AntiPlag Software Design Document

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Contents

1	Introduction			
	1.1	Purpose	3	
	1.2	Scope	3	
	1.3	Overview	3	
	1.4	Reference Material	3	
	1.5		3	
2	\mathbf{Sys}	tem Overview	4	
3	System Architecture			
	3.1	Architectural Design	5	
	3.2	Decomposition Description	5	
	3.3	Design Rationale	5	
4	Data Design			
	4.1	Data Description	6	
	4.2	Data Dictionary	6	
5	Cor	mponent Design	7	
6	Human Interface Design			
	6.1	Overview of Human Interface	8	
	6.2	Screen Images	8	
	6.3	Screen Objects and Actions	8	
7	Des	sign Patterns	9	

1 Introduction

- 1.1 Purpose
- 1.2 Scope
- 1.3 Overview
- 1.4 Reference Material
- 1.5 Definitions and Acronyms

2 System Overview

- 3 System Architecture
- 3.1 Architectural Design
- ${\bf 3.2}\quad {\bf Decomposition}\ {\bf Description}$
- 3.3 Design Rationale

- 4 Data Design
- 4.1 Data Description
- 4.2 Data Dictionary

5 Component Design

- 6 Human Interface Design
- 6.1 Overview of Human Interface
- 6.2 Screen Images
- 6.3 Screen Objects and Actions

7 Design Patterns

References

[1] This is an example.