Logo

Description automatically generated

Software Project Management 2021/2022

Flashee

D2.2.1 – Software Architecture and Design

### Authors

* Ângelo Paiva.
* Burak Tinman.
* Jan Frank.
* Álvar San Martin.
* Pedro Henriques.

### Reviewer

* Ângelo Paiva.
* Burak Tinman.
* Jan Frank.
* Álvar San Martin.
* Pedro Henriques.

### Approver

### Table of Contents

[1. Introduction](#_Toc90896628)

[2. System Architecture / Class Diagrams / Activity Diagrams](#_Toc90896629)

[2.1. System Architecture](#_Toc90896630)

[2.2. Class Diagrams](#_Toc90896631)

[2.3. Activity Diagram](#_Toc90896632)

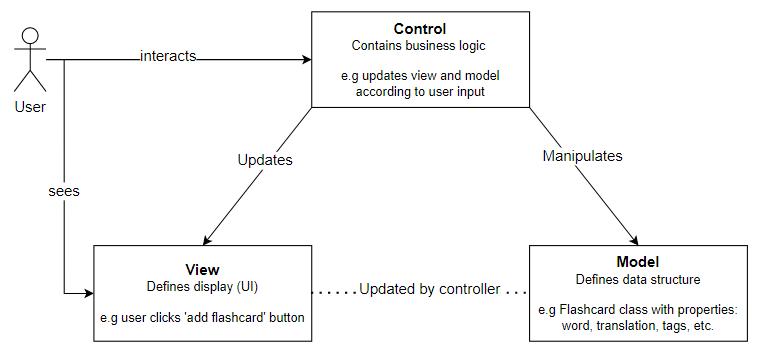
# Introduction

The following diagrams describe the system architecture and provide information about how the whole application is going to work.

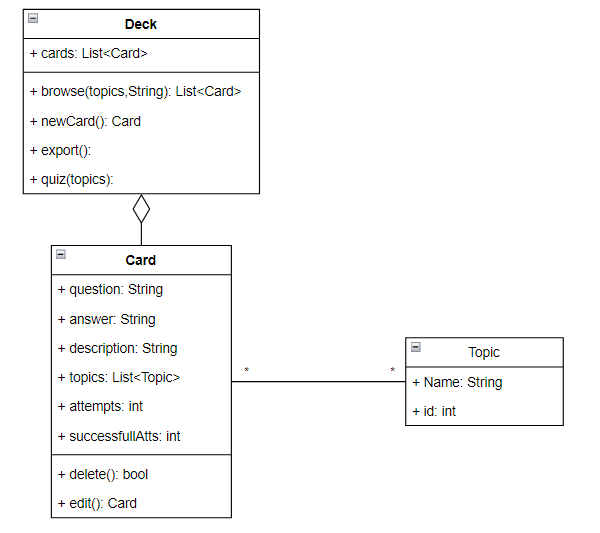
# System Architecture / Class Diagrams / Activity Diagrams

## System Architecture

## General Architecture Overview

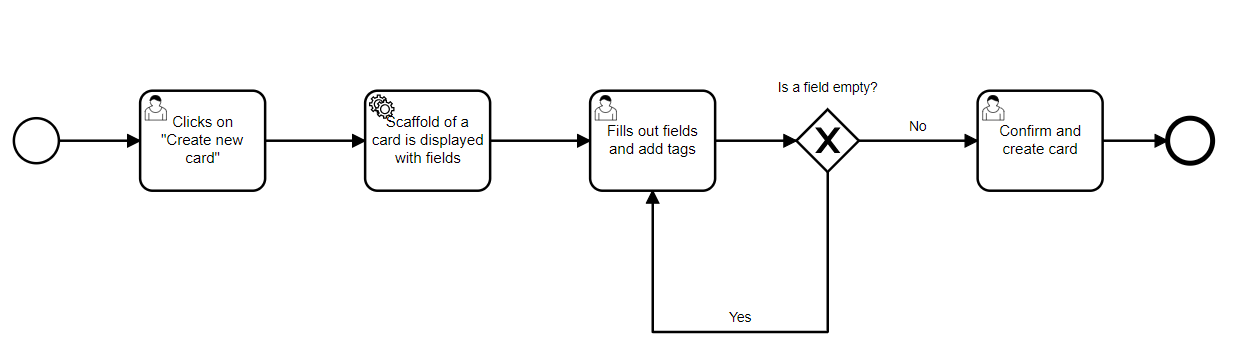


## Class Diagram

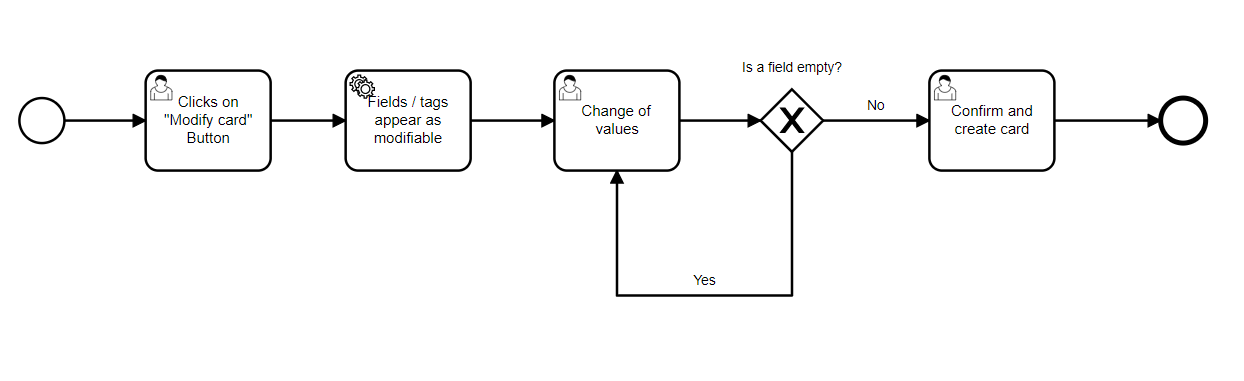


## Activity Diagram (BPMN 2.0)

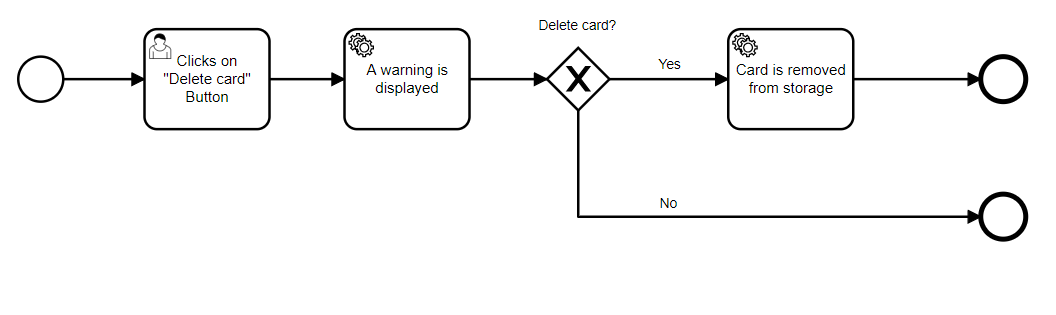
## UC-01 Create Card



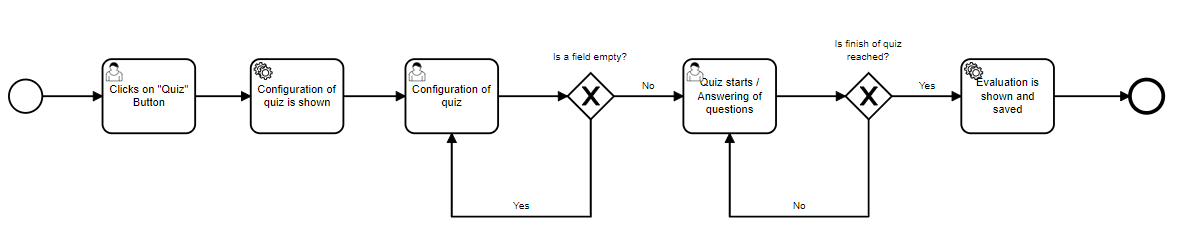
## UC-02 Modify Card



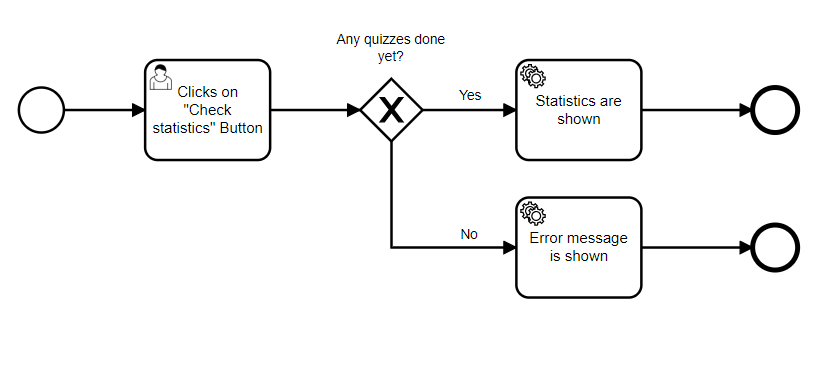
## UC-03 Delete Card



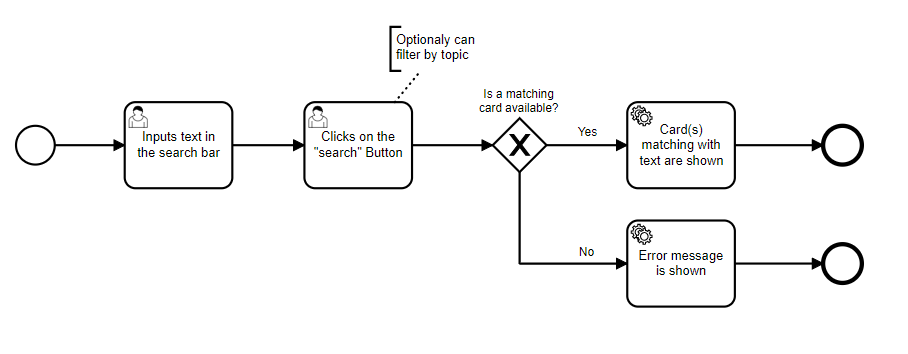
## UC-04 Start quiz



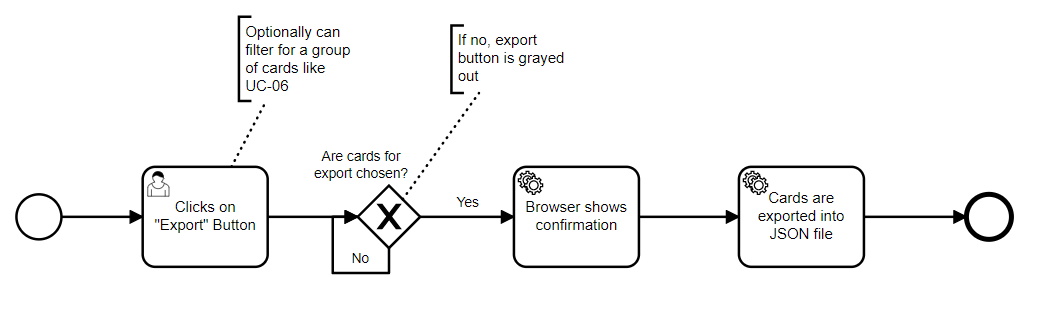
## UC-05 See statistics



## UC-06 Search for card



## UC-07 Export deck



## UC-08 Import deck

