

B.M.S. COLLEGE OF ENGINEERING BENGALURU
Autonomous Institute, Affiliated to VTU



Lab Record

Object-Oriented Modeling

Submitted in partial fulfillment for the 5th Semester Laboratory

Bachelor of Engineering
in
Computer Science and Engineering

Submitted by:

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B.M.S. COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



CERTIFICATE

This is to certify that the Object Oriented Modelling (23CS5PCOOM) laboratory has been carried out by SHASHANK SP (1BM22CS256) during the 5th Semester Oct 2024 - Jan 2025.

Signature of the Faculty Incharge:

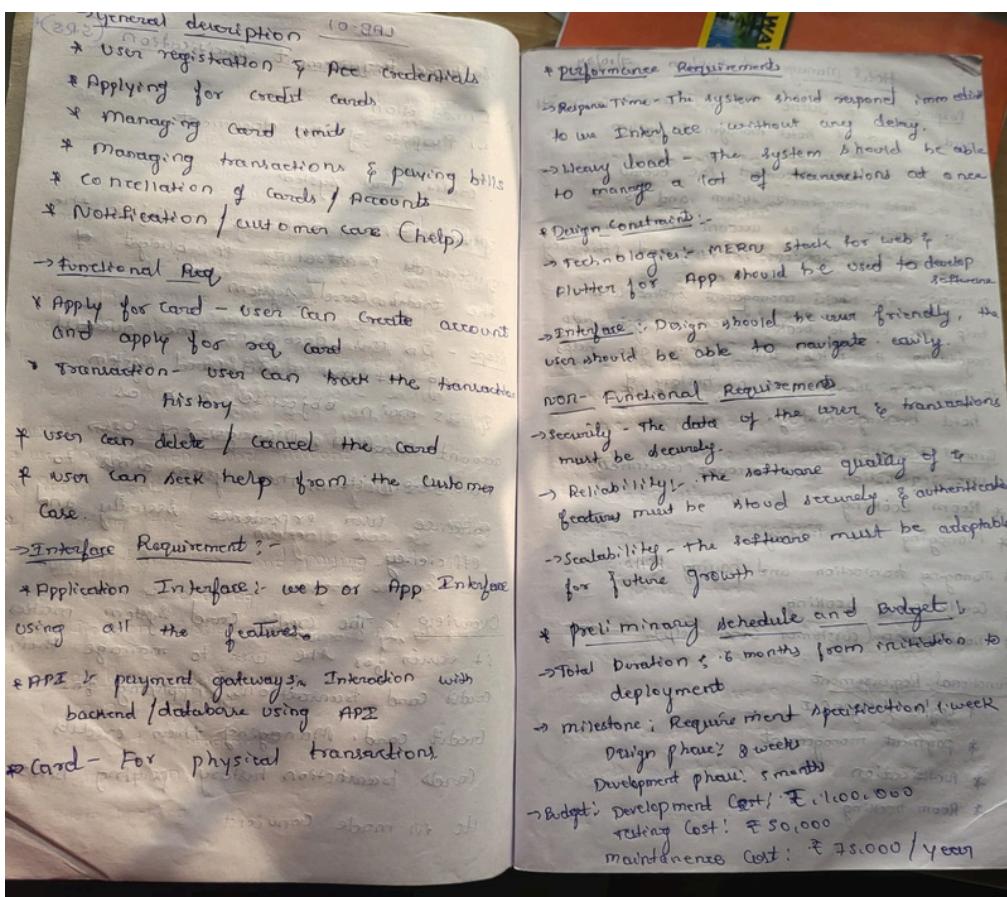
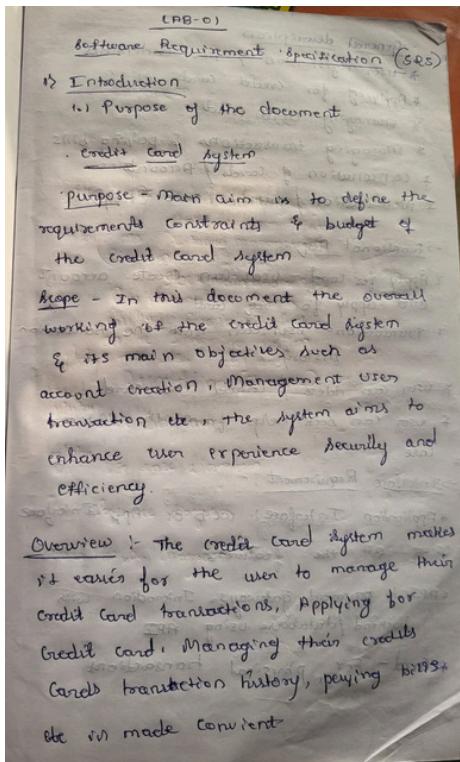
NAME OF THE FACULTY: Prof. Sunayana S
Department of Computer Science and Engineering
B.M.S. College of Engineering, Bangalore

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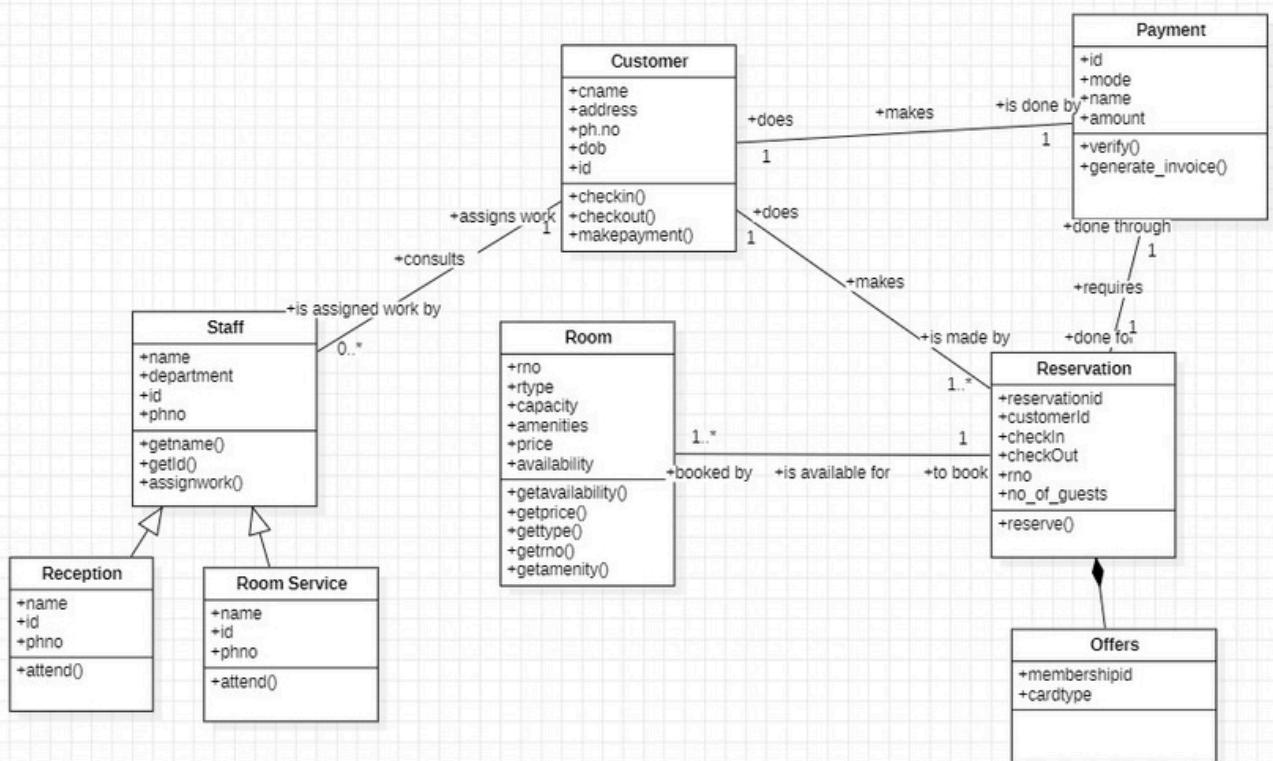
1. Hotel Management System
2. Credit Card Processing
3. Library Management System
4. Stock Maintenance System
5. Passport Automation System

1. HotelManagementSystem

SRS - Software Requirements Specification



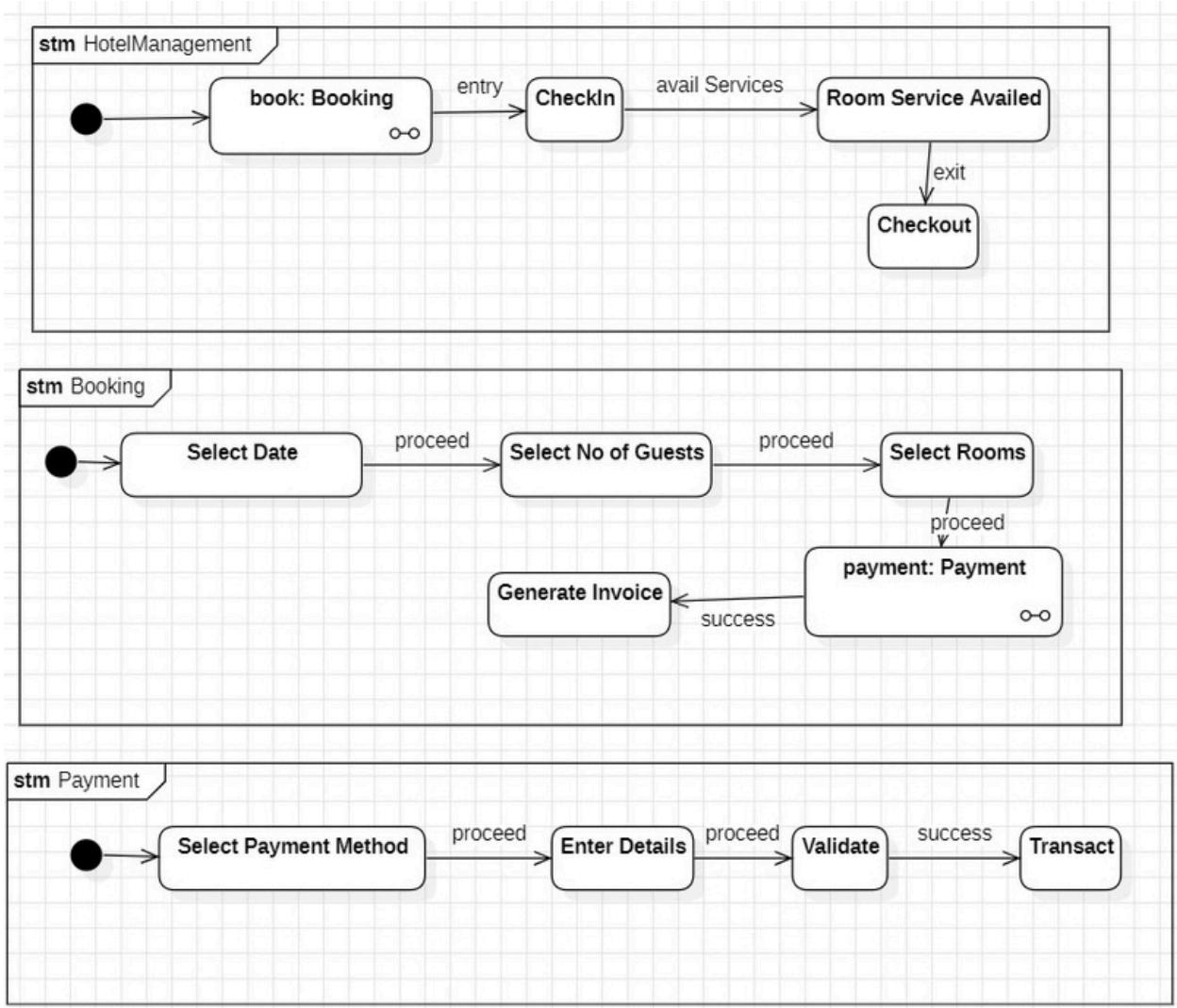
Class Diagram



Description:

- Customer-Class that has attributes and functions indicative of the customer who books the hotel.
- Room-Indicates the room that can be booked.
- Payment-A class that has attributes and functions for a transaction.
- Staff-Indicative of hotel staff.
- Reservation - Contains attributes and functions aiding the process of reservation.
- Generalization-Two classes Reception and Room Service inherit properties of the Staff class.
- Composition-The Offers class is a composition of Reservation.i.e if reservation ceases to exist this class does not exist.

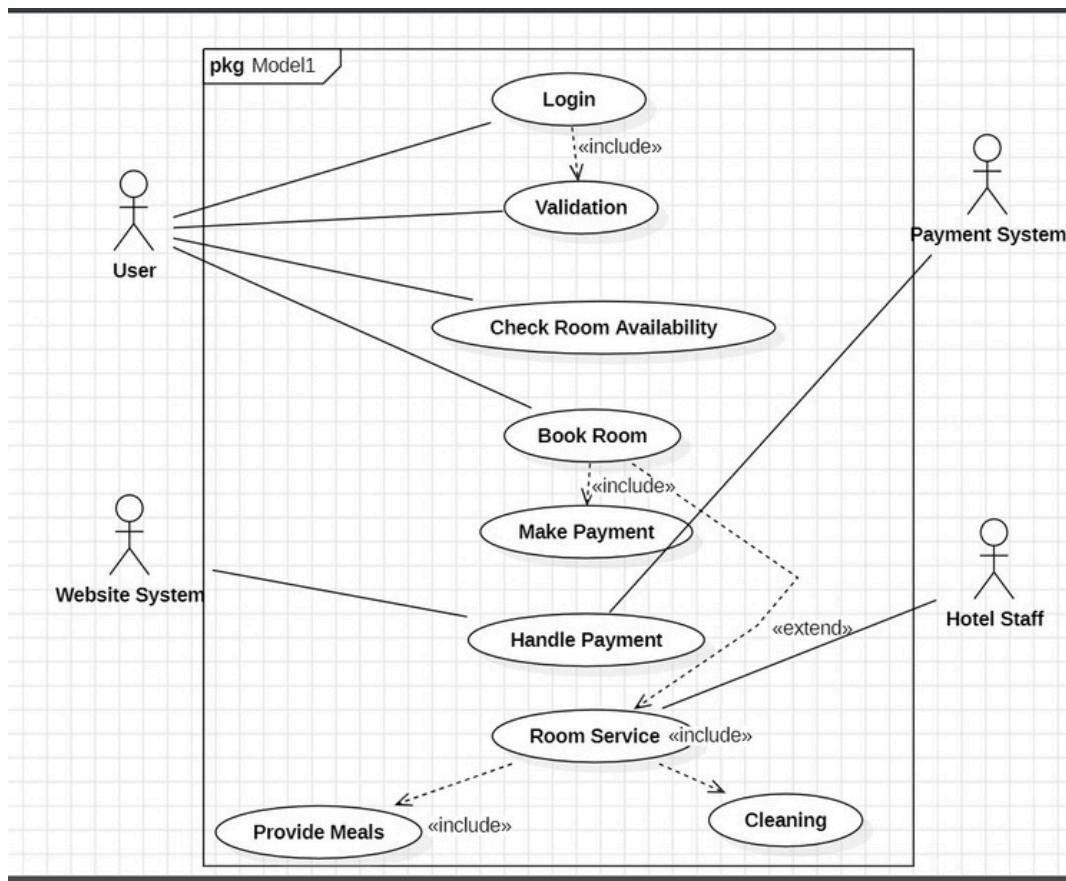
State Diagram



Description:

- There is a main HotelManagement state diagram and two submachine states called Booking and Payment.
- HotelManagement: Contains states such as Checkin-once the guest enters, Room Service Availed - if the guest opts for it and CheckOut on exit
- Booking: This submachine state has states to facilitate booking process i.e Select Date, Select no of guests, rooms, a submachine called payment and a state to generate invoice.
- Payment: This submachine has states for payment purposes such as Enter Details, Validate and Transact.

Use Case Diagram



Description:

Actors involved: Hotel Staff, Website System, User, Payment System

User:

Login - The user can login to the website.

Check Room Availability - They can check if rooms are available.

Book room - They can make a booking. It includes making a payment and extends room service (choosing it is optional)

Payment System:

Handle payment - It handles payment.

Website System:

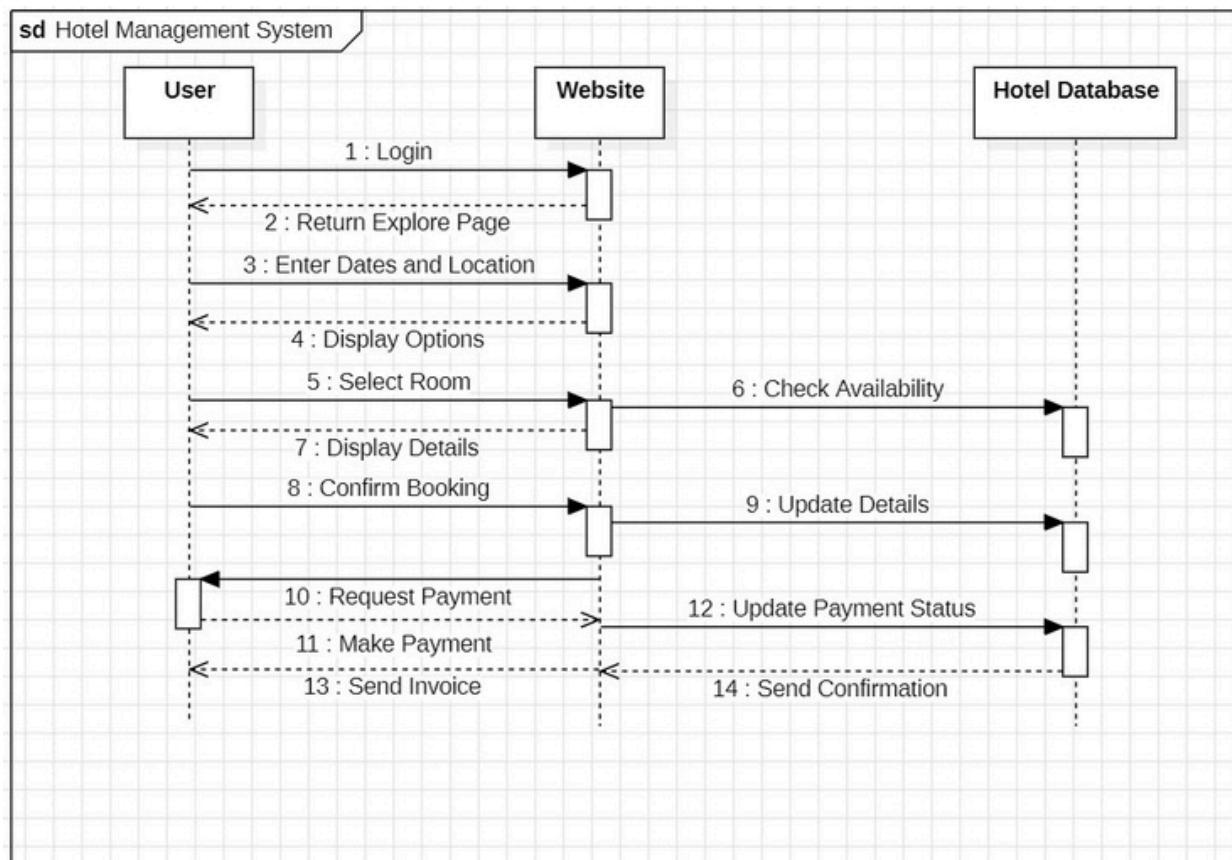
Validation - Validates the user from its database.

Handle payment - Also handles payment process.

Hotel Staff:

Room Service - Provide room service to the guests. Includes providing meals and cleaning.

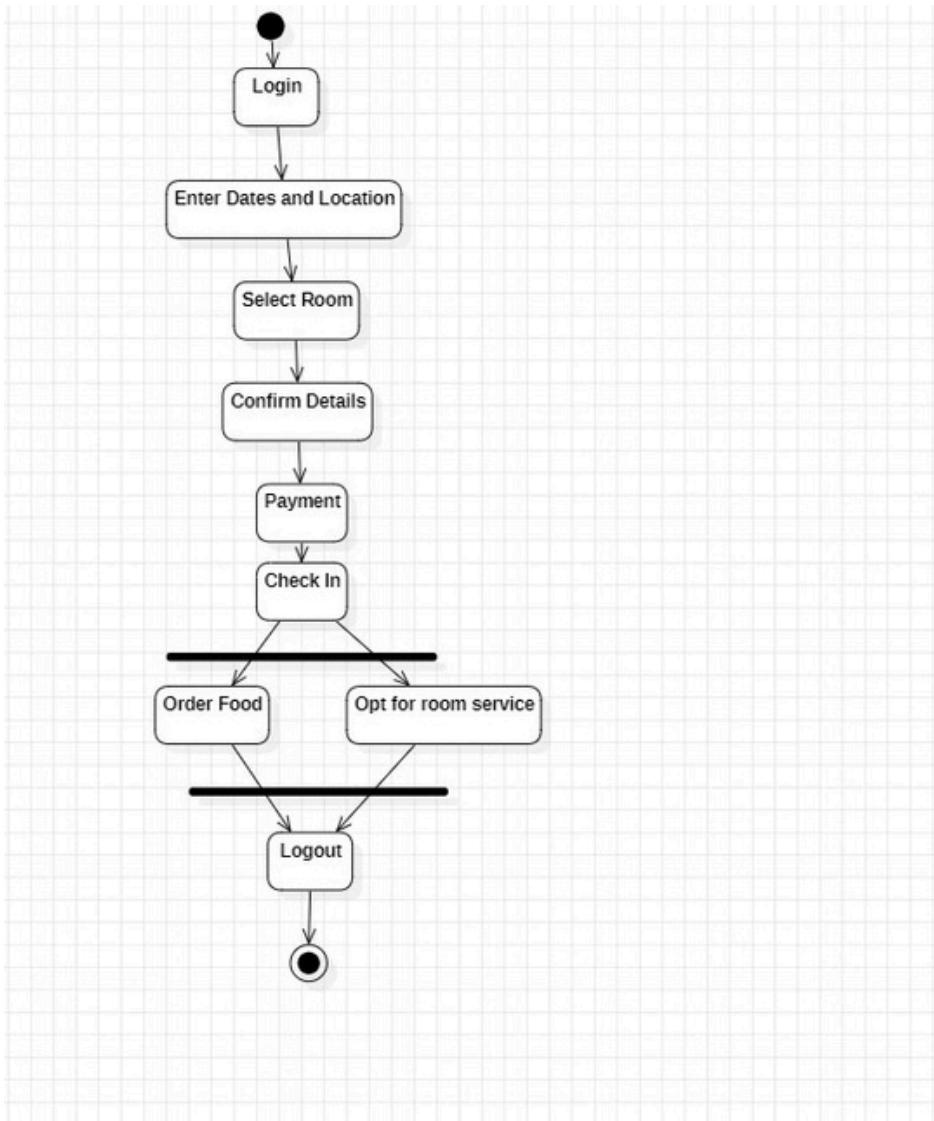
Sequence Diagram



Description:

- The user logs into the website. If the user is valid then the explore page is returned.
- The user enters the date and location. The website displays the available hotel options.
- Once the user selects the room of their choice the website enquires the hotel database about its availability.
- The website displays the details. The user confirms their booking, the user's details are updated in the hotel database.
- There is a payment request initiated by the website, the user makes the payment and this is updated in the hotel database.
- On confirmation from hotel database an invoice is sent to the user.

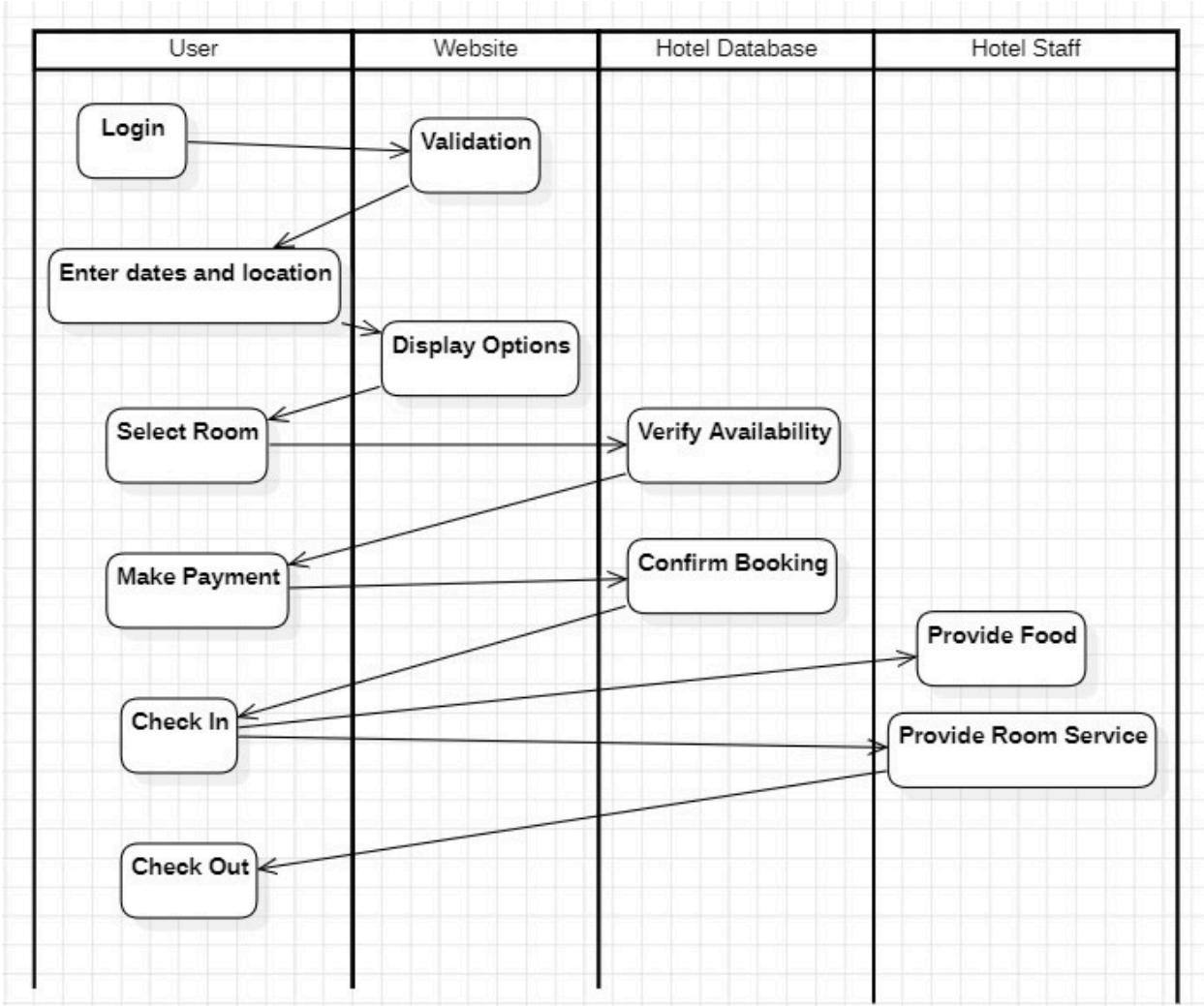
Activity Diagram



Description:

- The user logs in, enters the date and location in the website.
- Once the website displays the available options they select room, confirm details and make payment.
- Post check-in they may order food and opt for room services simultaneously.
- The user checks out.

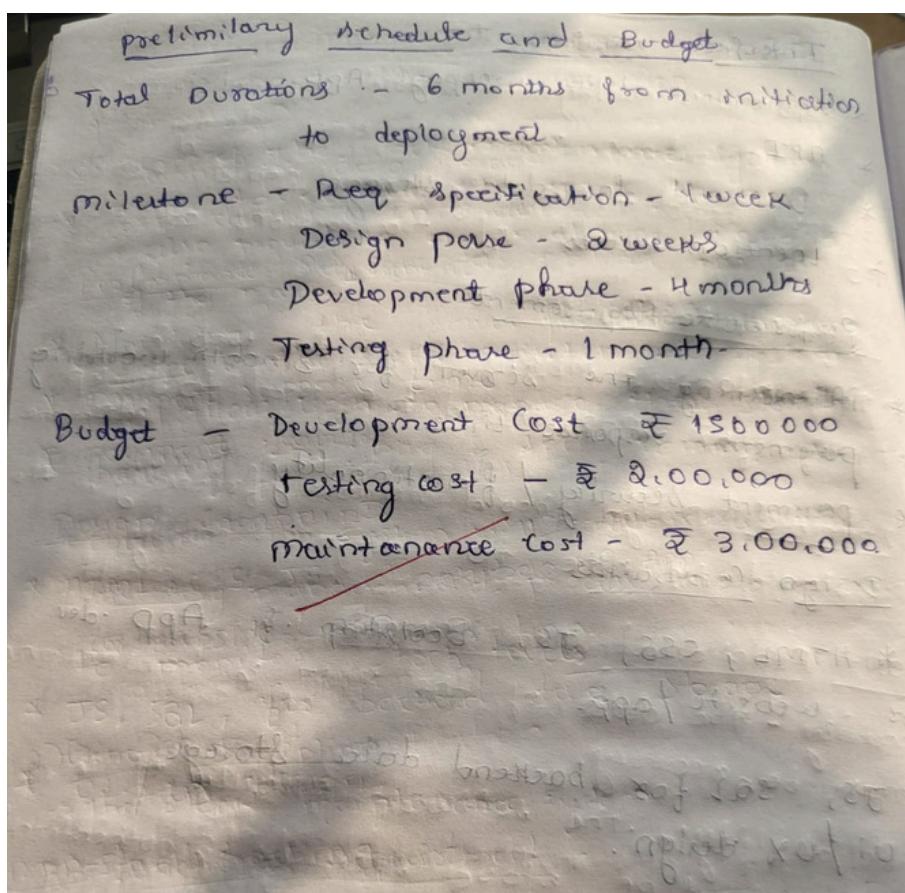
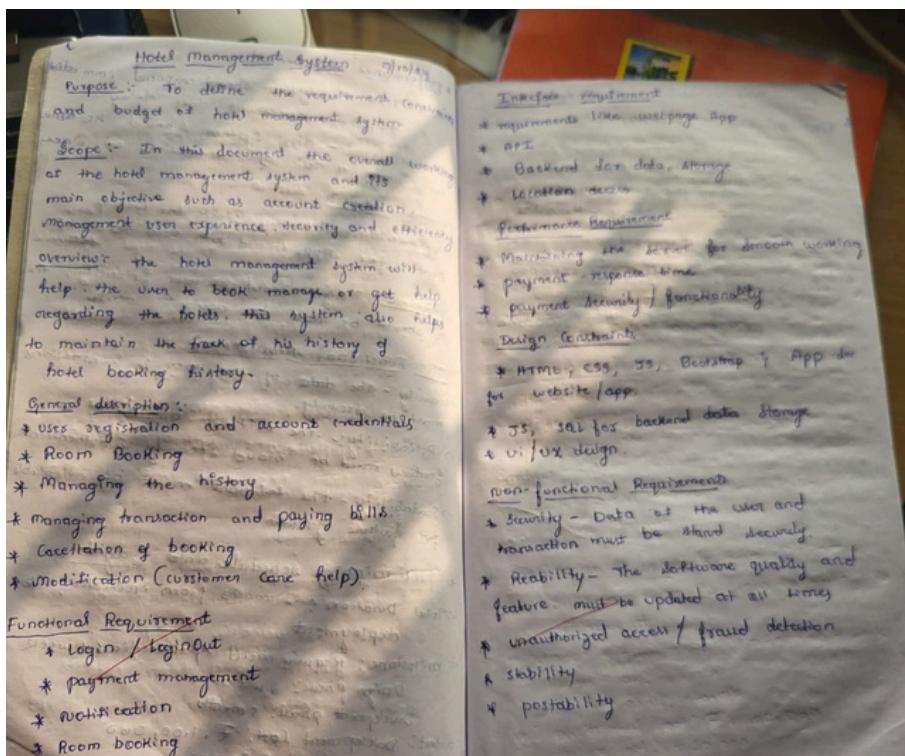
Activity Diagram using Swimlane



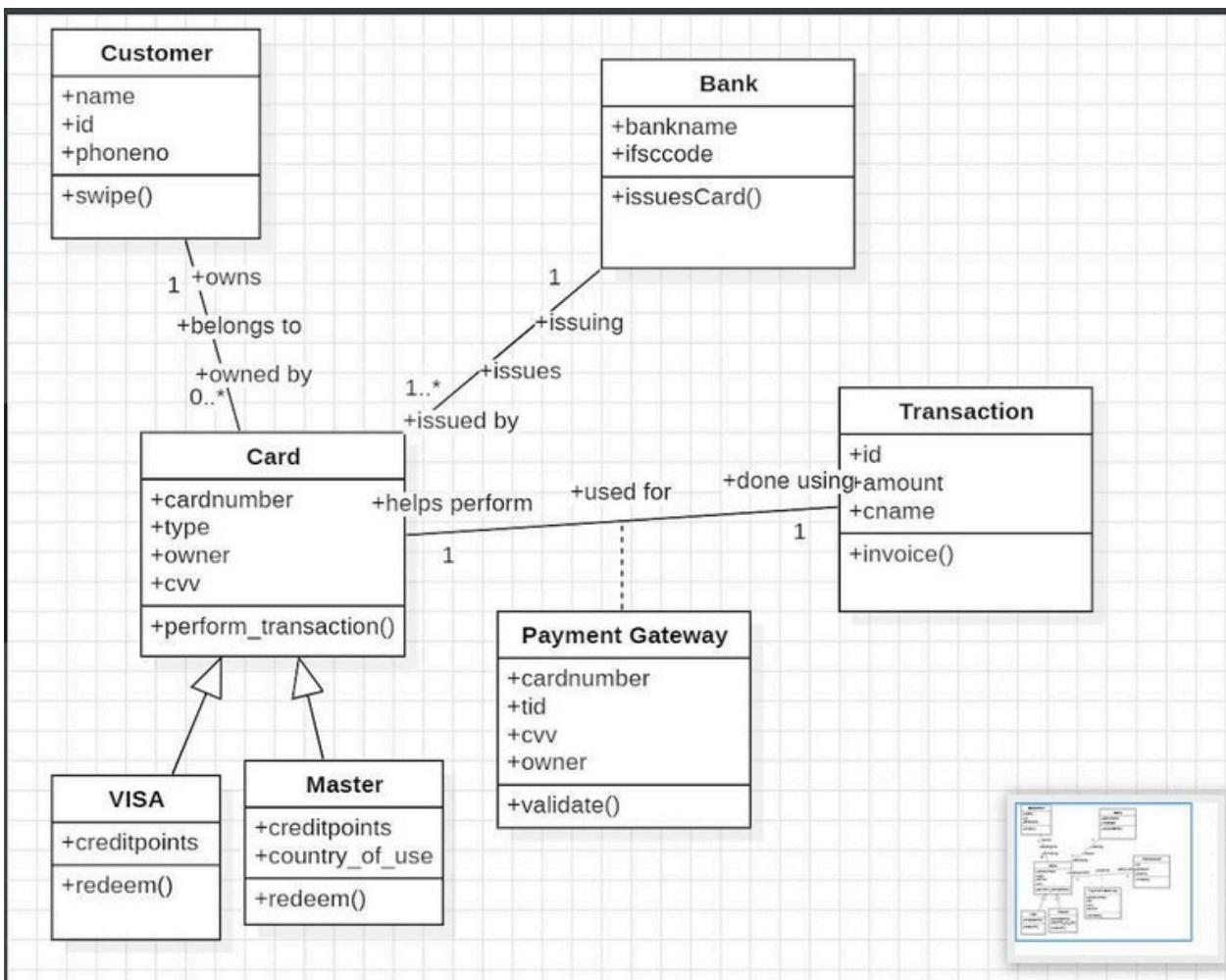
The diagram includes 4 swimlanes namely - User, Website, Hotel Database and Hotel Staff.

2. Credit Card Processing System

SRS - Software Requirements Specification



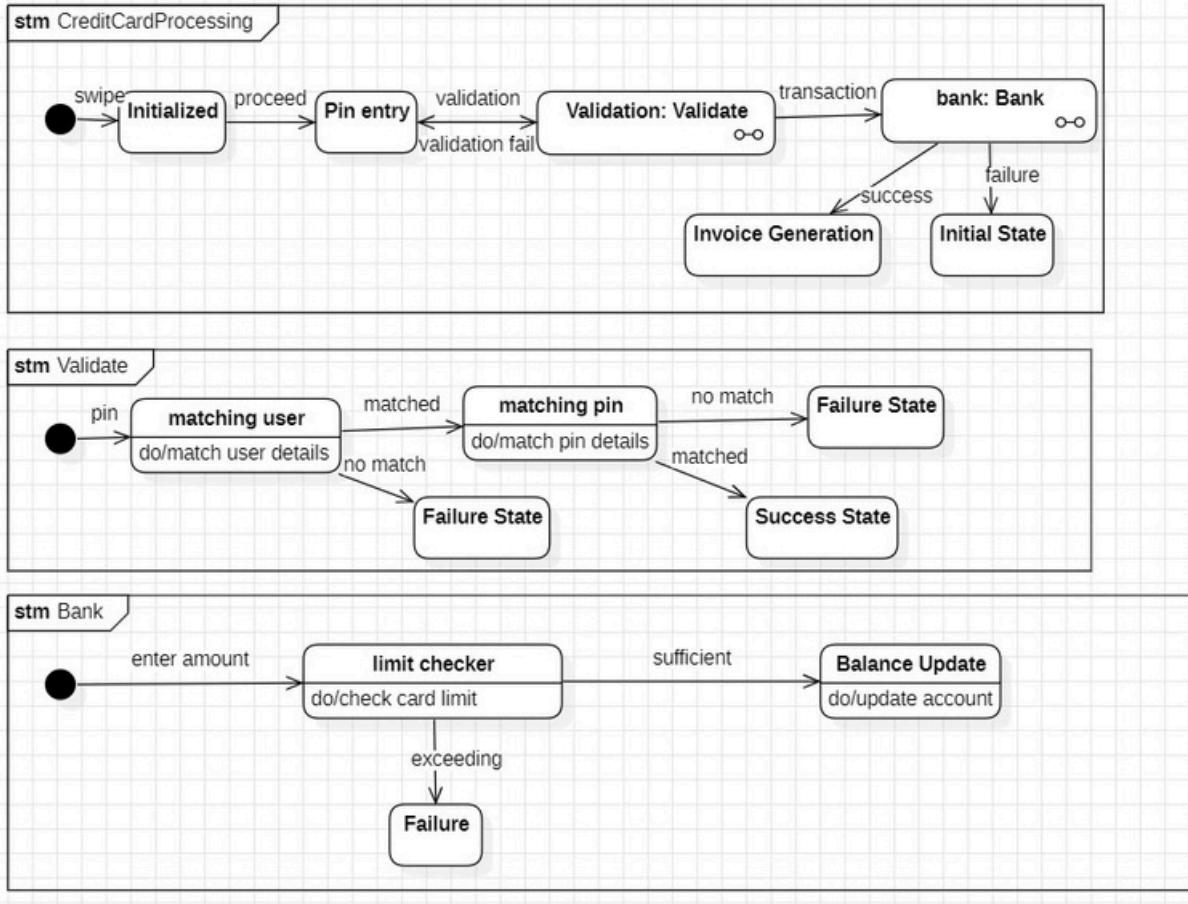
Class Diagram



Description:

- Customer-Class indicative of customer using the card.
- Bank-Indicative of the bank of the credit card.
- Card-Indicative of the card used by the customer.
- Transaction-Indicative of the transaction that occurs using credit card.
- Generalization-VISA,Master inherit properties from Card.
- Association Class-Payment Gateway is the association class associating Card and Transaction.

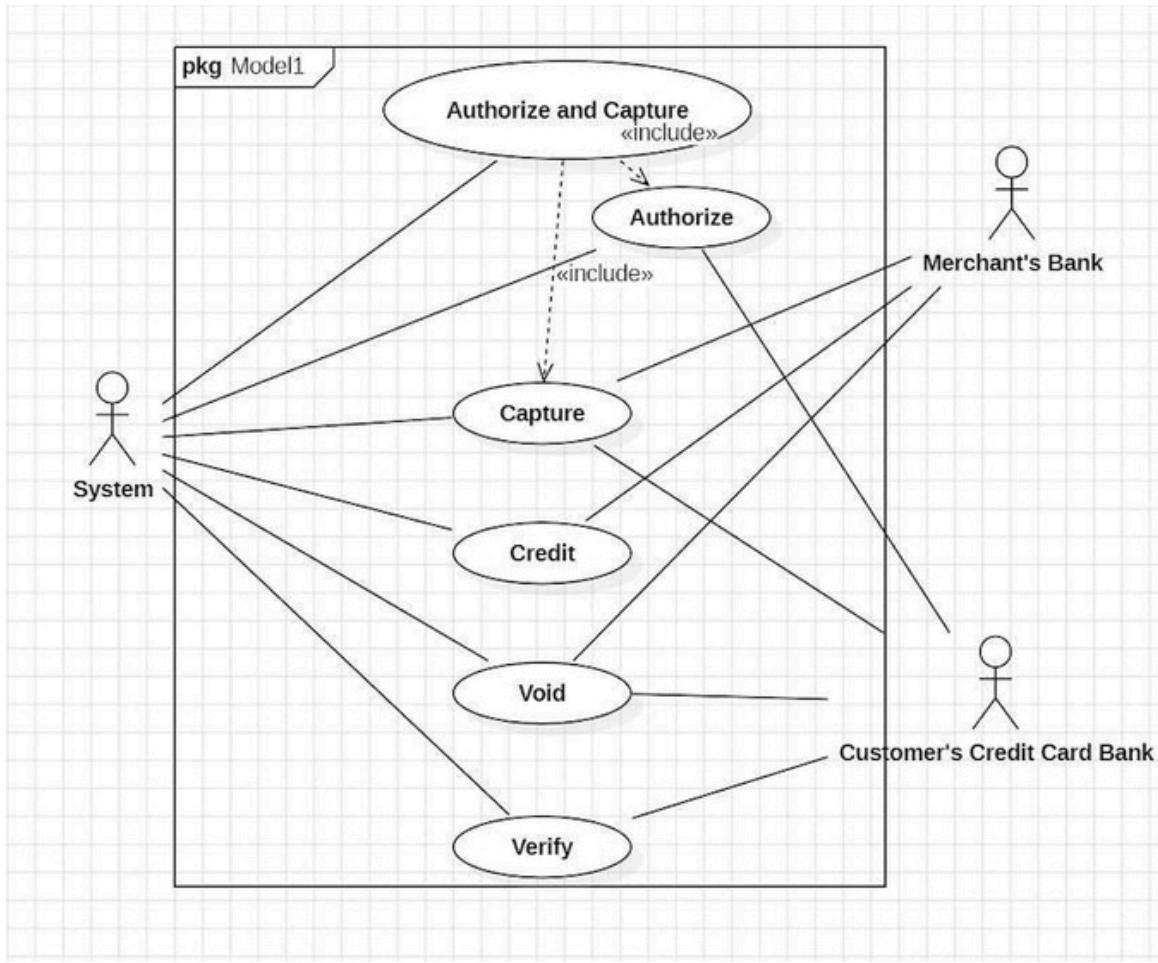
State Diagram



Description:

- The state diagram represents a CreditCardProcessing system with two submachines, **Validate** and **Bank**.
- The main system begins with the **Initialized** state (card swipe) and transitions to **Pin Entry**, followed by validation via the **Validate** submachine.
- If successful, it proceeds to the **Bank** submachine for transaction processing. The **Validate** submachine handles user and PIN matching, leading to success or failure.
- The **Bank** submachine checks transaction limits and updates balances, with transitions for success or failure. Successful transactions lead to **Invoice Generation**, completing the process.

Use Case Diagram



Description:

Actors Involved: System, Merchant's Bank, and Customer's Credit Card Bank.

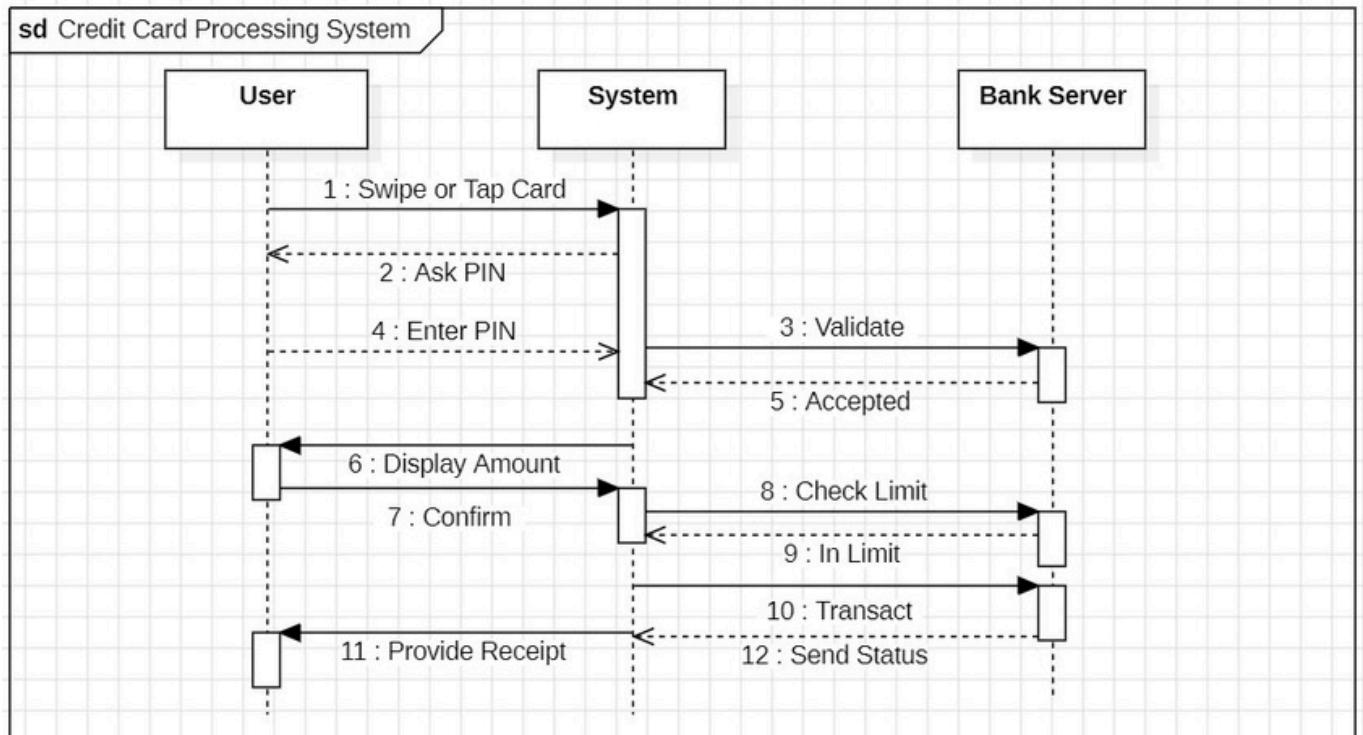
System: Initiates and manages multiple use cases, including:

- AuthorizeandCapture:A composite process that includes AuthorizeandCapture operations.
- Authorize:Validates the payment with the Customer's Credit Card Bank.
- Capture:Completes the payment process by confirming the transaction with the Merchant's Bank.
- Credit:Handles refunding or crediting the customer's account.
- Void:Cancels an authorization or transaction.
- Verify:Verifies the cardholder's information.

Merchant's Bank: Processes authorization and captures funds from the transaction.

Customer's Credit Card Bank: Validates the authorization and ensures sufficient funds for the transaction.

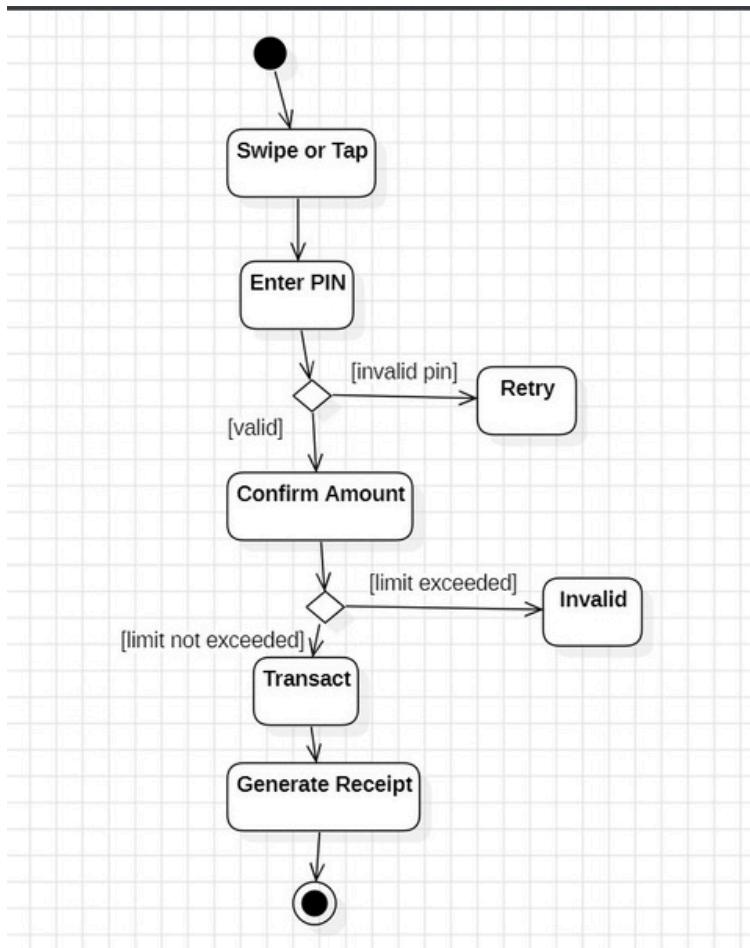
Sequence Diagram



Description:

- The user swipes or taps their card.
- The system asks the user to enter the PIN.
- The user enters the PIN, and the system validates it with the bank server.
- The bank server responds with acceptance if the PIN is valid.
- The system displays the transaction amount to the user.
- The user confirms the amount.
- The system checks the credit limit with the bank server.
- If the limit is sufficient, the bank server processes the transaction.
- The transaction status is sent back to the system.
- The system provides a receipt to the user.

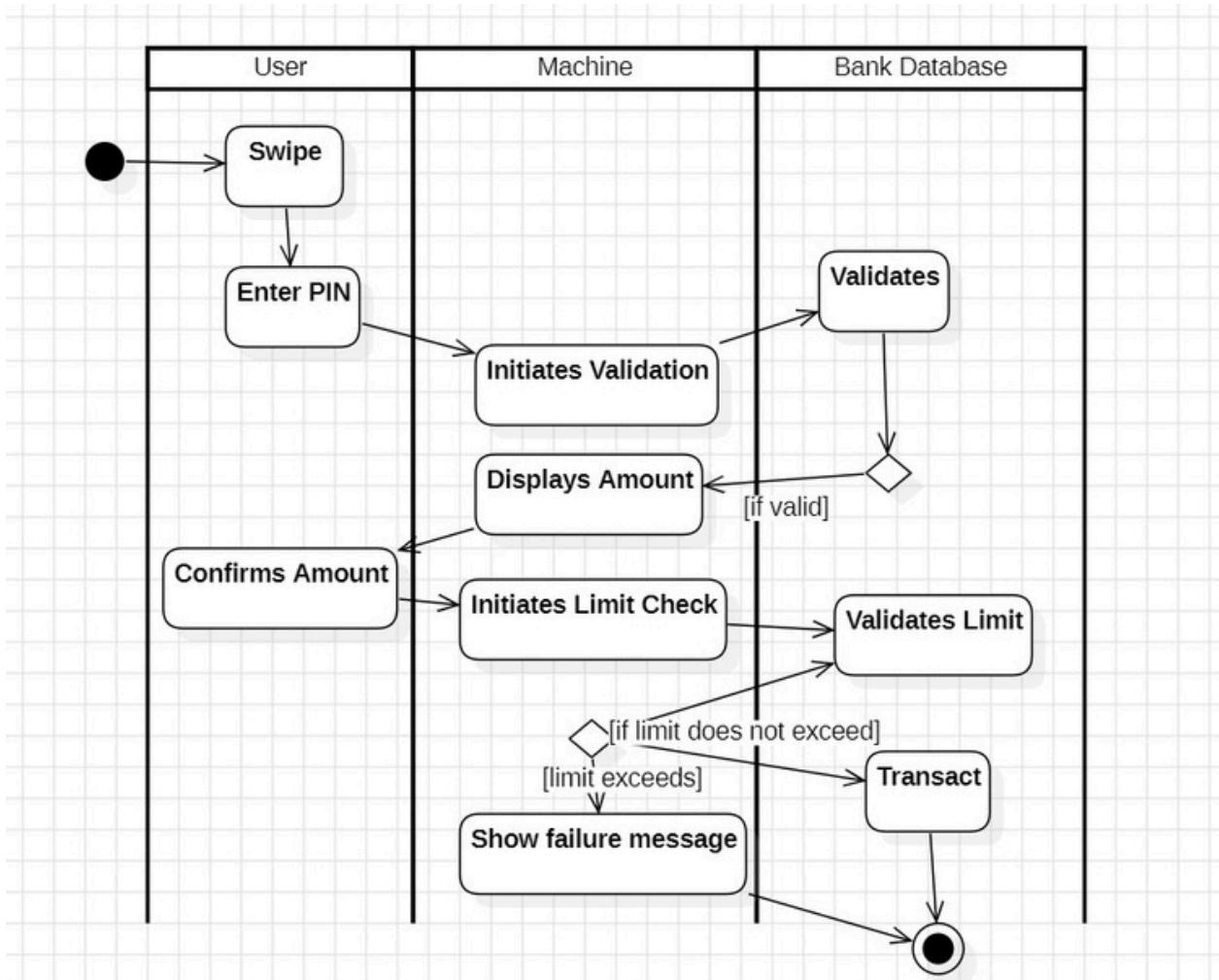
Activity Diagram



Description:

- The user swipes or taps the card.
- They enter the PIN. If the PIN is right the user is prompted to confirm if the amount displayed is right.
- Further if the limit has not been reached then the transaction happens and a receipt is generated else the transaction is invalid.

Activity Diagram using Swimlane



There are 3 swimlanes namely User, Machine and the Bank Database.

3. Library Management System

SRS - Software Requirements Specification

Library Management Systems

Purpose - To define the req + Constraints and budget of library management system.

Scope - In this document the overall working of the library management system and its main objective such as account creation management, user experience, security and efficiency.

Overview:- The library management system will help to user to search books, buy, return books and also manage the track of the books taken and returned and also maintain the track of all books.

General description

- * user registration and account credentials
- * Book buying
- * Managing history
- * managing transaction and paying bills.
- * cancellation of account / booking
- * Modification / customer care (help)

Functional requirements

- * login / logout
- * payment Management
- * modification
- * return management
- * storage Management

Interface Requirement

- * Requirement like webpage, app
- * API

* Backend for data storage

* Book details (In order)

Performance Requirement

* Maintaining the server for smooth working

* payment response time

* payment security

Design Constraints

* HTML, CSS, JS, Bootstrap & APP

for website/APP

* JS, SQL, for backend data storage

* UI / UX design

non-functional requirement

* Security - Data of the user and validation must be stored securely

* Reliability - The software Quality and feature must be updated at all times

* Scalability

* portability.

transportable language

cross-platform

management tools

programmable

Preliminary Schedule and Budget

Total Duration - 3 months

Milestone - Req. Specification - 1 week

Design phase - 1 week

Development phase - 2 months

Testing - 2 weeks

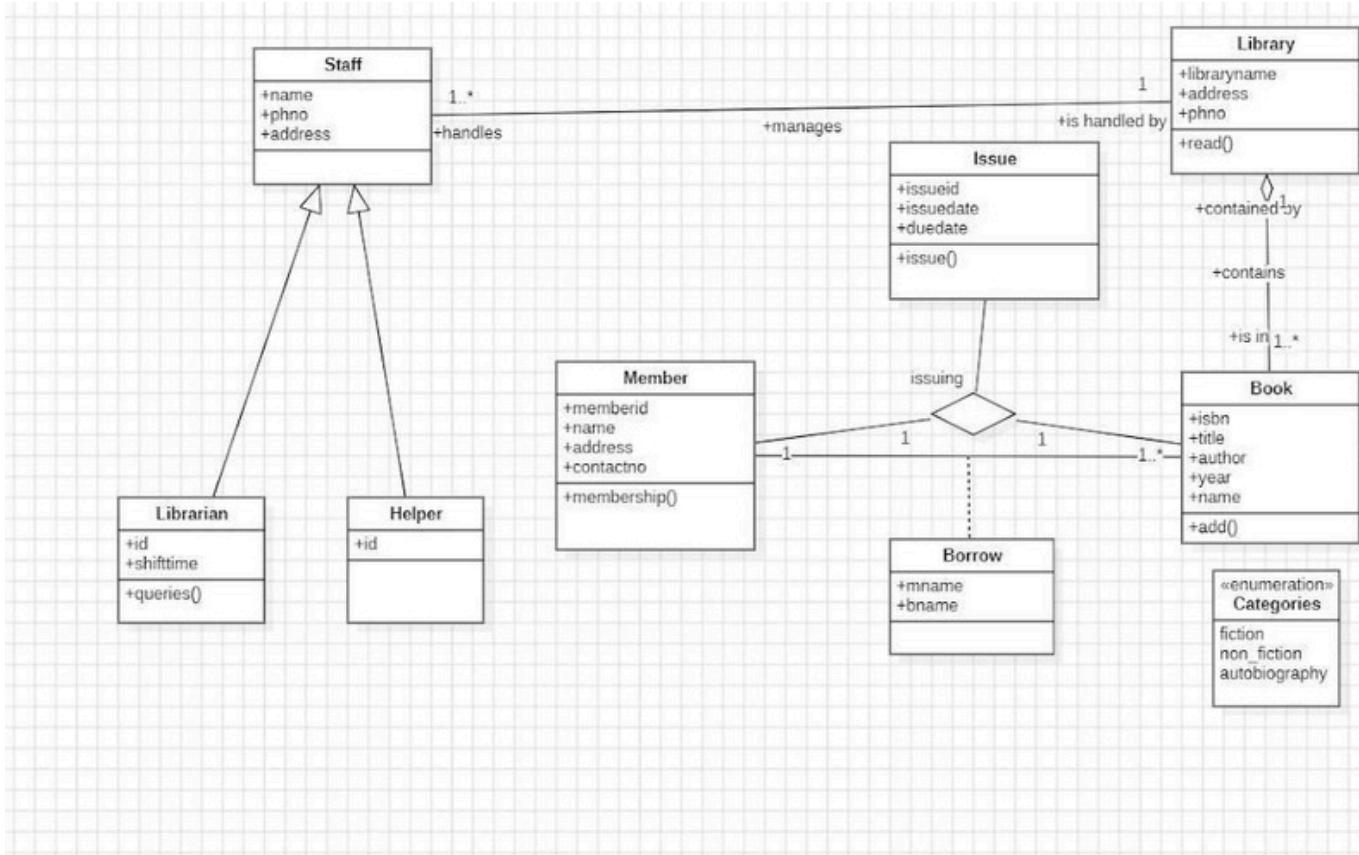
Budget - Development Cost - ₹ 1,00,000

Testing Cost - ₹ 25,000

Maintenance cost - ₹ 50,000

₹ 1,50,000

Class Diagram

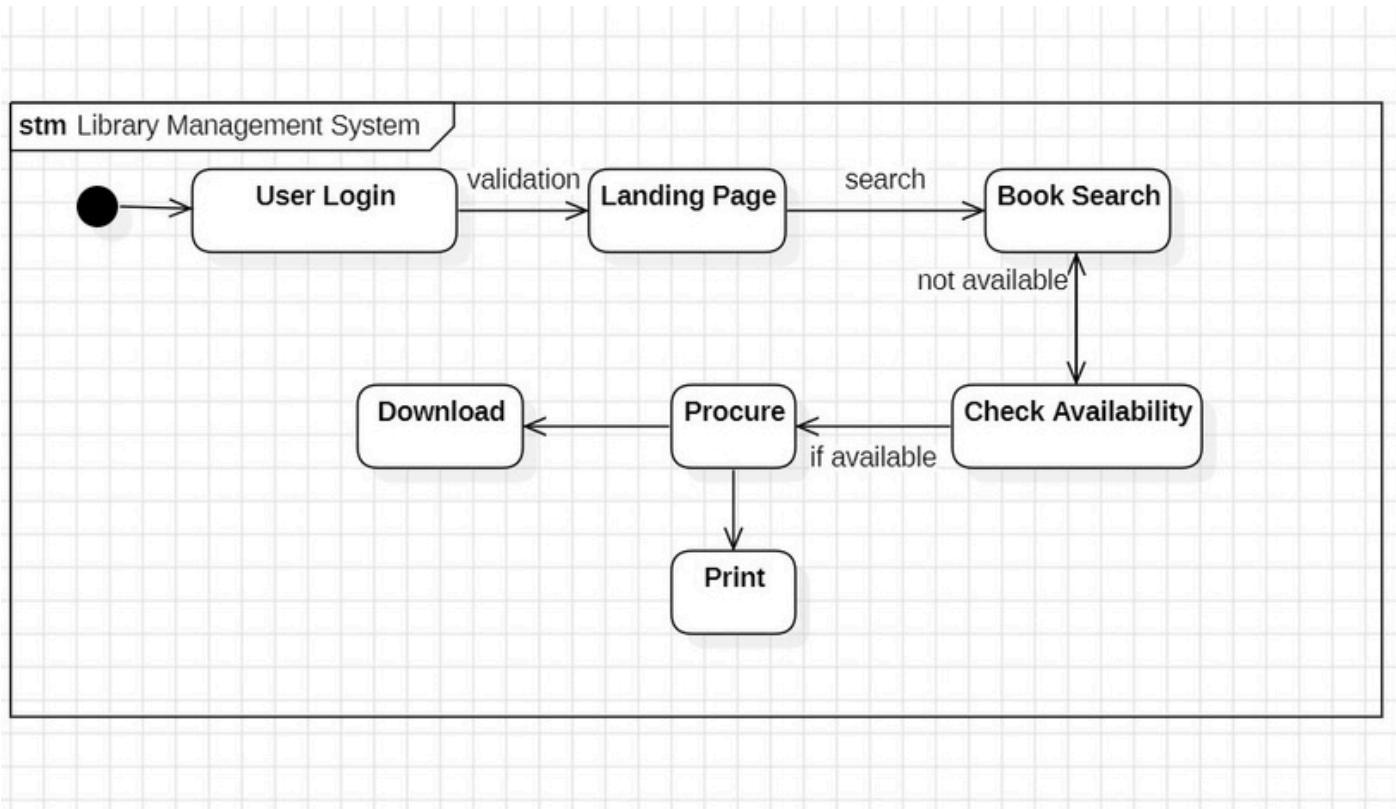


Description:

- **Staff Class:** Represents library staff with attributes such as name, phone number, and address. It has generalization with subclasses **Librarian** (with shift time and queries functionality) and **Helper**, which inherit its properties.
- **Library Class:** Contains attributes like library name, address, and phone number. It is associated with the Staff class through aggregation, as the library is "handled by" one or more staff members.
- **Book Class:** Represents books with attributes such as ISBN, title, author, year, and category. It has a composition relationship with the Library class, as books are a part of the library and cannot exist independently of it.
- **Member Class:** Represents library members with attributes like member ID, name, address, and contact number. Members are associated with the **Borrow** class, which connects them to books.
- **Issue Class:** Manages the issuing of books with attributes like issue ID, issued date, and due date. It acts as an intermediary between Member and Book, forming an association.
- **Borrow Class:** Represents the act of borrowing, connecting Member and Book. It contains attributes for member name and book name.

- Categories: Represent an enumeration for book classifications (fiction, non-fiction, autobiography).
- Through these relationships, the diagram incorporates generalization (Staff to Librarian/Helper), composition (Library to Book), and aggregation (Library to Staff).

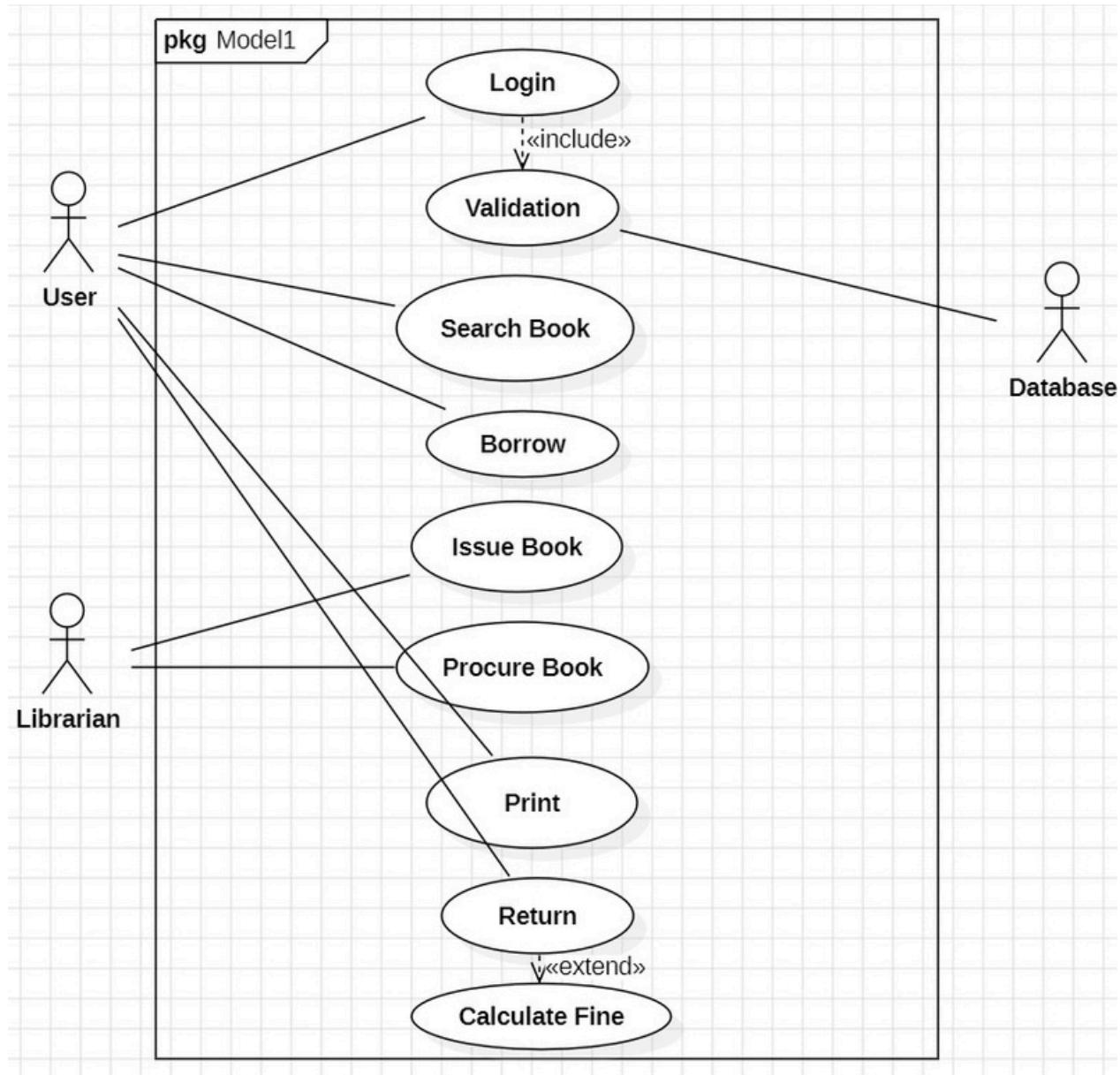
State Diagram



Description:

- The diagram represents a Library Management System with states for user interaction. The process starts at User Login, followed by validation and transition to the Landing Page.
- Users can search for books via the Book Search state, which leads to Check Availability. If the book is available, it transitions to Procure for obtaining the book, followed by options to Print or Download.
- If the book is not available, it loops back to Book Search for further searches.

Use Case Diagram



Description:

Actors Involved: User, Librarian, and Database.

User:

- **Login:** The user logs into the system, which includes Validation of their credentials against the Database.
- **Search Book:** Allows the user to search for books in the library's database.

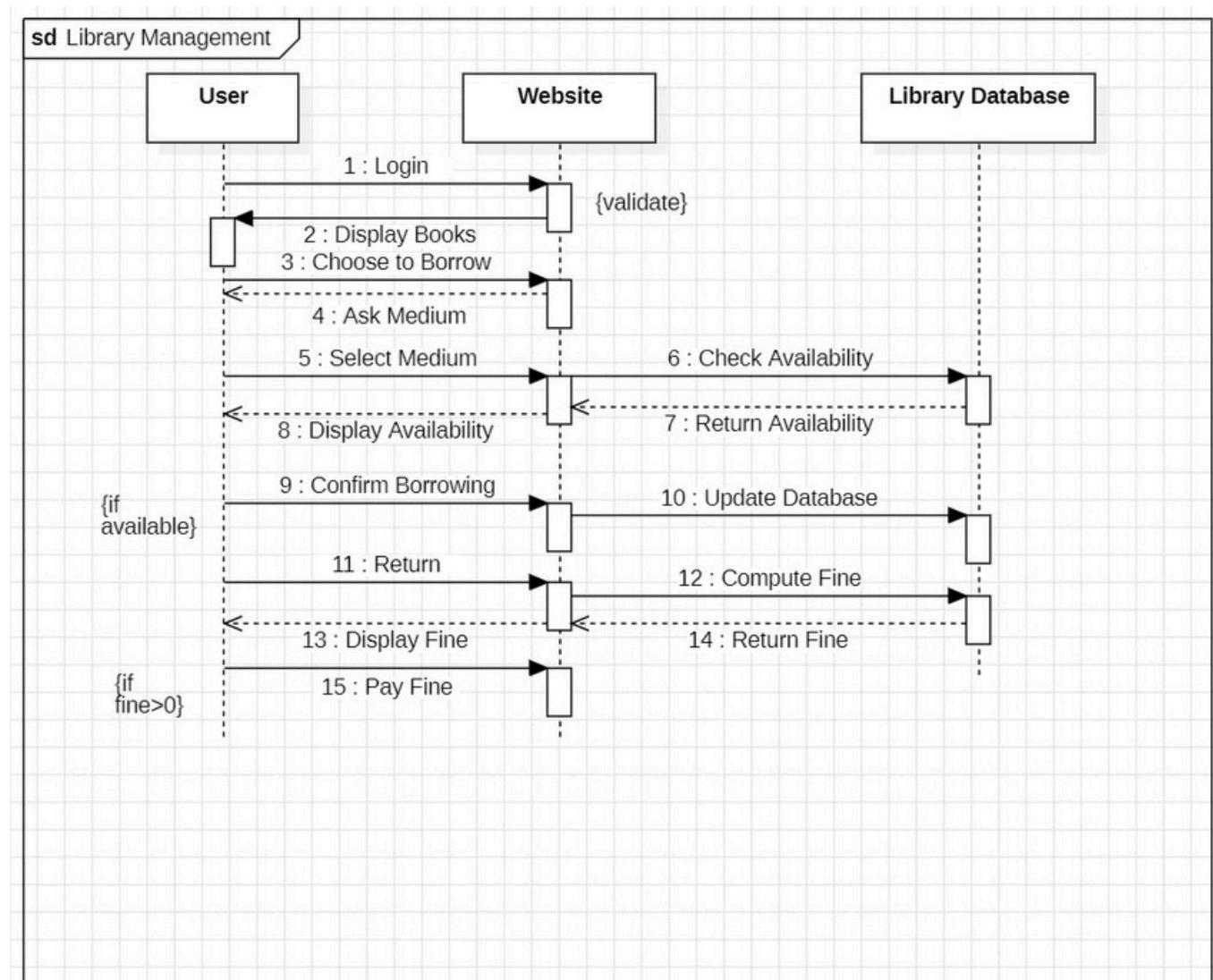
- Borrow: Users can borrow books, which triggers the IssueBook use case managed by the Librarian.
- Return: Handles the process of returning borrowed books and extends to CalculateFine in case of overdue returns.

Librarian:

- IssueBook: Oversees the issuance of books to users.
- ProcureBook: Handles the procurement of new books for the library.
- Print: Prints reports or details as needed for administrative purposes.

Database: Supports all the system's use cases, such as storing user information, book details, and transaction records.

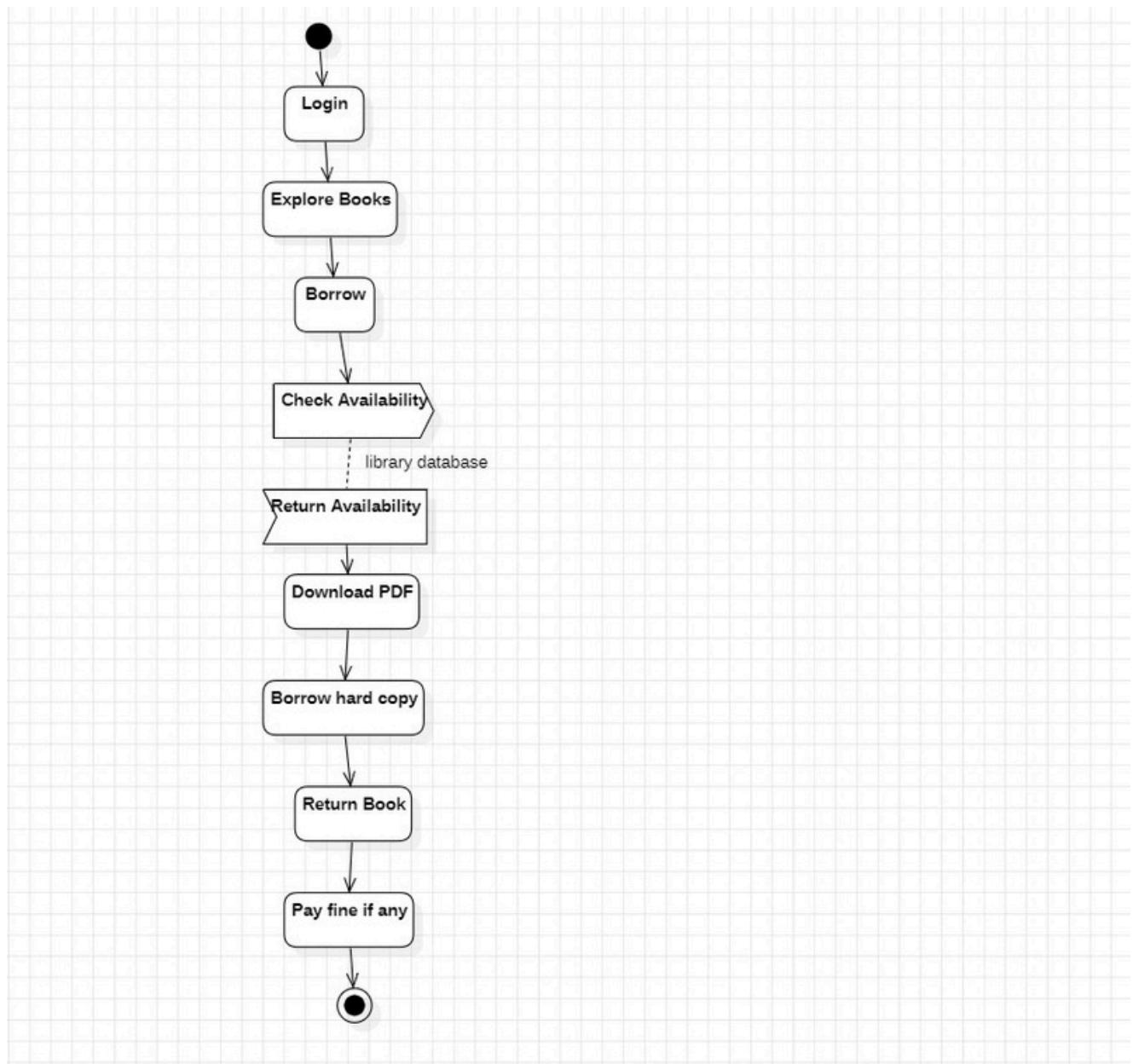
Sequence Diagram



Description:

Login: The user logs into the library management system via the website, and the system validates the user credentials using the library database. Display Books: After successful login, the website displays a list of books available for borrowing. Choose to Borrow: The user selects a book they wish to borrow. Ask Medium: The website prompts the user to select the borrowing medium (e.g., physical or digital). Select Medium: The user selects their preferred medium for borrowing. Check Availability: The website checks the book's availability by querying the library database. Return Availability: The library database returns the availability status of the selected book. Display Availability: The website displays the availability information to the user. Confirm Borrowing: If the book is available, the user confirms their intention to borrow it. Update Database: The website updates the library database to reflect the borrowed status of the book. Return: When the user is done with the book, they return it through the website. Compute Fine: The website requests the library database to compute any late return fine. Display Fine: If a fine exists, the website displays the fine amount to the user. Pay Fine: If the fine is greater than zero, the user proceeds to pay it via the website. Return Fine: The payment status is updated in the library database.

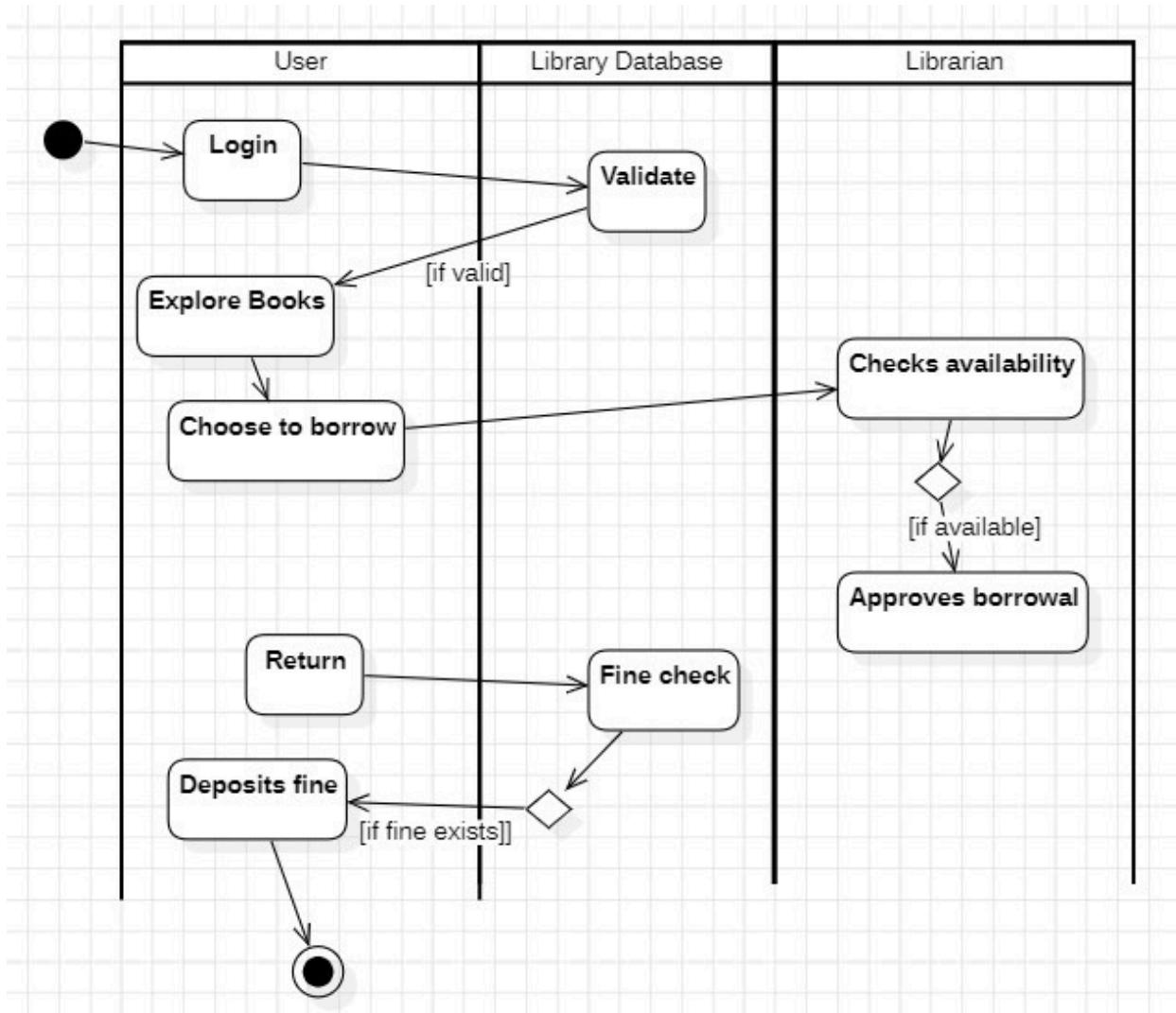
Activity Diagram



Description:

- The user logs in and explores the books.
- If they chose to borrow the availability is checked in the database and returned.
- If the book is available then the user may download a pdf and then borrow hardcopy.
- Once the user returns the book they may pay the fine if any.

Activity Diagram using Swimlane:



There are 3 swimlanes namely User, Library Database and Librarian.

4. Stock Maintenance System

SRS - Software Requirements Specification

Stock maintenance system Lab-02

Introduction

- * Purpose: The stock maintenance system ensure to capture the price the movement & also providing the real time insight of the market.
- * Scope: The stock maintenance system will allow user to manage their stock handling the buy & sell commands, to monitor stock levels.
- * Overview: This system will automate the inventory management process, allowing user to monitor stock levels.

General Description

- the stock maintenance system
- stock tracking
- order management
- report generation

Functional requirements:

- stock tracking - were able to track stock levels of multiple items.
- order management ; Record of track purchase orders & this status.
- report generation ; generate daily, weekly & monthly stock reports

The output of above must be as follows

* Interface Requirements

- UI : A GUI easy to navigate for users with minimal technical knowledge.
- Data Interface : the system will support import/export of excel & CSV files.

* Performance Requirements

- Response time - system should respond to user inputs within 2 seconds.
- Data Accuracy : All inventory data must be updated in real-time with an accuracy of 100%.

* Design constraints

- The system must be developed using a web-build framework to ensure accessibility.
- System should run on standard servers without need for specialised hardware.

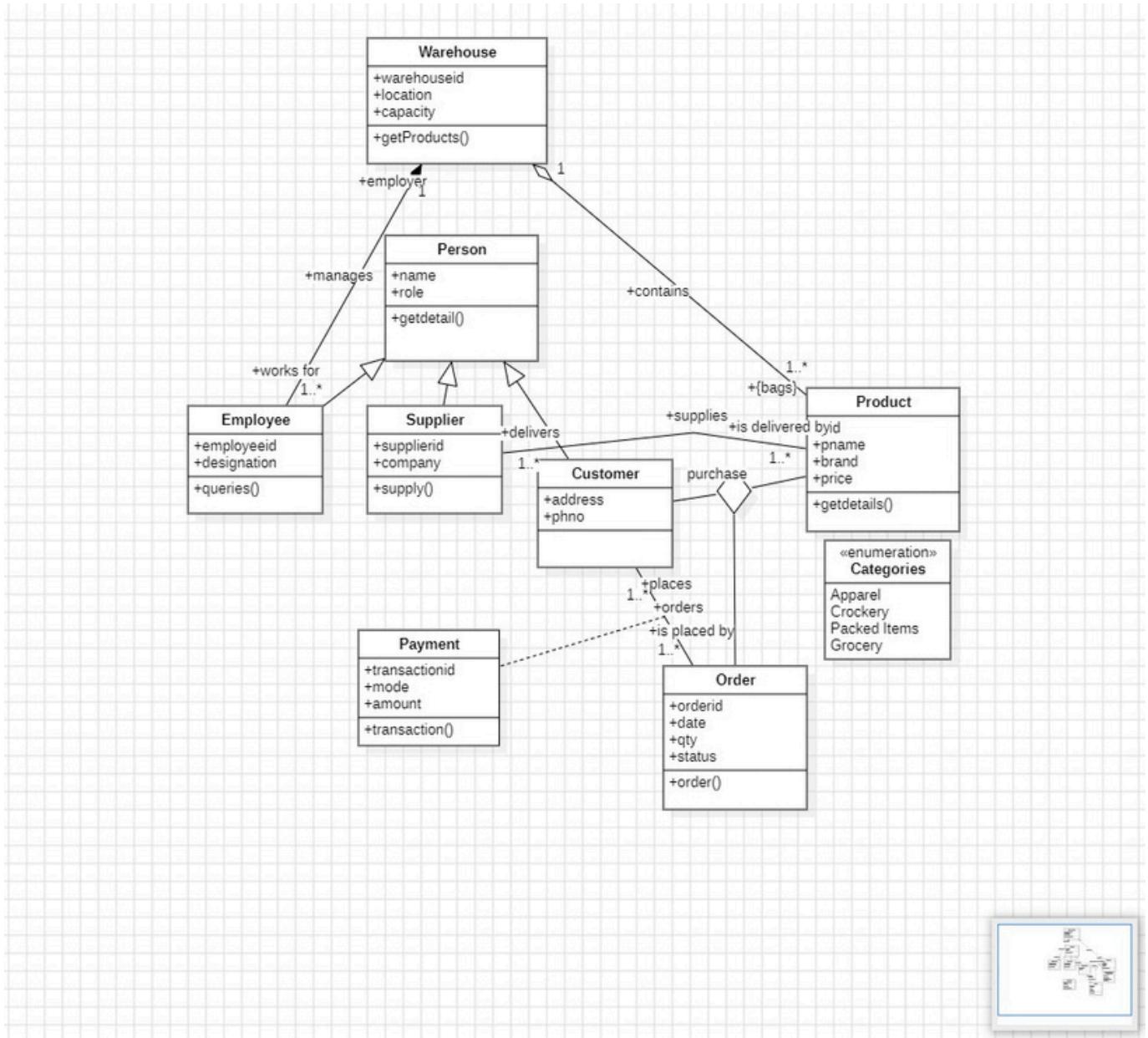
* Non-Functional Requirements

- Security : system must implement user authentication/encryption of sensitive data.
- Scalability - to handle increased inventory.
- Portability - system should be compatible to any platform.

* Preliminary budget

- Development time: 3 months, including testing.
- Budget : Development is £150,000 for a pilot project.
- Testing: £50,000
- Maintenance: £50,000/year
- Total cost: £250,000

Class Diagram

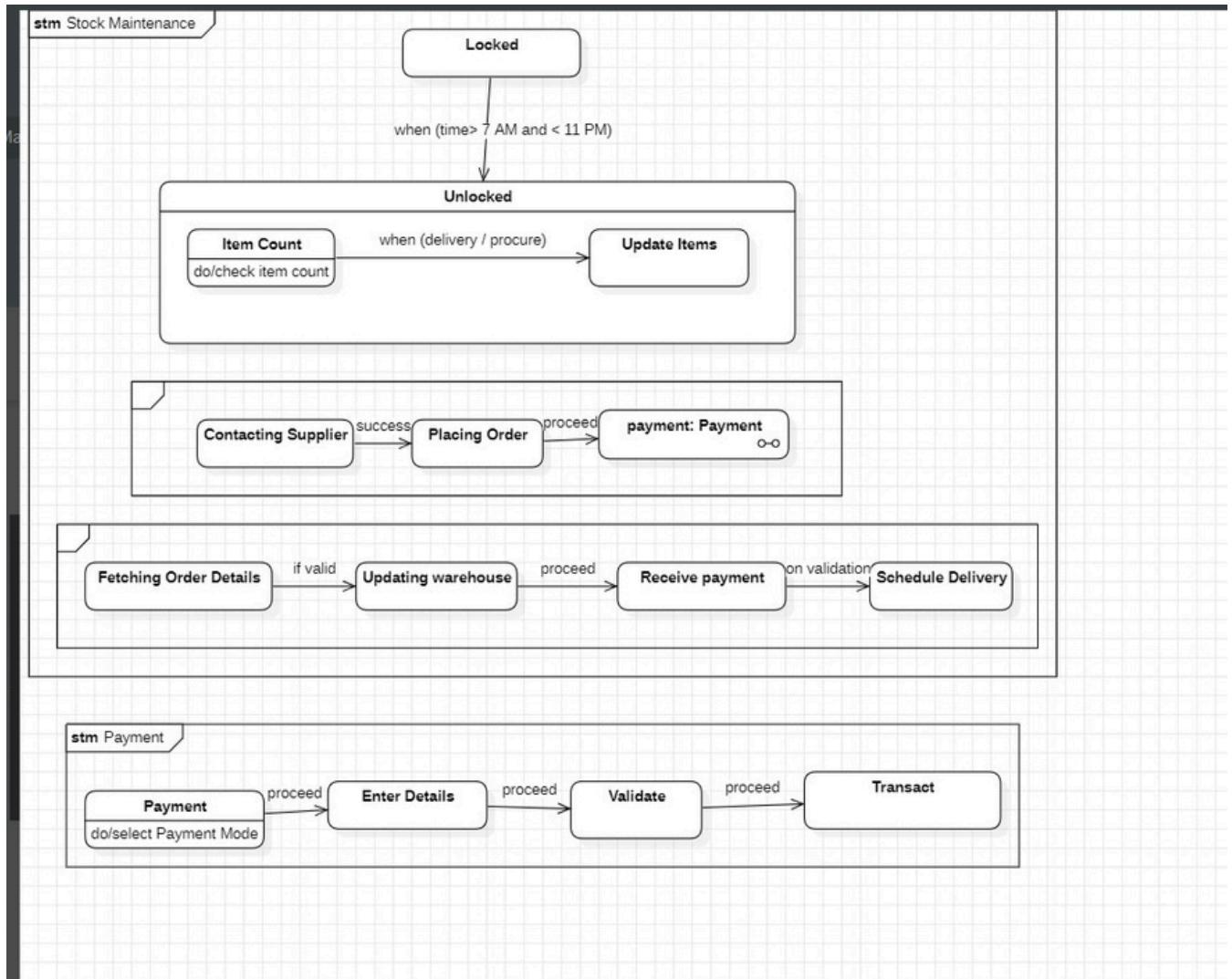


Description of Class Diagram:

- **Warehouse**: Represents storage facilities containing products (*composition* with **Product**).
- **Person**: General class (*generalization*) inherited by **Employee**, **Supplier**, and **Customer**.
- **Employee**: Represents staff working for the warehouse (*aggregation* with **Warehouse**).
- **Supplier**: Represents entities delivering products to the warehouse (*association* with **Product**).
- **Customer**: Represents buyers placing orders for products (*association* with **Order**).
- **Product**: Represents items stored in the warehouse, categorized by type (*composition* with **Warehouse**).

- Order: Represents customer purchases, linked to Product and Customer (*aggregation* with Customer).
- Payment: Captures transaction details for orders (*association* with Order).

State Diagram

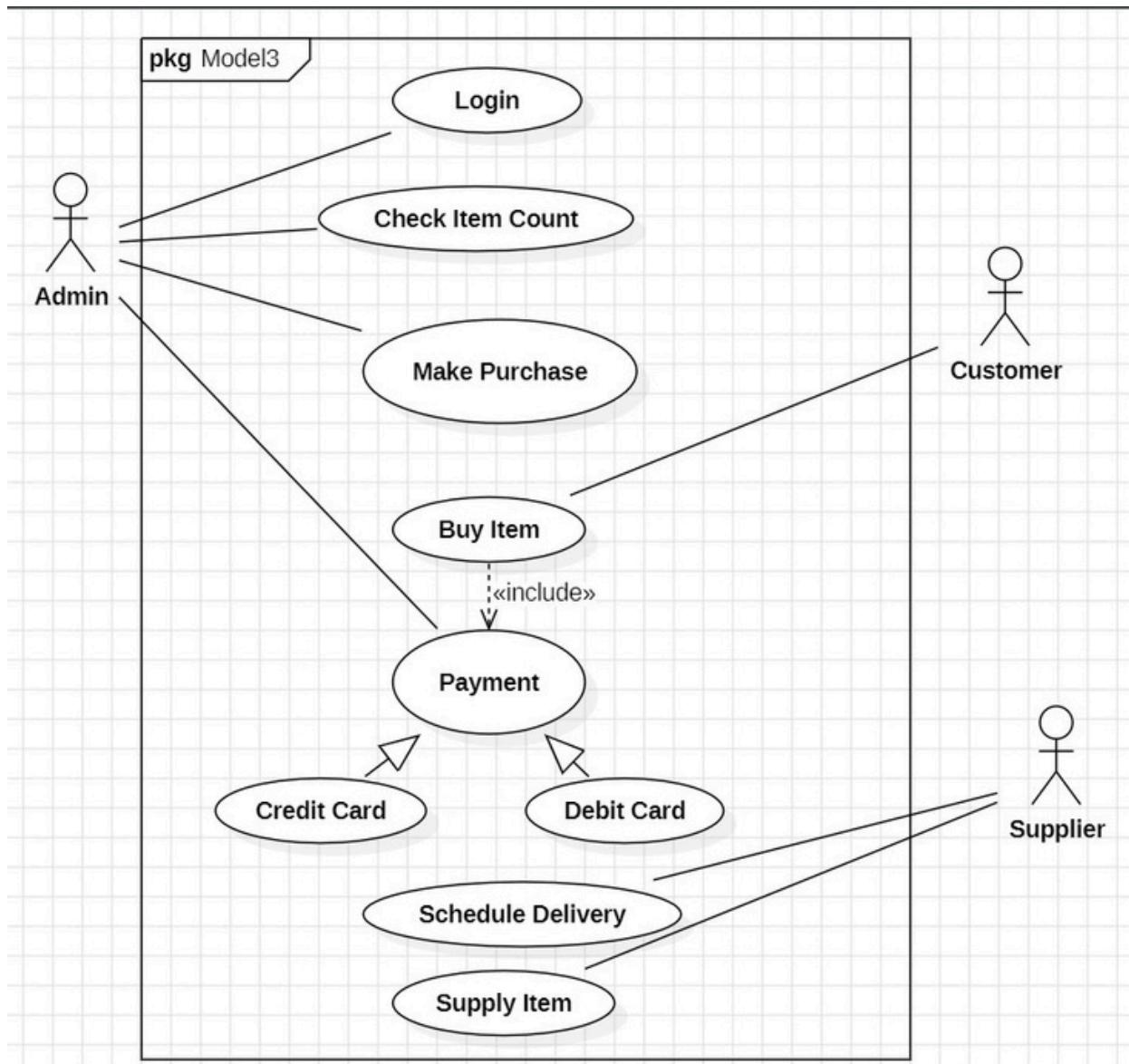


Description of State Diagram:

- The state diagram represents a Stock Maintenance system with states for managing inventory and deliveries.
- The system starts in the **Locked** state, operational only between 7 AM and 11 PM, transitioning to **Unlocked**.

- In the Unlocked state, stock is checked in Item Count, and items are updated if necessary. Processes include Contacting Supplier, Placing Order, and a Payment submachine for transaction handling.
- Upon success, it proceeds to Fetching Order Details, Updating Warehouse, and Receiving Payment, finally leading to Schedule Delivery.
- The Payment submachine includes states for selecting a mode, entering details, validating, and completing the transaction.

Use Case Diagram



Description of Use Case Diagram:

Actors Involved: Admin, Customer, and Supplier.

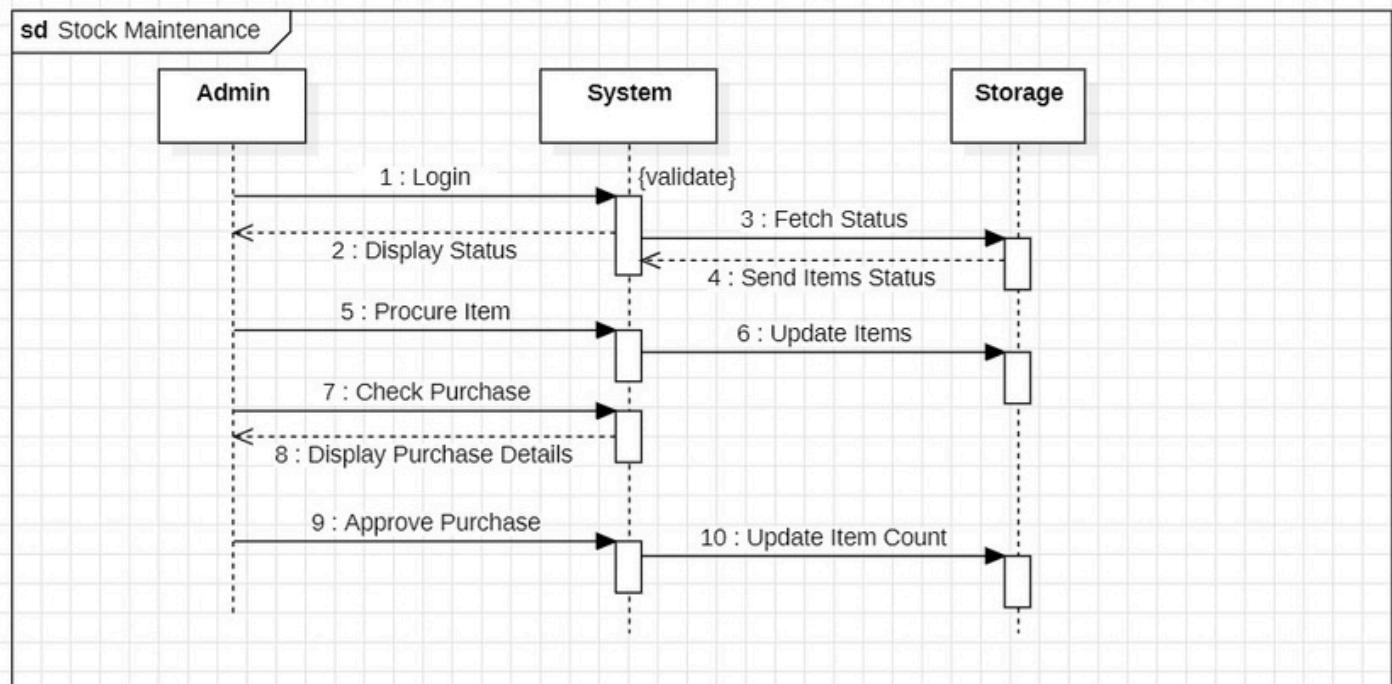
Admin: Logs into the system, checks item count, and makes purchases by buying items.

Includes: The Buy Item use case includes the Payment process, which involves selecting either credit or debit card as payment methods.

Supplier: Supplies items after the admin schedules delivery.

Extends: Delivery scheduling extends the purchase process to ensure timely item supply.

Sequence Diagram



Description:

Login: The admin logs into the stock maintenance system through the interface, and the system validates the admin's credentials.

Display Status: The system displays the current stock status to the admin.

Fetch Status: The system retrieves the stock status by querying the storage system.

Send Items Status: The storage system sends the current items' status back to the system.

Procure Item: The admin initiates the process to procure an item based on the displayed stock status.

Update Items: The system updates the stock items in the storage after procurement.

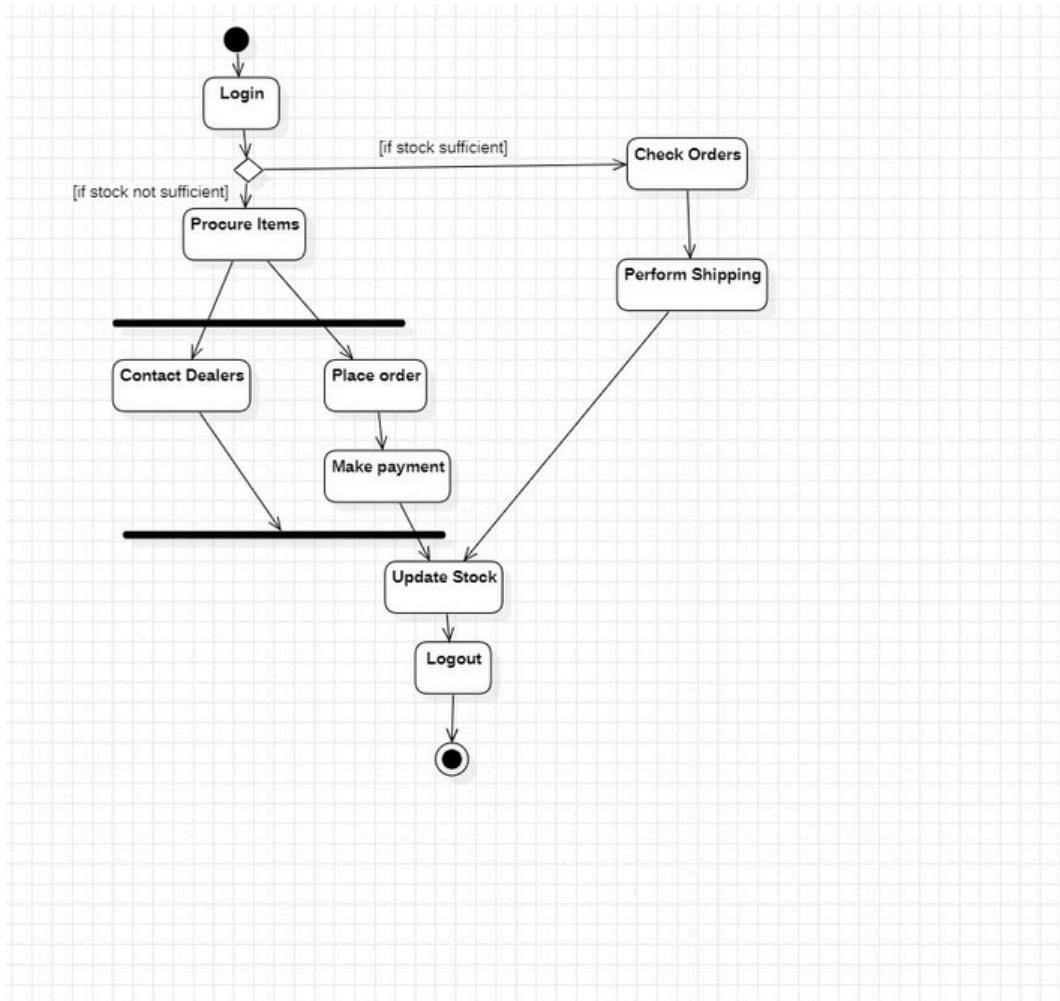
Check Purchase: The admin checks the purchase details to verify the procurement process.

Display Purchase Details: The system displays the details of the purchase to the admin.

Approve Purchase: If satisfied with the details, the admin approves the purchase.

Update Item Count: The system updates the item count in the storage system to reflect the approved purchase.

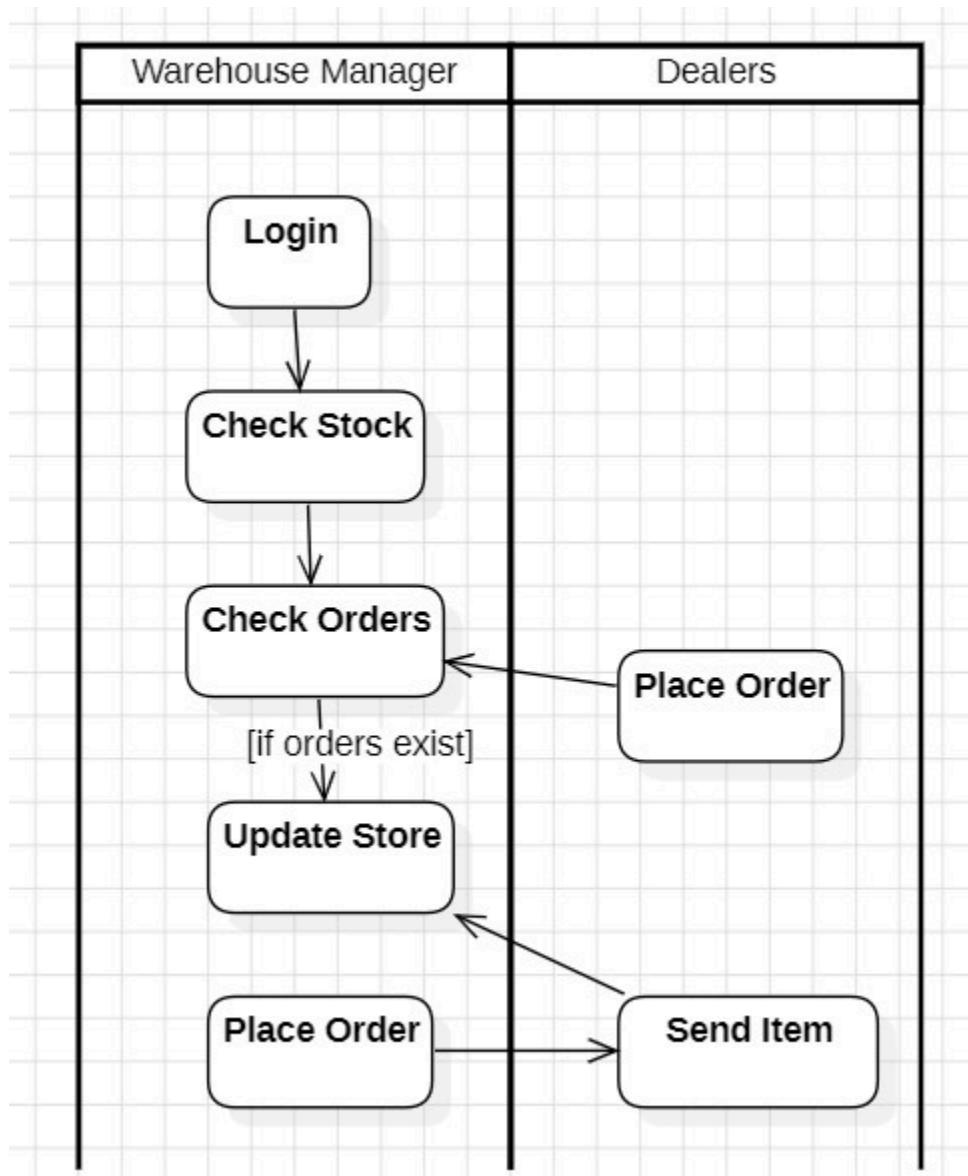
Activity Diagram



Description:

- The warehouse manager logs into the system.
- They check if there is sufficient stock. If there is, they proceed to check the orders and deliver those items.
- Otherwise, they place the order by contacting the dealers and procuring the items by making payments.

Activity Diagram using Swimlanes:



There are 2 swimlanes Warehouse Manager and Dealer.

5. Passport Automation System

SRS - Software Requirements Specification

Passport Automation System

1) Introduction

- * purpose is to define the requirements, constraints & budget of passport automation system
- * scope: the document overall working & main objectives such as online passport application, document verification & validating status tracking etc.
- * overview: the passport automation system enables for the user to passport, document verification & tracking of the application

2) General Description

- The passport automation system includes
- passport application
- Document verification
- Status tracking

3) Functional Requirements

- User Registration: - users are created an account & login securely
- Application: user can apply for passport giving valid

4) Interface Requirements

- must provide user friendly form for filling out applications, uploading documents, scheduling appointments & tracking status
- the government officials must be able to manage & review applications, schedule appoi

* Design constraints

→ The system must obey the data protection
must ensure secure storage & handling the
personal data.

* The sensitive data like biometric
information must be encrypted & only the
authorized person can be accessed

* Performance Requirements

→ Scalability: It must be capable of handling
large number of applications

→ Must ensure high uptime for uninterrupted
access to the system

* Non-functional Requirements

→ Security: multi-factor authentication for
applicants & officials

→ Usability: Easy to use interfaces for both
users with minimal training for new users

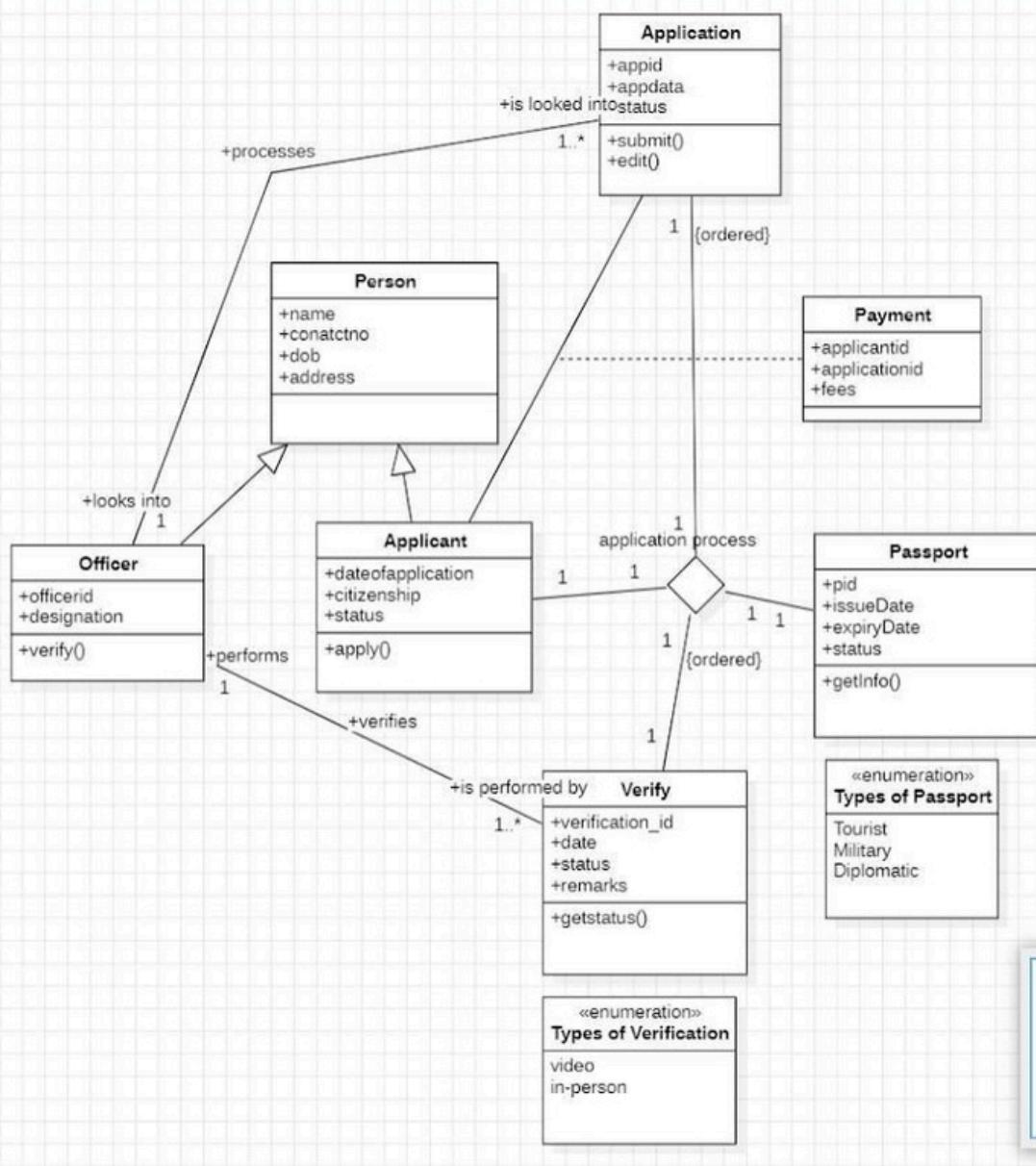
* Preliminary set budget

→ Schedule: Requirement Specification &
analyse systems Design 6 weeks

→ Budget: 50 lakhs

→ Tools: Microsoft Word, Excel, Powerpoint
→ Languages: C, C++, Java, Python
→ Database: MySQL, PostgreSQL
→ Framework: Spring Boot, React.js
→ Testing: JUnit, Selenium, Cypress
→ Deployment: Docker, Kubernetes

Class Diagram

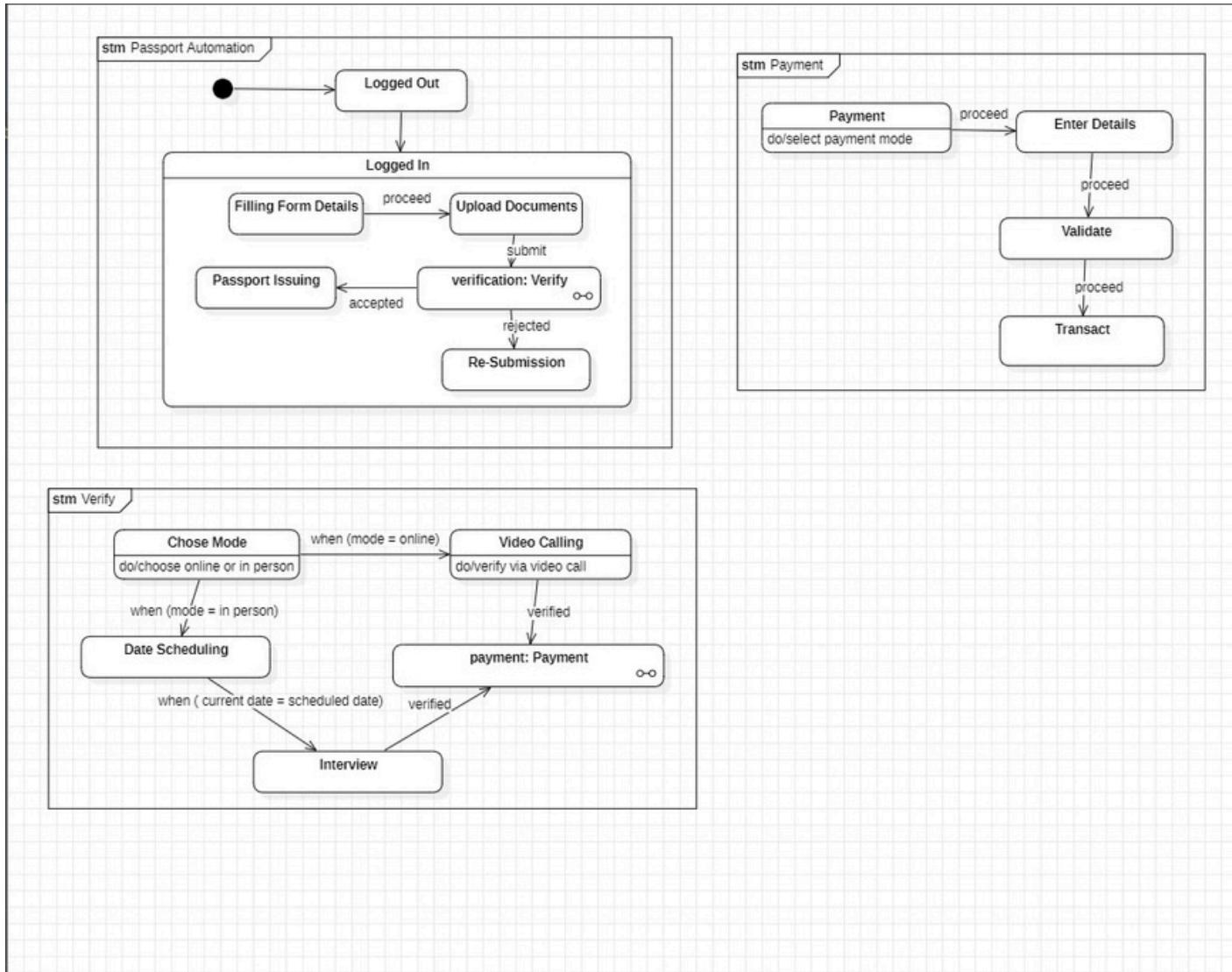


Description of Class Diagram

- Person is a general class associated with Applicant and Officer, representing entities involved in the system.
- Applicant applies for a passport, links to Application, and has attributes like citizenship and application status.
- Officer verifies applications, performing a verification process represented by the Verify class, which details the verification type (in-person or video).

- Application is associated with Payment for fees and leads to the generation of a Passport, categorized into different types (Tourist, Military, Diplomatic).
- The Passport includes essential attributes like issue and expiry dates, completing the process flow.

State Diagram

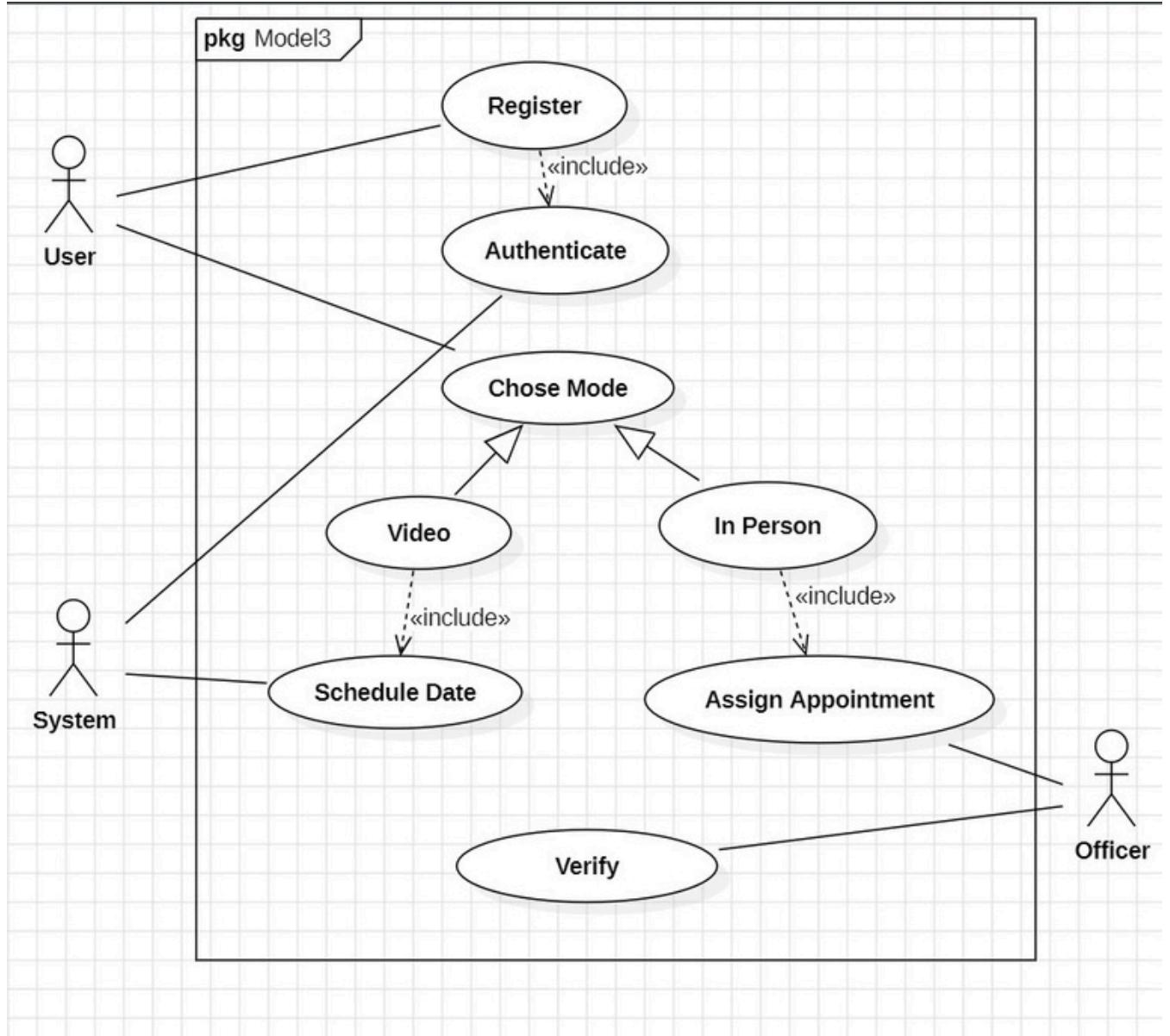


Description of State Diagram:

- This state diagram represents a Passport Automation system. It begins in the Logged Out state, transitioning to Logged In for processes such as Filling Form Details, Uploading Documents, and Passport Issuing.
- Verification involves choosing a mode (online or in-person) with subsequent video calling or scheduled interviews. Rejected applications allow re-submission.

- The Payment submachine handles mode selection, detail entry, validation, and transaction completion.

Use Case Diagram



Description of Use Case Diagram:

Actors Involved: User, System, and Officer.

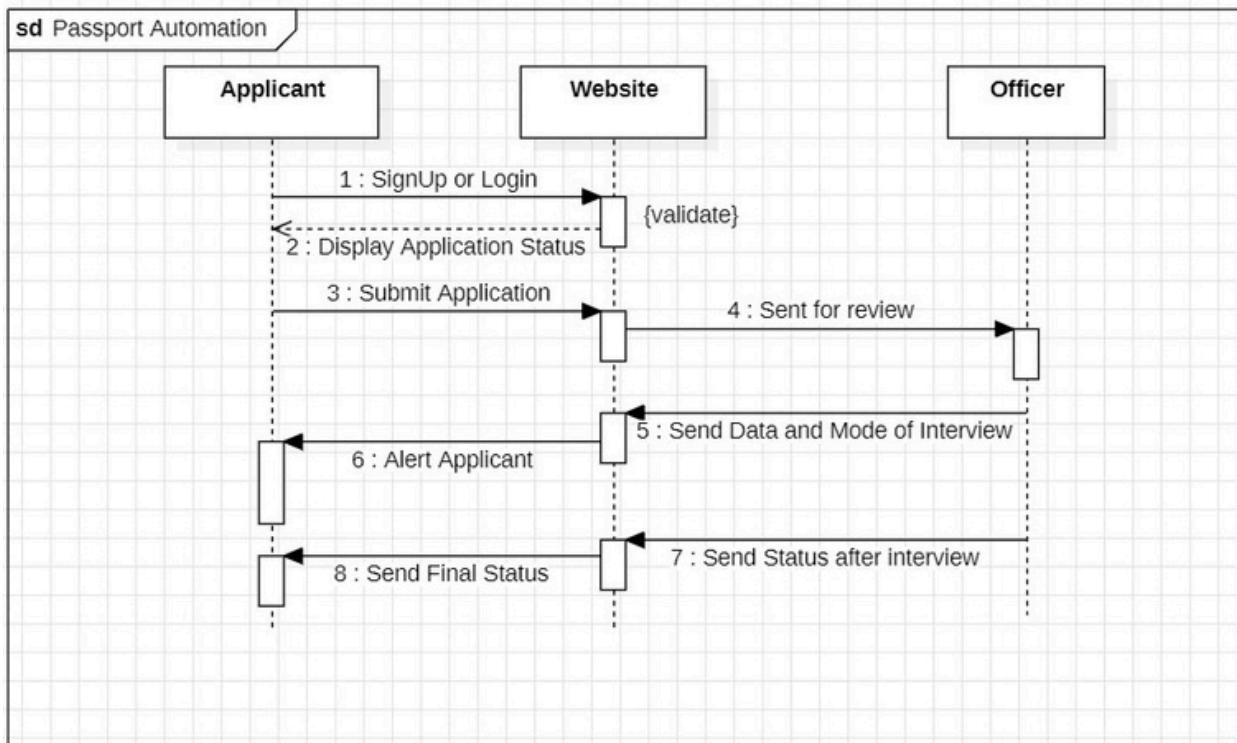
User: Registers and authenticates to access the system. They choose a mode—Video or In-Person.

System: Schedules dates for video mode or assigns appointments for in-person mode.

Includes: The Authenticate use case is included in Register, and Schedule Date and Assign Appointment include their respective mode-specific processes.

Extends: Verification extends to both appointment modes, ensuring successful completion by the Officer.

Sequence Diagram



Description:

SignUp or Login: The applicant signs up or logs into the passport automation system through the website, and their credentials are validated.

Display Application Status: The website displays the current status of the applicant's passport application.

Submit Application: The applicant submits their passport application via the website.

Sent for Review: The website forwards the submitted application data to the officer for review.

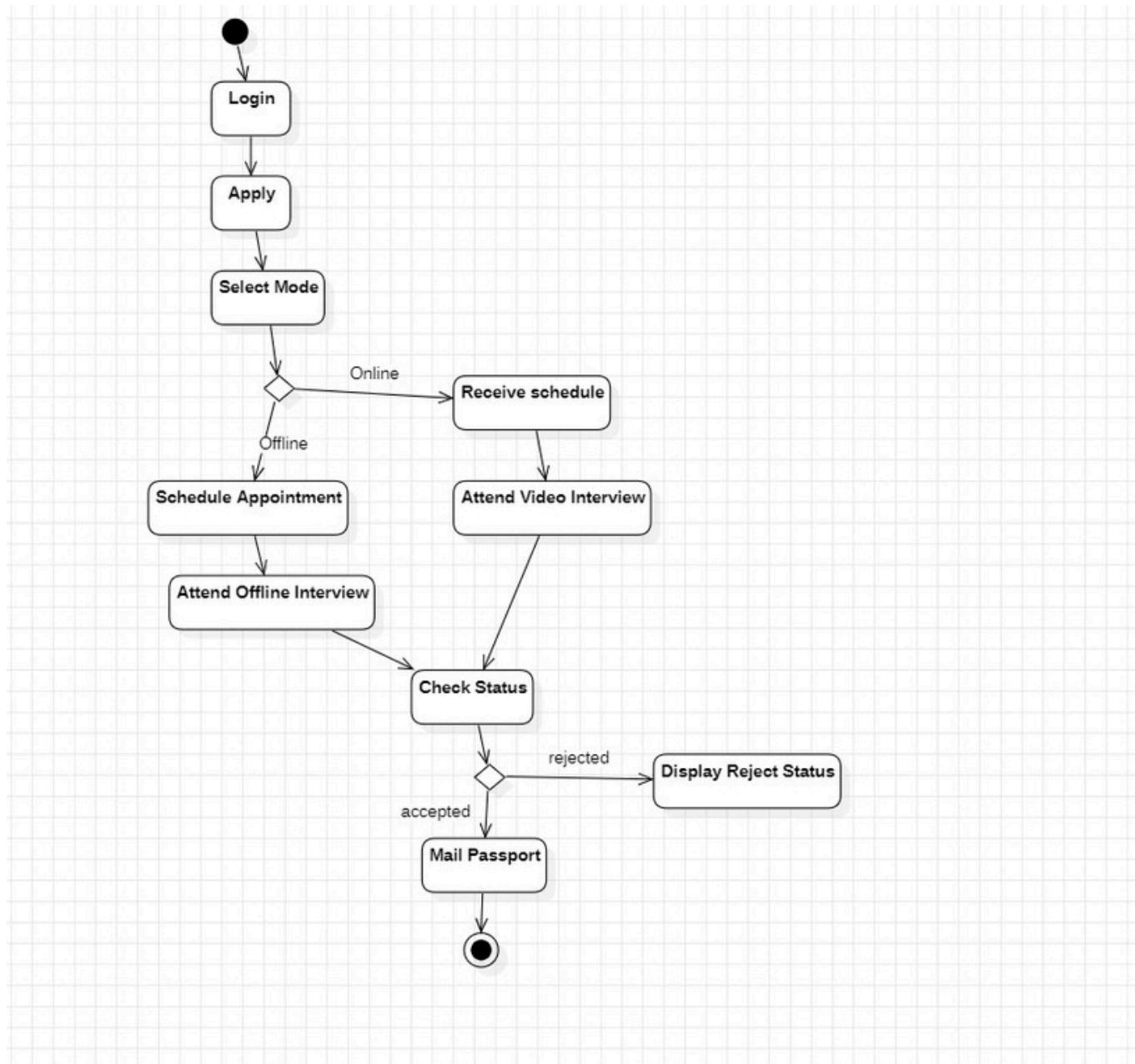
Send Data and Mode of Interview: The officer sends back the reviewed data along with the mode and schedule of the interview.

Alert Applicant: The website notifies the applicant about the interview details or the next steps.

Send Status after Interview: After the interview, the officer updates the application status, which is sent back to the website.

Send Final Status: The website communicates the final status of the application to the applicant.

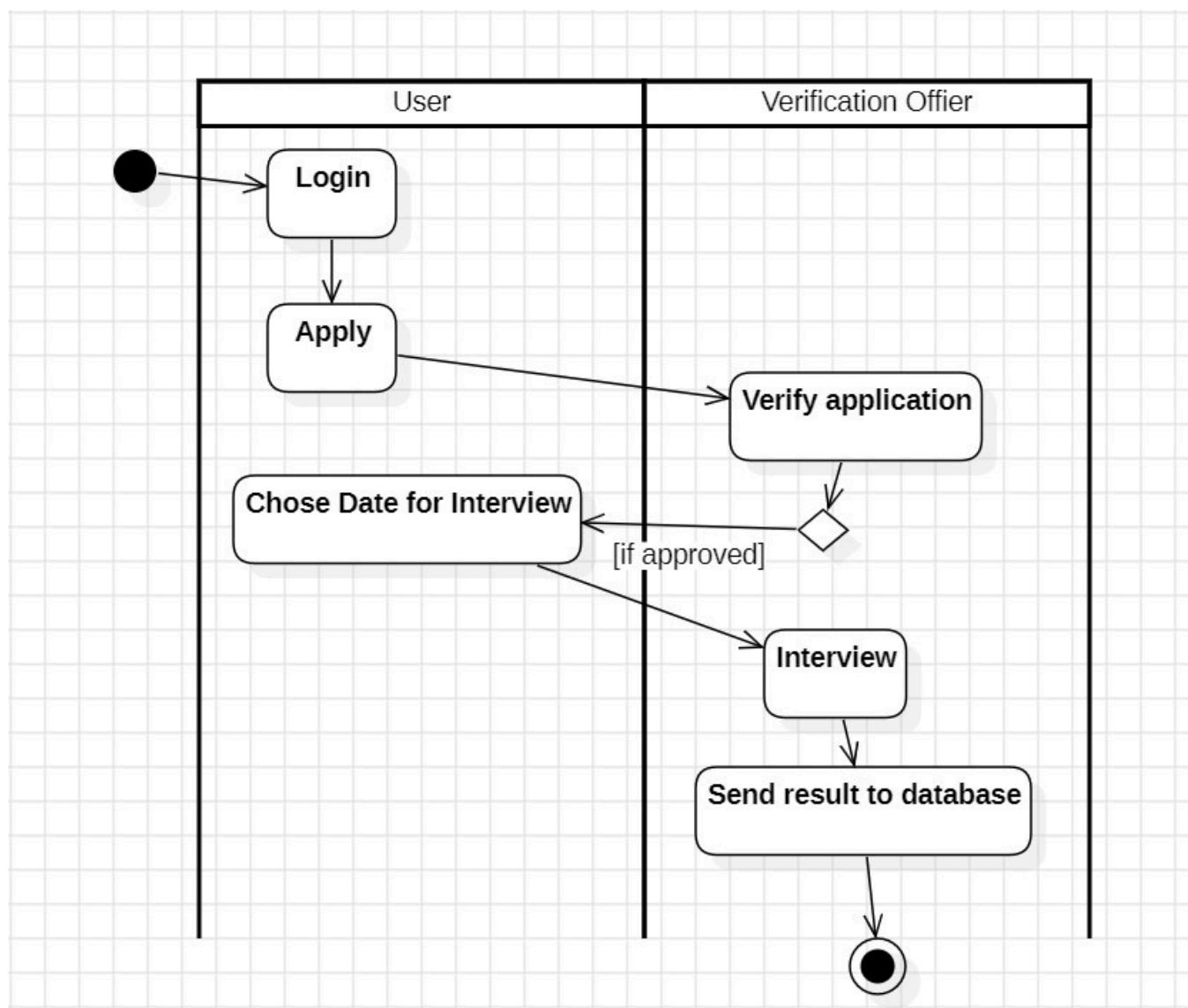
Activity Diagram



Description:

- The user logs into the application. They apply for the passport.
- They select the mode i.e. online or offline.
- If online they receive a schedule and attend the interview online.
- If offline they schedule an appointment and attend the interview offline.
- Post this they check the status of their application on the platform. If accepted the passport is mailed to them.

Activity Diagram with Swimlane



The swimlane has 2 lanes namely User and Verification Officer.