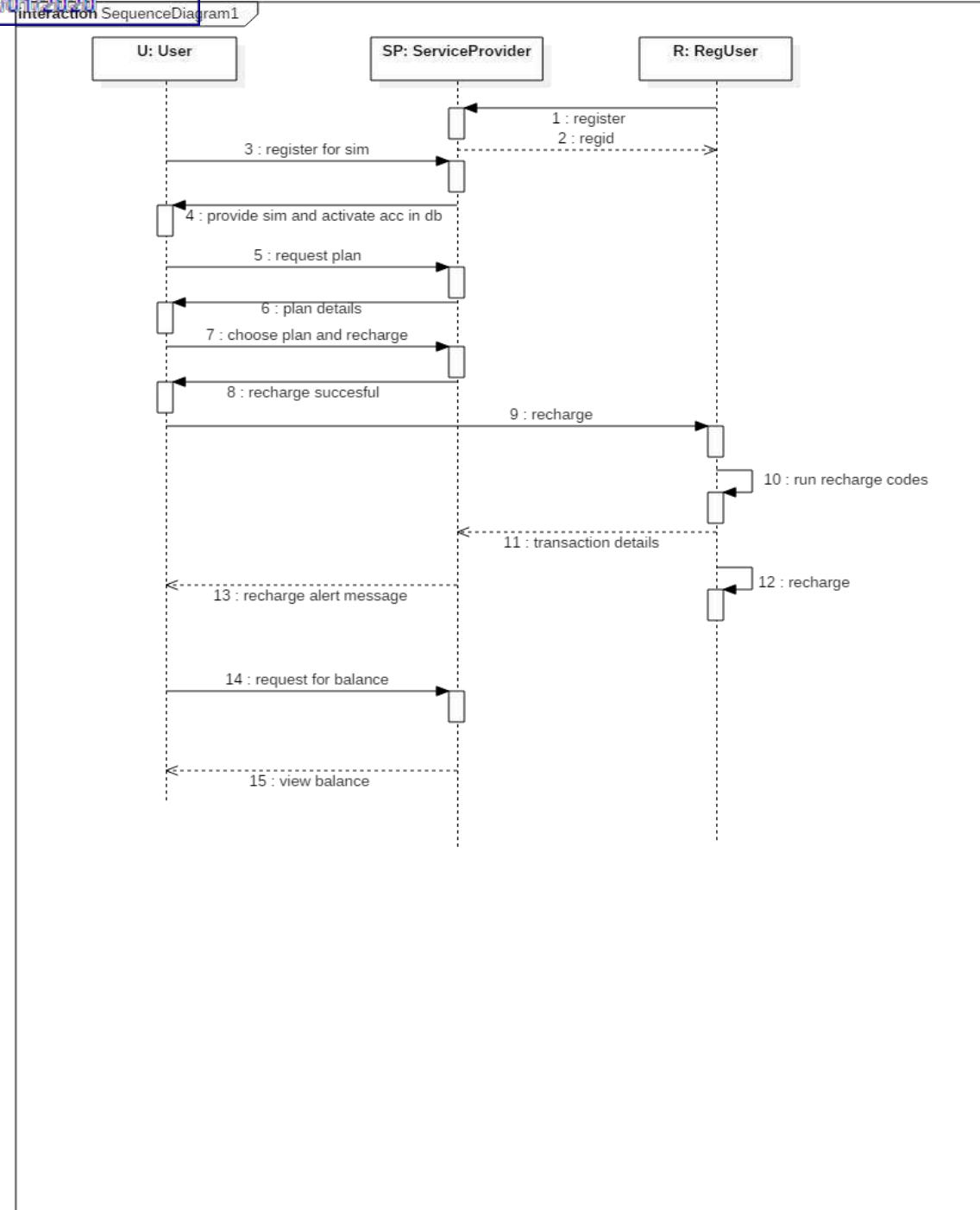
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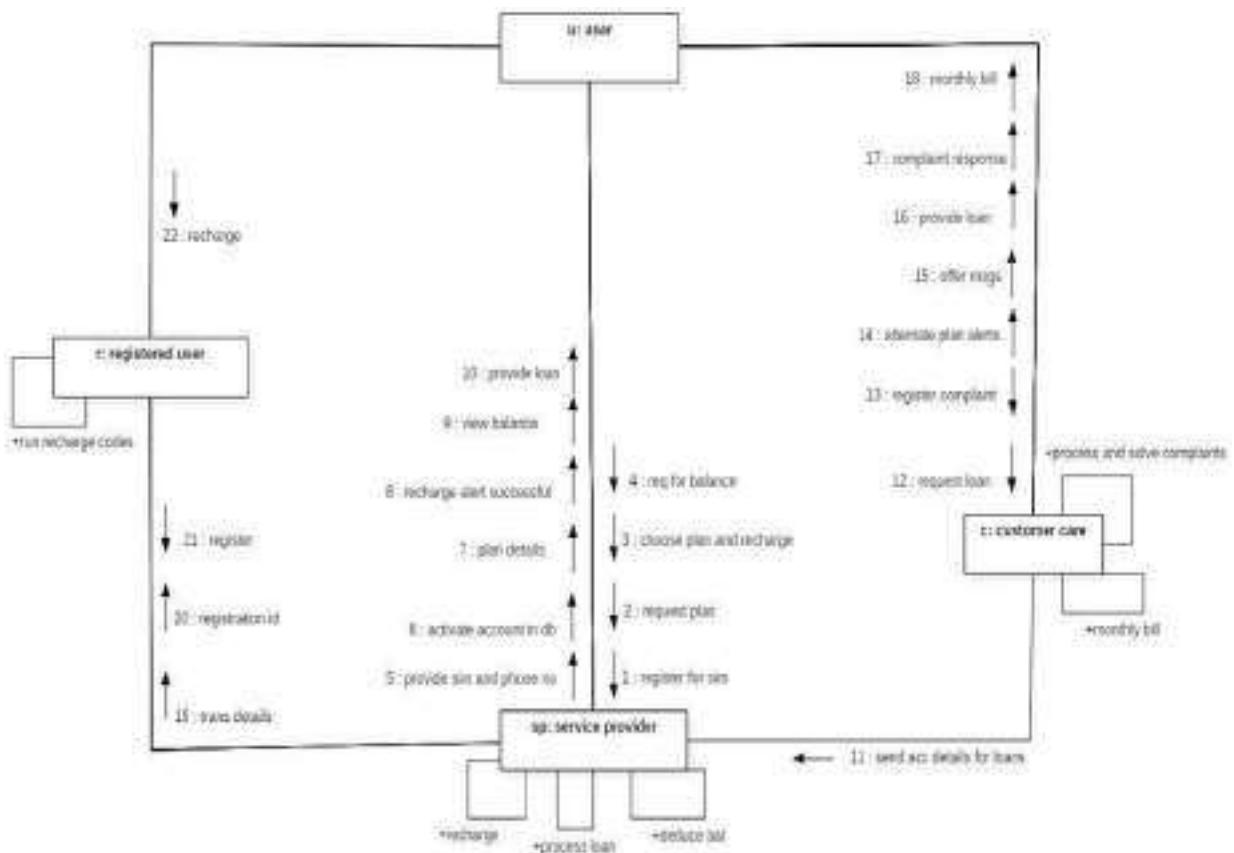
interaction SequenceDiagram1



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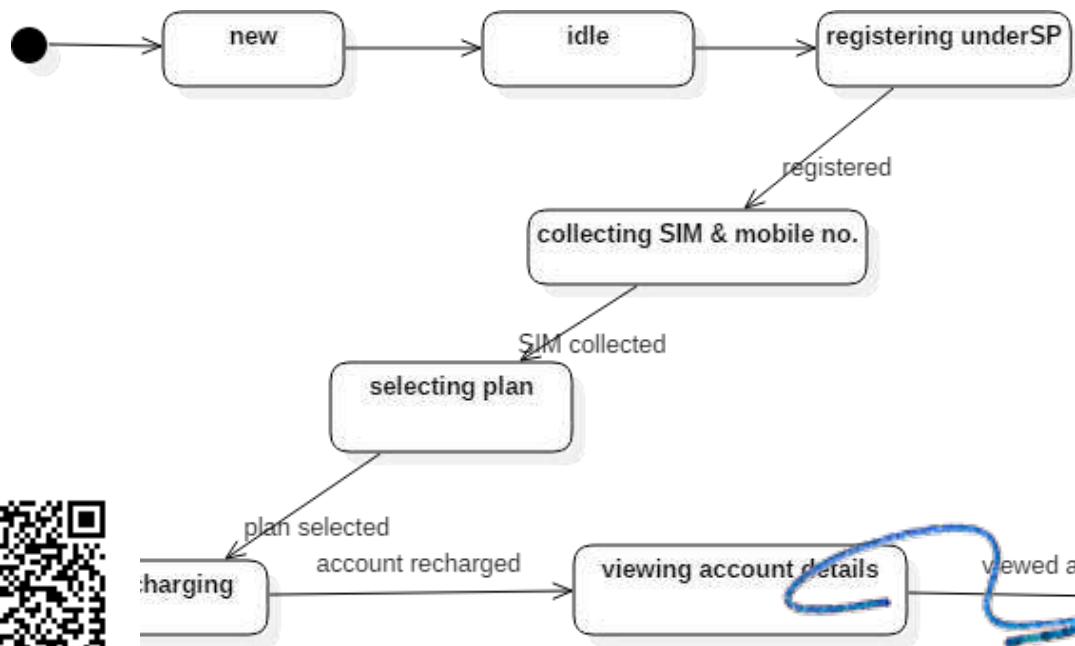


Collaboration Diagram for Network Provider Management System

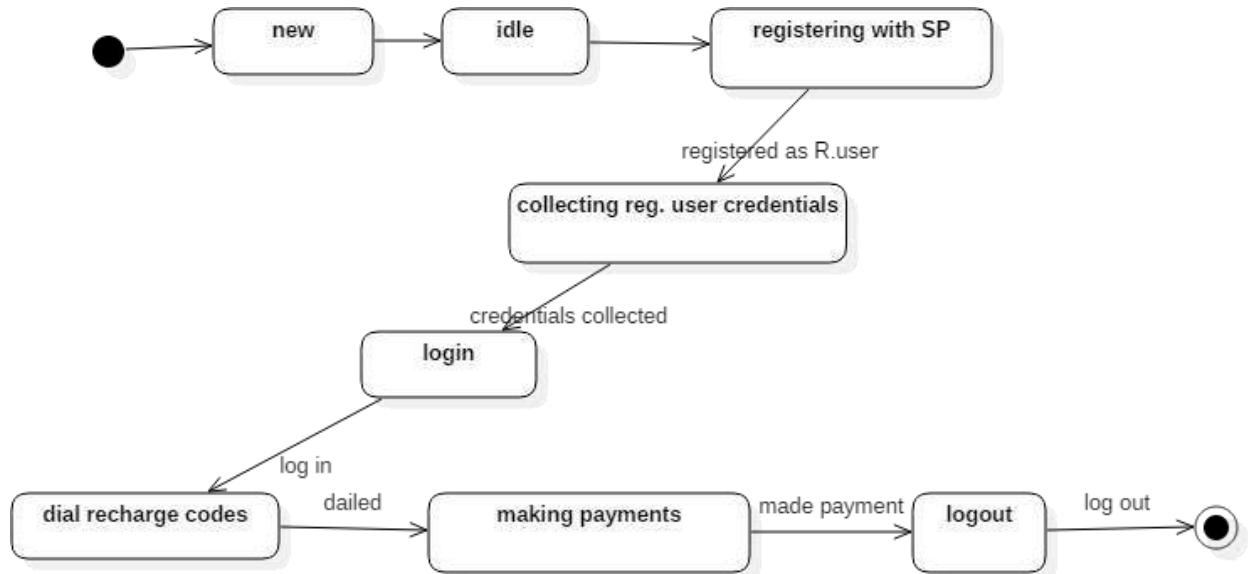


STATE MACHINE DIAGRAM

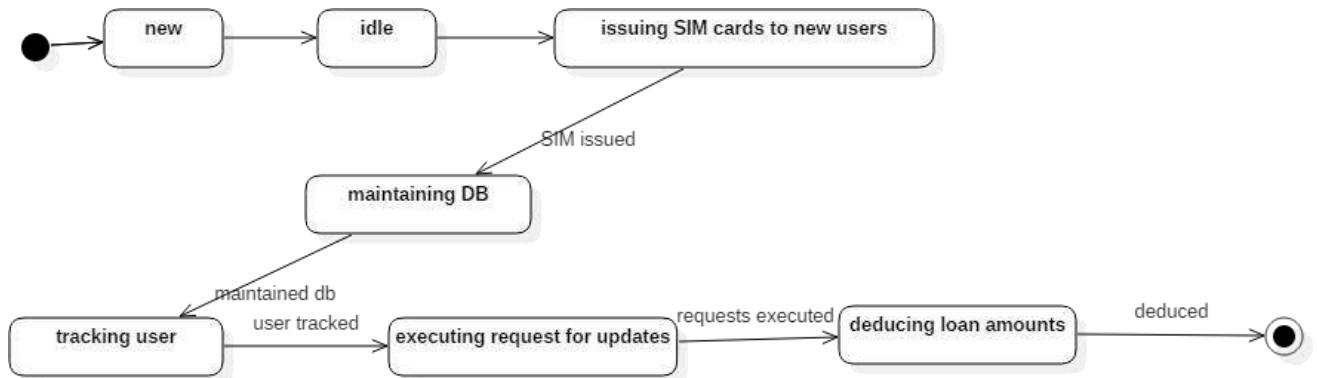
State Machine diagram for USER



State Machine diagram for REGISTERED USER

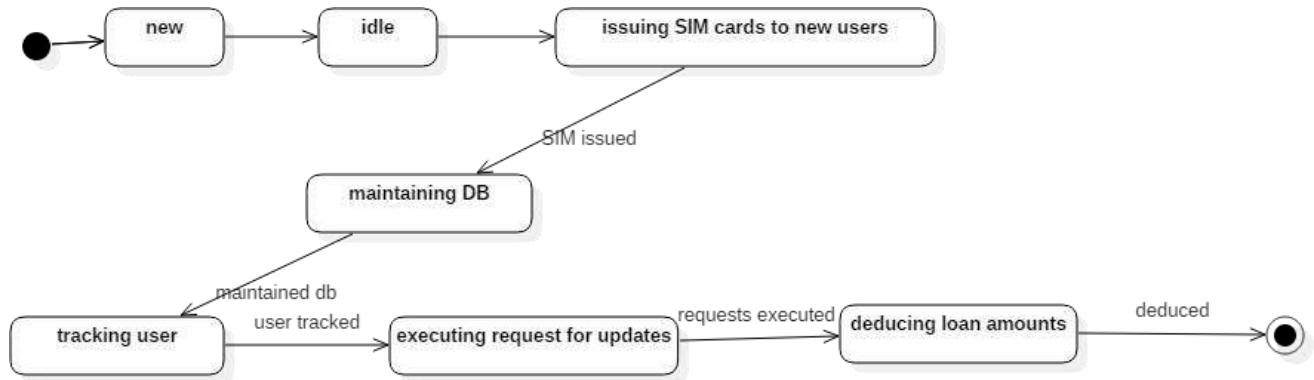


State Machine diagram for SERVICE PROVIDER



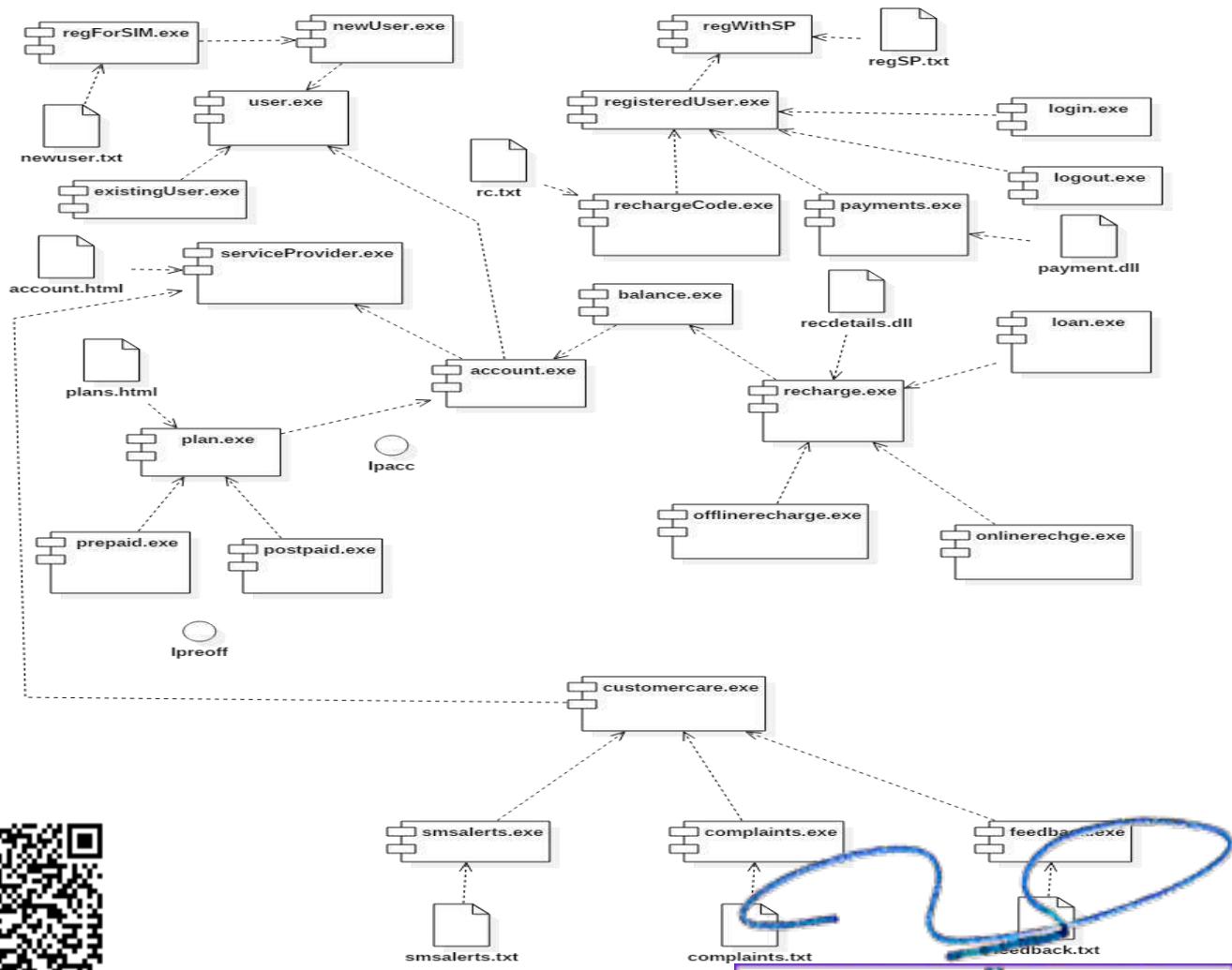
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Machine diagram for CUSTOMER CARE



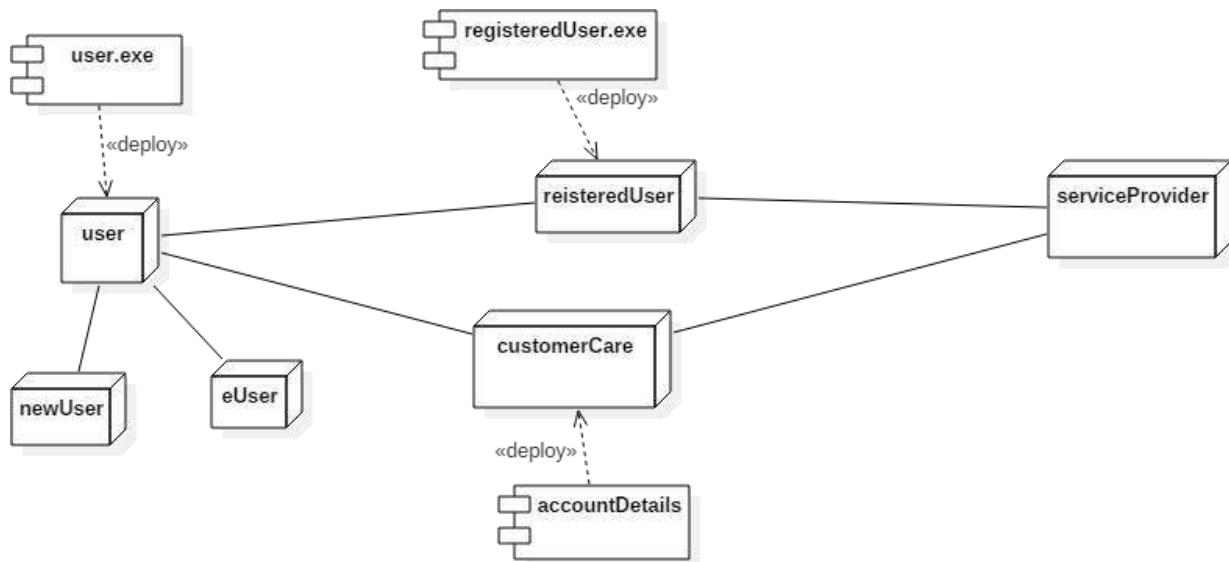
COMPONENT DIAGRAM

Component Diagram for Network Provider Management system



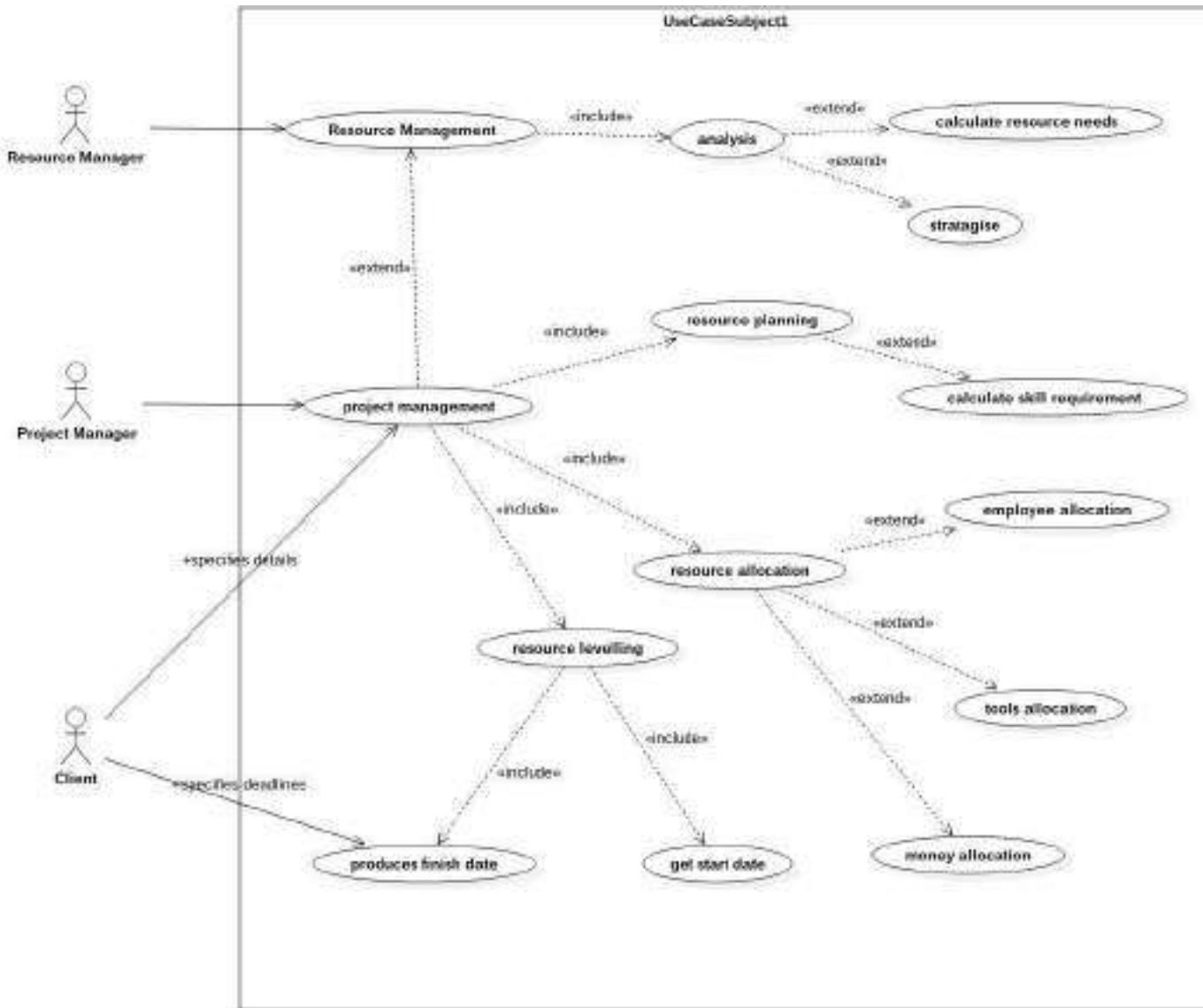
DEPLOYMENT DIAGRAM

Deployment diagram for Network Provider Management System



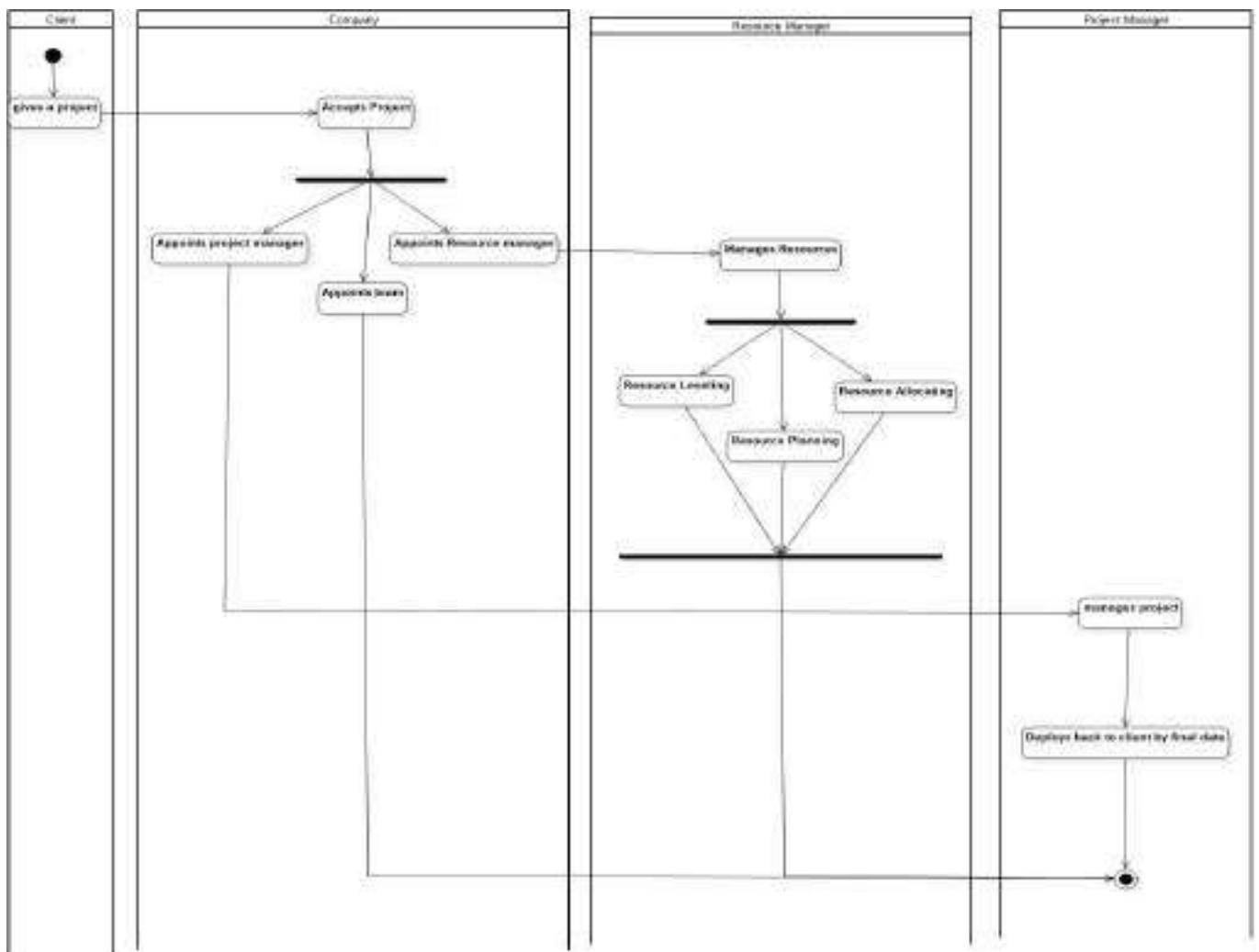
24. CASE STUDY ON PROJECT RESOURCE MANAGEMENT USE CASE DIAGRAM

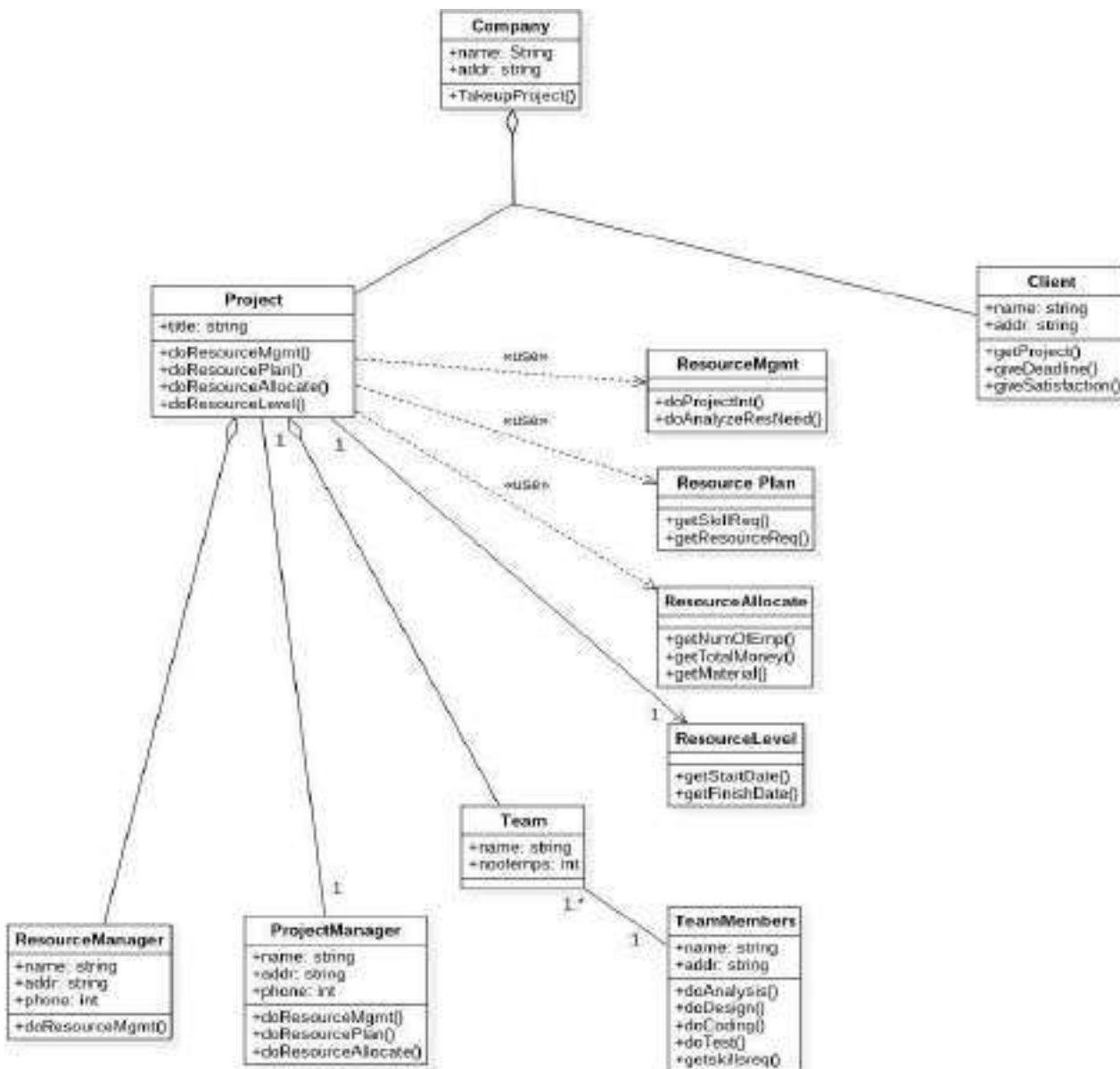
Use case diagram for Project Resource Management

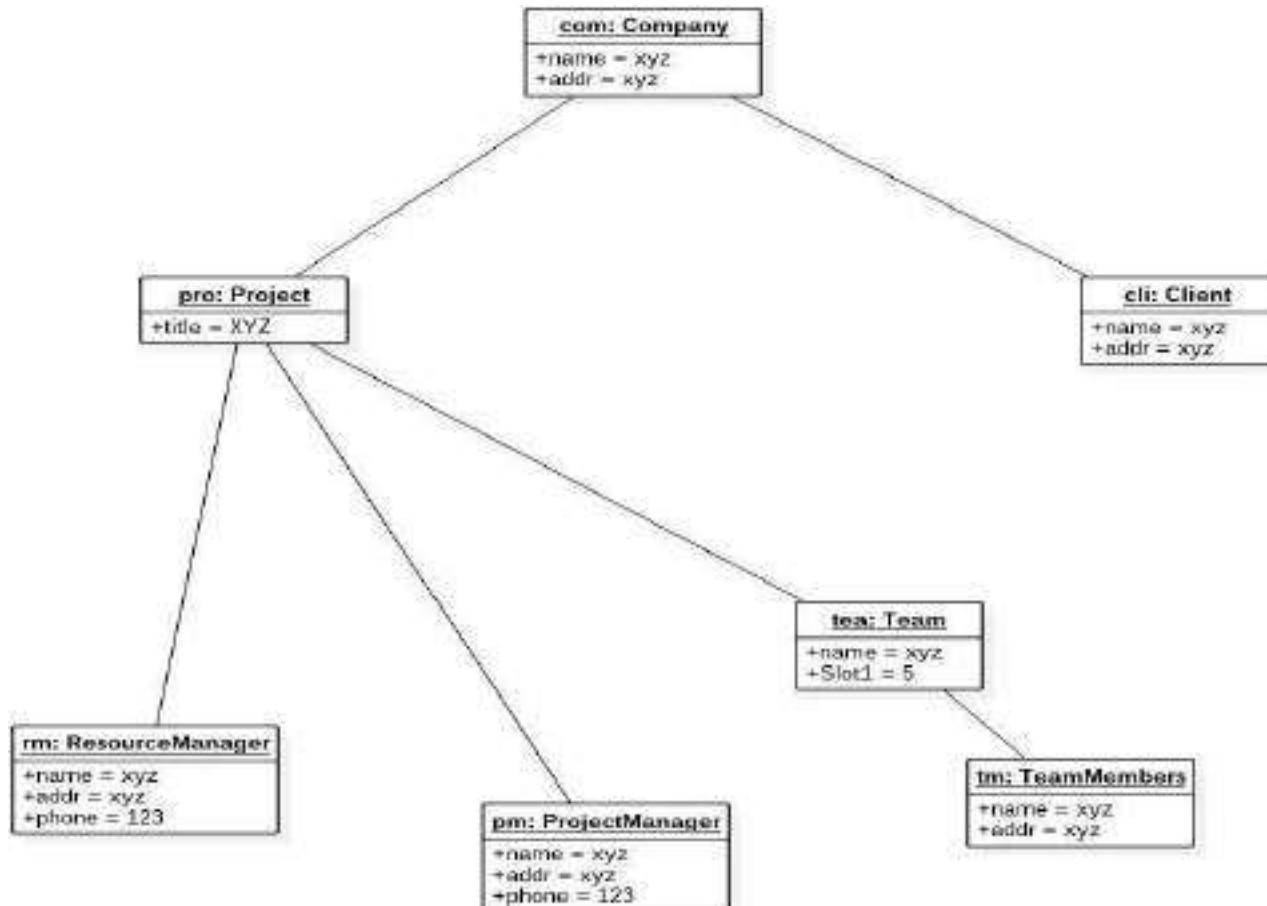


ACTIVITY DIAGRAM

Activity diagram with swim lanes for withdraw use case

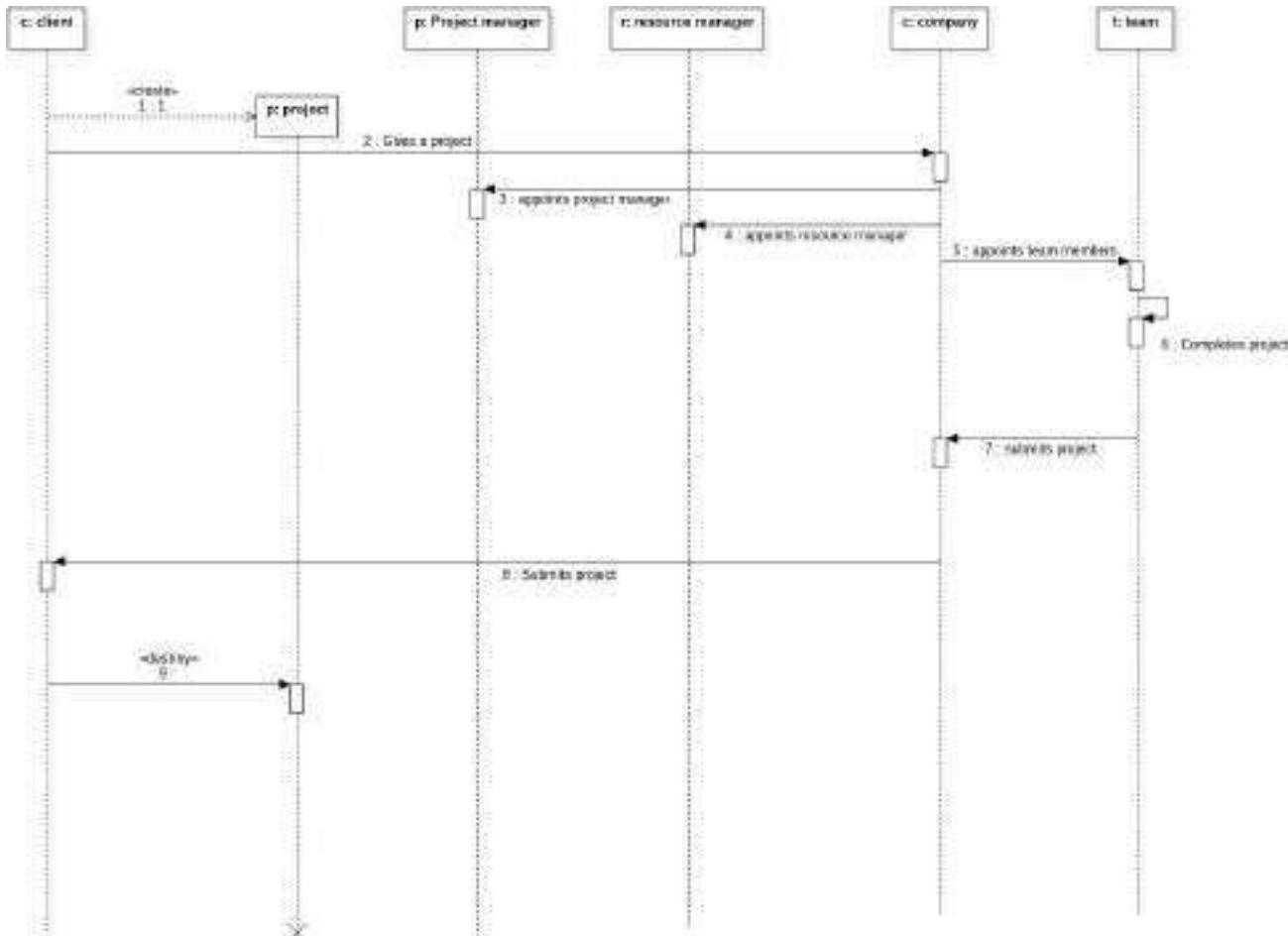


CLASS DIAGRAM

OBJECT DIAGRAM

INTERACTION DIAGRAM

Sequence Diagram

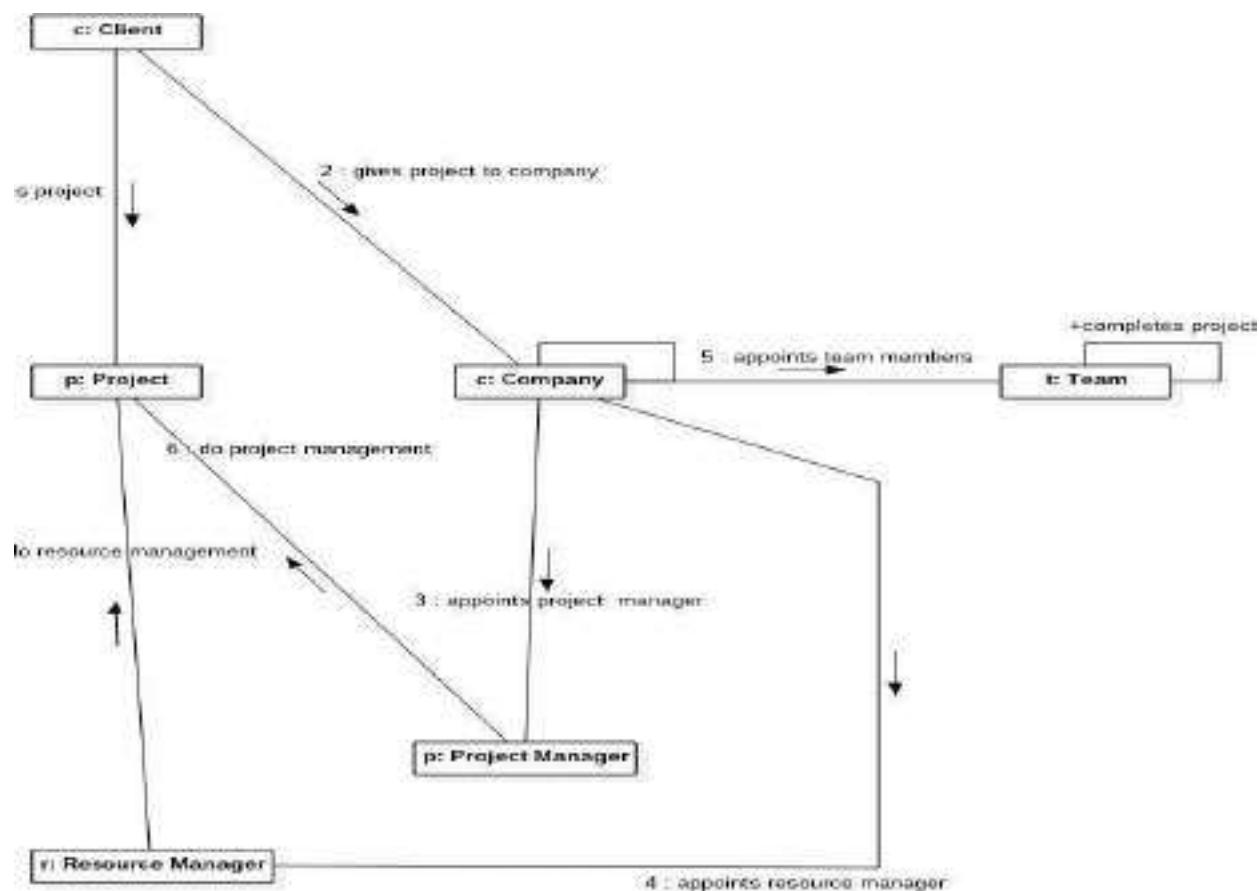


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Collaboration Diagram

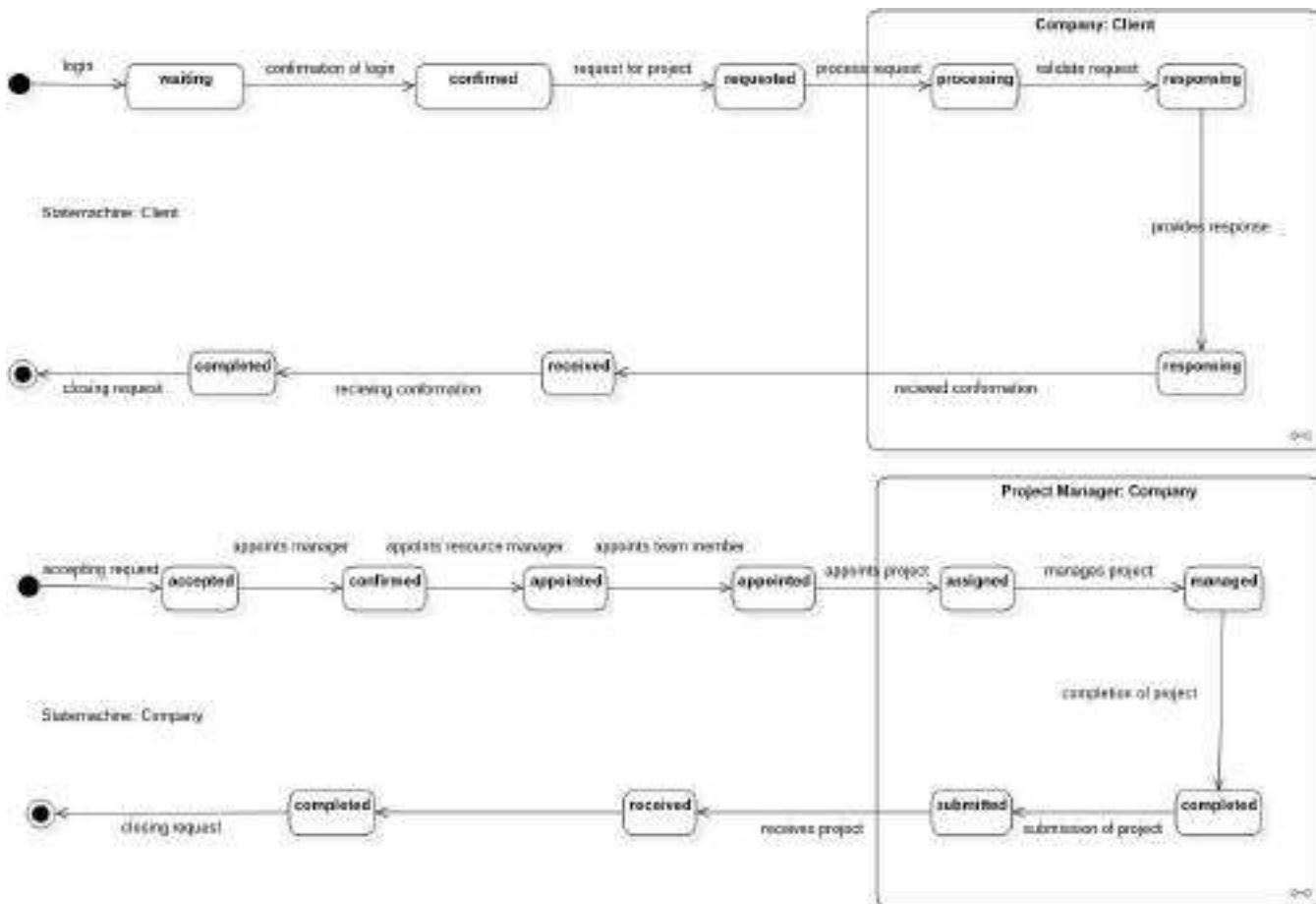


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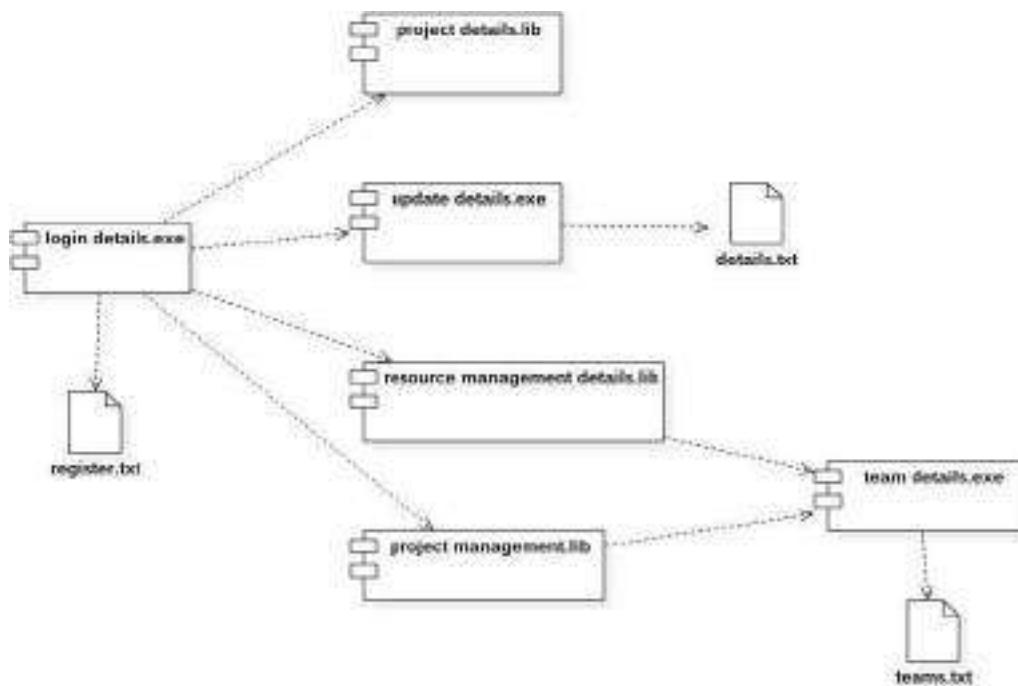
STATE MACHINE DIAGRAM

State Machine diagram for Project Resource Management

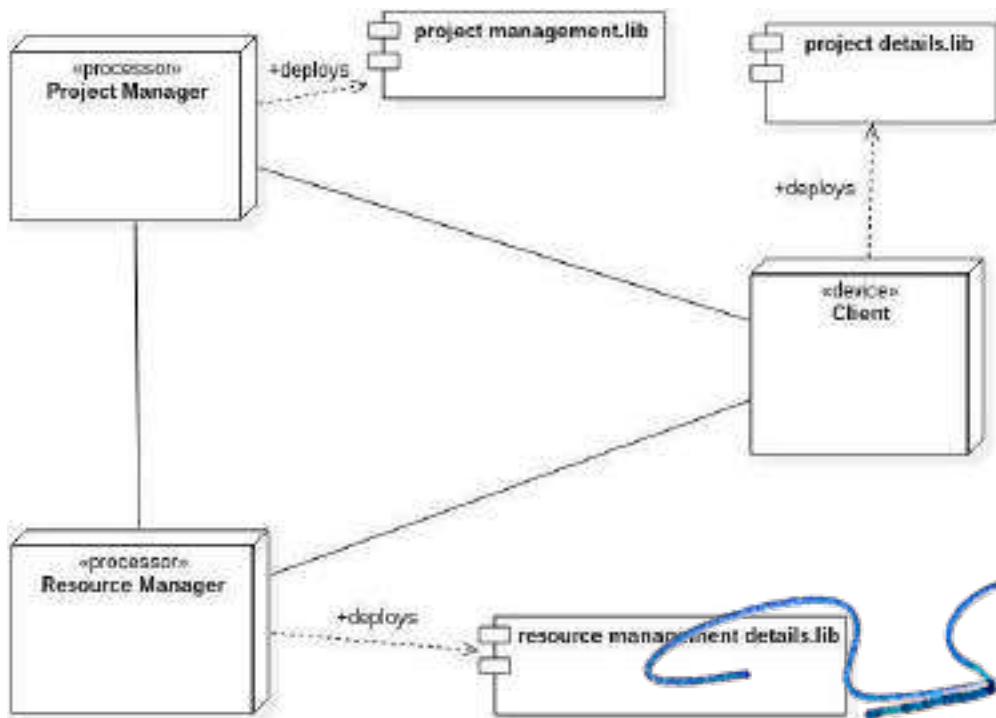


COMPONENT DIAGRAM

Component Diagram for Project Resource Management

**DEPLOYMENT DIAGRAM**

Deployment diagram for Project Resource Management



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