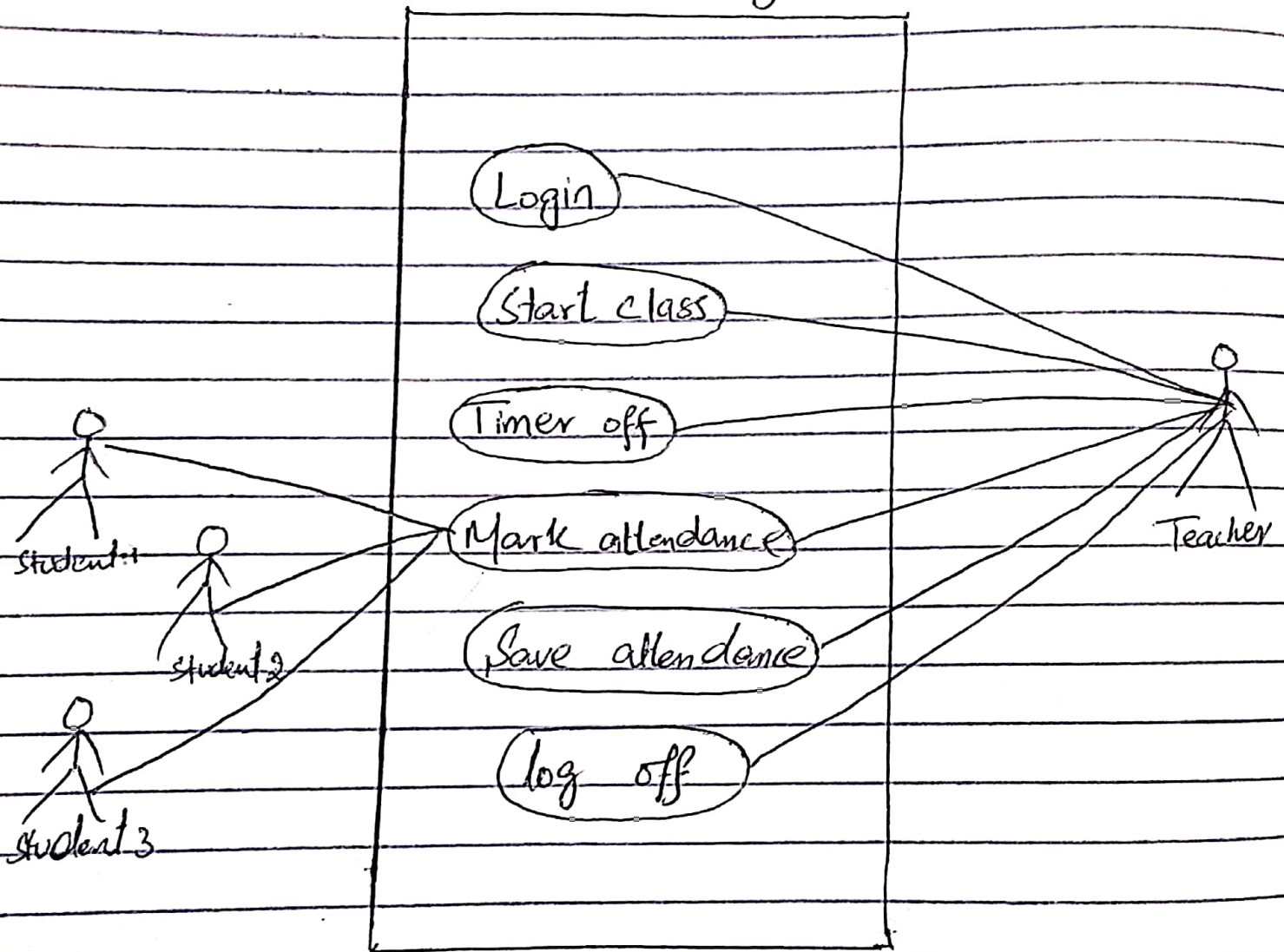


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Ans: 1, i, Use Case diagram



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## Ans 10, iii UML Use-Case Diagram

- 1) Name :: University attendance Marking System
- 2) Actors :: ① Teacher ② Students
- 3) Entry Condition ::

① The teacher must login  
and start the class at  
the time  
↓  
class

② The teacher has to  
wait for the timer to  
finish.

③ The students must have  
their student ID cards  
with them.

④ The students will swipe  
their cards on the sensor  
to mark their attendance  
in one by one manner.

⑤ Exit Condition :: ① The teacher will  
save the attendance of  
the student

② The teacher logs out of the  
system.

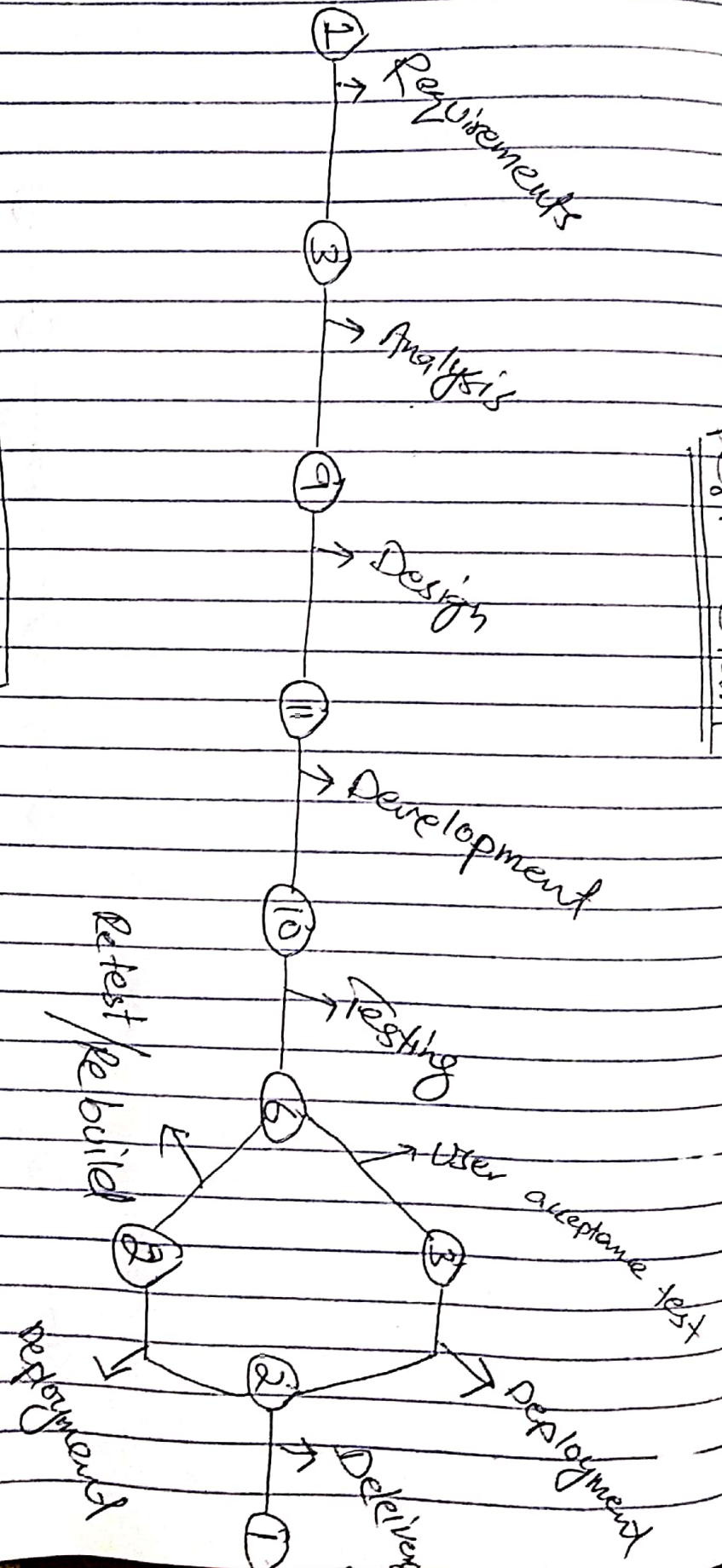
Name # Imran Khan  
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## Basic flow :

- ① The teacher log in to the System
- ② The teacher starts the class timer.
- ③ when the timer has finished it notises through the Screen.
- ④ The teacher swipes his card to access that particular class attendance
- ⑤ The students brings their cards before the machine
- ⑥ Each student has to swipe his card on the machine sensor
- ⑦ The teacher saves all the attendances.
- ⑧ The teacher logs off of the system.



# Test Chart



Unit - Days

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