

CS673 Software Engineering
Team 1 - Med Tracker
Software Design Document

Your project Logo
here if any

<u>Team Member</u>	<u>Role(s)</u>	<u>Signature</u>	<u>Date</u>
Andrew Gieraltowski	Team leader	<u>AJG</u>	<u>2022/9/11</u>
Yuan Wang	Requirement Leader	<u>Yuan Wang</u>	<u>2022/9/11</u>
Yuan Wang	Design and Implementation Leader	<u>Yuan Wang</u>	<u>2022/9/11</u>
Haiyang Lu	QA leader	Haiyang Lu	<u>2022/9/11</u>
Andrew Gieraltowski	Configuration Leader	<u>AJG</u>	<u>2022/9/11</u>
Haiyang Lu	Security Leader	Haiyang Lu	<u>2022/9/11</u>
Divya Thomas	Design and Implementation Leader	<u>Divya Thomas</u>	<u>2022/9/11</u>
Divya Thomas	QA Leader	<u>Divya Thomas</u>	<u>2022/9/11</u>

Revision history

<u>Version</u>	<u>Author</u>	<u>Date</u>	<u>Change</u>

[Introduction](#)

[Software Architecture](#)

[Class Diagram](#)

[UI Design \(if applicable\)](#)

[Database Design \(if applicable\)](#)

[Security Design](#)

[Business Logic and/or Key Algorithms](#)

[Design Patterns](#)

[Any Additional Topics you would like to include.](#)

[References](#)

[Glossary](#)

- **Introduction**

In this section, give an overview of this document, and also address the design goals of your software system.

- **Software Architecture**

In this section, you will describe the decomposition of your software system, which includes each component (which may be in terms of package or folder) and the relationship between components. You shall have at least one diagram to show the whole architecture of . The interface of each component and dependency between components should also be described. If any framework is used, it shall be defined here too.

- **Class Diagram**

In this section, you will provide a detailed description of each component (or package) and use one or multiple class diagrams to show the main classes and their relationships in each component.

- **UI Design (if applicable)**

In this section, you can describe your UI design

- **Database Design (if applicable)**

In this section, you shall describe any database schema if used in your software system.

- **Security Design**

In this section, you shall describe any security design in your software system.

- **Business Logic and/or Key Algorithms**

In this section, you shall describe any key algorithms used in your software system, either in terms of pseudocode or flowchart, or sequence diagrams.

- **Design Patterns**

In this section, you shall describe any design patterns used in your software system.

- **Any Additional Topics you would like to include.**

- **References**

- **Glossary**