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1. Justify the Architecture Design Pattern you choose (1 paragraph).
   1. Model View Controller (MVC)
      1. The Model View Controller pattern was chosen due to its attribute of introducing the concept of a ‘controller’. Since we will have to be using multiple flows of data, separating the user’s action of requesting the data and presenting the data will make the implementation easier. The controller will assist in this manner by making the system centralized. Distinguishing the separation will allow it to be more efficient at processing the data before sending it to be viewed, as well as assuring a seamless experience.
2. Choose one of the UML diagrams for your project detail design (Use Case, Class, State, or Sequence)
   1. Class diagram was chosen since the concept of a ‘Course’ in our system resembled a class the most. Since the ‘Course’ itself would have attributes like a class, it made sense to use the Class diagram for our detail design.
3. Lo-Fi UI for your project