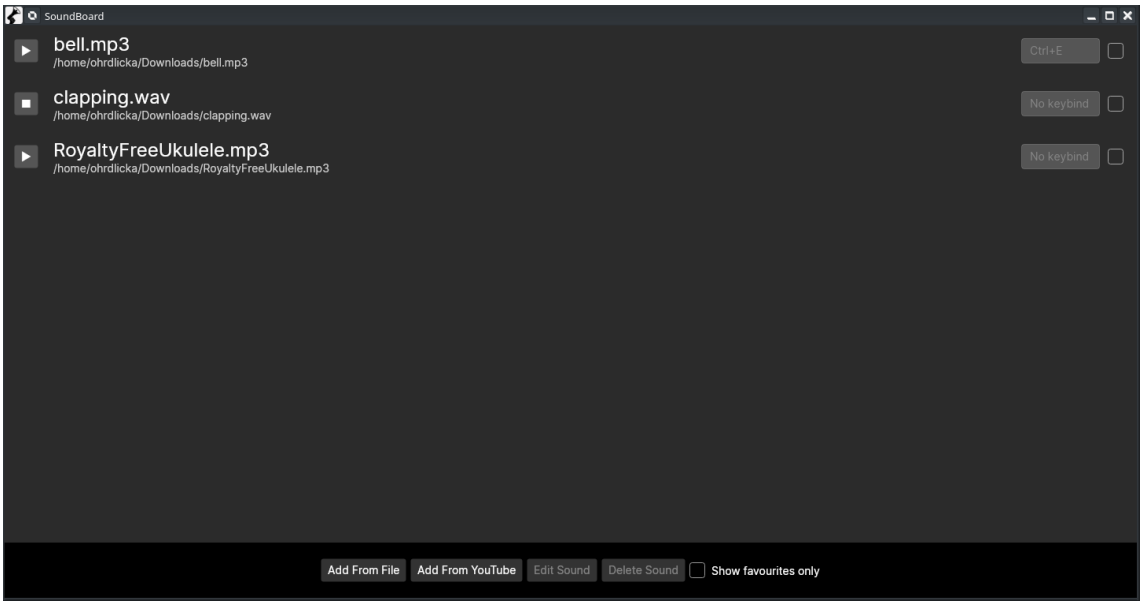
Assignment #2, part 2

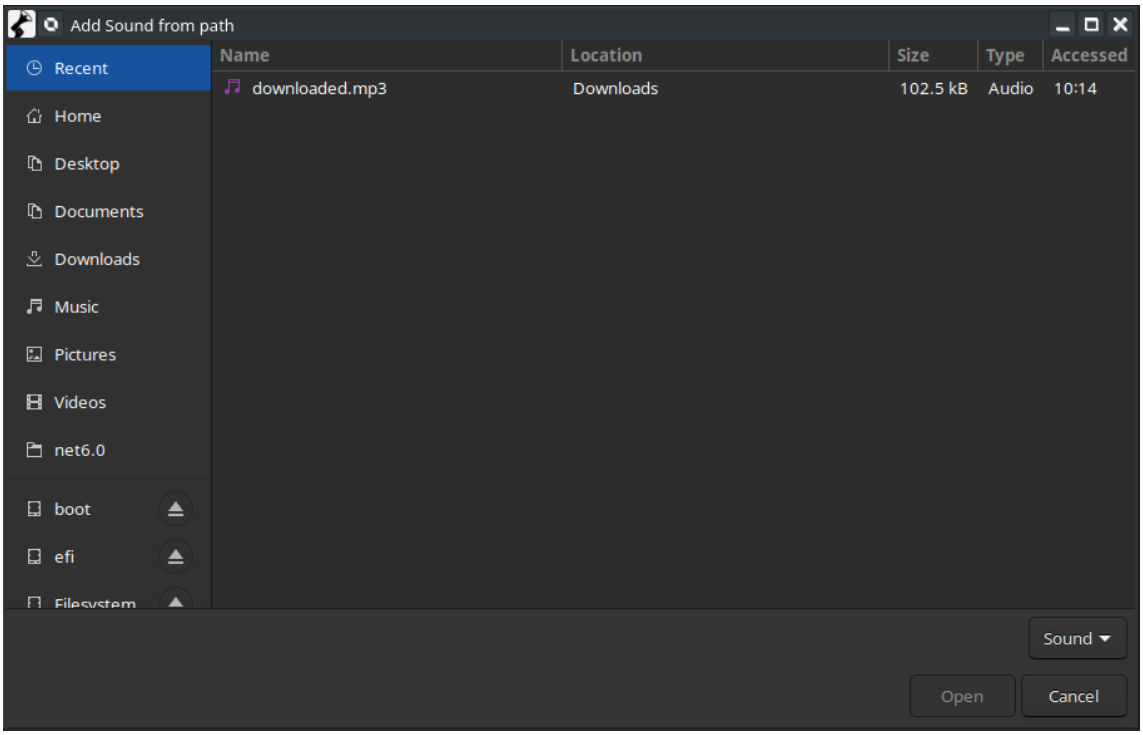
- Vytvořte návrhy obrazovek aplikace.
- Vytvořte návrh datového modelu.
- Vytvořte matici obrazovek.

Screens

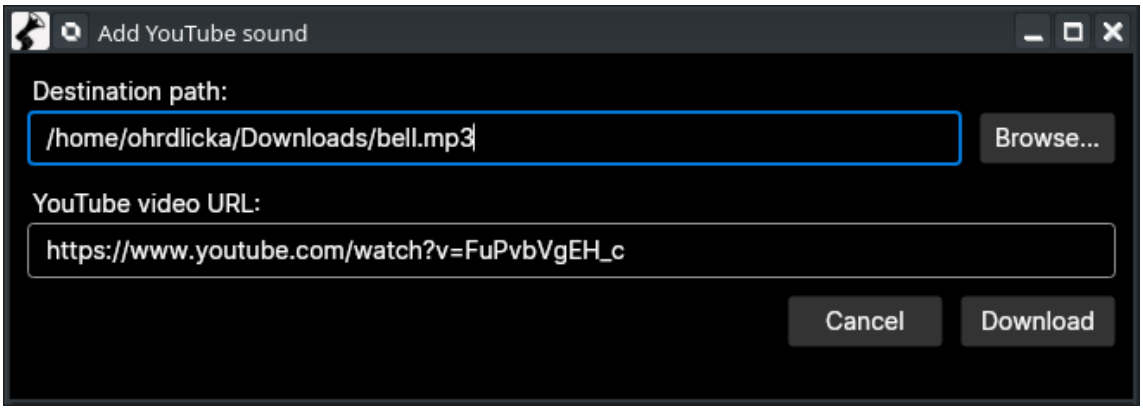
Screen #1, MainWindow



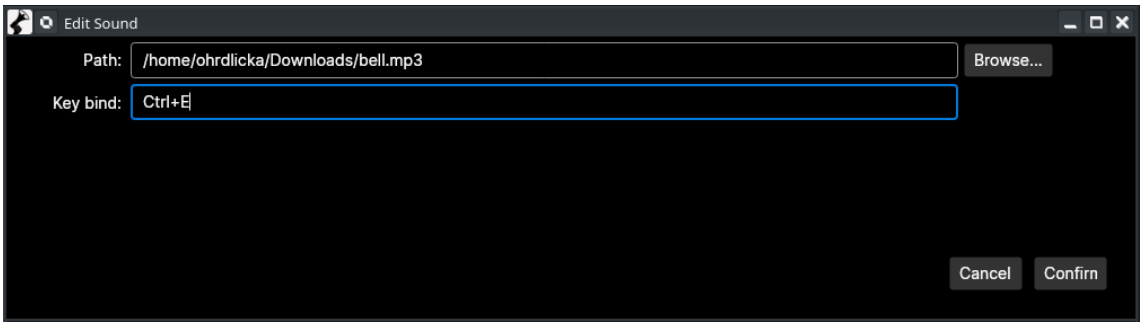
Screen #2, Add Local Sound



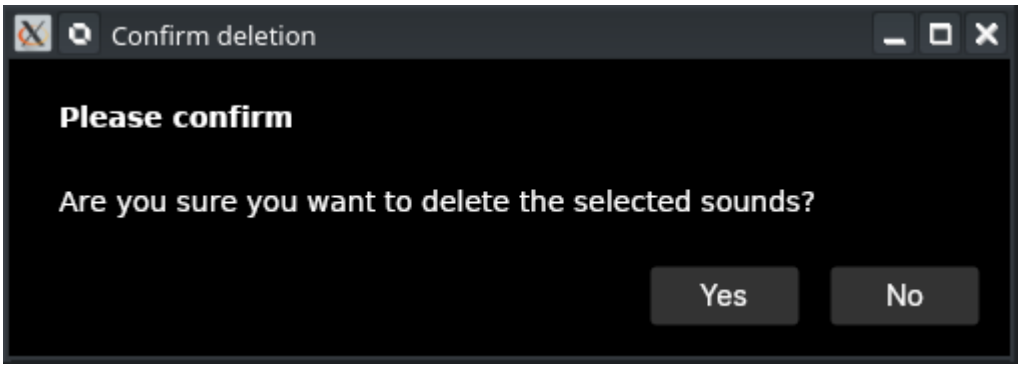
Screen #3, Add YT Sound



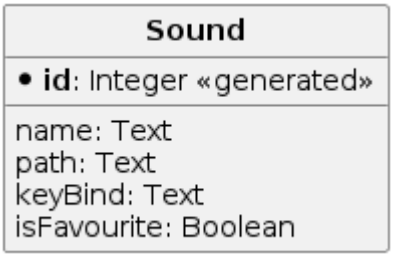
Screen #4, Edit Sound



Screen #5, Delete Sound



Datamodel



Screen matrix

Entity.prop \ Use	#1 Main Window	#2 Add Local Sound	#3 Add YT Sound	#4 Edit Sound	#5 Delete Sound
Sound		C	C		R
Sound.name	D			M	
Sound.path	D	E	E	D M	
Sound.keyBind	D			D M E	
Sound.isFavourite	D M				

where `D=displayed, E=entered, M=modified, C=created, R=removed`.