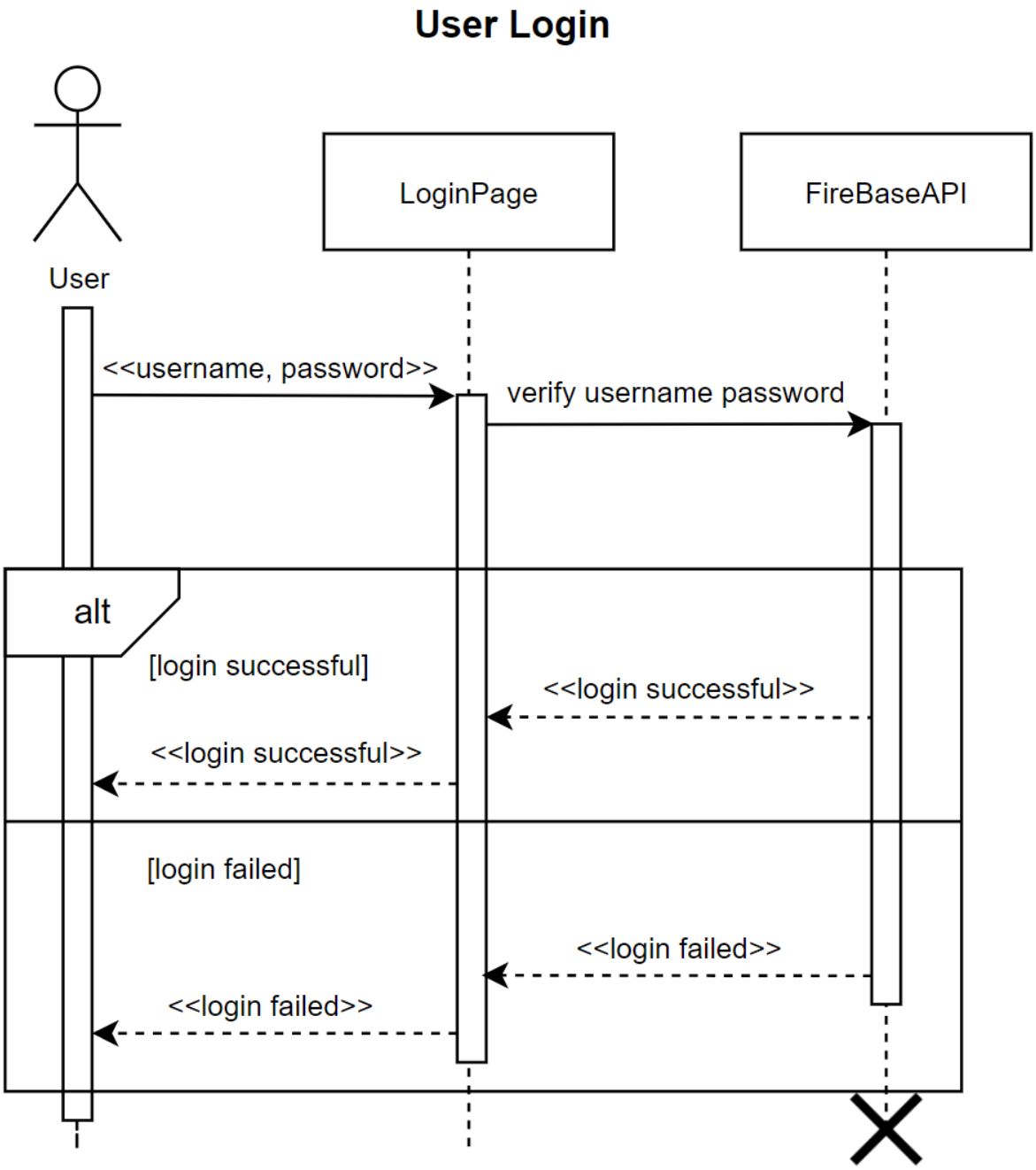
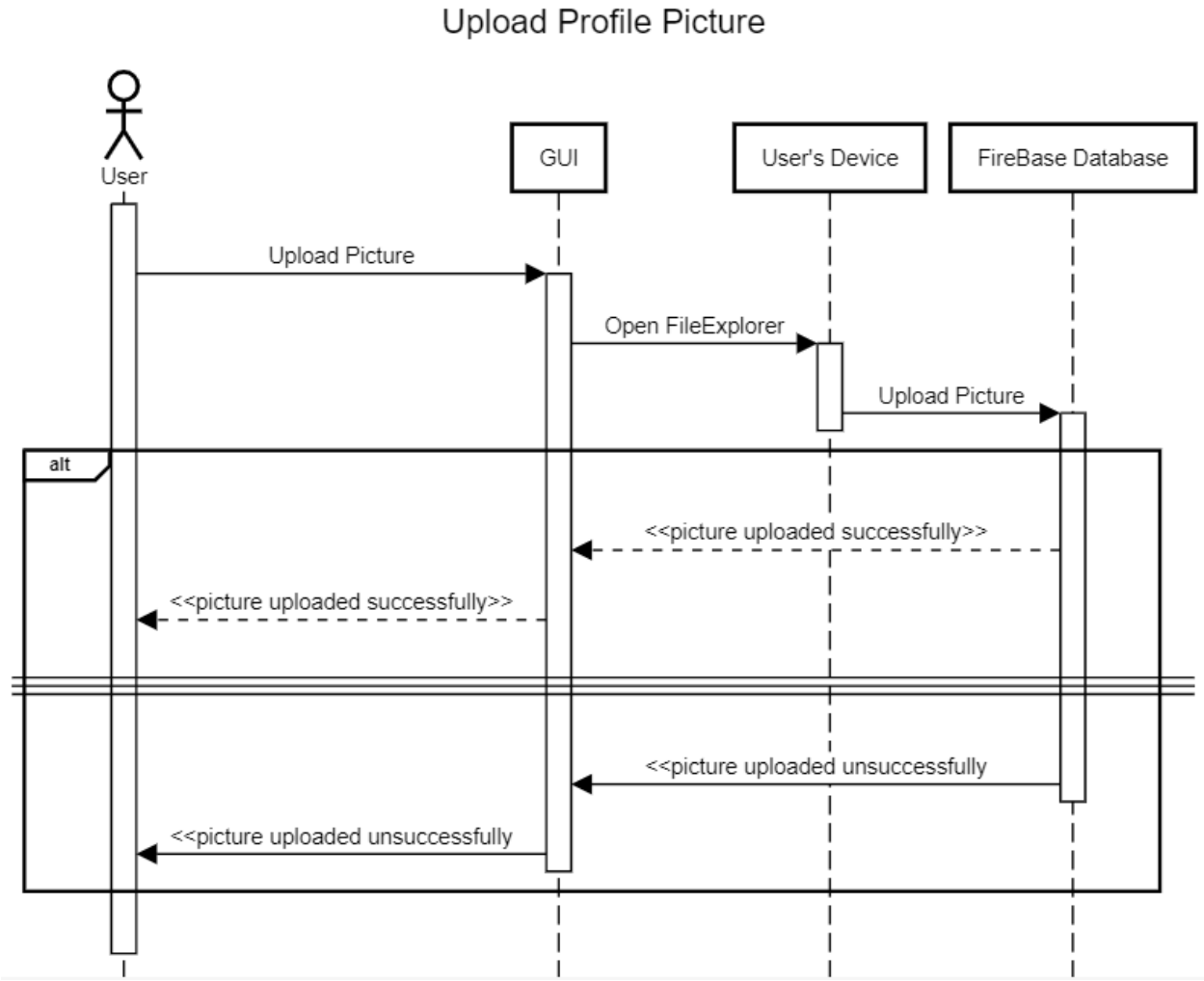
Sequence Diagrams

for UMaine Connect by Maineframe (Group 2)

Analysis Sequence Diagrams



1. User passes their username and password via login page.
2. Username and password get sent to the Firebase API to verify authenticity.
    2.1. If authentication is successful,
        2.1.1. The API returns a login successful message to the login page.
        2.1.2. The login page displays the login successful message to the user.
    2.2. If authentication is unsuccessful,
        2.2.1. The API returns a login failed message to the login page.
        2.2.2. The login page displays the login failed message to the user.



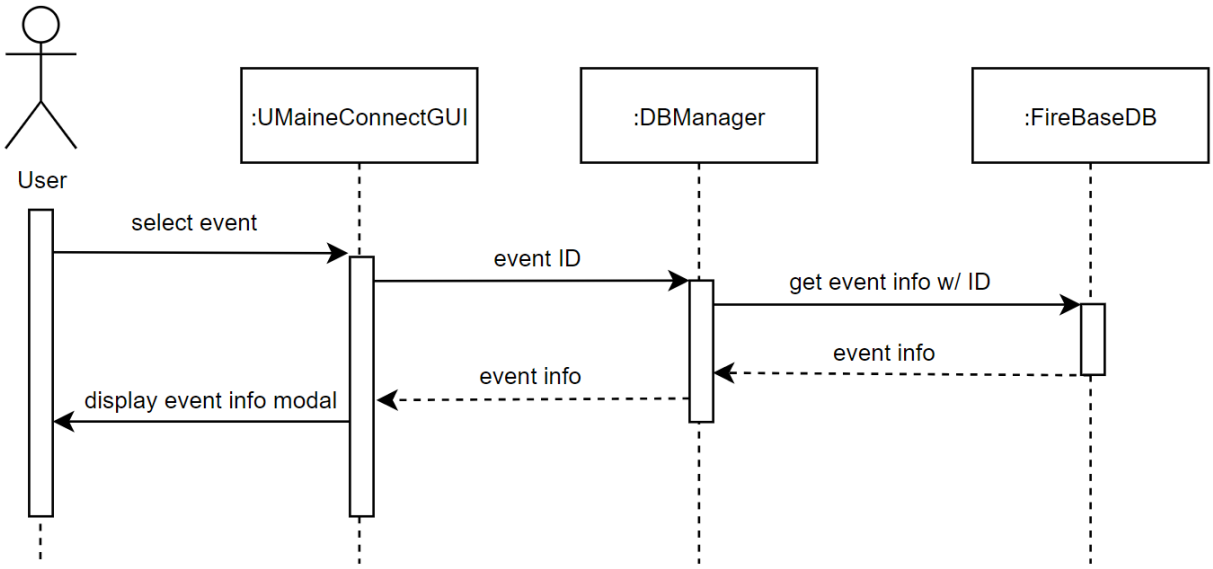
1. User select upload picture
2. User's file explorer opens up on the device they are using
3. The picture gets sent to the Firebase database once the user has selected their photo
    3.1. If the picture has uploaded successfully
        3.1.1. The "picture uploaded successfully" message will be sent back to the GUI.
        3.1.2. The GUI displays the "picture uploaded successfully" message to the User.

3.2. If the picture has not uploaded successfully

3.2.1. The “picture not uploaded successfully” message will be sent back to the GUI.

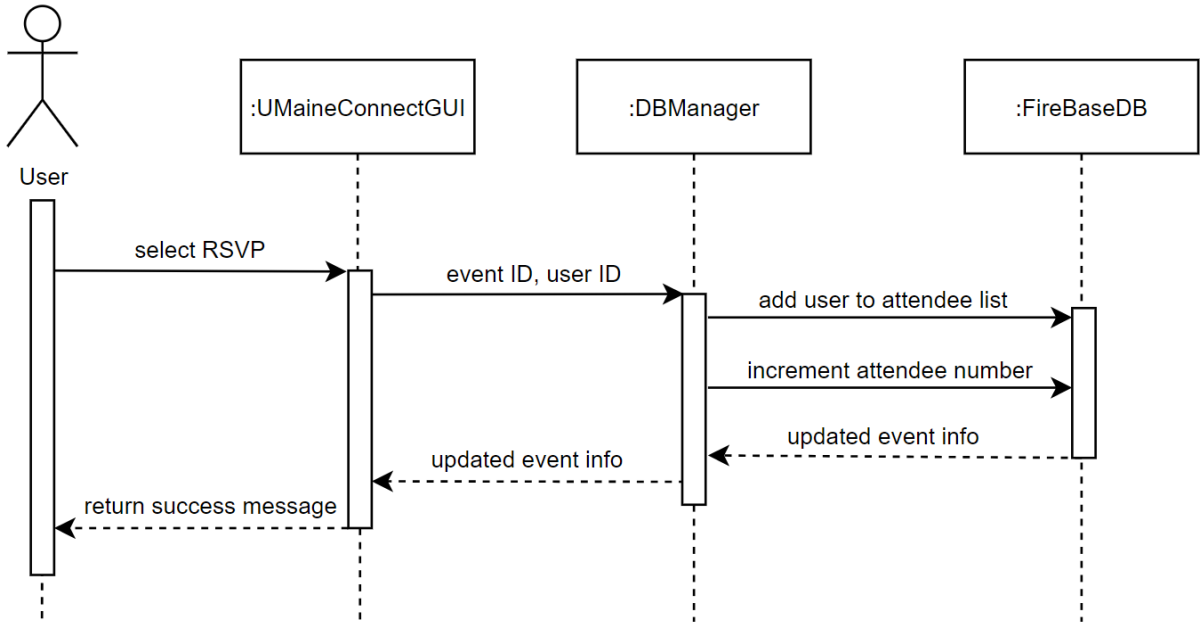
3.2.2. The GUI displays the “picture uploaded unsuccessfully” message to the User.

View Event Information



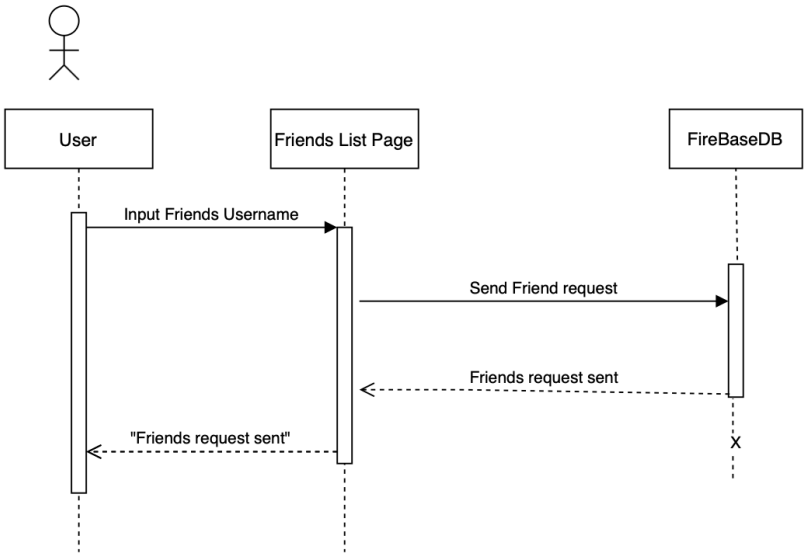
1. The user selects an event on the UMaineConnect GUI.
2. The UMaineConnect GUI passes the ID of the selected event to the database manager (DBManager).
3. The database manager queries the FireBase database (FireBaseDB) for the event information associated with the event ID.
4. The database returns the associated event information to the database manager.
5. The database manager returns the event information to the GUI.
6. The GUI opens a new modal window displaying the details of the selected event to the user.

RSVP to an Event



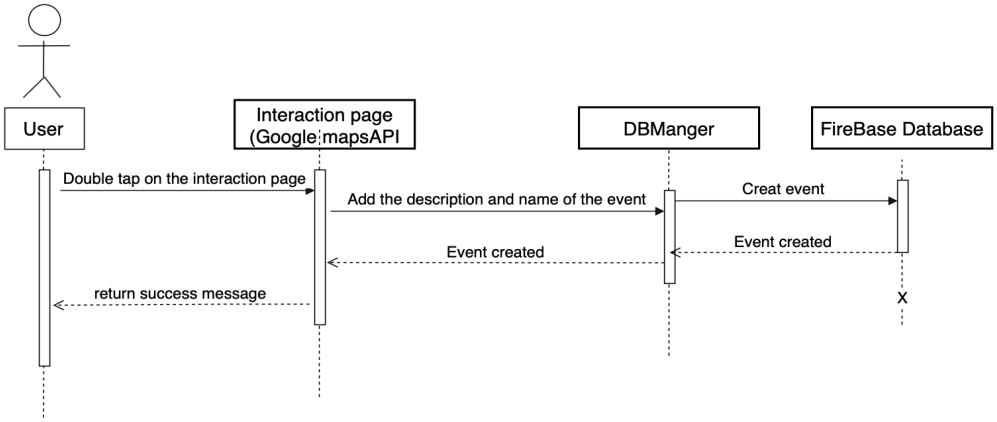
1. While viewing an event information modal, the user clicks the RSVP button.
2. The UMaine Connect GUI passes the event's ID and the user's ID to the database manager (DBManager).
3. The database manager locates the event in the FireBase database (FireBaseDB) by its event ID and updates the event information:
    3.1. The database manager adds the user to the event's attendee list by appending their user ID to the list.
    3.2. The database manager increments the event's attendee tally by one.
4. The database returns the updated event information to the database manager.
5. The database manager returns the updated event information to the GUI.
6. The GUI displays a message to the user indicating their RSVP was successful.

Sending friends request

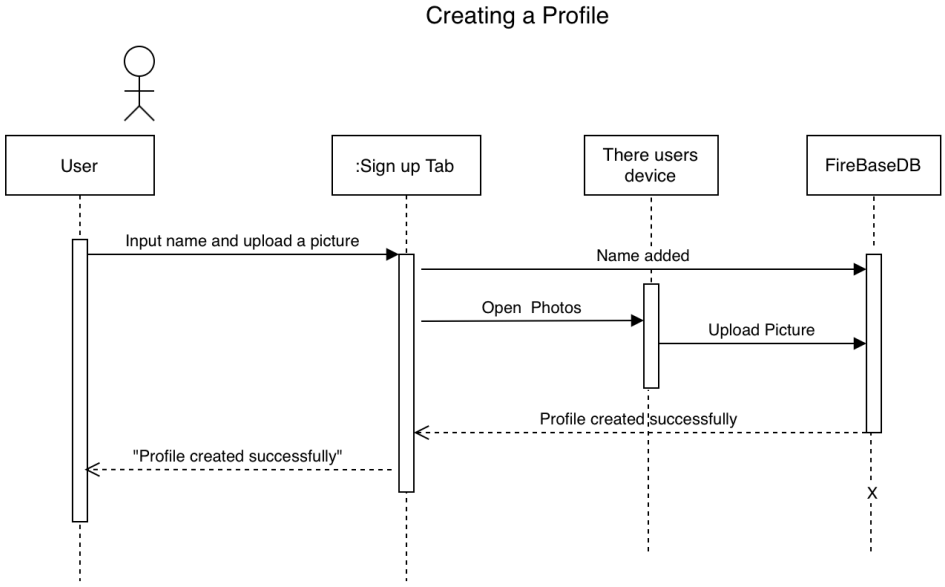


1. First the user inputs the username of the person they want to add on the friends list page
2. After adding the username, the user clicks on the send button on the friends list page.
3. The information is then passed on to the FireBaseDS, where its stored and sent to another user whose username was imputed.
4. After successfully sending the friends request the database updates the friends list page.
5. Lastly, the friends list page displays “Friends request sent.”

Adding an Event

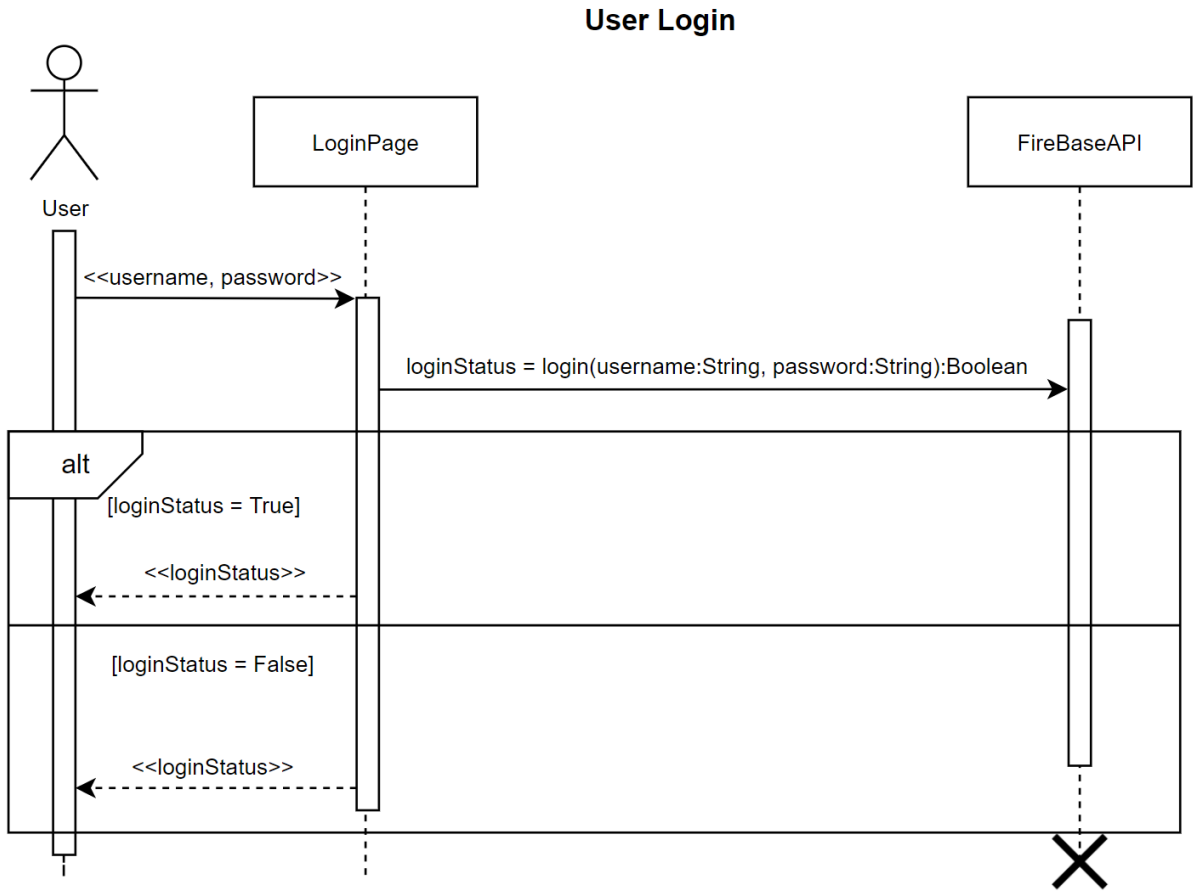


1. First the user double tabs on the interaction page
2. After tapping a pop up should appear in which the user adds the name of the event and its description.
3. The name of the event and the description is then passed to the database manager which starts the process of creating the event.
4. The database manager passes that information to the FireBase DB in which the event is created and stored.
5. The FireBase DB sends a message to the DB manager letting it know that an event is created.
6. The DBmanager sends a message to the interaction page letting it know that an event is created.
7. Lastly the Interaction page returns a success message to the user.



1. To create a profile the user inputs their name and uploads a picture in the sign up tab.
2. To upload the picture the user accesses its device.
   2.1. The user opens photos, selects the picture that they want to use and uploads it.
3. Then the user's name and the picture is sent to the firebase DB.
4. The firebase DB stores the information and creates a profile.
5. The firebase Db sends a message to the signup tab, which then displays the message “profile created successfully” to the user.

Design Sequence Diagrams



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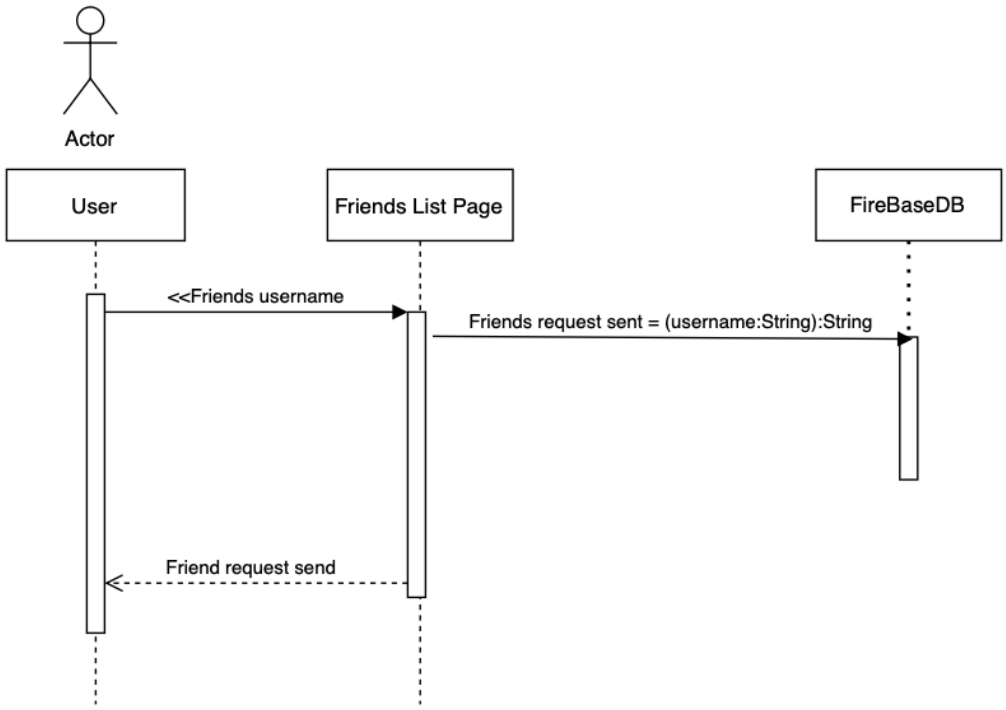

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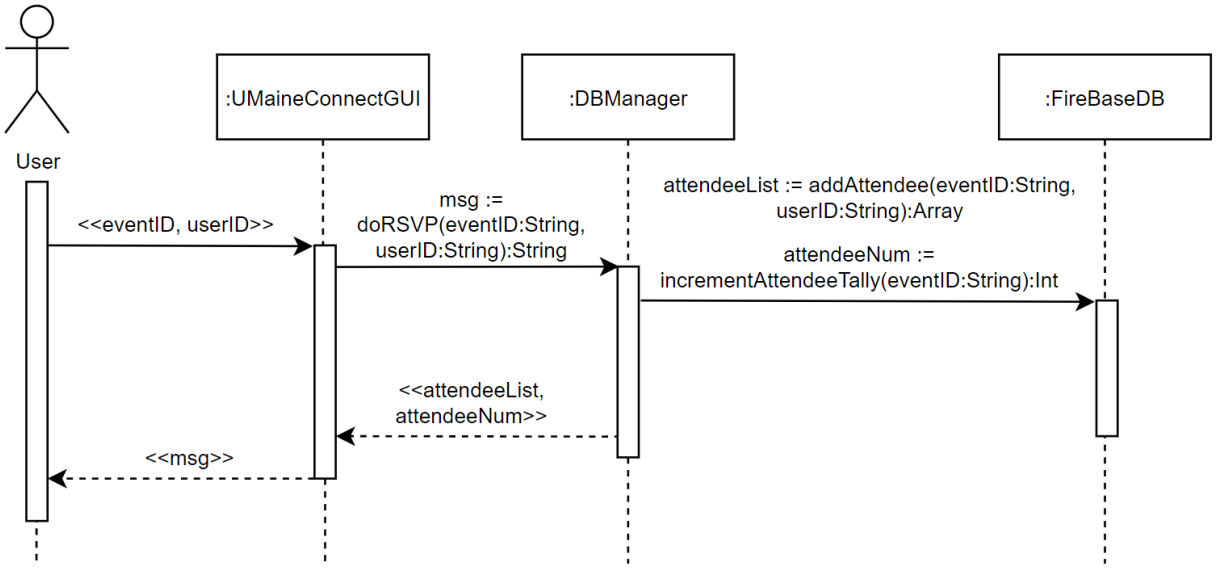

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