Deliverable #3 Template

SE 3A04: Software Design II – Large System Design

1 Introduction

1.1 Purpose

This document provides further information about the Gaim wildlife identification system architecture, including state chart diagrams, sequence diagrams, and a detailed class diagram. This document is intended for internal Gaim stakeholders, including but not limited to, project managers, developers, domain experts, and Gaim team members/investors. Gaim Deliverable 1 and 2 should be read prior, and technical knowledge may be beneficial in better understanding the contents of the document.

1.2 System Description

An overview of the system description can be found in deliverable 2. This document acts as an extension of deliverable 2, providing more context in form of state charts, sequence diagrams, and a detailed class diagram.

1.3 Overview

This document is organized by chart/diagram type. Section 2 contains relevant state chart diagrams, section 3 contains relevant sequence diagrams, and section 4 provides a detailed UML diagram of the system

2 State Charts for Controller Classes

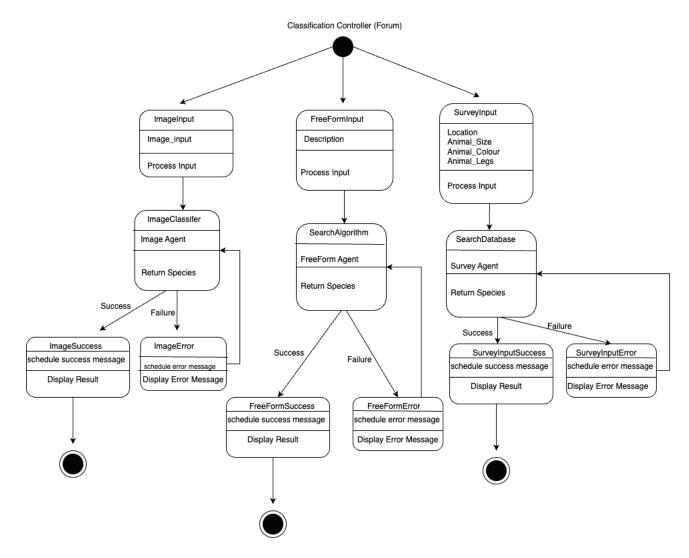


Figure 2.1: Forum Controller State Chart Diagram

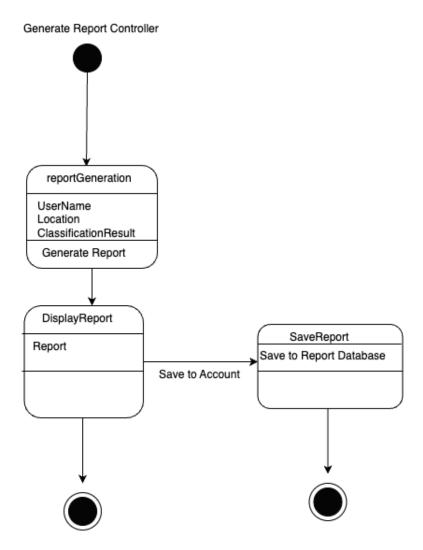


Figure 2.2: Generate Report Controller State Chart Diagram

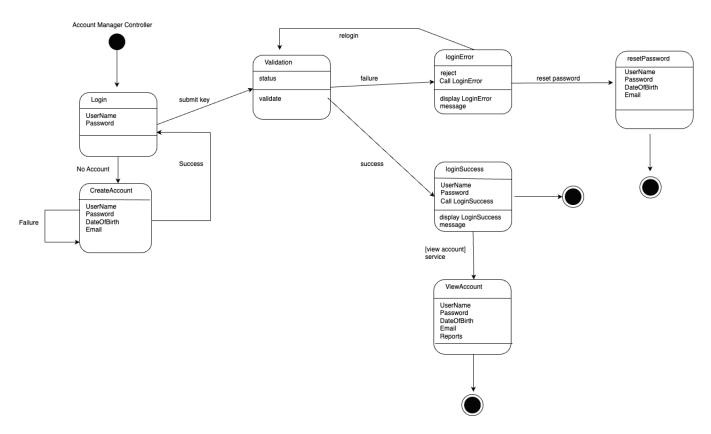


Figure 2.3: Account Manager Controller State Chart Diagram

3 Sequence Diagrams

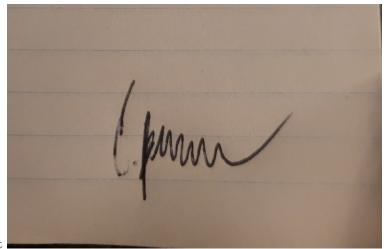
This section should provide a sequence diagram for each use case of your application.

4 Detailed Class Diagram

This section should provide a detailed class diagram for your application.

A Division of Labour

Cass Braun



• text

Nehad Shikh Trab

 \bullet text



Savvy Liu

 \bullet text



Tvesha Shah

- Section 2 -
- \bullet Section 2 -
- \bullet Section 2 -
- Section 1.1 Purpose
- Section 1.2 System Description
- $\bullet\,$ Section 1.3 Overview
- Managed github set up and assisted with formatting



${\bf Victor} \,\, {\bf Yu}$

 \bullet text

