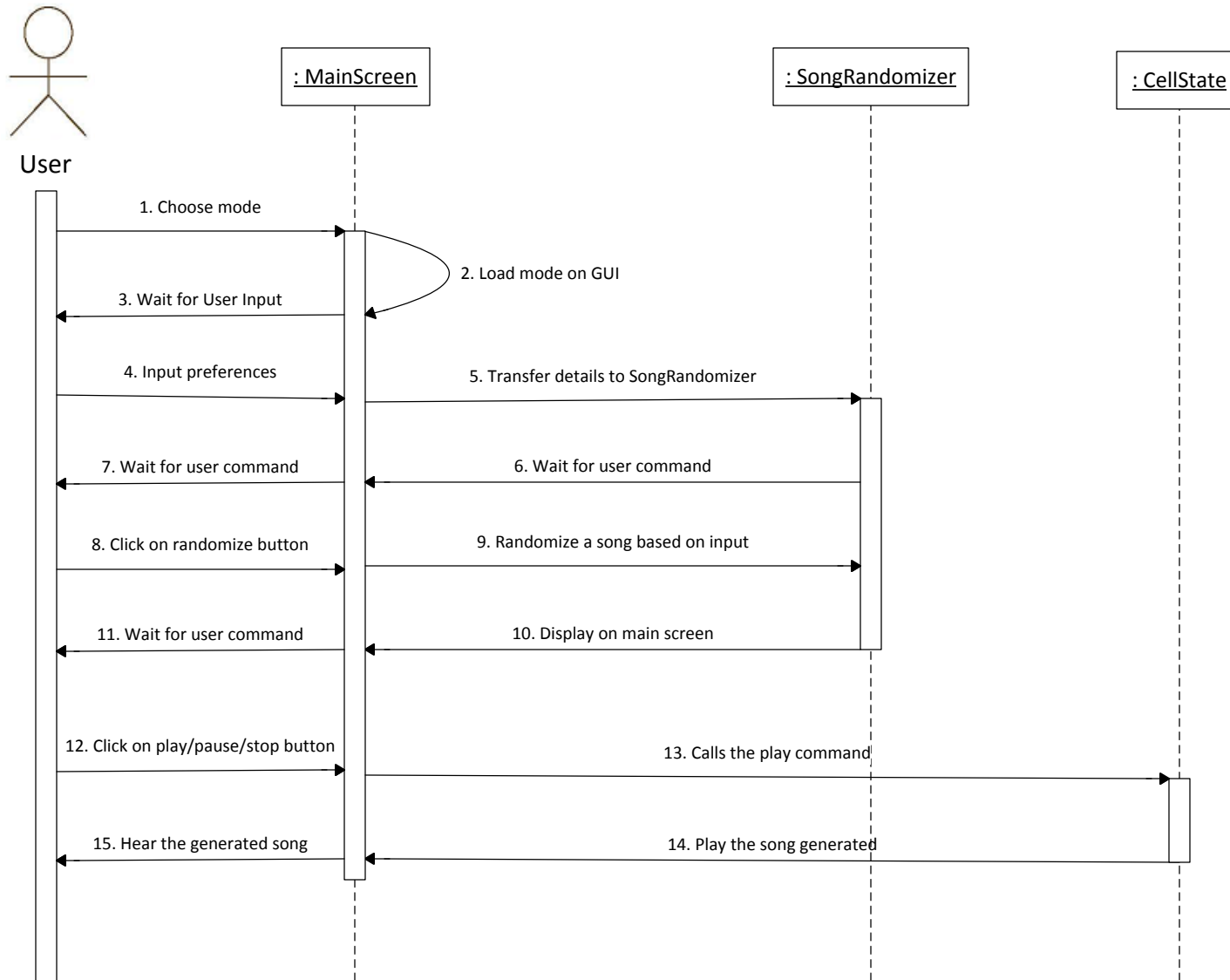
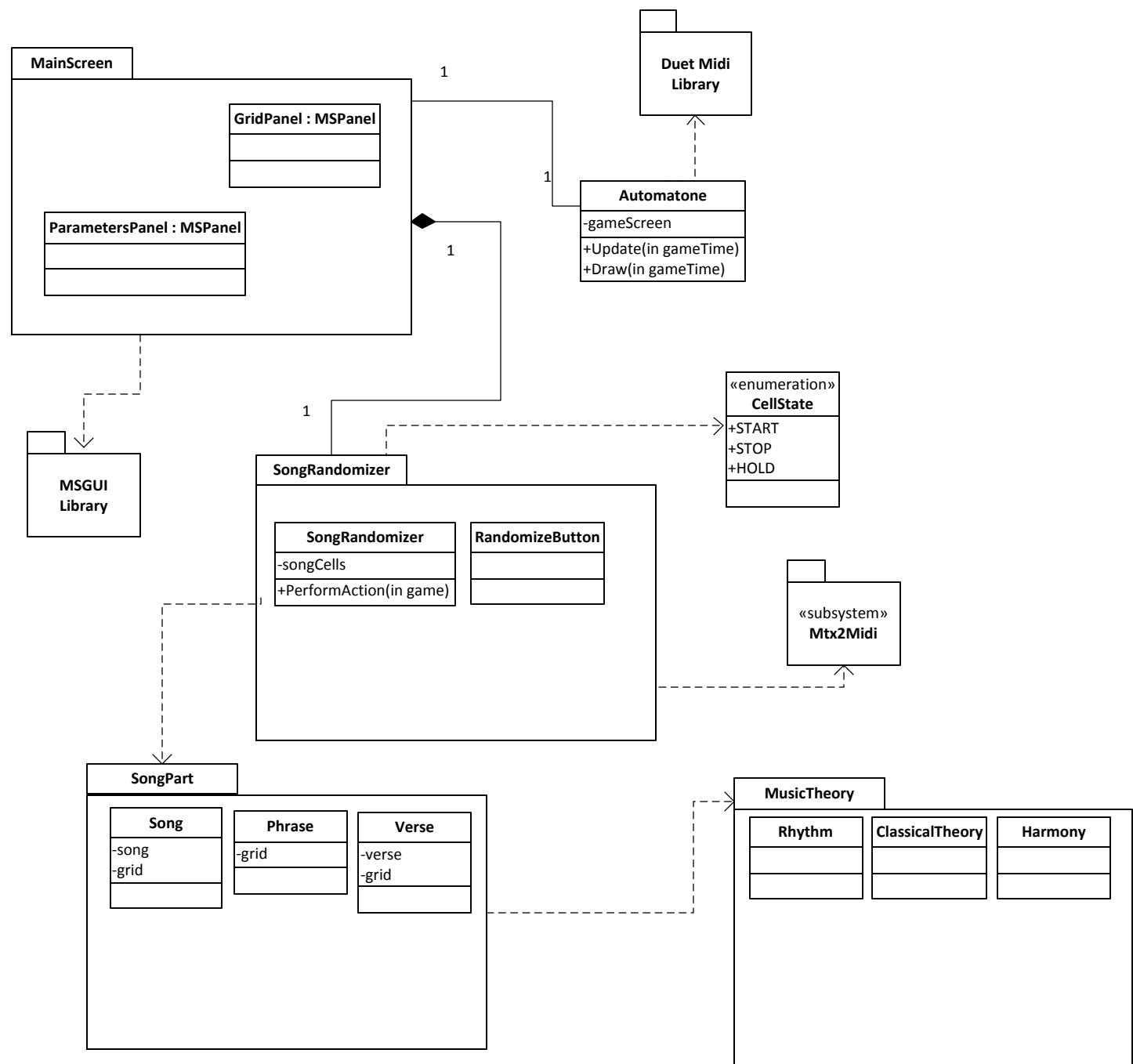


# Interaction Diagram

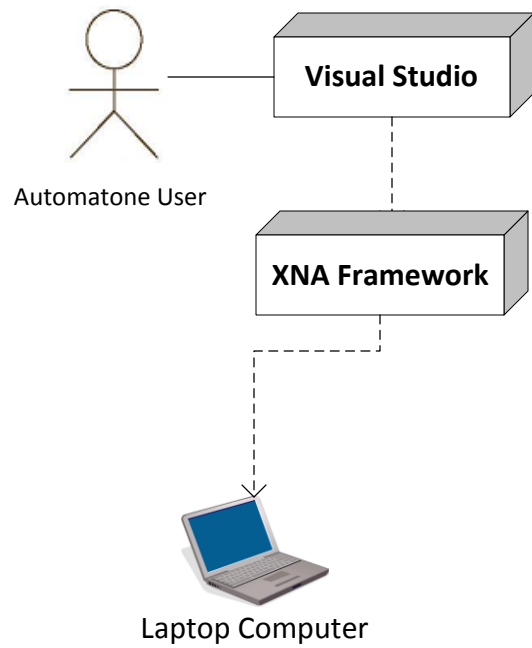
(Sequence Diagram)



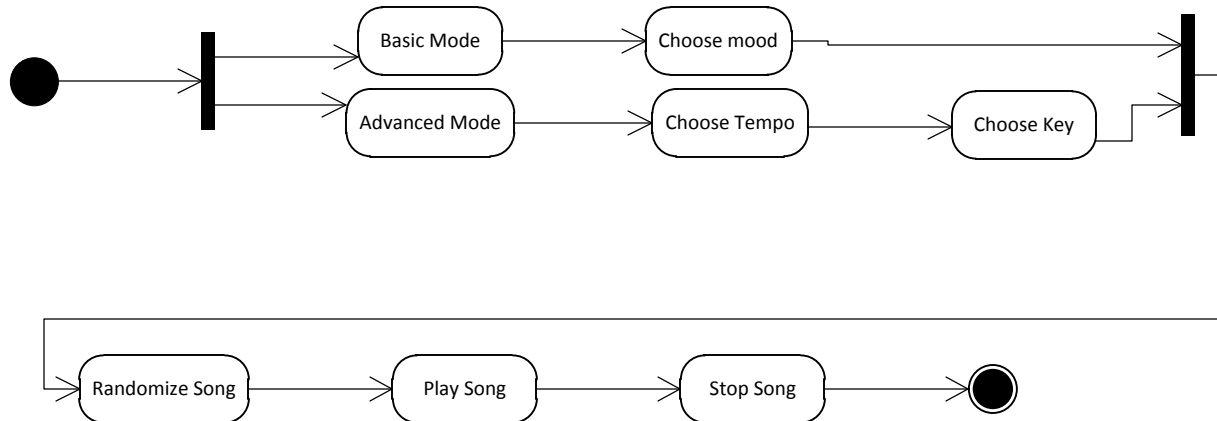
Package Diagrams



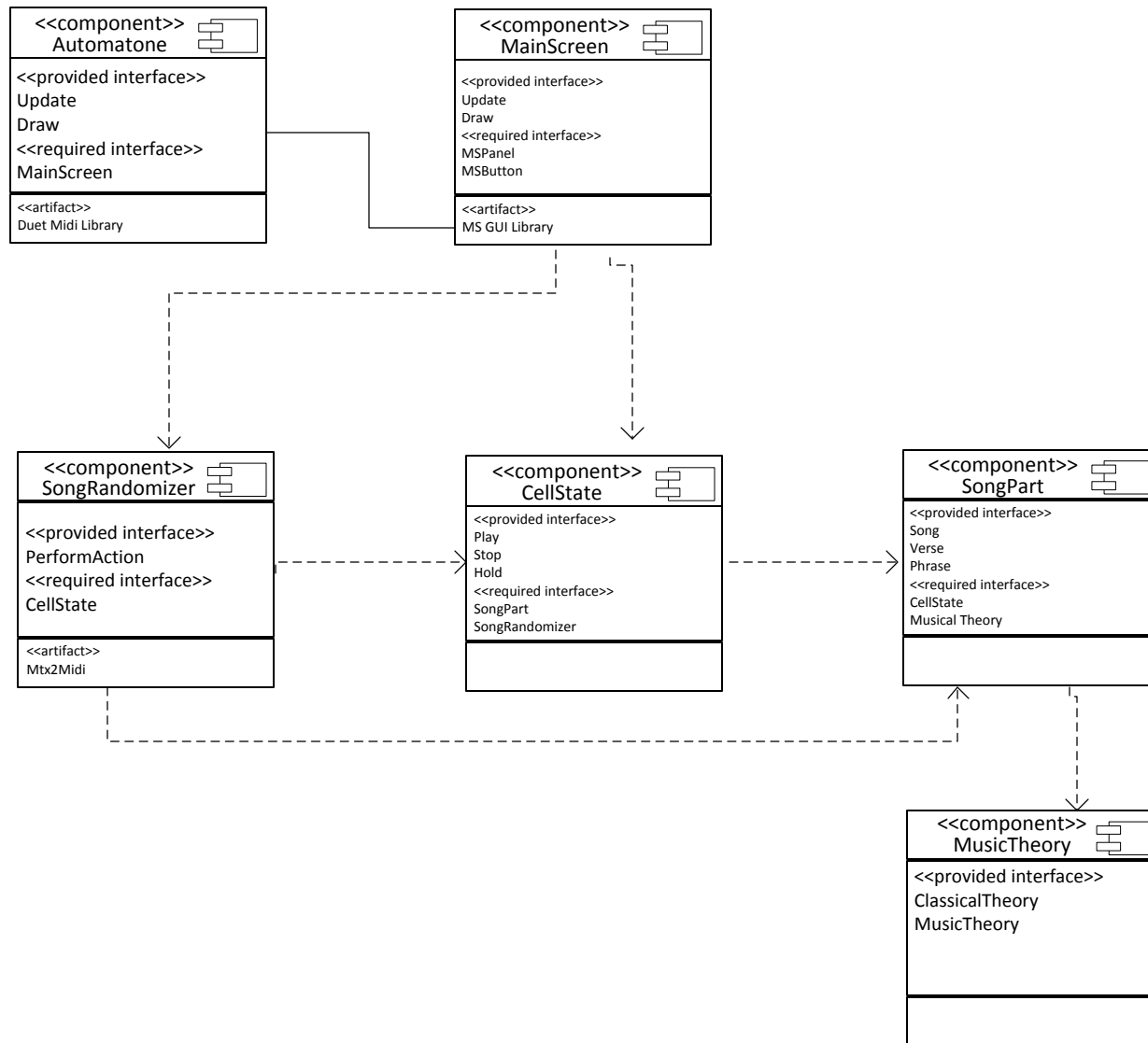
Deployment Diagram



Activity Diagram



## Component Diagram



The UML Diagrams apply what we have seen in the Use Cases. The Use Cases show us the different scenarios which may happen in the program and the UML Diagrams shows us how we will be able to handle those scenarios. It is also a more detailed version of the program. It shows us the specific relations or connections between the different hardware and software as well as the different classes in the code. It shows how the user is related to the program and vice versa.