# TO-DO

# Global Tasks

1. Refracture Architecture
   1. UML layer diagram project
   2. Creational Patterns for current
   3. Behavior patterns for current project
   4. Structural patterns for current project
   5. Class diagrams for different parts of a project
   6. Implement new architecture
   7. Simple UML Diagram for future
2. Finger movement visualization
3. Task switching

# Done