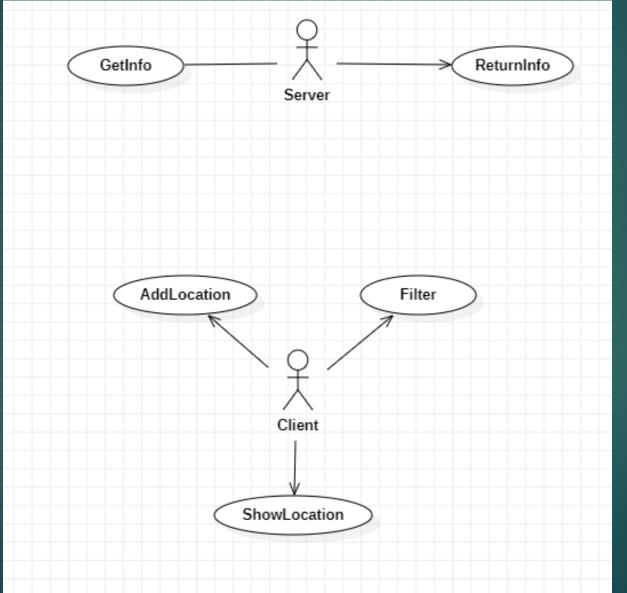
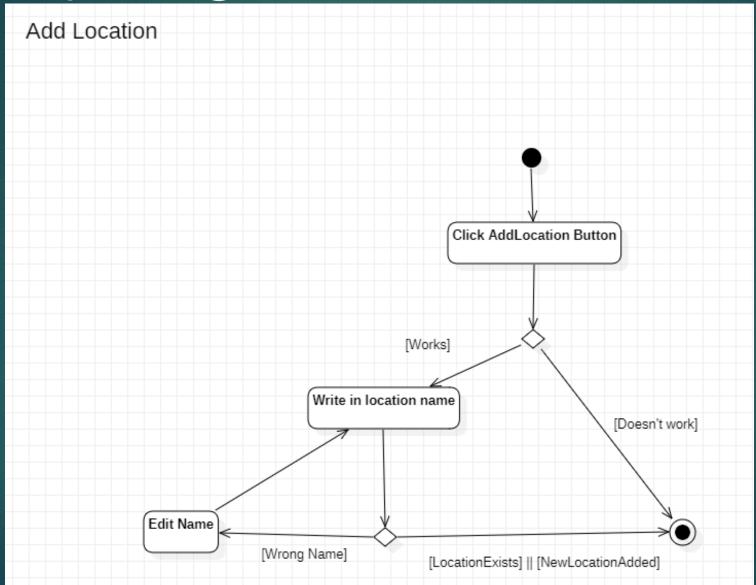
UML диаграма за BangShack

СЪСТАВИЛ: ТЕОДОР БОЯНОВ

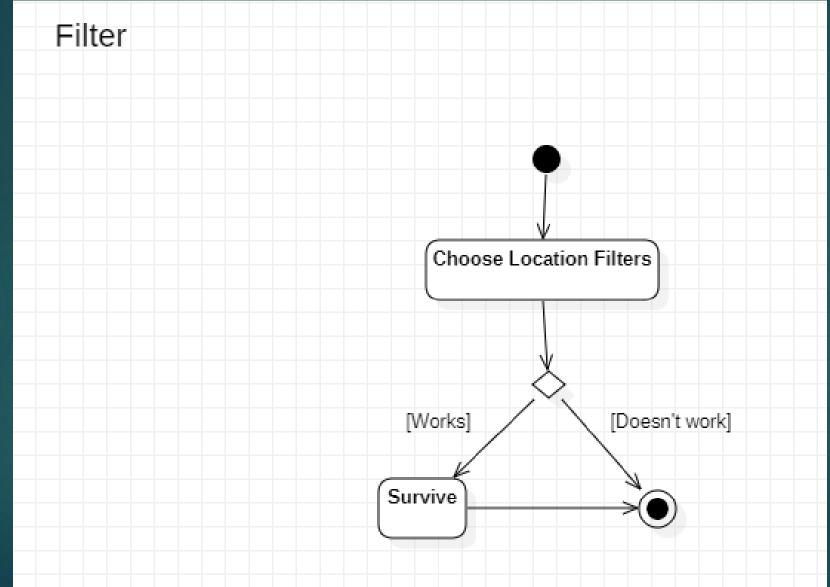
Use Case Diagram



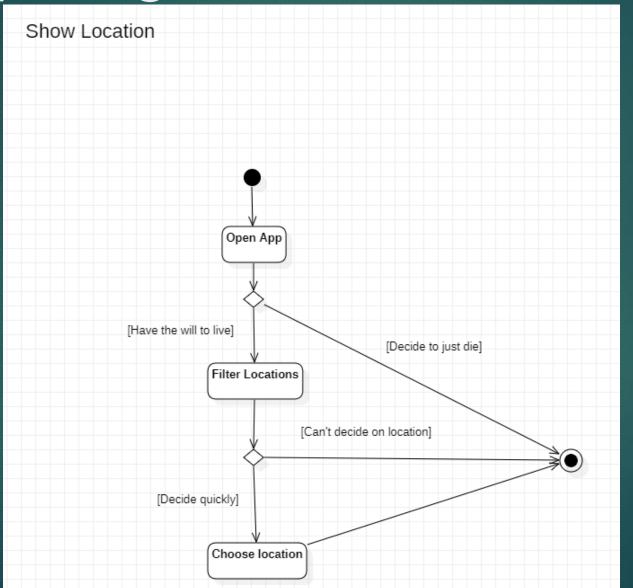
Activity Diagram #1



Activity Diagram #2



Activity Diagram #3



Class Diagram

Consumer

+Receive(message: Object)

«entity» Shack

-location: String -name: String -description: String

+setLocation(location: String)

+getLocation(): String +setName(name: String)

+getName(): String

+setDescription(description: String)

+getDescription(): String

«control» Manager

-users: List<User>
-shacks: List<Shack>

+setUsers(users: List<User>) +getUsers(): List<User>

+setShacks(shacks: List<Shack>)

+getShacks(): List<Shack>

+update(Shack)

+filter(Expression): IEnumerable +addLocation(User, Shack)

+send(): Object

«entity» User

-username - String -password - String -email - String

+setUsername(username: String)

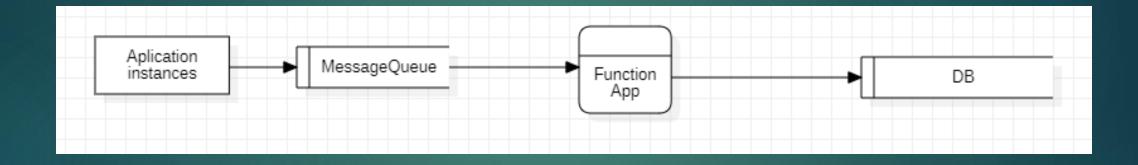
+getUsername(): String

+setPassword(password: String)

+getPassword(): String +setEmail(email: String)

+getEmail(): String

Data Flow Diagram



Благодаря за вниманието!