



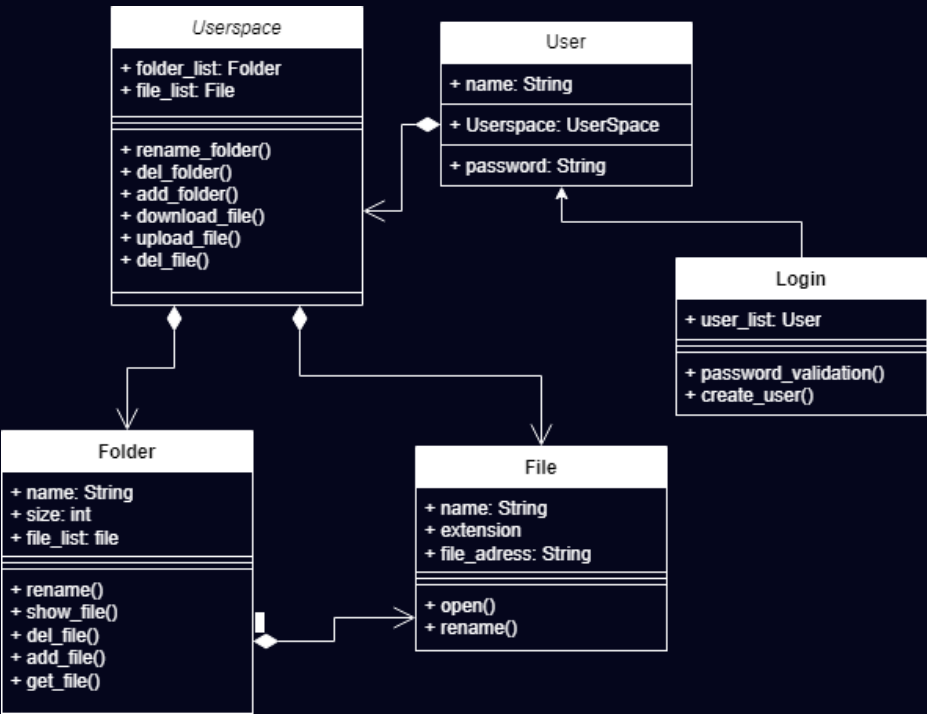
PROJECT

progress

The application we want to realize is a small scale replica of Onedrive, applying the different topics, methods, diagrams and teachings learned in class, With this project we seek to learn and apply the things we saw from basic programming to advanced programming.

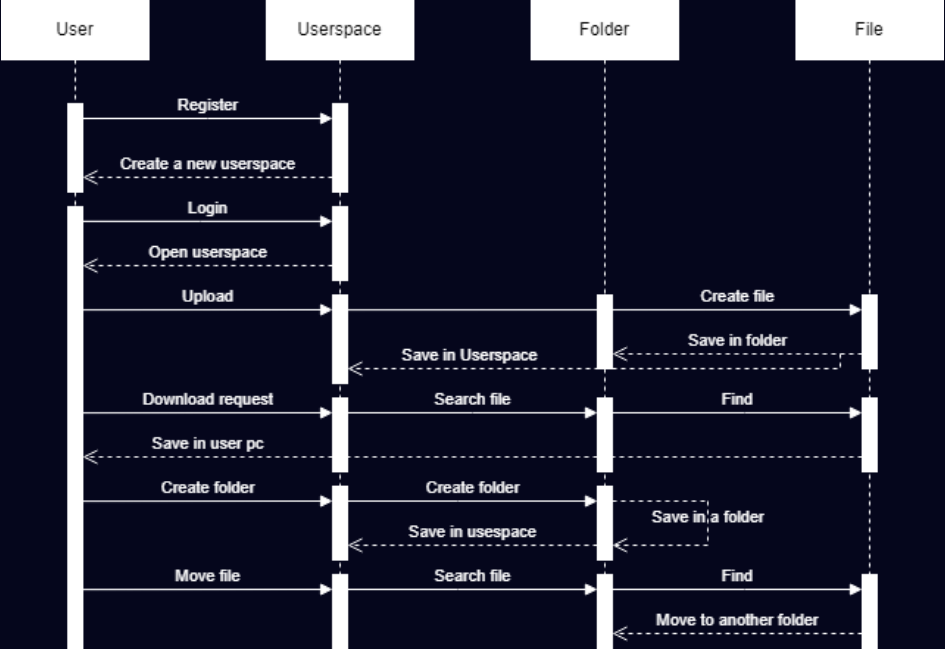
The main objective of this project is to be able to manage files from the program and to be able to store them locally on the device where the program is going to be used, since for now we do not have the ability to do it in the cloud.

What we hope to make is a program that can save files on the computer, send them from one place to another, copy them, and organize them, we hope that the program will be a small replica of Onedrive but in a local way.



In order to carry out this program, in 5 entities: Userspace, User, Login, Folder and File. User to have an account to link to the file storage space. Login to validate the password and the user name. UserSpace as the largest class that will contain the folders and files, organize them, create, upload, download, this class is very important for the operation of the program. Folders are to contain files and other folders. Finally the files are the elements to be saved.

The sequence diagram summarizes the activities and processes that are performed in the program, in this diagram we do not place the Login entity since its use is relegated only at the beginning of the program. The project and the application are still in an early stage of development so we have not been able to focus on the design of this.



From what has been done on the project it is not yet possible to reach any conclusion beyond the fact that we have to continue working on it and that at this moment it is incomplete.

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