

# **Assignment 2**

## **Design model**

### **Team 25**

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## **1 Introduction**

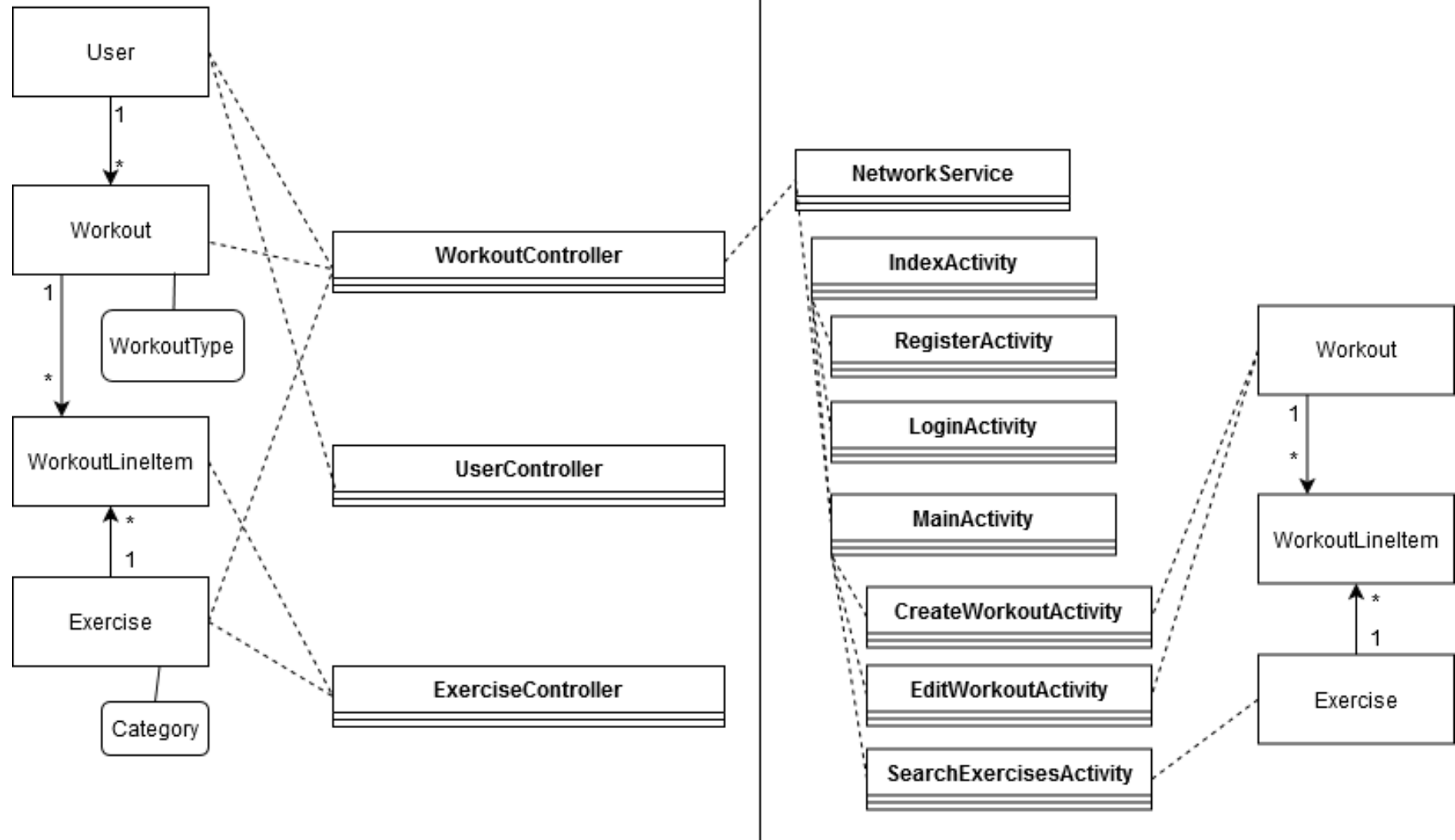
The assignment consists of three diagrams: First an UML class diagram that clearly distinguished server- and client-side components and show only model and controller classes, not view classes. Second there is a state machine diagram, and finally a sequence diagram, these two diagrams show user navigation in our app and the control flow between key components within the app and between client and server.

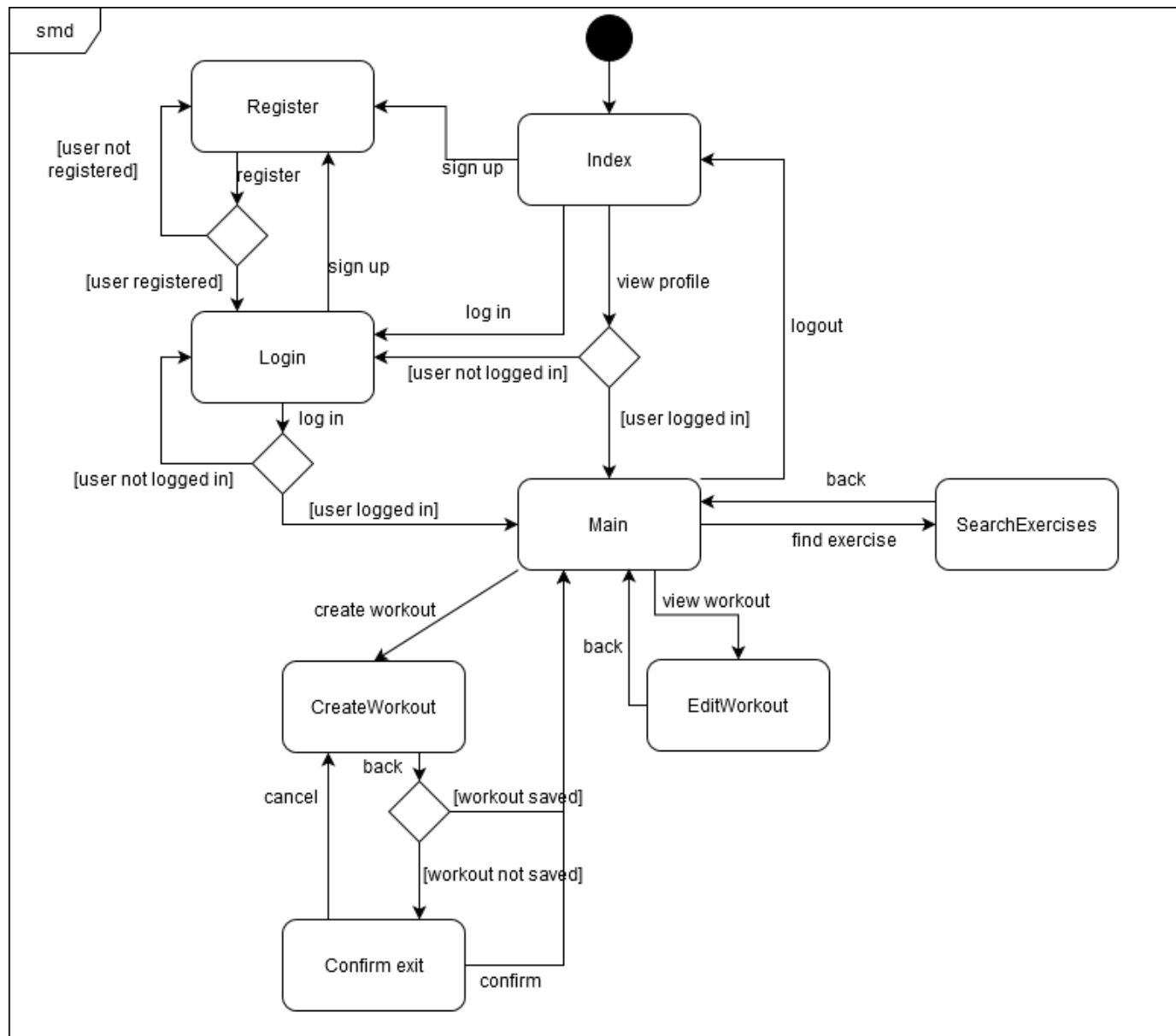
The assignment will be presented by Ólafur in class.

Class diagram

Server

Client





sequence diagram

