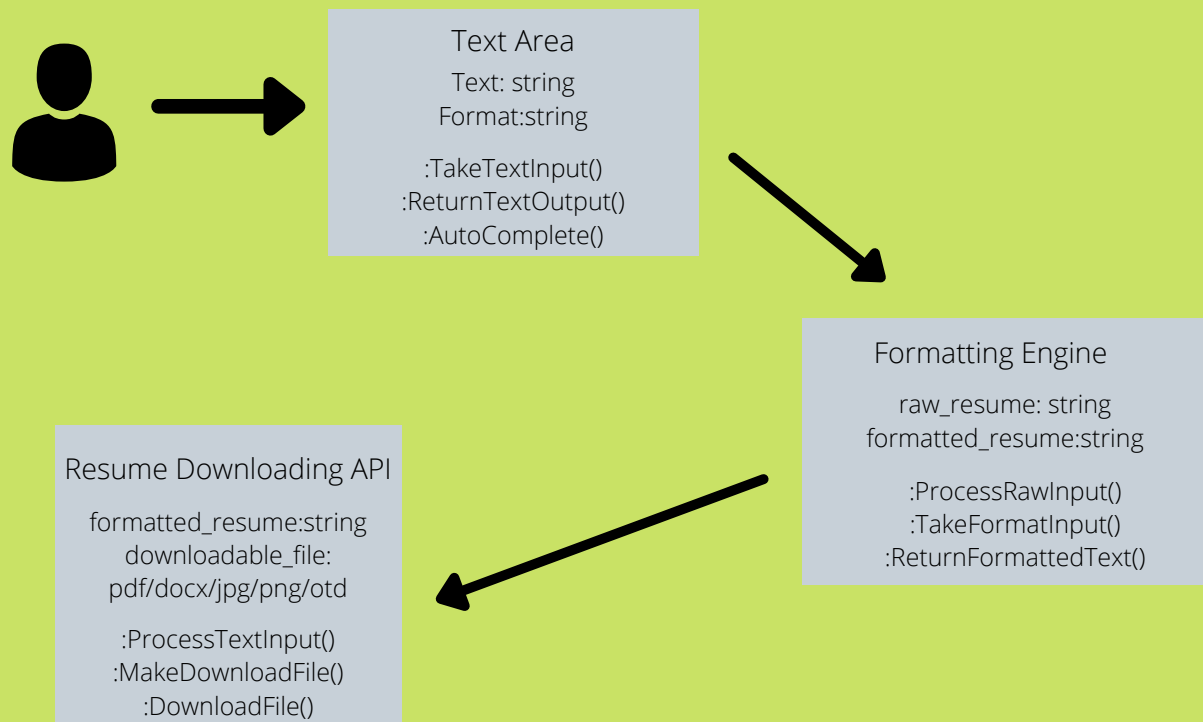


UML Diagram Modelling

**Abu Shahid
Jahnab Dutta**

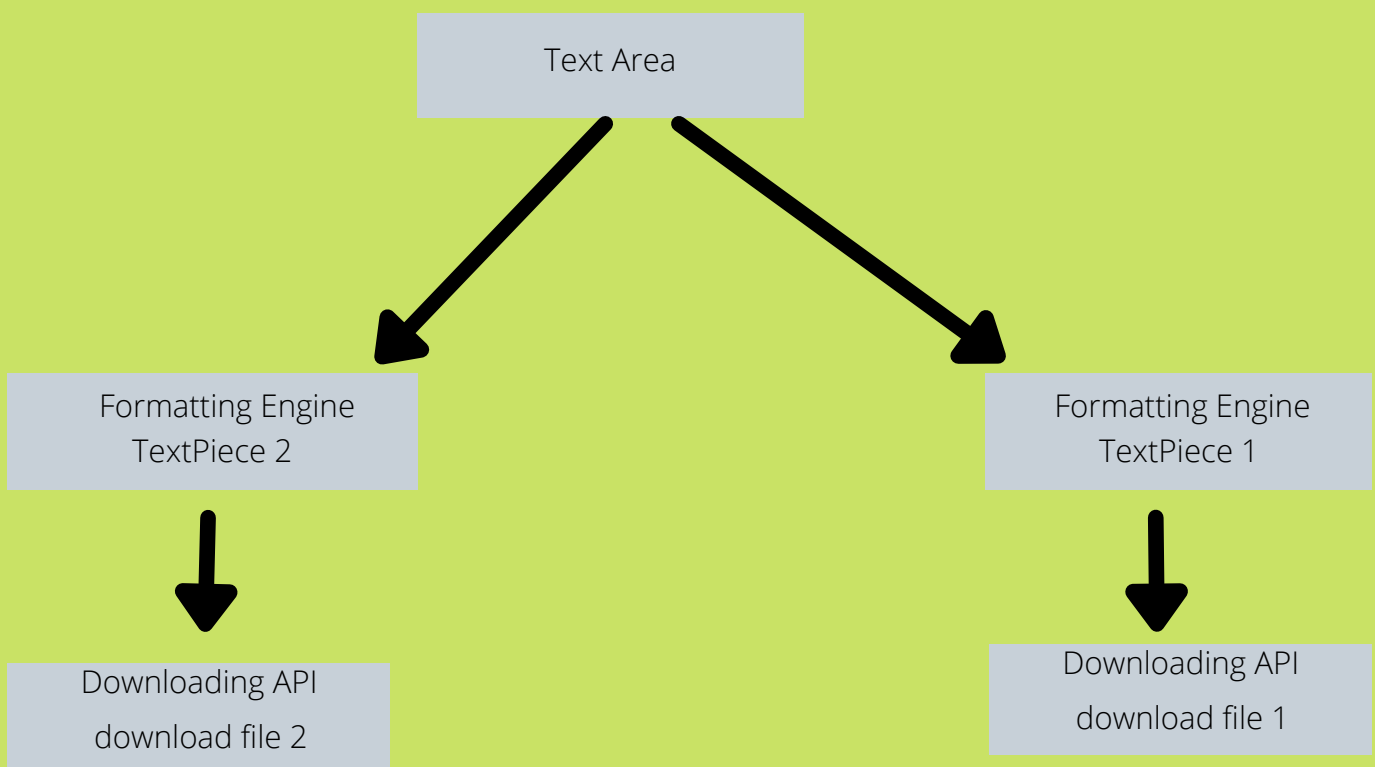
Class Diagram



The class based diagram shows the 3 classes of text area, formatting engine and resume downloading API.

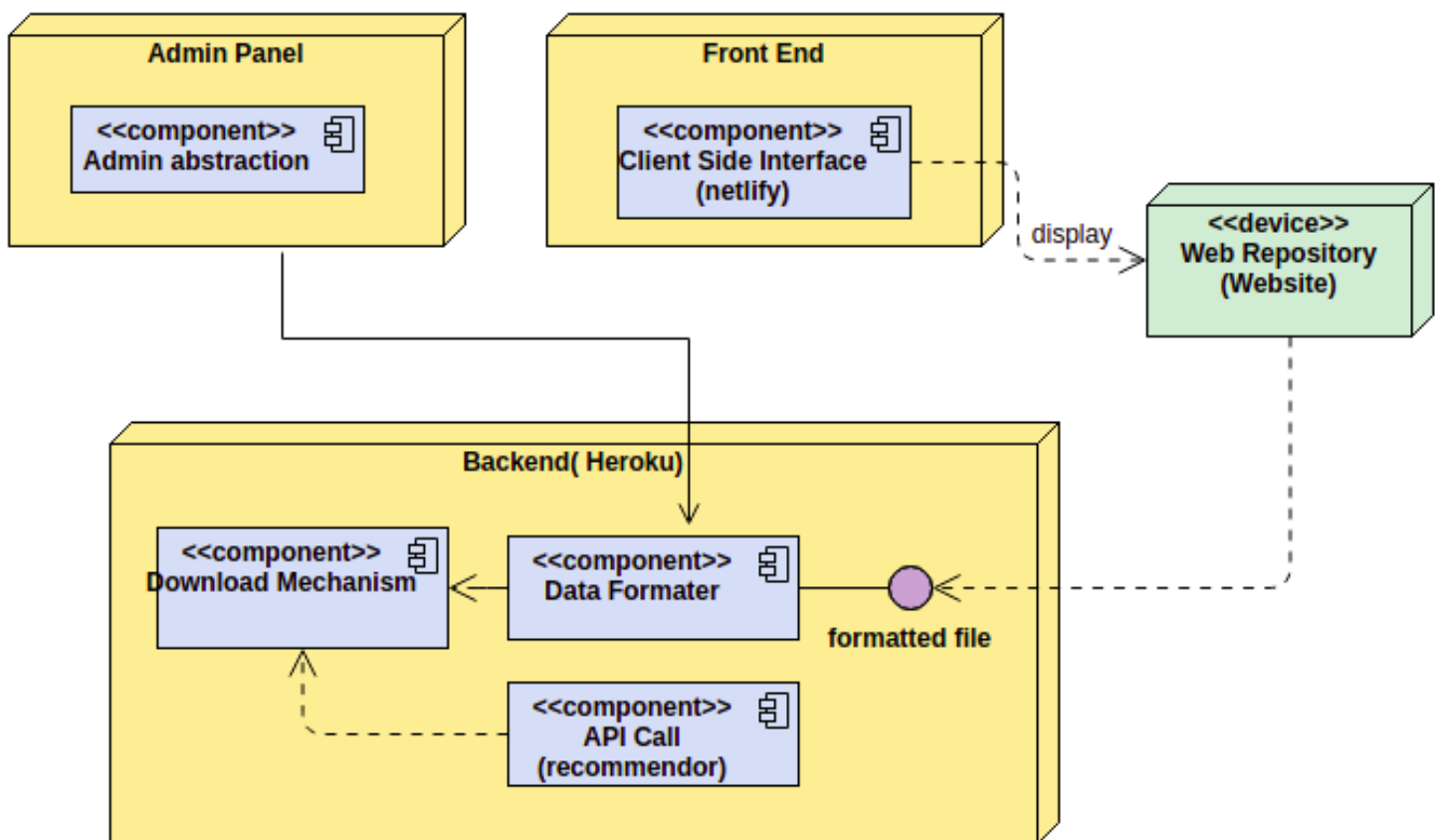
The Text area provides a string object which is formatted by the formatting engine and then the formatted text is input for downloading api which finally provides the download in the correct format.

Object Diagram



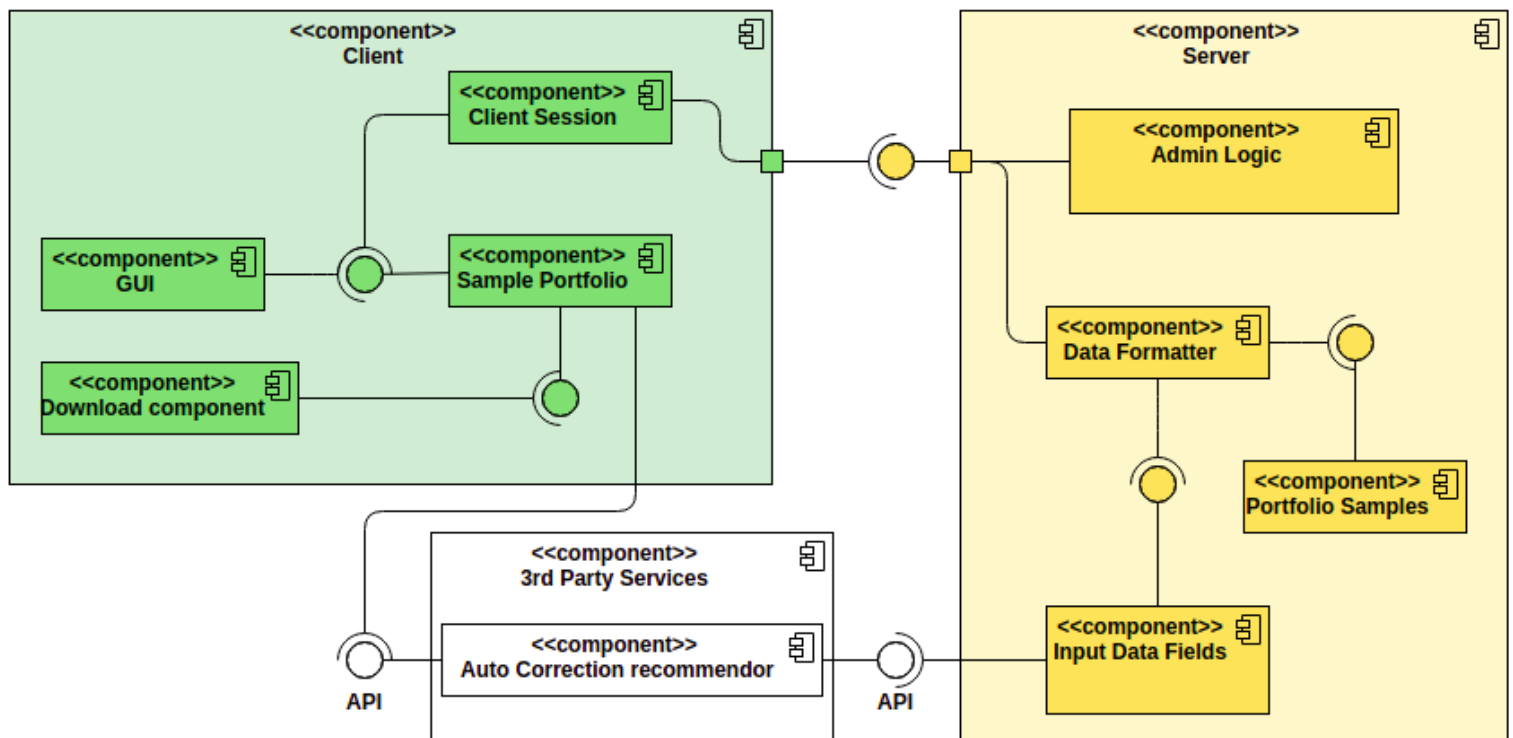
The object diagram provides a concrete view of the class diagram where the scenario of download of 2 different text inputs is given. The Textfield class instantiates as many number of text objects as the user inputs. Each text object is handled by the formatting engine which in turn returns a formatted text object. This is in turn converted to a downloadable object by downloading API.

Deployment Diagram



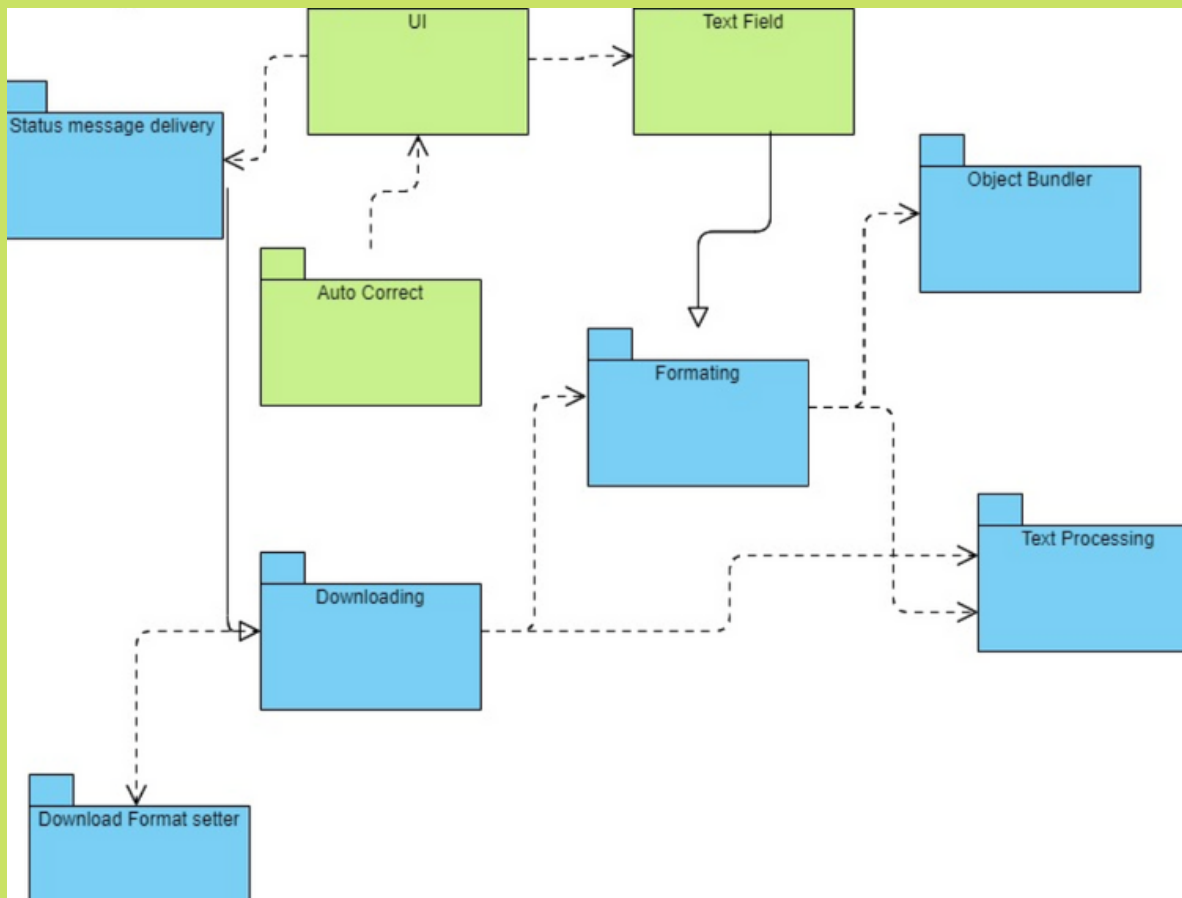
We will deploy our backend on **Heroku** and frontend on **Netlify**.. Both the packages of the software will come with its own sets of micro-packages that will be deployed withing the super module they belong to and when once ready, will be deployed

Component Diagram



To better compartmentalize and for better state-management, we bifurcated our components in 2 groups (excluding 3rd party APIs).
The dependencies of the components is as depicted in the diagram.

Package Diagram



The package diagram consists of the packages to be used by the project such as the text field package, the object bundler, etc. The formatting engine uses formatting packages such as auto punctuation packages, text processing packages etc. The downloading package will use format setting package, download alert package etc.