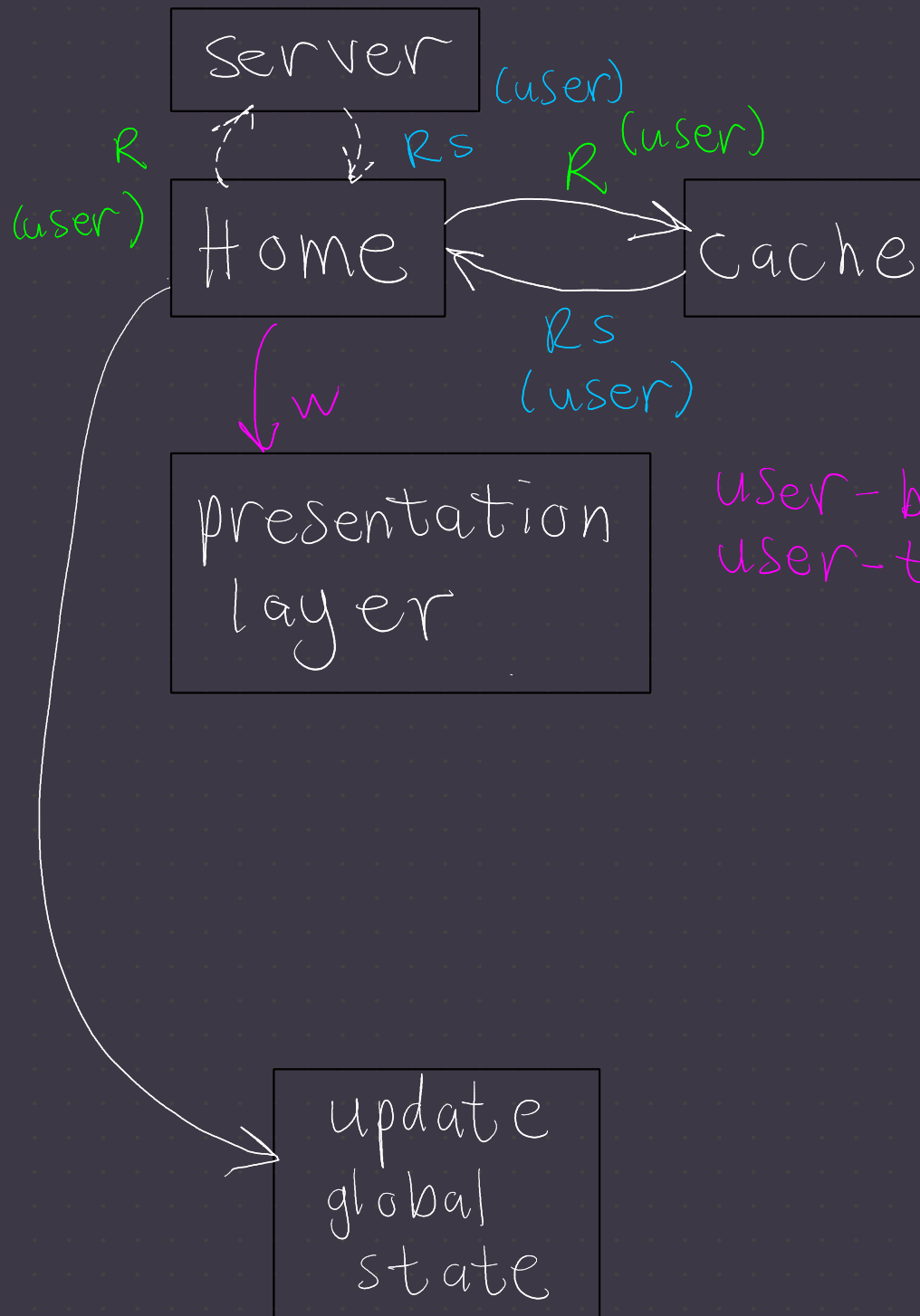


Software Architecture

Screens



R_s = response

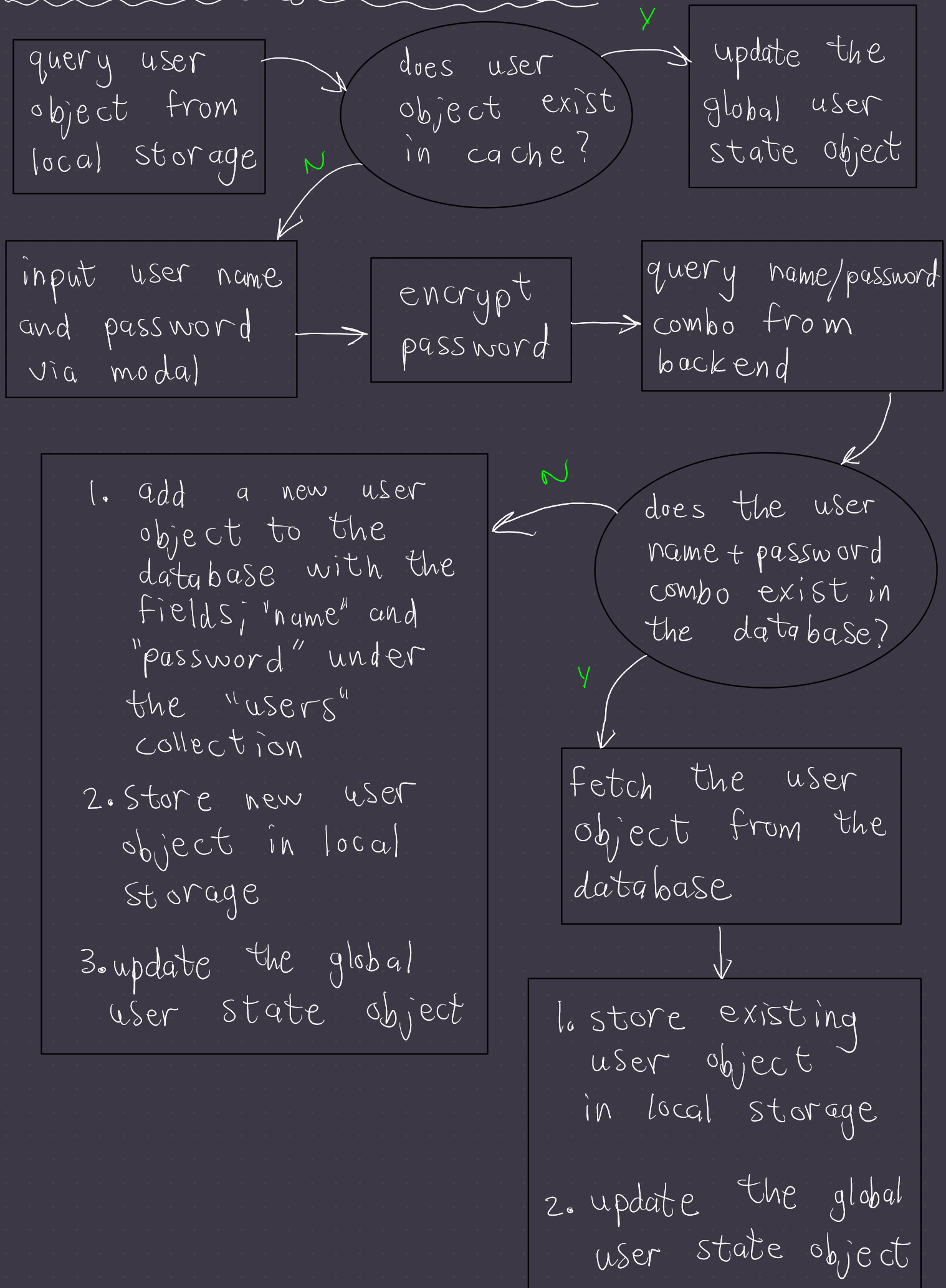
R = read

W = write

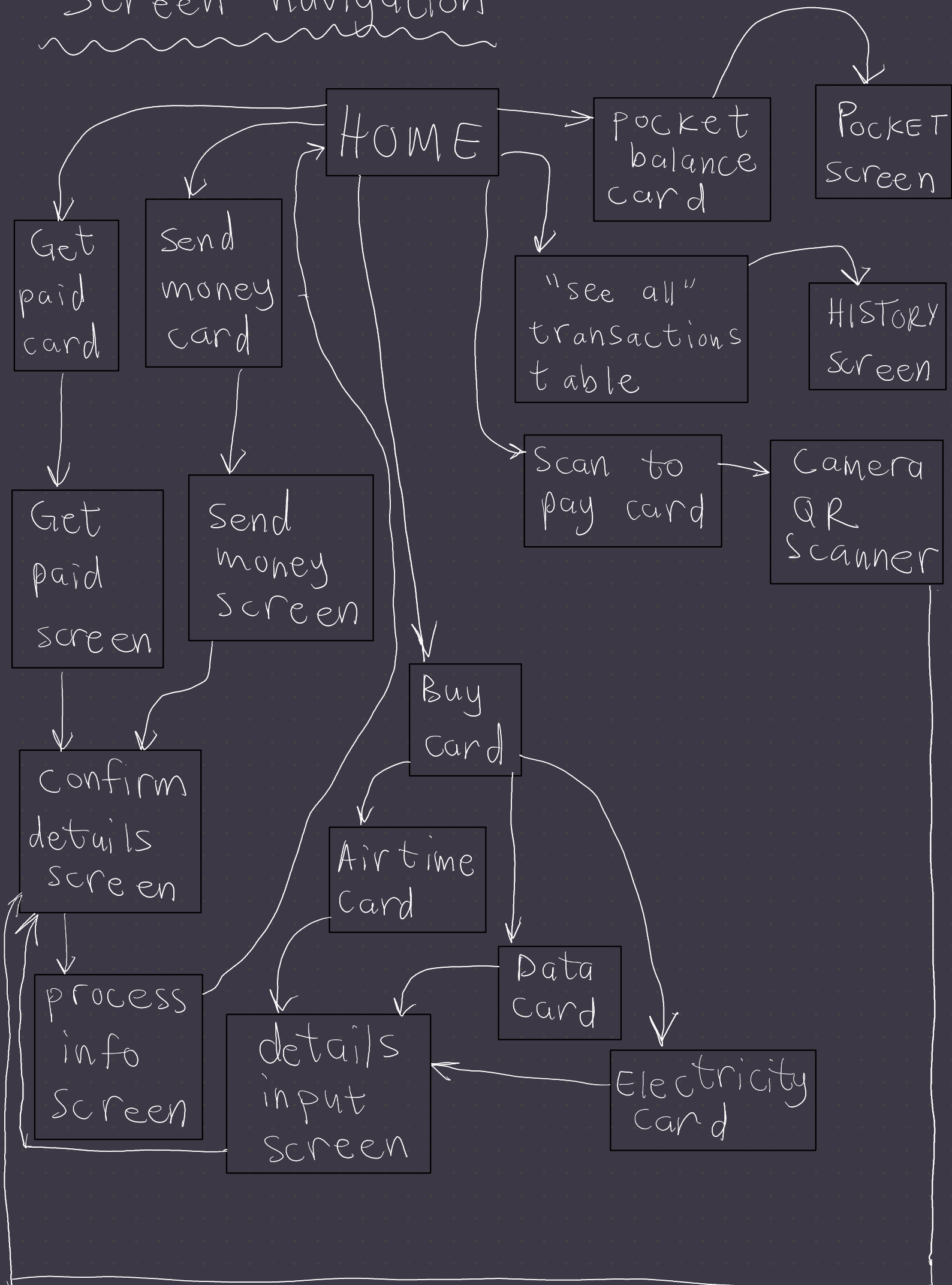
--- = fall-back read

user-balance
user-transactions

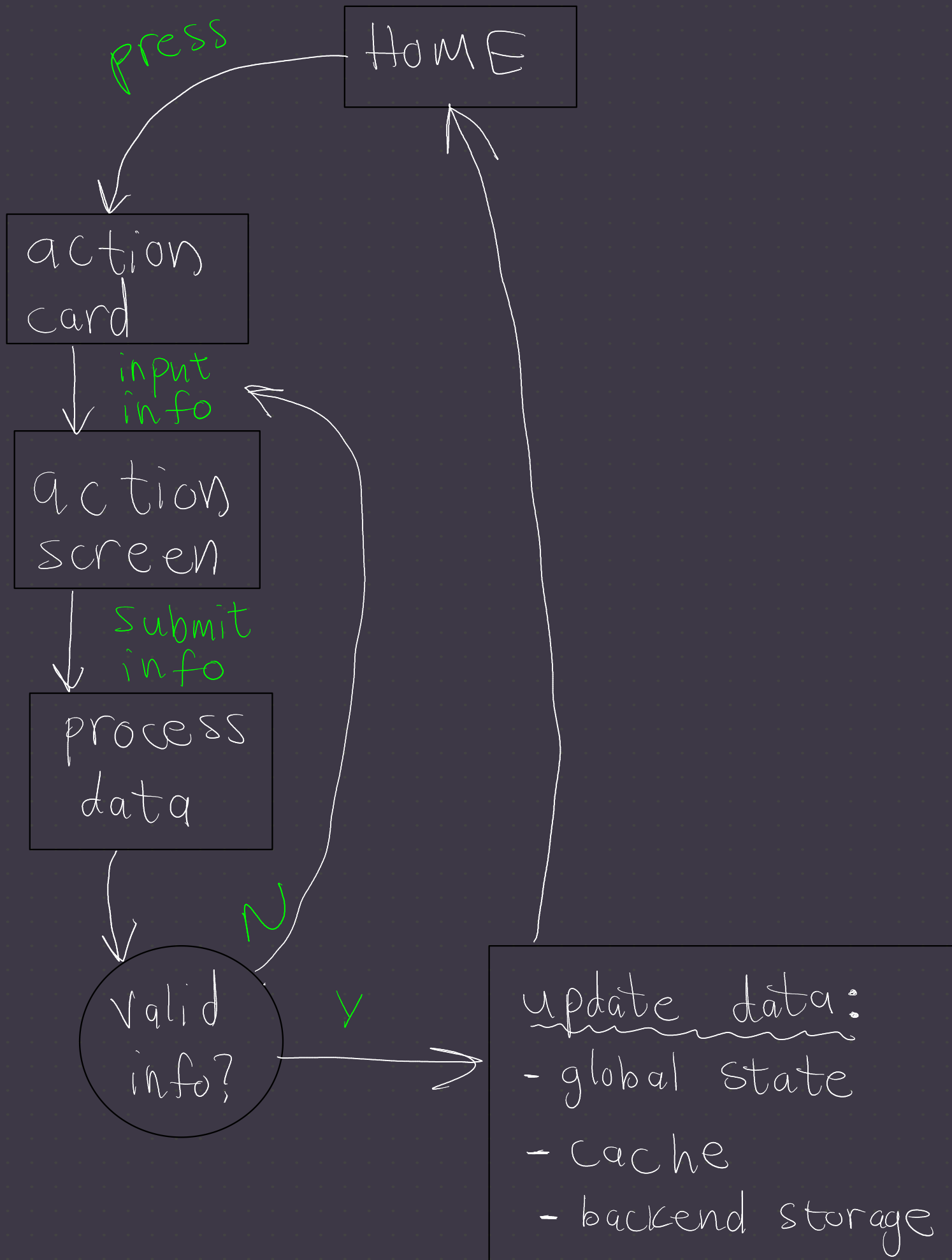
fetch user algorithm design



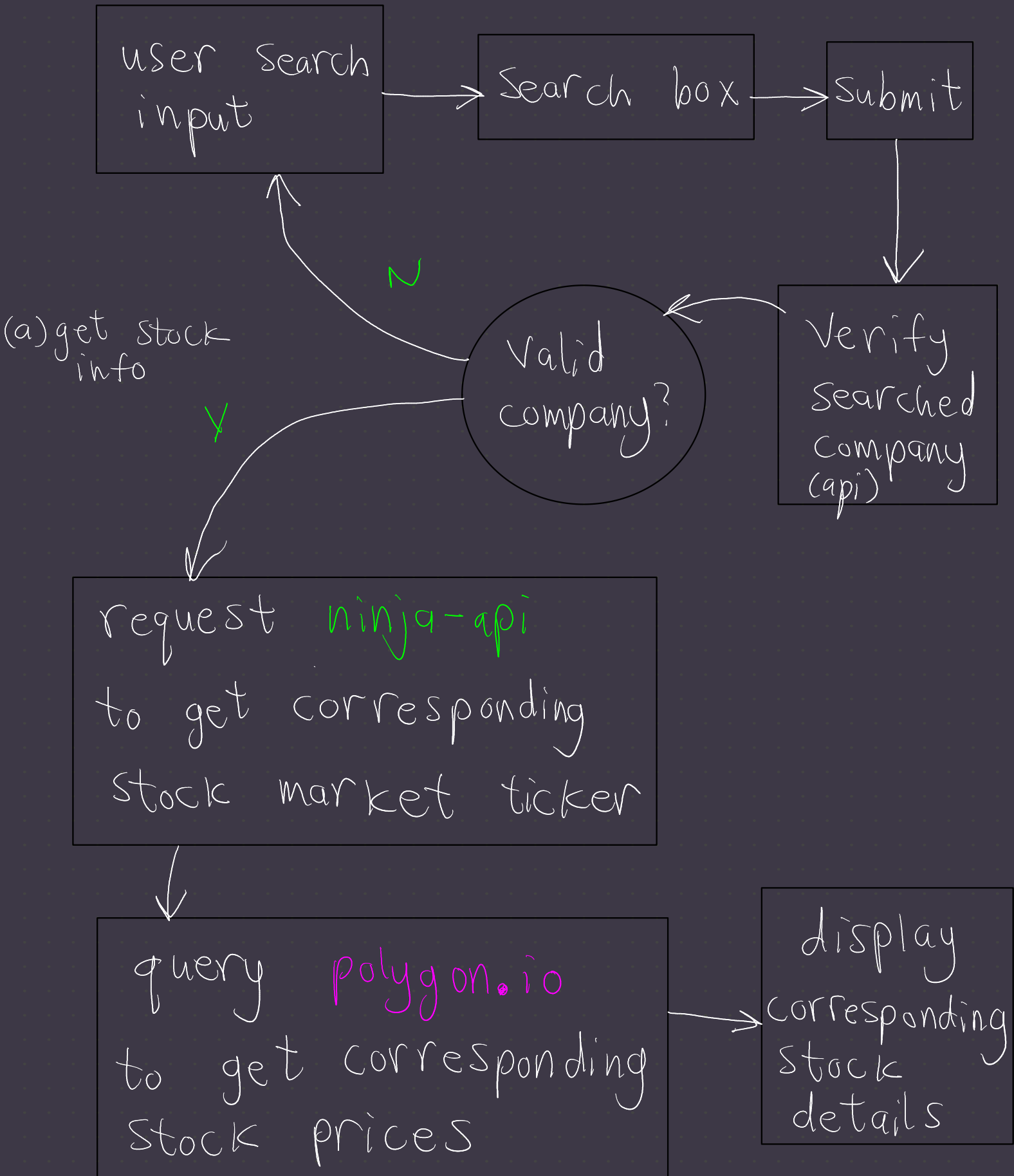
Screen navigation



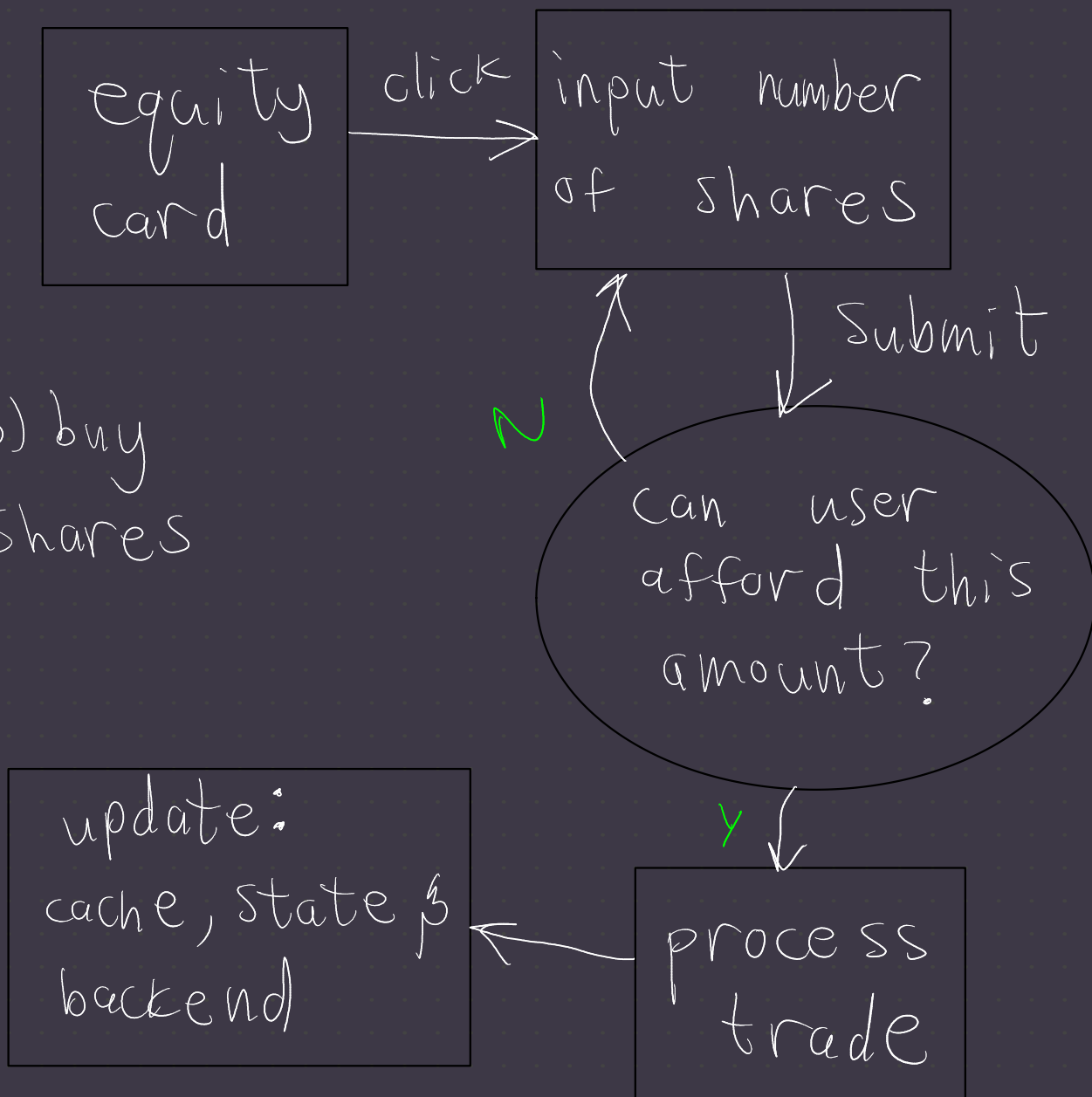
System design



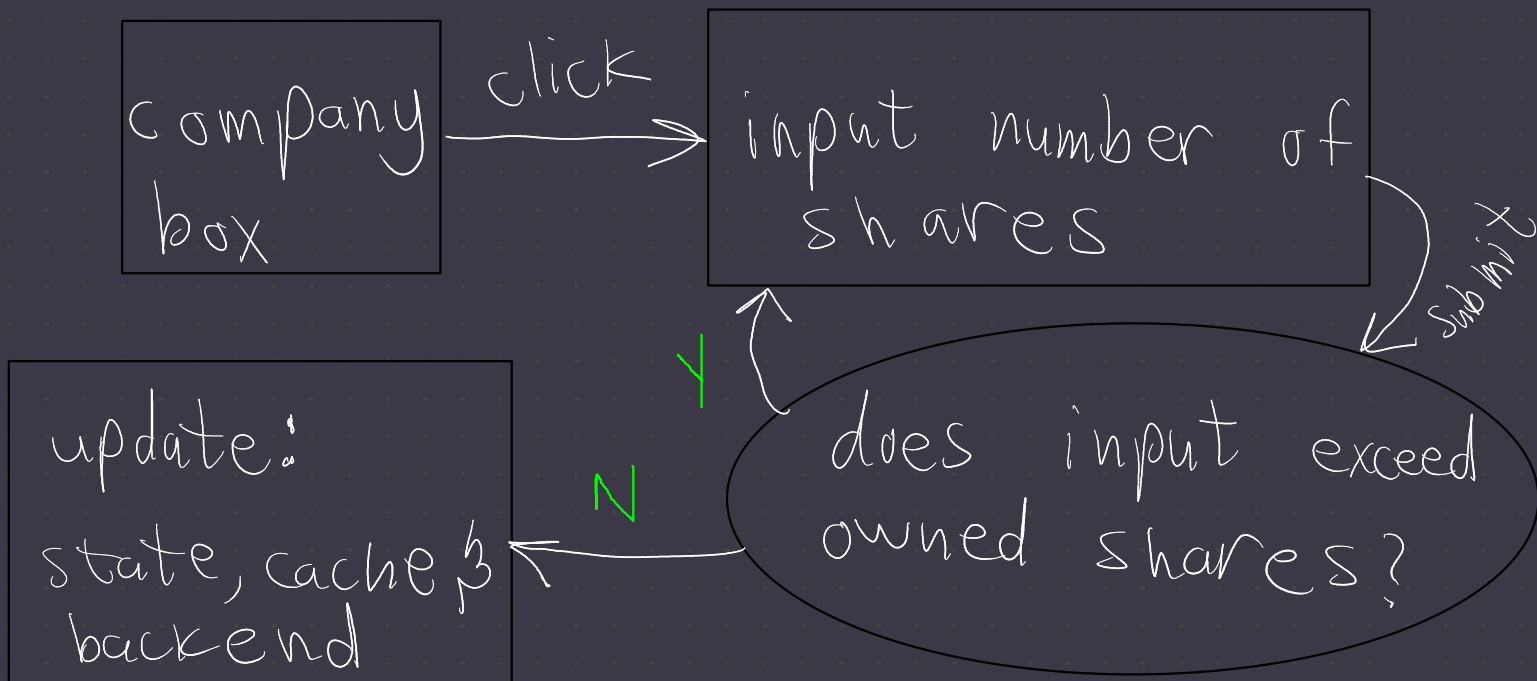
Stock market service



(b) buy shares



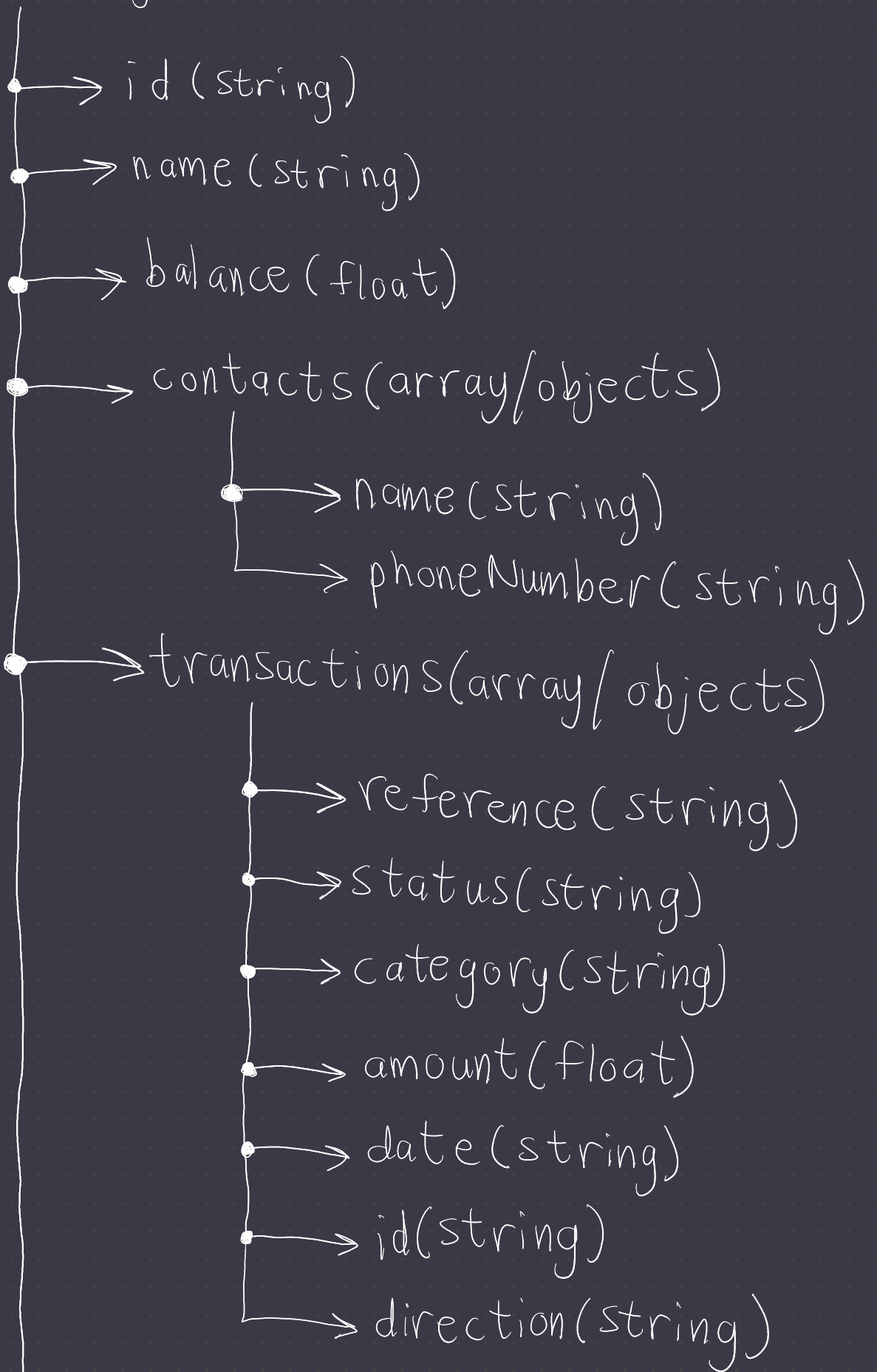
(c) sell shares



Backend data Schema

users (collection)

└─> user (object)



└─> portfolio (array/objects)

• ─> ticker(string)

• ─> logo(string)

• ─> shares(integer)

• ─> price(float)

• ─> high(float)

└─> low(float)

State management (REDux)

user reducer

updateBalance(value)

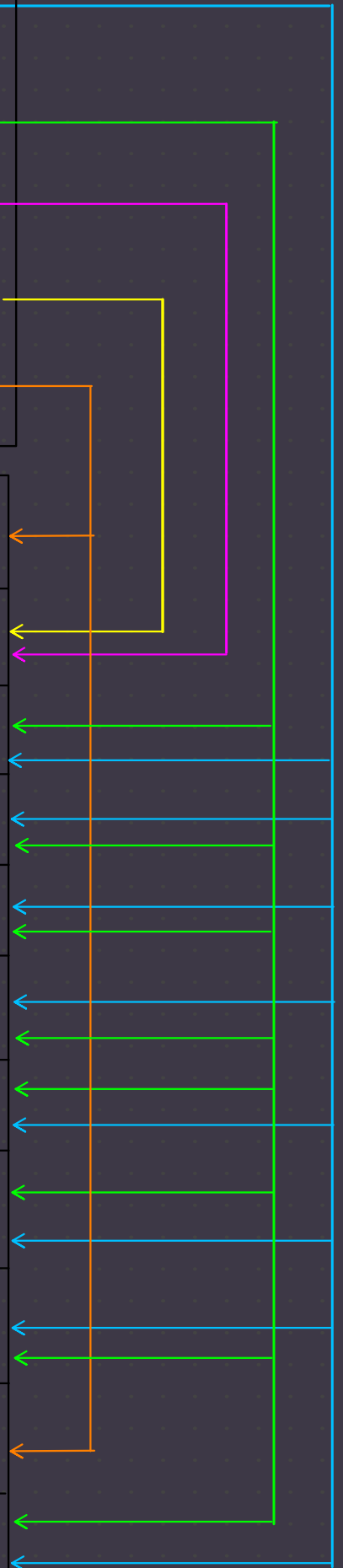
store Transaction(transaction)

add Stock(stock)

updateShares(ticker, value)

assignUser(user)

App	component
PopUp	component
Buy Airtime	screen
Buy Data	screen
Buy Electricity	Screen
Buy Voucher	screen
Receive Money	screen
Send Money	screen
TopUp	screen
User Modal	component
Withdraw	screen

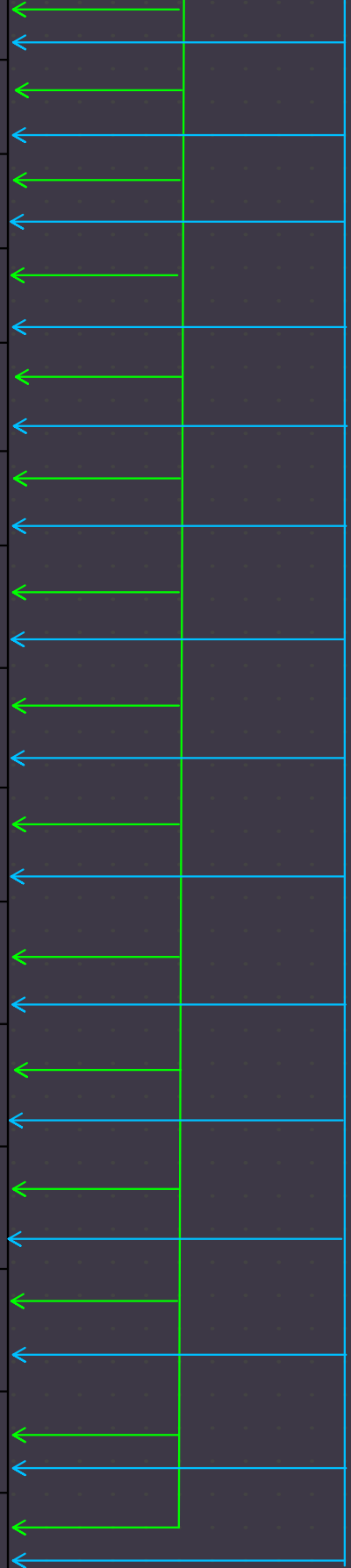


screen reducer

setCurrentScreen(screen)

setPreviousScreen(screen)

App	component
Popup	component
Buy	screen
Buy Airtime	screen
Buy Data	screen
Buy Electricity	screen
Buy Voucher	screen
Confirmation	screen
Home	screen
Pocket	screen
Receive Money	screen
Send Money	screen
Services	screen
TopUp	screen
Withdraw	screen



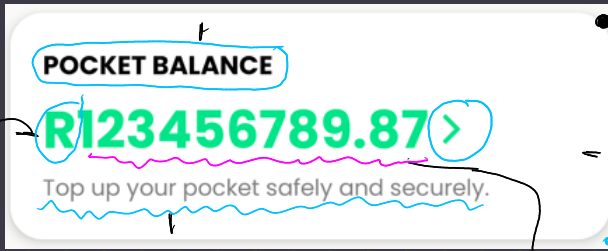
button reducer

toggle State(state)

App	component
Popup	component
Buy Airtime	screen
Buy Data	screen
Buy Electricity	screen
Buy Voucher	Screen
ReceiveMoney	Screen
Send Money	screen
Services	screen
TopUp	screen
withdraw	screen

Component design

① pocket balance card



border
radius

padding

shadow
balance

DESIGN KEY

• = standard
items

• = props

(input
variables)

② action card



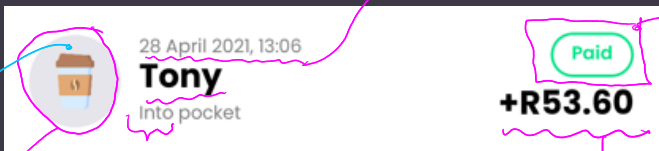
border
radius

icon

category

padding

③ transaction row



date_time

status

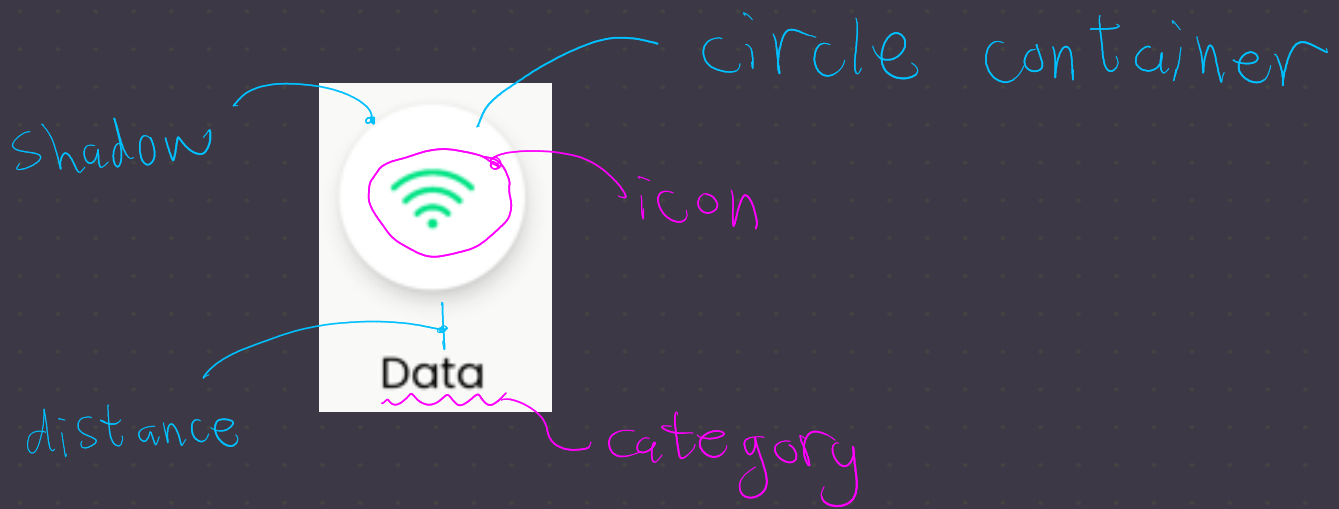
amount

into/from

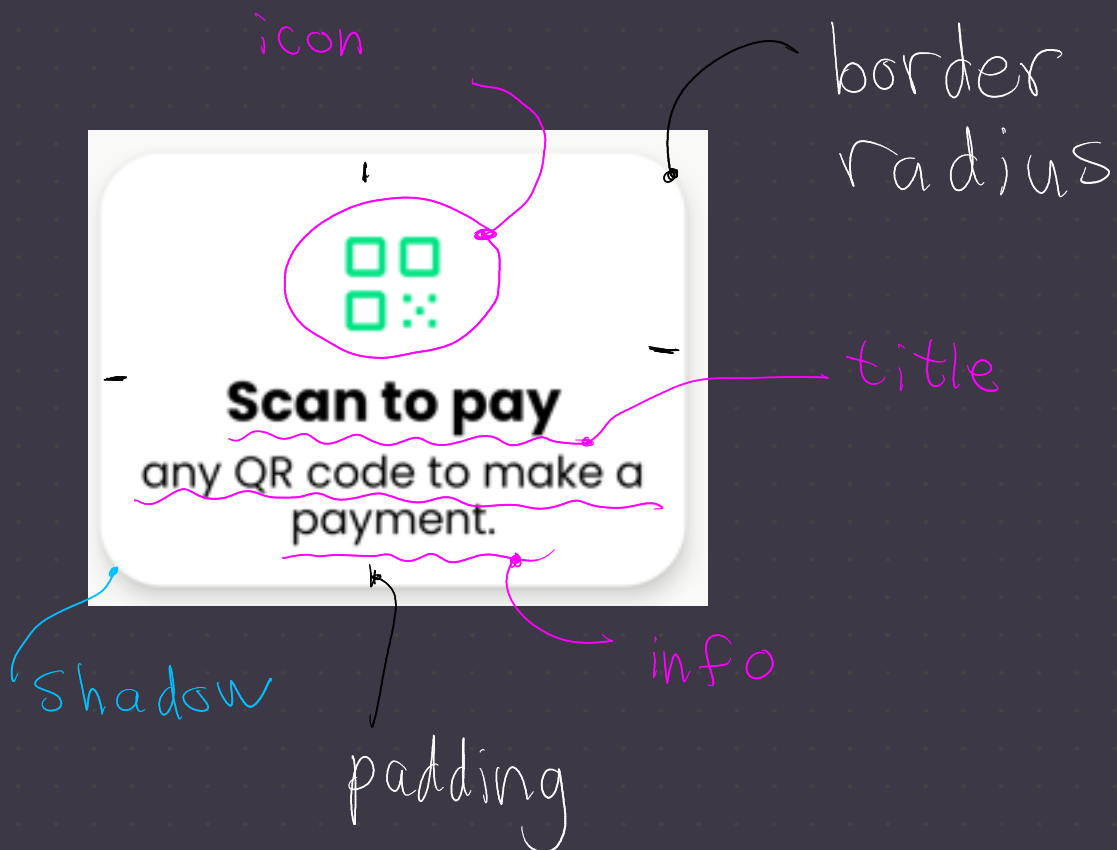
icon

circle
container

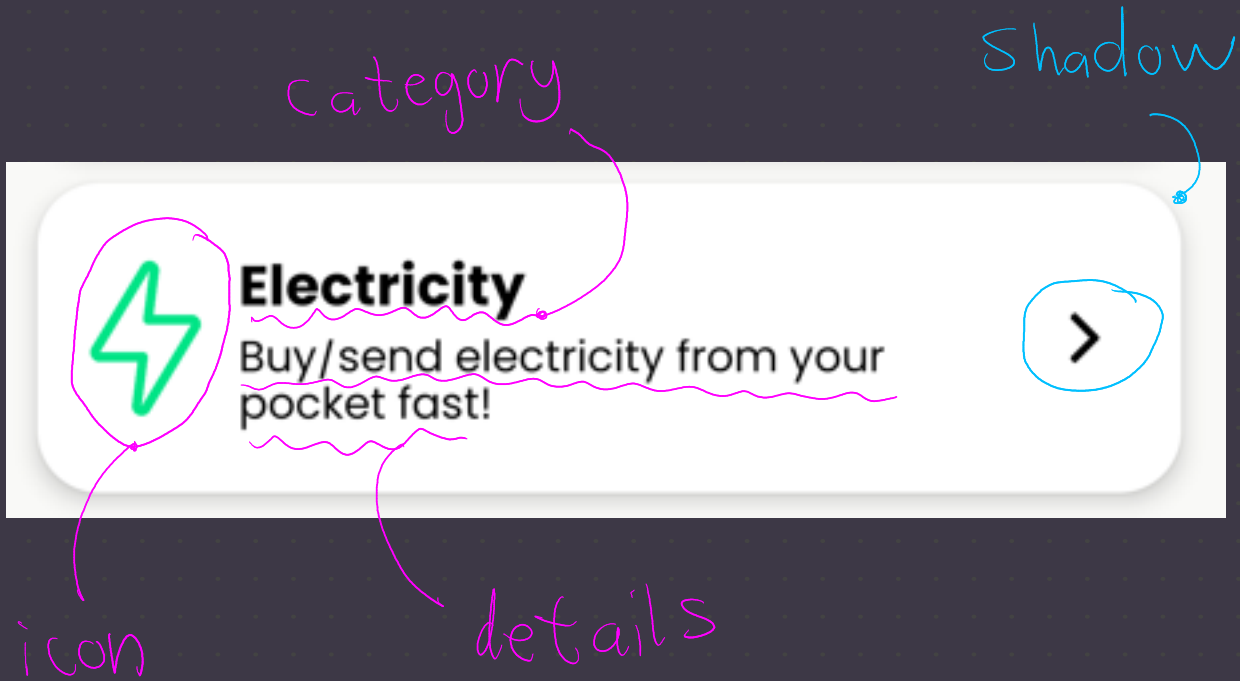
④ icon button



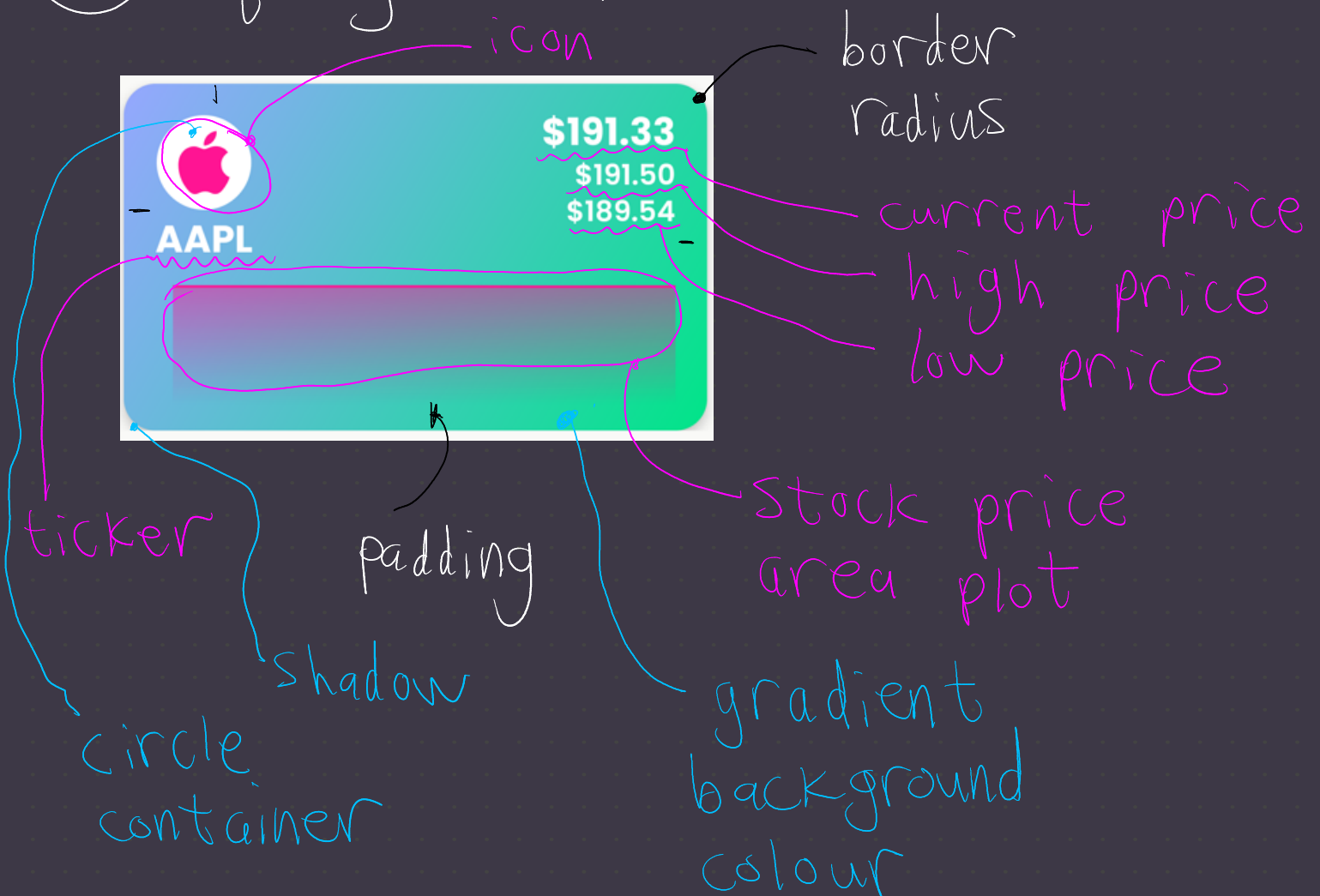
⑤ info card



⑥ details card



⑦ equity card



⑧ company box



border
radius

icon

padding

colour