**High-Level Design: Event-Based**

For the high level design principle for our To-Do application we decided to pick the event based architecture pattern. We think that this is the best structure because it promotes event driven programming. This will allow our components on the application, like buttons and dialogs, to fire events once they are clicked. For example when a user wants to add a task to the to-do list he can click on the add button which will fire an event that will trigger the add task screen. Event based architecture will also make it easier for us to reuse events/components and grow our application in a more efficient way. Our application is also relatively simple so it will not require layering or tiered architecture and therefore event based architecture will be more efficient.