

Software Design Document - Sprinklr Client Library

Section 1 - Project Description

1.1 Project

Sprinklr Client Library

1.2 Description

A collection of software libraries designed to make interacting with the Sprinklr API faster and easier for software developers.

1.3 Purpose

To document design decisions made in the creation of the client libraries

1.4 Revision History

Date	Comment	Author
1/7/2020	Initial version of this doc	Dz

Section 2 - System Design Decisions

Languages Supported (in order of development)

- Python
- NodeJS
- C#

Will the naming convention be consistent across languages or language natural?

A Language Natural naming convention will be used for any exposed methods or classes. The goal is to provide the developer with a language consistent library.

To what level will methods, parameters and return values be documented?

To the extent available within each language, so that IDEs can provide guidance

To what level will the client library source code be documented?

- Inconsistencies with the underlying API.
- Enrichments such as custom classes or constants
- Language specific alterations
- Library dependencies

Will the library be open-sourced?

Yes - via Github