

Programmer documentation clearly and comprehensively communicates the business aims of the system, the system architecture, detailed design, and operation through delivery of a comprehensive, attractive, and well-presented suite of architecture and design documentation using well defined and appropriate language, and well-structured syntactically correct UML diagrams.

- Business aims (Words on how we meet these business aims, everything subheadings)
 - Consensus
 - Fault tolerance
 - Based on proven algorithm - Raft
 - Cross platform
 - Open source
 - Usability
 - Security
 - Troubleshooting
- System architecture
 - Those 6 architectural components
 - Extended Layers of Architectural Framework diagram
 - Talk about the elements, what is CAS?
 - Physical Architecture one: Nuget -> UAS/UAC/CAS -> Library
 - Code one (inside the UAS/UAC): Consensus -> Distributed log -> Networking
 - Class object diagram, how all the classes link together
- Detailed design / operations
 - Then a details class diagram and architectural diagram for each of the following systems
 - Common
 - PCQueues
 - Consensus
 - Usage of class
 - Joining cluster
 - The Raft Log
 - Wait loop system
 - Messages -> Handling, filtering, processing
 - Consensus itself -> Raft -> look at Raft
 - Threading
 - Networking
 - Usage of class
 - Threading
 - Message polymorphism
 - Node to IP conversion
 - States
 - Security
 - Logging

- Usage of class
- Named pipe logging system
- Named pipe/event/file
- Buffering
- Unit testing
 - How to
 - Inheritance
- Nuget
 - Compile a new library
 - Upload to Nuget website, hide the others

Programmer documentation supports rapid and accurate understanding of software in a way that would allow a programmer to become productive in maintaining the software immediately after reading the programmer documentation.

- Show that it would allow a programmer to maintain software immediately
 - Show they can solve various non-existent bugs or extend features?