# Class Name – System Module Name

## Functions

a. Function1 (EX: “Add to New State”)

Inputs: (EX: “Vector of PCB object pointers”)

Outputs: (EX: “True/False Boolean”)

Function Purpose:

b. Function2

Inputs:

Outputs:

Function Purpose:

## Data Structures Used

a. DataStructure1 (EX: “New State, Vector of PCB Object Pointers”)

b. DataStructure2

Etc...

## High-Level Description

“State here the overall function of the System Module. Include what task the Module accomplishes and why it’s needed. Explain how it accomplishes that goal by outlining the data structures used, what functions it employs to manipulate the data, and for what purpose. Keep the descriptions HIGH-LEVEL and GENERAL in this section, just enough to give the user a basic idea of what’s going on. (NOTE: INCLUDE PICTURES/DIAGRAMS LIBERALLY).”

## Low-Level Description

“State here the technical details needed to gain a deep understanding of the inner workings of the Module. The high-level view of the functions has already been explained, so here explain in GREAT DETAIL the inner workings of each function, including EXACTLY what they take in (i.e. “a vector of pointers to PCB objects” rather than “a vector”), where they take it in from (who calls the function), how they use that information to modify existing data, and what output they produce. Include references to other Modules when needed (i.e. “See Dispatcher System Documentation”). After reading this block, the user should be able to have a PRECISE, EXACT understanding of the inner workings of the Module with absolutely NO ambiguity. (NOTE: INCLUDE PICTURES/DIAGRAMS LIBERALLY).”

END OF DOCUMENT

Notes:

1. Pay attention to grammar and spelling! It counts towards our grade.

2. Think of the High-Level Description’s goal being to provide a general foundation or framework on which to build the minute details of how a Module works. When writing a program, if the Low-Level work is writing the exact code, the High-Level work is building the skeleton code, the framework for the work to come.

3. Include pictures/diagrams liberally!!!