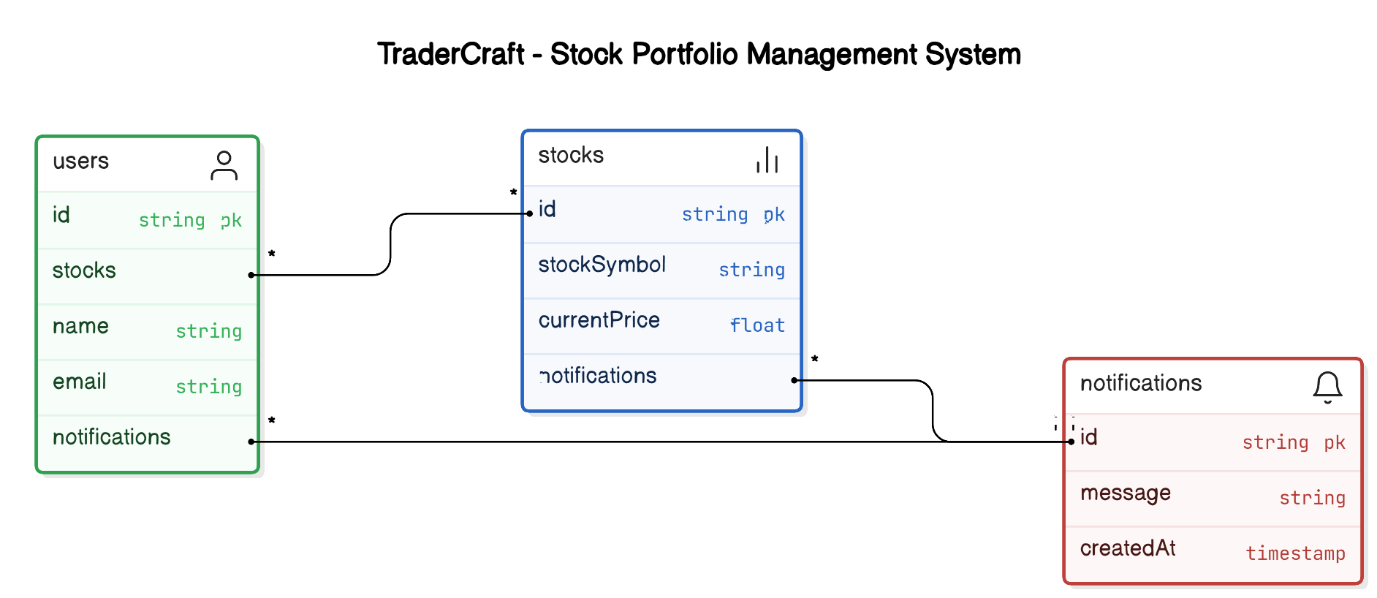
**TradeCraft – Entity – Relationship Diagram**

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**DATABASE SCHEMA**

CREATE TABLE Stocks (

id VARCHAR PRIMARY KEY,

stockSymbol VARCHAR NOT NULL,

currentPrice FLOAT NOT NULL,

name VARCHAR NOT NULL

);

CREATE TABLE Users (

id VARCHAR PRIMARY KEY,

email VARCHAR NOT NULL

);

CREATE TABLE Notifications (

id VARCHAR PRIMARY KEY,

message VARCHAR NOT NULL,

createdAt TIMESTAMP NOT NULL

);

CREATE TABLE UserStocks (

userId VARCHAR NOT NULL,

stockId VARCHAR NOT NULL,

PRIMARY KEY (userId, stockId),

FOREIGN KEY (userId) REFERENCES Users(id),

FOREIGN KEY (stockId) REFERENCES Stocks(id)

);

CREATE TABLE UserNotifications (

userId VARCHAR NOT NULL,

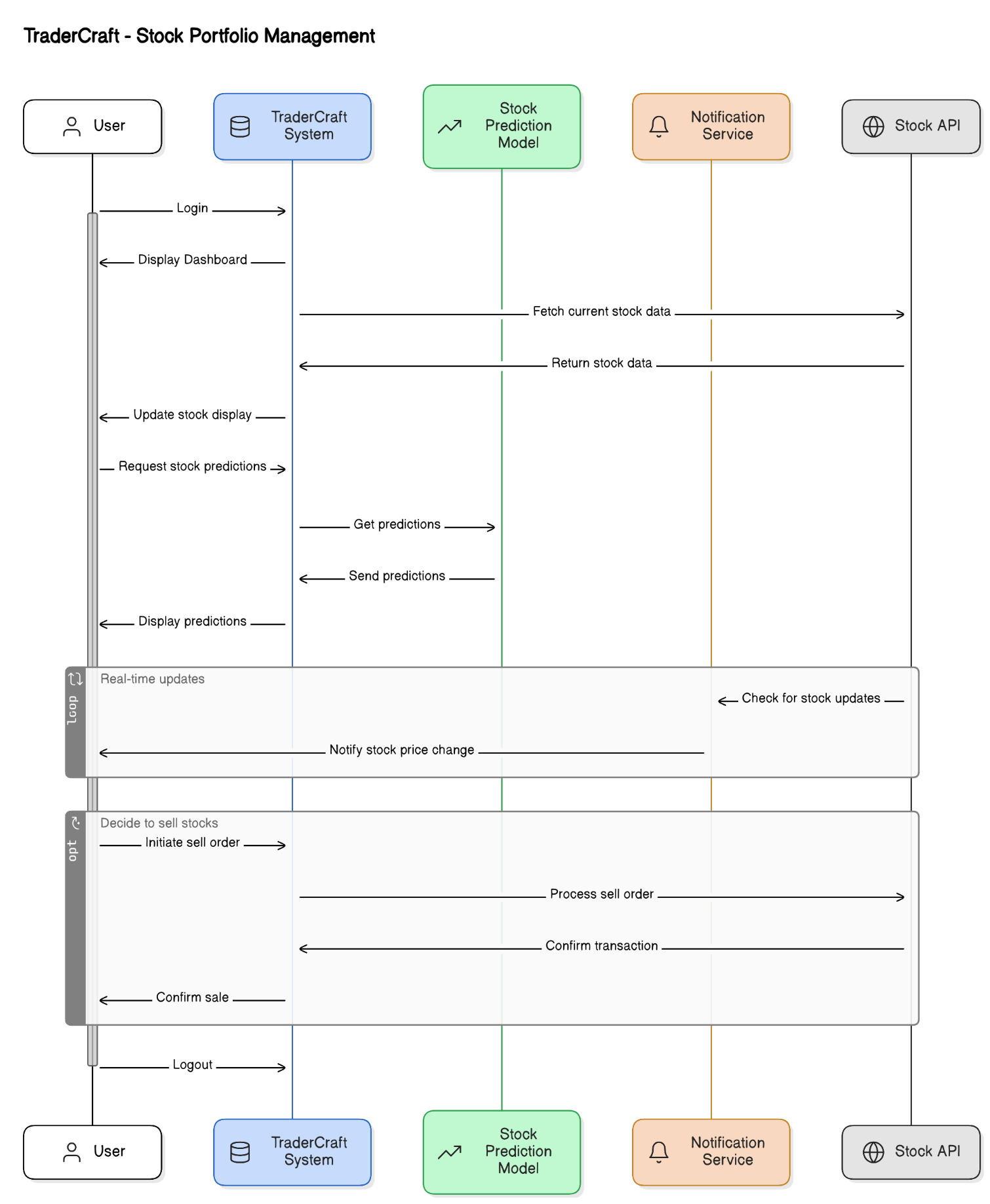
notificationId VARCHAR NOT NULL,

PRIMARY KEY (userId, notificationId),

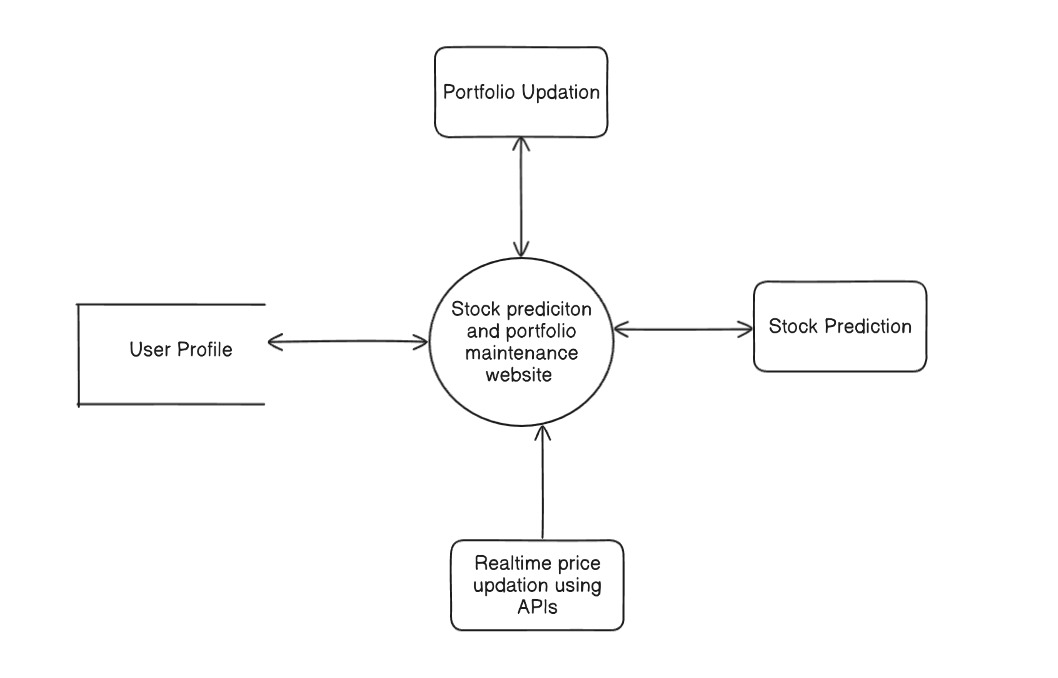
FOREIGN KEY (userId) REFERENCES Users(id),

FOREIGN KEY (notificationId) REFERENCES Notifications(id)

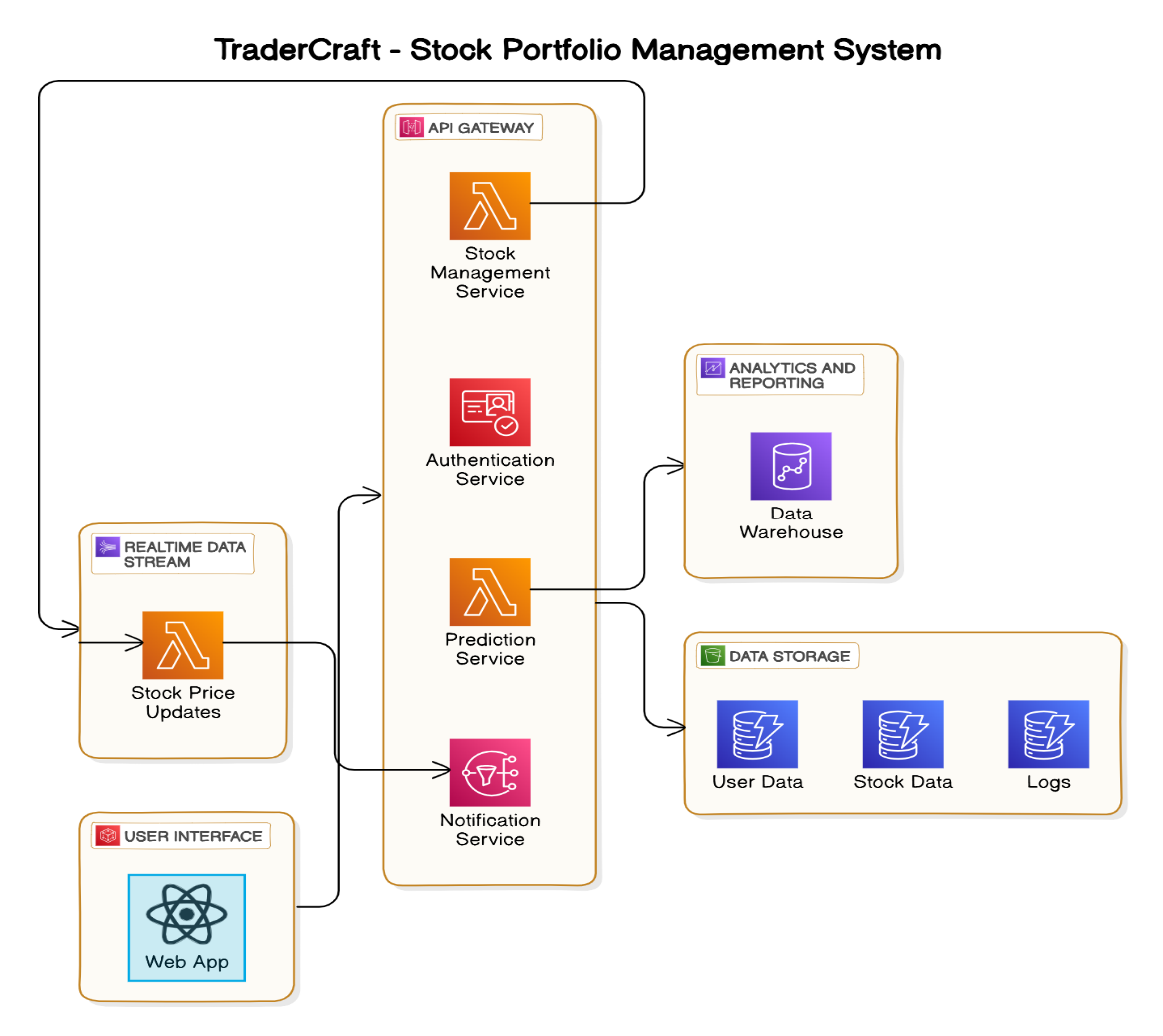
);

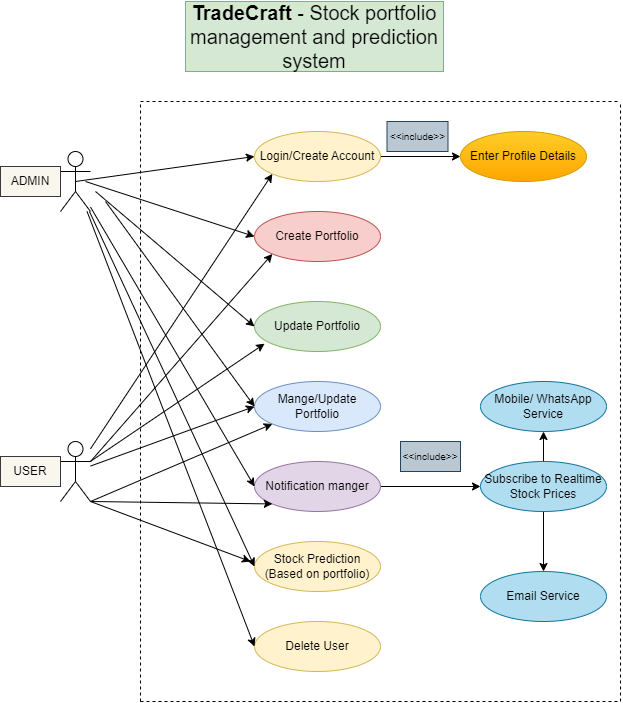
**TradeCraft – Interaction ( Sequence) Diagram**

**TradeCraft – Control Flow Diagram**

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**TradeCraft – Cloud Architecture**

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**TradeCraft – Use Case Diagram**