



This is a deployment diagram for our Roommate application. This left node is the windows machine, which in our case will have ideally two instances of the application running, so we can use messaging and such as a proof of concept, but not have to use a server or anything too advanced. The Database Communication library will have various components for speaking to the SQLite database, which is the rightmost node. The SQLite database will have three different tables in it to house a few different things. First, we will need to store login information so users can create an account, close the application, and then still have their accounts saved. The same goes for the messages data table and the preferences data table, which will allow users to have messages with potential roommates and have these chat logs saved. They will also be able to save their roommate preferences in the database. This will also allow us to have preset data in these tables for testing purposes and proof of concept demonstrations.