LIBRARY MANAGEMENT SYSTEM

CONTENTS

1. ANALYSIS

- 1.1 Identifying the Actors
- 1.2 Identifying the Use Cases

2. REQUIREMENTS

- 2.1 System Requirements
- 2.2 Software Requirements

3. DESIGN

- 3.1 Use Case Diagram
- 3.2 Class Diagram
- 3.3 Sequence Diagram

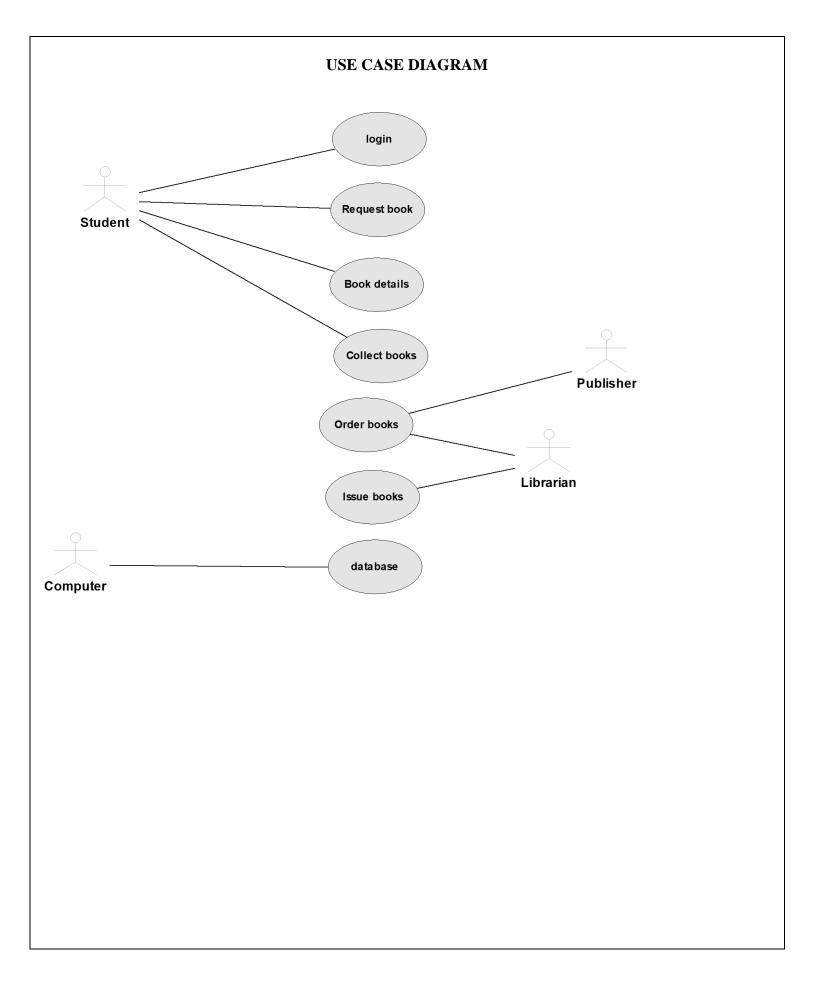
ANALYSIS

Identifying the Actors

- Student
- Computer Database
- Publisher
- Librarian

Identifying the Use Cases

- Login
- Request Book
- Book Details
- Collect Books
- Order Books
- Issue Books
- Database



CLASS DIAGRAM

Student

Attributes private int scode private String sname

Operations
public Student()
public int getScode()
public String getSname()
public void setSname(String val)
public void viewBookStatus()
public void requestBook()
public void returnBook()

public void setScode(int val)

1..*

Librarian

Attrib utes

Operations
public void issueBook()
public void orderBook()
public void issueCard()
public void update()
public Librarian()

Database

Attrib utes

private int bookid private String bookname private String authorname private int accessno

Operations

public Database()

public int getBookid()

public void setBookid(int val)

public String getBookname()

public void setBookname(String val)

public String getAuthorname()

public void setAuthorname(String val)

public int getAccessno()

public void setAccessno(int val)

Publisher

Attributes

private int orderno private String orderbookname

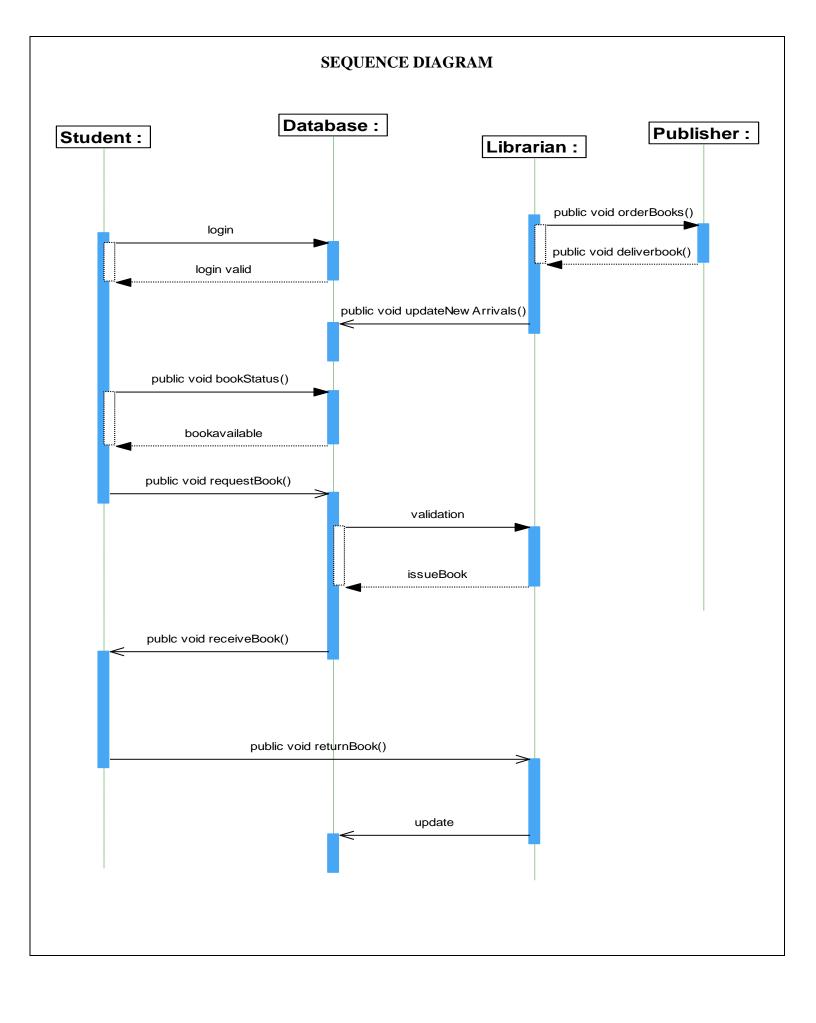
Operations

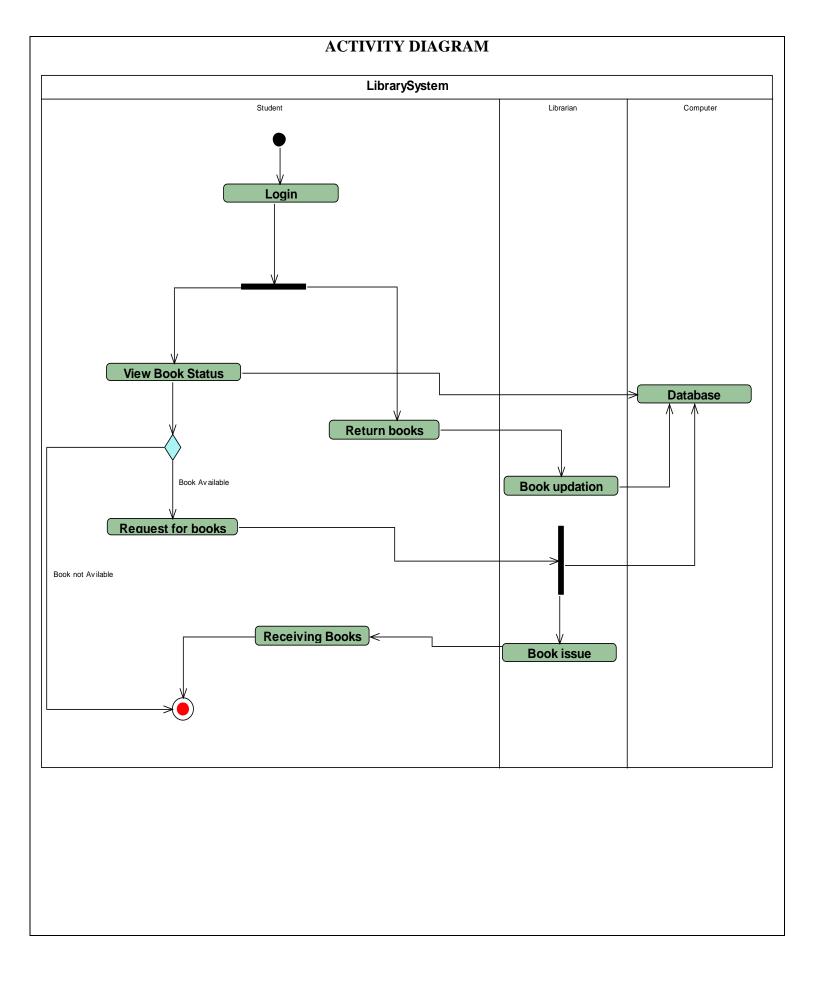
public Publisher()
public int getOrderno()

public void setOrderno(int val)

public void setOrderbookname(String val)

public String getOrderbookname()





COURSE REGISTRATION SYSTEM CONTENTS

1. ANALYSIS

- 1.1 Identifying the Actors
- 1.2 Identifying the Use Cases

2. REQUIREMENTS

- 2.1 System Requirements
- 2.2 Software Requirements

3. DESIGN

- 3.1 Use Case Diagram
- 3.2 Class Diagram
- 3.3 Sequence Diagram
- 3.4 Activity Diagram

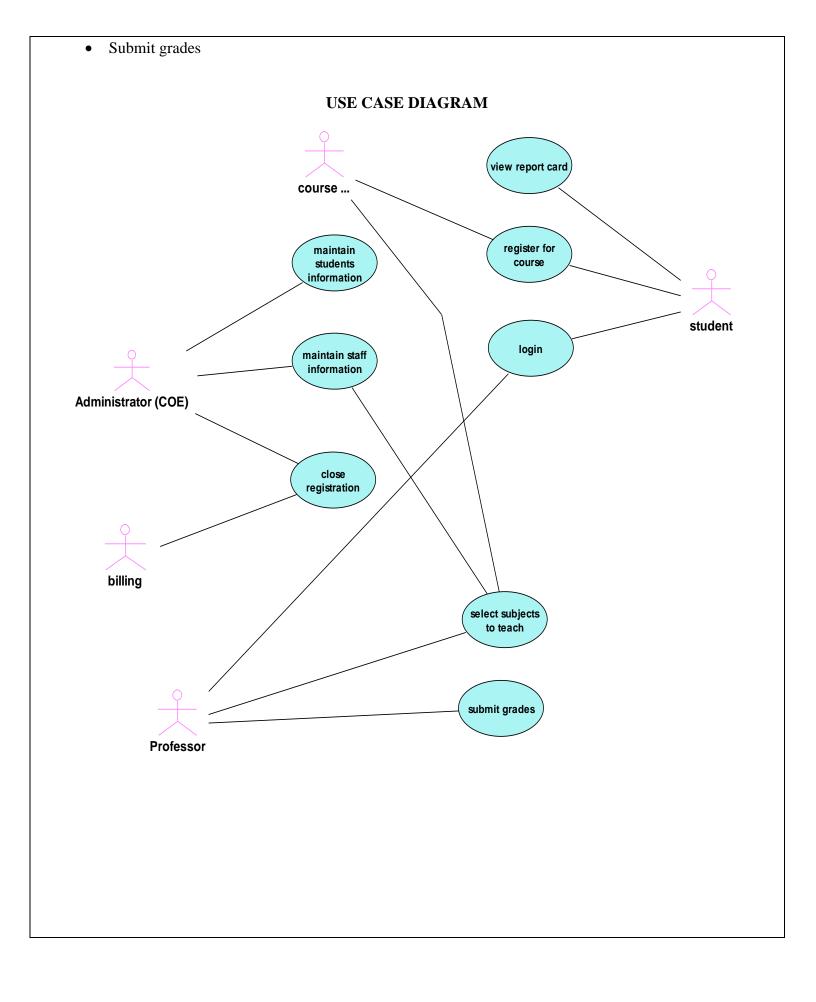
ANALYSIS

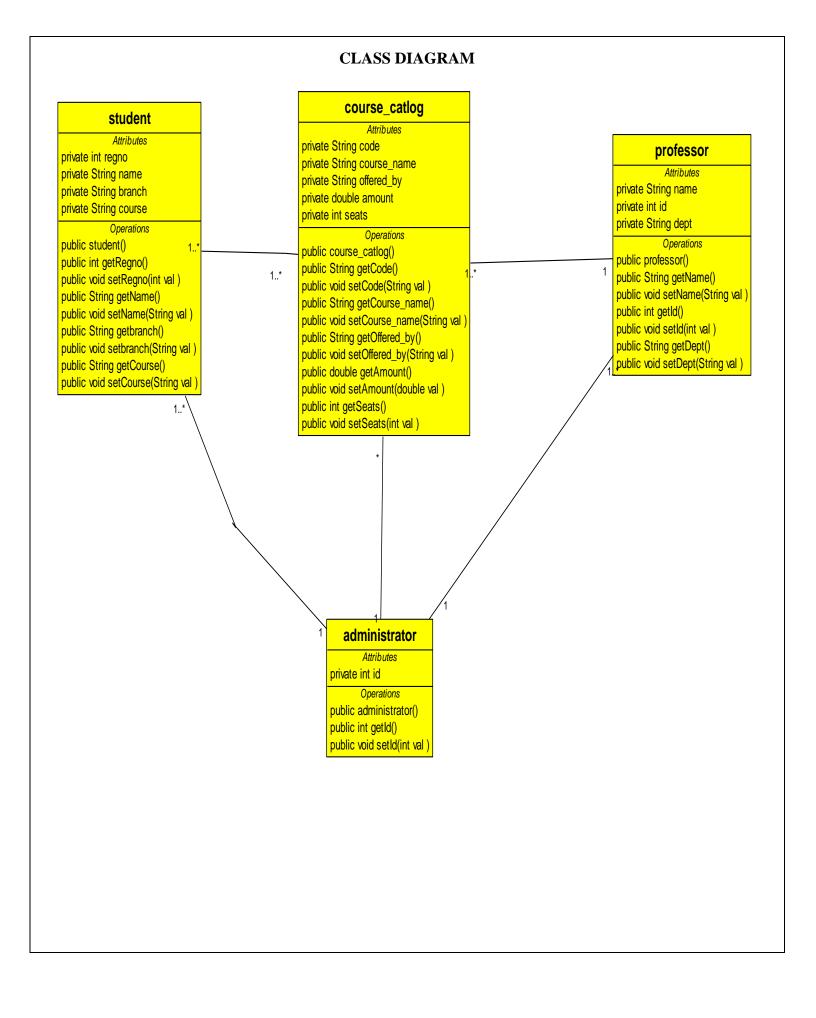
Identifying the Actors

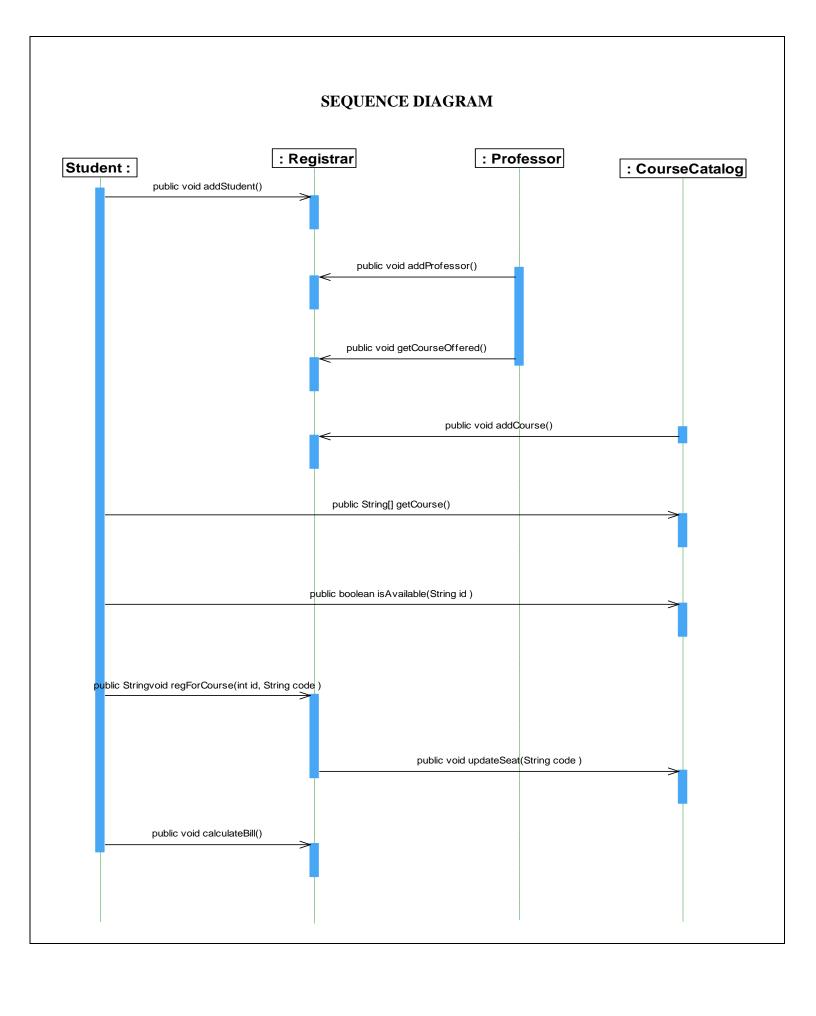
- Administrator
- Course
- Professor
- Student
- Billing

Identifying the Use Cases

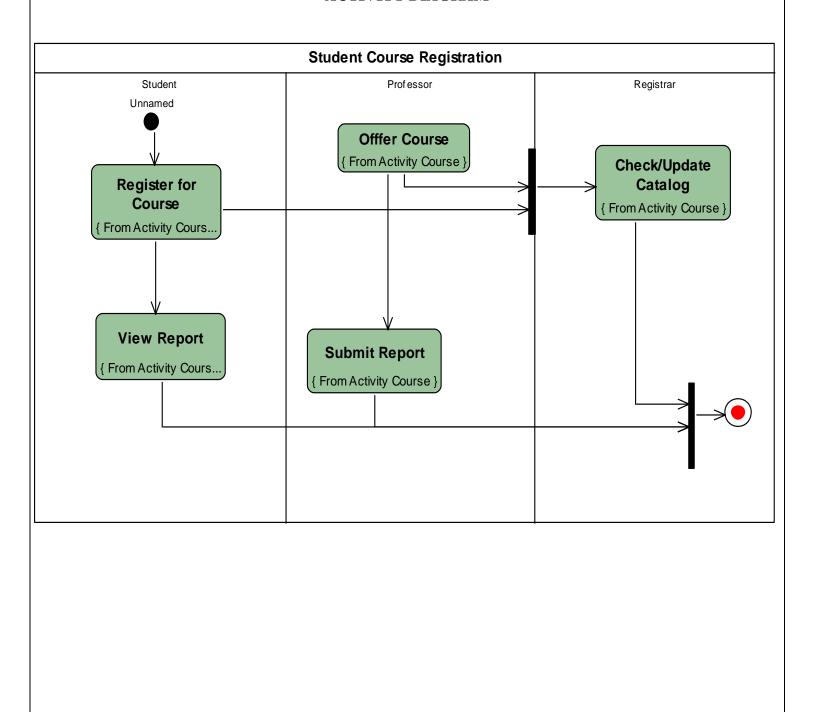
- Maintain Student Information
- Maintain Subject Information
- Done Registration
- View Report Card
- Register Course
- Select subjects to teach
- Check for validity







ACTIVITY DIAGRAM



ONLINE PURCHASE SYSTEM

CONTENTS

1. ANALYSIS

- 1.1 Identifying the Actors
- 1.2 Identifying the Use Cases

2. REQUIREMENTS

- 2.1 System Requirements
- 2.2 Software Requirements

3. DESIGN

- 3.1 Use Case Diagram
- 3.2 Class Diagram
- 3.3 Sequence Diagram

ANALYSIS

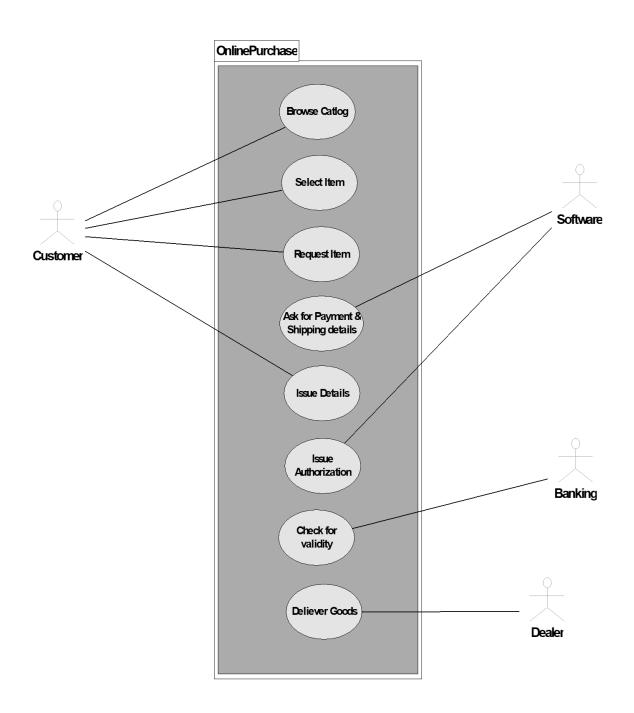
Identifying the Actors

- Customer
- Software
- Banking
- Dealer

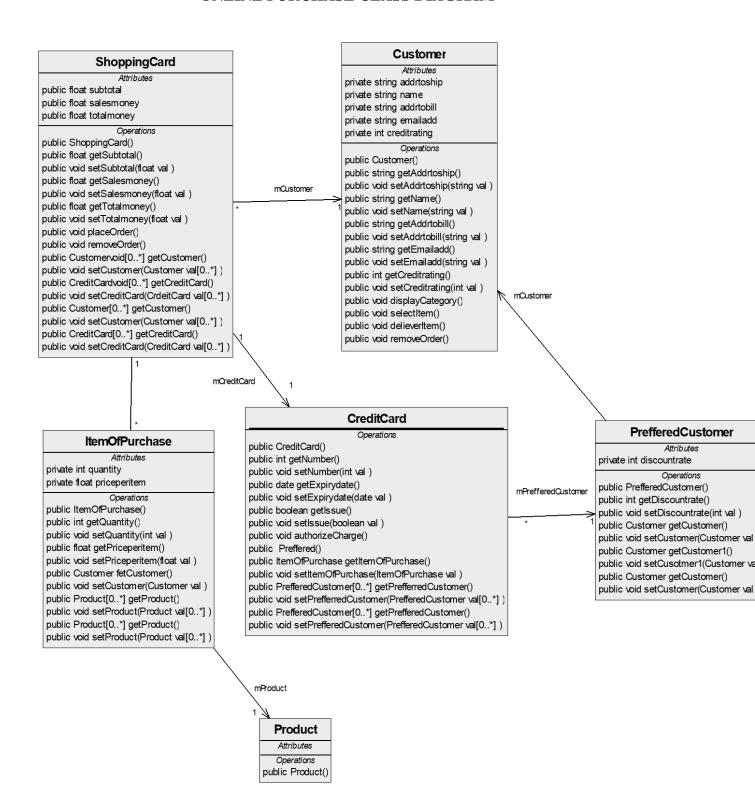
Identifying the Use Cases

- Browse Catalog
- Select Item
- Request Item
- Payment Details
- Issue Details
- Authentication
- Check for validity
- Issue Goods

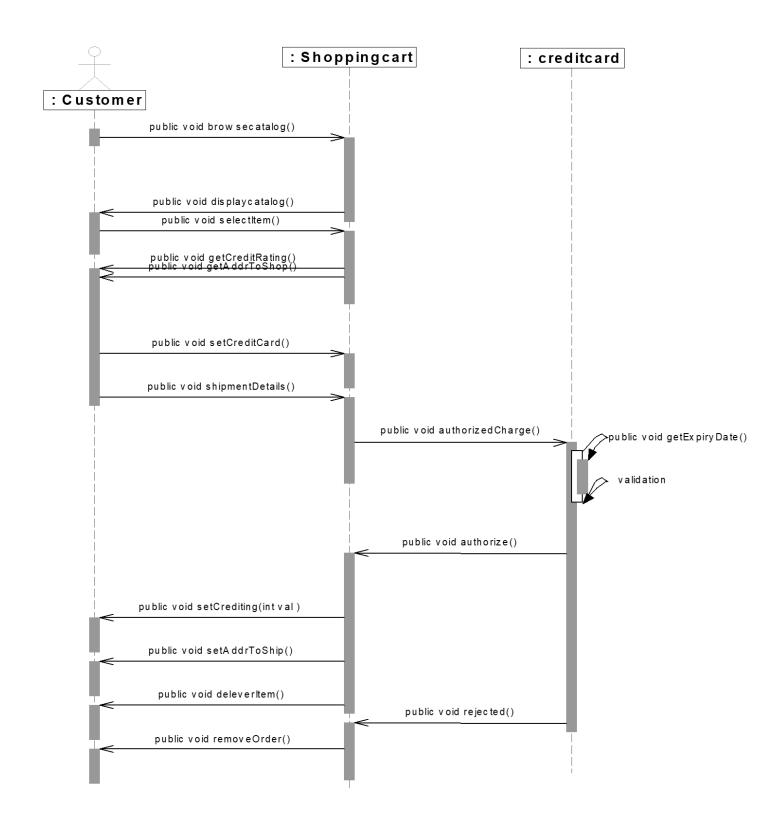
ONLINE PURCHASE USE CASE DIAGRAM



ONLINE PURCHASE CLASS DIAGRAM



ONLINE PURCHASE SEQUENCE DIAGRAM



ONLINE PURCHASE ACTIVITY DIAGRAM

