# **Architectural Discovery Complete**

# **System Patterns**

#### **Package**

#### (default package)



ChangeMap Clock CreateAircrafts CreateMap Driver

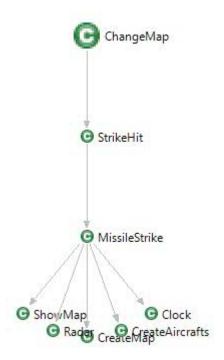
MissileStrike

Radar ShowMap StrikeHit Title

# **Structural Patterns**

#### **Component Global Breakable**

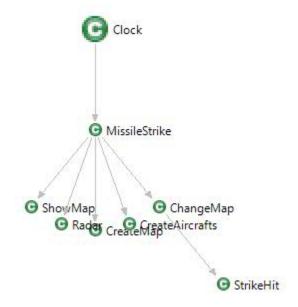
#### **ChangeMap**



ChangeMap StrikeHit MissileStrike CreateMap Radar ShowMap CreateAircrafts

Clock

#### Clock



Clock

MissileStrike

CreateMap

Radar

ShowMap

CreateAircrafts

ChangeMap

StrikeHit

#### **Driver**



Driver

Title

MissileStrike

CreateMap

Radar

ShowMap

CreateAircrafts

ChangeMap

StrikeHit

Clock

#### <u>MissileStrike</u>



MissileStrike

CreateMap

Radar

ShowMap

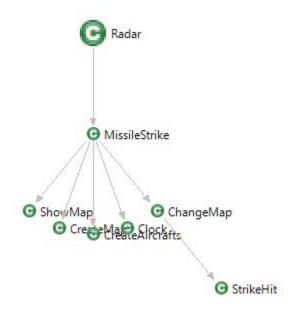
CreateAircrafts

ChangeMap

StrikeHit

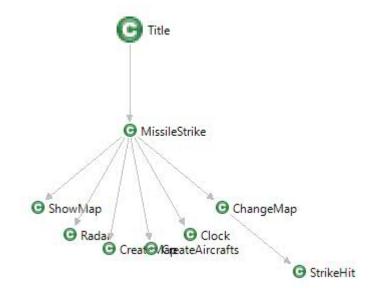
Clock

#### Radar



Radar MissileStrike CreateMap ShowMap CreateAircrafts ChangeMap StrikeHit Clock

#### <u>Title</u>



Title

MissileStrike

CreateMap

Radar

Show Map

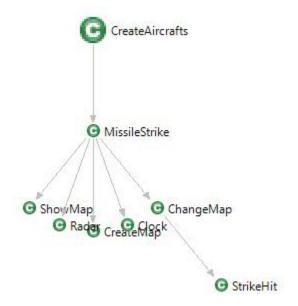
CreateAircrafts

ChangeMap

StrikeHit

Clock

#### **CreateAircrafts**



CreateAircrafts

MissileStrike

CreateMap

Radar

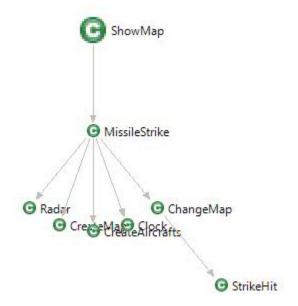
ShowMap

ChangeMap

StrikeHit

Clock

#### **ShowMap**



ShowMap

MissileStrike

CreateMap

Radar

CreateAircrafts

ChangeMap

StrikeHit

Clock

#### **StrikeHit**



StrikeHit

MissileStrike

CreateMap

Radar

ShowMap

CreateAircrafts

ChangeMap

Clock

# **Component Global Butterfly**

ChangeMap



ChangeMap

MissileStrike

StrikeHit

Title

Driver

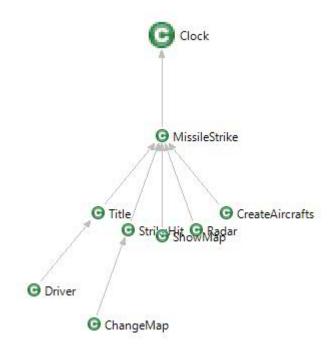
CreateAircrafts

Radar

ShowMap

Clock

#### Clock



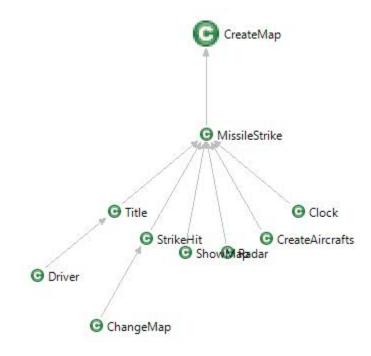
Clock MissileStrike StrikeHit ChangeMap Title Driver

CreateAircrafts

Radar

ShowMap

#### CreateMap



CreateMap

MissileStrike

StrikeHit

ChangeMap

Title

Driver

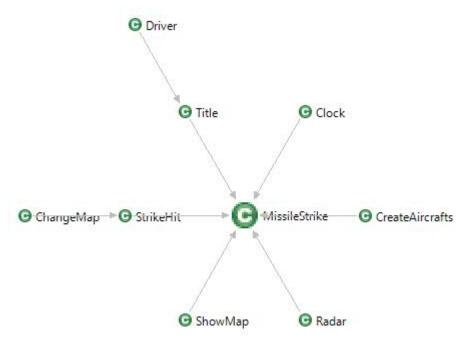
CreateAircrafts

Radar

ShowMap

Clock

#### **MissileStrike**



MissileStrike

StrikeHit

ChangeMap

Title

Driver

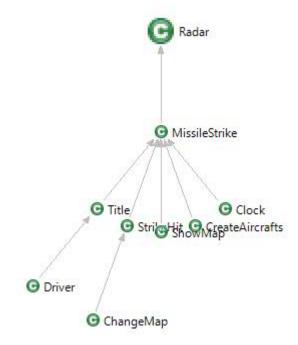
CreateAircrafts

Radar

ShowMap

Clock

#### Radar



Radar

MissileStrike

StrikeHit

ChangeMap

Title

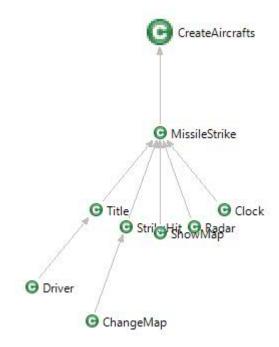
Driver

CreateAircrafts

ShowMap

Clock

#### **CreateAircrafts**



CreateAircrafts

MissileStrike

StrikeHit

ChangeMap

Title

Driver

Radar

ShowMap

Clock

#### **ShowMap**



ShowMap

MissileStrike

StrikeHit

ChangeMap

Title

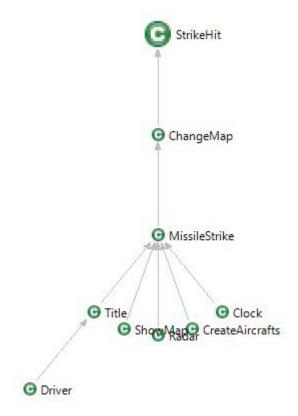
Driver

CreateAircrafts

Radar

Clock

#### StrikeHit



StrikeHit

ChangeMap

MissileStrike

Title

Driver

CreateAircrafts

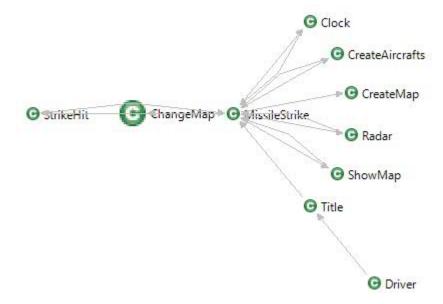
Radar

ShowMap

Clock

# **Component Global Hub**

#### ChangeMap



ChangeMap

StrikeHit

MissileStrike

CreateMap

Radar

ShowMap

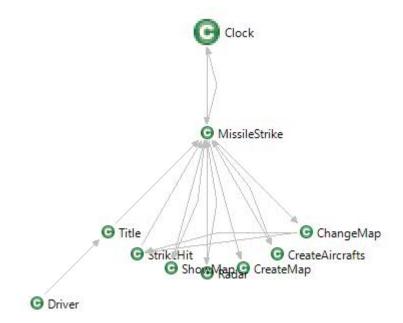
CreateAircrafts

Clock

Title

Driver

#### Clock



Clock

MissileStrike

CreateMap

Radar

ShowMap

CreateAircrafts

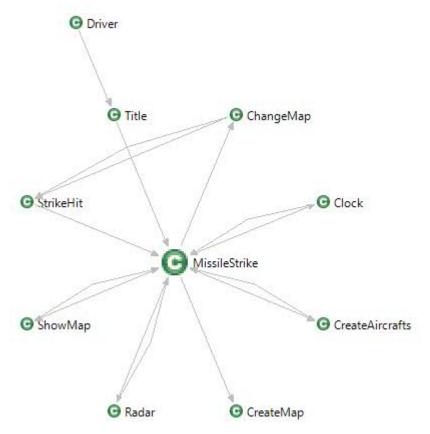
ChangeMap

StrikeHit

Title

Driver

#### **MissileStrike**



MissileStrike

CreateMap

Radar

ShowMap

CreateAircrafts

ChangeMap

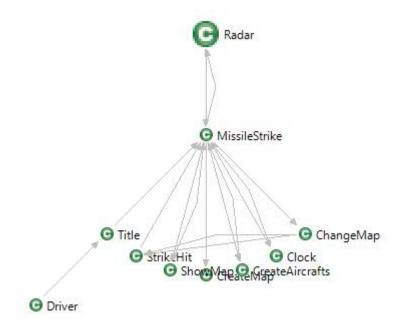
StrikeHit

Clock

Title

Driver

#### Radar



Radar

MissileStrike

CreateMap

ShowMap

CreateAircrafts

ChangeMap

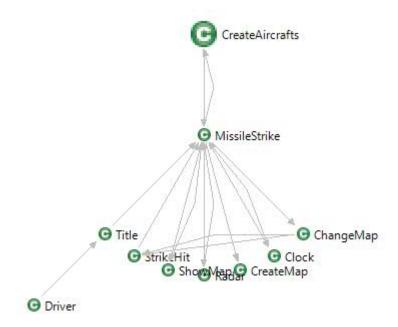
StrikeHit

Clock

Title

Driver

#### **CreateAircrafts**



CreateAircrafts

MissileStrike

CreateMap

Radar

ShowMap

ChangeMap

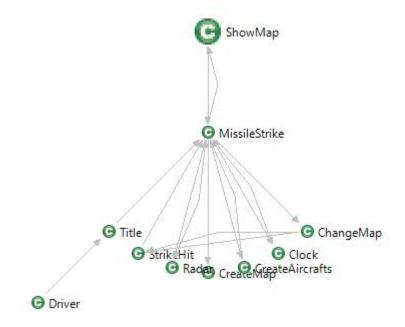
StrikeHit

Clock

Title

Driver

#### **ShowMap**



ShowMap

MissileStrike

CreateMap

Radar

CreateAircrafts

ChangeMap

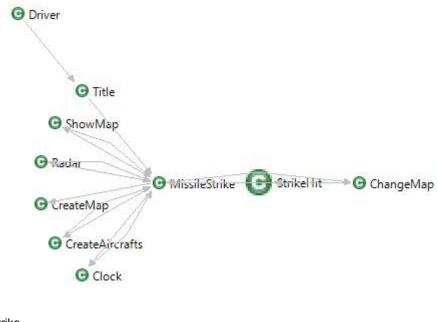
StrikeHit

Clock

Title

Driver

#### **StrikeHit**



StrikeHit

MissileStrike

CreateMap

Radar

ShowMap

CreateAircrafts

ChangeMap

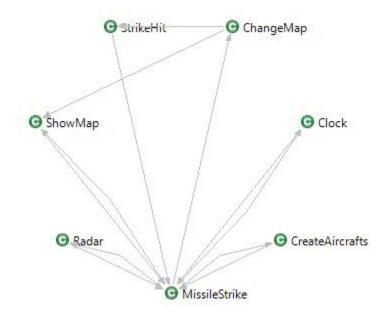
Clock

Title

Driver

# **Component Tangle**

**ChangeMap** 



StrikeHit

CreateAircrafts

Radar

ShowMap

Clock

MissileStrike

ChangeMap