Sistem informatic distribuit pentru administrarea proiectelor studenților
Software Design Document

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1. INTRODUCTION

1.1 Purpose

This Software Design Description (SDD) describes the structure of the components of the *Sistem informatic distribuit pentru administrarea proiectelor studenților* and the implementation details necessary to satisfy the requirements specified in the Software Requirements Specification (SRS). This document also defines the implementation details of the desired behaviour described in the SRS document. The SDD shows how the software system will be structured to satisfy the requirements identified in SRS document. It is a translation of requirements into a description of the software structure, software components, interfaces, and data necessary for the implementation phase. In essence, the SDD becomes a detailed blueprint for the implementation activity. In a complete SDD, each requirement must be traceable to one or more design entities.

1.2 Scope

The SDD shows how the software system will be structured to satisfy the requirements identified in the software requirements specification document. It is a translation of requirements into a description of the software structure, software components, interfaces, and data necessary for the implementation phase.

1.3 Overview

The purpose of the document is to trace the requirements and to define clear designs and diagrams to make our work easier. Our team is using this document when we will reach the implementation phase in our project.

1.4 Reference Material

- IEEE Software Engineering Standards Committee, 'IEEE Std 830-1998, IEEE Recommended Practice for Software Requirements Specifications'

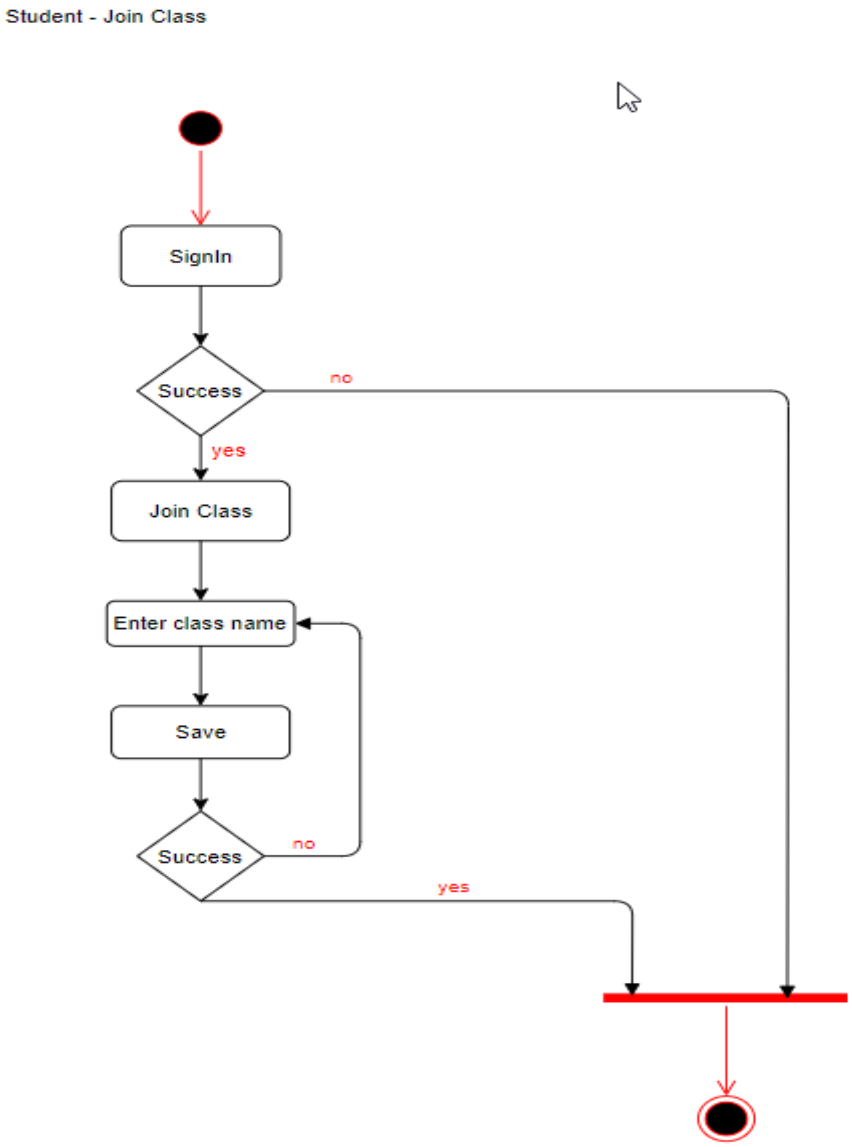
1.5 Definitions and Acronyms

SDD – Software Design Document
SRS – Software Requirements Specification

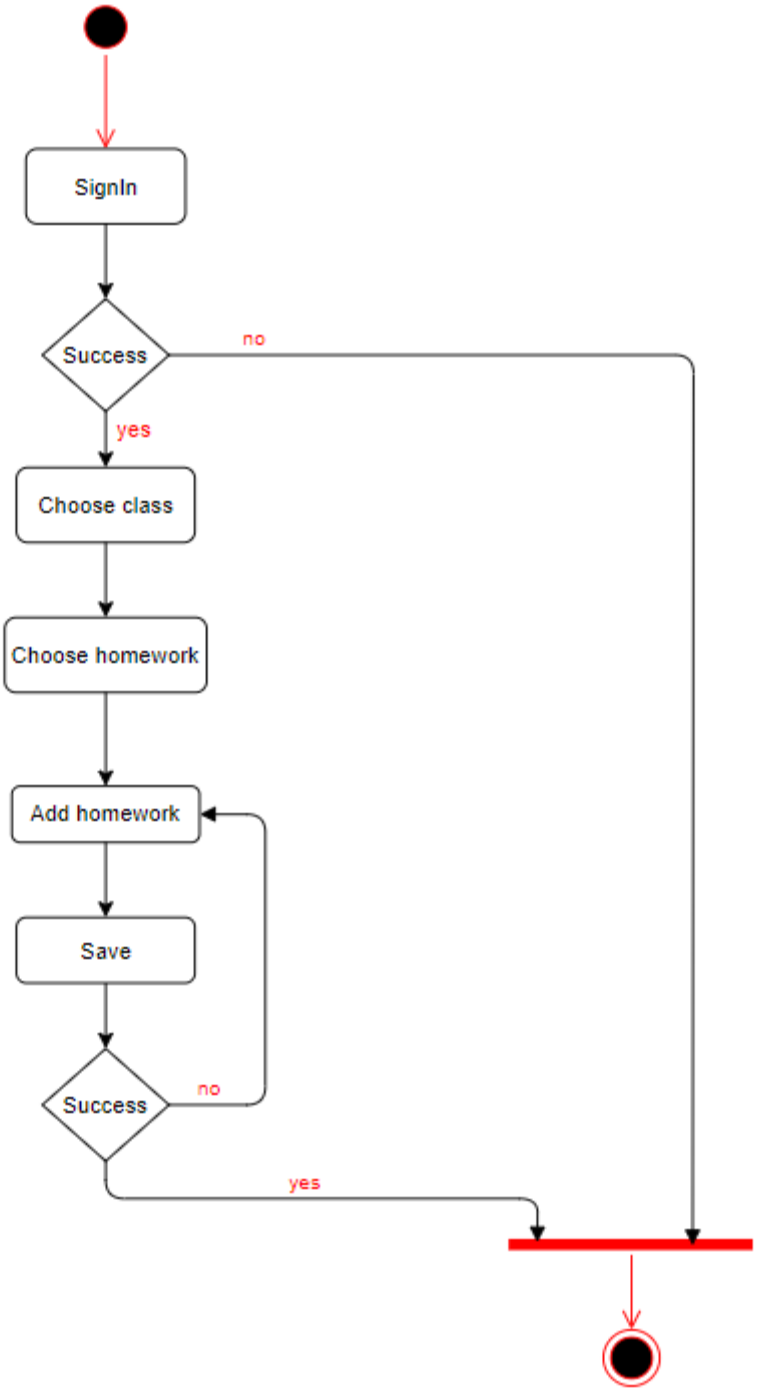
2. SYSTEM OVERVIEW

The system will consist in a desktop application, used for the management the information of each event and actions made by students, teachers and admins.
If the user forgot the password the "Recover password" window will be displayed.

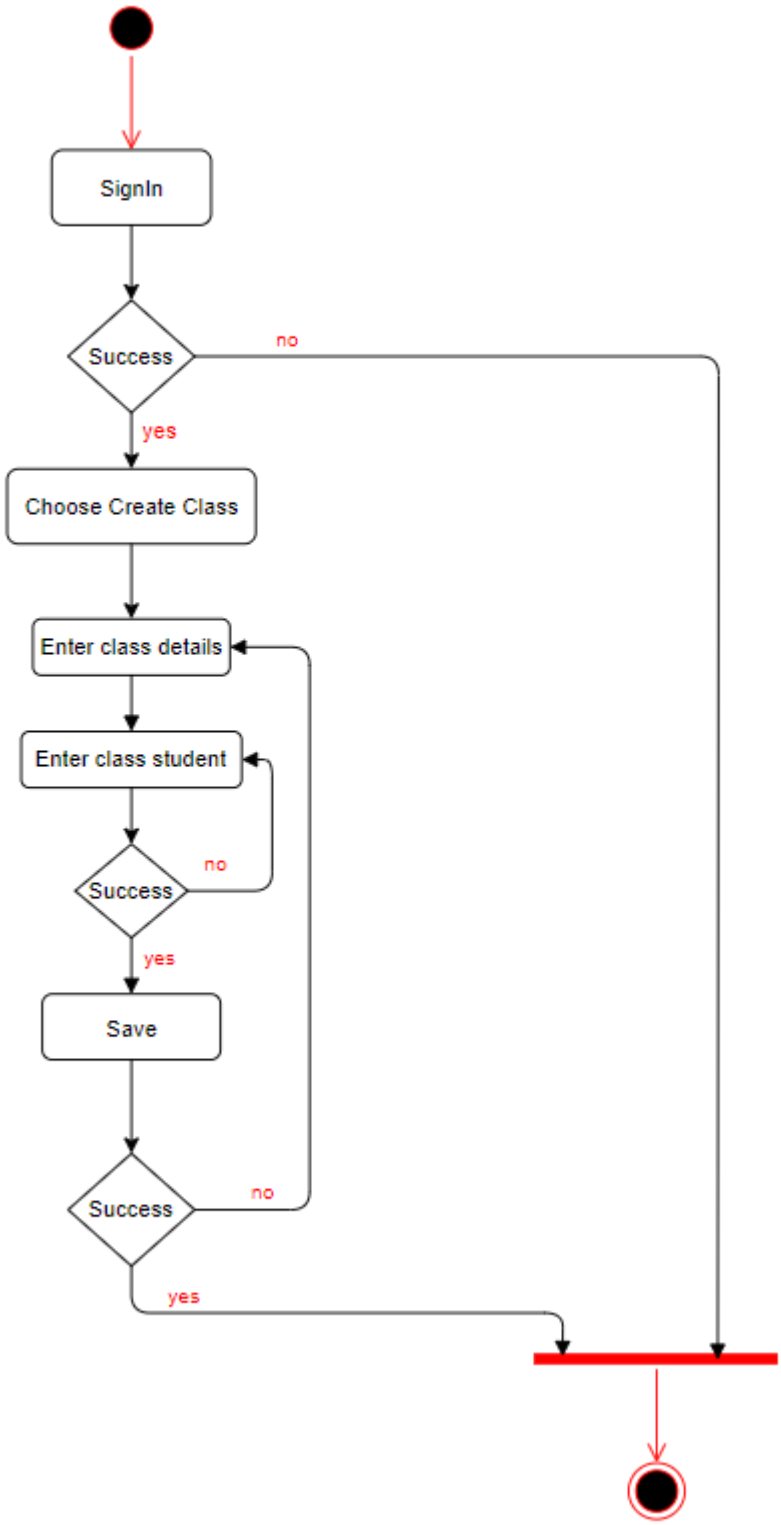
3. SYSTEM ARCHITECTURE

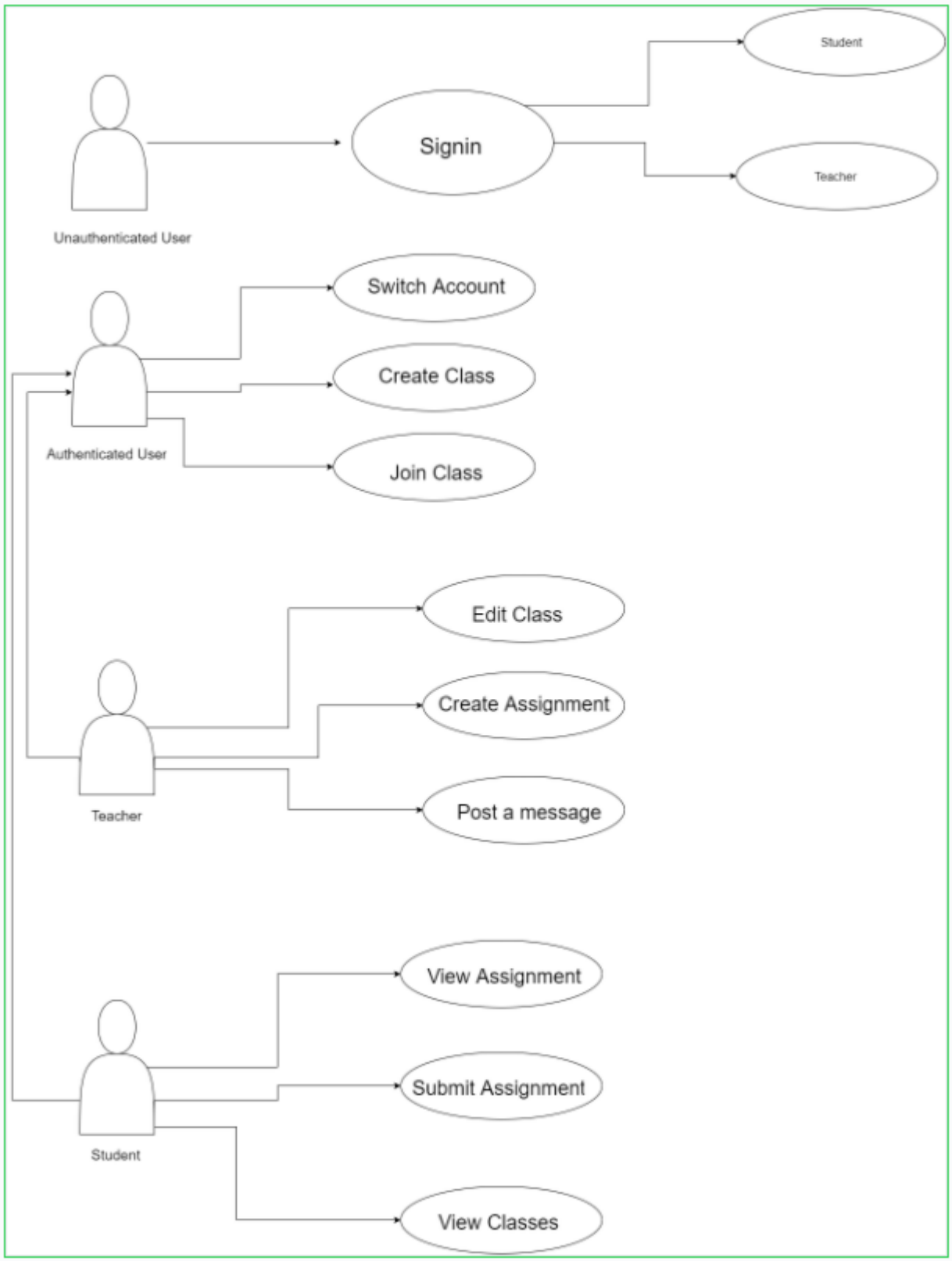


Student - Add Homework



Teacher - Create Class




Student
Signin
Teacher
Unauthenticated User
Switch Account
Create Class
Authenticated User
Join Class
Edit Class
Create Assignment
Teacher
Post a message
View Assignment
Submit Assignment
Student
View Classes

6. HUMAN INTERFACE DESIGN

6.1 Overview of User Interface

After the application has been opened, the user should see the log-in page.
If the user does not have an account, the ‘Register’ button will be pressed and a new window will be displayed.

If the user forgot the password the “Recover password” window will be displayed.

If the user is an admin, will be display a window with a database in which are stored members, projects, grades and so on.

7. REQUIREMENTS MATRIX

The application needs to have a login page. This will provide security features and will help in the user management (provides the separation of the users – admin/ teacher/ student). The login page will consist in two textboxes for the user and password input, a login button to let the user to submit his/ her input in order to login, a “Forgot password?” functionality for the cases when the user forgets the login credentials.The password recovery feature will consist in filling a textbox with the username and a selection of the preferred recovery method. (SRS Document, System Features 4.1, Login page description)

The users, depending on their account type, will be able to access different tables. For example, an admin will be able to access the list of members, projects, events and so on. A student will be able to upload the project and see the grade. A teacher will be alble to download the projects and assign the grade. (SRS Document, System Features 4.2, Login page description)