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1. Project Title and Authors

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Project Title and Authors
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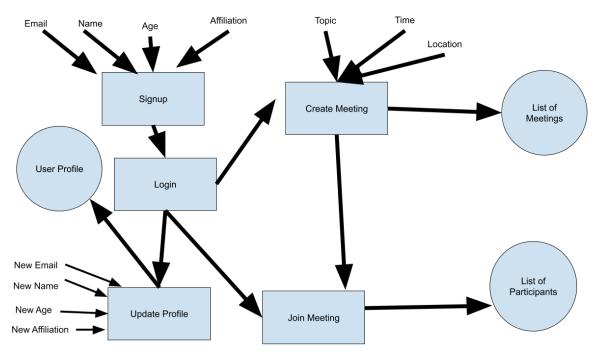
2. Preface

The version of this document is 1.1. We have updated this document from the previous version as we made adjustments to our detailed design section of the document. We added another class object to deal with a different functionality within the program. Furthermore, we added the finalized architectural design (Pipe and Filter) to the document. Finally, upon finalizing the detailed design class diagram we made some substantial changes to the data flow found in some of the sequence diagrams at the bottom of the document.

3. Introduction

The purpose of the system we have chosen to help us have a contextual understanding of how we are to begin programming the application the client desires. We have separated our main functionalities into separated objects, that for the most part, all communicate with one another to make the application's features work smoothly. Finally, this system allows us to stay clean and efficient in the implementation of the application giving an optimal, fast, and pleasant user experience.

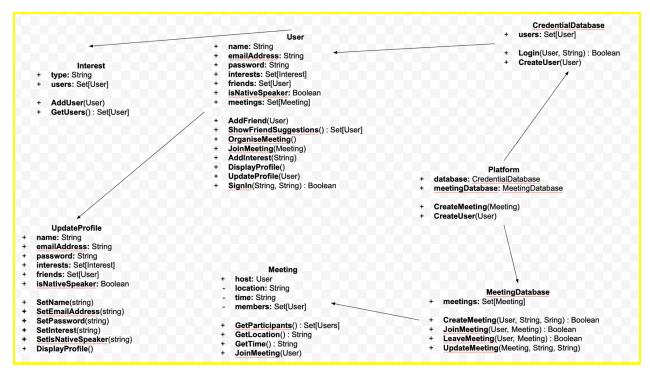
4. Architectural Design (Pipe and Filter)



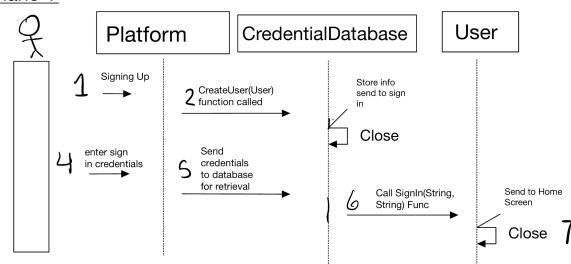
Components: Signup, Login, Create Meeting, Join Meeting

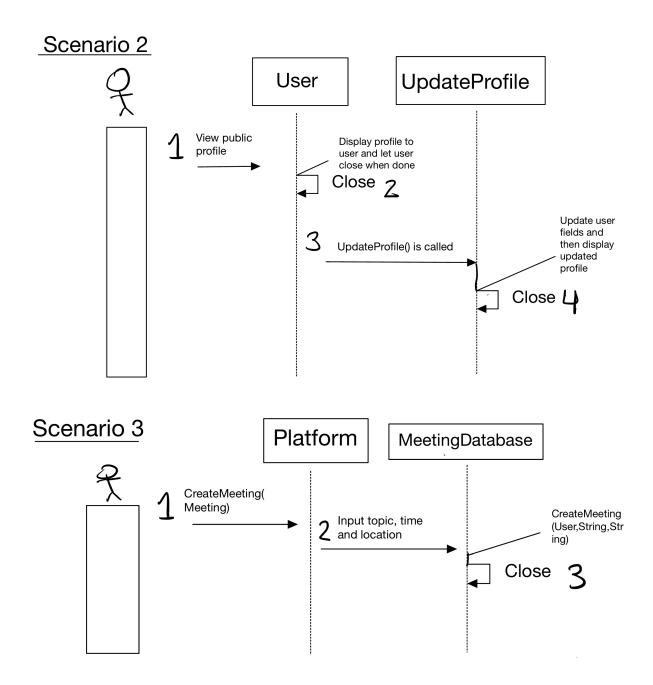
The components represent important functions used in the app. The pipe and filter architectural style was chosen to show the stream of data through those functions in a simple display.

5. Detailed Design



Scenario 1





Scenario 4 Interest User User 1 Find friends Give friend suggestions based on ShowFriendSuggestions() interests is called GetUsers() func called **G**lose AddFriend(User) is called and return Close 5 Scenario 5 Platform MeetingDatabase Join a meeting Call 2 Call meetingDatabase JoinMeeting(User, meeting) is called Leave meeting(User, meeting) is called when User is done Close