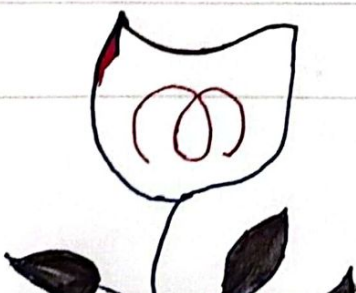


System Design

- how well system be implemented ←
- describe in detail how well solution be implemented
- design : model building activities
- Cowboy code : implement analysis بطلان الـ analysis لا
- design class diagram : model class مع class كذا
behaviour software class نموذج الـ behaviour
- interaction diagram :- sequence diagram
↓
more detailed سيكون
- design machine diagram :-
- design application components :- system architecture
- The user interface : انواع زكي الـ خذتها في Lec 2¹ interface
- extreme of voice based is robotics
- design database : relational انواع كثير



← شېڈی الاول بال model عن طريق tree structure
يكون hirarchy

Linear search = most expensive search

هو ال بيقل ال search space ال بدور فيه
في ال Tree

Network : has many topologies but we use mesh

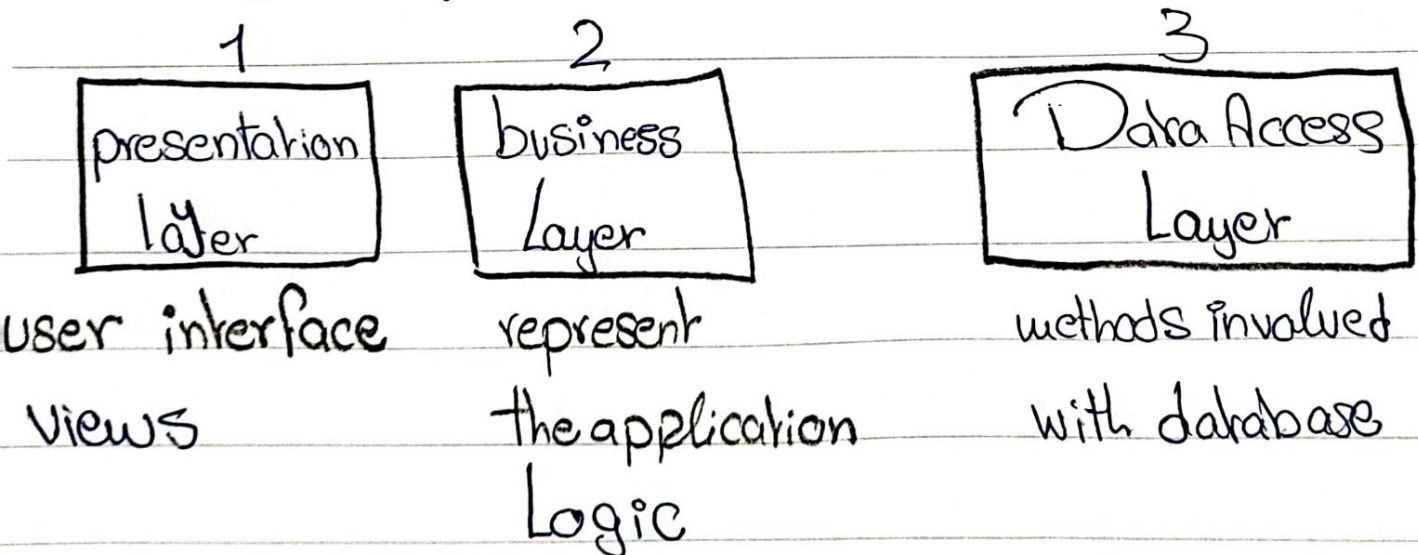
Topology (يعني مفيش تدور)

انواع ال Database ال اقال في اول Chapter intro

← متسيسيت احنا شغالين object oriented ولا ابيه

→ Describe the environment not design

→ Package diagram :-



اهم 3 حاجات لازم تكون موجودة في ال architecture

- Component diagram
- Deployment diagram

→ User interface

ظلي بالك من حاجتين: 1 Look-and-feel

→ UI / UX user experience 2 → easy to use
لأن لوال User مش عاجبه المشروع فيسند [responsive]

→ Story Board :- عبارة عن wireframes

→ Prototype: أحسن حاجة لا model نتج user interface

Slide 22 لنأخذ مش علينا في ال scope

Design the Application Components

- Application component is a well defined unit of software that performs some function(s)
- Issues involve how to package components including
 - Scope and size – what are the functions, boundaries, interfaces? Scope
 - Programming language – what are the accepted languages? (is)
 - Build or buy – is an acceptable version available to purchase? Designer Paths

Design the User Interface

Yarckim

- To the user, the User Interface is the system.
- The user interface has large impact of user productivity
- Includes both Analysis and Design tasks
 - Requires heavy user involvement
- Current needs require multiple user interfaces
 - Many different devices and environments