
<Company Name>

<Project Name>
Software Architecture Document

Version <1.0>

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Software Architecture Document	Date: <28/11/2016>

Revision History

Date	Version	Description	Author
<28/11/2016>	<1.0>	<Creation of the SAD>	<Lamm, Hug, Saupp>

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Software Architecture Document

1. Introduction

1.1 Purpose

This document provides a comprehensive architectural overview of the system, using a number of different architectural views to depict different aspects of the system. It is intended to capture and convey the significant architectural decisions which have been made on the system.

1.2 Scope

The scope of this SAD is to provide the architecture of the Mathinator project. Affected are the class structure, our use-cases and the

1.3 Definitions, Acronyms, and Abbreviations

1.4 References

Document	Where to find?
Blog	https://mathinator.tobiaslamm.de
Github	https://github.com/SaschaHug/Mathinator
Use Case 1 "take a picture"	https://github.com/SaschaHug/Mathinator/blob/master/1_UC_Mathinator_Take_A_Picture.pdf
Use Case 2 "view history"	https://github.com/SaschaHug/Mathinator/blob/master/2_UC_Mathinator_View_History.pdf
Use Case 3 "show tour on first start"	
Use Case 4 "enable user to delete entries"	
Use Case 5 "do manual calculations"	

1.5 Overview

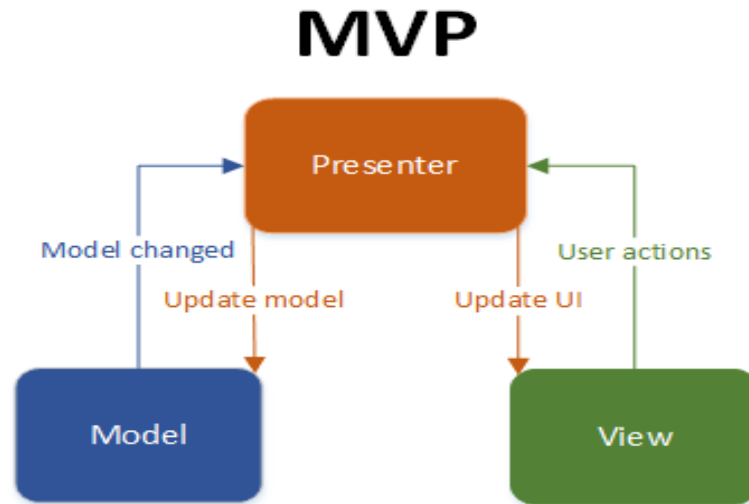
The rest of the document is separated into ten different chapters.

Chapter 2 will describe what software architecture is for the current system, and how is represented.

Chapter 3 will cover the software requirements and objectives that have some significant impact on the architecture. Chapter 4 lists use cases/scenarios from the use-case model which have significant impact on the architecture itself. Chapter 5 describes the architecturally significant parts of the design model, such as its parts Controller and Model. Chapter 9 is a description of the persistent data storage perspective of the system.

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2. Architectural Representation



3. Architectural Goals and Constraints

In Android you don't have MVC, but you have the following:

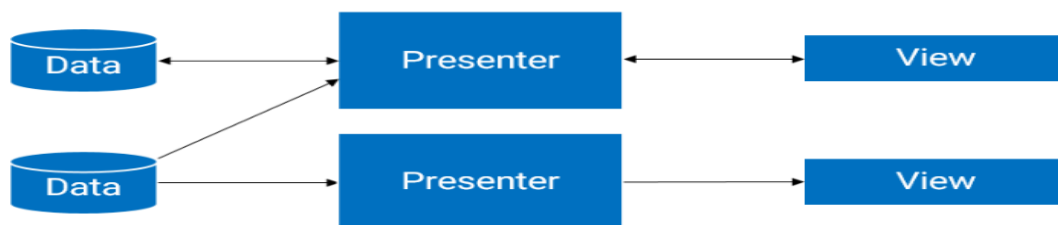
- You define your [user interface](#) in various XML files by resolution, hardware, etc.
- You define your [resources](#) in various XML files by locale, etc.
- You extend classes like [ListActivity](#), [TabActivity](#) and make use of the XML file by [inflaters](#).
- You can create as many classes as you wish for your business logic.
- A lot of [Utils](#) have been already written for you - DatabaseUtils, Html.

4. Use-Case View

n/a

5. Logical View

in progress...



6. Process View

n/a

7. Deployment View

n/a

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8. Implementation View

n/a

9. Data View (optional)

To be determined

10. Size and Performance

n/a

11. Quality

n/a