

Credit Card Processing System Class Diagram (UML)

The **credit card processing system class diagrams** show the class relationships and source code dependencies of the Unified Modeling Language (UML). Its class describes an object's methods and variables, which is a specific thing in a program or a piece of code that represents that object.

Steps in Developing Class Diagram for: Credit Card Processing System

Time needed: 5 minutes.

Here are the complete steps in creating the class diagram for credit card processing system

1. Step 1: Identify the classes of the system

The first step is to determine the system's included classes. A class (or classes) is an object or group of objects with similar structure and behavior. A rectangle with rows of the class name, attributes, and operations is used to represent them.

The class name appears in the upper row of the class. This section is always important, whether you're talking about the classifier or an object. The attributes of the class are located in the center section. Use this section to define the attributes of the class. This is only required when supplying a specific instance of a class.

The operations of classes are listed in the bottom row (methods). In the list format, each operation gets its line. The methods by which a class interacts with data are known as operations.

2. Step 2: Know the classes' connections (relationship)

The next step is to figure out how each of the classes or objects is connected. When making the class diagram, look for similarities and differences between them to help you put them into groups. A relationship is a link between model components.

This UML relationship is a model element that defines the structure and behavior between model elements, adding semantics to the model. To construct variations of these relationships, you can utilize attributes and keywords.

3. Finalize the structure of the Class Diagram

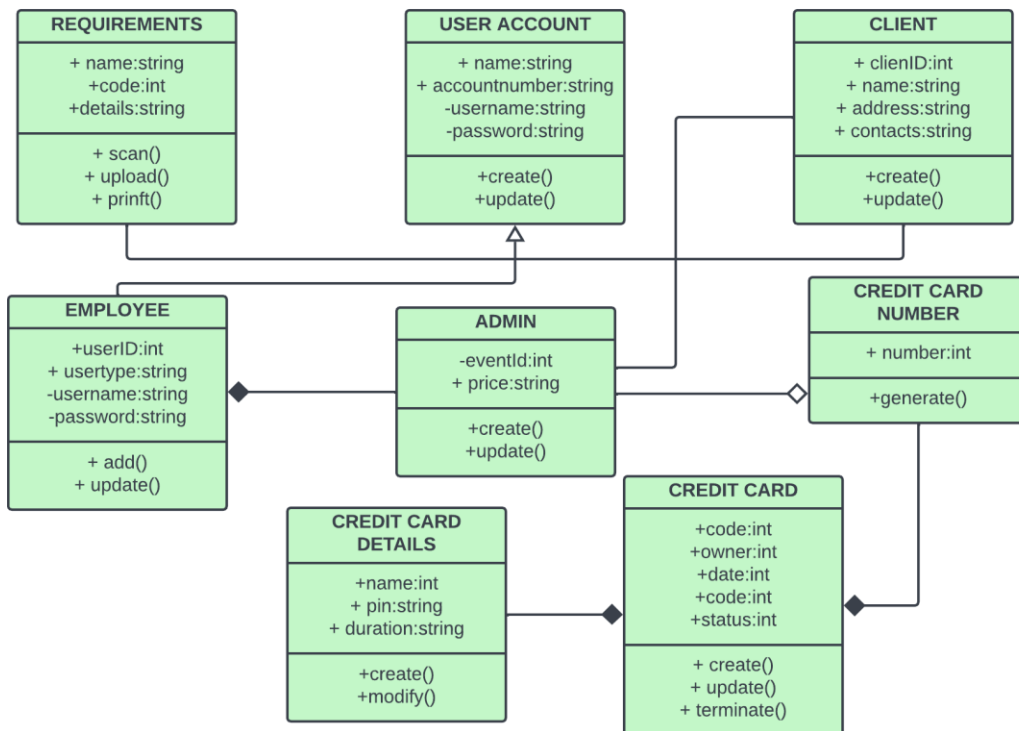
The final step that you would do to finish your class diagram is to review the structure and finalize every class involved. Your class attributes and methods should be defined properly because they will be the guide for the project programming.

Just remember that a class diagram is a form of a static structure diagram that depicts the structure of a system by displaying the system's classes, attributes, operations (or methods), and relationships among objects.

Credit Card Processing System: Simple Example

This **simple Credit Card Processing System (UML) class diagram** is made of a simple idea that comes from the common purpose of a student registration system. Furthermore, this class diagram tells you everything you need to know about the class's methods and properties. It demonstrates its ideas and how classes connect on the automation.

Now to create the diagram, you will first determine its classes. The classes included in **Credit Card Processing System** Are Requirements, User Account, admin, credit card, employee, and admin. The mentioned classes were just general. If you want a more complex or wider scope of your Event management system, then you can add your desired classes. You must also include the database on your class diagram for your system.



CREDIT CARD PROCESSING SYSTEM CLASS DIAGRAM