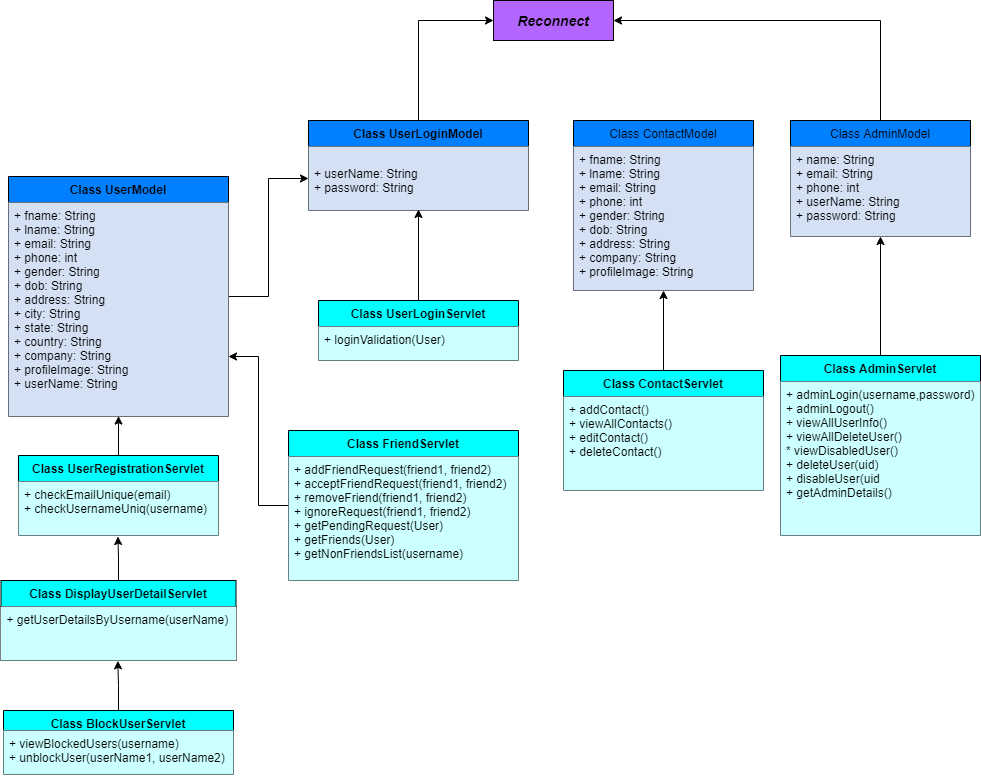
Reconnect Design Document

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1. **Class Diagram**

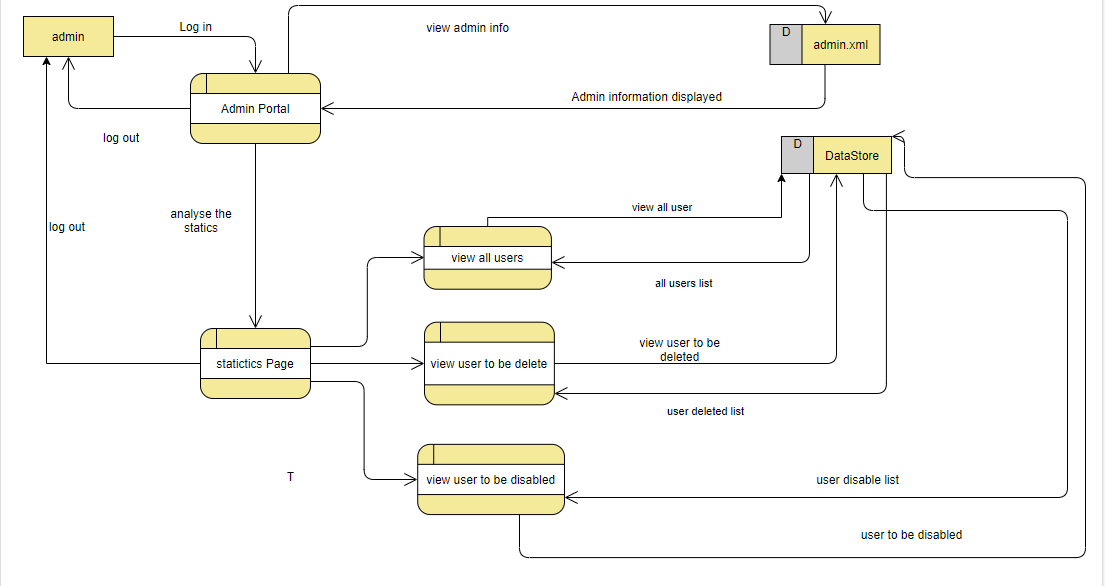
In software engineering, a class diagram in the Unified Modelling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.



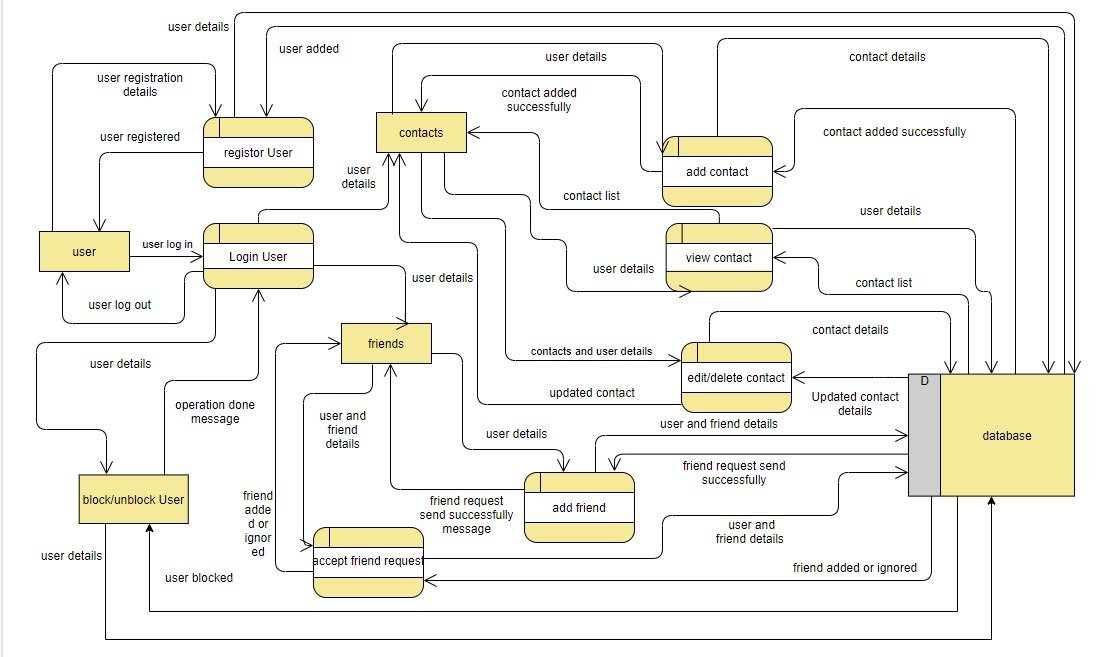
1. **Data Flow Diagram**

A data-flow diagram is a way of representing a flow of a data of a process or a system (usually an information system). The DFD also provides information about the outputs and inputs of each entity and the process itself. A data-flow diagram has no control flow; there are no decision rules and no loops.

***Admin Portal***

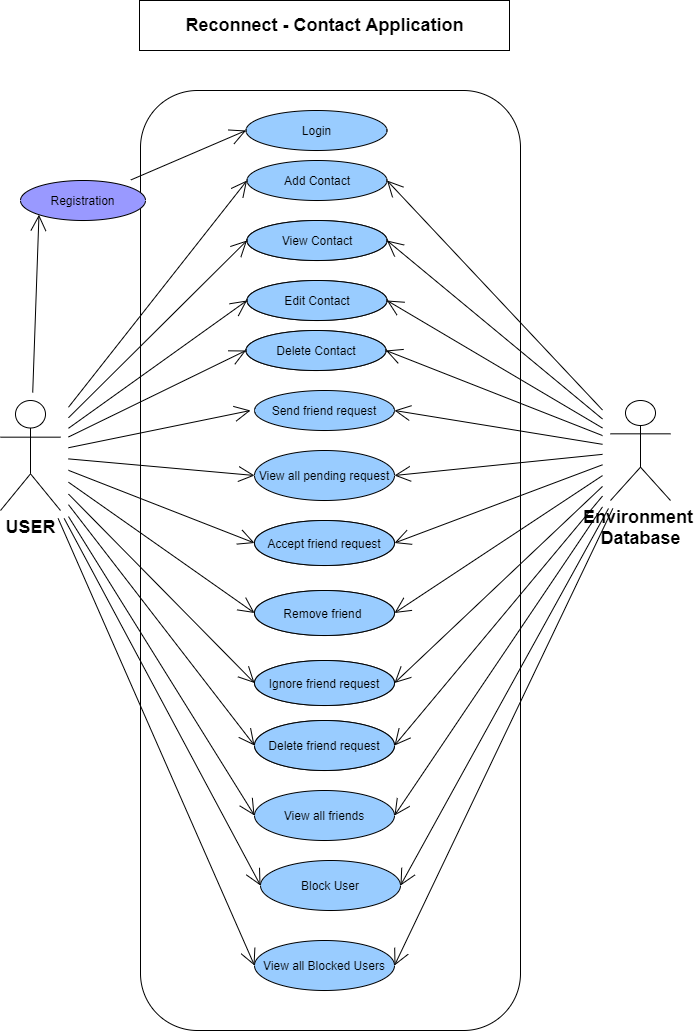


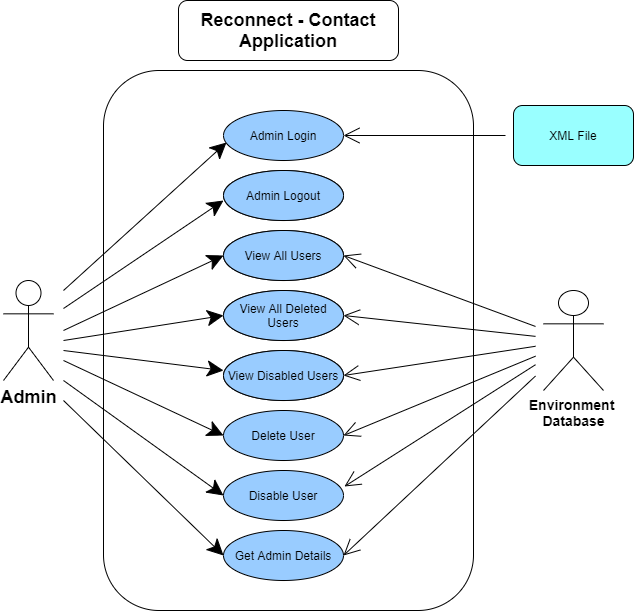
***User Portal***



1. **Use Case Diagram**

A UML use case diagram is the primary form of system/software requirements for a new software program underdeveloped. A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved.





1. **E-R Diagram**

ER-modeling is a data modeling method used in software engineering to produce a conceptual data model of an information system. Diagrams created using this ER-modeling method are called Entity-Relationship Diagrams or ER diagrams or ERDs.

