Software Design and Implementation

TrekStar Software System

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Table of Contents

Contributions

Callum Axon (N0727303)

- Stuff

Callum Carney (N0741707)

- Other Stuff

Matthew Robinson (N0724629)

- More Stuff

System Description

The Trekstar system has been developed for TrekStar Pictures, the system will allow TrekStar Pictures to create and manage projects.

```
int main() {

}
```

Class Diagram

Include class diagram here.

Cohesion and Coupling Considerations

A justification and explanation of how cohesion and coupling have been considered in the design.

Sequence Diagram

Include sequence diagram here

State Diagram

Include state diagram here

Component Diagram

Include component diagram here

Deployment Diagram

Include deployment diagram here

Design Pattern

Include explaination of any design patterns used

Planned Architecture

An explanation of the planned architecture and the reason of the choices according to ATAM (follow step 4 and 5, i.e., identify possible architecture styles and choose one with respect to the identified utility tree, you need to explain the reason).

Included C++ Libraries

Include explaination of any C++ Libraries used

Internal Data Structures

Include explaination of what internal data structures were used.

Search/Sorting Algorithm

Include explaination of the search/sorting algo used.

UI Screenshots

Include screenshots of console app here.

Software Testing Prodcedure

Include explaination of software testing procedure here.

User Manual

Include user manual here

Conclusion

Discussion and conclusion about your results (reflection on testing approach, reflection on performance such as computational efficiency, reliability, security, portability, maintainability, scalability, etc. design of system complexity using e.g. big O- notation).

Appendix