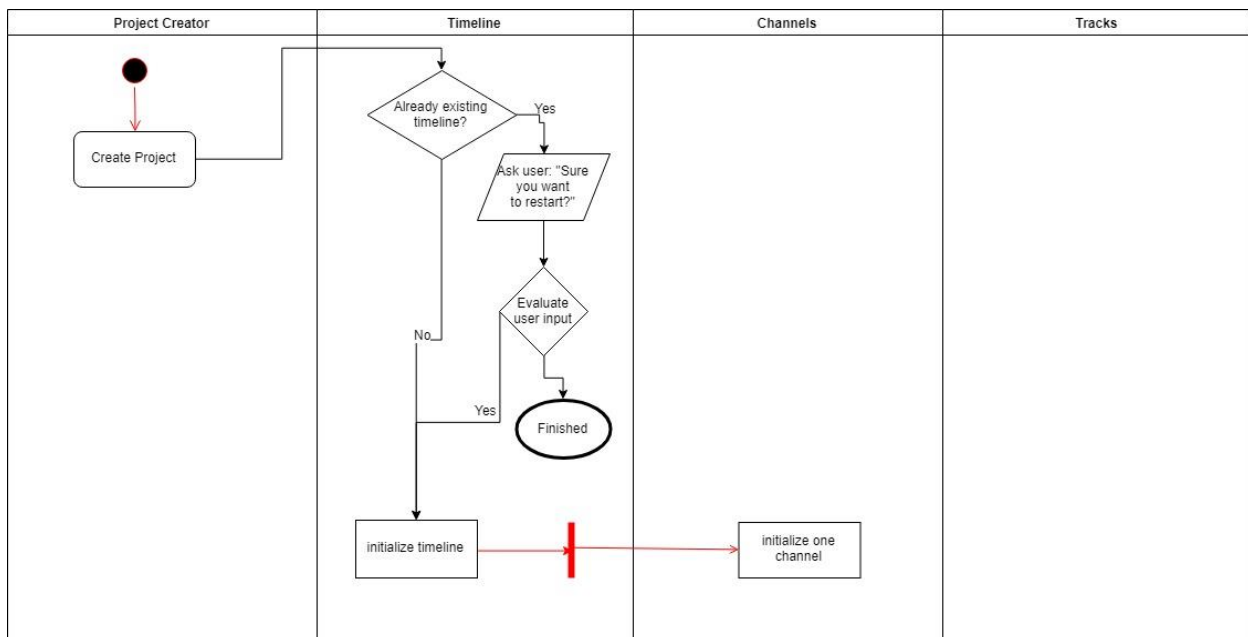


# CS 320: Fundamentals of Software Engineering

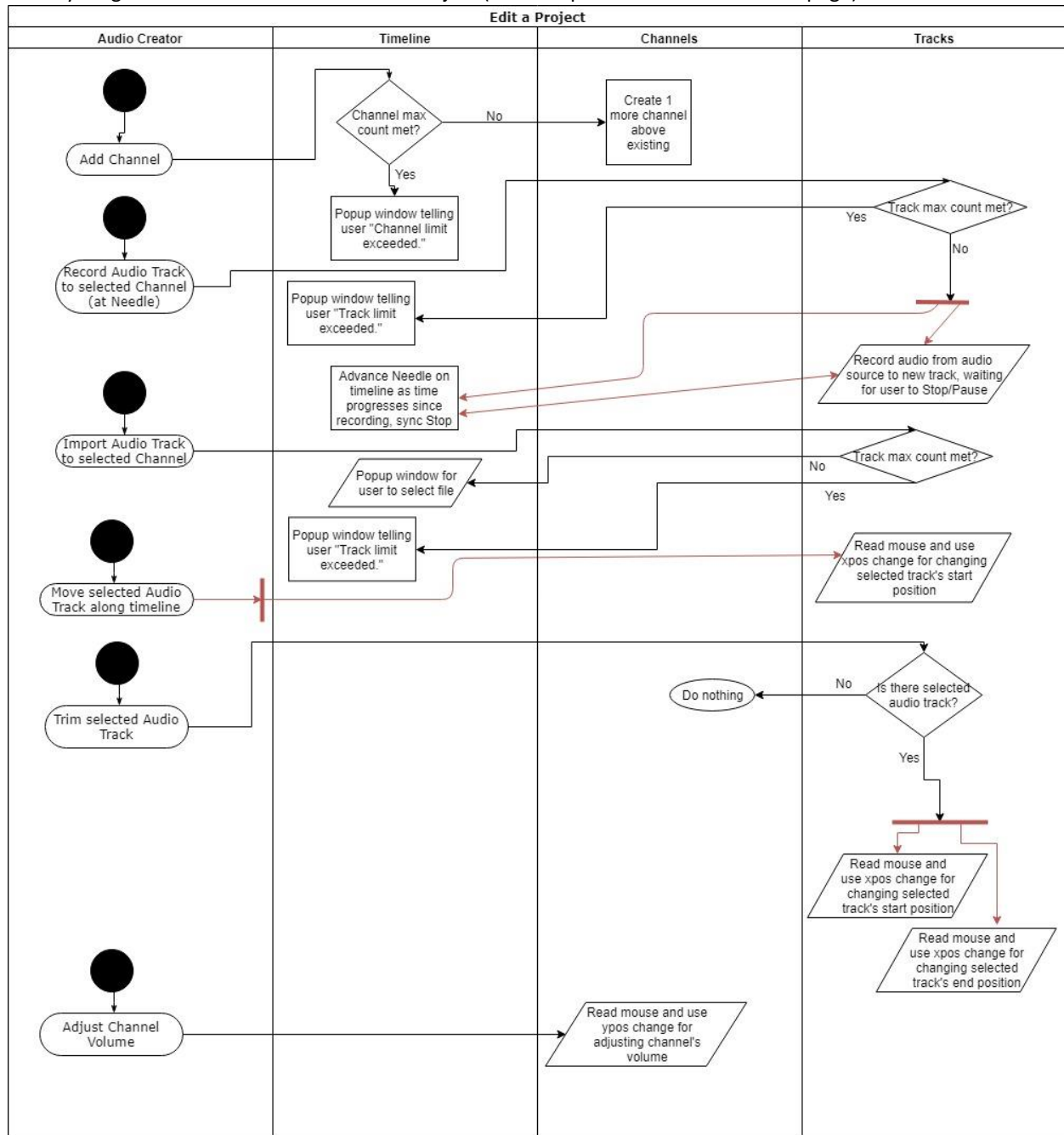
## Project 2: SDD

### Section 2.1 (Activity Diagrams):

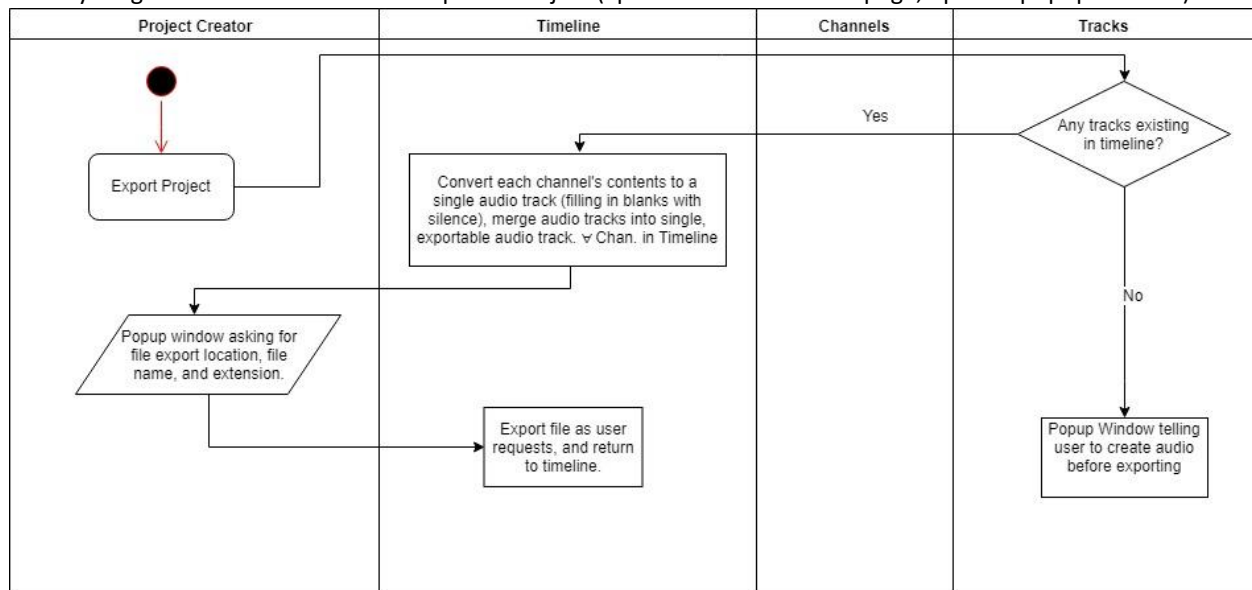
Activity Diagram 1- Models Use Case: Create a Project (from landing page, or with button on main timeline page)



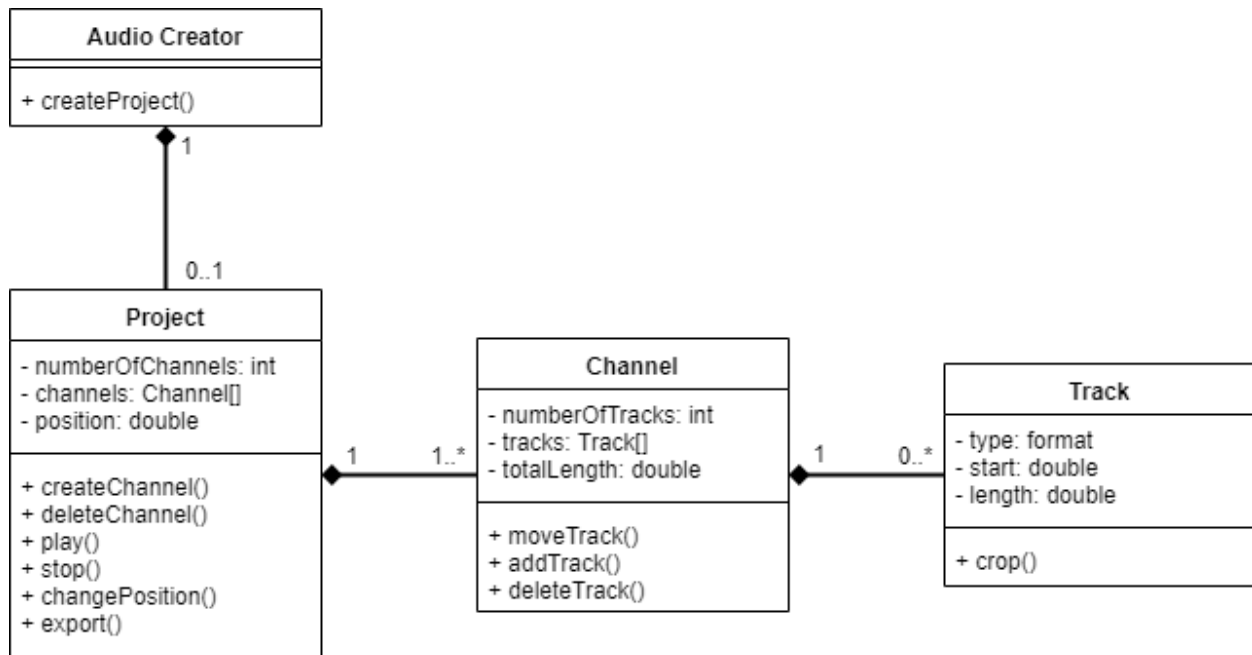
Activity Diagram 2- Models Use Case: Edit a Project (Bulk of operations within timeline page)



Activity Diagram 3- Models Use Case: Export a Project (Spawned from timeline page, opens a popup window)



## Section 2.2 (Class Diagram):



## Section 2.3 (Sequence Diagram):

