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/**](https://lamp.cse.fau.edu/~cen4010_fa21_g08/) **(full link? How do I title this) :** Lamp Server is the host the website 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 Code** (what IDEs are we using?)=> Explain use of IDE
5. Hyper Text Mark-up Language (HTML) (paceholder of IDE uses)
6. Cascading Style Sheets(CSS)
7. Personal Home Page(PHP)
8. Javascript (JS)
9. JQuery
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?**
13. What else?