## Tutorial 4: System Design Exercises

Design a system to facilitate the functional and nonfunctional requirements of the following solutions.

| Application          | Description   | Functional Requirements   | Non-Functional Requirements   |
|----------------------|---|---|---|
| Pot-Hole<br>Spotter  | Crowd sourced application to report potholes and create potholes citing leaderboard of the regional corporations responsible. | <ul> <li>View pothole map</li> <li>Report pothole with location and picture</li> <li>Pothole free navigation</li> <li>Report fixed pothole with location and picture</li> </ul> | <ul> <li>Accessibility, should be able to log reports even while offline</li> <li>Scalability: Upload functionality should be isolated to a microservice due to the high memory requirements</li> </ul>                                 |
| Regional<br>Fruitdex | An application to identify regional fruits by camera and provide their different regional names.                              | <ul> <li>Identify fruit</li> <li>Submit fruit data</li> <li>Verify other fruit submissions</li> </ul>   | <ul> <li>Performance, fruits should be correctly and quickly identified</li> <li>Accessibility: should have some offline functionality</li> <li>Robustness; System should have a fallback mechanism for fruit identification</li> </ul> |
| Type Racer           | A multiplayer speed typing competition game   | <ul><li>Enter race</li><li>View race results</li><li>View race history</li></ul>  | Responsiveness: Application must visualize the progress of all racer to all players in real time  |

**Template**