**Software Design Document**

**for**

**LymIn Ja**

**Version 1.0 approved**

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**Table of Contents**

1. Introduction 1

1.1 Document Overview 1

2. Software Architecture Overview 2

3. Software Design Diagrams and Descriptions 3

3.1 Context Diagram 3

3.2 Context Diagram Description 3

3.3 Use-Case Diagram 4

3.4 Use-Case Diagram Description 5

3.5 Sequence Diagram 1 6

# Introduction

## Document Overview

This document explains the design of the searching, sorting, and briefly, the feedback aspects of the Lymin’ Ja project.

# Software Architecture Overview

Lymin’ Ja will be developed using the client-server architectural model. A customer will select the criteria for their search which will produce a list of acceptable locations based on the entered criteria. Furthermore, they will have access to reviews of other visitors to that particular location. The client-server architecture will allow the system to store databases of all attractions, as well as user information at the server while providing proper user-interface generation and output to the customers.

Since this model incorporates the usage of a shared database, it can be accessed all over Jamaica, which is a pivotal aspect of it as the driving force behind this project is to have it on Android mobile devices. Furthermore, each user’s information will remain secure as their data will be stored within the database and handled by the administrators rather than on individual devices.

The usage of a shared database allows for easy updates and maintenance as you only have to update via the server rather than on each individual computer. It also makes the notion of recovery and back-up much easier. Considering that all the data is stored on the server, it is simple to make a back-up and in the event of the system failing and data is corrupted or lost, it can be recovered without issues.

The machines running as servers will have to be high performance in order to handle all traffic and data. This will prove to be a costly requirement but a necessary one as it removes the need for customers to have a powerful computer or device to run the program.

# Software Design Diagrams and Descriptions

## Context Diagram



## Context Diagram Description

## Use-Case Diagram

## Use-Case Diagram Description

## Sequence Diagram 1

