

# **Unified Modeling Language(UML) based design**

**for**

## *Judiciary Information System*

**Version 1.0 approved**

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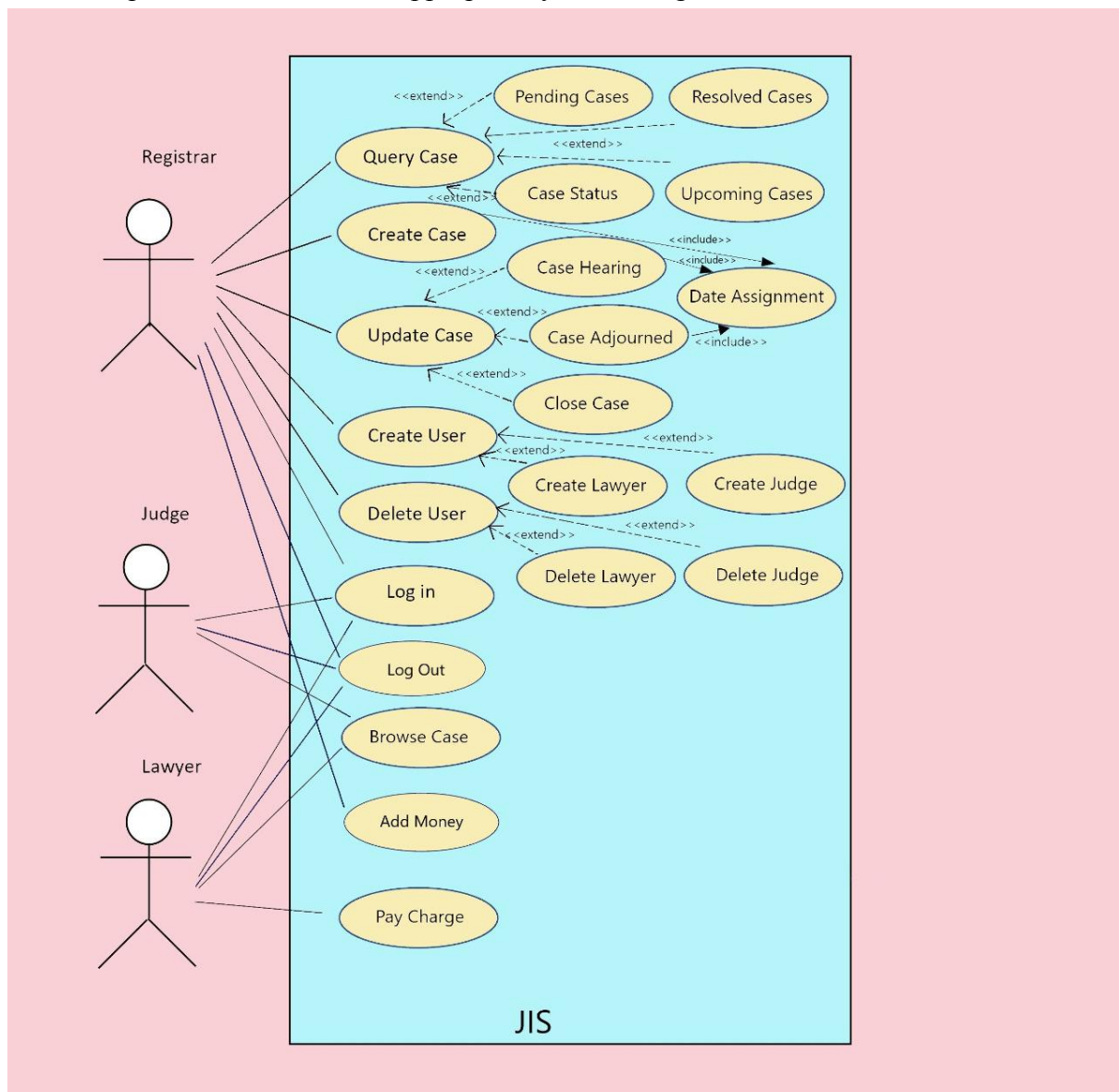
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# Use Case Diagram

**Brief Description:** All the three users of the system have a common use case for logging in and logging out. Lawyers and Judges have the use case 'browse case' to browse the required old cases. Registrar has much more access to cases, for example, the 'close case' use case is an extension of the 'update case' use case because the registrar must have first initiated the latter use case to invoke the former. Further, the use cases for creation and deletion of user accounts are generalized versions of creation and deletion of specialized users, i.e. lawyers and judges. Registrar also has 'Add Money' to add money to the lawyers' wallet. All of these relationships have been modeled appropriately in the diagram.



# Class Diagram

**Brief Description:** User is a base class for all user types. Three classes are derived from the User class for the three stakeholders of the JIS. All the user information, their passwords etc will be stored in a database. There may be only one instance of Registrar(a singleton class). Registrar can make queries for slot details, and Lawyers/Judges can make queries to get case details for a specific case. Lawyers have ‘money’ data member which keeps track of the amount in their wallet. All the details to be maintained for a court case are modeled as data members in the Case class. Further, objects of Adjournment and Hearing classes are used to model every update of the case. There are various data members and their respective functions for proper depiction of a Case.

