

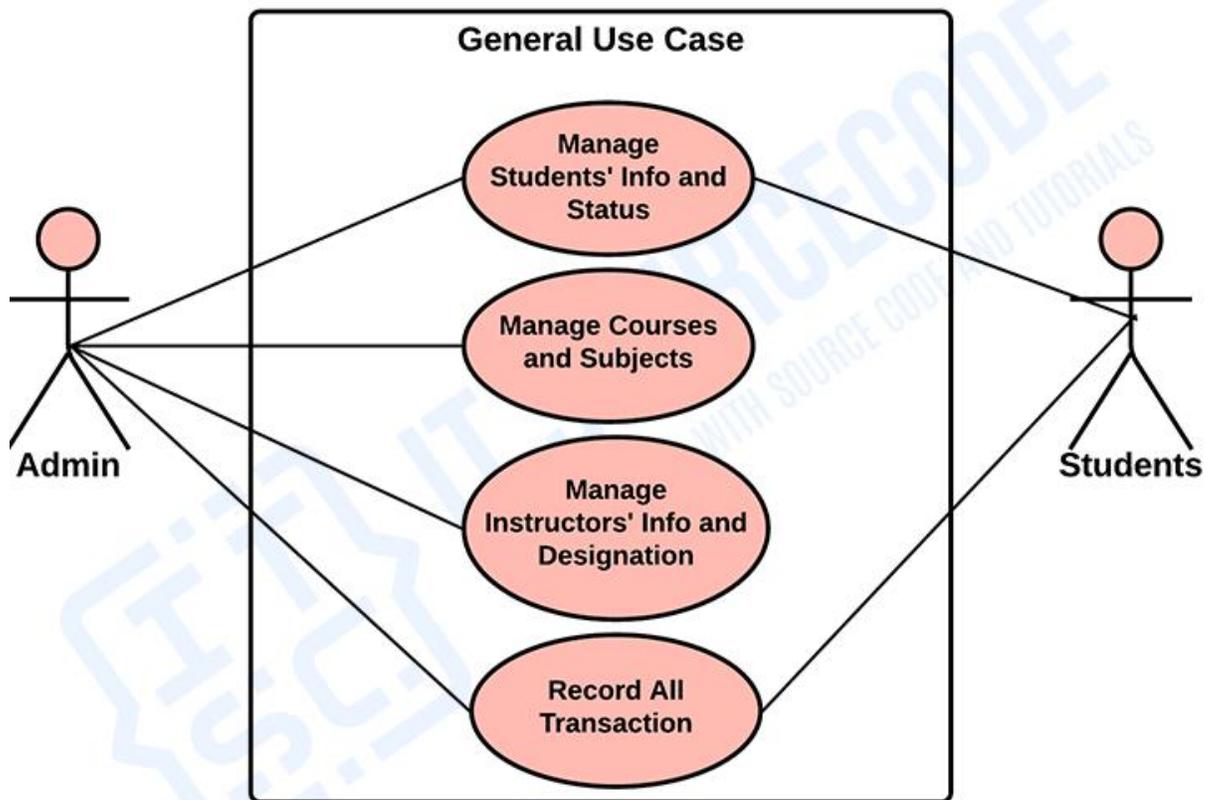
# School Management System Project Use Case Diagram

Here are the diagrams with discussion of **School Management System Project Use Case Diagram** using **Include** and **Extend** 2021.

## 1. General Use Case

Now I present to you the general use case of the School Management System. This diagram shows the general processes or function that the system could do that is based on the transactions done by the School admin in managing the students information and status.

## SCHOOL MANAGEMENT SYSTEM



## USE CASE DIAGRAM

General use case is the most common application of a use case diagram. The use case

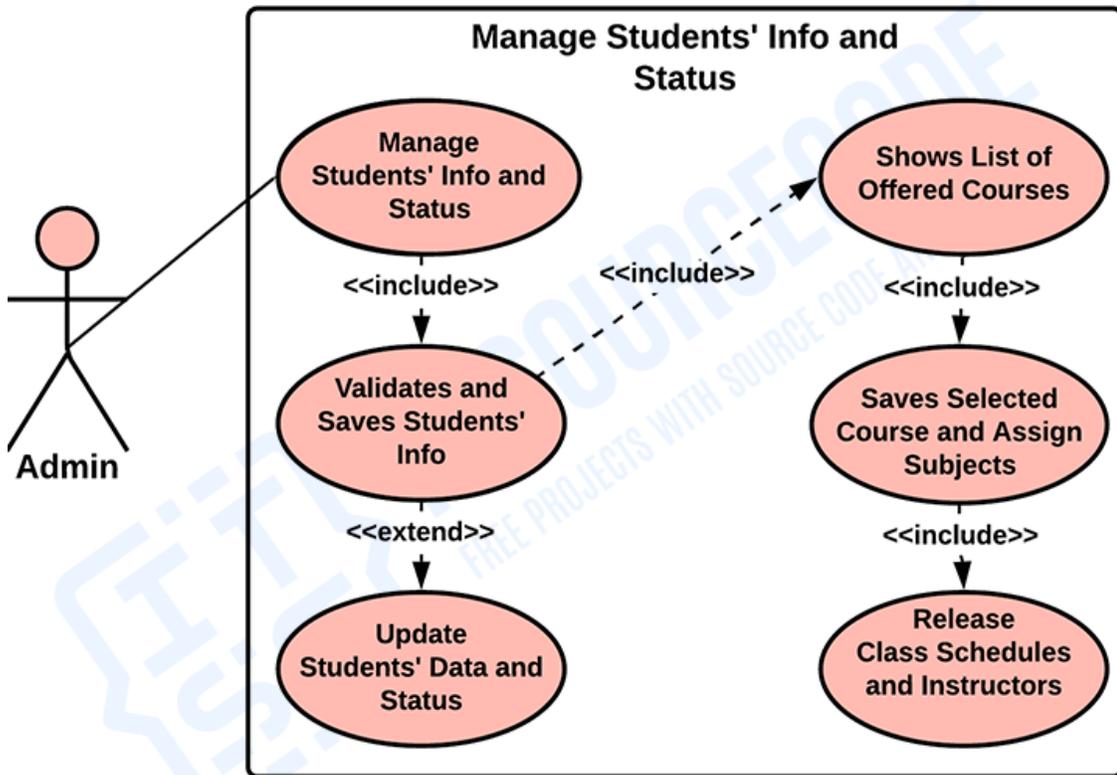
diagrams depict the system's main components as well as the flow of information between them.

With the help of this general use case, the programmer will have the basis on what could be put into consideration in creating the School management system.

## 2. Monitor and Manage Students' Information and Status

This is where the School admin manages the important information of the students that will be serve as basis during a student process a transaction and update their status.

# SCHOOL MANAGEMENT SYSTEM



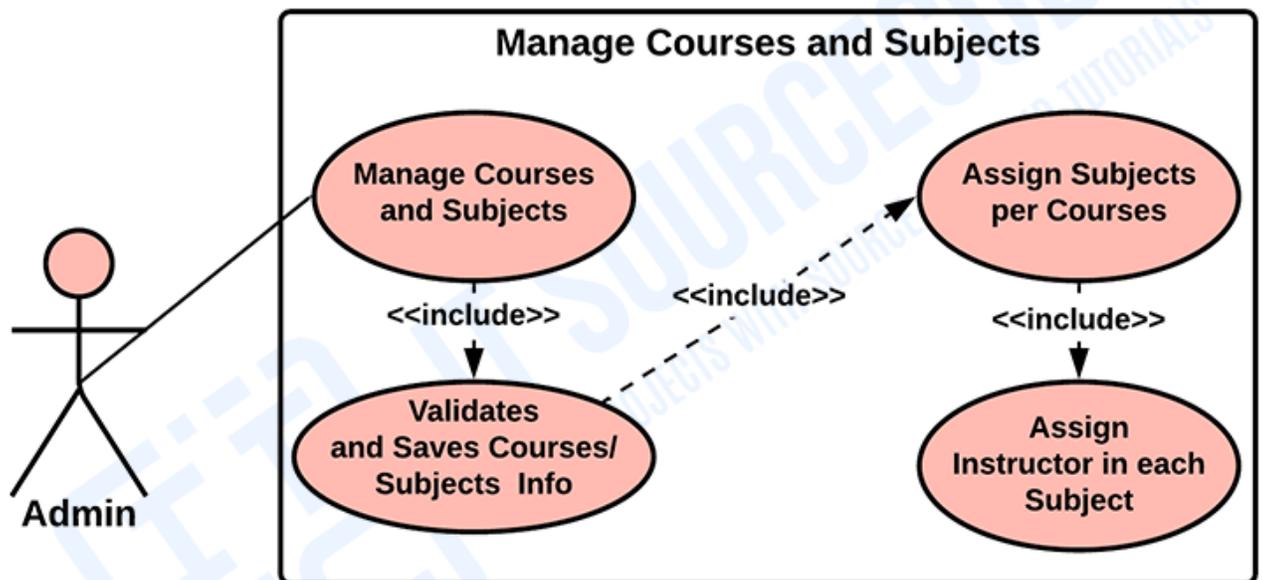
## USE CASE DIAGRAM

As you can see the students' information should be encoded to the system. The system then will monitor its details to validate it and then saves the data.

### 3. Manage Courses Department and Subjects

Its process includes the managing of the courses' and subjects' information that are offered by the School. This processes were important to the system because its the basis for the students status update and what are the subjects to be taken based on the course they have taken.

## SCHOOL MANAGEMENT SYSTEM

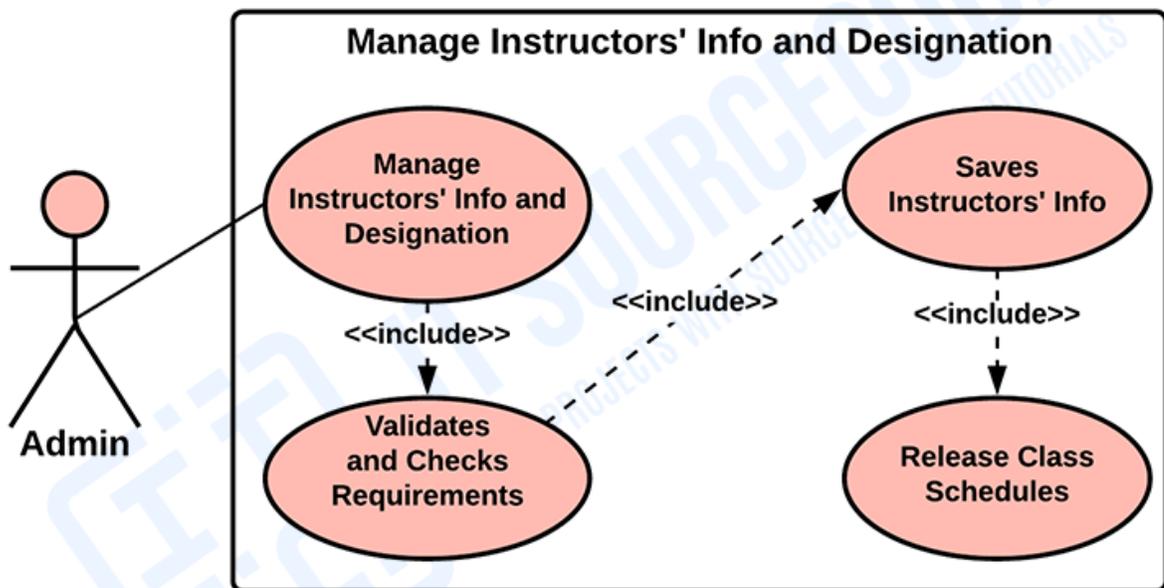


## USE CASE DIAGRAM

#### 4. Manage Instructors' Information and Designation

This is the process where the admin will gather the instructors' information and will manage their requirement for teaching and assign them to the subjects that suits their qualifications.

## SCHOOL MANAGEMENT SYSTEM



## USE CASE DIAGRAM