**Purpose**

The system design is documented in the System Design Document (SDD). It describes additional design goals set by the software architect, the subsystem decomposition (with UML class diagrams), hardware/software mapping (with UML deployment diagrams), data management, access control, control flow mechanisms, and boundary conditions. The SDD serves as the binding reference document when architecture-level decisions need to be revisited.

**Audience**

The audience for the SDD includes the system architect and the object designers as well as the project manager.

**Table of Contents**

1. Introduction 2

1.1 Overview 2

1.2 Definitions, acronyms, and abbreviations 2

1.3 References 2

2. Design Goals 2

3. Subsystem decomposition 2

4. Hardware/software mapping 2

5. Persistent data management 2

6. Access control and security 2

7. Global software control 3

8. Boundary conditions 3

**Document History**

|  |  |  |  |
| --- | --- | --- | --- |
| Rev. | Author | Date | Changes |
|  | Patrick Rank |  |  |
|  | Rico Finkbeiner |  |  |
|  | Simone Domenici | 19/07/2022 |  |
|  | Jonas Hitter |  |  |
|  | Caroline Strallknecht |  |  |

# Introduction

## Overview

A Restaurant Reservation System

## Definitions, acronyms, and abbreviations

None

## References

None

# Design Goals

Usability was our Design Goal: the user can complete simple interactions in 3 clicks and complex interactions in 6 clicks

# Subsystem decomposition

We divided our Project in two Subsystems: Client and Server

# Hardware/software mapping

Currently Server and Client can only be executed on localhost.

# Persistent data management

We used a self-made JSON DB to store the Data on the Server.

# Access control and security

As the user does just enter his data at every reservation, it does not get stored and thus no Access Control or additional Security is required.

# Global software control

Our Server can manage concurrent clients.

# Boundary conditions

Start up Server: run DemoApplication.java

Start up Client: run npm start in Terminal