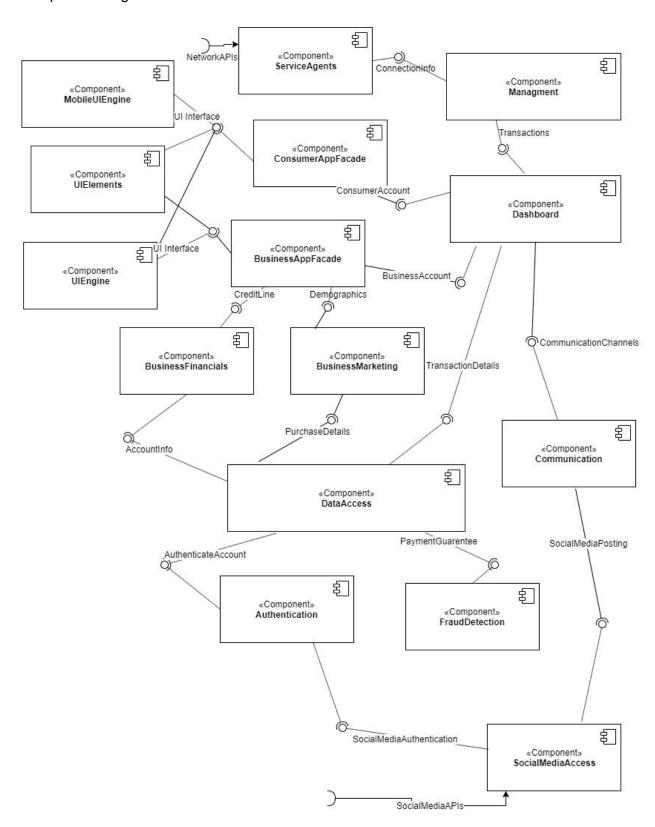


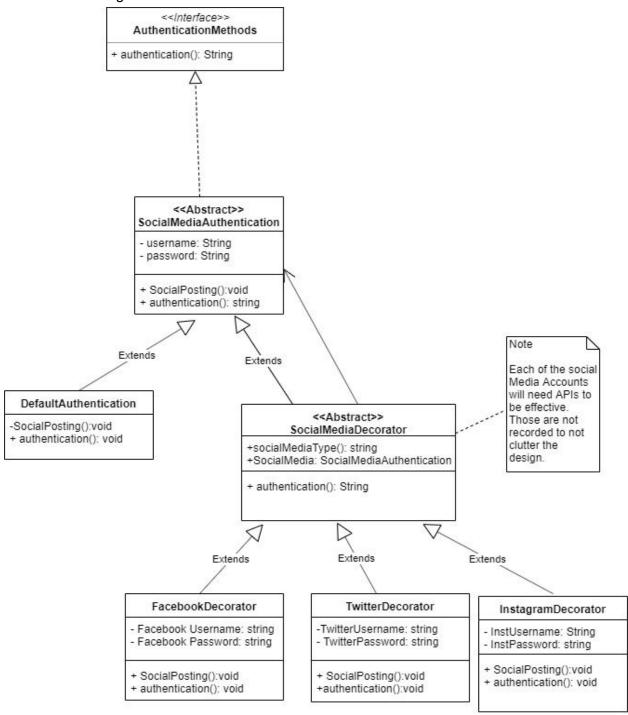
System Architecture Example

1. For our E-Commerce System Architecture, we decided to take inspiration from the classic Client-Server architecture. We did however, combine it with information from a Mobile Architecture as well. As a result, we have both a Client Web Browser and Client Mobile Application as the representation of the Client. The Mobile Application has its own UI engine, which overwrites all UI engines that our server may give. The browser directly takes its UI engine from whatever engine the server uses. Both of these take from the business implementation, which we chose to split into three components for ease of use. These three elements are the B2C functions, the B2B functions, and then finally General Transaction details. We then have a support layer underneath that which handles all of our data queries and our potential interfacing with different protocols, an example being networking protocols. Finally, details such as security, communication, and general operational management is done by modules which reach outside of our three categories, hence why they are off to the side.

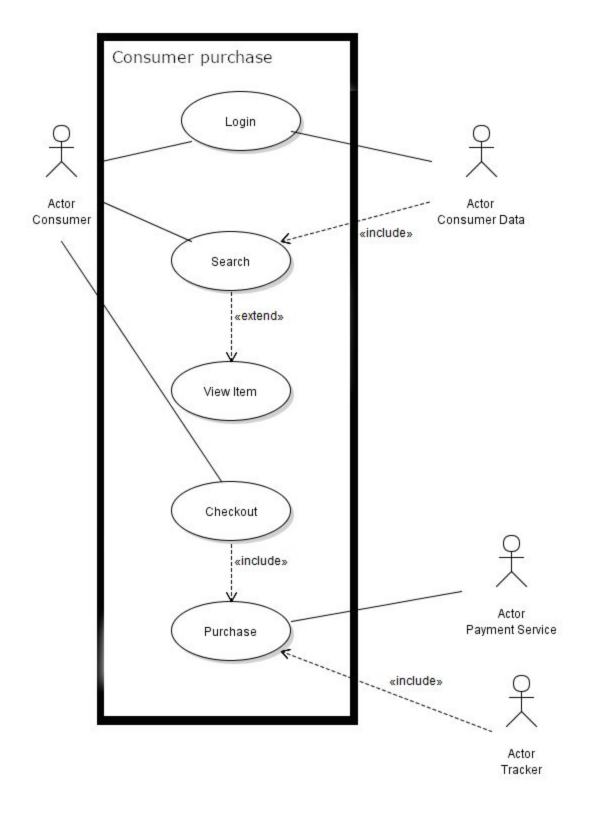
2. Component Diagram



3. UML Class Diagram



4. Use-Case Diagram



5. Sequence Diagram

