

B.M.S. COLLEGE OF ENGINEERING BENGALURU

Autonomous Institute, Affiliated to VTU



Object Oriented Analysis and Design

OOMD LAB WORK(ACTIVITY DIAGRAMs)

Bachelor of Technology

in

Computer Science and Engineering

Submitted by:

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1BM17CS096

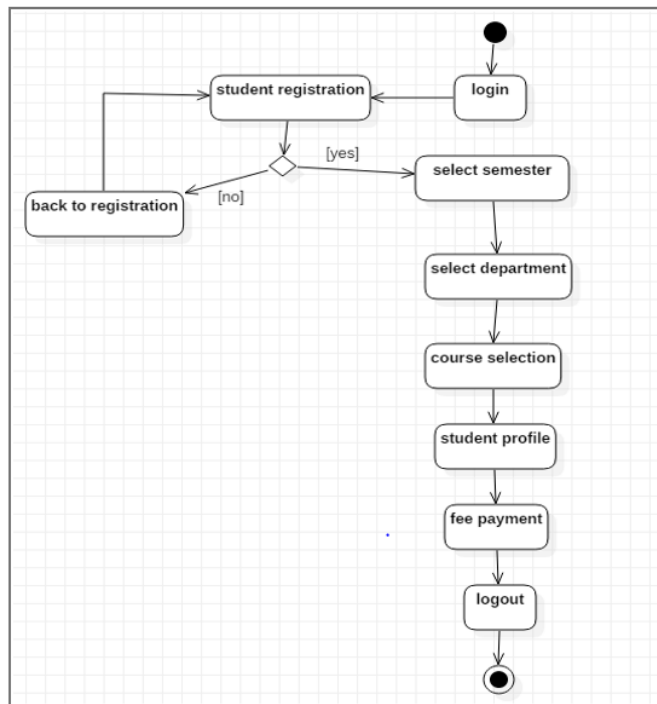
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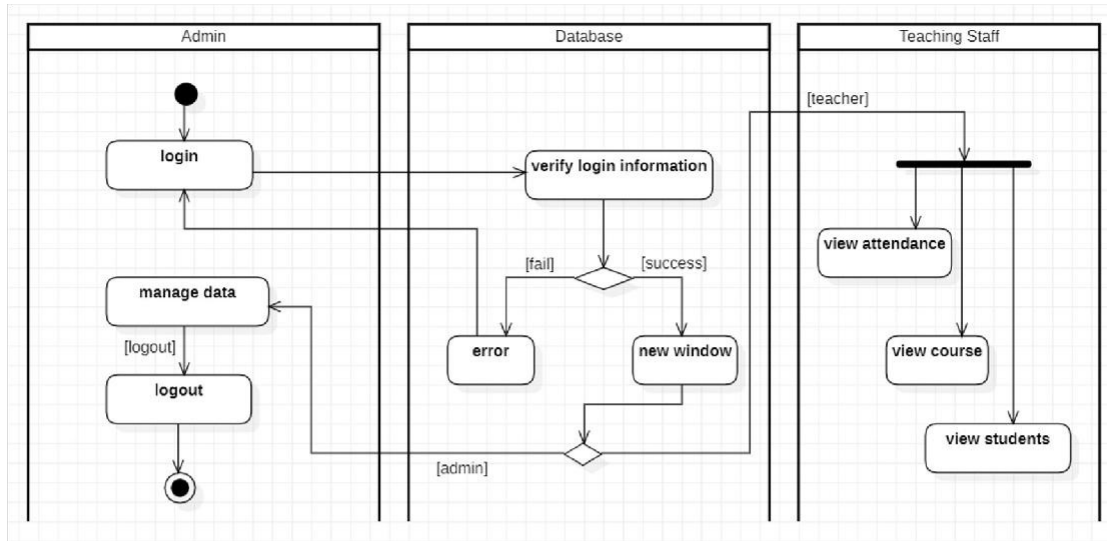
1. COLLEGE INFORMATION SYSTEM

Simple Activity Diagram



This activity diagram shows student login and make registration for respective semester, department and fee payment. After activity student can log out.

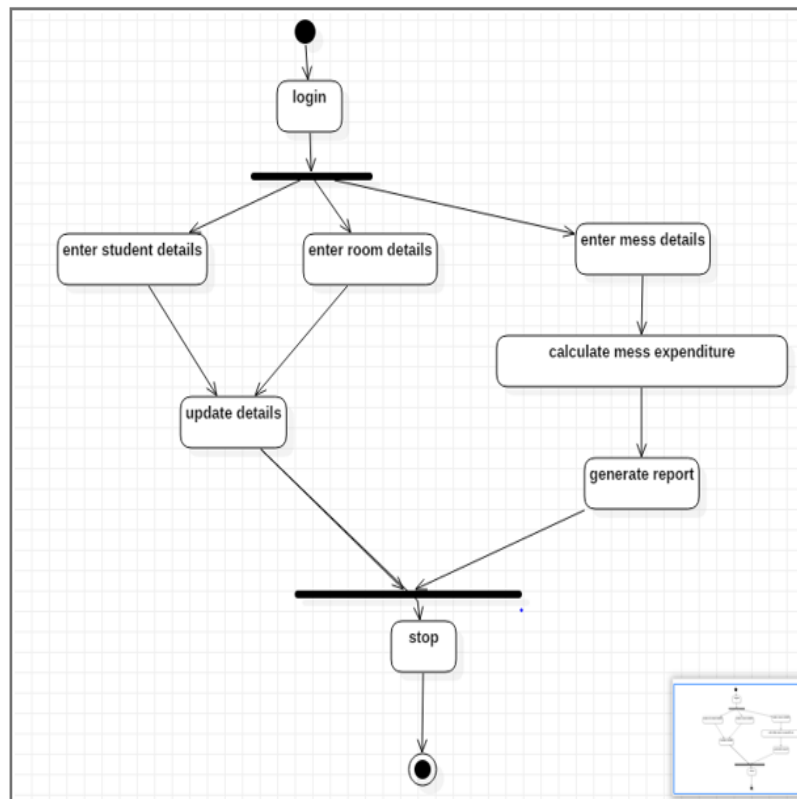
Advance Activity Diagram



The activity diagram has three swim lanes mainly admin, database and teacher. The admin can login and manage information. The database verifies the login information and on success has two options. The teacher can view attendance, view course details, and view student list.

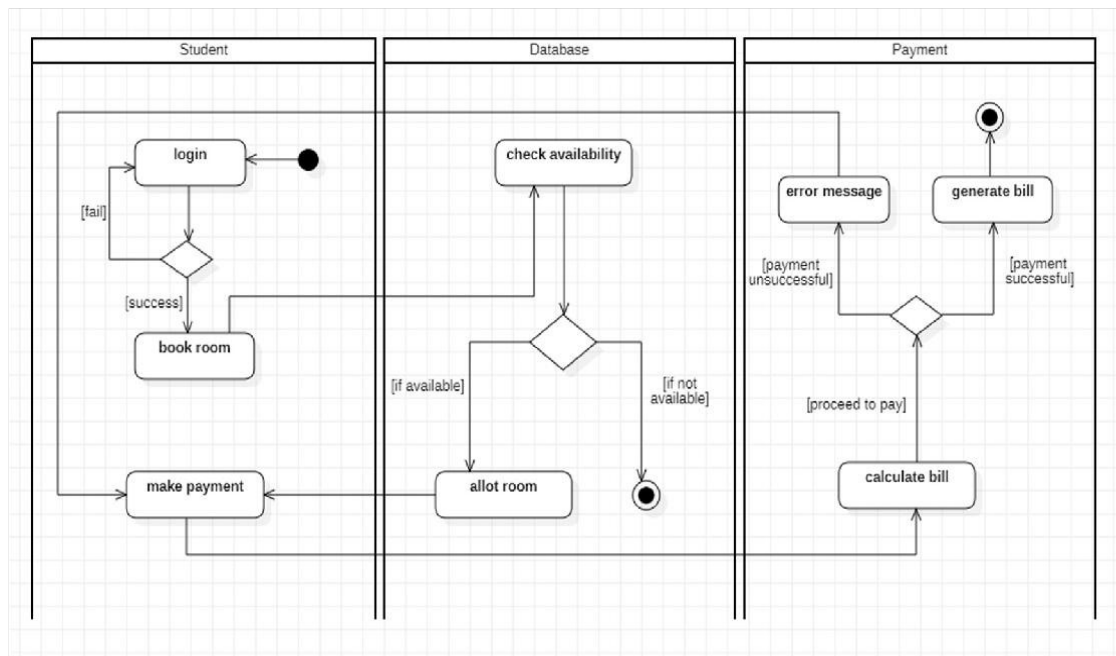
2. HOSTEL MANAGEMENT SYSTEM

Simple Activity



This activity diagram shows that student login hostel system by providing students details, room details and mess details .Student can update details if required later, Calculate mess expenditure and generate report.

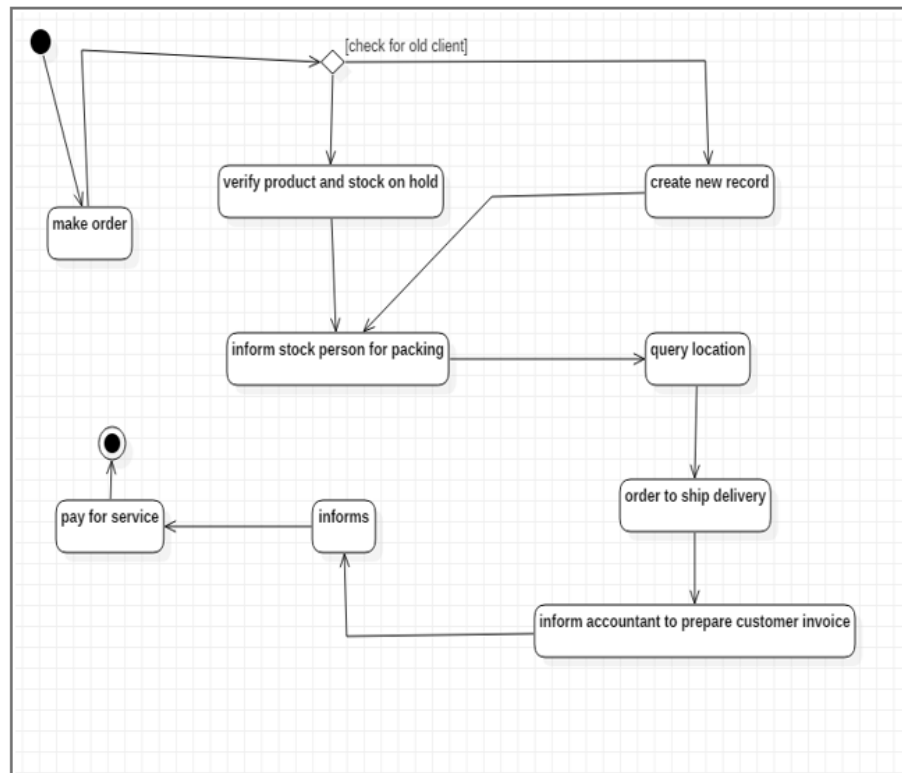
Advance Activity



The activity diagram tells about the activities involved in payment of fees. The above activity diagram gives the steps involved in a student logging in, booking a room, which is verified in the database and the payment for the same is made by the student.

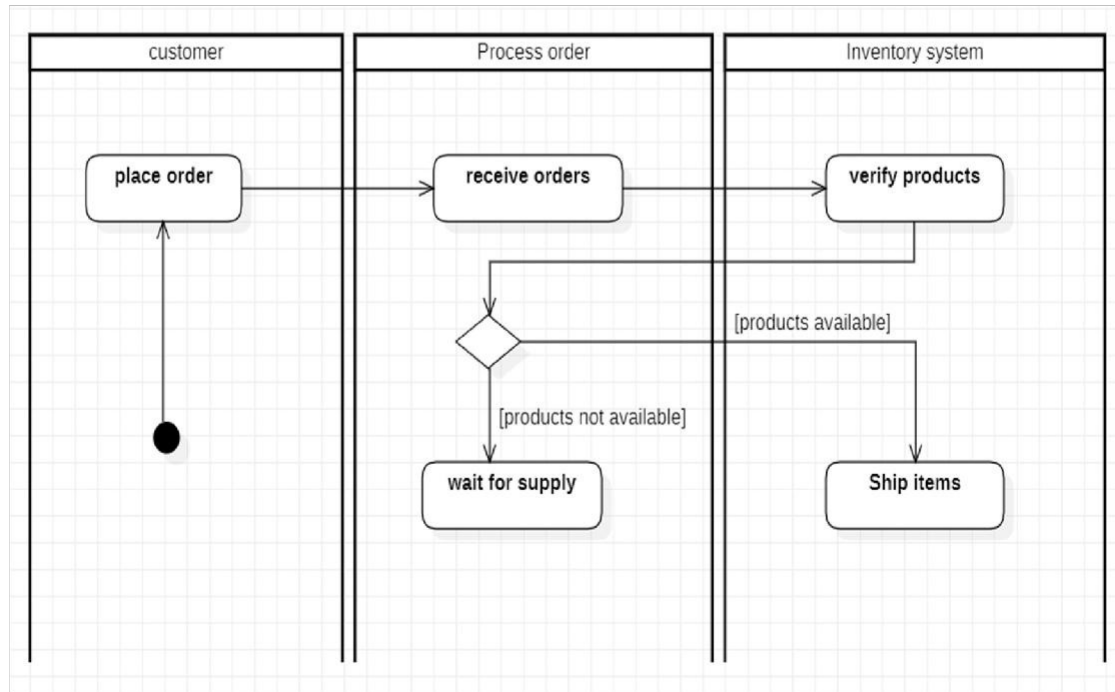
3. STOCK MAINTENANCE SYSTEM

Simple Activity



In this activity diagram shows the process of the system goes through when an order is placed by the user and also the different validity checks done by the system to successfully.

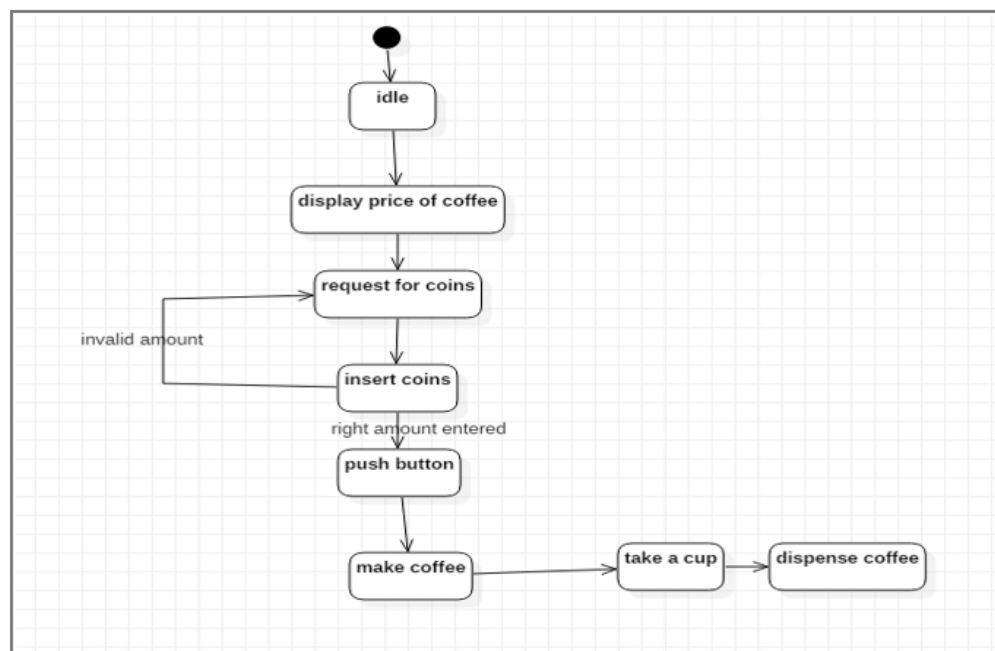
Advance Activity



The above advanced activity diagram shows the same functionalities that has been explained previously. There are three swim lanes i.e. supplier, order process and inventory system which have the activities of placing order, receive order and check for stock, and ship the item respectively.

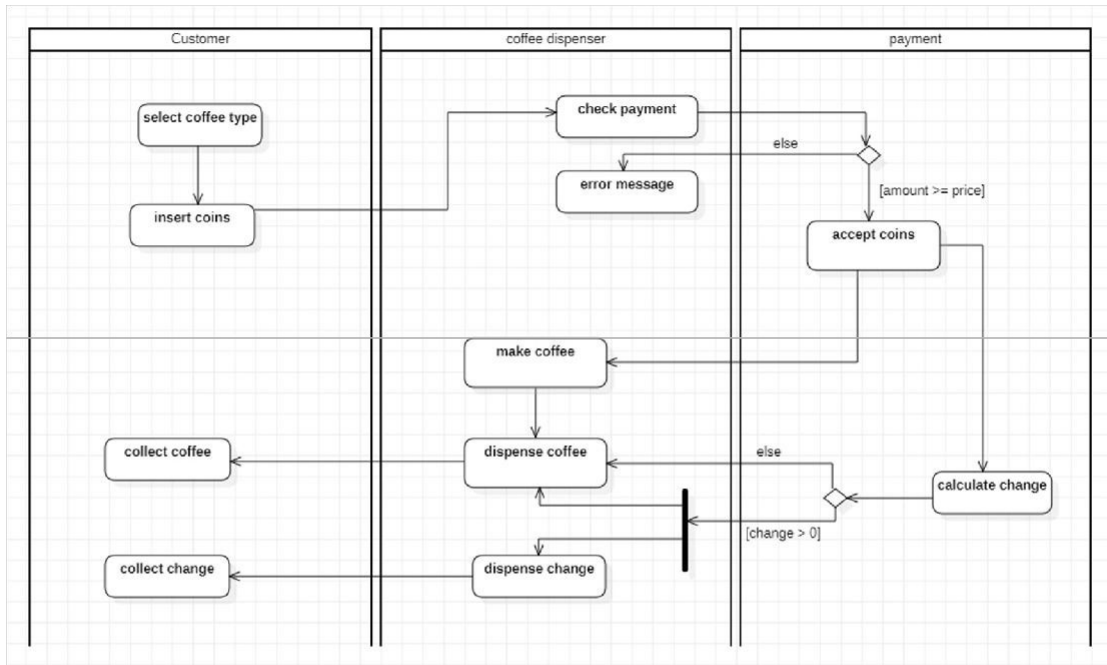
4. COFFEE VENDING MACHINE

Simple Activity



The activity diagram shows the process of dispensing the item selected by the user, handling the insufficient amount and dispensing change (if any).

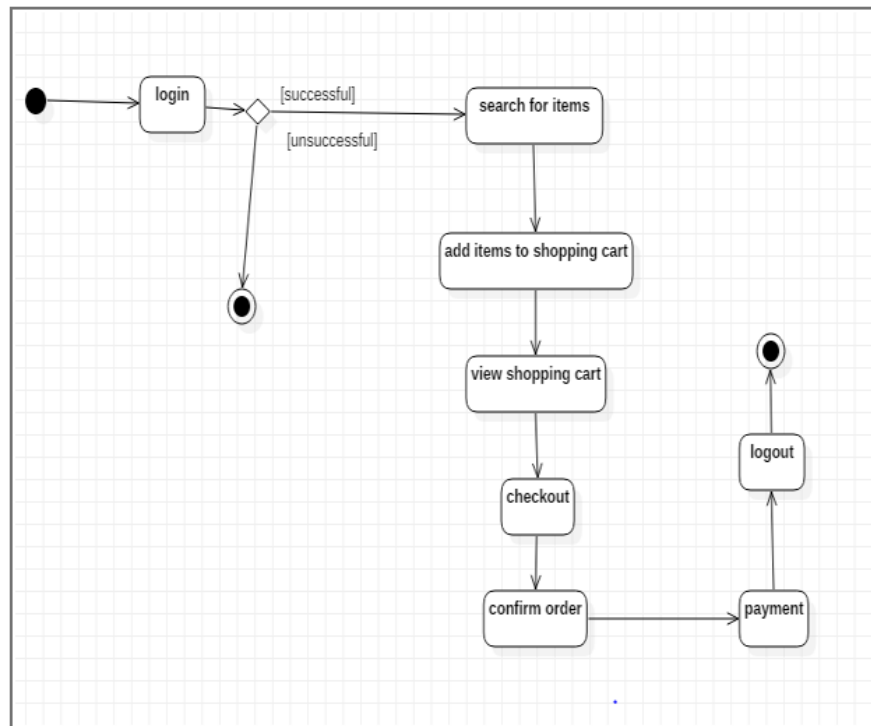
Advance Activity



The advanced activity diagram has three swim lanes i.e. customer, coffee dispenser and payment. The customer can select coffee, insert coins, get change and collect coffee. The coffee dispenser checks for payment and makes, dispenses the coffee. The payment lane accepts coins, calculates amount and gives back the change.

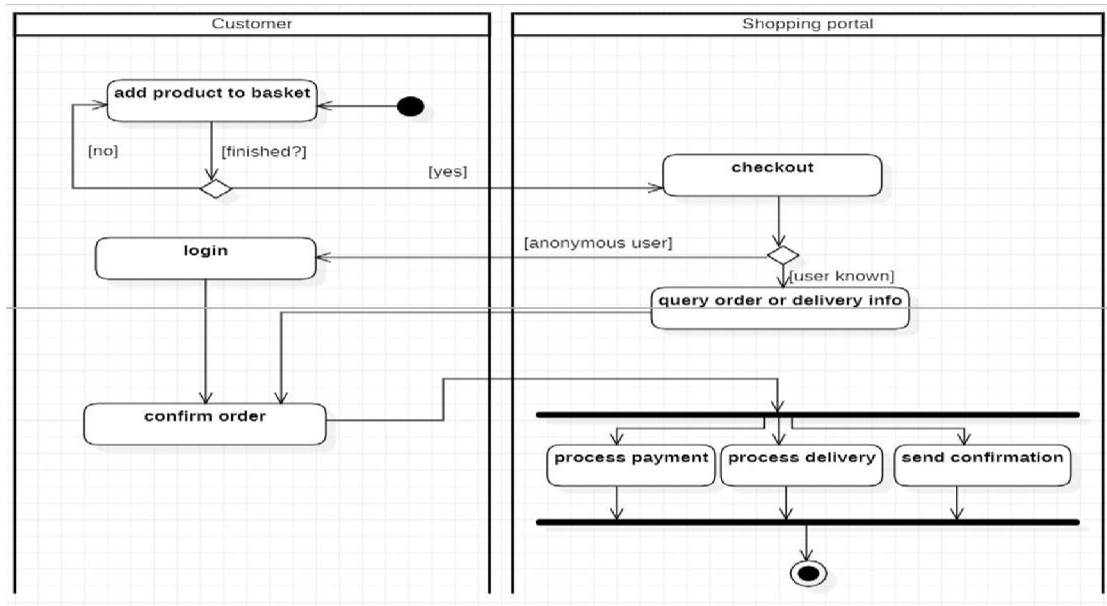
5. ONLINE SHOPPING SYSTEM

Simple Activity



The activity diagram shows the process of online shopping where the user searches the items, adds to cart and purchases it, paying for it.

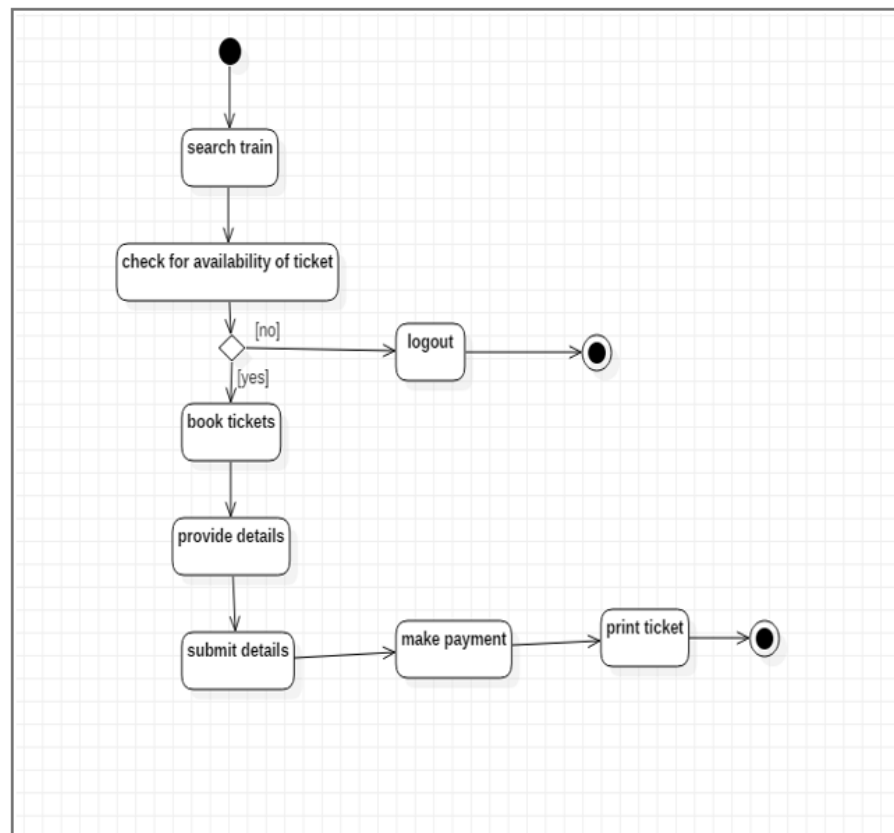
Advance Activity



the advanced activity diagram has two swim lanes i.e. customer and online shop. The customer can add product to basket and login/register and confirm order. The online shop can check out the products, deliver, process payment and send confirmation to customer.

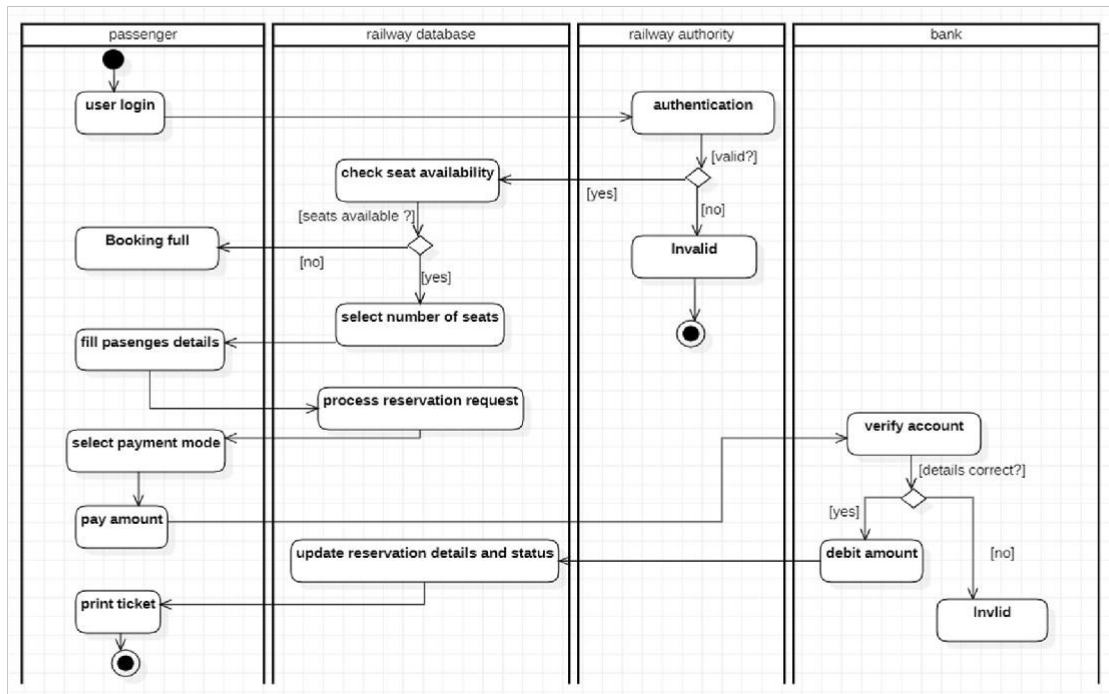
6. RAILWAY RESERVATION SYSTEM

Simple Activity



The activity diagram shows the process of checking the availability of ticket and booking ticket and making payment.

Advance Activity

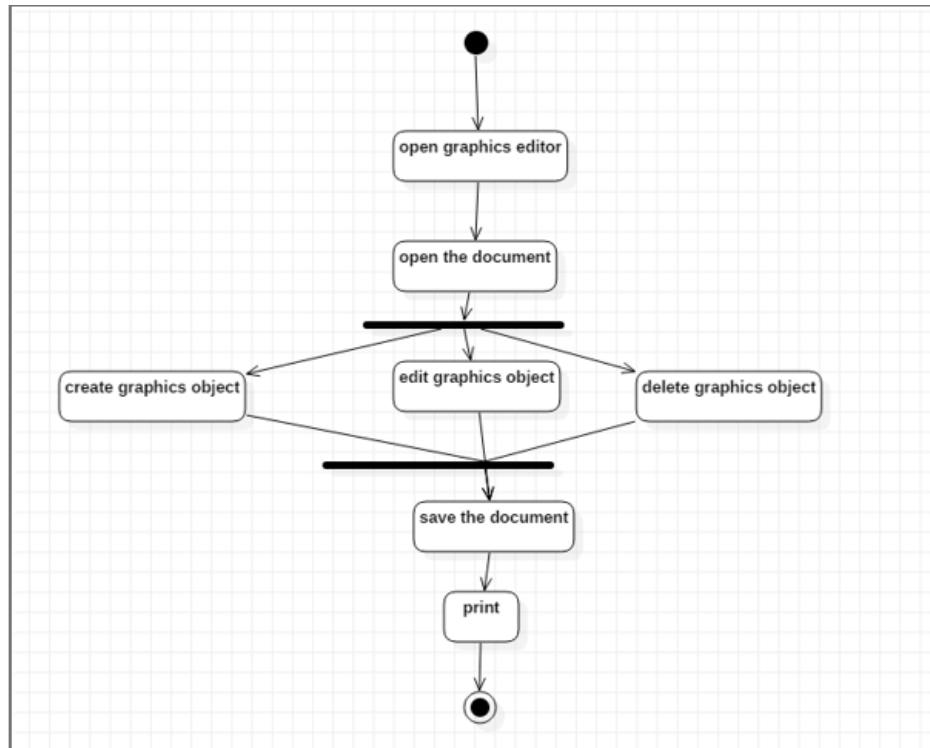


This advanced activity diagram has four swim lanes passenger, railway database, authority and bank. The diagram shows the steps involved in booking the train tickets.

The customer has to login to portal which is verified by the authority, and the customer can proceed to book the tickets. The procedure is similar to that explained previously.

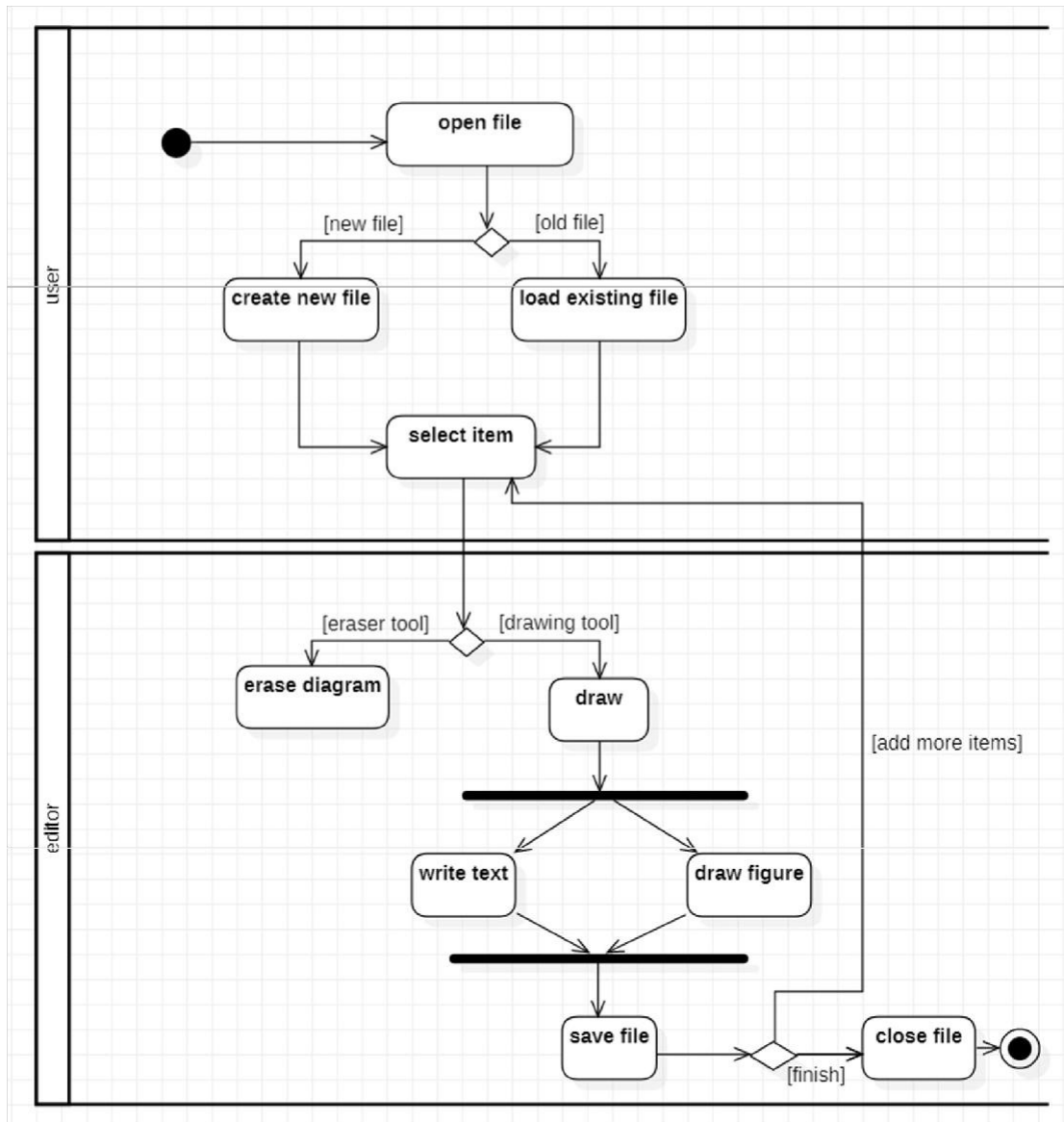
7. GRAPHICS EDITOR

Simple Activity



The activity diagram shows the process of what happens in a graphics editor between creating a file, editing it and finally saving it. It provides activities for drawing an object and deleting it.

Advance Activity



The advanced activity diagram gives the states involved in making and saving a graphic file. The user selects a new document and draws graphics, saves the file and closes it.