* Some system operations are either very trivial, purely UI related, or both. The UI for this project was coded using Java Swing, where UI elements (such as new pages) are coded as Java classes. As such, some system operations are worth including in System Sequence Diagrams (because they relate to how an actor interacts with the system) but are very trivial in the way they work. Thus, we decided that **some system operations should not have corresponding sequence diagrams.** Of course, operations with more complexity will have corresponding sequence diagrams. **In the “Operation Contracts” file, the operations that have been highlighted have corresponding sequence diagrams.**