**What is Conveyed:** The System Architecture diagram displays the flow of data in our program, as well as an abstract view of systems and their interactions. In this diagram, it can be seen how we will be taking raw data from CSV files and processing them into usable records. These records are then stored in the system and passed to the front end display, which summarizes data for the user based on their inputs. It also shows how the user can interact with the system and with which systems they use.

The UML Diagram better conveys how each object in the system interacts with one another. It further breaks down the front and back end into classes and shows how they use or implement one another to create the final system. It also shows the separation of the front and back end.

**The Rationale:** When approaching this assignment, it was clear that there were two broad issues to tackle:

1. Reading the raw data and store it internally to allow for fast access and search.
2. Displaying the data for consumption by the user.

This lead to our breaking into front and back end teams, which allows us to better focus on each issue and separate them from one another. But first we needed an interface defining how these two components of the system would interact. The interface consists of a simple accessor method that uses filter objects to implement a kind of query language. The filter class is an abstract class that can be extended as necessary to provide any functionality needed. In this way, the project can be divided into two separate areas of concern with a single point of access that can be extended to provide functionality as needed.