ErieGarbage Online

Design Document

Version 1.0

**TEAM MEMBERS**

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| **Name** | **Student ID** |
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Revision History

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| **Date** | **Version** | **Description** | **Author** |
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Design Document

# Introduction

[The purpose of this document is to provide all details of the Architectural Design (AD), Module Interface Design (MID), and Internal Module Design (IMD) for <<Project Name>>. The AD part focuses on the high-level project decomposition, the MID focuses on the software interfaces between the high level modules, and the IMD focuses on the low level description of the implementation classes and all their attributes and methods.]

[The introduction of the document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this document.]

## Purpose

[Specify the purpose of this document**.**]

## Scope

[A brief description of the scope of thisdocument; what Project it is associated with and anything else that is affected or influenced by this document.]

## Definitions, Acronyms, and Abbreviations

[This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the document. This information may be provided by reference to the project’s Glossary.]

## References

[This subsection provides a complete list of all documents referenced elsewhere in the document. Identify each document by title, report number if applicable, date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]

## Overview

[This subsection describes what the rest of the document contains and explains how the document is organized.]

# Architectural Design

## Rationale

[General description of the software architecture adopted, including a short discussion describing the reasons why this architecture was selected..]

## Software Architecture Diagram

[Very high-level class diagram showing the modules of the system.]

## System Topology

[If the system’s implementation is to be distributed across different computers, include a high-level component diagram showing the run-time topology of the system.]

# Software Interface Design

## System Interface Diagrams

[Description of the system level interface.]

### User Interface

[Interface diagram showing how the different users interact with the system. Can include user interface screen shots.]

### Software Interface

[Interface diagram showing how other software systems interact with the system.]

### Hardware Interface

[Interface diagram showing how the system interacts with hardware in its environment.]

## Module Interface Diagrams

[Description of the software interfaces between the different modules in the system.]

## Dynamic Models of System Interface

[Select some major functionalities or system usage scenarios and represent them using sequence or collaboration diagrams. This is to give examples of how the module interfaces are to be used.]

# Internal Module Design

## Module <module>

[Each module of the system is described in a different subsequent section (4.1, 4.2, etc)]

### Module Class Diagram

[Include here a class diagram including all classes related to the definition of the module being described. Module interfaces should clearly be identified.]

### Class <class>

[Describe all classes in this module. Include the description of all attributes and methods, including types, access restrictions, and prototypes and algorithms for all methods. Each class is described in a different subsequent subsection.]

# Team Members Log Sheets

[Each team member should fill in one sub section representing all the time he/she spent on the project. Note that the relative amount of time spent by each team member is not at all going to affect the grading of each individual. This is a group assignment. These log sheets are necessary for you to see at the end if your cost (time) estimation was really adequate. Note that the number of lines in the table can be augmented or restricted as you see fit.]

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