SOFTWARE SYSTEM DESIGN

E-learning system

Prepared by :

سيف الدين محمد سليمان حسين
Supervised by:
الدكتور احمد بني مصطفى

Faculty of Information Technology
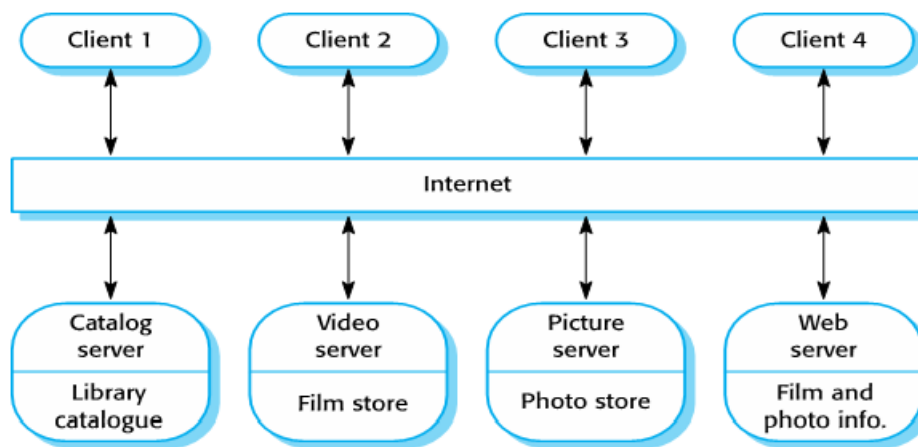## Department of Software Engineering

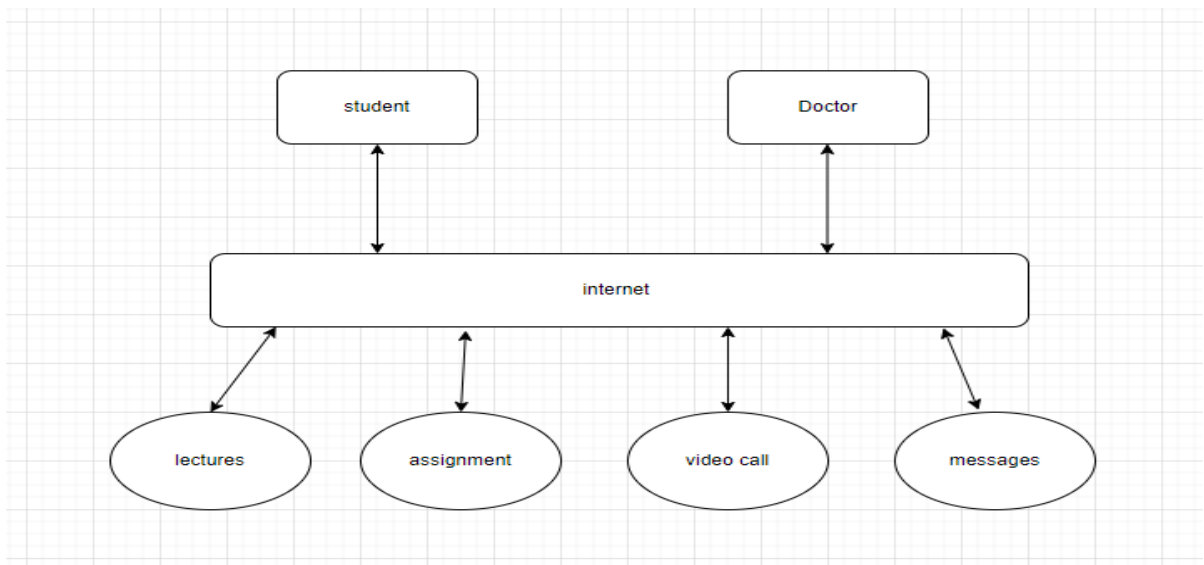**Date**: 9/6/2022

Architecture design

1.1 Architecture pattern
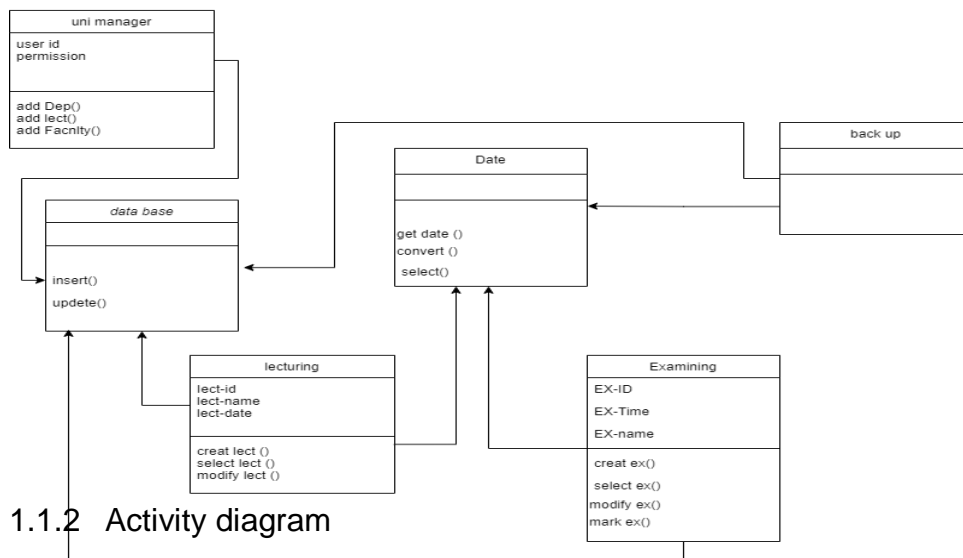
The Client–server pattern

The client application makes a synchronous call to the API, triggering a long-running operation on the backend.

Software or application structure

1.1.1 Class diagram

uni manager

user id permission
add Dep() add lect() add Facnlty()

back up

Date

get date () convert () select()

data base

insert() updete()

lecturing

lect-id lect-name lect-date
creat lect () select lect () modify lect ()

Examining

EX-ID EX-Time EX-name
creat ex() select ex() modify ex() mark ex()

1.1.2 Activity diagram

User	System
start ●	
open the home page	
select lect	open the lect
display exam	