CHAPTER 4

ANALYSIS AND DESIGN

4.1 Analysis

4.1.1 Use Case Diagram

Figure 4.1 Use Case Diagram
Based on the diagram, the user can open also close the application. In open application case, user can input number of rows of table to be input.

Then user can input activities, times, and predecessor. When user run the program, it will process the program. Then user can see the result shown as diagram.

4.2 Design

4.2.1 Class Diagram

When the application running, user fill the data in table to process the data, then it will process for calculating the “Time” to get the higher number. After that, eliminating some data of “Activities” and “Predecessor” to draw line between nodes.

In the class diagram, main menu related with launcher, from the menu is the final result that related with process of eliminating “Nodes & Lines” and calculating “Time” from data which inputed from table by user.