For project three, our group chose an event-driven software architecture. This is evident in the prototype through the stack, which was the first data structure we implemented. Once the dropdown window is clicked and the stack is selected, the user is presented with four options: push, pop, peek, and info. Clicking on the info button simply leads to an alert being displayed that gives the user some information on a stack and the methods they can use. The other buttons are for the methods that make the software perform its intended functions. Clicking on any of these buttons leads to an event that changes the display in some sort of way, or gives the user some sort of information relevant to the stack. If the push button is clicked, a node is added to the stack. This is an event that changes the visual structure of the program so that the user can visualize what the push method does and how it affects the data structure. This is event-driven because when it is called it changes the program and makes it do what is intended. This is the same with the pop method. When the pop method is called, it presents the user with the information about the top of the stack. The event is called and it makes a change to the interface of the program. This architecture made it simple to implement all of the features of the stack, and will make it easy to implement the rest of the data structures once we move past the prototype.