Almost every class uses the Init Singleton members. For clarification it is not linked here FileValuePair Represents a FileBehavior and its stack flag CustomStack ThreadManager (static) StackDB (static) Holds the stack data itself (Items) Manages the threads that Manages all the interaction with the and associated methods. process the file data database stack (offline stack). It also holds the event triggered Contains methods to serialize/deserialize when the collection grows the FileBehavior objects load serialize i InitData **SQLiteManager** StackManager Manages SQL requests and Represent the JSON data Its the core of the stack. It manages the dispatch data handling of the stack items into managed threads (bind the JSON keys into) Only one reference of that object is kept in the Init singleton FileUploader (static) singleton i ∴ †singleton singleton Send files to a server using POST with the possibility to add custom POST parameters Init (sealed) Singleton. It contains all shared single-referenced objects of the application MasterSync (static) FileBehavior (abstract) Holds the synchronization Abstract class representing a file with logic of a main folder its Process method (to send it to the server) Also contains the filter logic **FileOK** Almost everything Watcher FileTooLarge Implementation of FileSystemWatcher, it watches a folder to detect file modifications StackManager NotificationManager (static) FileExtensionNotAllowed Simple notification class (display, log...). FileIgnored **Program**