**Project Development**

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Document : SDS

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Revision History

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# **Introduction**

This section (1 – 2 pages) provides an overview of this entire document.

## **Project Overview**

Describe the client, the problem to be solved, and the intended users. Explain the context in which your software will be used, i.e. the big picture. (1 – 3 paragraphs).

## **Project Scope**

Mention the *most* important features of the system, inputs, data stores, and outputs. Do not discuss implementation details. Note any major constraints. (1 – 5 paragraphs)

## **Document Preview**

Describe the purpose, scope of this document, and intended audience of this document. Mention the major sections that follow. Provide references to companion documents. (1 - 2 paragraphs)

# **Architectural Design**

This section (2 – 4 pages) provides an overview and rationale for the program's data and architectural design decisions.

## **Section Overview**

Provide a summary of the contents of this section. (1 – 2 paragraphs)

## **General Constraints**

Describe global limitations or constraints that have a significant impact on your system design. Examples include hardware and software environments, interface requirements, external data representations, performance requirements, network requirements, etc. (1 – 3 paragraphs)

## **Data Design**

Describe the structure of any databases, external files, and internal data structures. You may wish to include references to appendices containing ER diagrams, data, or file formats. (1 – 3 paragraphs)

## **Program Structure**

Describe the architectural model chosen and the major components. Include a pictorial representation (or reference to an appendix block or class diagram) of the major components. (1 – 4 paragraphs)

## **Alternatives Considered**

Discuss the alternative architectural models considered and justify your choice for your architectural design. (1 – 4 paragraphs)

# **Detailed Design**

This section represents the meat of your document. Be as detailed as time allows.

## **Section Overview**

Provide a summary of the contents of this section (1 – 2 paragraphs)

## **Component and Detail**

A structured description usually works. For example, if your components are classes you may wish to include the following subsections. (Include a sub-section for each component.)

### **Description**

### **Data Members**

(Include type, visibility, and description)

### **Methods**

(Include English or pseudocode descriptions for each one)

# **User Interface Design**

## **Section Overview**

Provide a summary of the contents of this section. (1 – 2 paragraphs)

## **Interface Design Rules**

Describe and justify the conventions and standards used to design your interface. You may be able to re-use some of the material prepared for CS 480 documents in this section. (1 – 2 paragraphs)

## **GUI Components**

Note the GUI components or API's provided in the development environment that you plan on using. (1 paragraph + table)

## **Detailed Description**

Provide a detailed description of the user interface including screen images. You may prefer to reference an appendix containing the screen snapshots. (1 – 4 pages)

# **Conclusion**

Provide an ending to this document with a mention of implementation and testing strategies resulting from this design (1 –2 paragraphs)

# **Appendices**

(A list of possibilities)

## **Database Entity-Relationship Diagram**

## **Architectural Design Block Diagram(s)**

## **Class Diagram(s)**

## **Class Sequence Diagram(s)**

## **User Interface Screen Snapshots**