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# **Introduction (<JP>)**

The purpose of this document is to address the design elements of Paystub+ and its features. It contains a class diagram highlighting different class components of the application, using correct implementation of pseudo code and algorithms where necessary. In addition, there is a first cut sequence diagram file, illustrating system flow from interface, control, and entity classes and providing insight into basic system functionality. Attached is also a file featuring statecharts, a useful tool to visualize how the different classes within the application can change states in response to certain events or conditions. This model is particularly helpful when modeling complex behavior in class systems.

# **Class Diagram(<ER>)**

See Class Diagrams document.

# **First Cut Sequence Diagrams(<DG>)**

See Class Diagrams document.

# **Statecharts(<JP and MB>)**

See Class Diagrams document.