**Overview**

This website will be a user-friendly platform for creating and editing project diagrams. It will support a variety of diagram types, including UML, wireframe, and server topology diagrams. The website will also have a variety of features to help users create professional-looking diagrams, such as:

Pre-built templates: Users will be able to choose from a variety of pre-built templates to get started quickly and easily.

Customizable shapes and connectors: Users will be able to customize the shapes and connectors in their diagrams to create diagrams that are tailored to their specific needs.

Collaboration tools: Users will be able to share their diagrams with others and collaborate on them in real time.

Export options: Users will be able to export their diagrams to a variety of formats, such as PNG, PDF, and SVG.

The website will function by using a combination of front end and back end modules. The front end will be responsible for displaying the user interface and handling user input. The back end will be responsible for user authentication, data storage, and diagram rendering.

Users will be able to create and edit diagrams using a variety of tools and features. For example, they will be able to drag and drop shapes onto the canvas, connect shapes with connectors, and add text and annotations. Users will also be able to choose from a variety of pre-built templates to get started quickly and easily.

Once users have created a diagram, they will be able to share it with others and collaborate on it in real time. They will also be able to export their diagrams to a variety of formats, such as PNG, PDF, and SVG.

Here is a breakdown of the front end and back end components for the specific features of your website:

**Front end:**

* User login and registration page
* Homepage with project display
* User settings page
* New project page
* How to page

**Back end:**

* User authentication and authorization
* Project data storage and retrieval
* Business logic for creating, editing, and deleting projects

The front end and back-end components will communicate with each other through HTTP requests. For example, when a user logs in on your website, the front end will send an HTTP request to the back end with the user's credentials. The back end will then authenticate the user and return a JWT token. The front end will then store the JWT token in the user's browser.

When the user visits the homepage, the front end will send an HTTP request to the back end to get the user's projects. The back end will then retrieve the projects from the database and return them to the front end. The front end will then display the projects on the homepage.

This is just a basic overview of how the front end and back end of your website would work together. The specific implementation will vary depending on the technologies that you choose to use.

**Timeline section**

Goal of project:

To implement a website with the following requirements

1. Adaptive Home page
2. Signup/login section

a.1. One or more of the following Google/linkedin/github sign in implementation

a.2. Have a Slider Authentication form like the following **P.1**

1. background image containing picture collage of completed projects

b.1. This is a easy one with setting the home page as the background image

1. User home page (refer to wireframe)
2. The center page will have a grid or list display of projects

a.1. The projects should be displayed like this when in grid form **P.2**

a.2. When in list form it should be displayed like this **P.3**

b.

1. User setting page

Discuss user setting

1. Main “canvas” page (this is where the designs are made)

Discuss a dom illustrator where you can paste your html and it prints out a diagram for your dom

-add images

-draw on the canvas

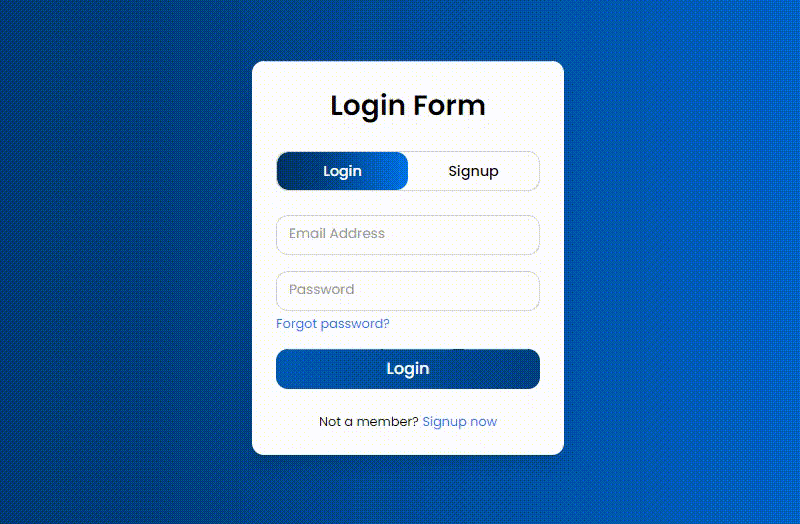
-upload user profile pic

Trimmed down goal

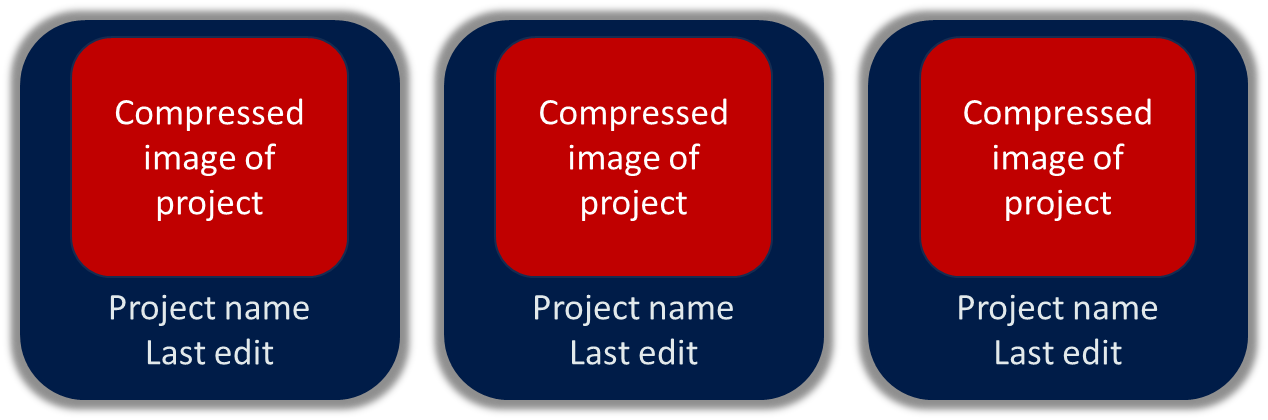
1. Types of graphs you’ll be able to make:  
   **Software Engineering**:
   * **Uml diagram:** a way to visually represent the architecture, design, and implementation of complex software systems.
2. **Cybersecurity**:
   * **Network Topology Diagrams**: Used to depict the structure of a network.
3. **Web Development**:
   * **Wireframes**: Simple sketches or diagrams to plan the layout and structure of a web page.
4. **Computer Science**:
   * **Tree Diagrams**: Illustrate data structures like binary trees or decision trees.

References:

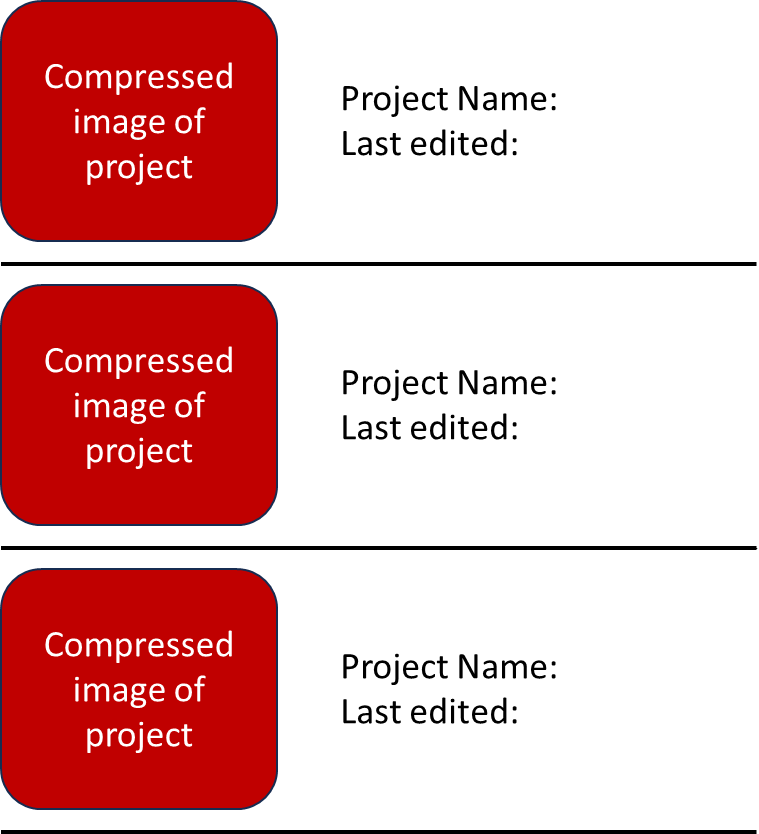
P.1



P.2



P.3



P.4

Useful links:

L.1. <https://www.w3schools.com/css/css3_borders.asp>