

SWENG 500- Software Engineering Studio

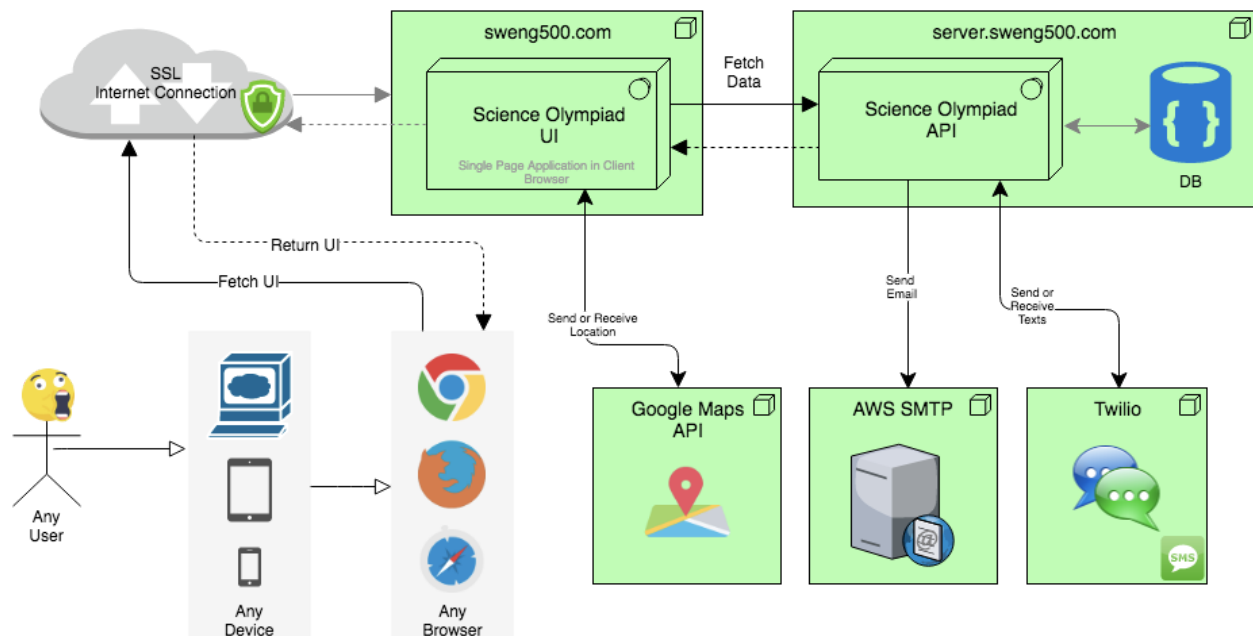
Class Diagrams

Introduction

Because our software product, Science Olympiad, has a multi-tier architecture consisting of multiple components, the following document depicts the Domain/Class/Component structure from a high level perspective and then drills down into those different layers of our software.

High Level Architecture

This domain diagram provides a high level view of the overall Science Olympiad system architecture.

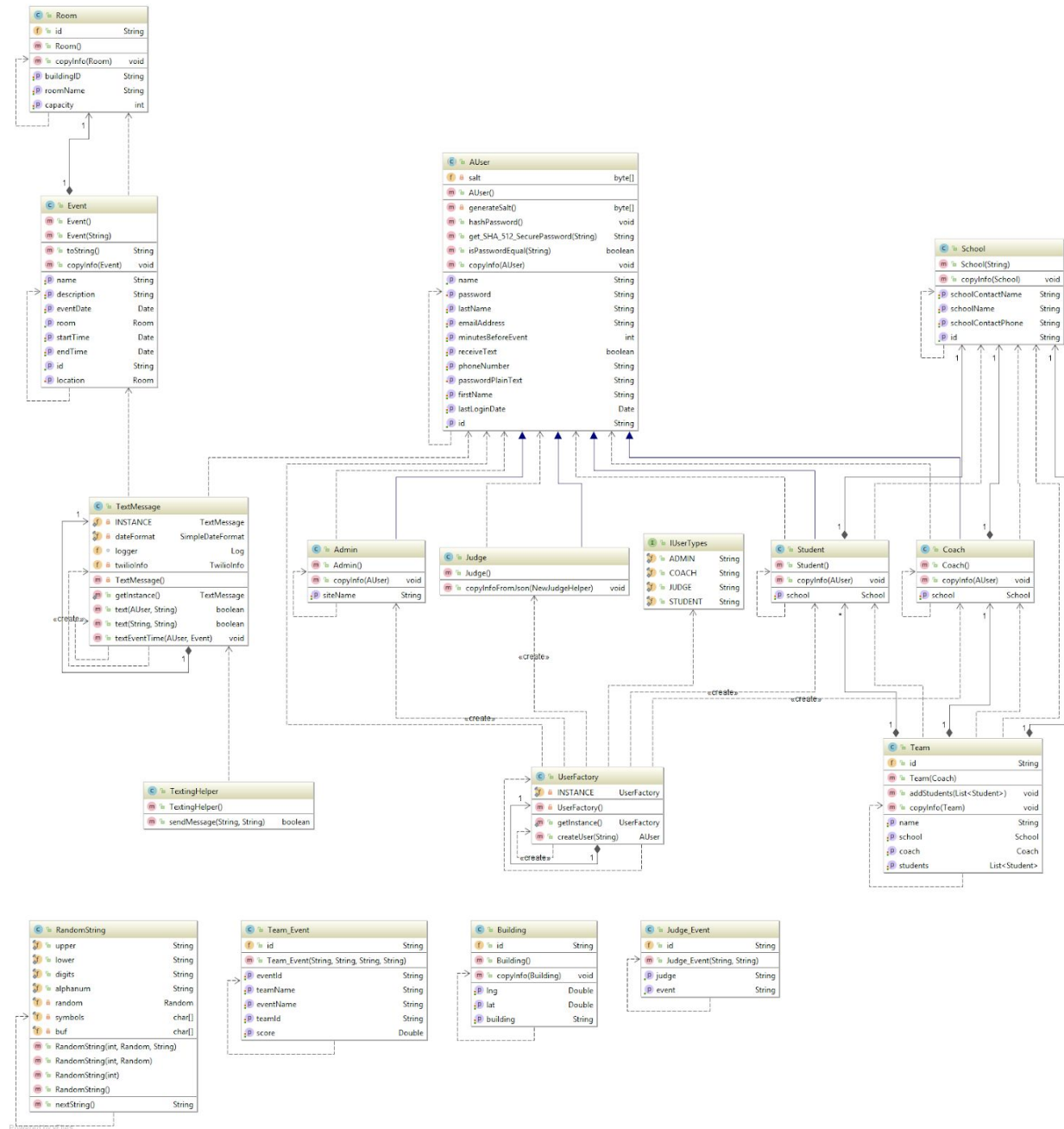


Science Olympiad Server API Class Diagrams

The following class diagrams provide perspective into the inner workings of our Science Olympiad API.

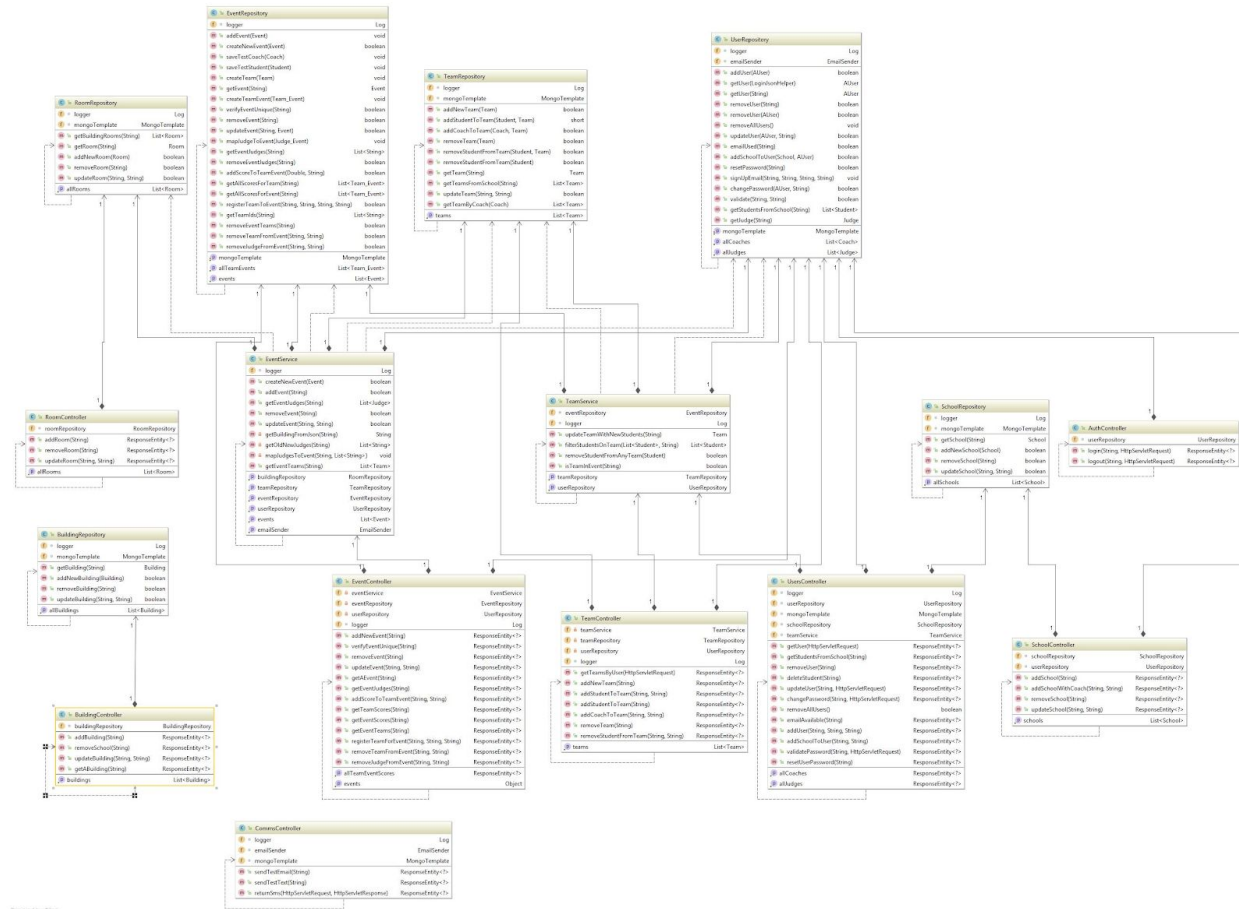
Overall Domain Model

Outlined below is the overall domain structure of our API's inner class hierarchies.



Overall REST API Structure

Outlined below is our overall REST API Class structure



Overall Configuration Class Structure

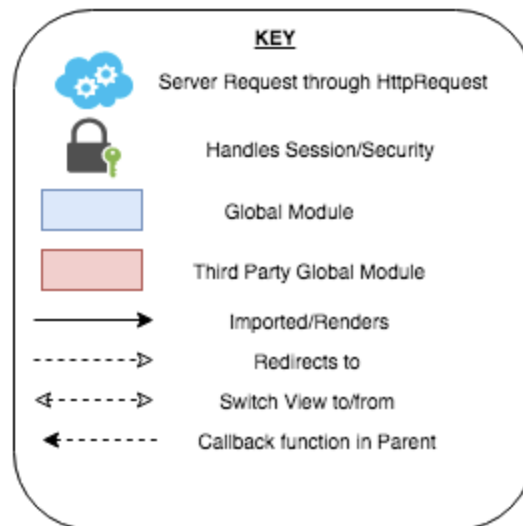
Outlined below is our overall API Configuration Class structure



Science Olympiad UI Component Diagrams

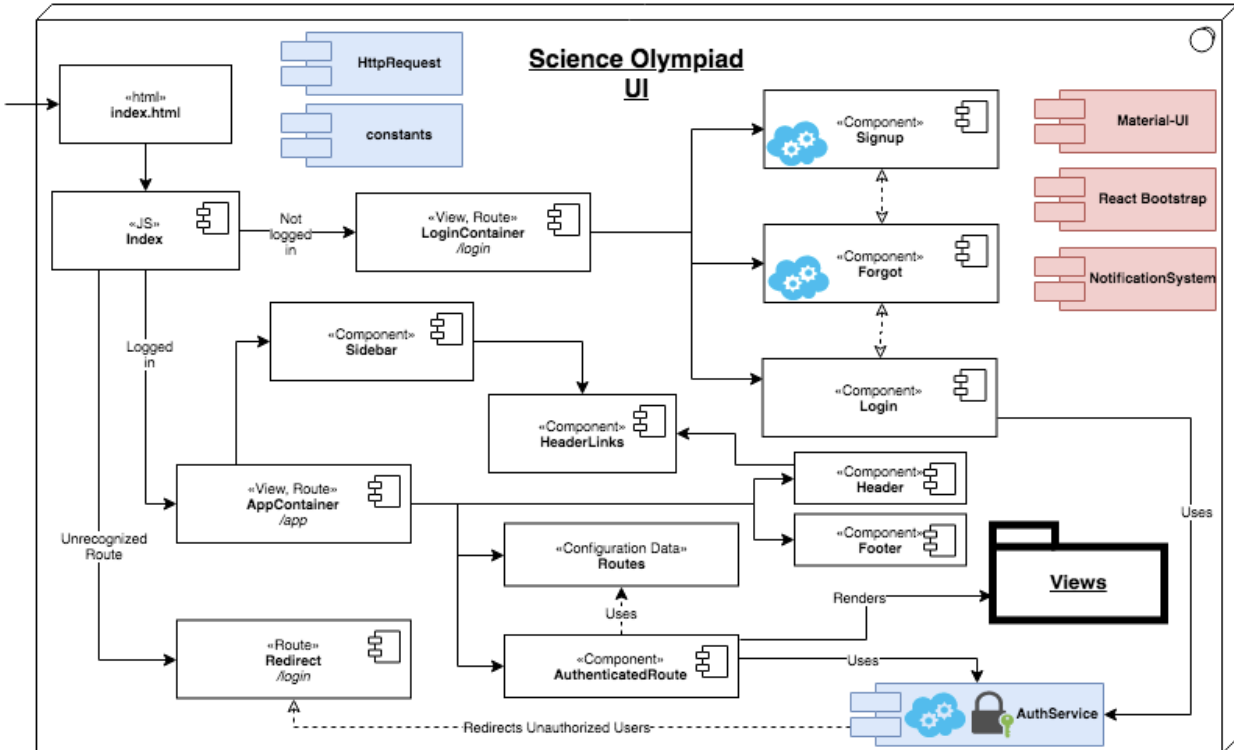
The following domain/component diagrams provide perspective into the inner workings of our Science Olympiad UI.

Key of Notable Symbols in UI Diagrams

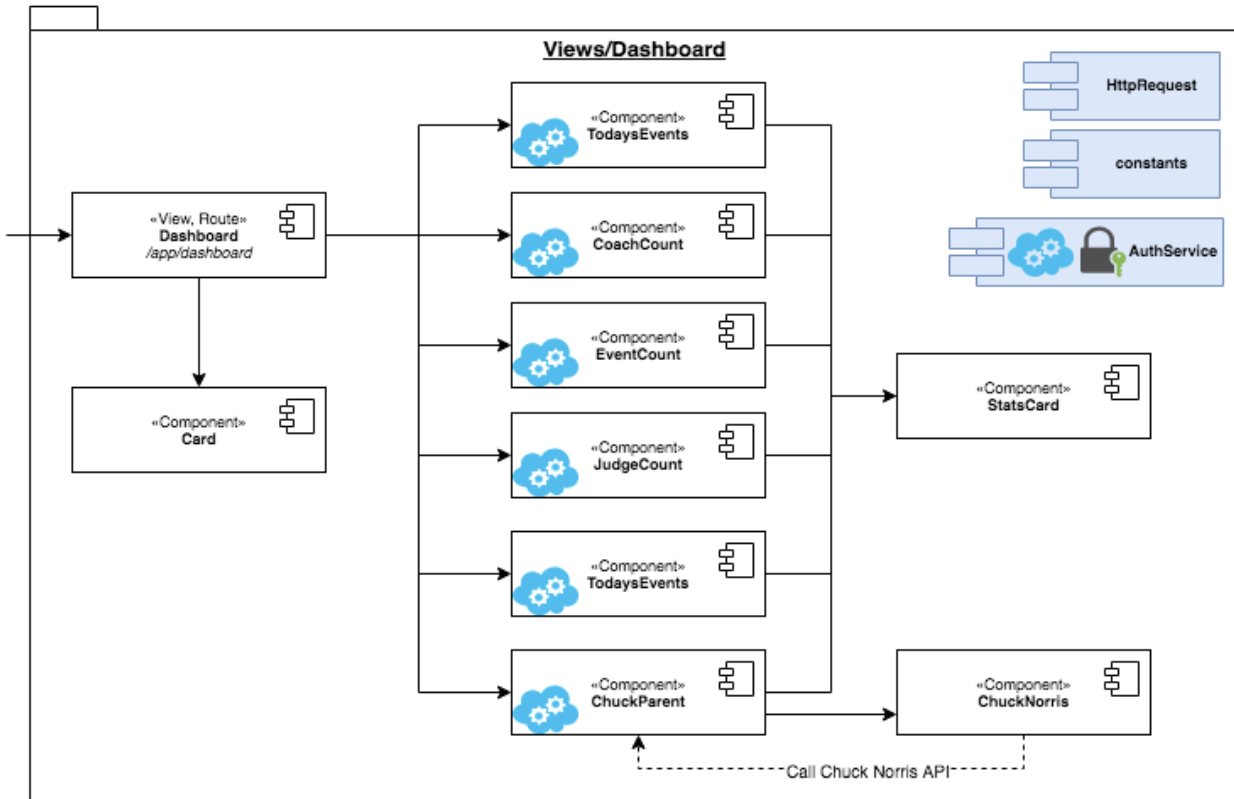


Overall UI Component Diagram

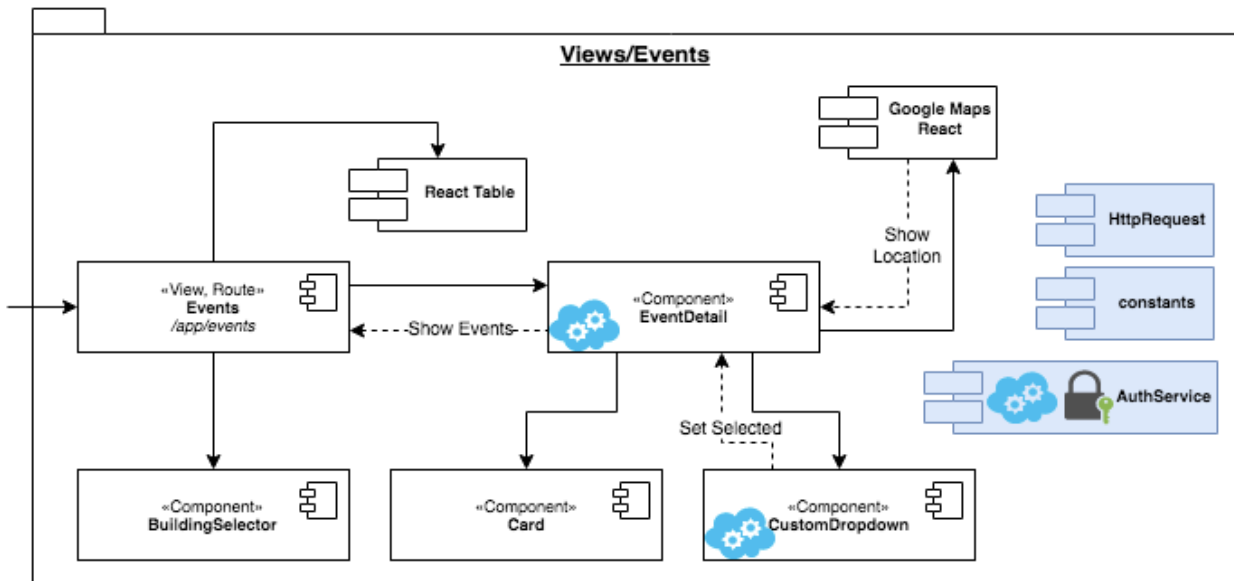
The following diagram outlines the entry point into our UI application. From an index.html file, the JavaScript is loaded. If Users are not logged in, they will be led down a path that would require them to Login, Signup, or change their password. If a User is logged in, they will be sent to our AppContainer that renders our main site, and all of the available routes within our UI application. Each route will render a different View (which are further outlined below).



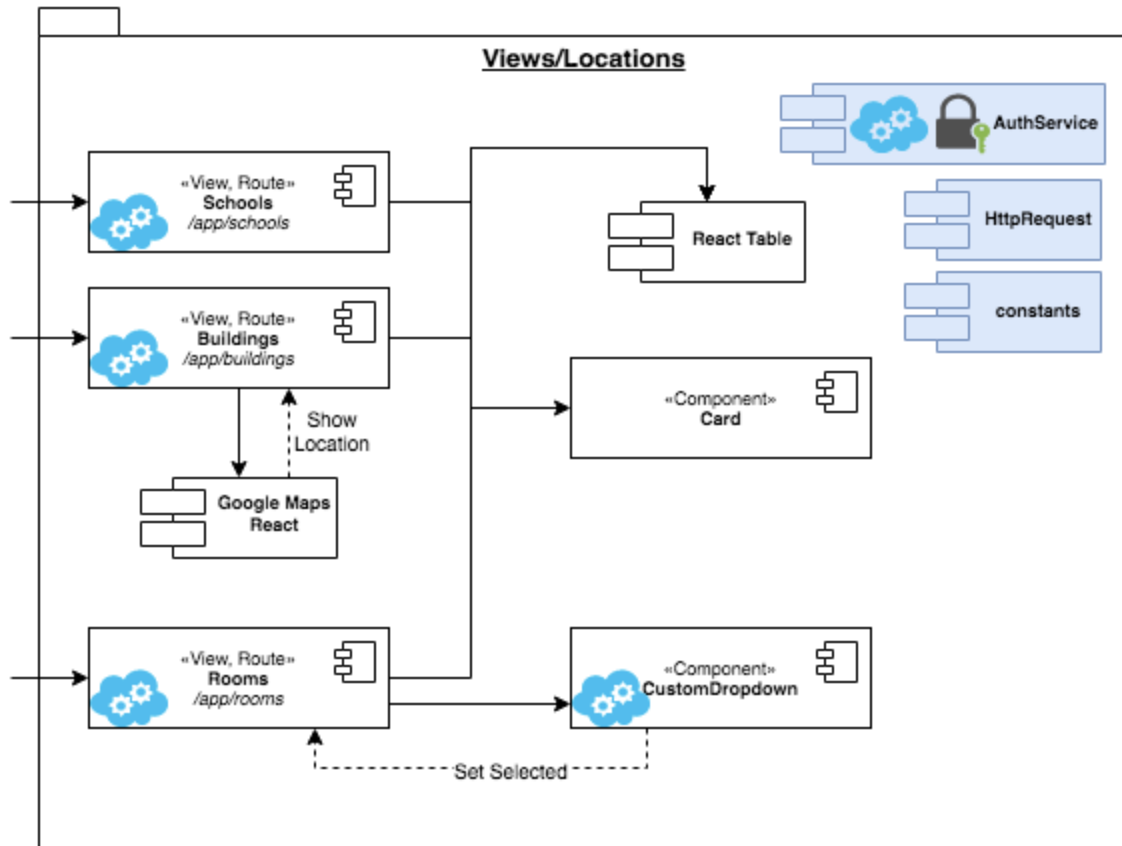
Dashboard View



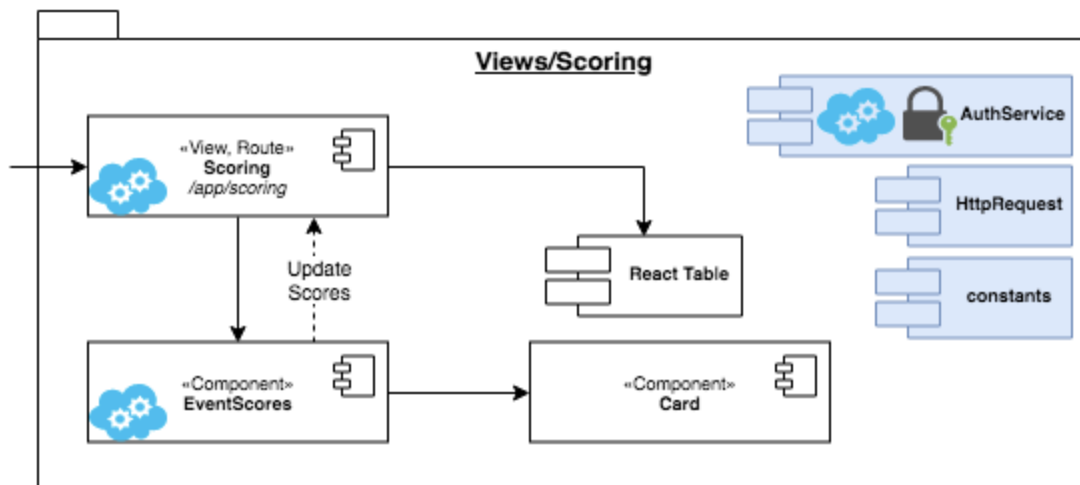
Events View



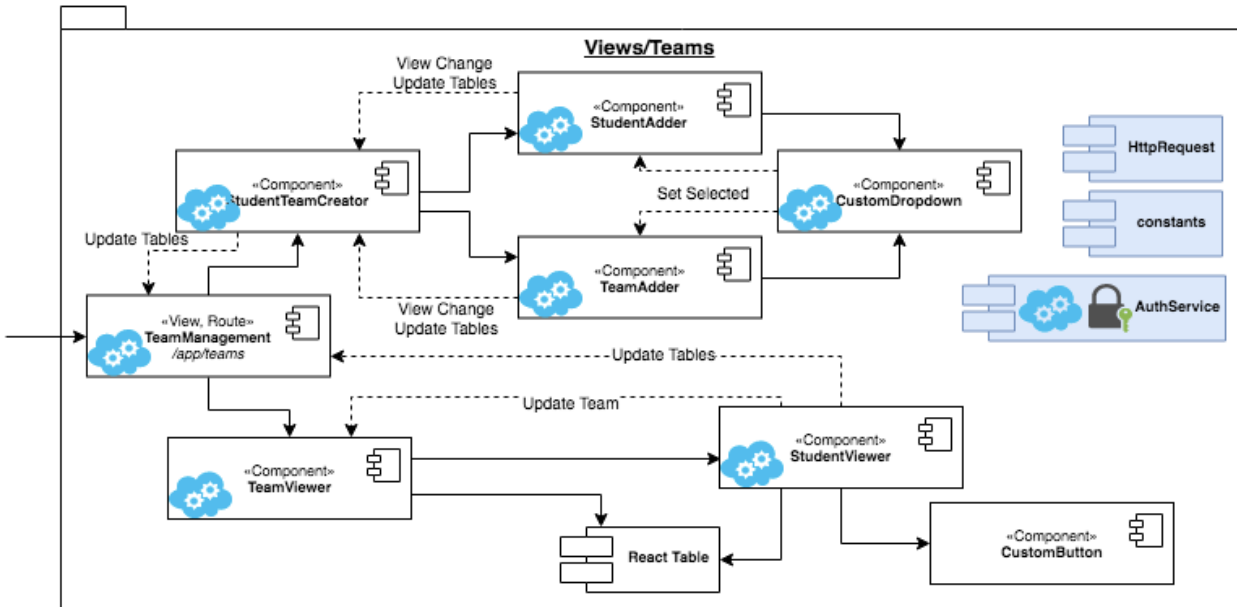
Locations View



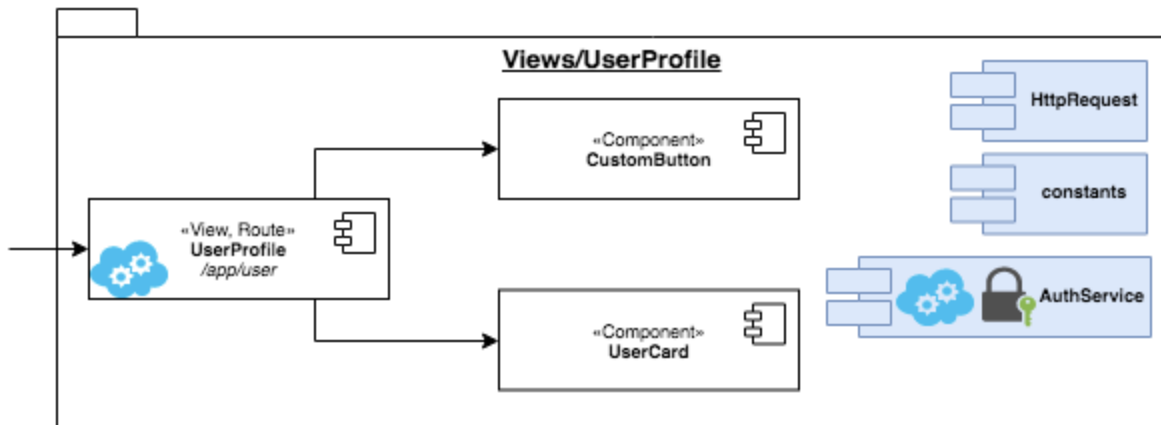
Scoring View



Team Management View



User Profile View



Extras View

