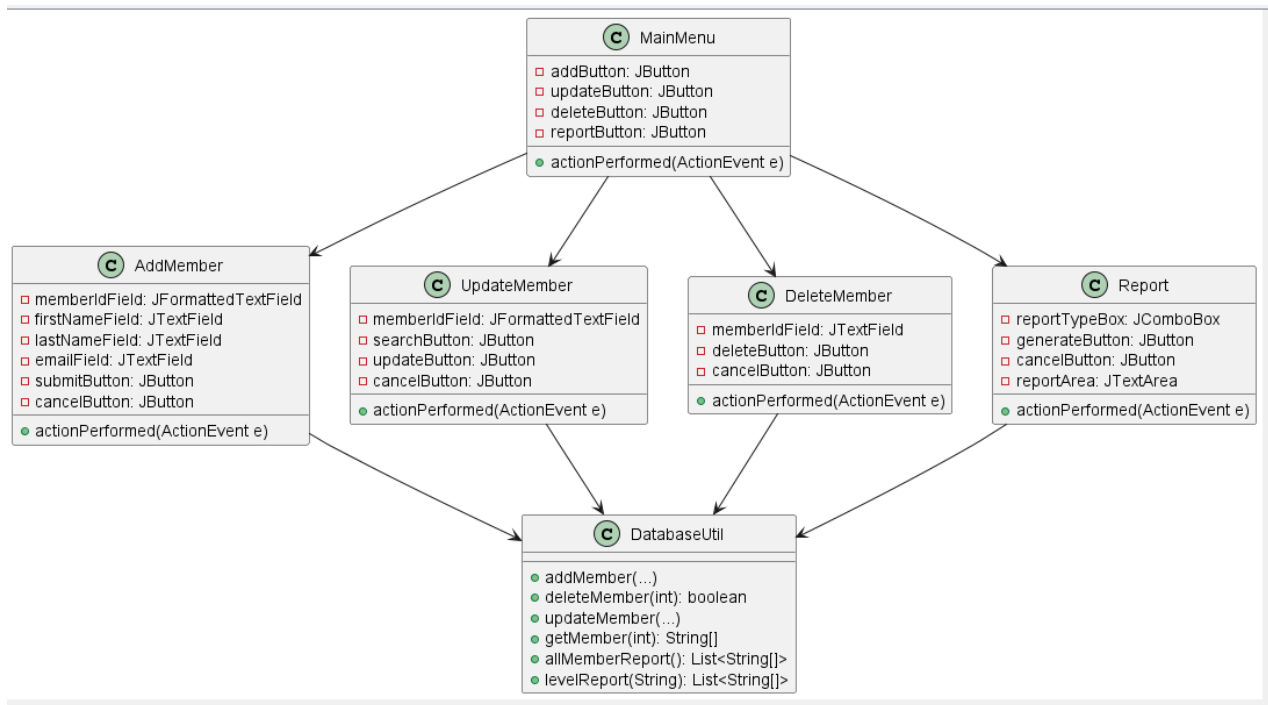Graphical UML of the architecture of the application and a description of the application struture.

Description of the Application:

MainMenu Class: Serves as the entry point of the application. Presents a menu offering options to add, update, delete members, and generate membership reports.

AddMember Class: Manages the addition of new members. Contains a form for entering member information and communicates with DatabaseUtil to insert the data into the database.

UpdateMember Class: Allows searching for and updating existing member information. Provides a form to edit member details and uses DatabaseUtil for database operations.

DeleteMember Class: Enables the deletion of members based on their ID. Interacts with DatabaseUtil to remove member records from the database.

Report Class: Generates various reports based on user selection, such as all members, active members, etc. It retrieves report data using methods in DatabaseUtil.

DatabaseUtil Class: Acts as a utility class for database operations. It contains methods for adding, updating, deleting, and retrieving member data, as well as generating reports.

Each GUI class (AddMember, UpdateMember, DeleteMember, Report) is directly connected to the MainMenu and interacts with the DatabaseUtil class for database operations.