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Behaviour Models

- Assignment 2 in HBV 501G -

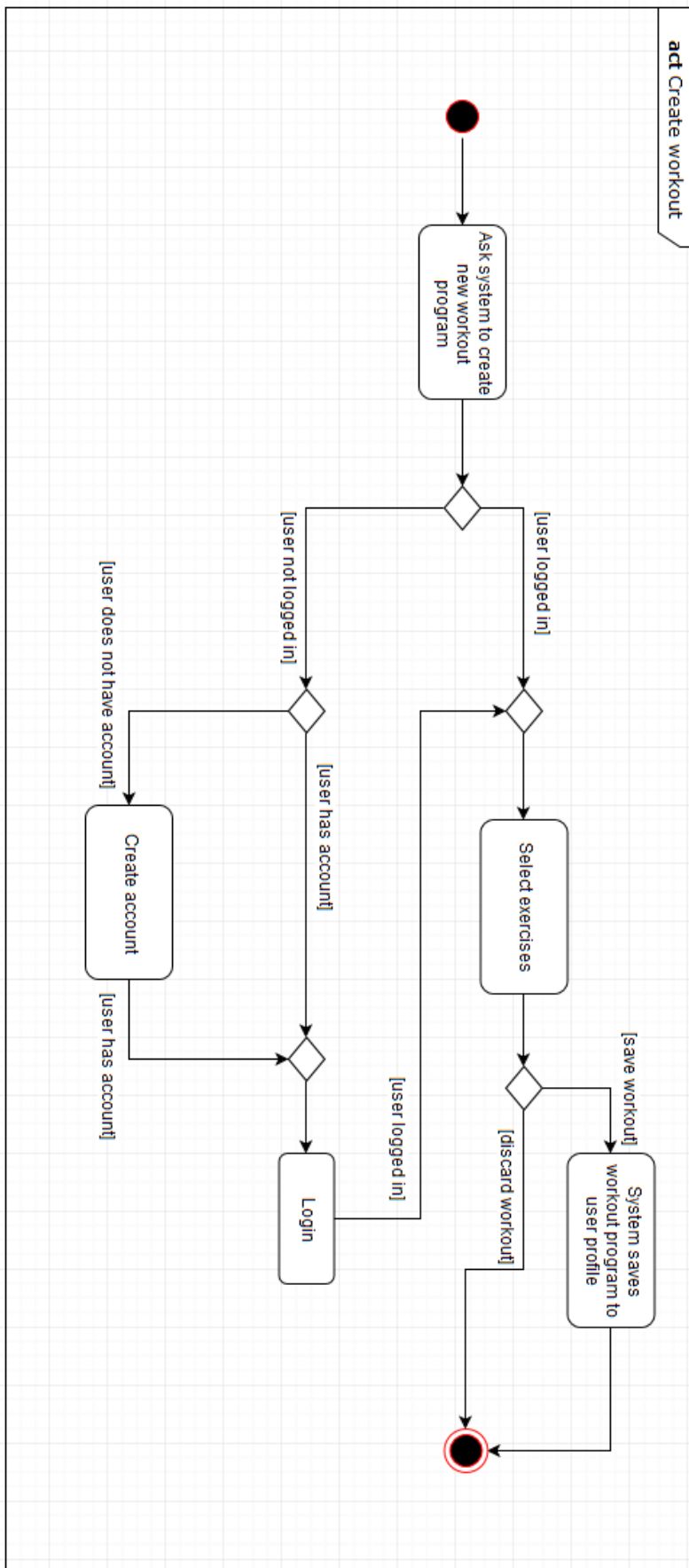
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1 Introduction

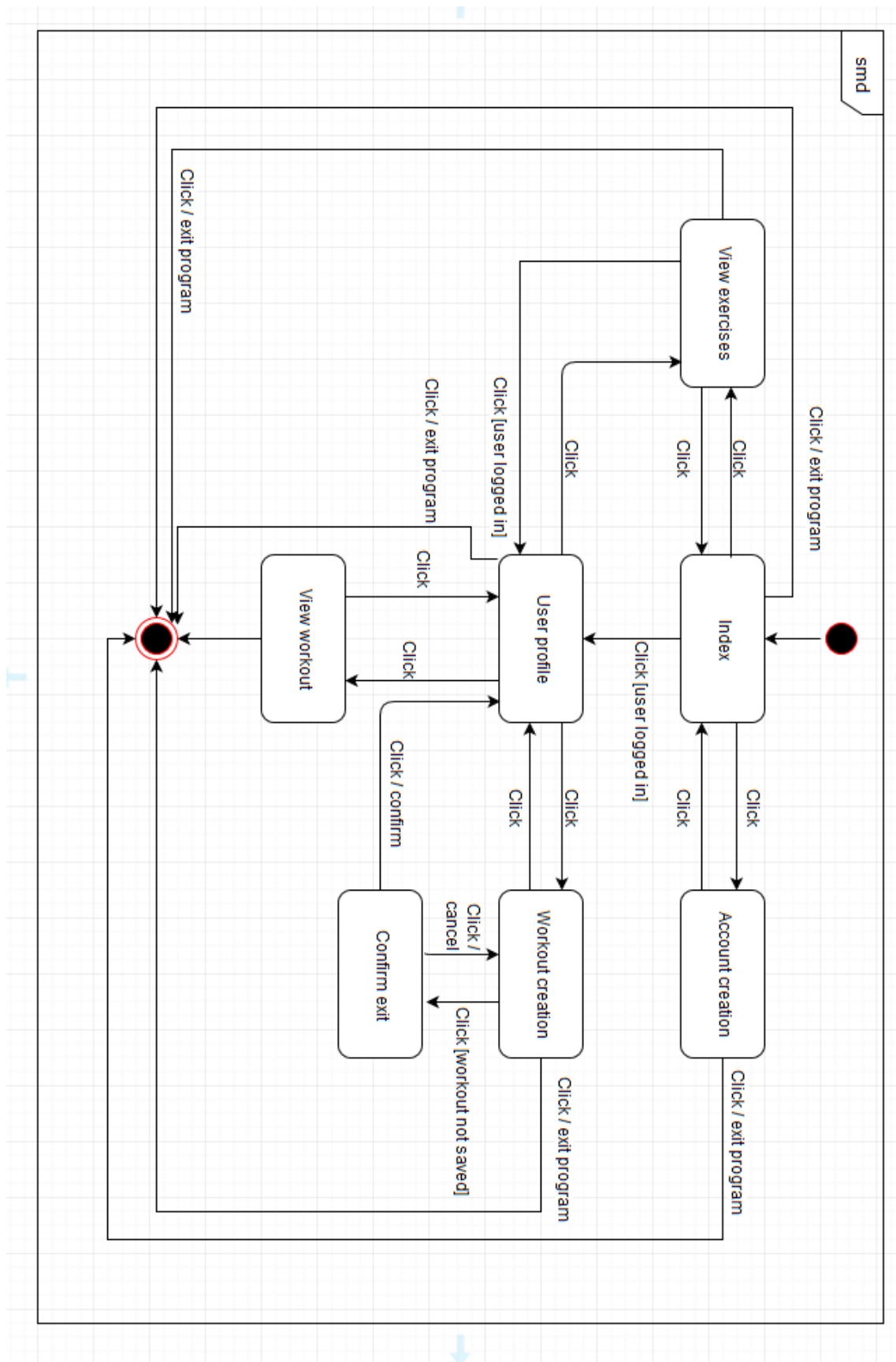
The members of the group are: Breki Ingibjargarson kt. 040897-2329, Ólafur Einar Ómarsson kt. 200991-2739, Sindri Snær Grétarsson kt. 080494-2709, and Valdimar Björnsson kt. 250897-2199. Ólafur will be presenting the assignment in class.

The assignment is divided into three parts: a UML activity diagram, a UML state machine, and a UML sequence diagram. The activity diagram shows the possible steps included in the process of creating a workout program in our application. The state machine visualizes the possible states and their transitions for the system as a whole. Finally the sequence diagram shows the interaction of the system components when searching for an exercise by the exercise's name.

2 UML activity diagram



3 UML state machine



4 UML sequence diagram

Search for exercise by name.

