- Event Manager is Main Logic Code
  - It handles insert/deletion/creation
  - It has logic to handle what is getting displayed
    - Like the Home Page/Add event Pages/ Poll Page
  - It has code to store the events array(list of events we have)
  - It has code for errors when adding events
  - Has code to save current input from user for addEvent logic
- EventHome is the display for the home page
  - It displays the dropdown menu for creating polls & events
  - It displays the events that are added inside a table
  - EventManager passes down data to EventHome with the use of props
- AddFirstPage:
  - The first page you see when you click add event
  - Has text fields to input data with date picker
  - Has functions for continue and cancel which is passed up to EventManager to handle
  - Has logic to save the input user types in just in case they return to the page
  - Cancel button goes back to home page
- AddSecondPage:
  - Save data just in case the user hits back and continue over and over again
  - Cancel button goes back to home page
  - Eric's time picker will be placed in here
  - When the user hits submit here, it calls addEvent back in EventManager, passing all the data back to EventManager.
- EventItem is the backup just in case the table in EventHome does not work out
  - Currently not in use

- ❖ EventManager is main logic area, does all the operations
  - ➢ It gives data to EventHome
  - ➢ It gives data to addFirstPage
  - ➢ It gives data to addSecondPage
  - ➢ It will give data to Poll