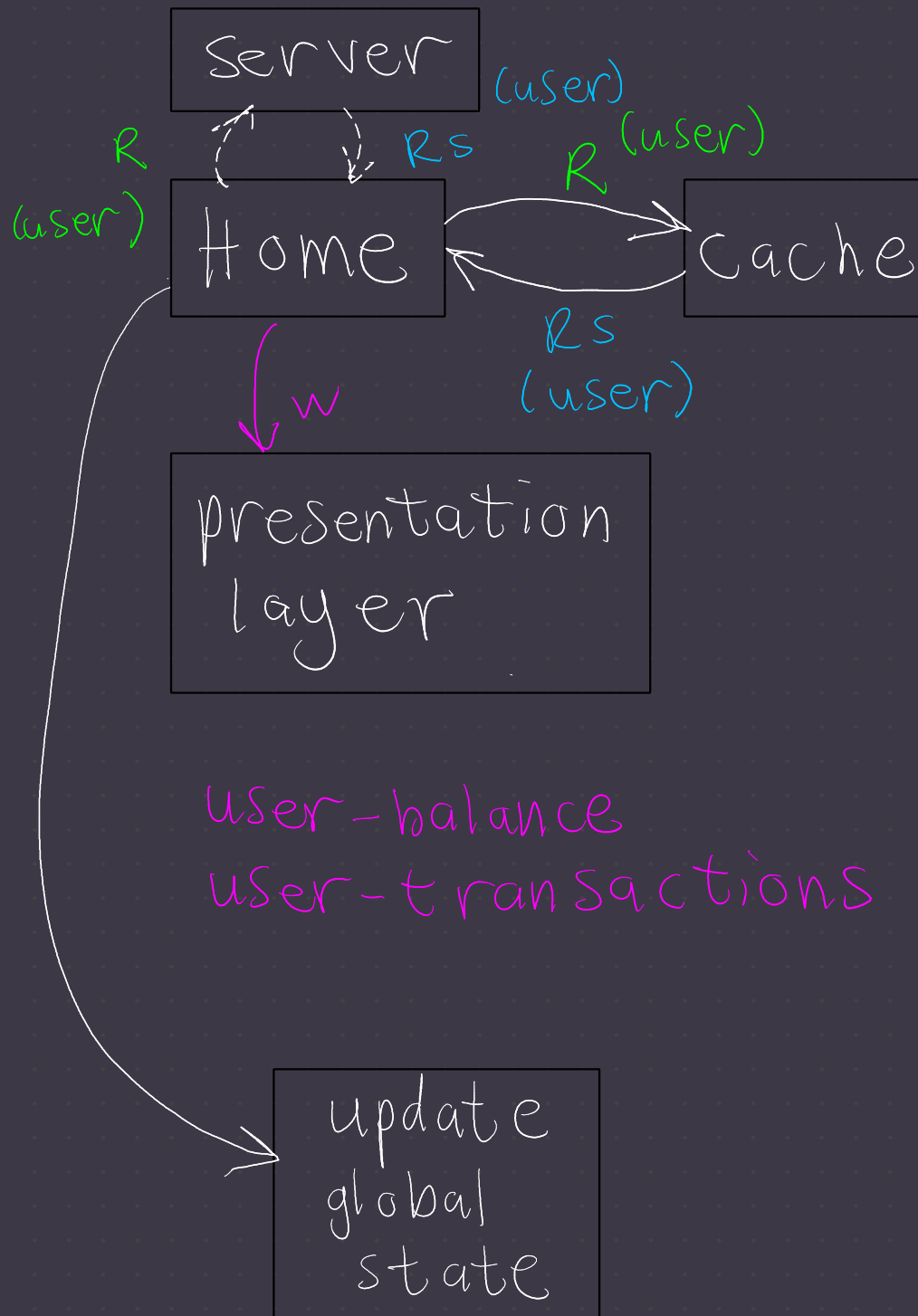


# Software Architecture

## Screens



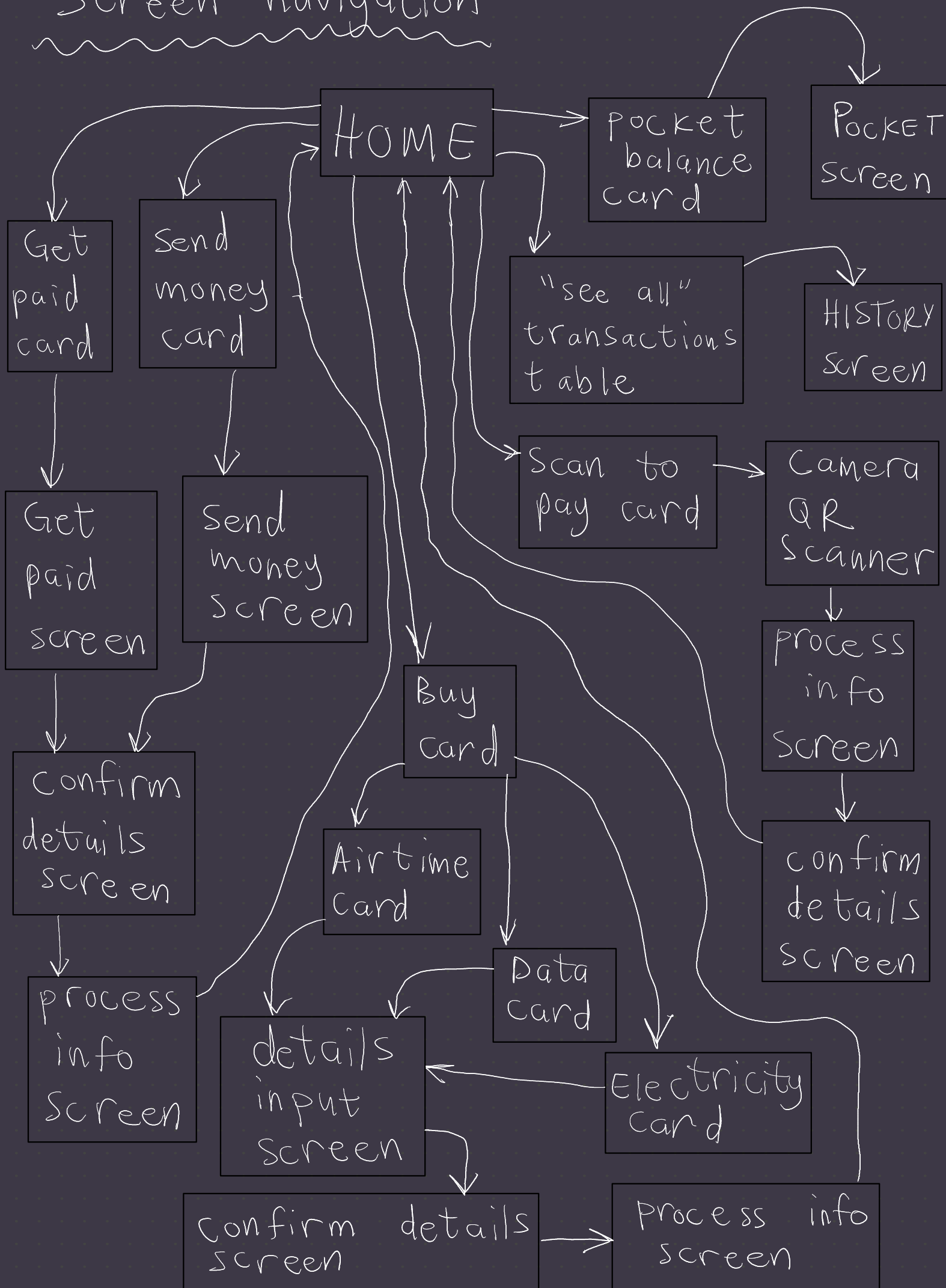
$R_s$  = response

$R$  = read

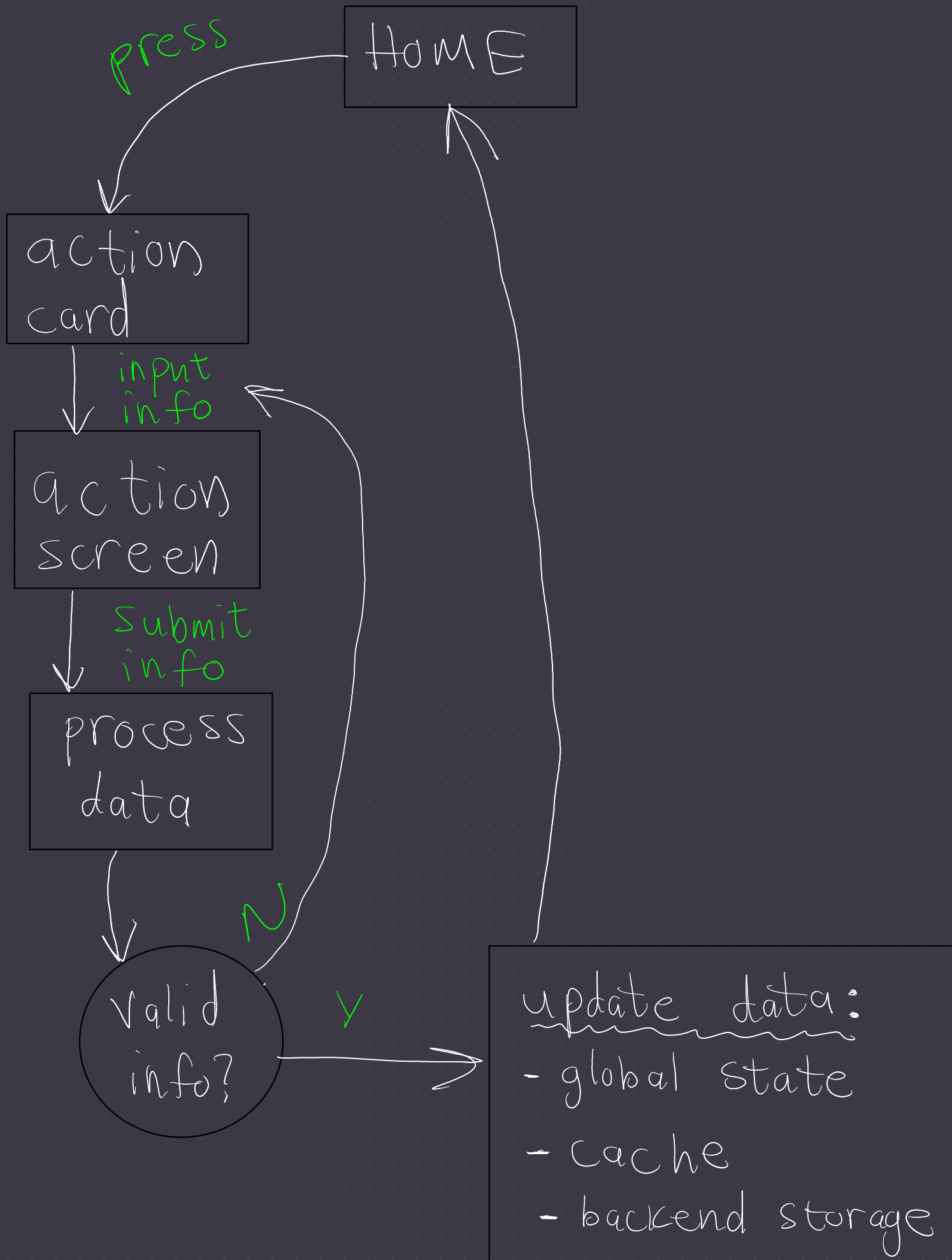
$W$  = write

$\text{---}$  = fall-back read

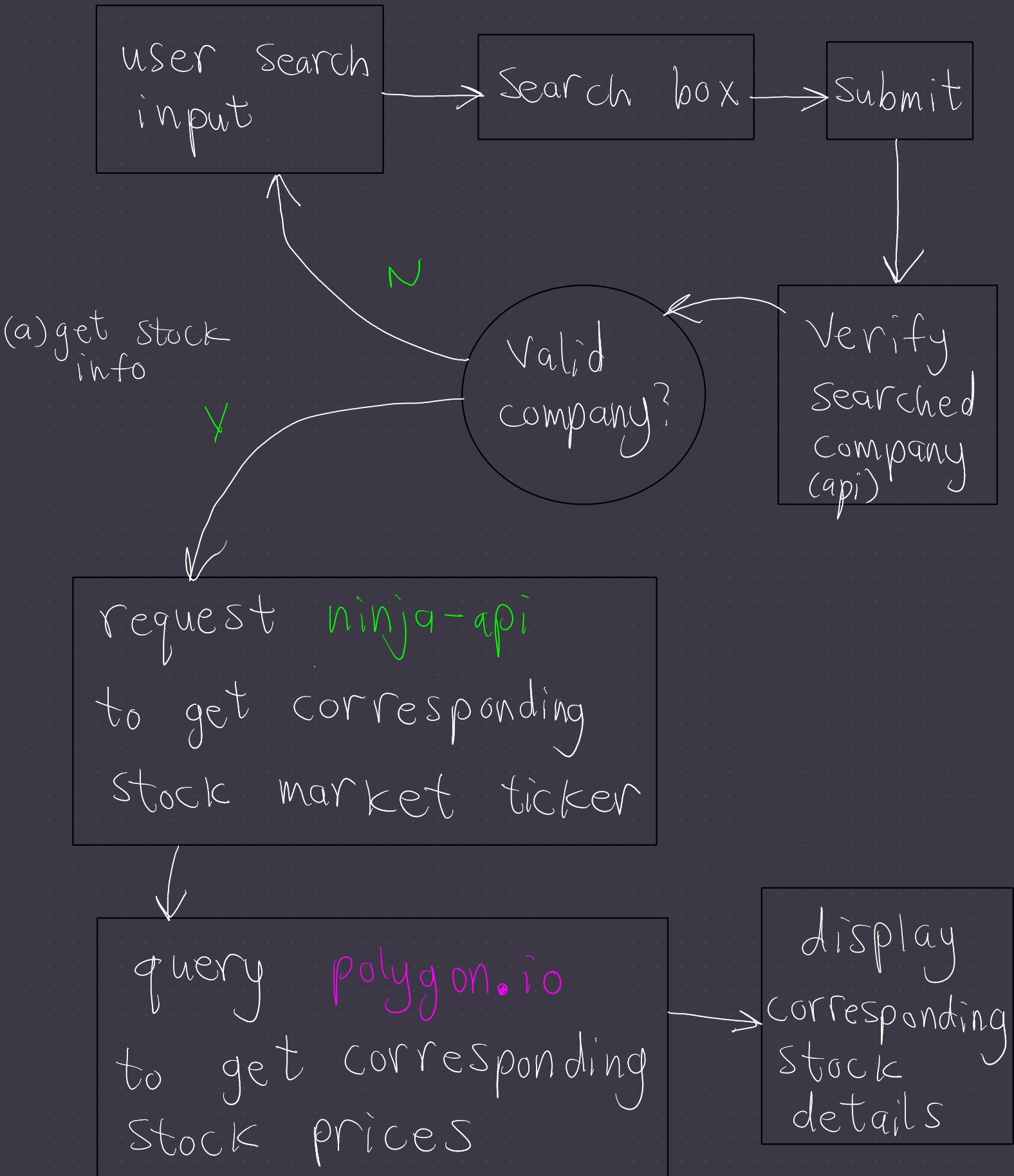
# Screen navigation



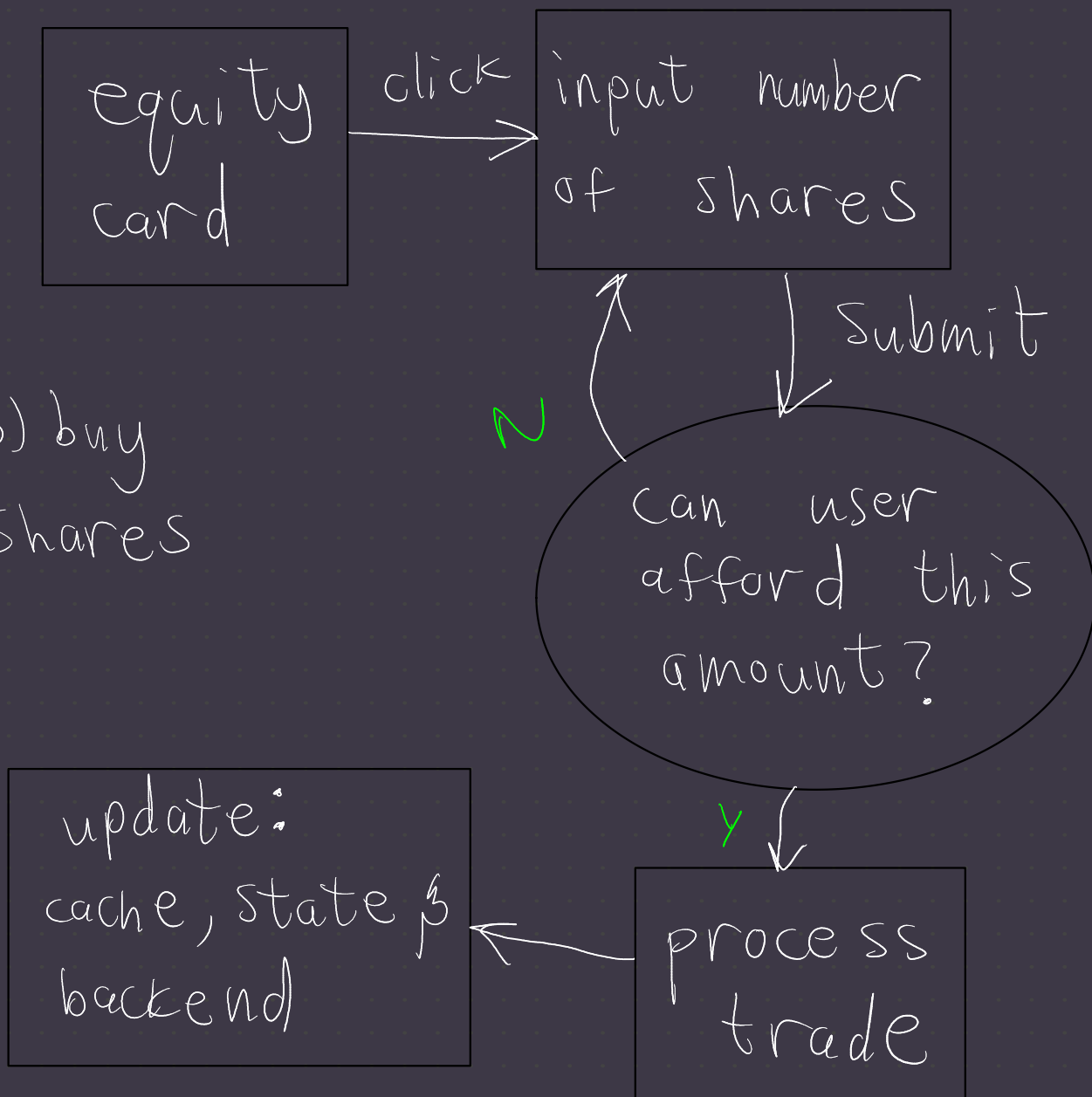
# System design



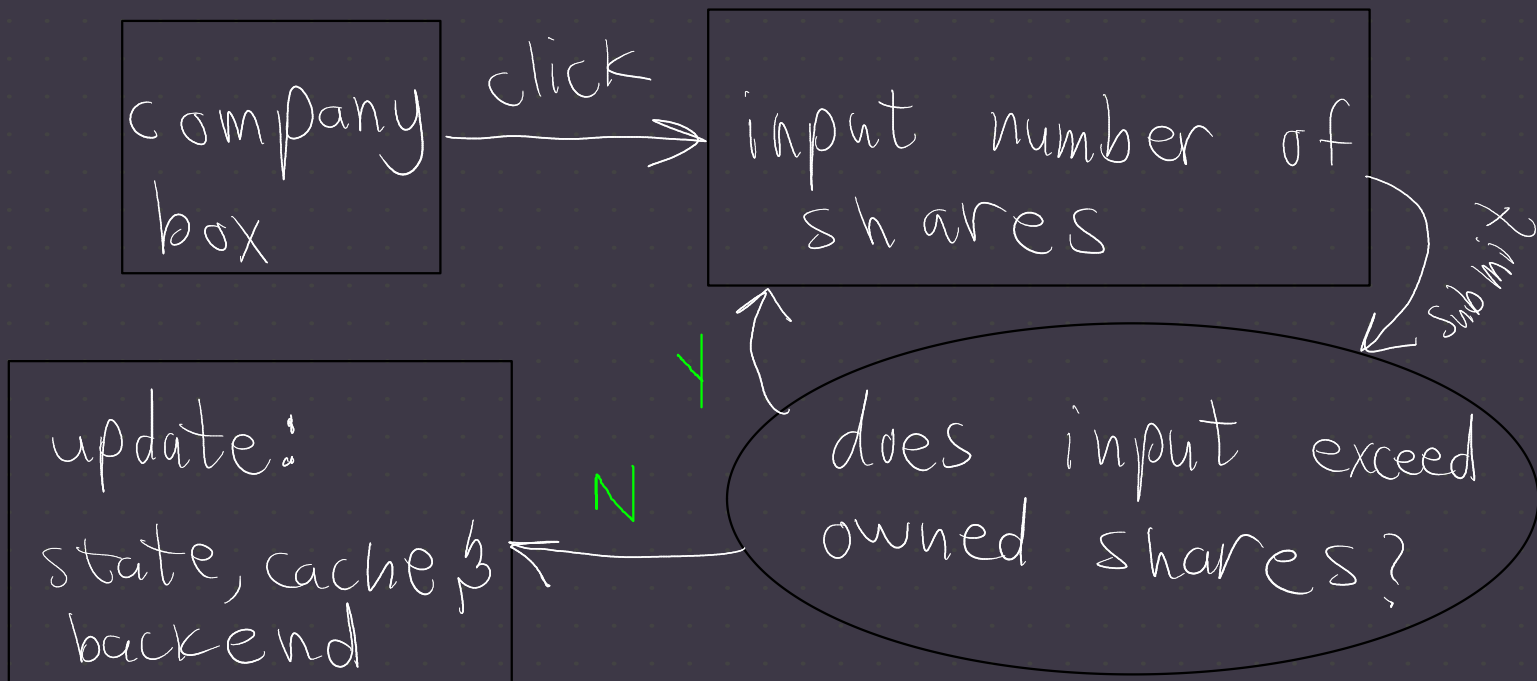
# Stock market service



(b) buy shares



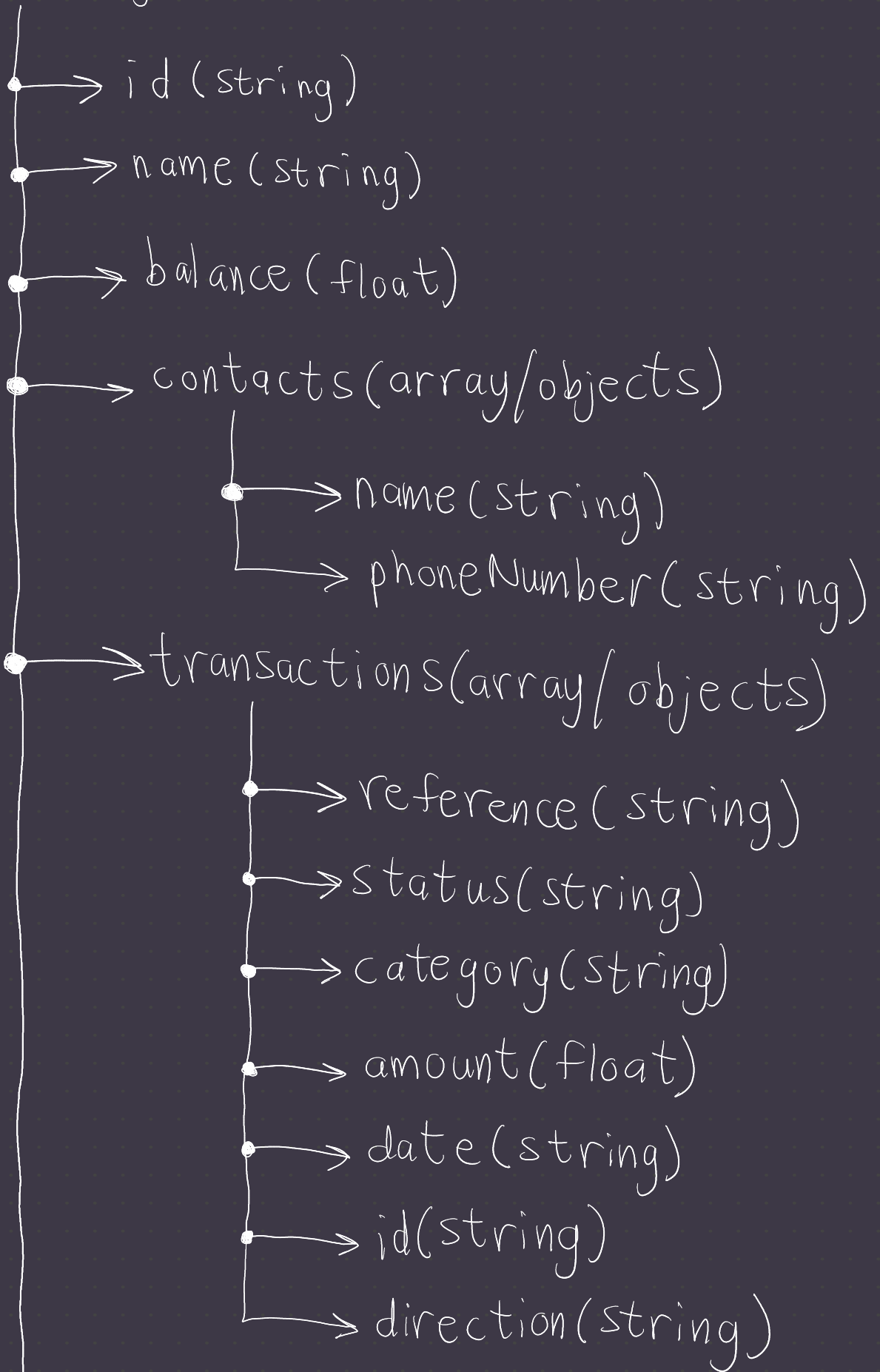
(c) sell shares



# Backend data Schema

users (collection)

└─> user (object)



└─> portfolio (array/objects)

• └─> ticker(string)

• └─> logo(string)

• └─> shares(integer)

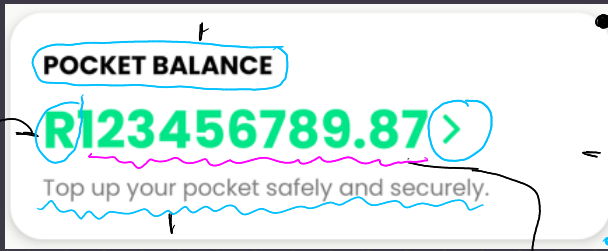
• └─> price(float)

• └─> high(float)

└─> low(float)

# Component design

## ① pocket balance card



border  
radius

padding

shadow  
balance

## DESIGN KEY

• = standard  
items

• = props

(input  
variables)

## ② action card



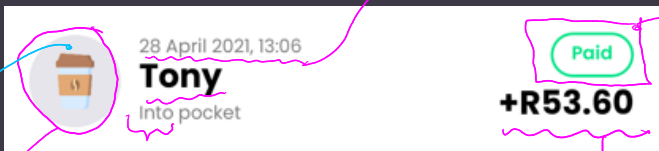
border  
radius

icon

category

padding

## ③ transaction row



date\_time

status

amount

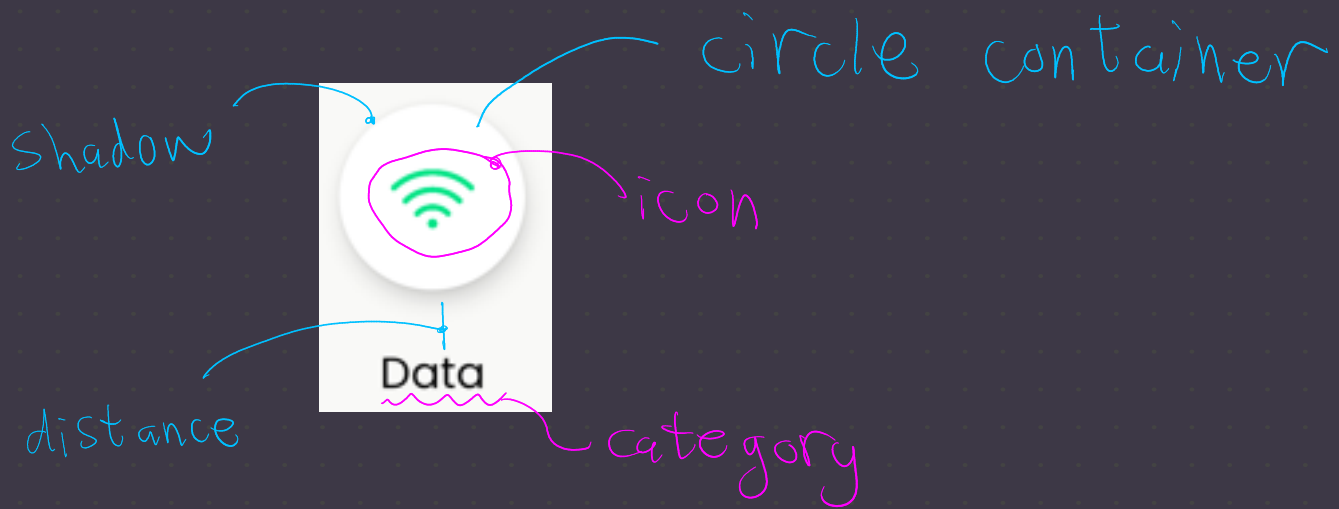
into/from

icon

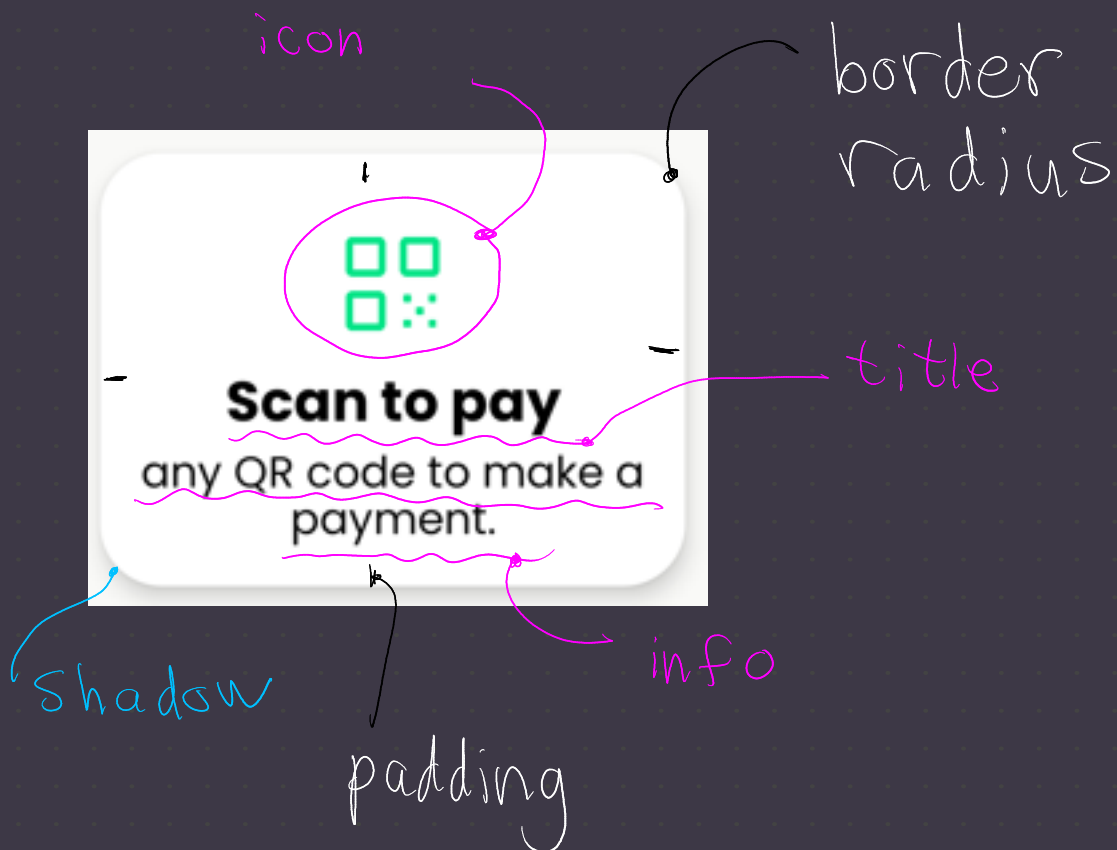
circle  
container



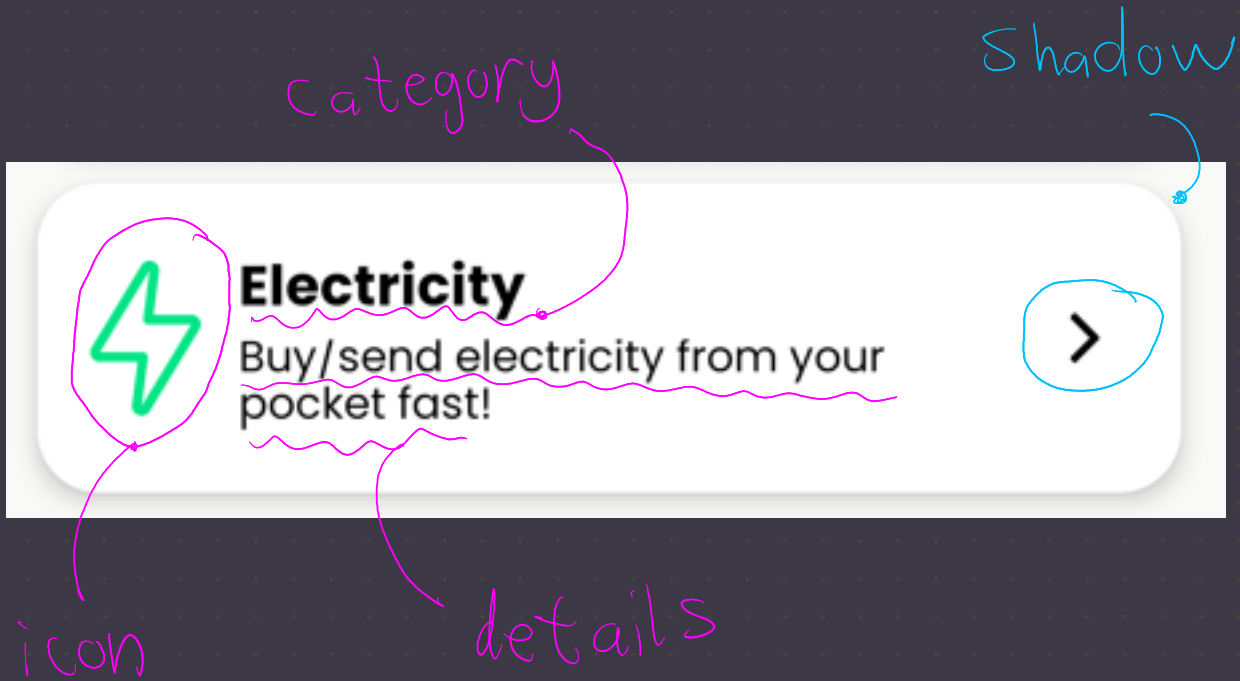
## ④ icon button



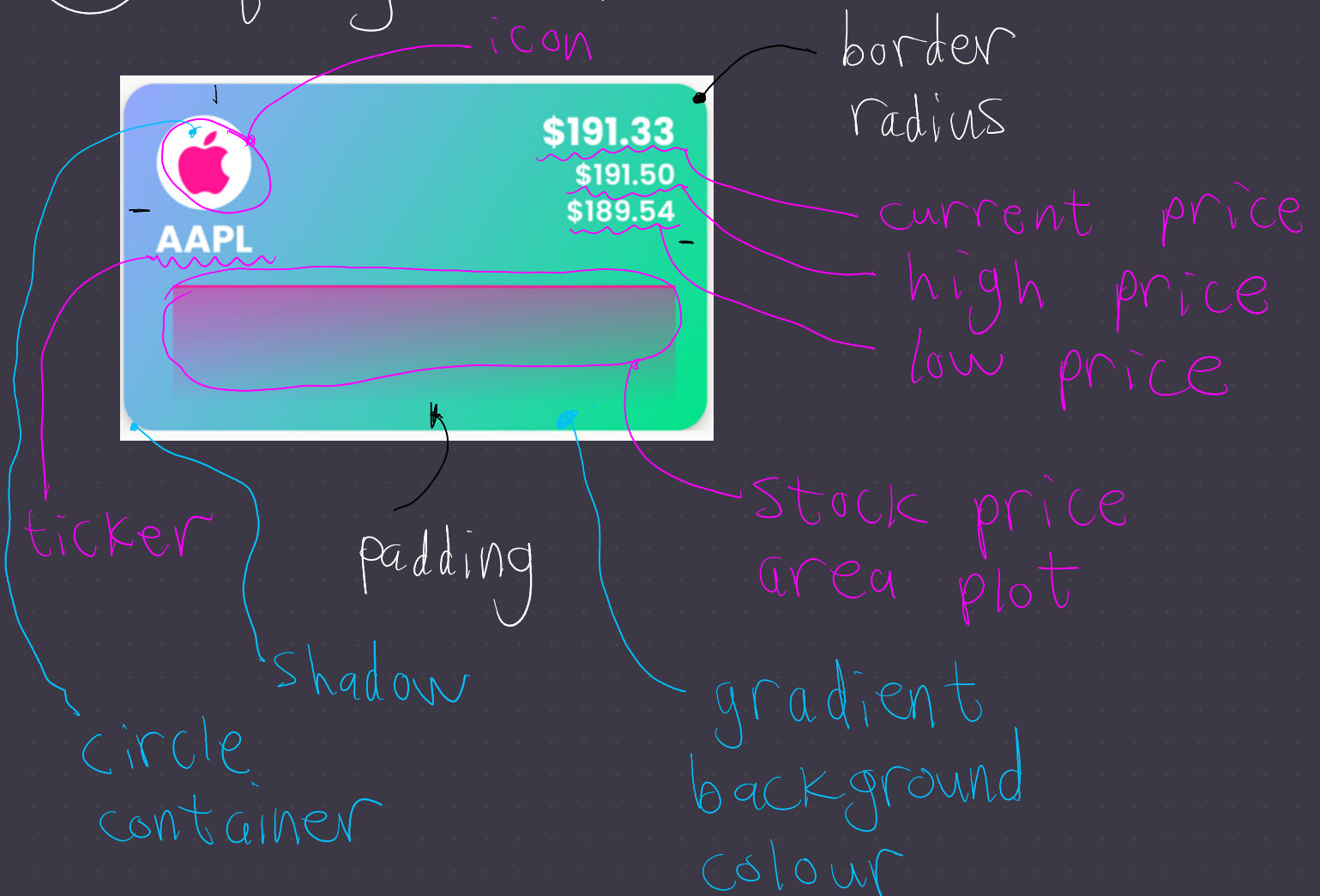
## ⑤ info card



## ⑥ details card



## ⑦ equity card



## ⑧ company box



border  
radius

icon

padding

colour