

**CS-702 Project Design Document**  
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*CAR ARENA WEBSITE*

**Submitted in partial fulfillment of the requirements  
for the award of degree of  
Bachelor of Technology  
In  
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INDIAN INSTITUTE OF INFORMATION TECHNOLOGY,  
KALYANI**

*Submitted By*

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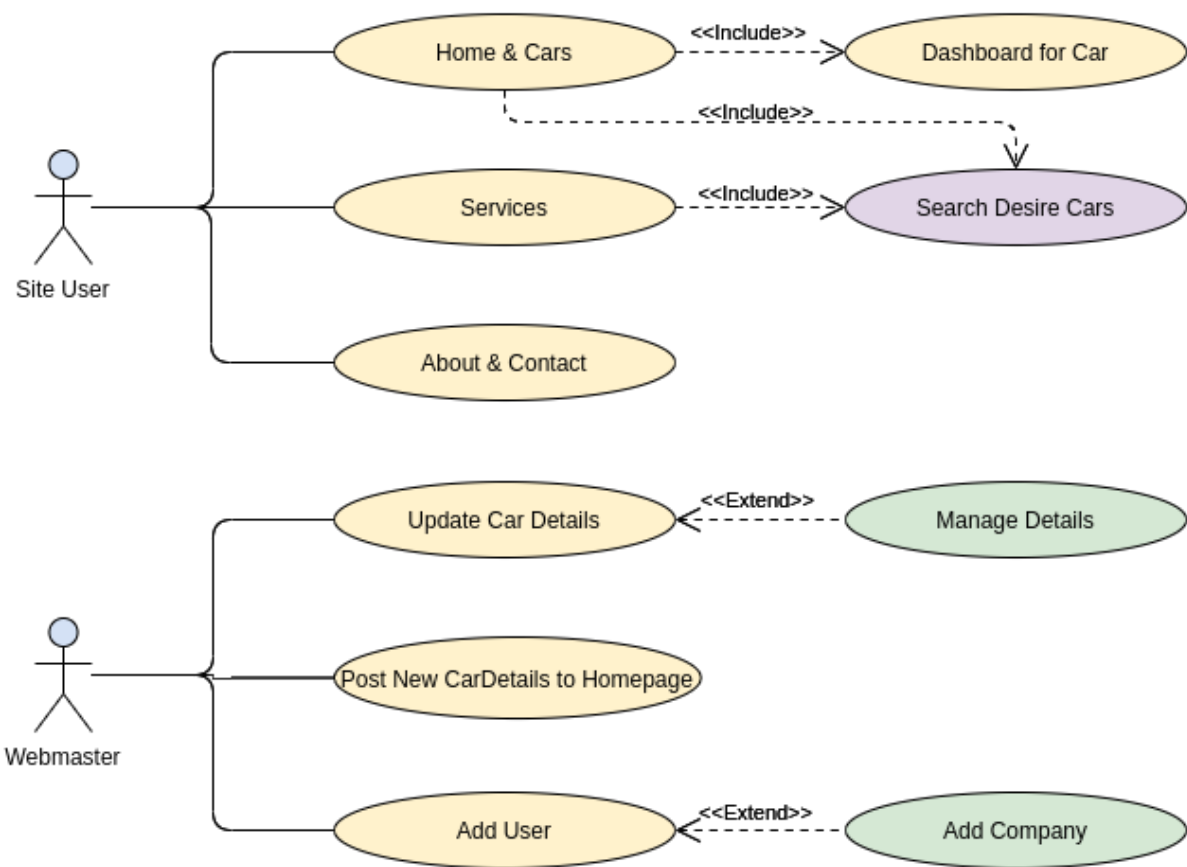
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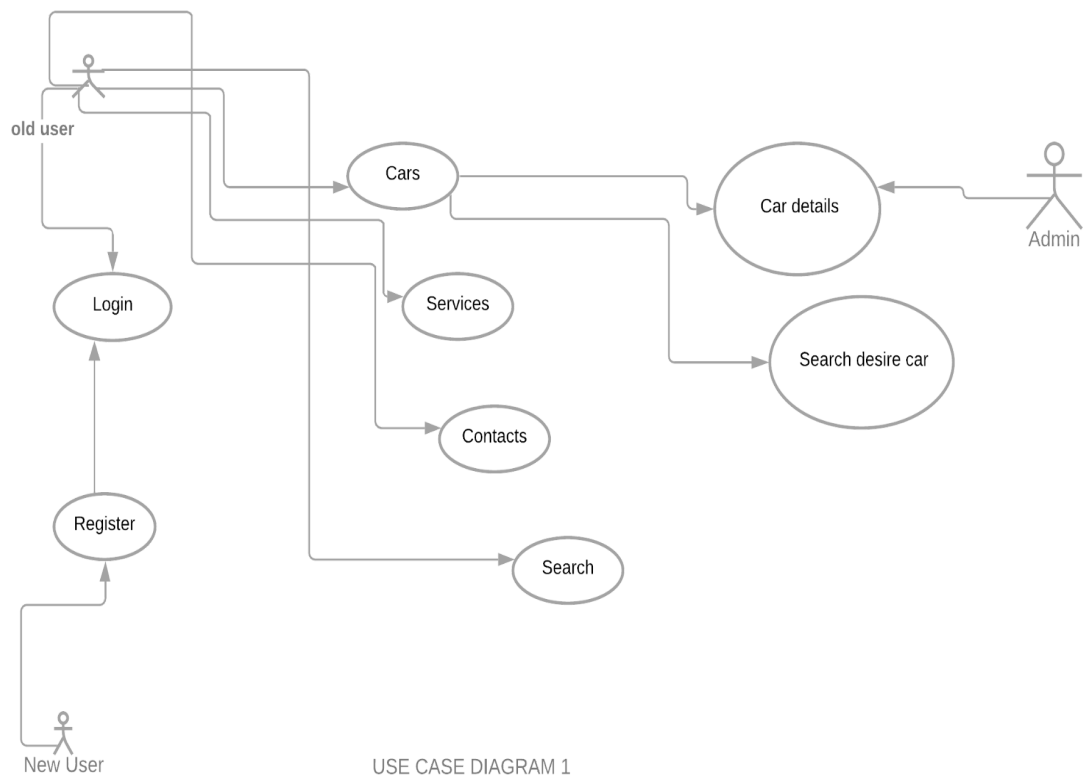
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**Project** - CarArena Website for all car information and servicing details.

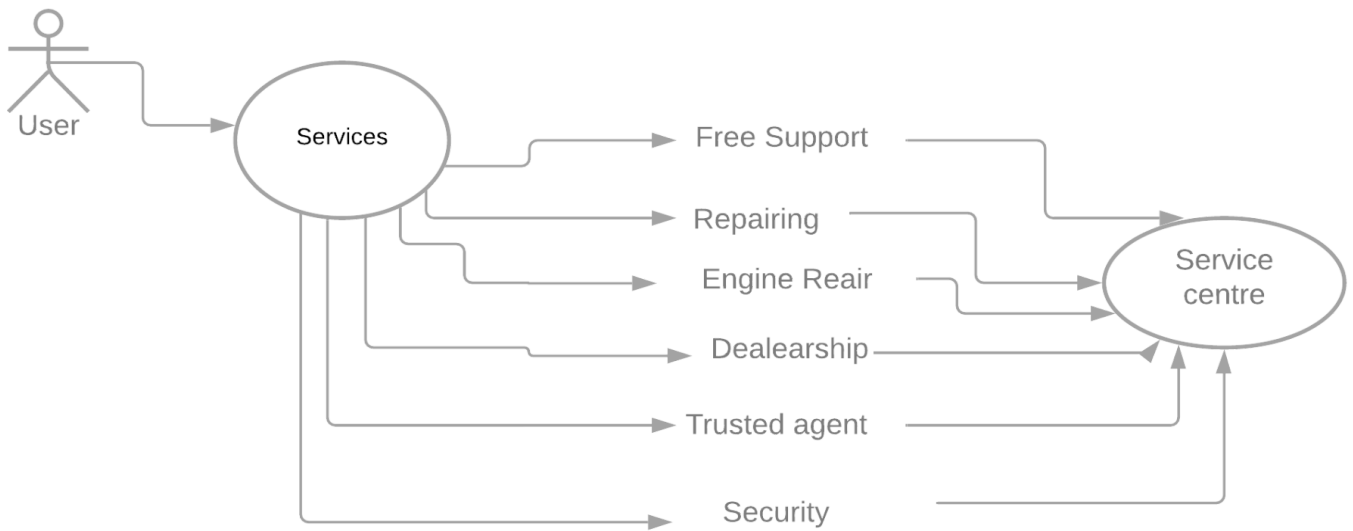
## Use Case 1



## Use Case Diagram 2



**UseCase Diagram 3**



## **Use Case Realisation**

A use case describes behavior from the user's perspective. But there is also behavior that occurs from the machine's perspective. When we include the latter into the use case, we have a use-case realization that gives us big clues how to build the machine that has the desired behavior. For above the use-case realization might go like this:

- Users visit and login to the website.
- Web page rendered to user & Check authenticity of user.
- User information sent to backend which enables the appropriate page for user
- As the user clicks on the page, it gets required functionality like Services & Car rent.
- In cars section
- Car rent & Dashboard for search
- In services section
- Users get free Support ,repairing ,oil change ,dealership, security & Trusted agent.

The realization talks about entity objects, both hard(ware) and soft(ware); multiple controllers for money and buttons and change; and buttons and pictures of the view (boundary entities).

With enough use cases documented and realized, we can design a machine that does the behaviors.

When this technique is applied to a software system, it helps us design the class diagram that lets us build the system.

## **Sequence Diagram**

