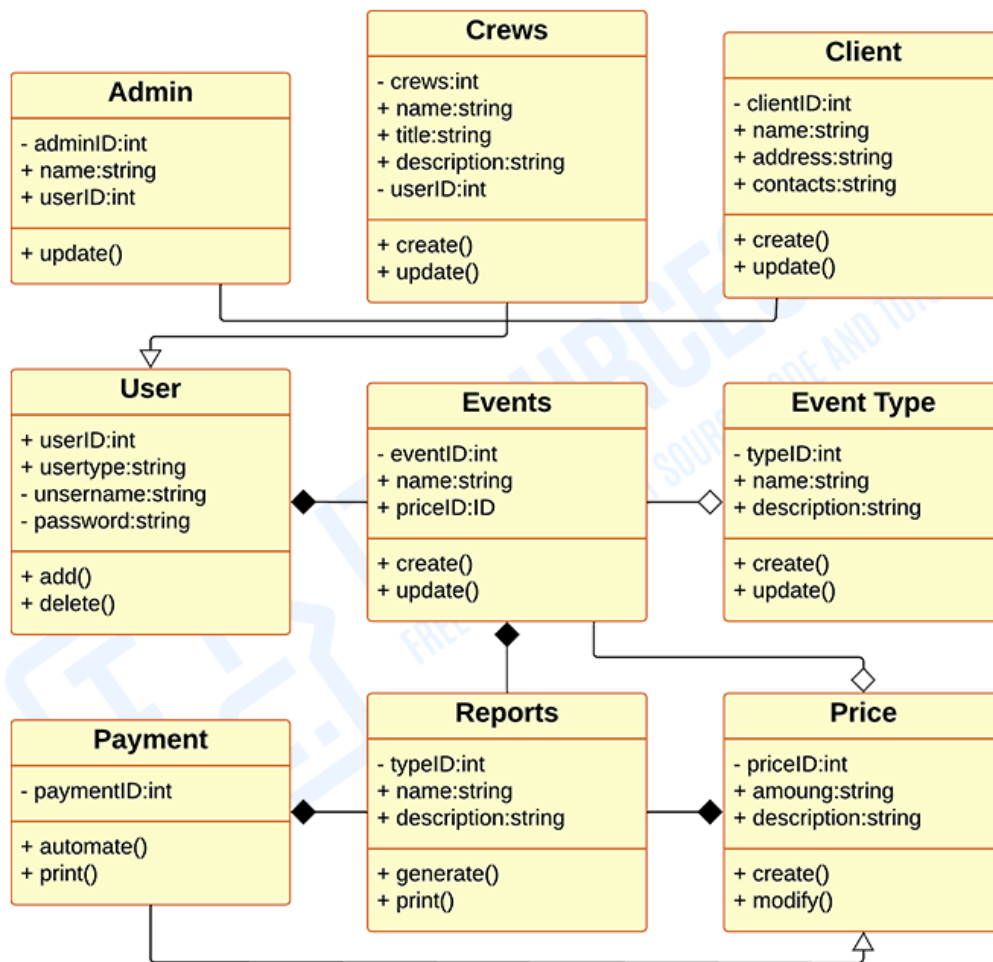# Event Management System Class Diagram

The **event management system class diagram** is an illustration of the Unified Modeling Language's (UML) class relationships and source code dependencies. Its class describes the methods and variables of an object, which is a specific thing in the system or a piece of code that represents that object.

Event Management System Class Diagram

Here's the constructed Event Management System Class Diagram. It was provided with its attributes with matching methods to show the structure of each class. This is constructed with the simple idea derived from the common function of an Event Management System.

So, the classes of an event management system class diagram are the: admin, crews, client, users, events, event type, payment, reports and price. They have their attributes as the explanation of their role as the system's class. Their methods were also given as well as their dependencies. These two helps defining the role and use of the classes in the system.

UML Class Diagram for Event Management System

The illustration of a class diagram informs the project proponents on what are the characteristic (structure) of the software by showing the classes that will be included in the project. It resembles a chart in which classes represent the requirements needed for the login system to operate correctly.

The symbol for the class diagram which has three partitions contains the exact definition of the system's requirements. The top rectangle has the class's name; the middle rectangle contains the class's properties; and the bottom rectangle contains the class's methods, commonly known as operations.

UML Class Diagram for Event Management System (Explanation)

As you can see through the illustration, the classes were determined which is symbolized by boxes. They were designated with their corresponding attributes and shows the class' methods. Their relationships are also plotted to show the connections between classes and their multiplicity.

You should also look into the visibility symbols displayed in the diagram. These are important because it declares the status of attributes in your Class Diagram. Some of the Class' attributes are for public (+) which means that they can be accessed by the classes connected to them. While the protected (#) symbols, means that the same classes or subclass can access the attributes of the data and the (-) symbol means it cannot be accessed by other class.

Just bear in mind that when you create your class diagram, you have to be specific. Because it will affect your project development. Do not worry because you can use the sample given as your project reference or you may also create your own.

UML Class Diagram for Event Management System

The UML class diagram is similar to a flowchart in which classes are represented by boxes with three rows inside. The top rectangle holds the class's name; the middle rectangle contains the class's properties, and the bottom row contains the class's operation (methods).

The class diagram is one of the most useful forms of UML diagrams because it elaborates the system's structure by representing its classes, characteristics, processes, and object relationships.