

**Assignment No 2**  
**Object Oriented System Analysis & Design**

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ID #:13158

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Semester: 8th

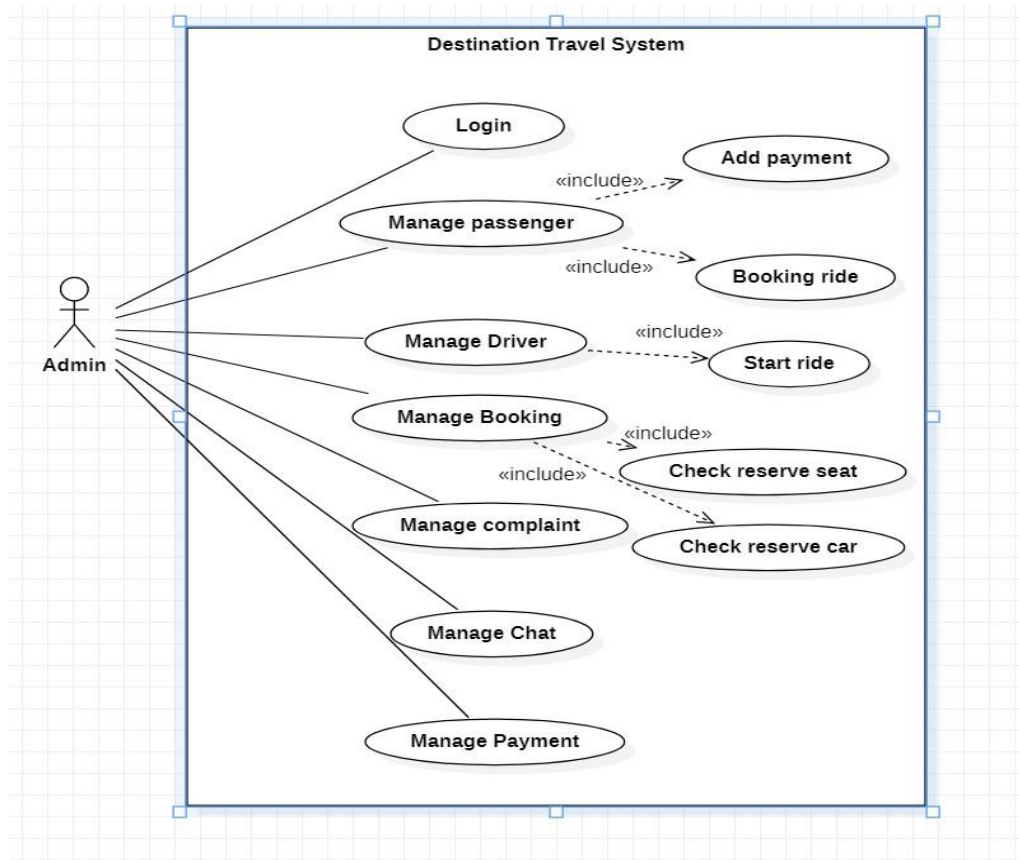
Instructor: Sir Fahim ullah

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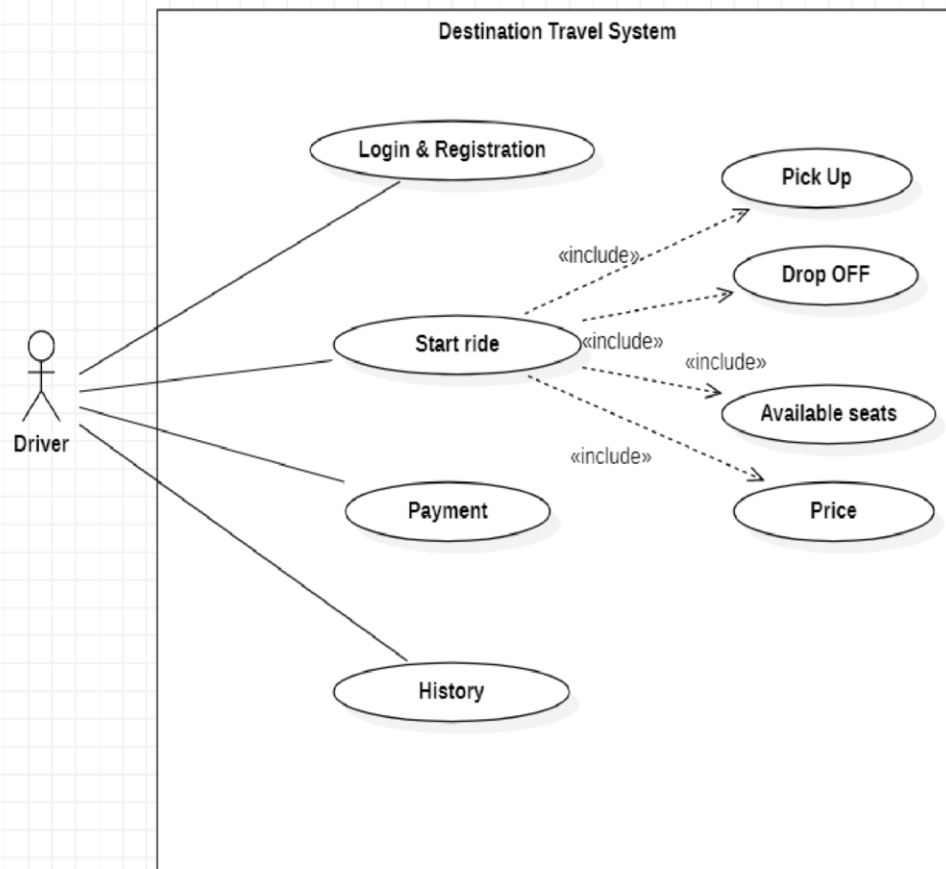
**Q1: Draw detailed USECASE DIAGRAM of your FYP Project along with description**

Ans:

- Admin is a by default entity of the system who will be able to manage the whole functionalities which includes:
- Admin will be able to manage passengers such as updating , deleting , bookings and payments
- Admin will be able to manage drivers such as updating , deleting , bookings and payments  
Admin will be able to manage bookings such as update bookings, delete bookings.
- Admin will be able to manage complaints such as approve complaints or delete complaints.
- Admin will be able to see and monitor all chats. Admin will be to monitor all payments.

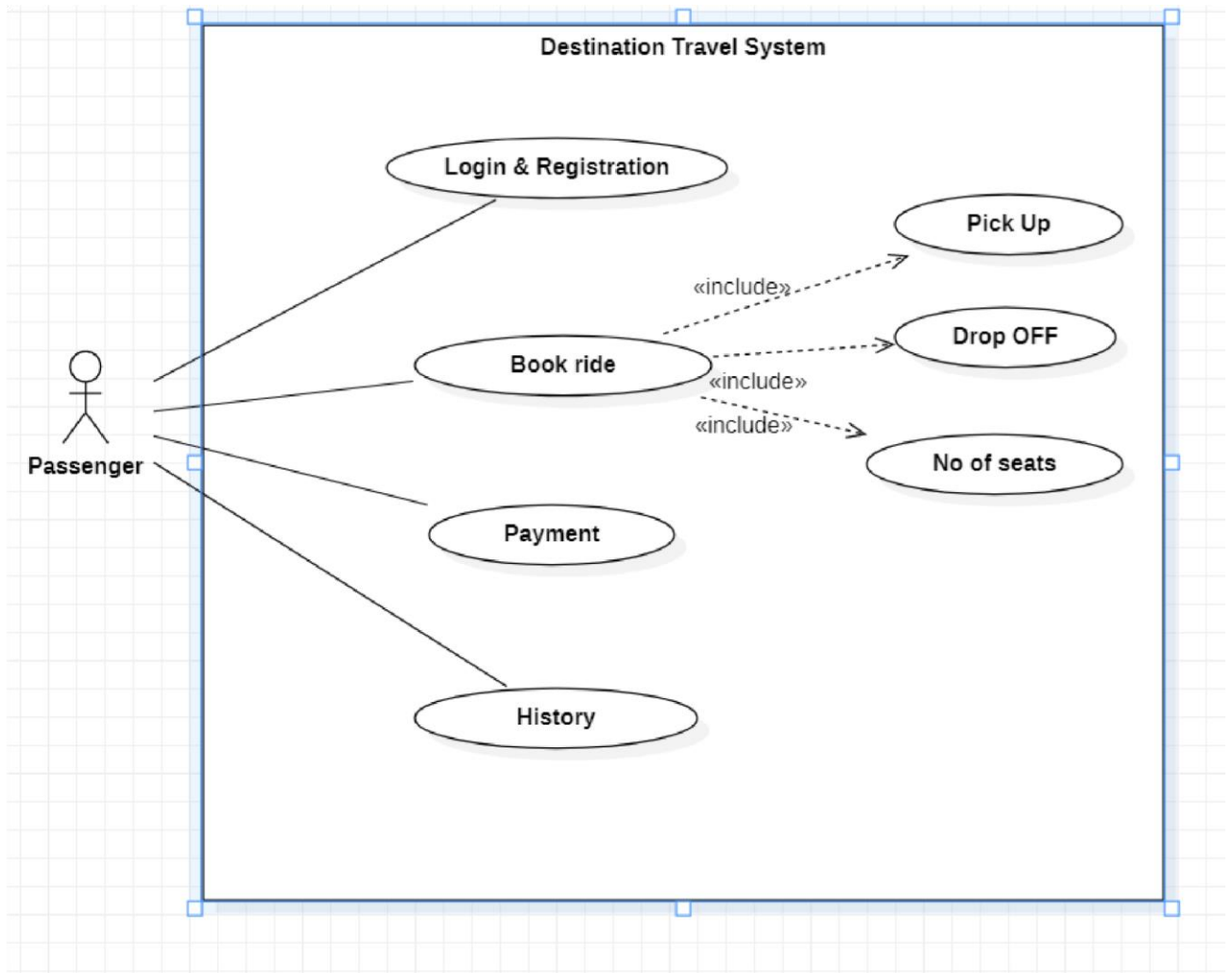


- Driver is the second important entity of destination travel system with following characteristics.
- Driver will register and login.
- Driver will provide services by starting ride with pick Up location, drop OFF location, available seats and price per seat.
- Driver can check his payment history such as incomes and withdrawls. Driver can look over all his rides history.



- Passenger is the 3rd most important entity of destination travel system which will have following characteristics.
- Passenger will register and login.
- Passenger will be able to book ride by providing pickup location, dropoff location and No of seats.

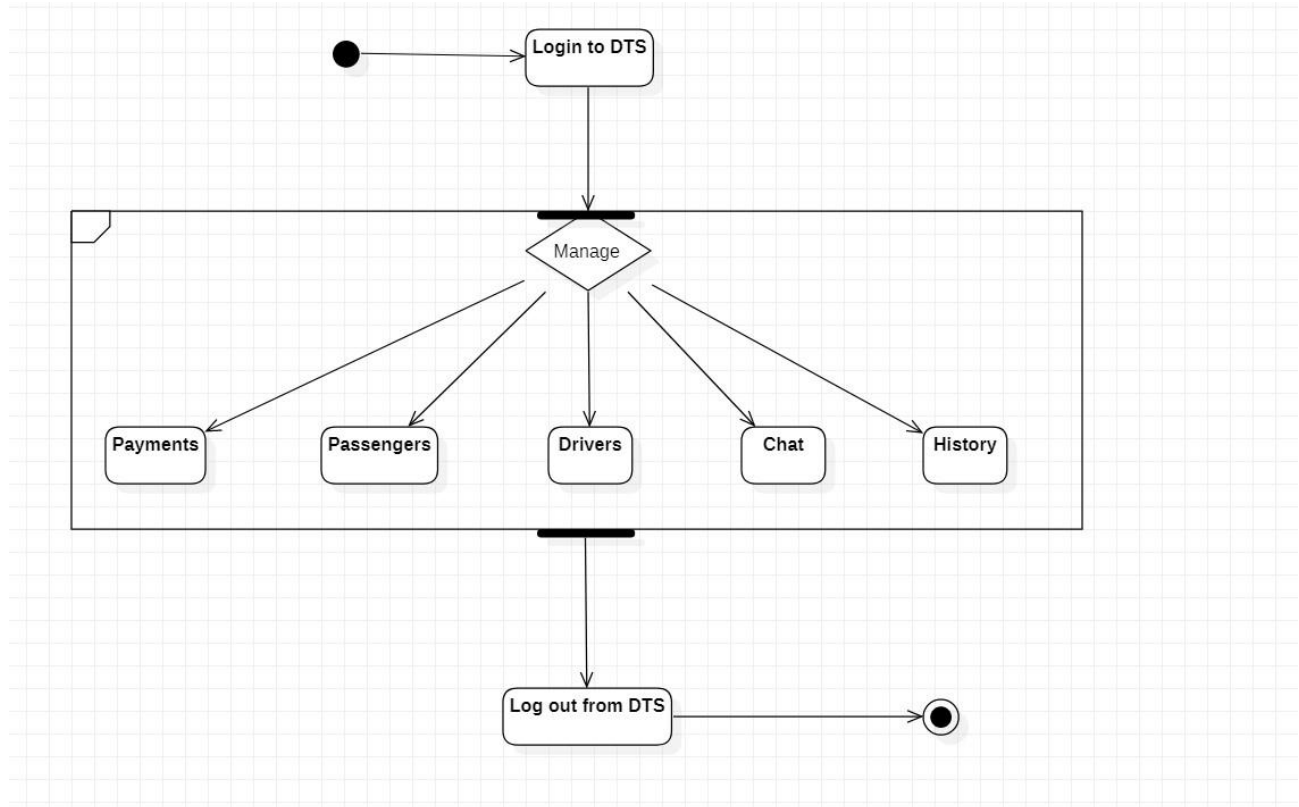
- Passenger will be able to pay for rides on monthly basis. Passenger will be able to see his booking history.



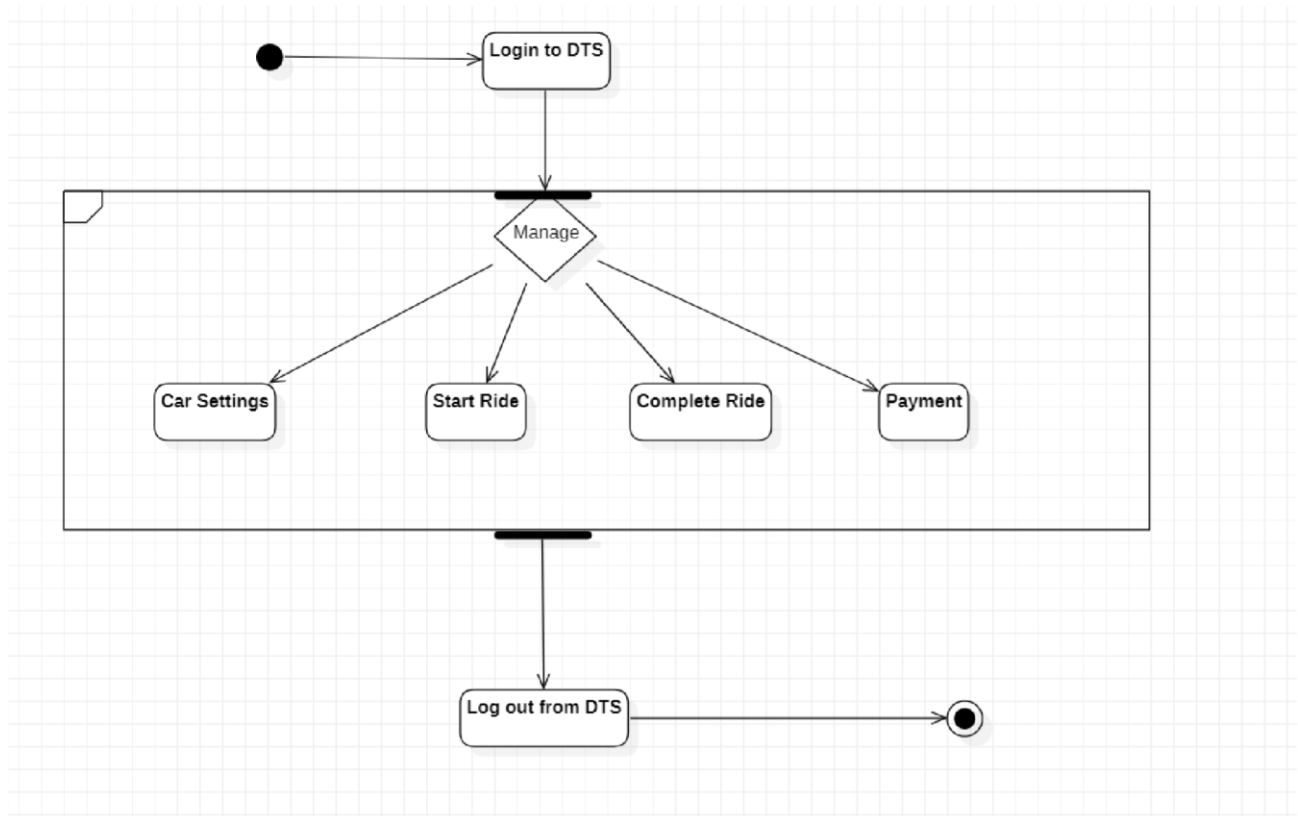
**Q2: Draw detailed ACTIVITY DIAGRAMS of your FYP Project along with description Ans:**

- Admin is a by default entity of the system who will be able to manage the whole functionalities which includes:

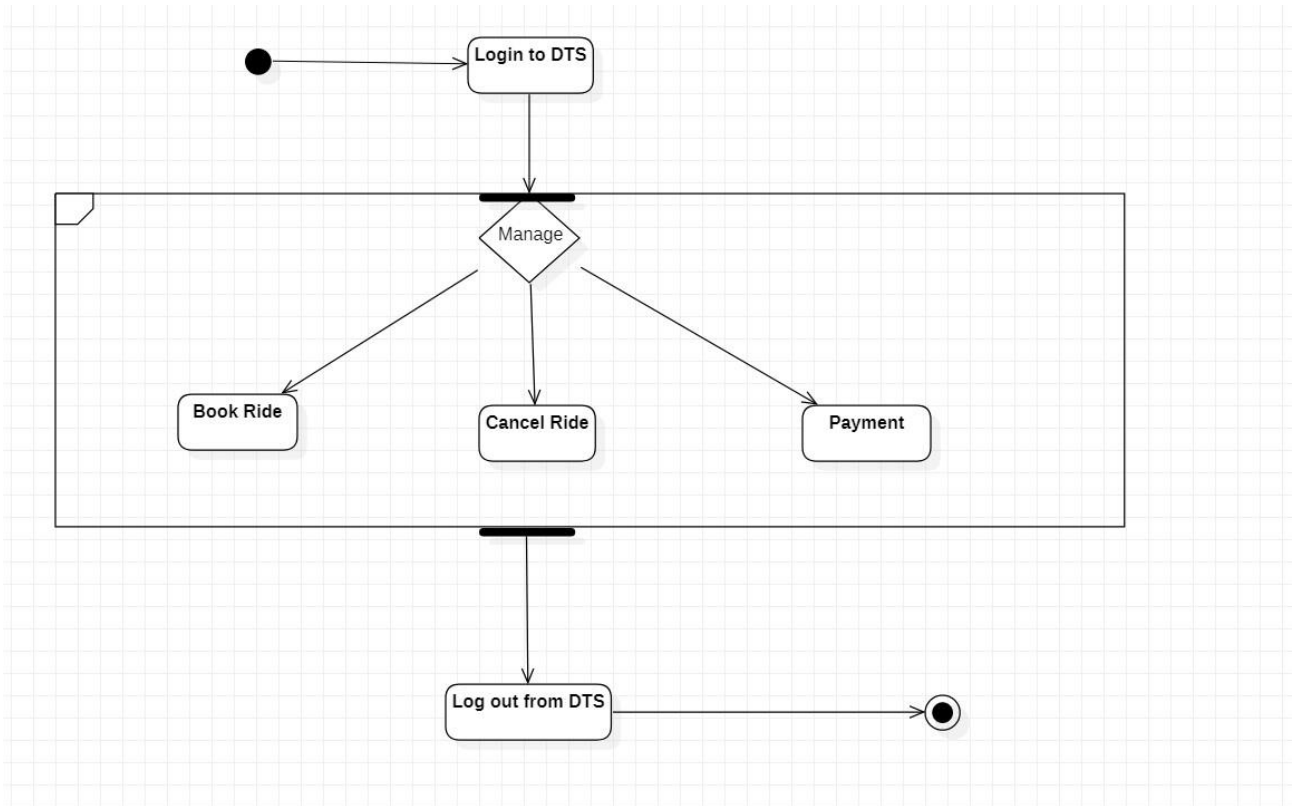
- Admin will be able to manage passengers such as updating , deleting , bookings and payments
- Admin will be able to manage drivers such as updating , deleting , bookings and payments  
Admin will be able to manage bookings such as update bookings, delete bookings.
- Admin will be able to manage complaints such as approve complaints or delete complaints.
- Admin will be able to see and monitor all chats.   Admin will be to monitor all payments.



- Driver is the second important entity of destination travel system with following characteristics.
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- Driver will provide services by starting ride with pick Up location, drop OFF location, available seats and price per seat.
- Driver can check his payment history such as incomes and withdrawls.
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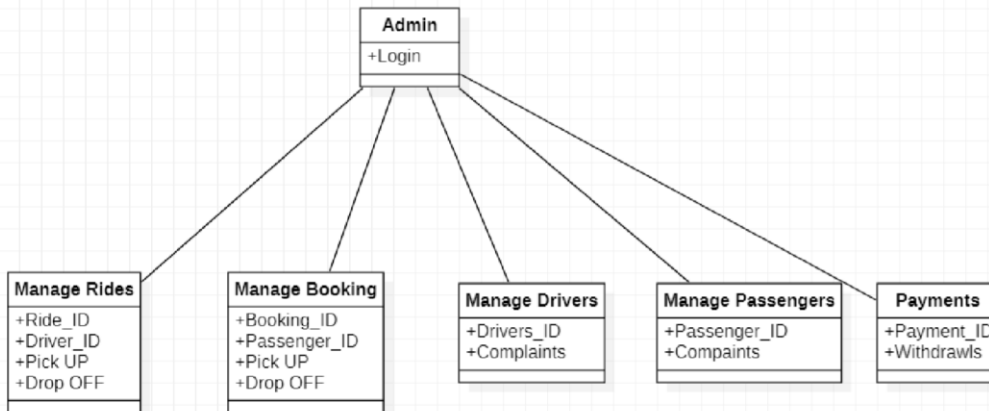
- Passenger is the 3rd most important entity of destination travel system which will have following characteristics.
- Passenger will register and login.
- Passenger will be able to book ride by providing pickup location, dropoff location and No of seats.
- Passenger will be able to pay for rides on monthly basis. Passenger will be able to see his booking history.



**Q3: Draw detailed CLASS DIAGRAMS of your FYP Project along with description Ans:**

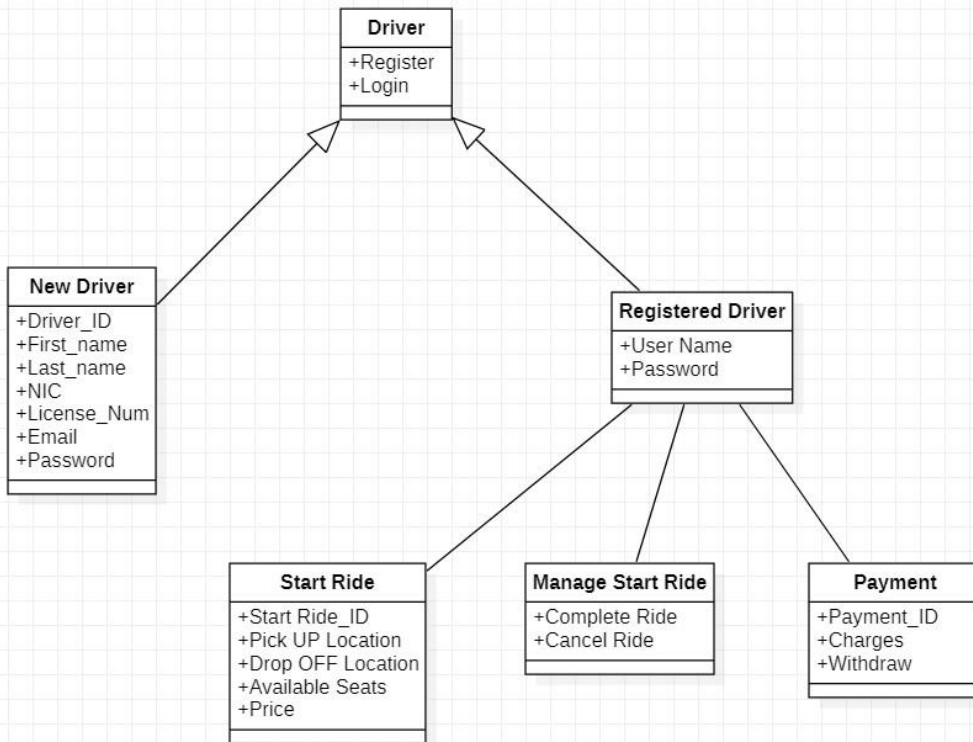
- Admin is a by default entity of the system who will be able to manage the whole functionalities which includes:

- Admin will be able to manage passengers such as updating , deleting , bookings and payments
- Admin will be able to manage drivers such as updating , deleting , bookings and payments  
Admin will be able to manage bookings such as update bookings, delete bookings.
- Admin will be able to manage complaints such as approve complaints or delete complaints.
- Admin will be able to see and monitor all chats.   Admin will be to monitor all payments.

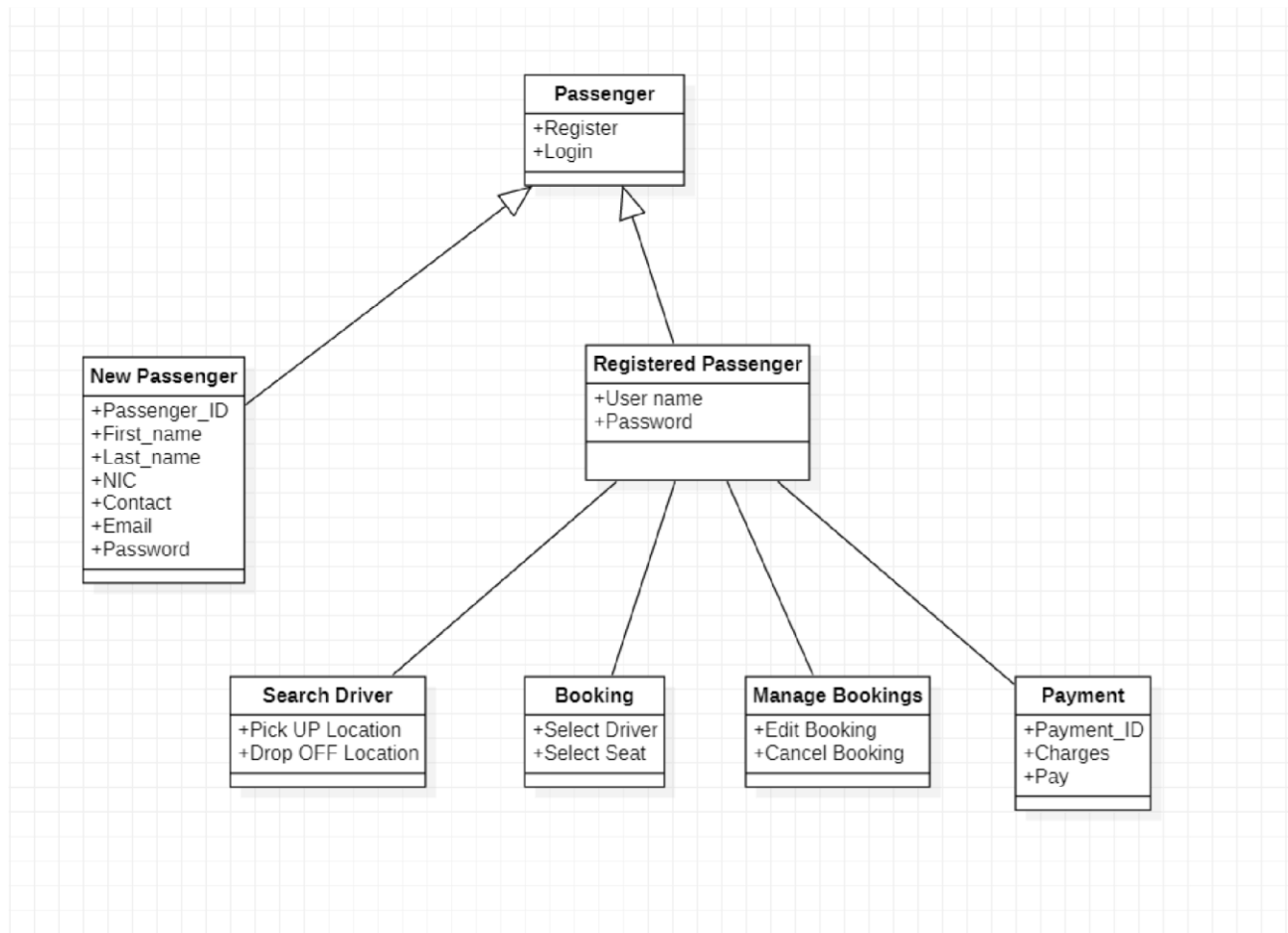


- Driver is the second important entity of destination travel system with following characteristics.
- Driver will register and login.
- Driver will provide services by starting ride with pick Up location, drop OFF location, available seats and price per seat.
- Driver can check his payment history such as incomes and withdrawls.   Driver can look over all his rides history.



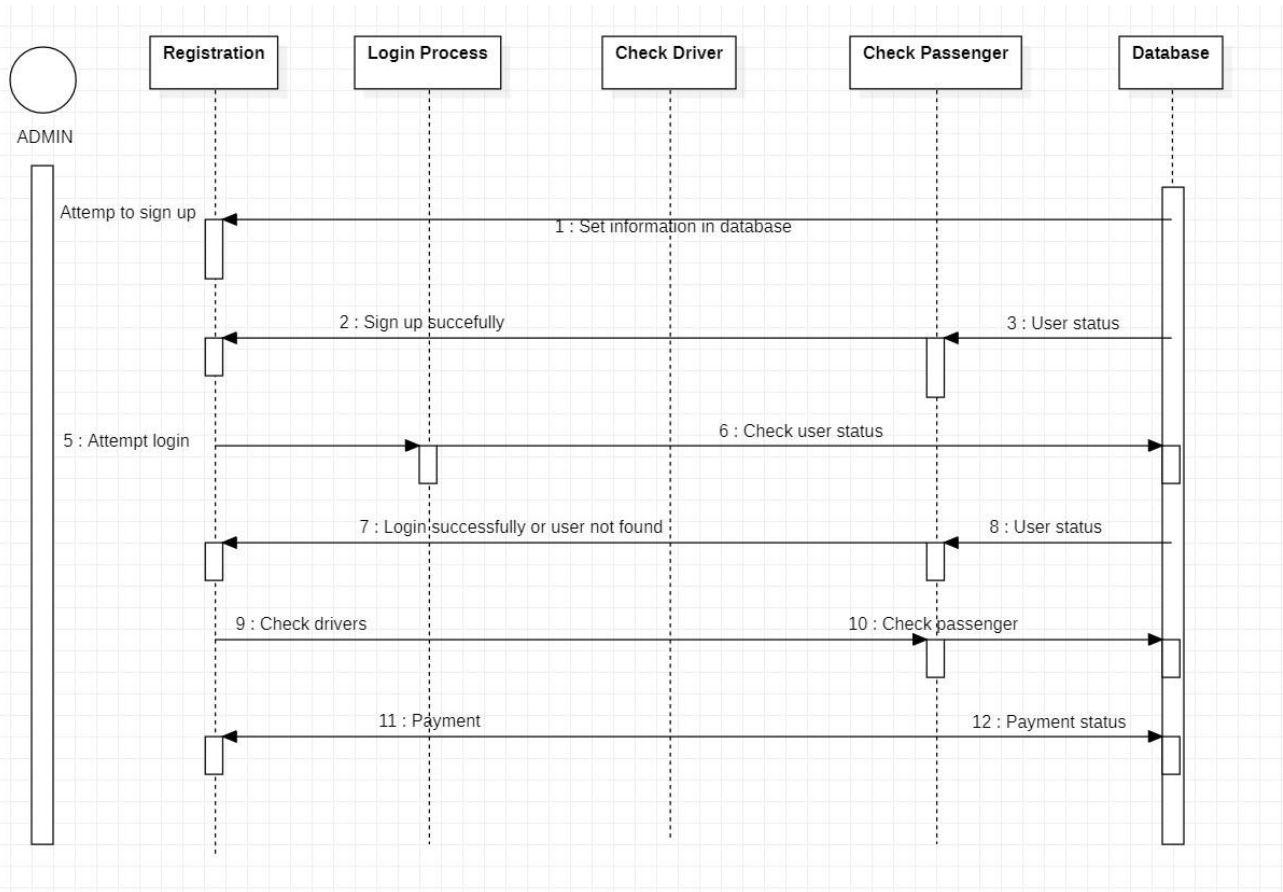


- Passenger is the 3rd most important entity of destination travel system which will have following characteristics.
- Passenger will register and login.
- Passenger will be able to book ride by providing pickup location, dropoff location and No of seats.
- Passenger will be able to pay for rides on monthly basis. Passenger will be able to see his booking history.

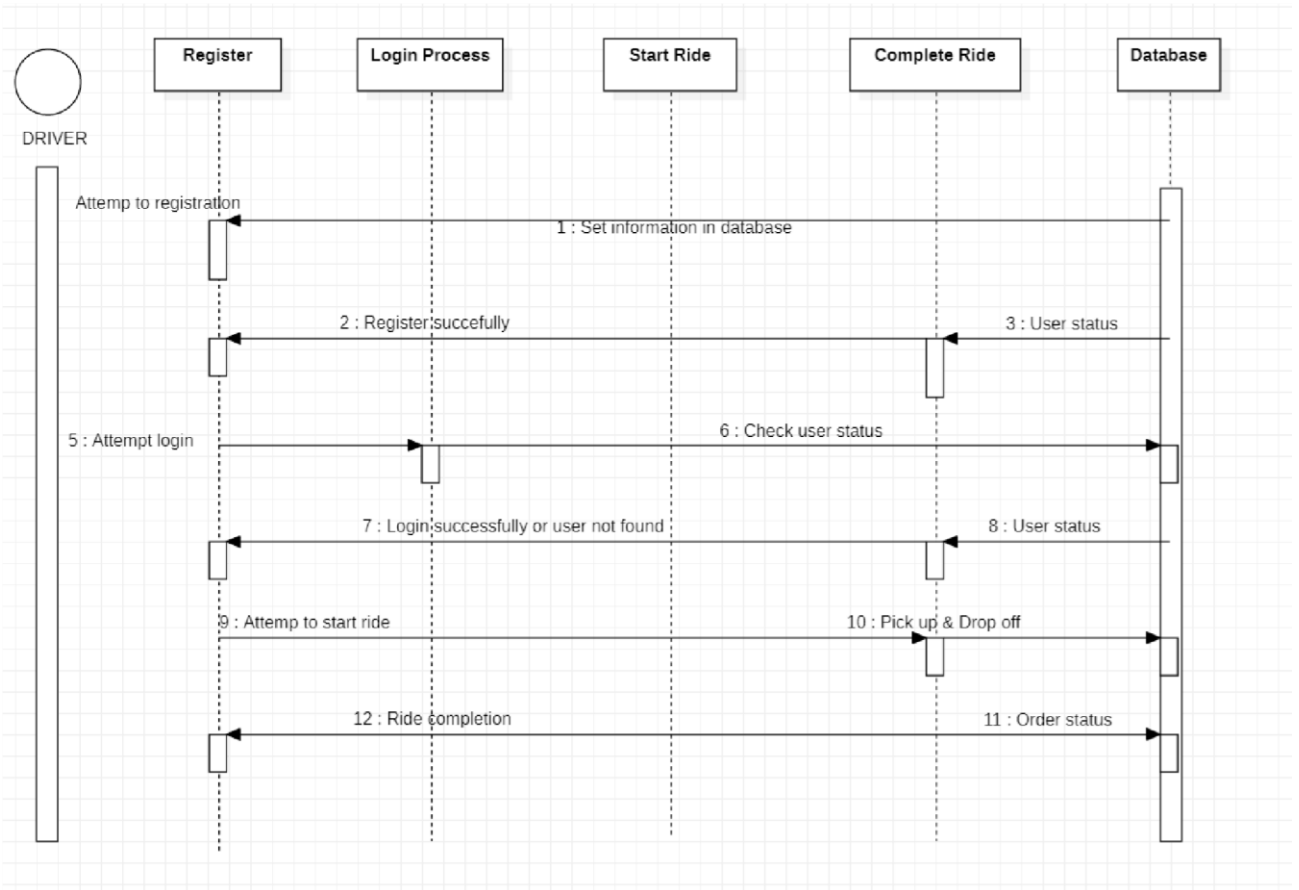


**Q4: Draw detailed SEQUENCE DIAGRAMS of your FYP Project along with description Ans:**

- Admin is a by default entity of the system who will be able to manage the whole functionalities which includes:
- Admin will be able to manage passengers such as updating , deleting , bookings and payments
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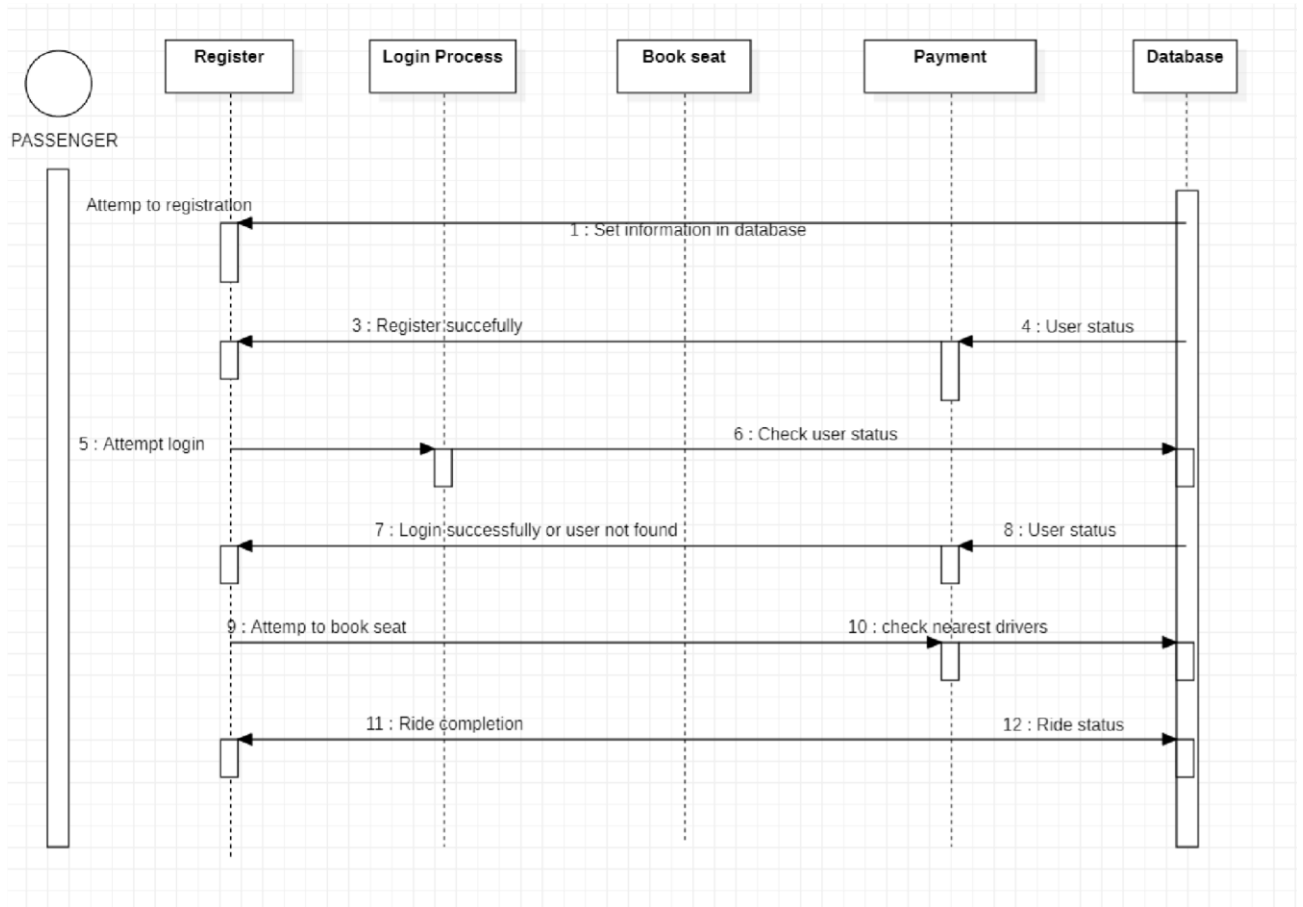


- Driver is the second important entity of destination travel system with following characteristics.
- Driver will register and login.
- Driver will provide services by starting ride with pick Up location, drop OFF location, available seats and price per seat.
- Driver can check his payment history such as incomes and withdraws. Driver can look over all his rides history.



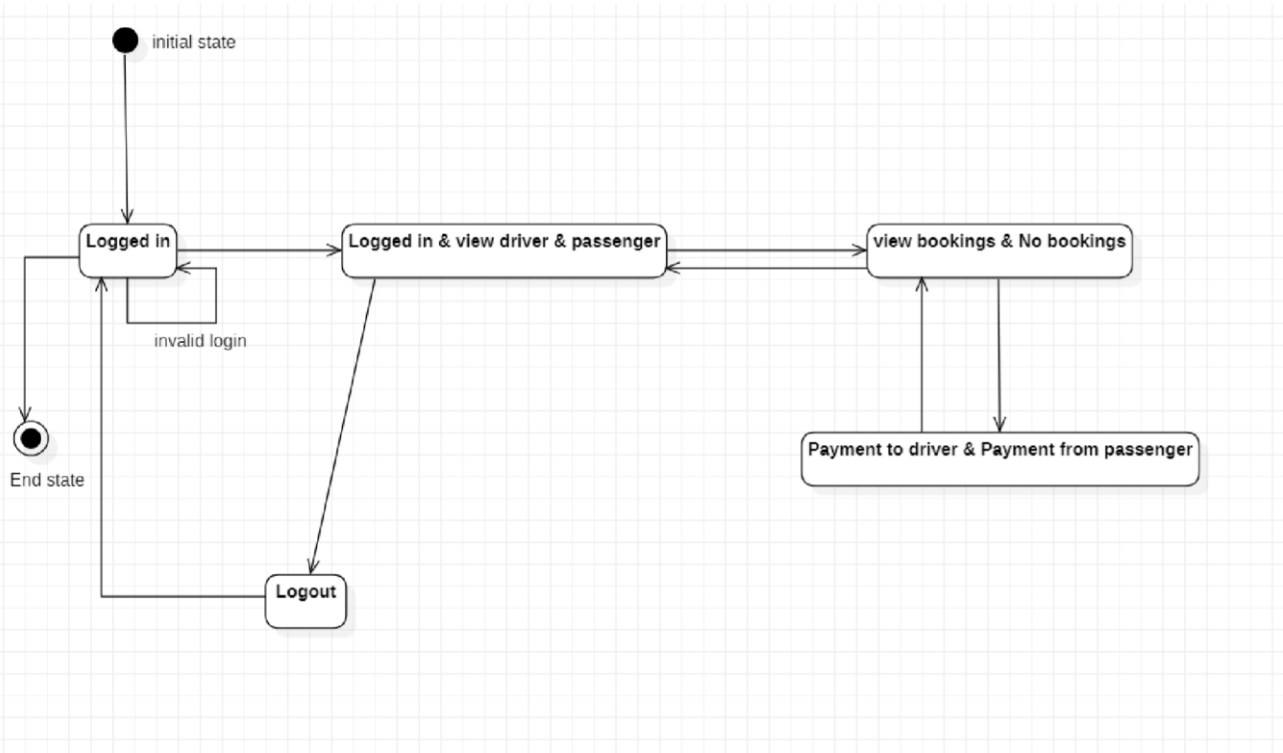
- Passenger is the 3rd most important entity of destination travel system which will have following characteristics.
- Passenger will register and login.
- Passenger will be able to book ride by providing pickup location, dropoff location and No of seats.

- Passenger will be able to pay for rides on monthly basis. Passenger will be able to see his booking history.

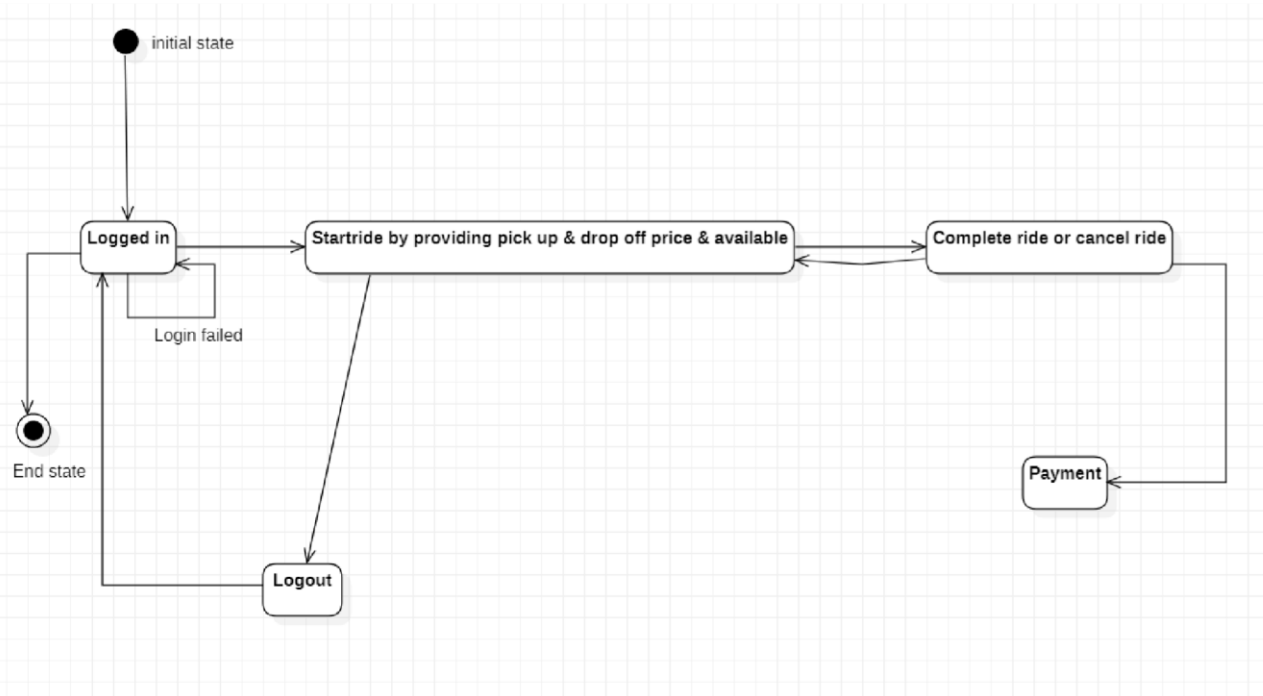


**Q5: Draw detailed STATE CHART DIAGRAM of your FYP Project along with description Ans:**

- Admin is a by default entity of the system who will be able to manage the whole functionalities which includes:
- Admin will be able to manage passengers such as updating , deleting , bookings and payments
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Admin will be able to manage bookings such as update bookings, delete bookings.
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- Driver can check his payment history such as incomes and withdrawls.   Driver can look over all his rides history.



- Passenger is the 3rd most important entity of destination travel system which will have following characteristics.
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