Team 8 – Samuel Adkins

High Level System Architecture

**High-level system architecture=>**

Lists of main software products, tools, languages and systems to be used, list of core APIs available at this point, supported browsers etc. You also have to decide on which frameworks you will use if any. These provide both user interface, as well as cross-platform and cross browser layout/css. All external code you plan to use must be listed along with their license.

High-level system architecture

1. **https://lamp.cse.fau.edu/~cen4010\_fa21\_g08/ Lamp Server:** The FAU provided Lamp Server is the host server for our Fall 2021 Principles of Software Engineering project.
2. **Slack**: The team will communicate interpersonally with Slack, a proprietary business communication platform with chat rooms organized by topics.
3. **MySQL Database:** The MySQL open-source relational database management system will store user information. Users will have the ability to store input and store their information via logging into their profile on the website.
4. **Visual Studio 2019 (IDE):** Visual Studio 2019 is the IDE that the developers will build their code in. The following list of languages will be used in the IDE during development of the website:
5. Hyper Text Markup Language (HTML) - standard language to design web browser.
6. Cascading Style Sheets(CSS) – style sheet language to describe presentation by assisting HTML
7. Personal Home Page(PHP) – scripting language for web development and server side requests
8. Javascript (JS) – just-in-time scripting language for web development and assists HTML
9. JQuery – a JavaScript library to assist HTML manipulation and client side functions
10. **Chrome and Firefox Browser Compatibility:** The system requires full operation with at least two major brows, including Google Chrome, Mozilla Firefox, Safari, Opera, and Internet Explorer. Web based functionality will have full support with Google Chrome and Mozilla Firefox.
11. **GitHub:** Github facilitates code collaboration and productivity with online repositories that allow the storing, mering, commenting, organizing, etc. of teams the teams’ code.
12. **Canvas:** This higher education software is the platform that our stakeholder, the instructor, communicates with the development team.
13. **Jira:** Jira is a proprietary issue tracking product software tool that maintains the teams bug tracking, issue management, and organizes the overall Scrum development process.