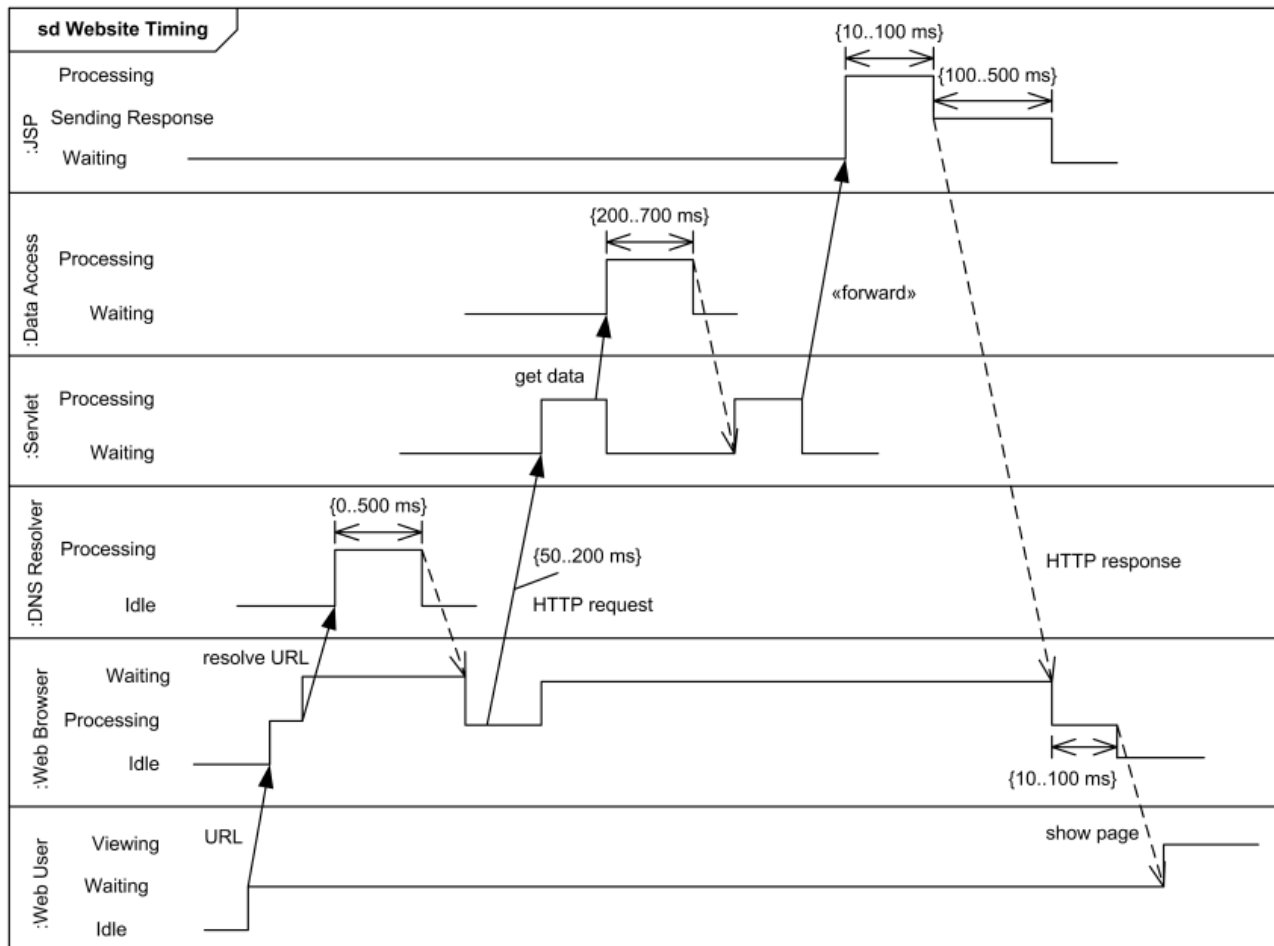**Question 1: You are designing a basic online store that sells shoes. Your store is having a sale where every user gets a free pair of shoes if they can select and buy a pair of shoes in 60 seconds, from when the server receives the login request to when it receives a buy request. The user must select the shoes they want in this time. Draw the timing diagram for the client browser and the server including events and timing constraints for the process of getting a free pair of shoes.**

Question 2: Draw a deployment diagram for one of your past projects.