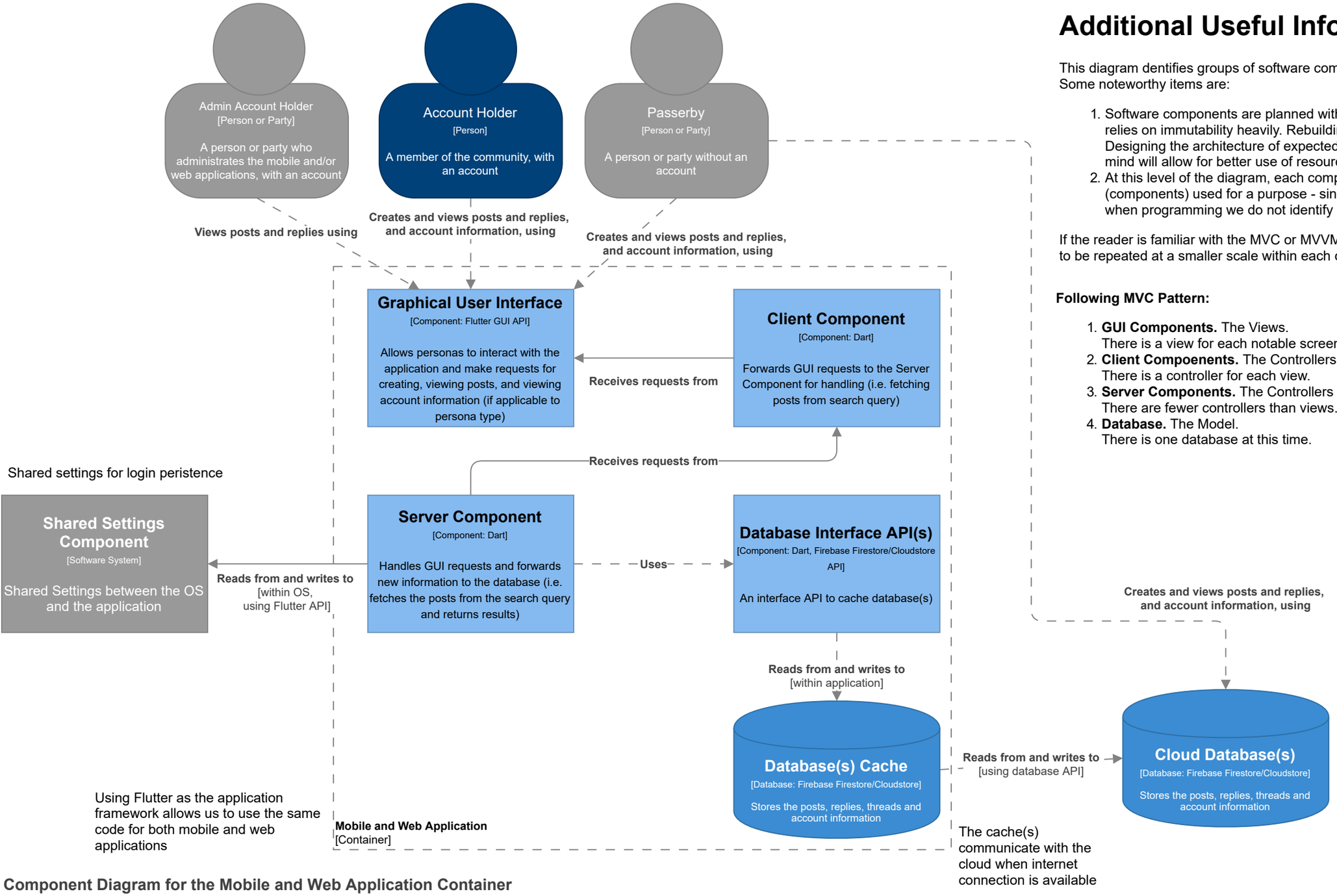

Component Diagram for the Mobile and Web Application Container

Identifies the groups of software components in the Mobile and Web Application, grouped by responsibility

Last Modified: February 19, 2021

Additional Useful Information

This diagram dentifies groups of software components by responsibility for the application. Some noteworthy items are:

1. Software components are planned with persistence in mind: Flutter framework relies on immutability heavily. Rebuilding GUI classes is resource-expensive. Designing the architecture of expected classes and widgets with persistence in mind will allow for better use of resources when rebuilding software.
2. At this level of the diagram, each component describes groups of software objects (components) used for a purpose - since low-level object design changes often when programming we do not identify particular classes here.

If the reader is familiar with the MVC or MVVM patterns, you may expect the same pattern to be repeated at a smaller scale within each component.

Following MVC Pattern:

1. **GUI Components.** The Views.
   There is a view for each notable screen in the app.
2. **Client Compoenents.** The Controllers for the Views.
   There is a controller for each view.
3. **Server Components.** The Controllers between the View Controllers and Model.
   There are fewer controllers than views. These constrollers are services provided by the app.
4. **Database.** The Model.
   There is one database at this time.