

myPLS

OO Design Specification Document

Group Name

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Virsiion History

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Table of Content

1	Overview.....	4
1.1	Software Context.....	4
1.2	Terminology & Definitions.....	4
2	System Architecture.....	5
2.1	Domain Model.....	5
2.2	Data Architecture.....	5
3	Detailed Architecture.....	6
3.1	Static View.....	6
3.1.1	Class Diagram.....	6
3.1.2	Design Patterns used.....	6
3.2	Dynamic View.....	7
3.2.1	Interaction Diagrams (Sequence Diagrams).....	7
3.3	Human interface.....	8
3.3.1	User interface design.....	8
3.3.2	Description of the user interface.....	8
4	Implementation Issues & Challenges.....	8
5	Conclusions & Future Extensions.....	8
6	Related Material.....	8

1 Overview

This section provides an overview of the entire design document.

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1.1 Software Context

The software is placed in a business or product line context. Strategic issues relevant to context are discussed. The intent is for the reader to understand the 'big picture'.

1.2 Terminology & Definitions

2 System Architecture

A description the overall physical architecture chosen for the application is presented. It has to be supported with a pictorial representation of the architecture. Reasons for the selection of the style presented in this section are provided.

2.1 Domain Model

2.2 Data Architecture

A conceptual data architecture of the application is presented. It has to be supported with data-model diagram (such as ER-diagram).

3 Detailed Architecture

A detailed description of the system's logical architecture for the application is presented.

3.1 Static View

A detailed description of the static view within the architecture is presented.

3.1.1 Class Diagram

3.1.2 Design Patterns used

An overview of the incorporated design pattern(s). **At least two design patterns** need to be incorporated in your design. The following template need to be used for each used design pattern.

Name:		GoF Pattern:
Participants		
Class	Role in Pattern	Participant's Contribution in the context of the application
Deviations from the standard pattern:		
Requirements being covered:		

Advantages of the used patterns on myPLs design:

1. ...
2. ...

3.2 Dynamic View

A detailed description of the dynamic behavior of the system. Major functionality (i.e. User story) has to be realized by a relevant UML sequence diagram.

3.2.1 Interaction Diagrams (Sequence Diagrams)

3.2.1.1 Service 1 (the SD that captures this service (to be repeated for major services, i.e. functionality))

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3.3 Human interface

An overview of any human interfaces to be designed for the software is presented.

3.3.1 User interface design

A description of the user interface design of the software is presented.

3.3.2 Description of the user interface

A detailed description of user interface including screen images or prototype is presented.

4 Implementation Issues & Challenges

A detailed list and description of all foreseen issues and challenges related to the implantation of the design in terms of coding, integration and deployment.

5 Conclusions & Future Extensions

6 Related Material