# System Models

In this section some early UML diagrams will be shown in relation to the requirements set out in this document.

### Activity Diagrams

This diagram is an activity diagram. It shows the process of the user using the system in a step by step fashion, the diagram begins with a start node and ends with an end node. In between these nodes, actions and decisions are outlined.

This early version of the activity diagram shows the primary process that the user would take when using the plugin.

After creating a java project, the user can enable the display of the plugin. From there they can add a class and select it which allows them to add as many methods as they like. They can add more classes and methods to those classes if they like.

They then run the compiler, this brings up the object bench with the instantiation of the class. Selecting the instantiation then allows the user to inspect it.

This is a primary path, other paths exist but haven’t been added in this diagram.

### Use Cases

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This diagram is a use case, it shows all the interactions the actor (student in this case) can perform to the system (The Eclipse IDE with the plugin). Here the actor can do the following things:

* Create a new java project
* Enable the display of the plugin
* Adding a class
* Adding a method
* Running the compiler
* Selecting the instantiation
* Inspecting the instantiation

Adding a class includes adding a method, this means that when adding a class the user must add a method. With selecting an instantiation the user may or may not inspect it.

The further step in the design document will outline other use cases of other or more in detail interactions the user can take. Use case proformers will also be created for the main use cases.