<Project Name>

System Design

<Version>

<Date>

<Your Name>

Prepared for

SE301 Software Engineering



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SYSTEM DESIGN DOCUMENT[1]

The System Design Document (SDD) is written after the initial system decomposition is done, and updated throughout the development. SDD describes the services provided by each subsystem. Although this section is usually empty or incomplete in the first versions of the SDD, this section serves as a reference for teams for the boundaries between their subsystems. The interface of each subsystem is derived from this section and detailed in the Object Design Document.

SDD is used to define interfaces between teams of developers and serve as a reference when architecture-level decisions need to be revisited. The audience for the SDD includes the project management, the system architects (i.e., the developers who participate in the system design), and the developers who design and implement each subsystem.

# Introduction

Provide a brief overview of the software architecture and the design goals. It also provides references to other documents and traceability information (e.g., related requirements analysis document, references to existing systems, constraints impacting the software architecture).

## Purpose of the System

Viatorem is a website to buy bus tickets. It has an easy to use interface, it is easy to manage for admins. Also, it provides direct communication chance with an officer. Viatorem is a replacement alternative for websites such as kamilkoç.

## Design Goals

Usability: Viatorem is easy to understand and use for ordinary internet users. Anyone who occasionally uses internet should not have any problem with using Viatorem.

Reliability: User password is not displayable even for admins and payment information is not shown anywhere except purchase page.

Performance: Registered users can buy as many tickets as they want.

Supportability: Admin should be able to organize trips and campaigns without any problem.

Implementation:

Legal: This software ins regulated under the DDNB(first letters of our names) general public license.

## Definitions, Acronyms, and Abbreviations

Viatorem is designed with using php, html, and mysql.

Admin: Admin is a user who is responsible from the system.

Visitor: A user who is not logged in to system.

Registered User: A user who io logged in to system.

Viatorem: A website where you can buy and reserve bus tickets from a city to another.

Officer: Officer is an employee whose job is answering mails sent through “contact us” section.

Interface: Interface is the sight of website which users see.

Html: Html is a programming language.

Php: php is a programming language.

MySQL: MySql is a database management system.

Subsystem: Subsystem is collection of classes that are closely related to each other.

## References

* KamilKoç
* Metro Tourism
* Biletall.com

# Current Software Architecture

Describe the architecture of the system being replaced**. If there is no previous system**, this section can be replaced by **a survey of current architectures for similar systems**. The purpose of this section is to make explicit the background information that system architects used, their assumptions, and common issues the new system will address.

# Proposed Software Architecture

Documents the system design model of the new system.

## Overview

Present a bird’s-eye view of the software architecture and briefly describes the assignment of functionality to each subsystem.

## System Decomposition

Describe the decomposition into **subsystems and the responsibilities** of each. **This is the main product of system design.**

## Hardware Software Mapping

Describe how subsystems are assigned to hardware and off-the-shelf components. It also lists the issues introduced by multiple nodes and software reuse.

## Persistent Data Management

Describe the persistent data stored by the system and the data management infrastructure required for it. This section typically includes the description of **data schemes, the selection of a database, and the description of the encapsulation of the database**.

## Access Control and Security

Describe the user model of the system in terms of an access matrix. This section also describes security issues, such as the selection of an authentication mechanism, the use of encryption, and the management of keys.

## Global Software Control

Describe how the global software control is implemented. In particular, this section should describe how requests are initiated and how subsystems synchronize. This section should list and address synchronization and concurrency issues.

## Boundary Conditions

Describe the start-up, shutdown, and error behavior of the system. (If new use cases are discovered for system administration, these should be included in the requirements analysis document, not in this section.)

# Subsystem Services

Describe the **services provided by each subsystem**. Although this section is usually empty or incomplete in the first versions of the SDD, this section serves as a reference for teams for the boundaries between their subsystems. The interface of each subsystem is derived from this section and detailed in the Object Design Document.

# References

The following is an example of listing a book in this section. Check the text to see how it is cross referenced (The whole document is based on [1]).

1. Bruegge B. & Dutoit A.H.. (2010). *Object-Oriented Software Engineering Using UML, Patterns, and Java*, Prentice Hall, 3rd ed.