**ARCHITECHTURE DIAGRAM**

MUSHROOM CLASSIFICATION

REVIEW TABLE

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| DATE | VERSION | DESCRIPTION | AUTHOR |
| 18.8.2021 | 1.0 | Mushroom clasification | Bharat natrayn |
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**1.****Introduction**

**1.1****Purpose**

This document provides a comprehensive architectural overview of the system, using a number of different architectural views to depict different aspects of the system. It is intended to capture and convey the significant architectural decisions which have been made on the system.

**1.2 REFERENCE**

[**https://medium.com/analytics-vidhya/mushroom-classification-using-different-classifiers-aa338c1cd0ff**](https://medium.com/analytics-vidhya/mushroom-classification-using-different-classifiers-aa338c1cd0ff)

[**https://www.kaggle.com/uciml/mushroom-classification**](https://www.kaggle.com/uciml/mushroom-classification)

[**https://ai.plainenglish.io/mushroom-classification-using-machine-learning-with-deployment-using-fastapi-16ff80bc4cef**](https://ai.plainenglish.io/mushroom-classification-using-machine-learning-with-deployment-using-fastapi-16ff80bc4cef)

**2.****Architectural Representation**

This document presents the architecture as a series of views; use case view, logical view, process view and deployment view. There is no separate implementation view described in this document. These are views on an underlying Unified Modeling Language (UML) model developed using Rational Rose.

**3** **Use-Case View**

A description of the use-case view of the software architecture. The Use Case View is important input to the selection of the set of scenarios and/or use cases that are the focus of an iteration. It describes the set of scenarios and/or use cases that represent some significant, central functionality. It also describes the set of scenarios and/or use cases that have a substantial architectural coverage (that exercise many architectural elements) or that stress or illustrate a specific, delicate point of the architecture.

4.**Process View**

A description of the process view of the architecture. Describes the tasks (processes and threads) involved in the system's execution, their interactions and configurations. Also describes the allocation of objects and classes to tasks.