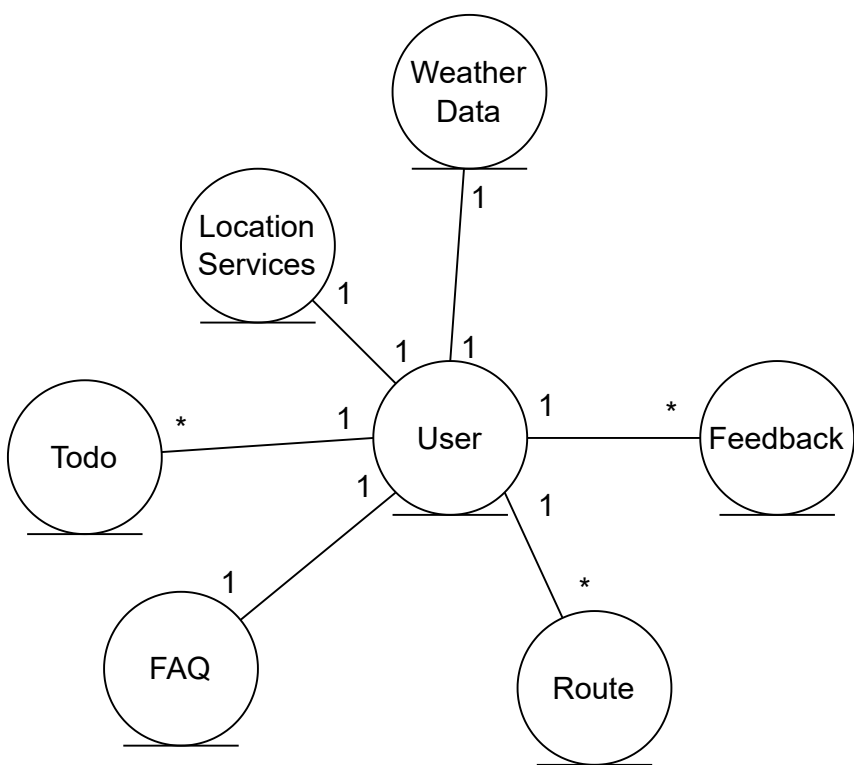


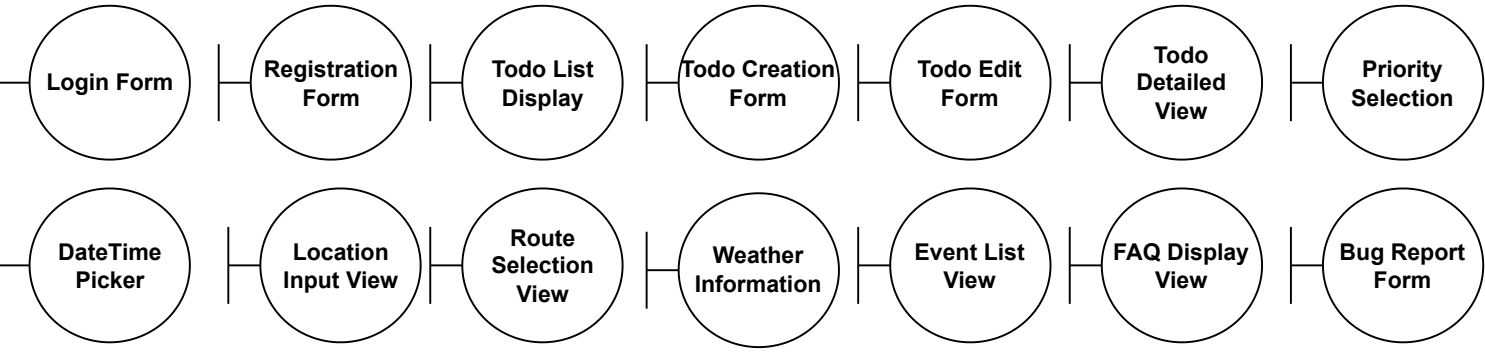
Entity Classes



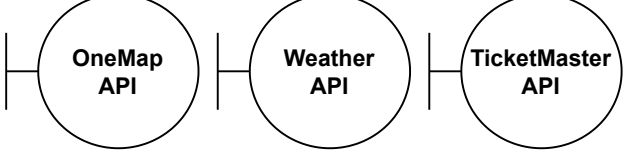
Key Boundary Class

interaction between Actor & System

UI Classes:



API Handlers:



Control Classes

Logic to realize use case

