

# Credit Card Processing System Component Diagram

The **component diagram for credit card processing system** is used to show how the parts of the card processing system work together to make the system operate correctly. This diagram visualizes the software's parts, how are they organized, and how they depend on each other. This gives a high-level look at the parts of a system.

The components of credit card system component diagram could be a part of software or hardware. They could be a database, a user interface, or something else that helps the processing system work.

## What is Credit Card Processing System Component Diagram in UML?

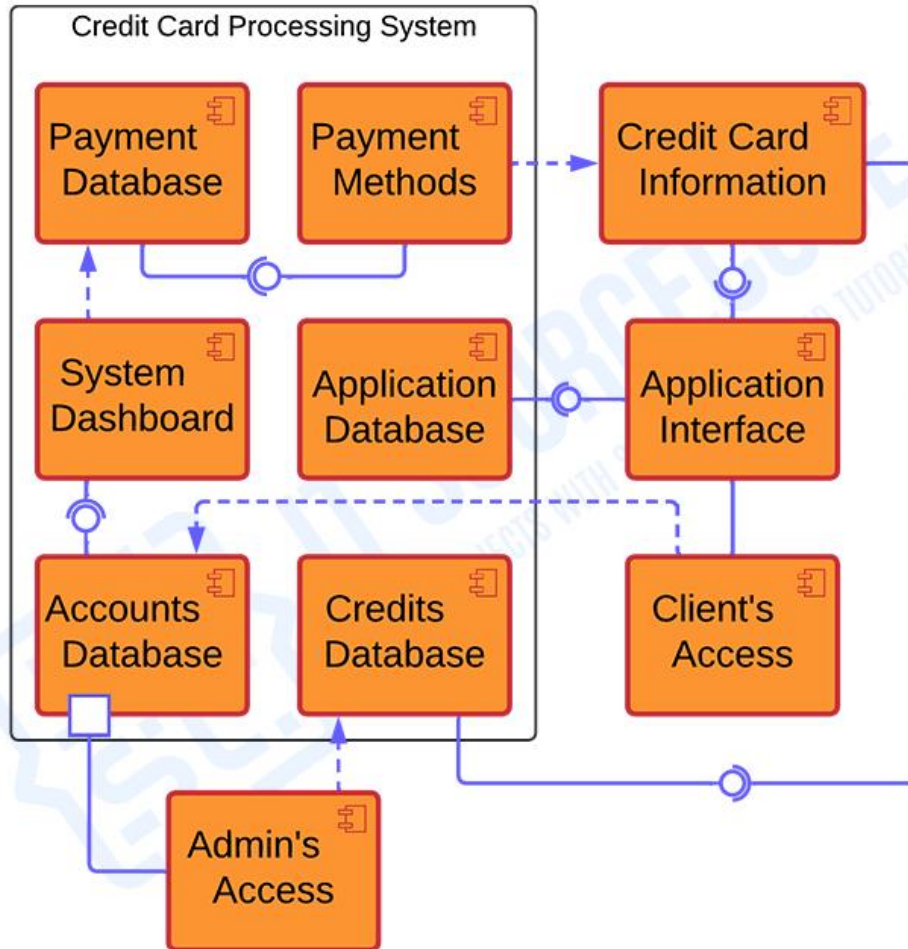
A component diagram in the (UML) Unified Modeling Language shows how parts are wired together to explain the parts of the credit card processing system. They are used to show the structure of any kind of system.

The UML component diagram shows how the card processing system comprises a set of deployable components, such as dynamic-link library (DLL) files, executable files, or web services. Using well-defined interfaces, these parts communicate with each other and keep their internal details hidden from each other and the outside world.

## The Component Diagram for Credit Card Processing System

This **component diagram of credit card system** is the illustration of the components of every hardware and software node. The component diagram below is a detailed illustration of the Deployment Diagram for Credit Card Processing System.

This component diagram shows the structure of the credit card processing, which consists of the software components and their interfaces, user information, and the database. Their dependencies explain how they work together. You can use component diagrams to show how software systems work at a high level, or you can use them to show how each component works at a lower level, like in a package.



UML

Component Diagram for Credit Card Processing System

## Credit Card Processing System Component Diagram (Explanation)

The **Credit Card Processing System UML component diagram** explains the sketch of the required software and hardware components and the dependencies between them. These components are labeled to clarify their part in the system's operation. They were represented by symbols that explain their function and role in the overall processing system operation.

This diagram shows several interfaces that are provided and required. The dependencies on each component are explained through the lines and arrows drawn in the diagram. The required and provided interfaces were declared by the line that has a circle with a semi-circle head.

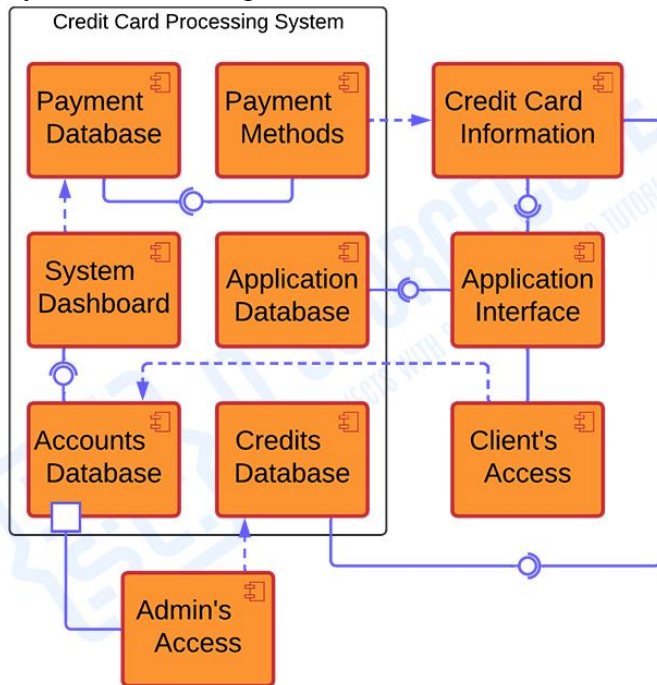
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The system's component diagram has 10 components. Each of these components has its part in the credit card processing system. The system's components were the admin's access, client's access, payment database, methods, application database, system dashboard, accounts database, credits database, credit card information, and application interface.

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