System/Software name: Hybrid Centralized Voting System

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6.4 Software Architecture & Design

System design describes the scenarios, use cases, object model, and dynamic models for the system. This section contains the complete functional specification, including mock-ups illustrating the user interface of the system and navigational paths representing the sequence of screens. The subsections Object model and Dynamic model are written during the Analysis activity.

1. System Models

1.1 Scenarios

1.2 Use case model

1.3 Analysis object model

1.4 Dynamic model

1.5 User interface, navigational paths and screen mock-ups

6.5 Database Design

This chapter provides a suggested outline for a database design specification. Different specifications will have different layouts, depending on the responsible personnel and the needs of each project.

This chapter provides the blueprint for construction of the foundation elements of the database application: the data tables and the business rules for validating the data that they hold. Just as a house built on sand will settle and crack, an application built on an incomplete data structure or inaccurate data will quickly show signs of strain, so this is the area where you will expend the most time when creating the spec.

1. Data Models and Diagrams

1.1 Schema Definition

1.2 Table Structures

1.3 Stored Views

1.4 Table Relationships

1.5 Business Rules

1.6 Data Load

6.6 Tools and Technologies Used

Software development can be a long and arduous journey. To ease some of the complications and simplify the path, it is important to take advantage of useful tools to improve workflow and productivity with great outcomes. There are many options when it comes to which software or platform you decide to use to complete your intended project. The project proposal must clearly specify the tools and technologies to be used in the project such as:

i. Primary Programming Language

ii. Integrated Development Environments (IDEs)

iii. Database Management System

iv. Tools for Software Testing

v. Tools for Project Management and Communication

vi. Version Control System