

Project Name: Software Architecture Version 1.0

Data Plumbers

We Give Your Data the Pipe™

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Credits

Name	Date	Role	Version
Tony Chen	November 03, 2018	Document Owner	1.0
Zachary Richardson	November 03, 2018	Document Owner	1.0
Bennett Robinson	November 03, 2018	Document Owner	1.0
Kyler Ramsey	November 03, 2018	Document Owner	1.0
Samuel Nayerman	November 03, 2018	Document Owner	1.0

Revision History

Name	Date	Reason for Changes	Version
Tony Chen	November 03, 2018	Initial document created.	1.0
Tony Chen	November 05, 2018	Added sequence diagram for section 3.3.1.	1.0
Kyler Ramsey	November 06, 2018	Added deployment diagram for section 3.2.1. Added sequence diagram for section 3.3.2.	1.0
Tony Chen	November 06, 2018	Added dialog map for section 3.2.2 and Introduction.	1.0
Zachary Richardson	November 07, 2018	Added diagrams for section 3.3.2, 3.3.3.	1.0
Bennett Robinson	November 07, 2018	Added activity diagrams for section 3.2.3 and 3.3.5.	1.0
Samuel Nayerman	November 07, 2018	Added activity diagrams for section 3.3.6	1.0

1 Introduction

This document summarizes the functionality covered by the design and scope of the design within the Data Discovery Workbench, which is focused solely on the Data Classifier component. For more information please see the Vision and Scope and SRS documents.

The Data Classifier system will run on a web server along with 2 application servers with one being responsible for the ML classification aspect and the other as the backend layer for our MongoDB database. The web browser will serve as the main client for the UI.

2 Problem Description

[Tell the audience what problem is being solved, or requirements are being met, by this design. Include requirements or constraints that drive the direction of the design.

Any quality attribute requirements or constraints should also be explained in this section.]

3 Solution

[This section describes the solution being designed to solve the problem/meet the requirements.]

3.1 Overview

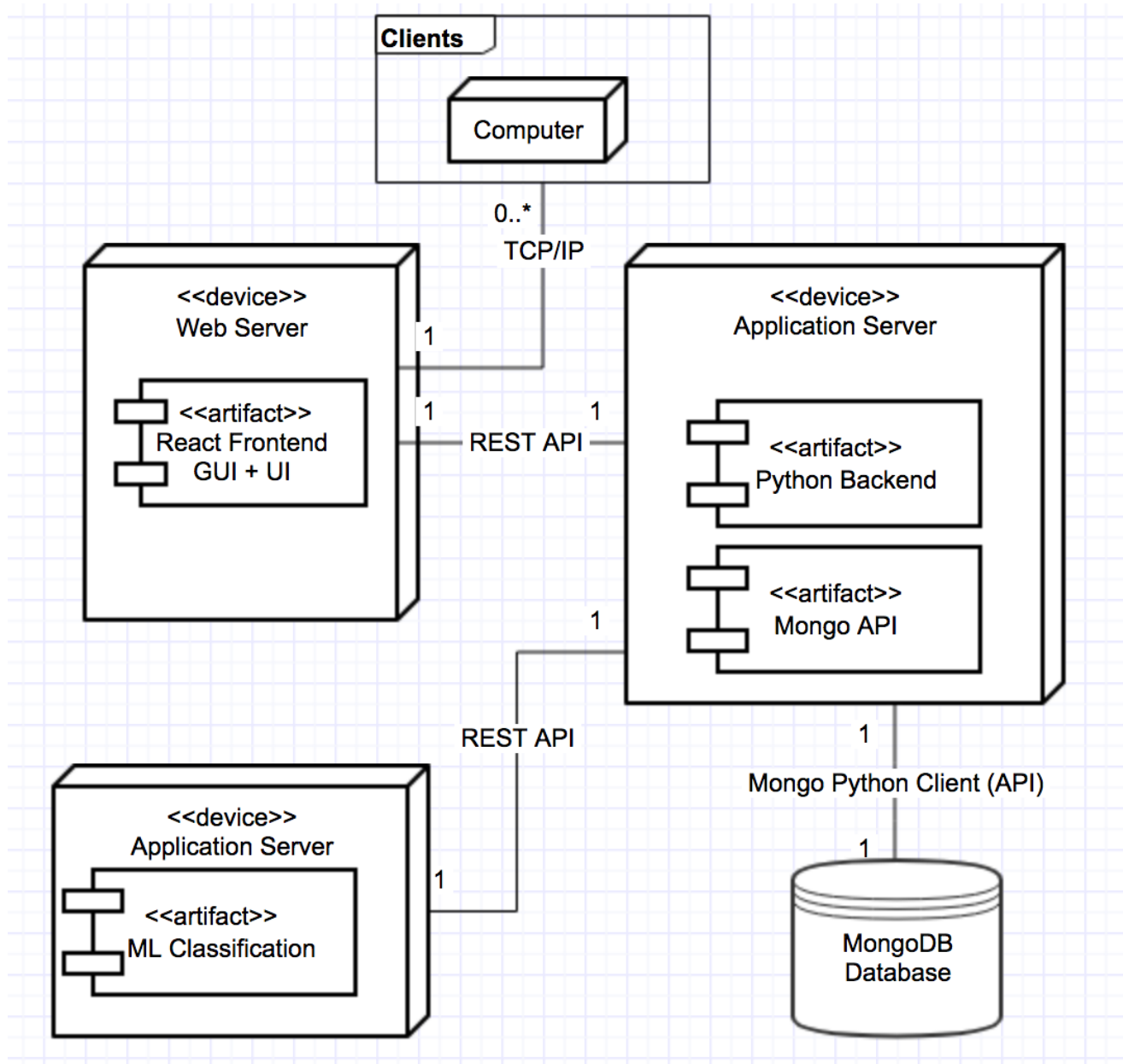
[This section should be a summary of the solution in a few paragraphs, preferably less than a page.]

3.2 Components

[This section should list and briefly describe the components of the design. The word “components” can refer to deployable units or to areas of the design, as appropriate. This section should start with the deployment diagram.]

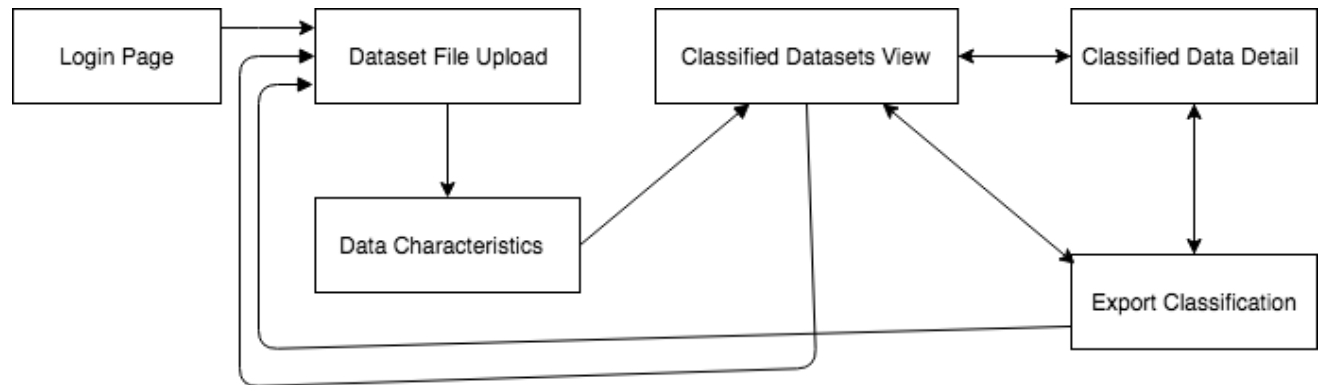
3.2.1 Deployment Diagram: Software Deployment

Created by Kyler Ramsey



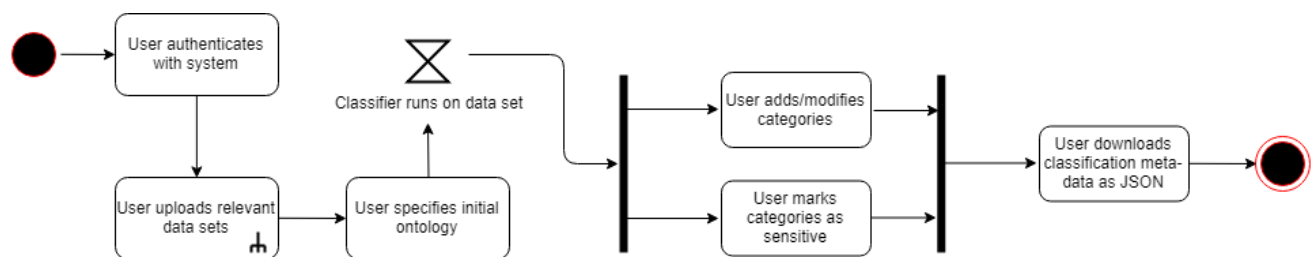
3.2.2 Dialog Map: Software Interface Flow

Created by Tony Chen



3.2.3 Activity Overview: Generalized User Flow

Created by Bennett Robinson

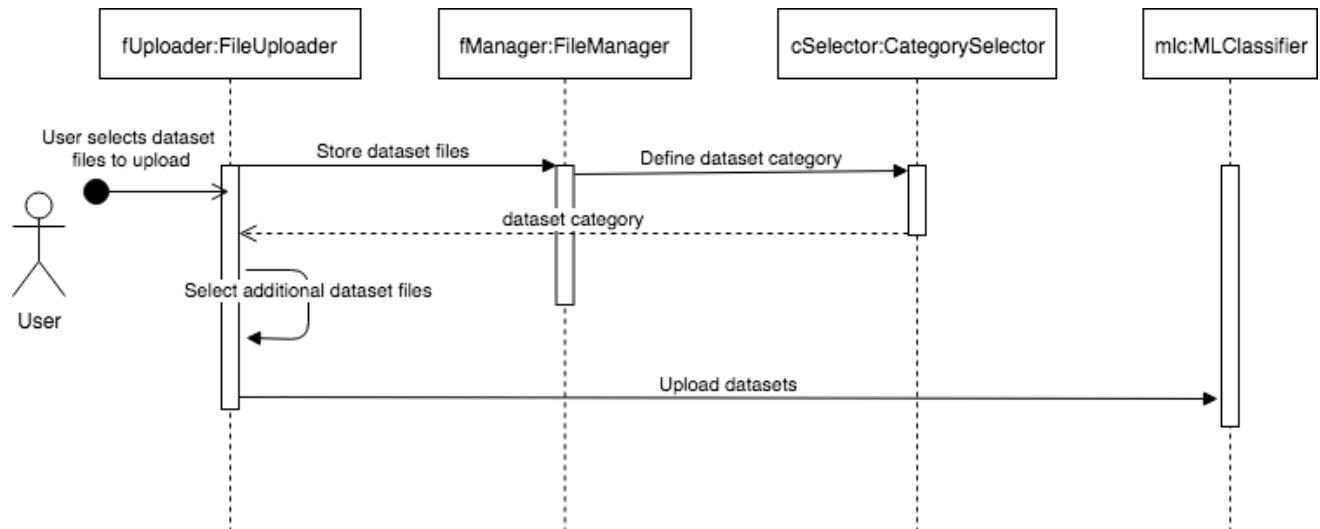


3.3 Design

[This is where the meat of the design lives. For each component, there should be a subsection describing the design of that component in as much detail as you want to provide in a high-level design. There should also be a subsection that describes how the components work together. This section should include class, sequence, and collaboration diagrams as appropriate.]

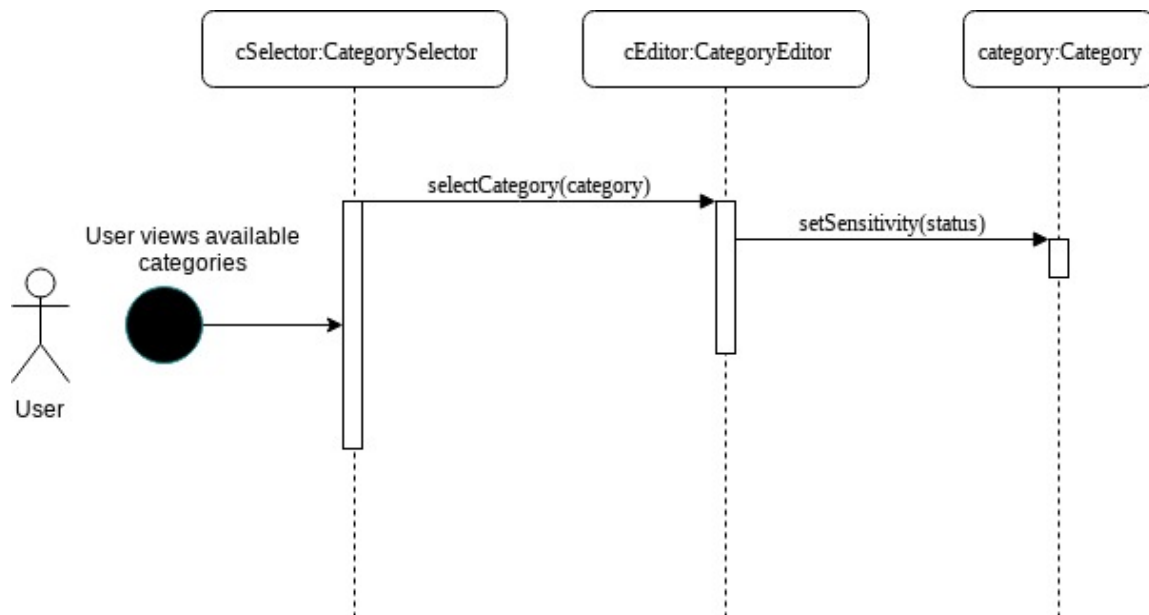
3.3.1 Sequence Diagram: Upload Dataset File

Created by Tony Chen



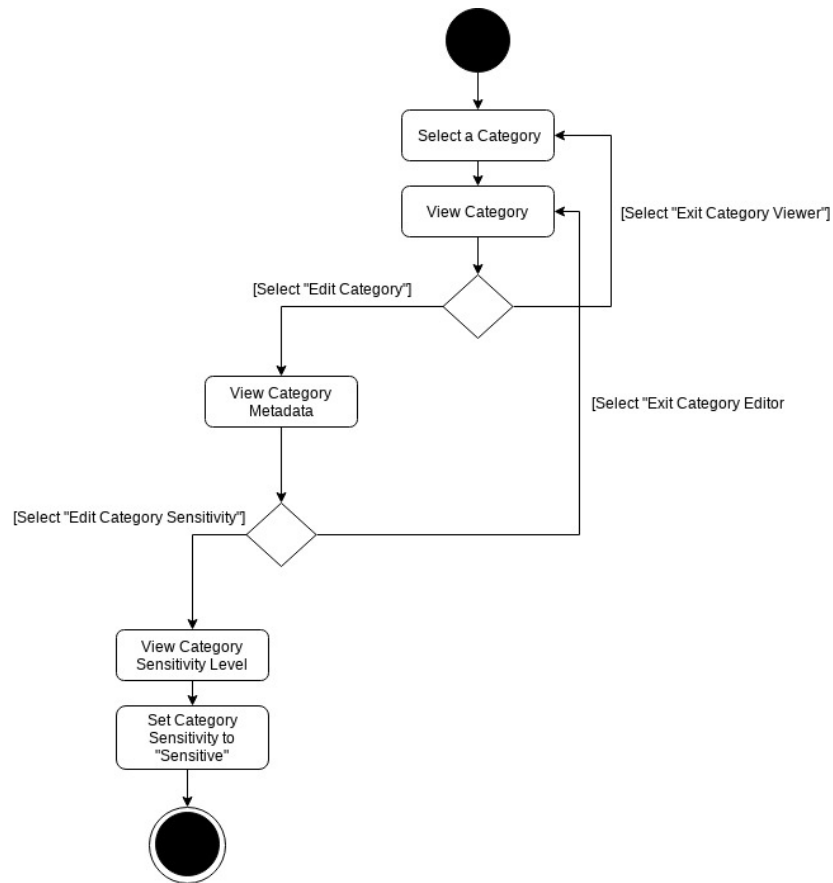
3.3.2 Sequence Diagram: Label Category As Sensitive

Created by Zachary Richardson



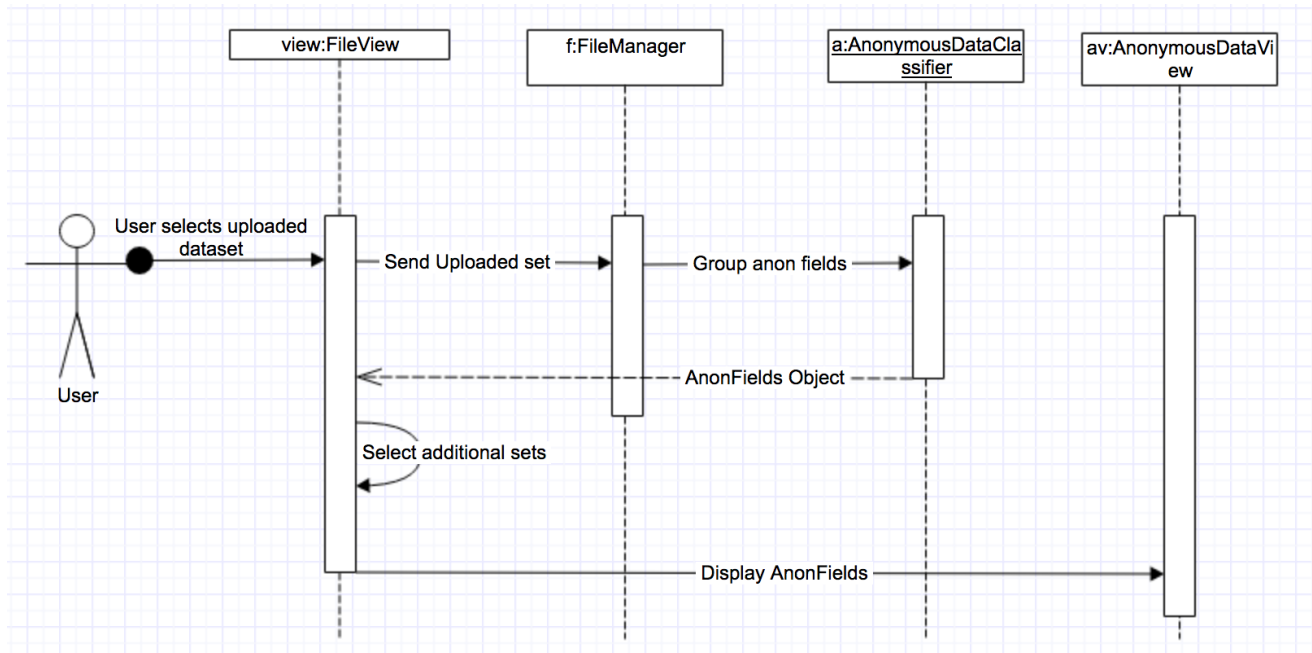
3.3.3 Activity Diagram: Label Category As Sensitive

Created by Zachary Richardson



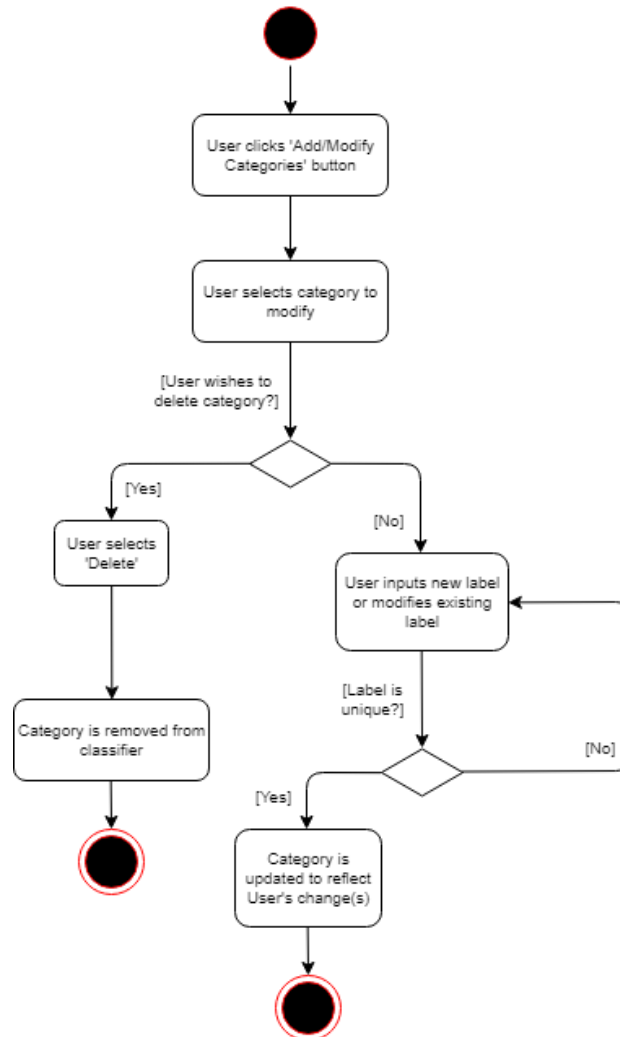
3.3.4 Sequence Diagram: View Anonymous Categories

Created by Kyler Ramsey



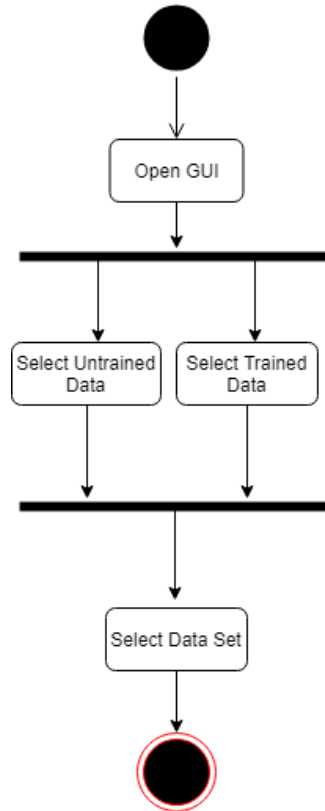
3.3.5 Activity Diagram: Add or Modify Categories

Created by Bennett Robinson



3.3.6 Activity Diagram: View Dataset

Created by Samuel Nayerman



4 Test

[This section should describe how the solution will be tested, especially if the test scenario or test infrastructure are complex.]

5 Issues

[Any issues or open questions should be described here.]

A Glossary

Define all the terms necessary to properly interpret the software architecture, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each software architecture.

B Issues List

This is a dynamic list of the open architecture issues that remain to be resolved, including TBDs, pending decisions, information that is needed, conflicts awaiting resolution, and the like.