Software Design Document

Proiect: Gestiunea automata a studentilor unei facultati

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1.Introducere

Acest document contine detaliile referitoare la cum va fi implementata aplicatia web "gestiunea automata a studentilor unei facultati". Detaliile sunt prezentate prin notatii grafice, diagrame UML(class, activity, sequence, package, ER, use cases).

1.1 Scopul documentului

Documentul prezent are scop multiplu: descrierea structurii functionale, identificarea resurselor necesare, corelarea functionalitatilor cu cerintele.

Aplicatia care urmeaza a fi implementata va fi compatibila cu toate dispozitivele(laptopuri, tablete, telefoane). Studentii facultatii isi vor putea vizualiza situatia scolara(cursuri, examene, note, etc).

1.2 Public-tinta

Persoanele carora le este destinat acest document sunt dezvoltatorii software-ului, testerii.

1.3 Referinte

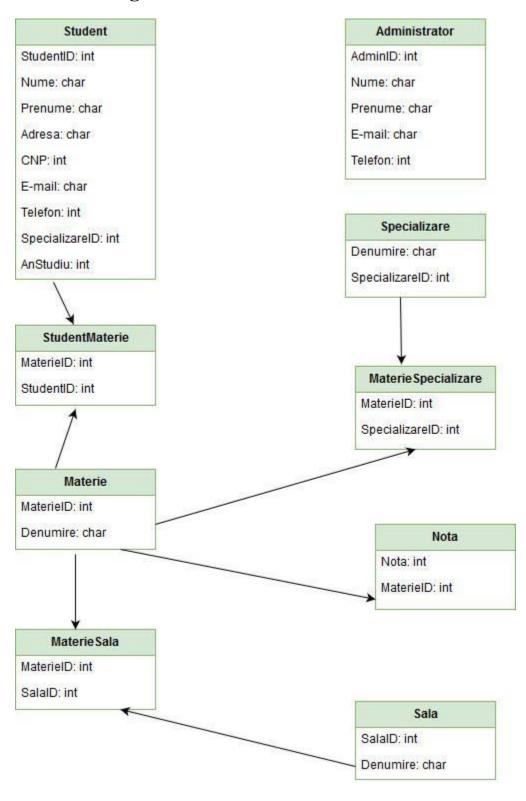
- http://cengproject.cankaya.edu.tr/SDD%20ieee%201016-2009.pdf
- http://cerealkillers490.weebly.com/uploads/2/5/7/0/25704352/sdd_thecerealkillers_1.0.pdf

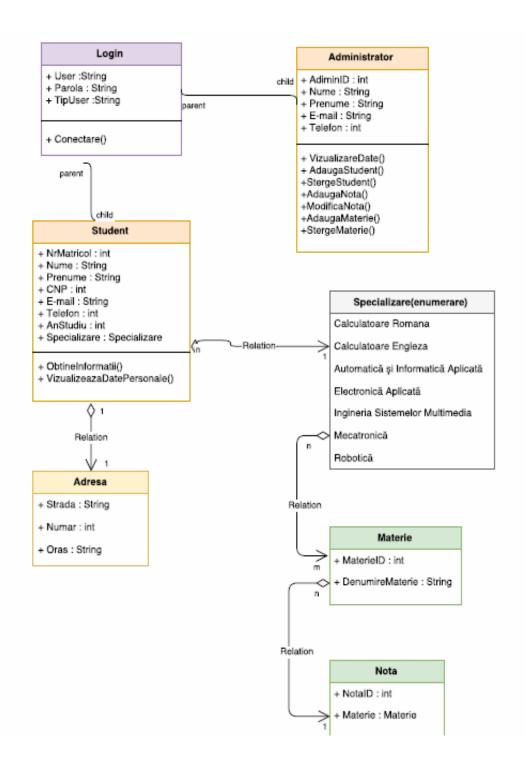
• IEEE Std 1016-2009 IEEE Standard for Information Technology – System Design – Software Design Descriptions. IEEE Computer Society, 2009.

2. Design viewpoints

In acest Software Design Descriptions document vom reprezenta urmatoarele: context, compozitie, logica, dependenta, dinamica si interactiune intre componentele aplicatiei folosind diagrame UML (class, activity, sequence, package, ER, use case).

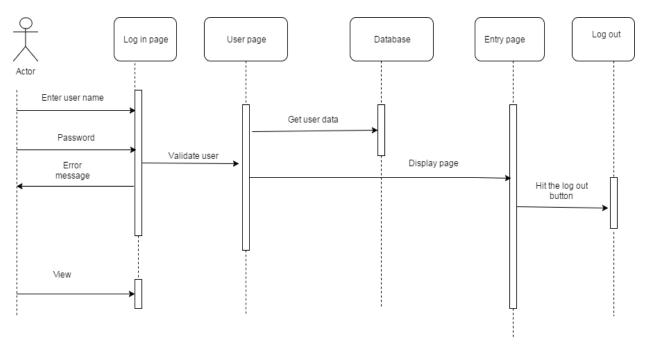
2.1 Class diagrams



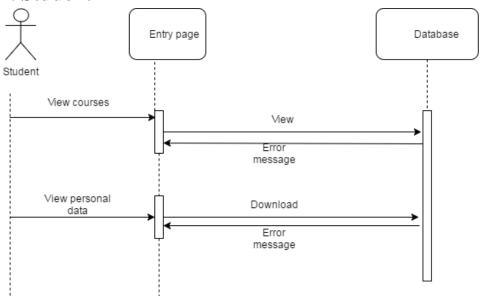


2.2 Sequence diagrams

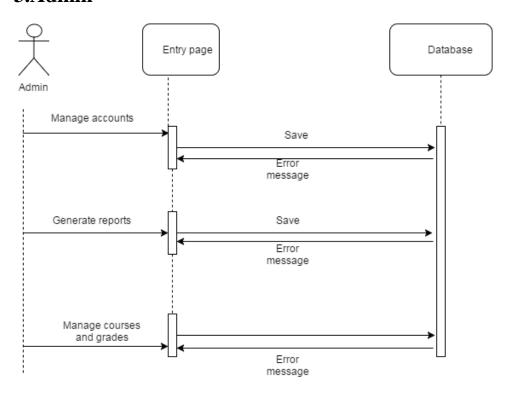
1. sign up, log in, log out



2. Student

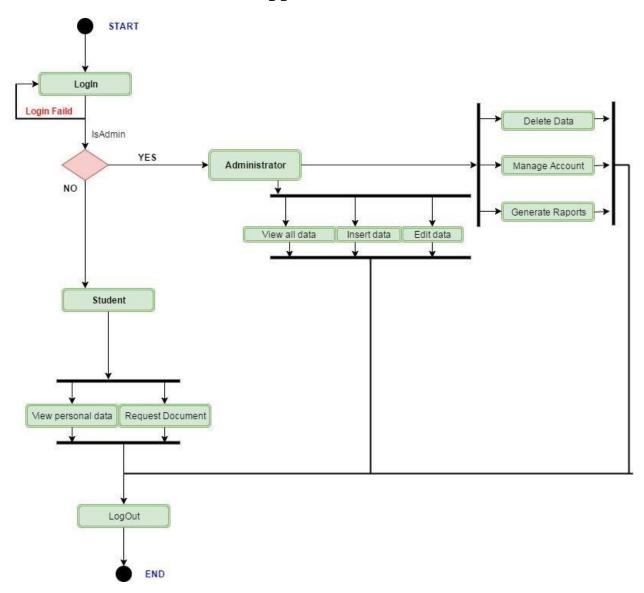


3.Admin

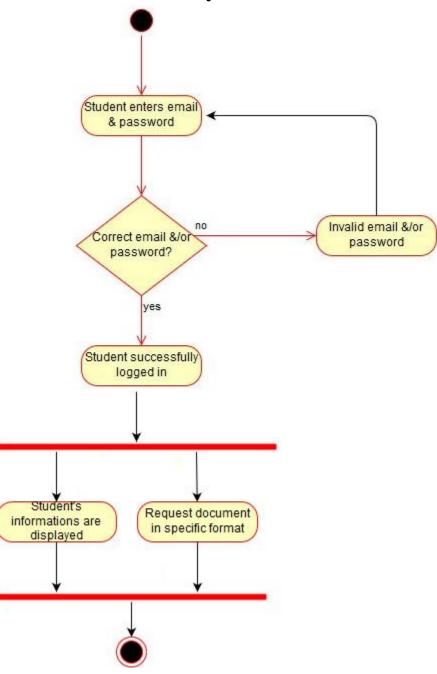


2.3 Activity diagrams

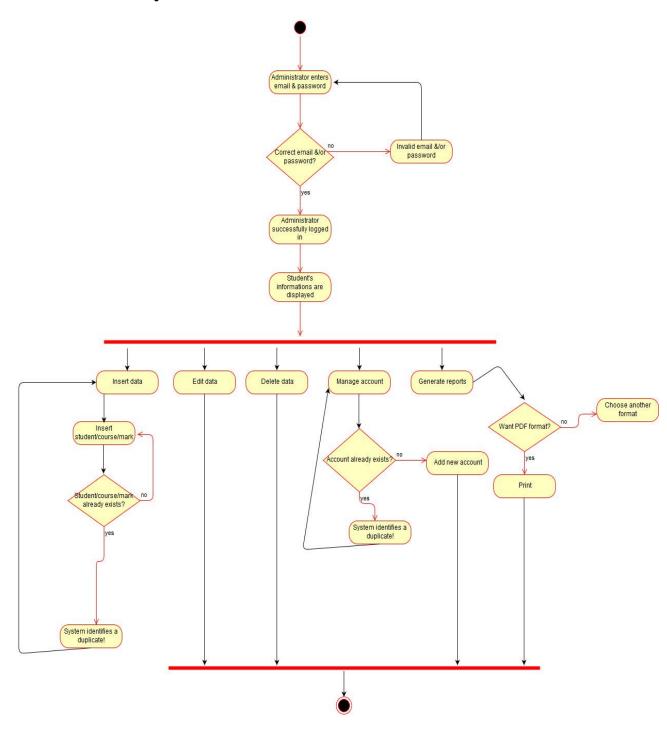
1.For the entire flow of the app



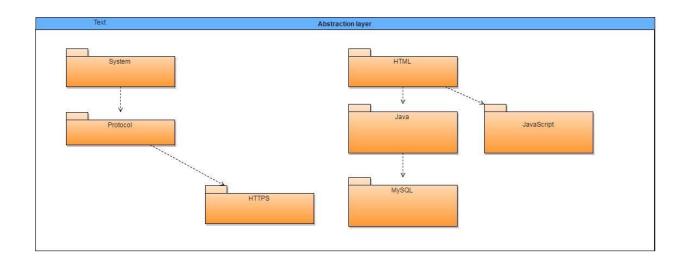
2.Student activity

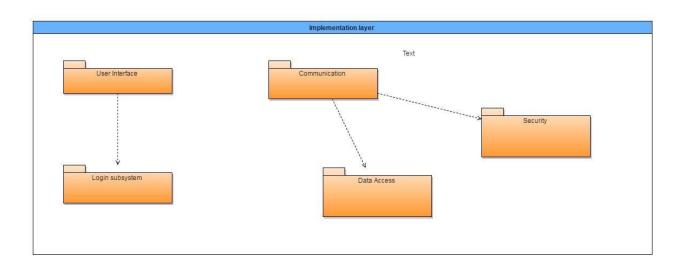


3.Admin activity

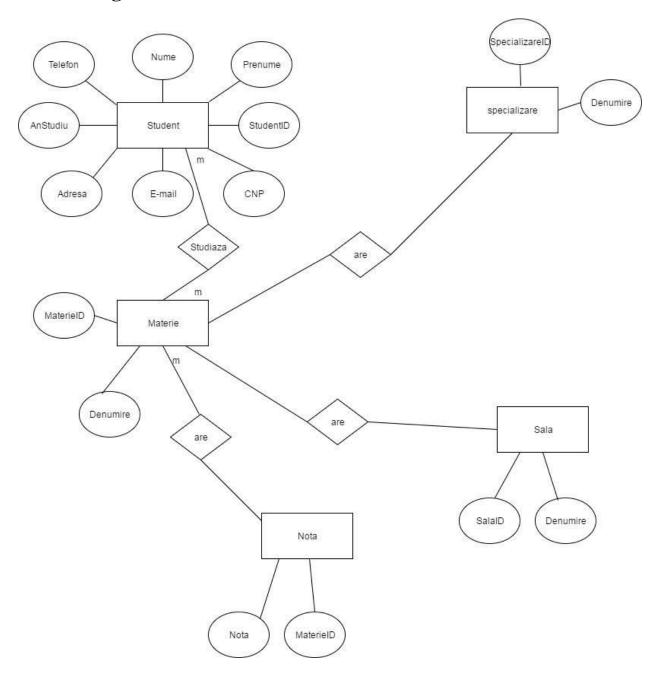


2.4 Package diagram

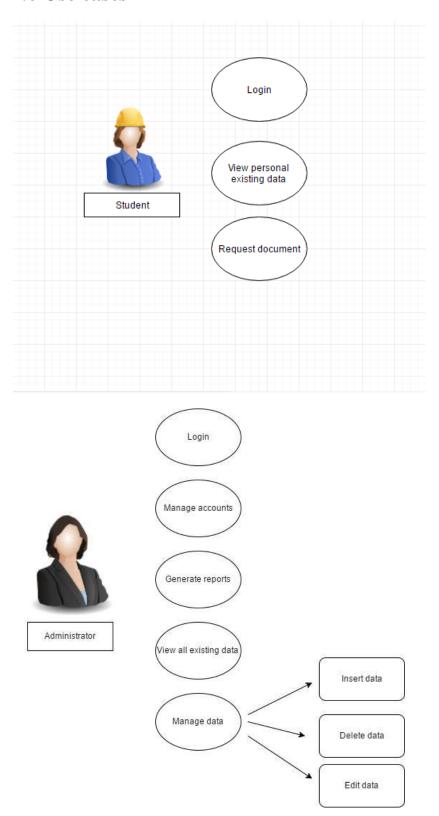




2.5 ER diagram



2.6 Use cases



3. User interface design

