System architecture

**UI Layer**:

UI Layer is the section in which all the coding related to what the user sees, the visual characteristics and effects. It is the group of all the interactions between the user and the computer. For example, the organization of the simulation dashboard, the organization of the map in which the user sees the other users’ location and the color and image of icons used to show the status of each functionality. Another example, when the user clicks on the button to turn on the lights, is there a vibration or a sound to confirm that the user pressed on the button and the system received the command.

**Application**:

Application is the section in the system architecture that handles the requests of the users. It is part of the backend of coding. The user does not see the process in which the information retrieved from their command is read and causing a chain of reaction. For example, if the user wants to turn on the lights of a room, they just press the button corresponding to turning on the lights. Application everything that happens until the lights of the room turn on. So, the system retrieving that the user clicked the button in the section of turning on the lights, sends a message to the device that would close the circuit so that the electricity passes through, and the light bulb emits light.

**Foundation**:

The foundation layer of the system architecture serves has a helper to the rest of the architecture layers. Its purpose is to make the implementation quicker and easier; this could be through the user of specific frameworks or built-in libraries. This layer is specifically for the developers who are working on creating the other layers.