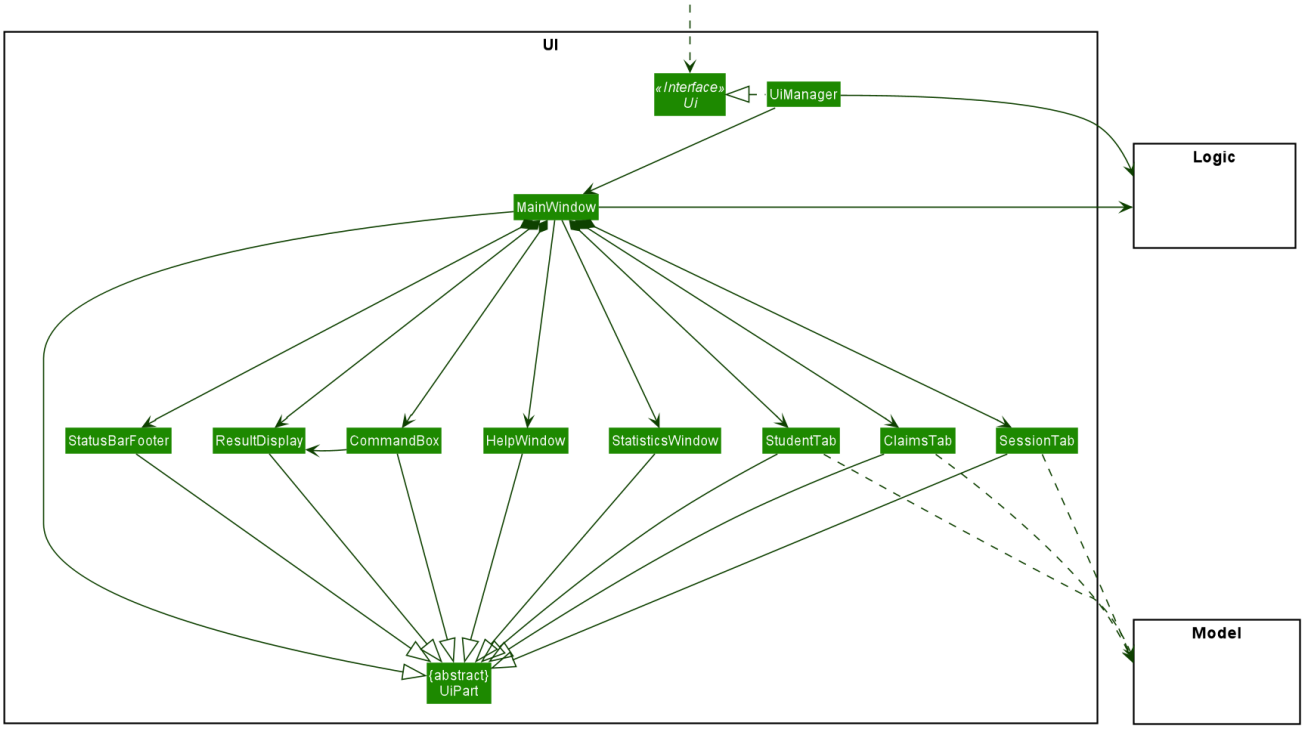


Figure 1. Structure of the UI Component. The Class Diagram shows how the `UI` components interact with each other.

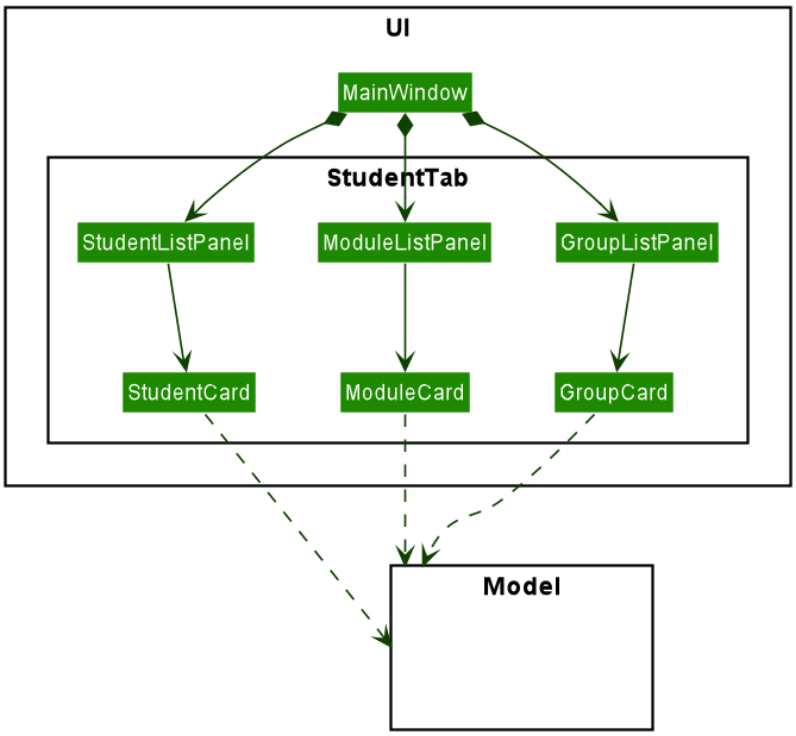


Figure 2. Structure of the Student Tab Component. The Class Diagram shows how the components in the `Student Tab` interact with each other.

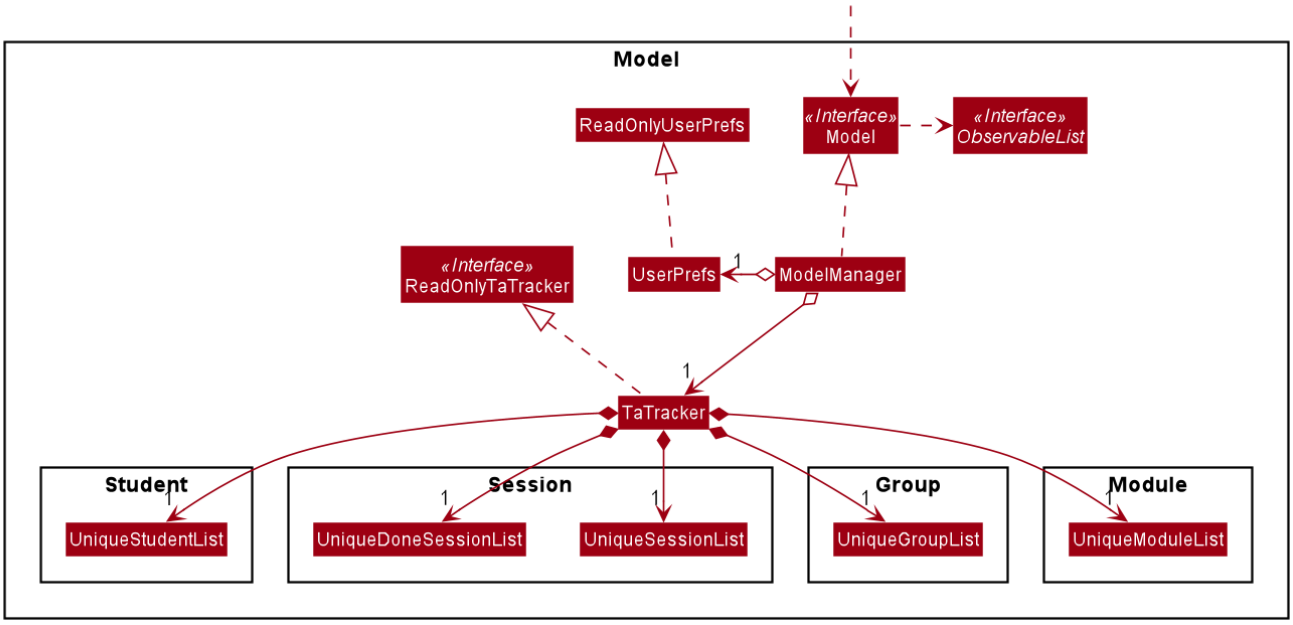


Figure 3. Structure of the Model Component. The Class Diagram shows how the different `Model` components interact with each other.

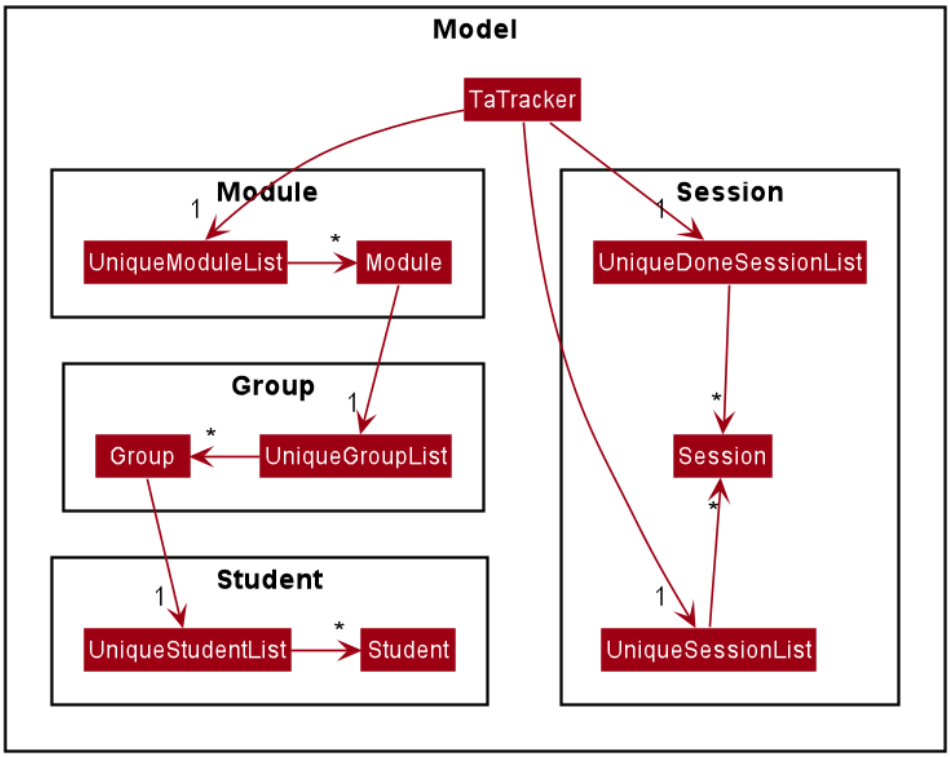


Figure 4. Model Components - Class Diagram. The Class Diagram shows the relationship between the different classes in the `Model` component.

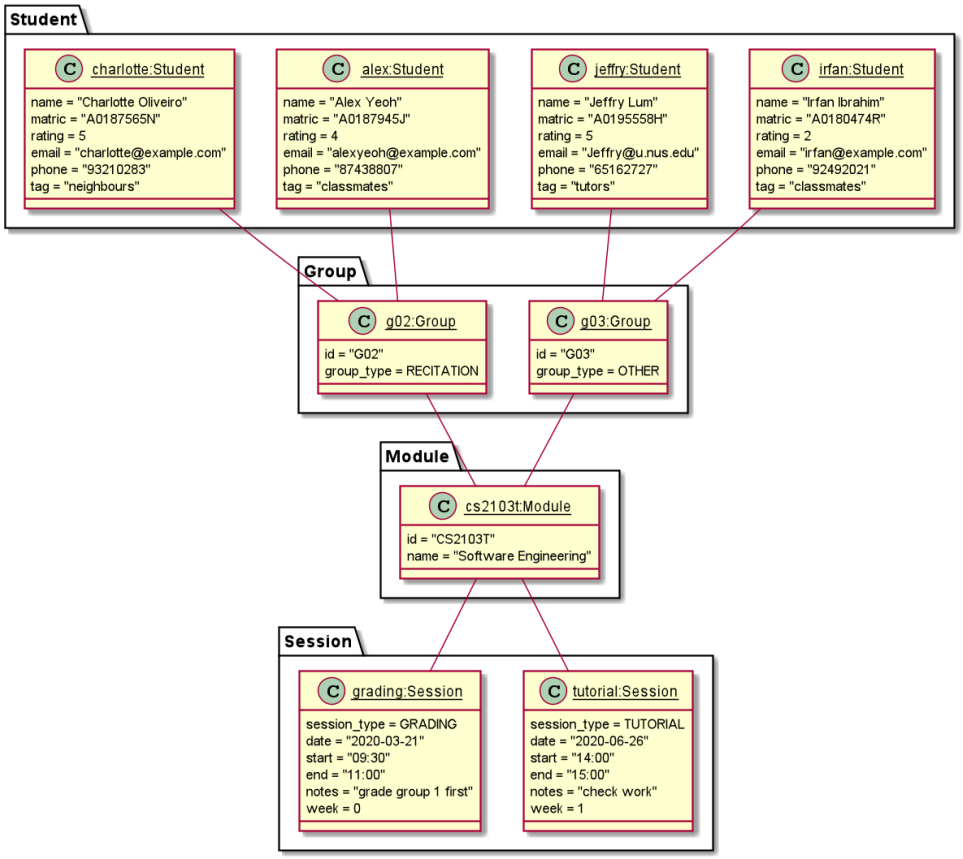


Figure 5. Model Components - Object Diagram. The Object Diagram shows an example of the relationship between the different `Model` objects. This example is based on the state of TA-Tracker when it is first run (without any user data).

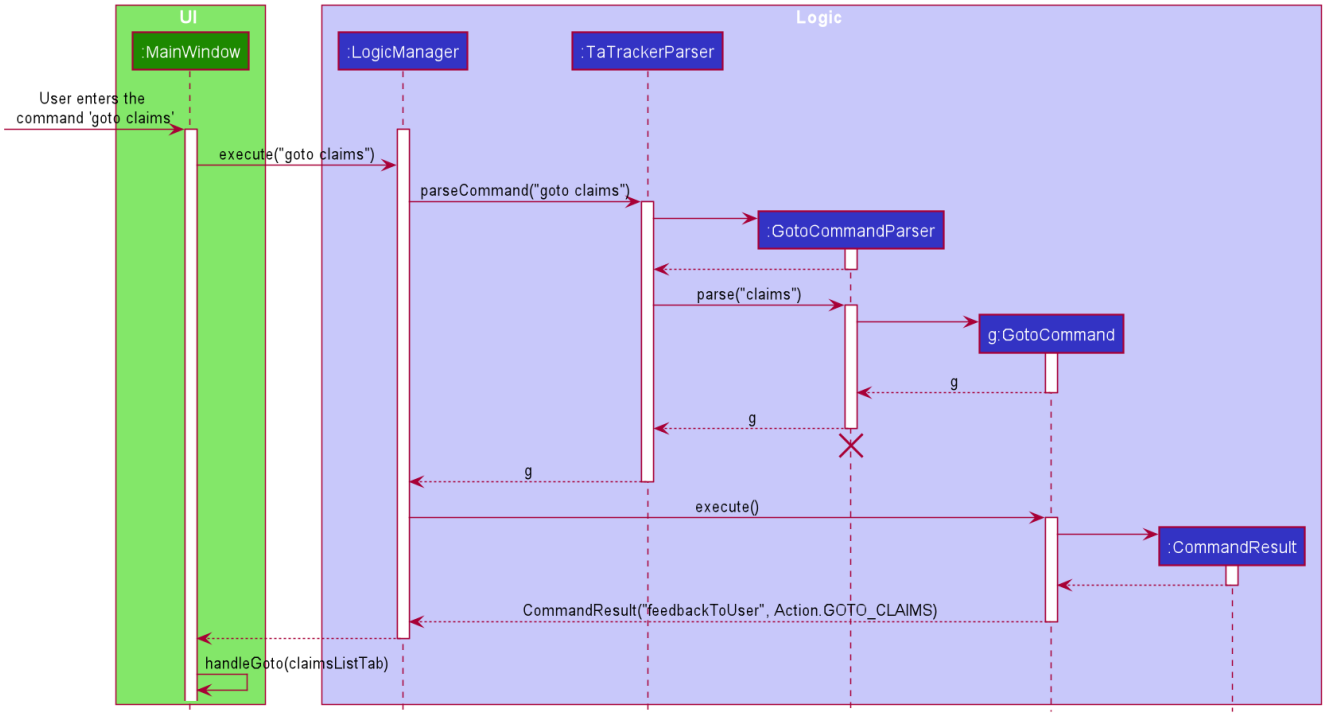
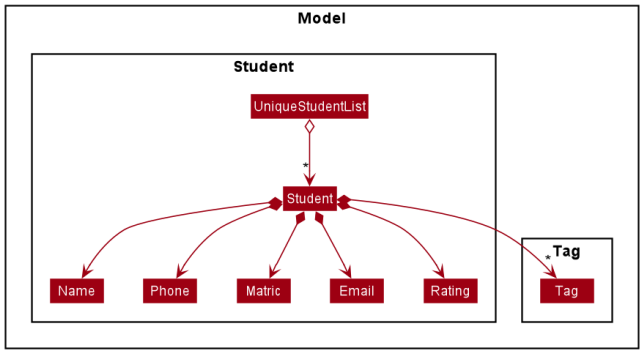
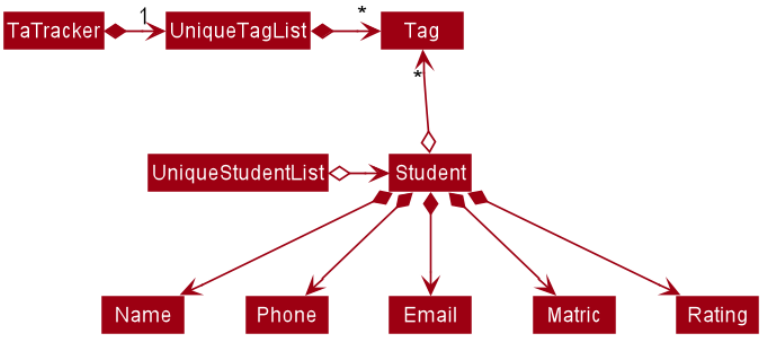
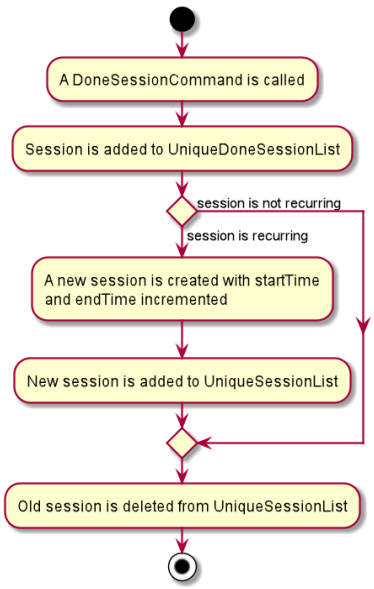


Figure 6. Sequence Diagram for Goto Claims Command. The Sequence Diagram shows the interactions between the `Logic` and `UI` components of the TA-Tracker when the user enters the command `goto claims`.

Description	Diagram
Structure of the Student Component. The *Class Diagram* shows how different classes are related in the functioning of a `Student` Object.	
As a more `OOP` model, we can store a `Tag` list in `TaTracker`, which `Student` can reference. This is an example of what such a model may look like.	
Session Done- Activity Diagram. The following *Activity Diagram* describes how TaTracker is updated when a `SessionDone` command is entered.	
Claims View - Class Diagram. The following *Class Diagram* shows how different classes are related in the functioning of the **Claims View**.