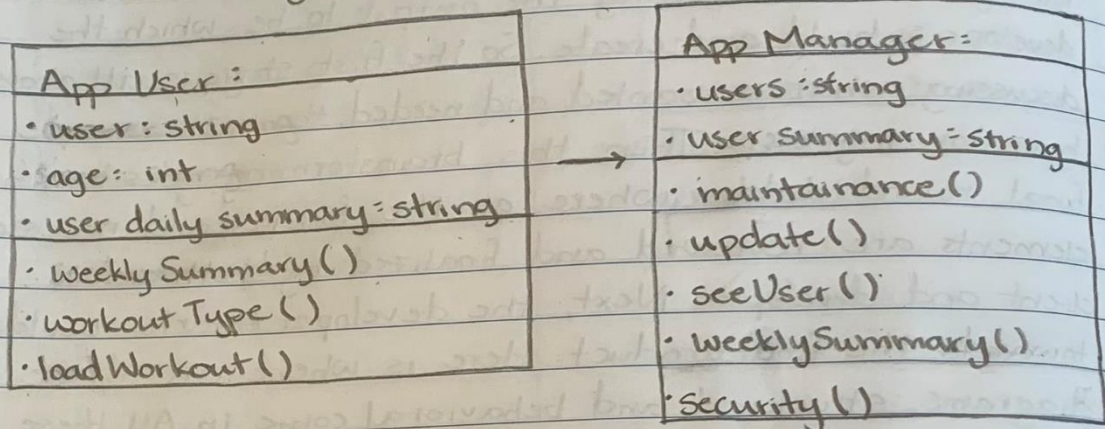# UML DIAGRAMS FOR PROJECT 3:

GROUP 17:

For the structural diagram we decided to choose the class diagram and the use case diagram for the behavioral diagram. During our discussion we chose these diagrams since it would be easy for a layman to understand our project just based on looking at the diagrams. It would be easy to see what the user can do in the prototype and what data is stored in the app. Additionally, we liked how it is a nice visual representation which is what we have built in project 3 and what we want to implement in project 4. Therefore, we have a class diagram and use case diagram as a visual for our project prototype.

Our diagrams are on next page:

UML Diagrams for Project 3:

Structural Diagram : Class Diagram

App User :
• user : string
• age : int
• user daily summary : string
• weekly Summary ()
• workout Type ()
• load Workout ()

→

App Manager :
• users : string
• user Summary = string
• maintainance ()
• update ()
• see User ()
• weekly Summary ()
• Security ()

Behavioral Diagram : Use Case Diagram

user

App Manager

- water intake
- mood tracker
- nutrition log
- workout log
- To-Do List
- App Support
- Pre-Made Workouts
- workout tracker