

Acceptance Test

Appendix B: Dataflow Diagrams

Smart Scheduling

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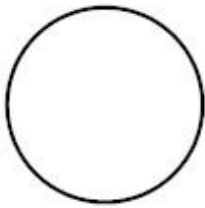
1.1 Data Flow Diagrams

The purpose of Data Flow Diagrams is to show the “flow” and transformation of data through the system. These diagrams are used as a visualization tool to help the audience get a better idea of what exactly is going on in the system. The first image shown below will be a legend describing what each of the different items in the diagrams are and what they represent. A Context Diagram is shown next, which is the general overview of each of the different agents interacting with the system. The Level 0 Diagram shows some more details about which processes each of the agents will be interacting with. Arrows are drawn to show the flow of data between the agents and processes. Following the Level 0 Diagram are two Level 1 Diagrams, each for one of the processes of the system. Each Level 1 Diagram shows that individual process in greater detail and contains labeled arrows to indicate what information is flowing to and from the processes and agents. Following the Level 0 Diagram are Level 1, Level 2, Level 3 and Level 4 Diagrams. The purpose of these Diagrams is to further break down each of the processes that are involved with the system. The further down the level is the more detailed the diagram is.

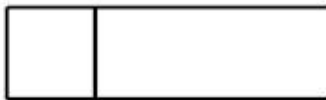
1.2 Data Flow Diagram Legend



Entities/Sources/Sinks of the system which represents the users. Data will flow between these entities.



Processes of the system which represents the functions. Data will flow from and to these processes.



Stores of the system which represent what stores the data. Data will flow into, be saved and be pulled from these data stores.

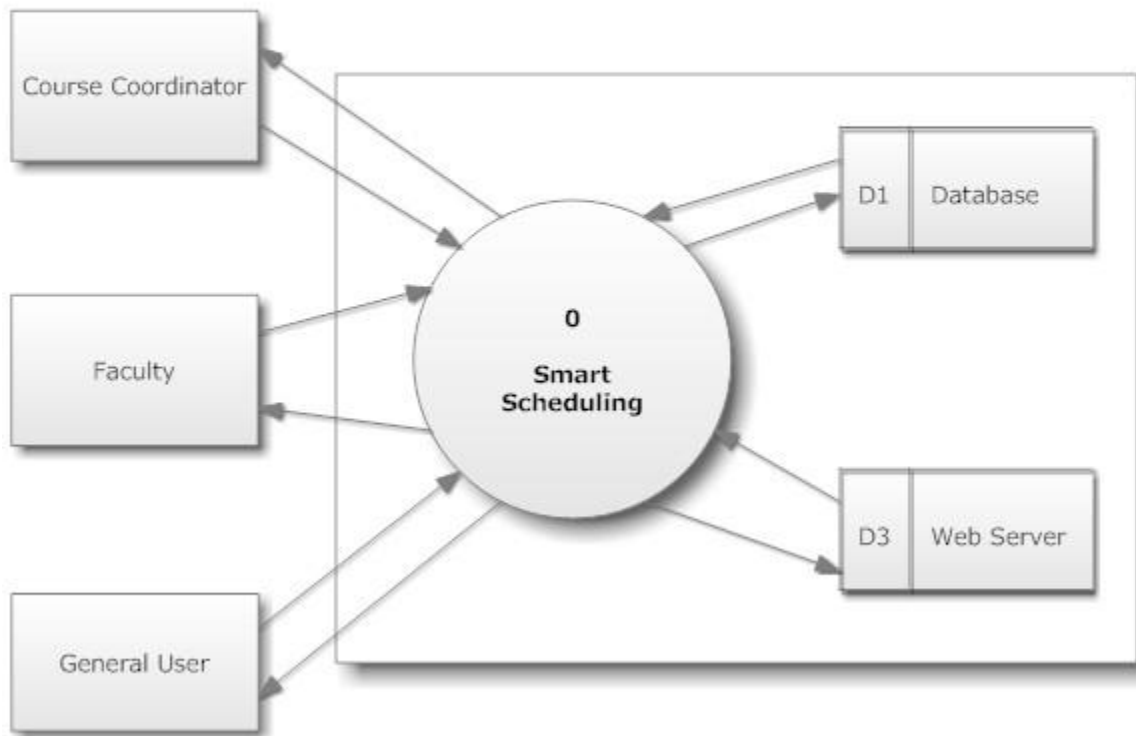


The Flows of the system which represent the chunk or packets of information going from one component to another.

This is a legend for the Data Flow Diagrams. This legend explains all objects used in the diagram and what they represent.

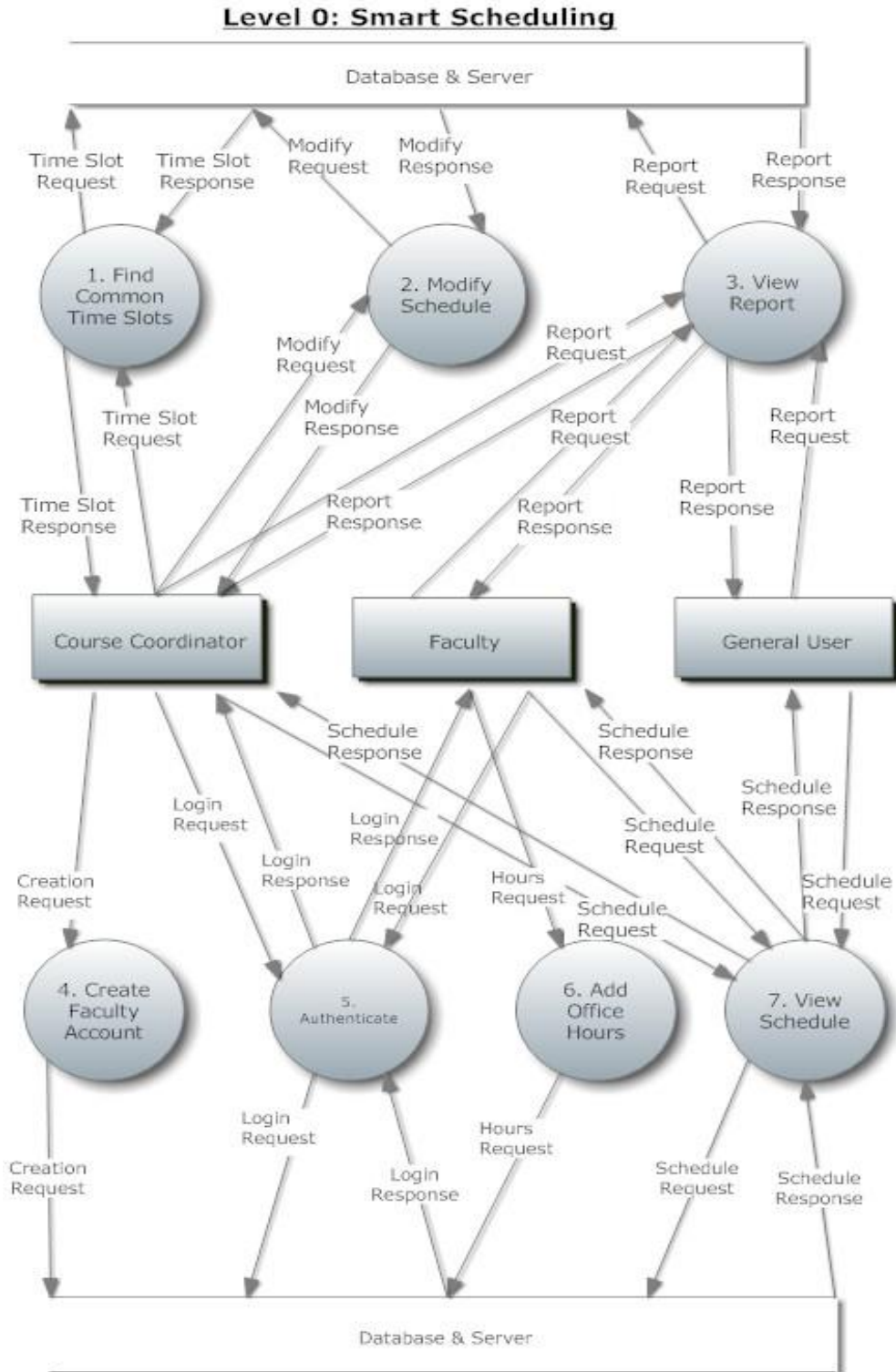
1.3 Context Diagram

Empire Unlimited *Context Diagram*

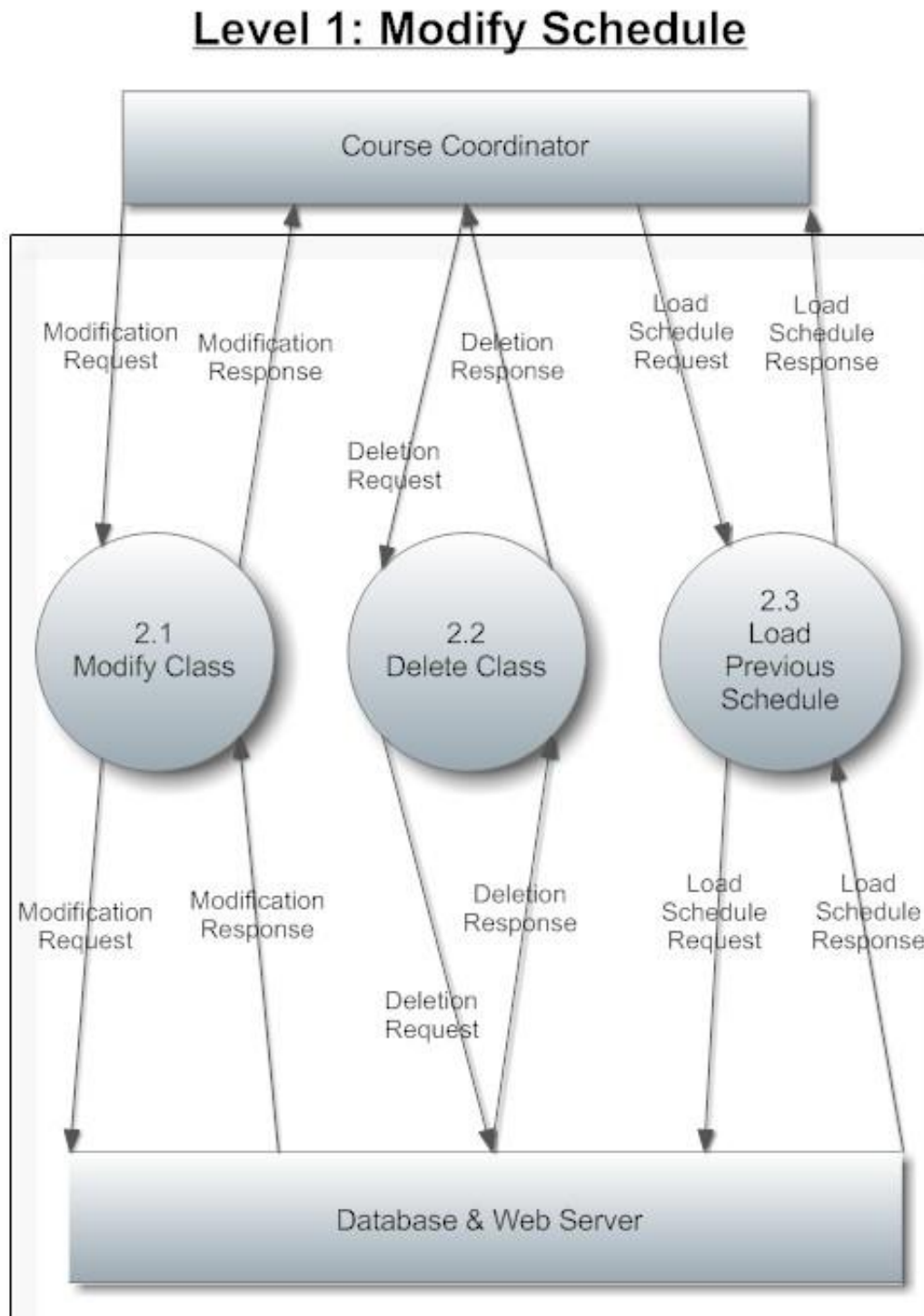


This diagram depicts a broad representation of the entities of the system and their interaction with the system.

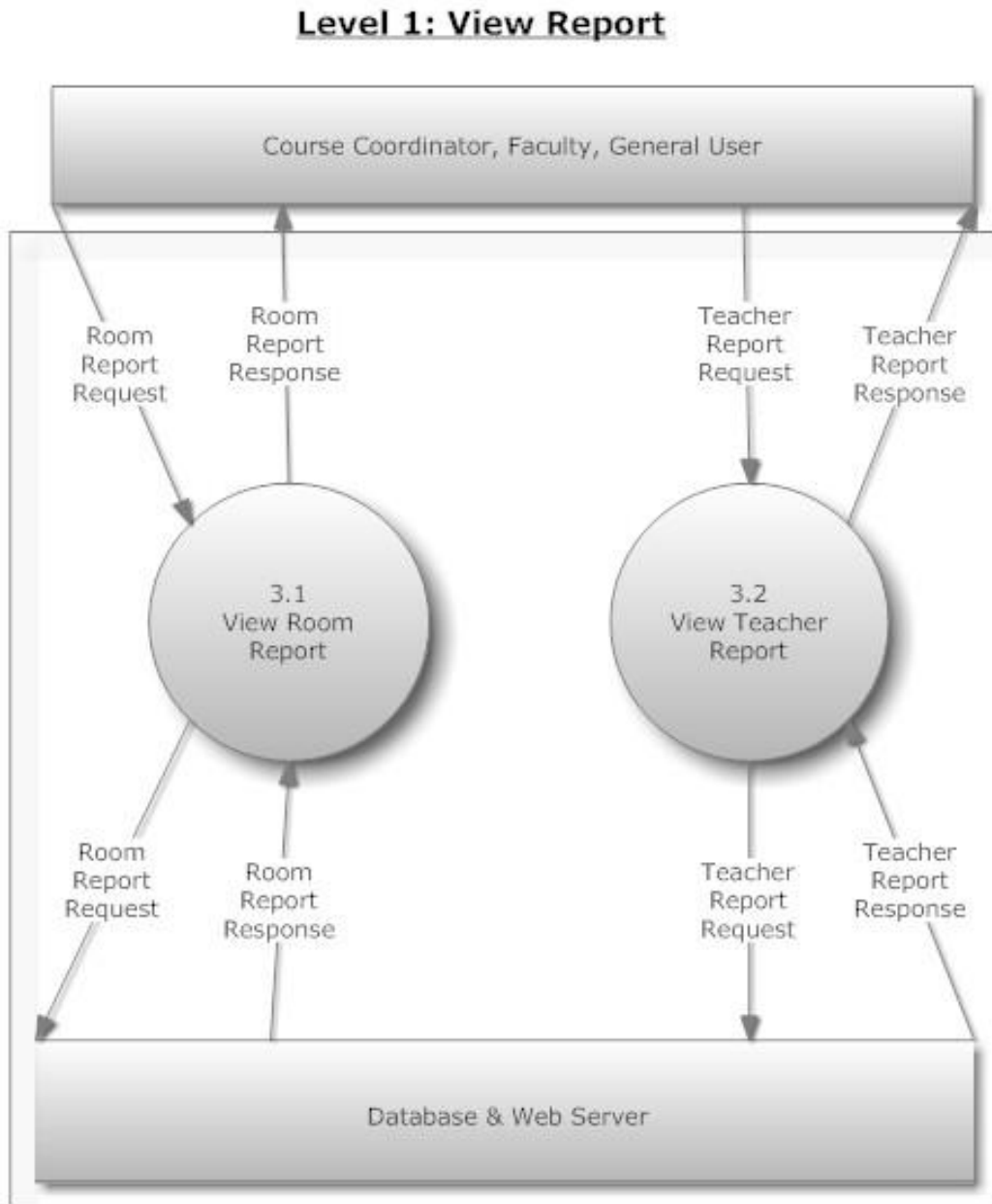
1.4 Level 0 Diagram



1.5 Level 1 Diagram: Modify Schedule

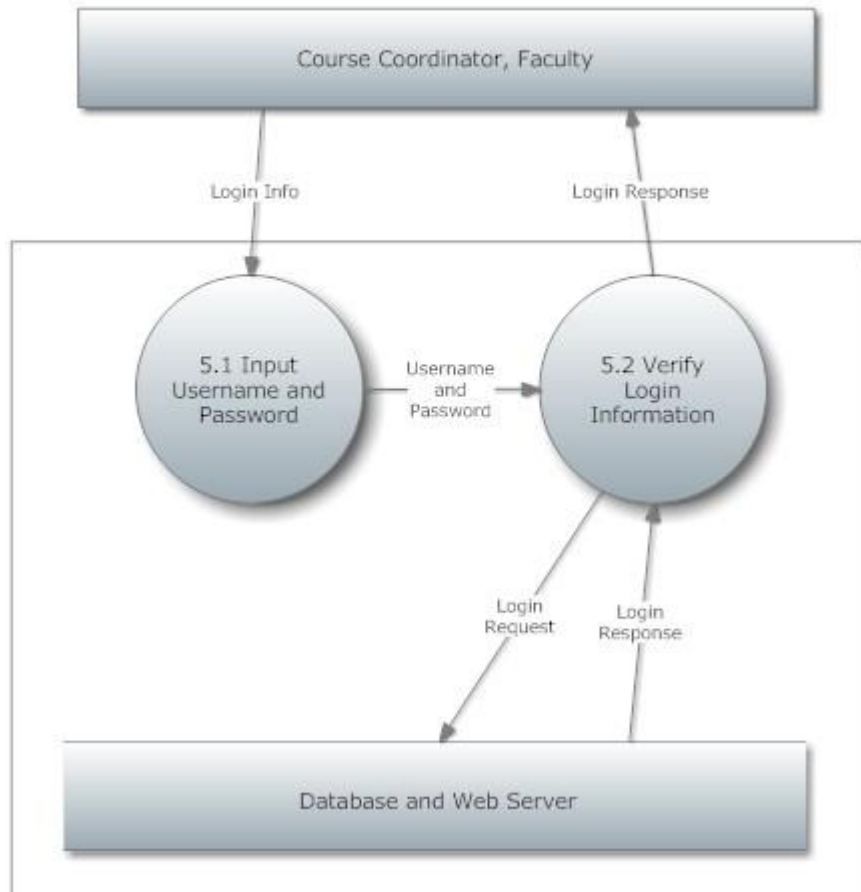


1.6 Level 1 Diagram: View Report



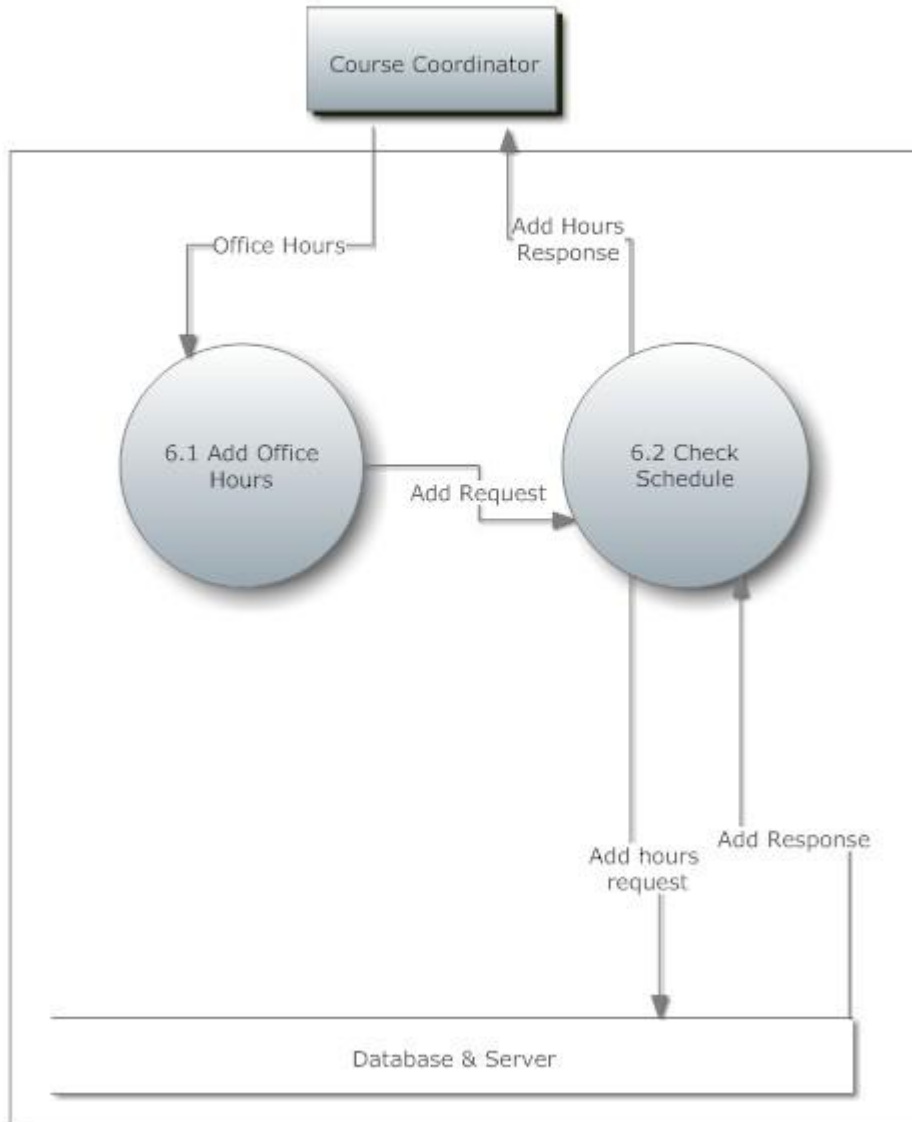
1.7 Level 1 Diagram: Authenticate

Level 1: Authenticate

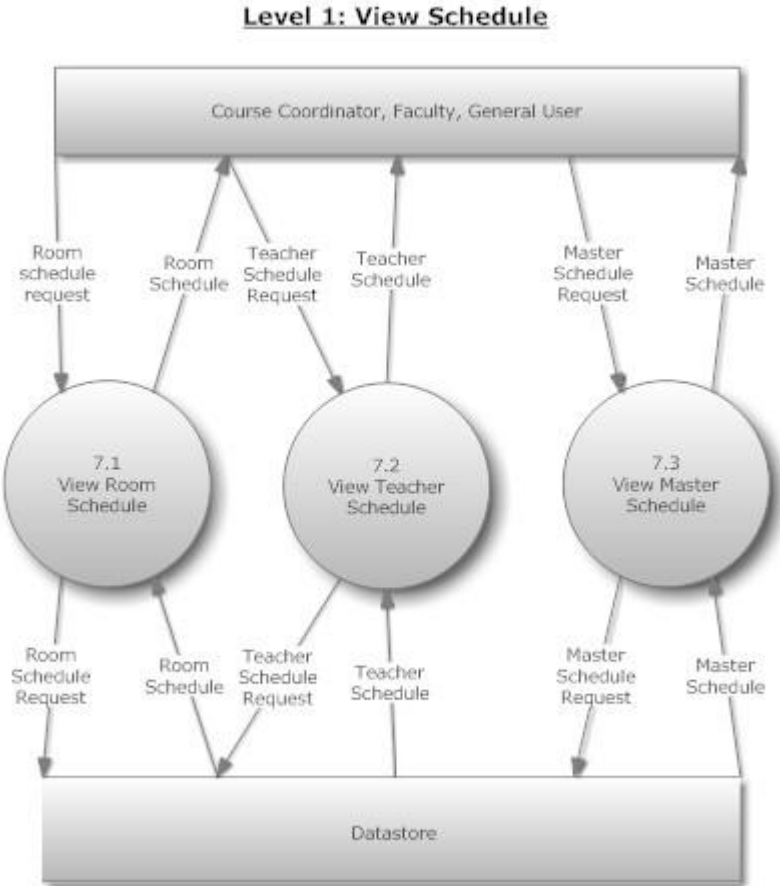


1.8 Level 1 Diagram: Add Office Hours

Level 1.6: Add Office Hours

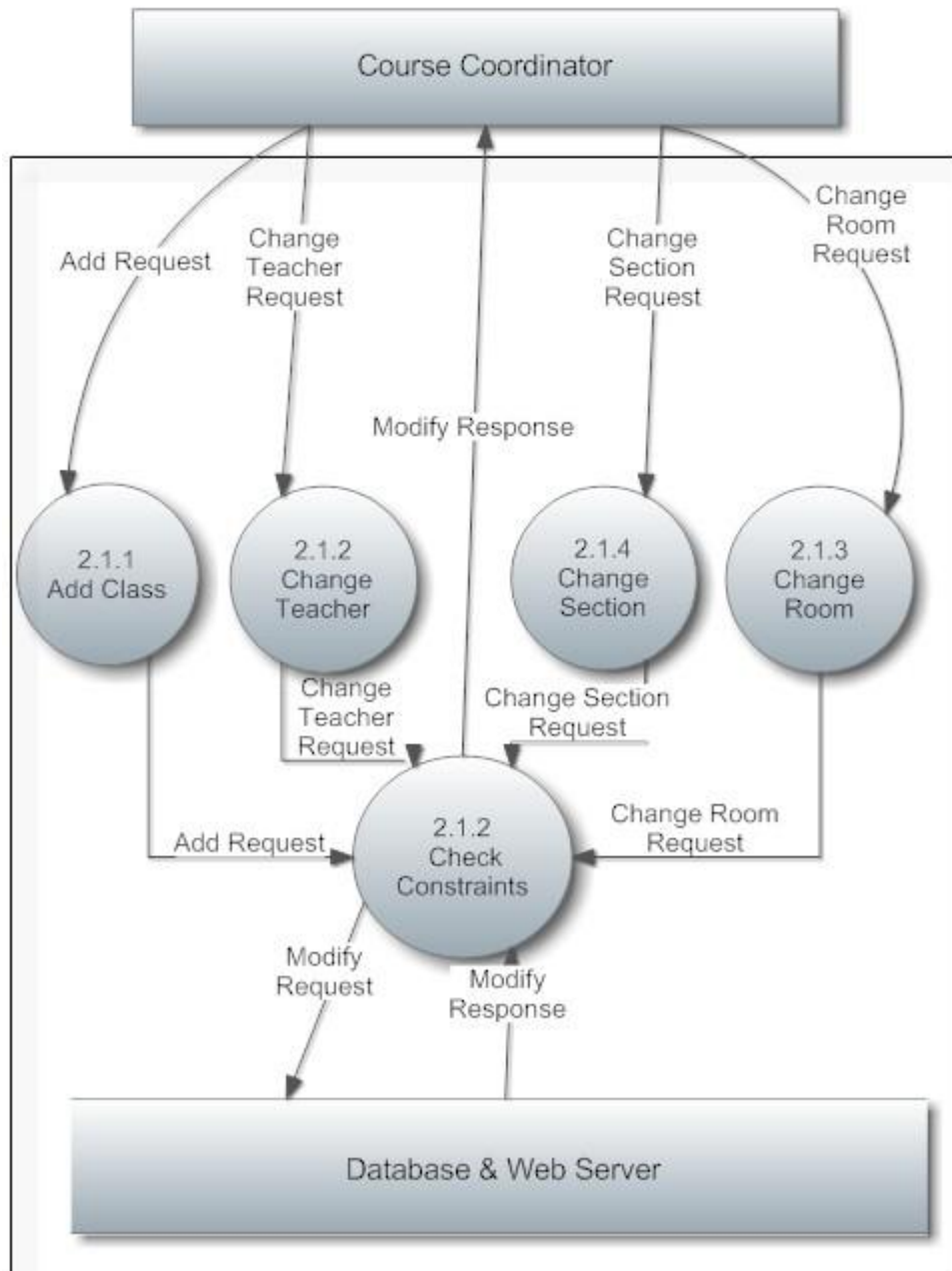


1.9 Level 1 Diagram: View Schedule



1.10 Level 2 Diagram: Modify Class

Level 2: Modify Class



1.11 Level 2 Diagram: Load Previous Schedule

Level 2: Load Previous Schedule

