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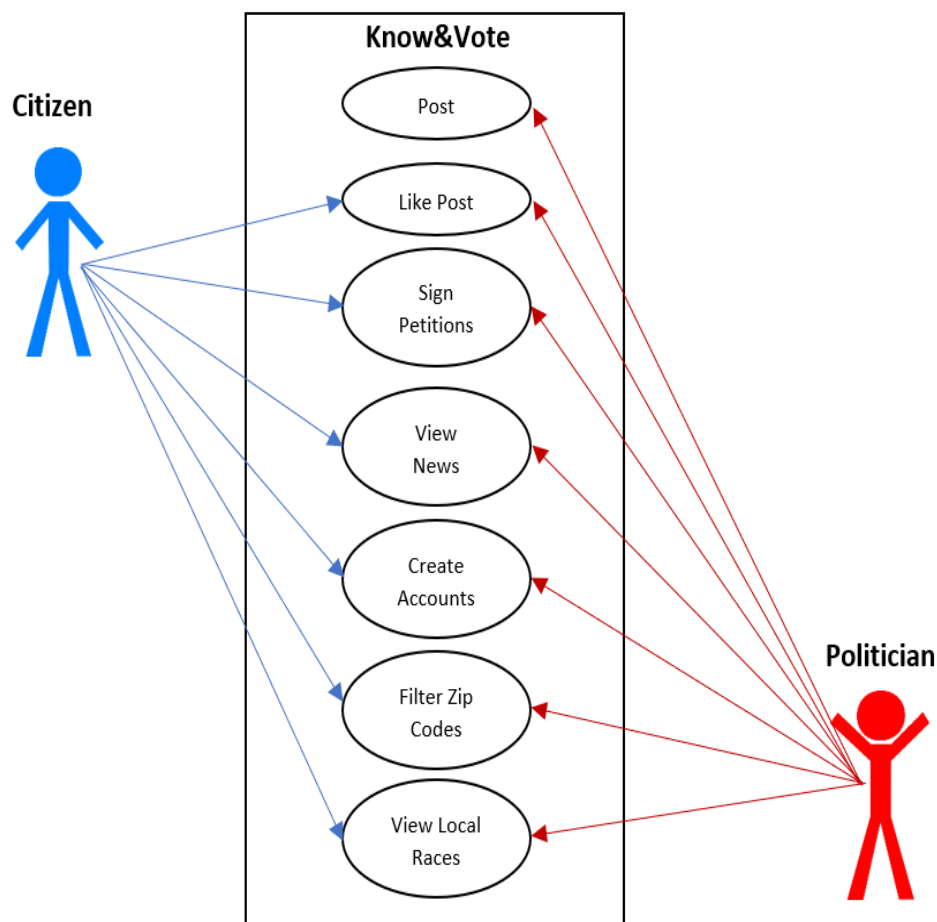
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1. Purpose

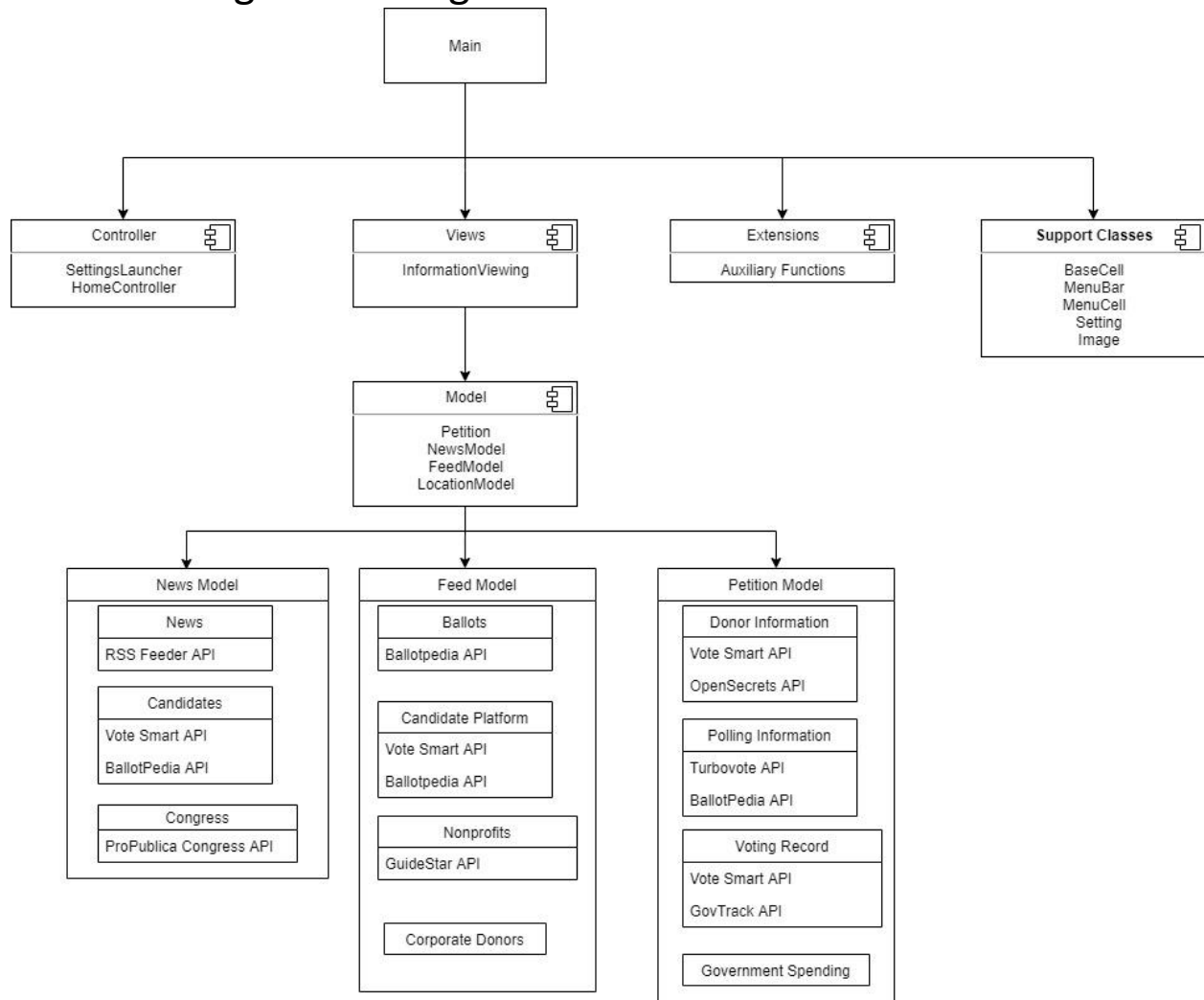
The purpose of this document is to provide a comprehensive breakdown of the Know&Vote application as well as the individual modules and classes that make up the application. Additionally, this document will help in the maintenance of the Know&Vote as well as the implementation of new features by providing a clear and easy to understand teardown of its functionality.

2. High Level Design

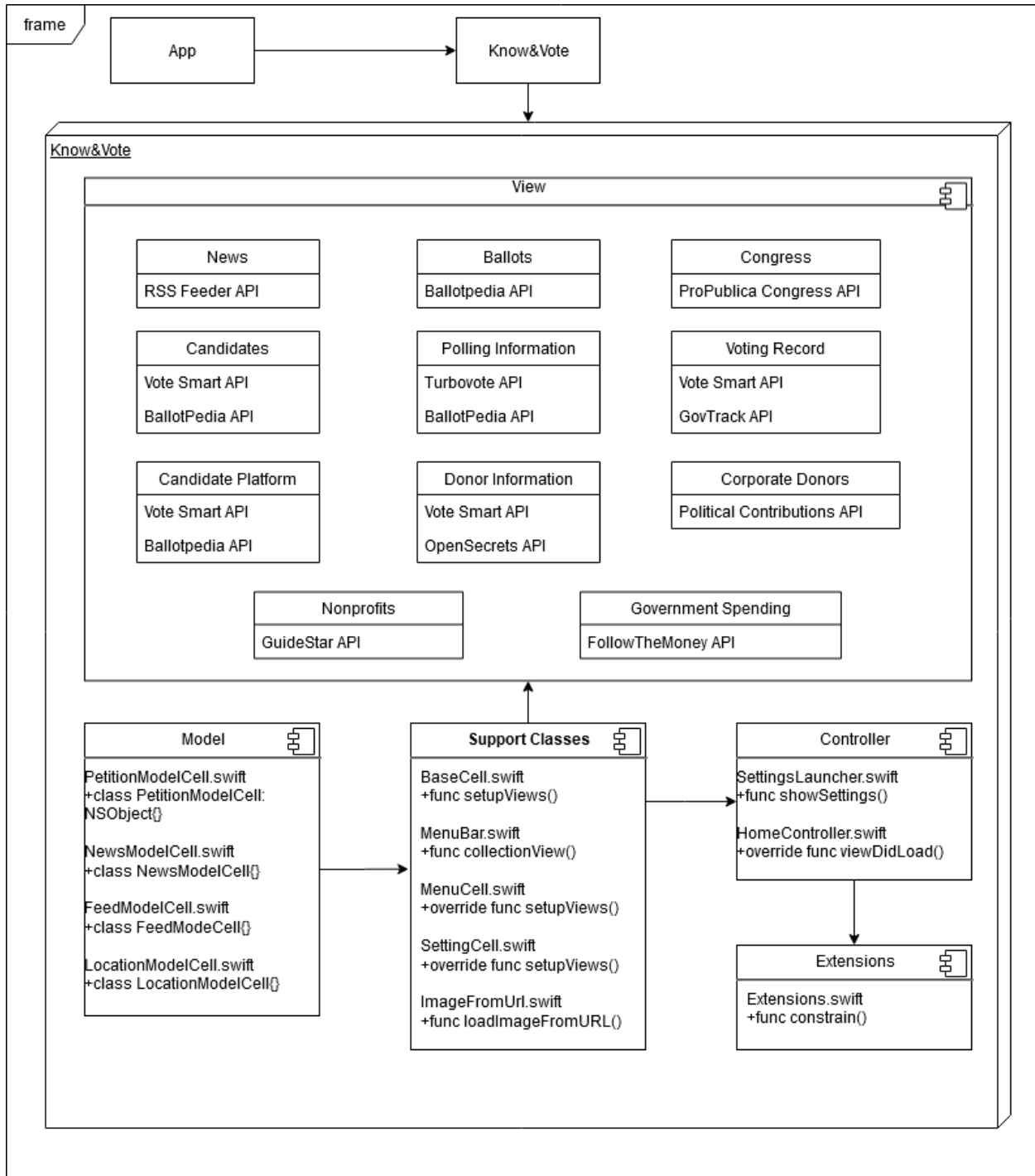
2.1 Use Case



2.2 High level Diagram



3.Low Level Design



4.Pseudo-Code and Algorithms of Critical Functions

4.1 Home Page

//HomeController sets up initial views and controls loading all additional views. Is made up of navigation bar, menu bar, and collection of horizontal cells.

Class ViewDidLoad

```
if viewDidLoad
    setup NavigationBar, setup MenuBar(), setupHorizontalCollection
else
    output error message
```

class setupNavigationBar = CAGradientLayer() //Navigation bar allows for the changing of views.

Create Gradient Layer //allows for changing of the background of the screen

Change Gradient layer to match navigation bar window

Create imageView //allows for changing of the images of the screen.

imageView = UIImage Logo //sets imageView to logo in assets

Bool Imagecheck checks if the image is bound by constraints so app can function

Create NavButton = UIButton //Controls buttons on the navigation bar

Create searchImage = UIImage //Controls what picture is shown on the search

bar.

Create settingsLauncher //allows for manipulating settings for the launcher

Create MenuBar // Creates and allows for manipulating of the menubar.

Class SetupMenuBar()

change view to memubar.

Allows for various menubar variables to be modified such as background color

private func setupHorizontalCollection

Setup initial collection variables such as home layout

Register all views.

UICollectionView

if NewsCollection is identified

Change collection view to newsCollection

if PetitionCollection is identified

Change collection view to petitionCollection

if FeedCollection is identified

Change Collection view to feedCollection

if LocationCollection is identified

Change Collection view to locationCollection

Change Collectionview settings to match new identification

ScrollToMenuIndex controls menu scrolling settings.
ScrollViewWillEndDragging controls dragging settings.