# **Chapter 5 System Design**

System design is the act of determining a system's structure, components, and interfaces to meet desired requirements. It also includes the process of identifying the main parts and sub-parts that make up the system and their dependence on each other. It also includes identifying data formats, storage mechanisms, and data flow within the system. (Geeks for geeks, 2021)

In this chapter, we will design tow important aspects in our system the database schema in addition to the user interface.

First, design of the database schema will include the creation of database tables and relationships between them, as well as the table constraints. Second, the user interface design of our system will be presented in this chapter involves the design of screens, forms, menus, and other elements that allow users to enter data, access information, and perform various system functions.

## **Database Schema**

## **User Interface Design**

**Reference:**

* Geeks for geeks (2021) System design tutorial, [www.geeksforgeeks.org](http://www.geeksforgeeks.org), viewed 29 October 2023, Available at: <https://www.geeksforgeeks.org/system-design-tutorial/>.