**Software Design Document**

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| **Project Name** | **Version** | **Author** | **Date** | **Comment** |
|
| **Internet Banking System** | **1.0** | **Alaa Gamal** | **5-May-19** | **Initiate SDD** |

Contents

[**1. Introduction** 3](#_Toc8128730)

[1.1. Purpose 3](#_Toc8128731)

[1.2 Scope 3](#_Toc8128732)

[1.3 Overview 3](#_Toc8128733)

[**2. System Overview** 3](#_Toc8128734)

[**3. System Architecture Design** 3](#_Toc8128735)

[**4. Data Design** 3](#_Toc8128736)

[4.2 Data Dictionary 3](#_Toc8128737)

[**5. Component Design** 4](#_Toc8128738)

[**6. Graphical User Interface Design** 4](#_Toc8128739)

[6.1 Overview of User Interface 4](#_Toc8128740)

[6.2 Screen Images 4](#_Toc8128741)

# **1. Introduction**

## 1.1. Purpose

Software design is a process by which the software requirements are translated into a representation of software components, interfaces, and data necessary for the implementation phase. It is the primary reference for code development and, therefore, it must contain all the information required by a programmer to write code.

## 1.2 Scope

This software design document describes the architecture and system design of internet Banking system, it shows how the software system will be structured to satisfy the requirements.

## 1.3 Overview

The SDD is performed in two stages. The first is a preliminary design in which the overall system architecture and data architecture is defined. In the second stage, i.e. the detailed design stage, more detailed data structures are defined and algorithms are developed for the defined architecture.

# **2. System Overview**

Internet Banking System gives to our clients some functionalities as login, registration, check their balance, check previous transaction and transfer from its account either to inter account or to external accounts. `

# **3. System Architecture Design**

Develop a modular program structure and explain the relationships between the modules to achieve the complete functionality of the system. This is a high level overview of how responsibilities of the system were partitioned and then assigned to subsystems. Identify each high level subsystem and the roles or responsibilities assigned to it. Describe how these subsystems collaborate with each other in order to achieve the desired functionality. Don’t go into too much detail about the individual subsystems. The main purpose is to gain a general understanding of how and why the system was decomposed, and how the individual parts work together. Provide a diagram showing the major subsystems and data repositories and their interconnections. Describe the diagram if required.

# **4. Data Design**

**4.1 Data Description**

Explain how the information domain of your system is transformed into data structures. Describe how the major data or system entities are stored, processed and organized. List any databases or data storage items.

## 4.2 Data Dictionary

Alphabetically list the system entities or major data along with their types and descriptions. If you provided a functional description in Section 3.2, list all the functions and function parameters. If you provided an OO description, list the objects and its attributes, methods and method parameters.

# **5. Component Design**

In this section, we take a closer look at what each component does in a more systematic way.

We use class diagram to describe detailed design of our internet banking system as we have client and admin as a user of the system.

**Client class**: our client must have a username, password, national id , mobile phone , email .

That used in Login and register ration

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| --- | --- | --- |
| SDD\_ID | Description | SRS\_ID |
| BANK\_SYS\_DD\_Register\_D001 | Class Client have username Attribute | BANK\_SYS\_SRS\_Reg\_R001 |
| BANK\_SYS\_DD\_Register\_D002 | Class Client have password Attribute | BANK\_SYS\_SRS\_Reg\_R002 |
| BANK\_SYS\_DD\_Register\_D003 | Class Client have mobile phone Attribute. | BANK\_SYS\_SRS\_Reg\_R004 |
| BANK\_SYS\_DD\_Register\_D004 | Class Client have Email Attribute. | BANK\_SYS\_SRS\_Reg\_R005 |

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If you gav a functional description in section 3.2, provide a summary of your algorithm for each function listed in 3.2 in procedural description language (PDL) or pseudo code. If you gave an OO description, summarize each object member function for all the objects listed in 3.2 in PDL or pseudocode. Describe any local data when necessary.

# **6. Graphical User Interface Design**

## 6.1 Overview of User Interface

Describe the functionality of the system from the user’s perspective. Explain how the user will be able to use our system to complete all the expected features and the feedback information that will be displayed for the user.

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## 6.2 Screen Images

Display screenshots showing the interface from the user’s perspective. These can be hand drawn or you can use an automated drawing tool. Just make them as accurate as possible. (Graph paper works well.)

**7. REQUIREMENTS MATRIX**

Provide a cross reference that traces components and data structures to the requirements in your SRS document. Use a tabular format to show which system components satisfy each of the functional requirements from the SRS. Refer to the functional requirements by the numbers/codes that you gave them in the SRS.