# HACETTEPE UNIVERSITY
## DEPARTMENT OF COMPUTER ENGINEERING
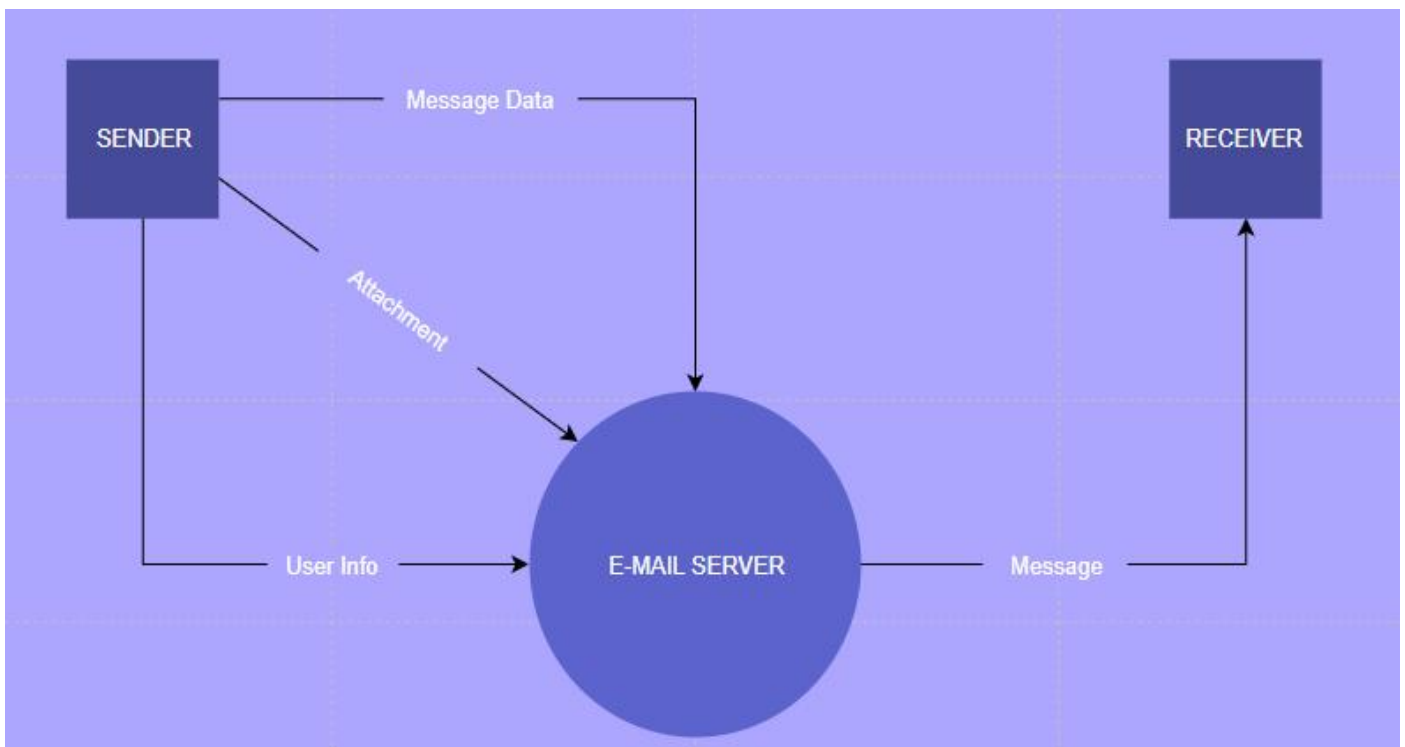


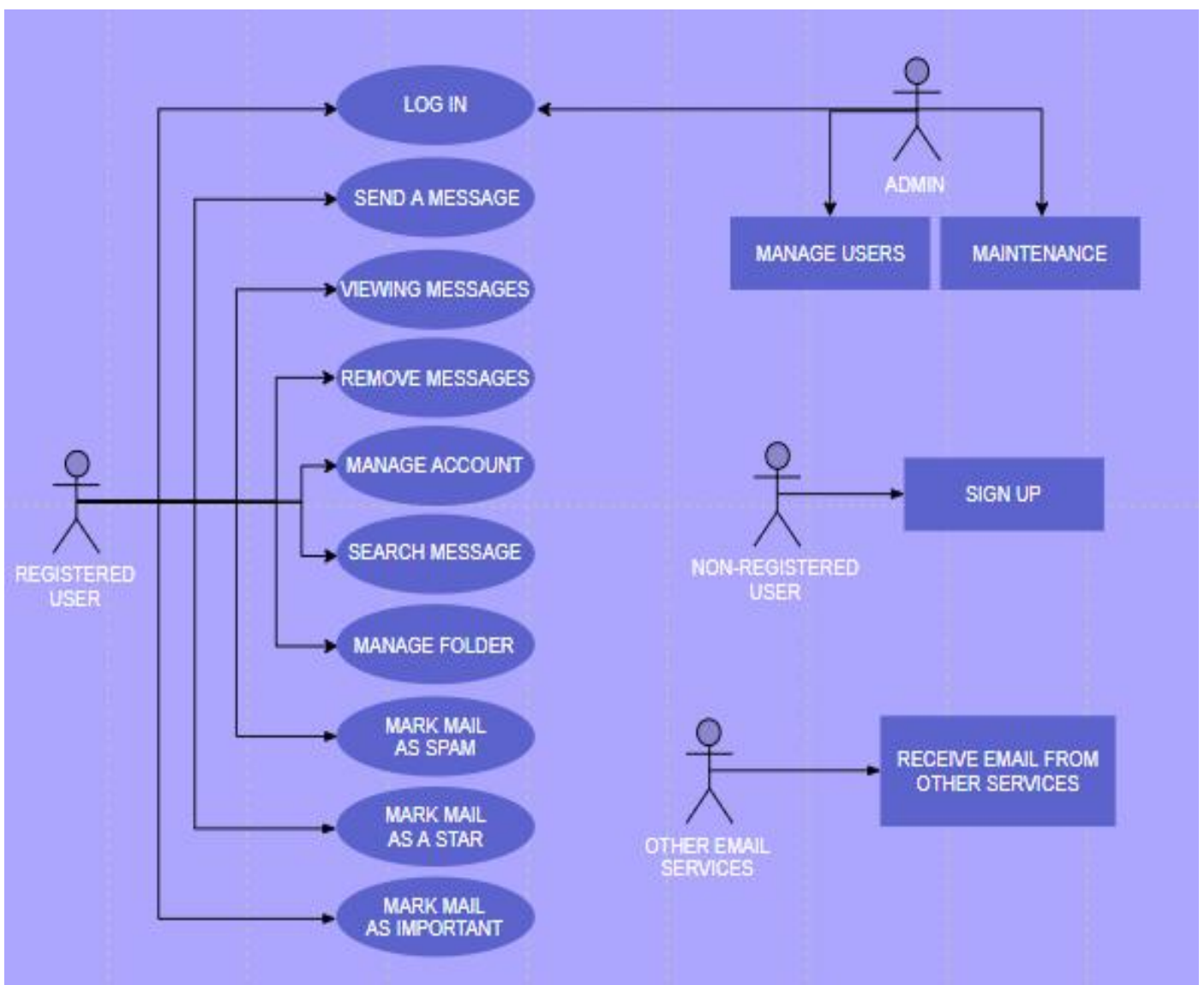**NAME-SURNAME:** DOĞUKAN BERAT KARATAŞ

**NUMBER:** 21527142

**LECTURE:** SOFTWARE ENGINEERING (BBM 382)
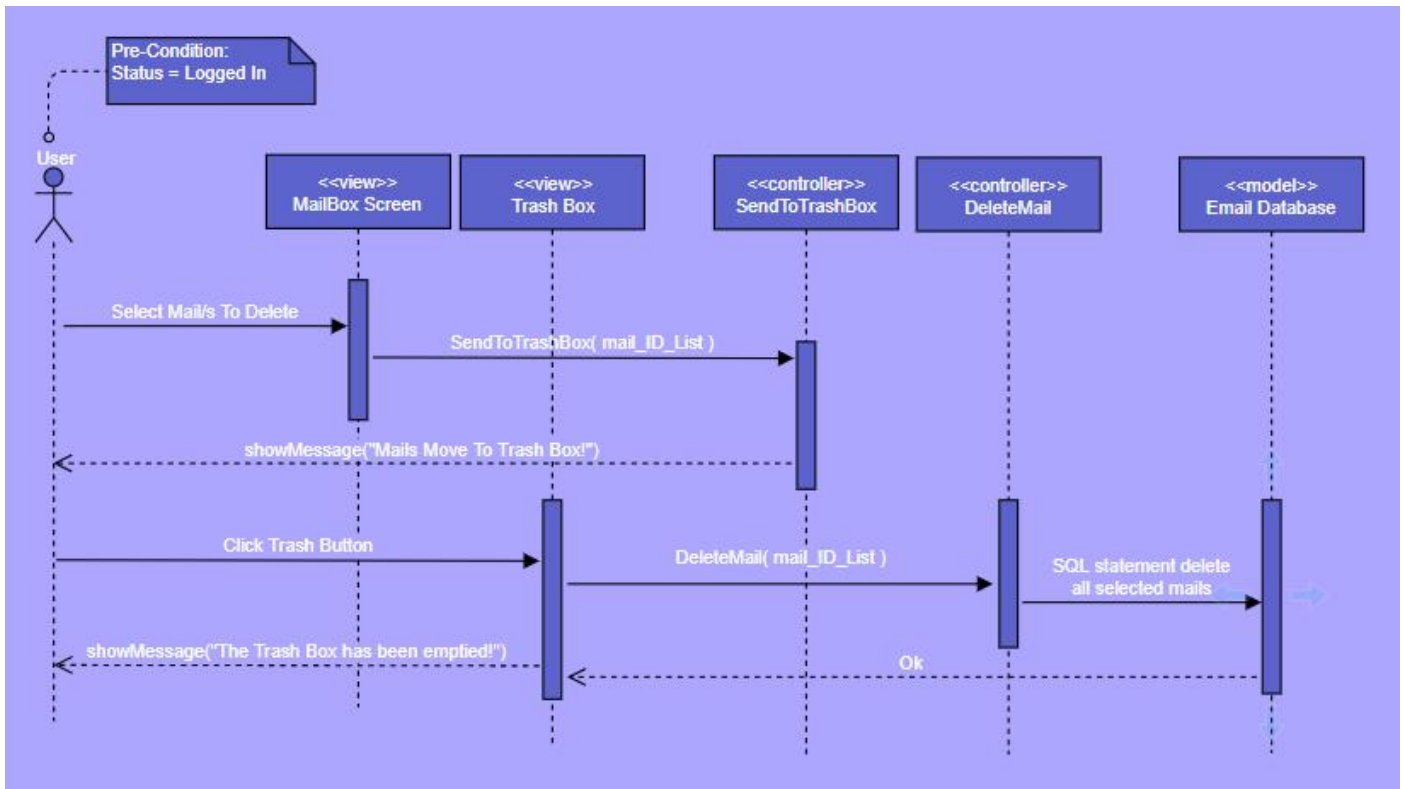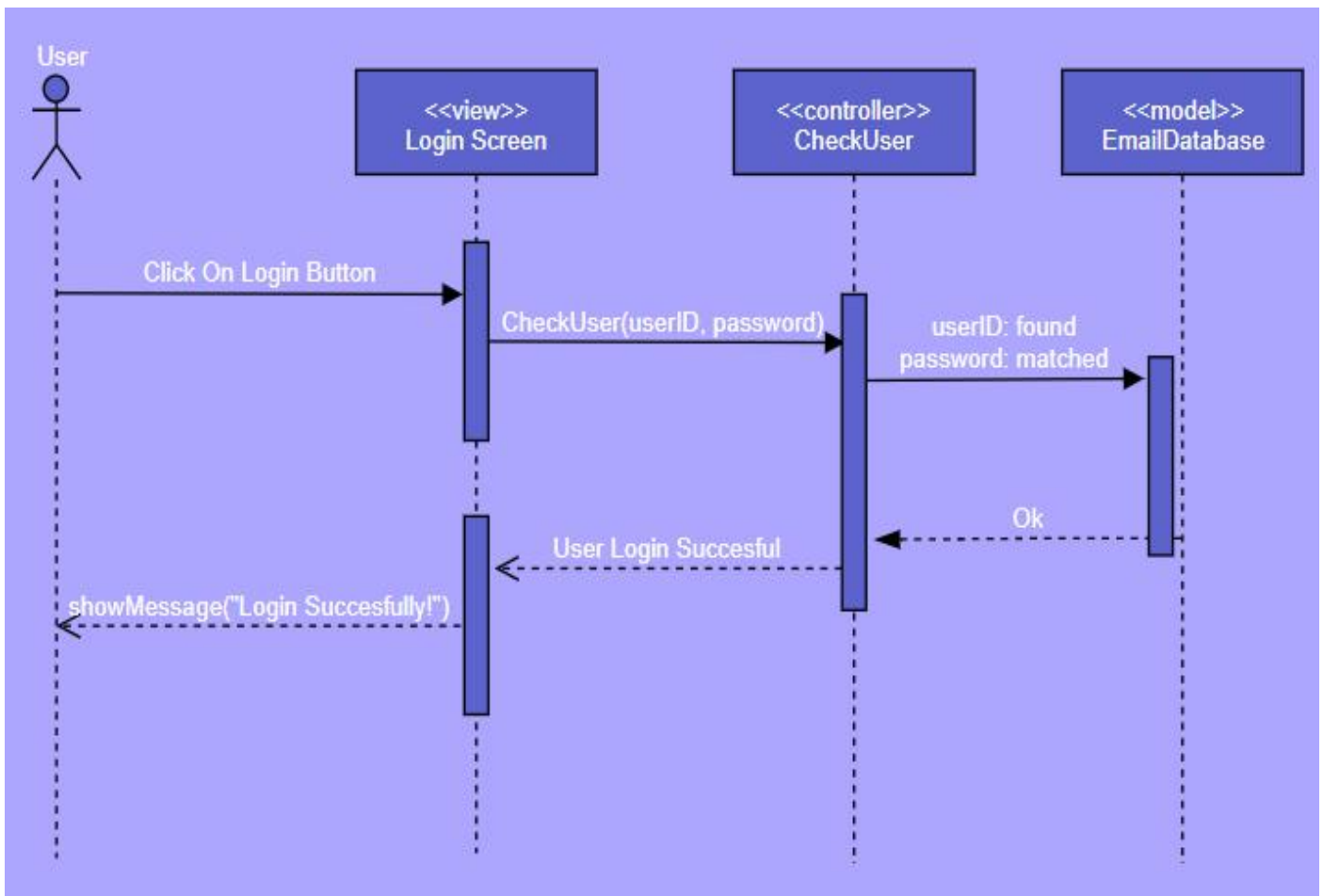
**SUBJECT:** UML ASSIGNMENT

# CONTEXT DIAGRAM:



# USE CASE DIAGRAM:

# SEQUENCE DIAGRAM FOR "DELETE MAIL":
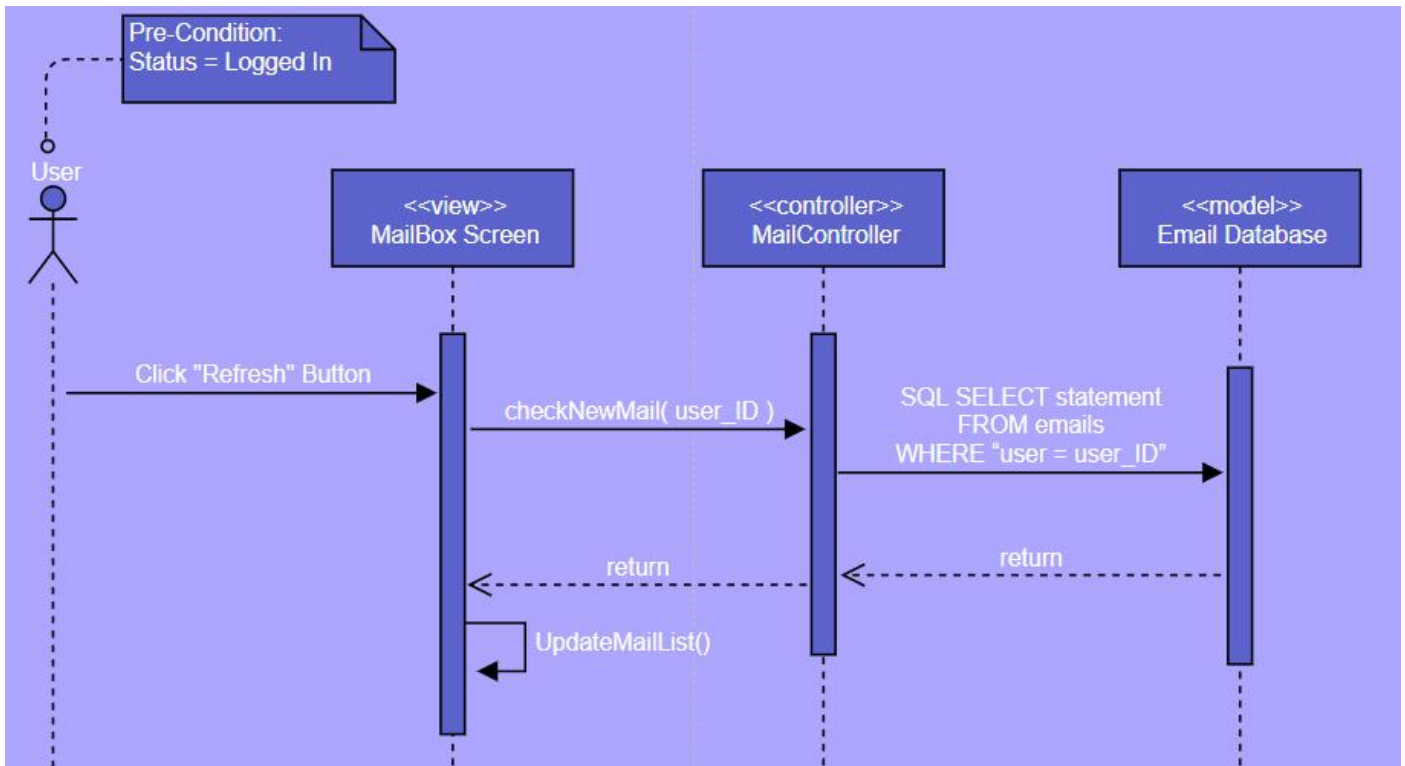
Pre-Condition:
Status = Logged In

User

| <<view>> MailBox Screen | <<view>> Trash Box | <<controller>> SendToTrashBox | <<controller>> DeleteMail | <<model>> Email Database |

Select Mail/s To Delete →

SendToTrashBox( mail_ID_List )

showMessage("Mails Move To Trash Box!")

Click Trash Button →

DeleteMail( mail_ID_List )

SQL statement delete all selected mails

showMessage("The Trash Box has been emptied!")

Ok

# SEQUENCE DIAGRAM FOR "LOG IN":

User

| <<view>> Login Screen | <<controller>> CheckUser | <<model>> EmailDatabase |

Click On Login Button →

CheckUser(userID, password)

userID: found
password: matched

Ok

User Login Succesful

showMessage("Login Succesfully!")

## SEQUENCE DIAGRAM FOR "CHECK NEW MAILS":

Pre-Condition:
Status = Logged In

User

<<view>>
MailBox Screen

<<controller>>
MailController

<<model>>
Email Database

Click "Refresh" Button

checkNewMail( user_ID )

SQL SELECT statement
FROM emails
WHERE "user = user_ID"

return

return

UpdateMailList()

## ACTIVITY DIAGRAM FOR "LOG IN":

User Enters
Username&Password

Is authentication
successfully?

No

Invalid
Username/Password

Yes

User Succesfully
Login

User Viewing
Own Mails
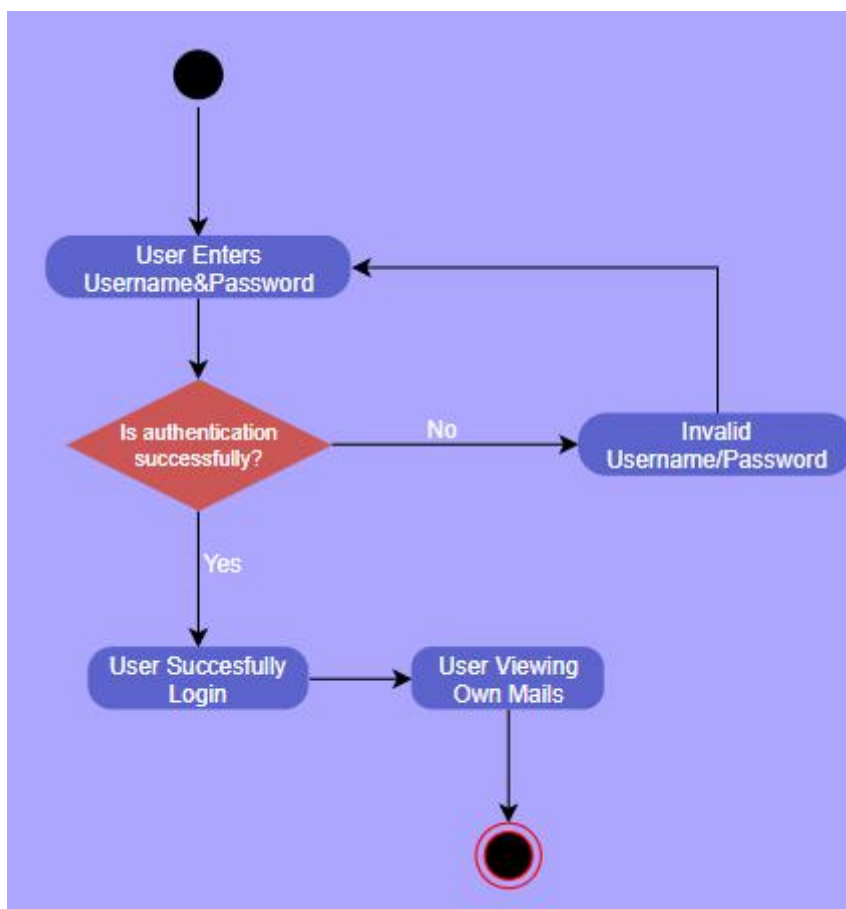
# ACTIVITY DIAGRAM FOR "DELETE MAIL":
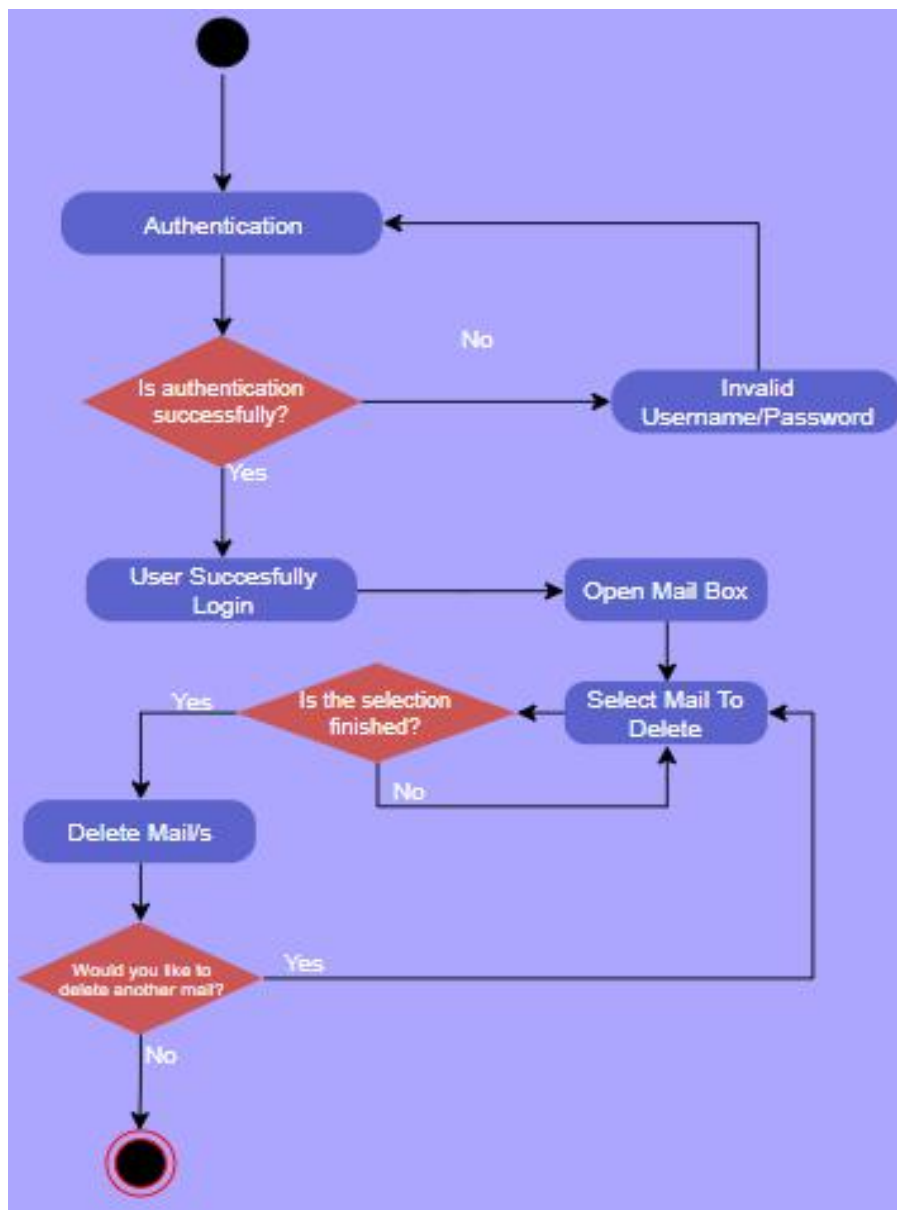
## ACTIVITY DIAGRAM FOR "SEND A MAIL":

# CLASS DIAGRAM: