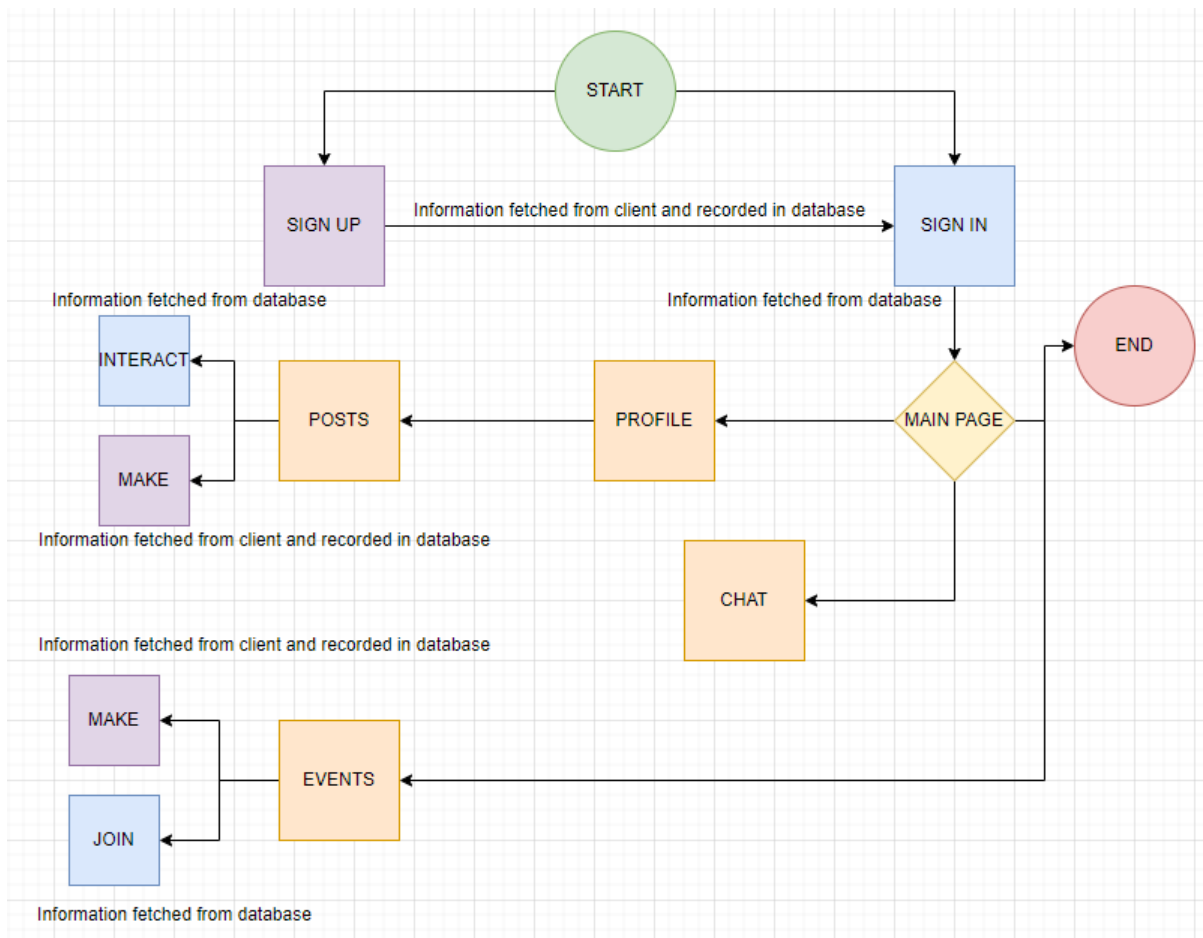


## Technical Diagram



The webapp starts in the client side with the user choosing between sign in and sign up. By choosing sign up the user provides an input of data that is sent to be processed in an endpoint of the server and recorded in the database. After that he is redirected to the sign in page where he provides another input of data, that's being sent to another endpoint that also fetches data from the database to compare it to the input to either allow or deny access to the webapp. After he is allowed, he is redirected to the main page from where depending on what button the user presses one of the following happens:

- **Events:** The user can press on "Make event" where he provides an input to be recorded in the database representing the informations for an event, or on "See events" where the information for the existing events is being fetched from the database and displayed in the client.
- **Chat:** Allows the user to join a chat room with the name of it's choosing.
- **Profile:** The user can make a new post by sending the input to the server endpoint and it being recorded in the database, or he can see the current posts in his profile tab where the information is fetched back to him from the database.

