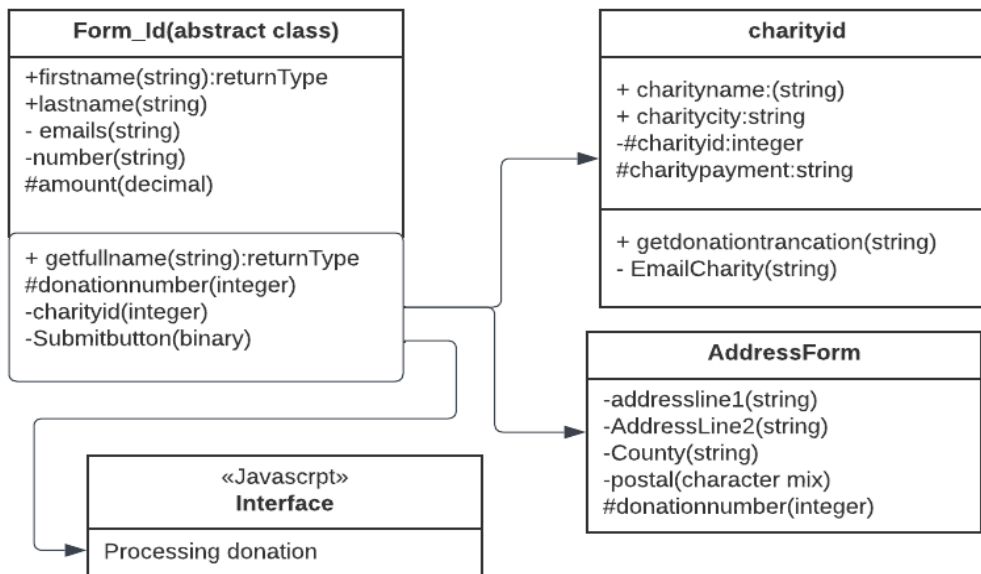


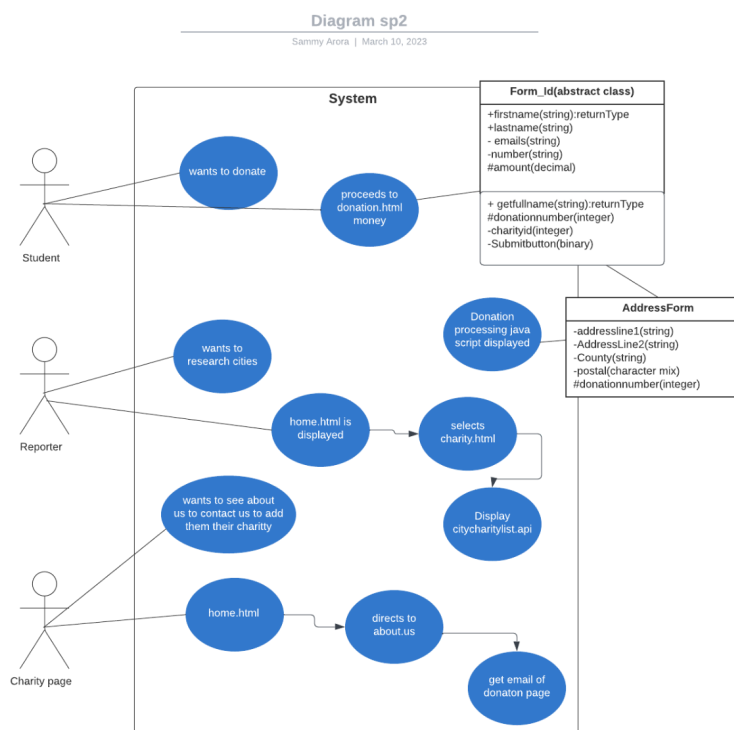
Diagrams Defined and Demonstrations

Class Diagram (mandatory)



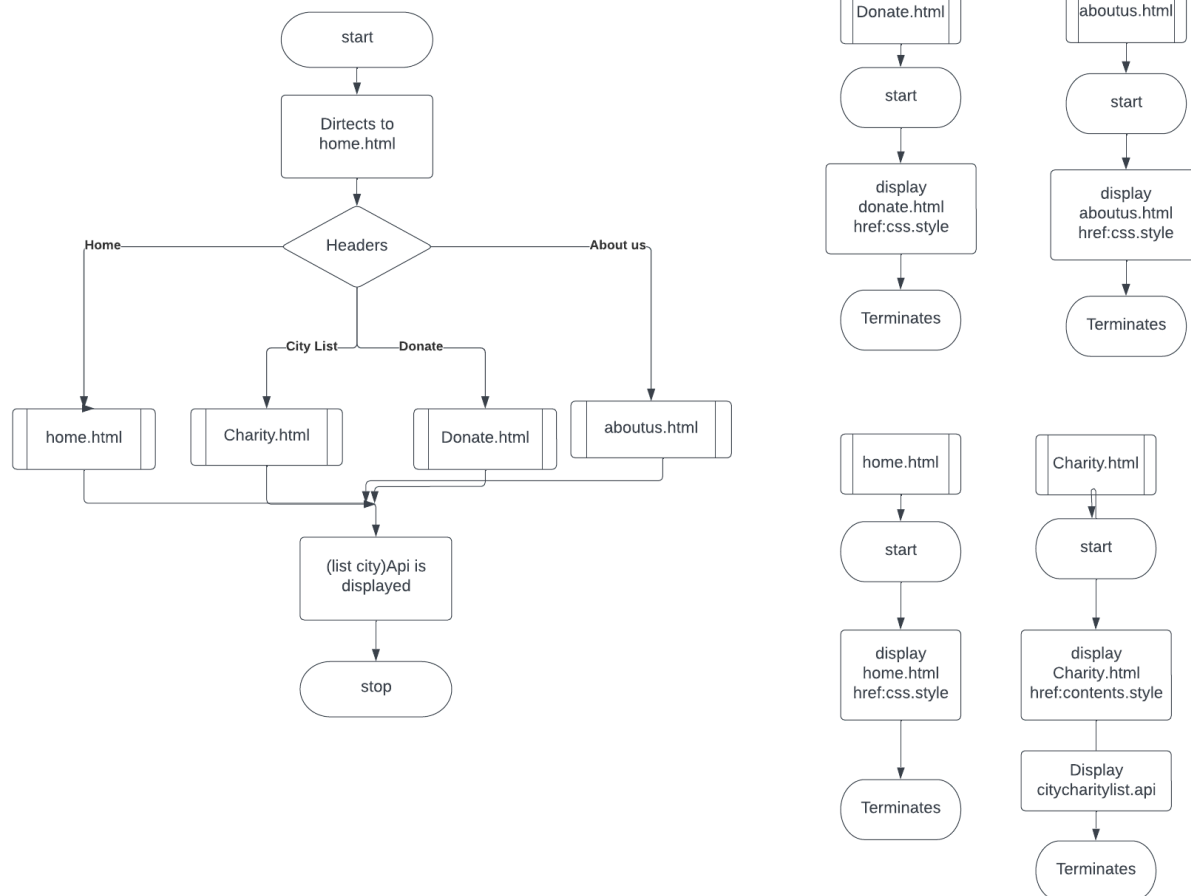
A class diagram allows the developer to have an idea of what variables will be needed to perform the users tasks and what these variables will return, for example `firstname + lastname = getfullname(string)`. Furthermore these variables are sorted into objects and the properties within them are defined. Lastly it shows

Case diagram (mandatory)



A Case diagram is an effective tool because it helps the developer visualize scenarios that potential users go through and what pages and data is needed. For instance, in the case of a charity page, a Use Case diagram could be used to identify the steps involved in joining the page and provide a means for potential charities to email the charity page via the "About Us" section.

The State diagram

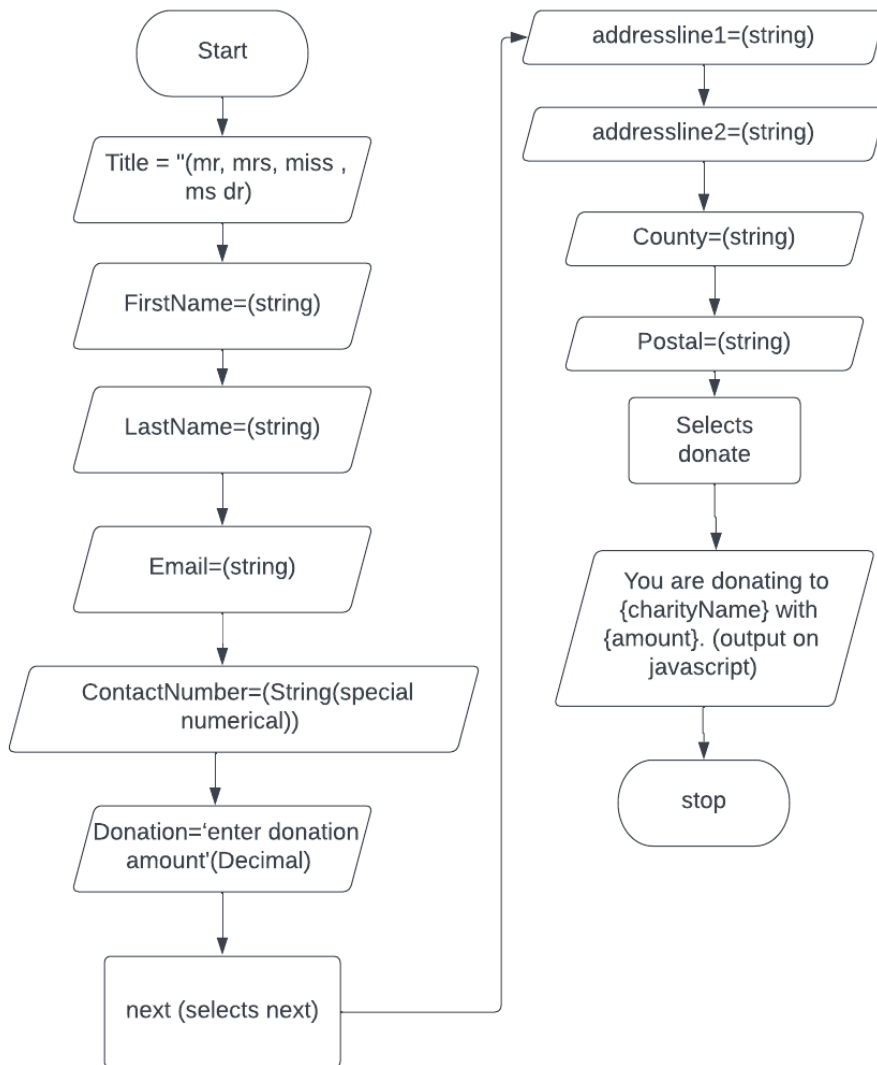


The State diagram displays all the potential choices the user can have on the website. This tool allows State the developers to see what can be missing. This can also make the website effect because it is efficient to the users needs by displaying certain things at certain locations and maintaining a strong organized structure.

User Flow Diagram

Userflow

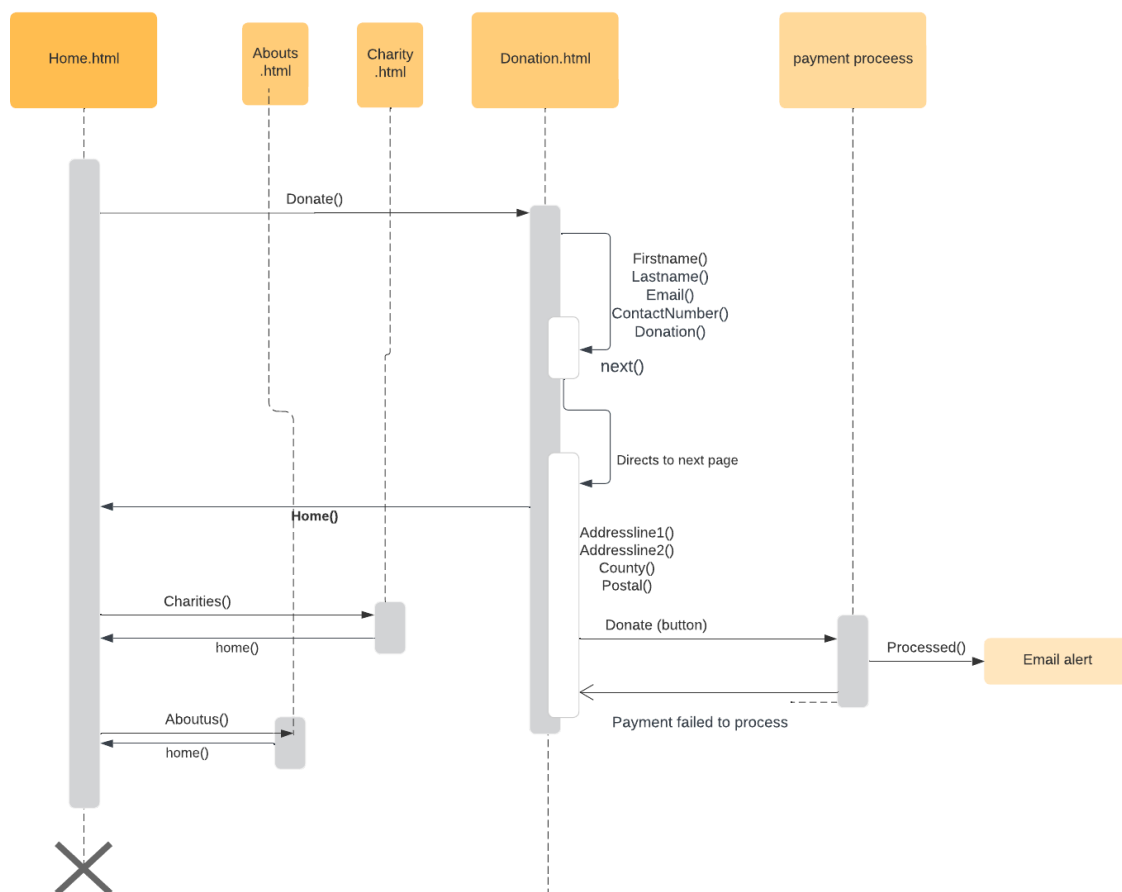
The userflow diagram for all pages in this website is straightforward as it primarily involves displaying content to the user. However, the Donation page stands out as it includes a form that allows users to input their donation information and displays content using javascript.



The user flow diagram is quite straightforward to understand. It displays all the steps the user would need to take to achieve their goal or task. This representation allows the developer to have a better understanding on how to structure the page.

The idea of the “next” section is useful because a big form can be overwhelming for users. Through the use of the user flow diagram we were able to understand how to split up the form into smaller parts.

Sequence Diagrams



Sequence diagrams are a type of UML (Unified Modeling Language) diagram used to model interactions within a system and what would be shown depending on each scenario with the user. It also shows the user would receive an email notifying they have donated and if the card doesn't work it would redirect to previous page. This allows us to understand website and task as a whole.