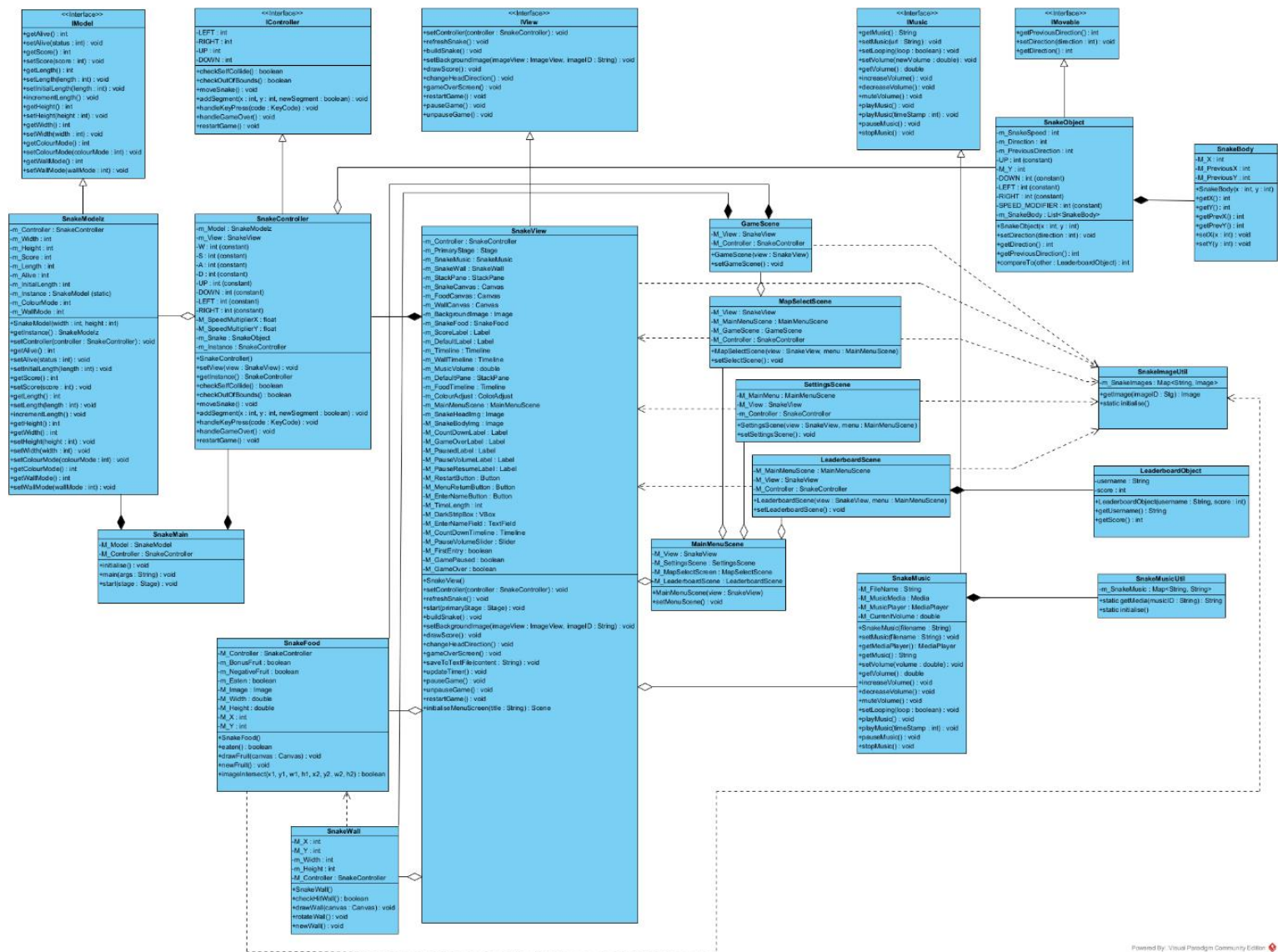# Class Diagram

Activity Diagram

I decided to make an activity diagram as the program has a lot of menus and I felt it was appropriate to have a diagram to refer to when using the program, to see what causes what. This makes it easier to use the program and to see what links to what, and what causes what. It also helps understand the structure of the code by visualising the path a normal user would take, so helps streamline the UI design to make it easier to use for a user.