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**Flashcard Application**

1.1 **Overview**

* + Objective
  + Design
  + UI

1.2 **Objective**

This application is to design a flash card concept into online method to aid you in studying.

The user is presented with a question, if user cannot recall the answer

for the current question, then click to show answer.

For other questions the application allows you to click buttons to see more.

1.3 **Design**

Utilized Angular 4 methodology for front-end application

Property binding is where a component is injected within a component, in the application, “FlashcardComponent” was injected into the “WelcomeComponent”.

Event binding is another concept is being used when a user clicks next or previous button, as well as the button to see answers.

1.4 **UI**

The buttons are prev=(previous button), Next =(next button) , Random = (random button),

ShowAnswer =(shows the answer) and the HideAnswer =( hides the answer)A close up of a stereo

Description generated with high confidenceA screenshot of a cell phone

Description generated with very high confidence.