

Narrative: This diagram represents a class in the system we are designing. A class is a blueprint for how an object can be created. In this diagram, there is the title of the class, the attributes, and the methods. The methods are some of the actions that take place in the class while the attributes help define the object. For the use cases Create User, Update User, Delete User, Add content, Update Content, and Delete Content, they are all carried out by the administrator. In this case, administrator would be a class and the use cases would be the methods that are carried out.

Administrator
Username
Email
First name
Last name
Website
Password
Role
Draft
Add user
Delete User
Update User
Publish Content
Delete Content
Update Content