<Company Name>

<Project Name> Software Architecture Document

Version <1.0>

<project name=""></project>	Version: <1.0>
Software Architecture Document	Date: <dd mmm="" yy=""></dd>
<document identifier=""></document>	

Revision History

Date	Version	Description	Author
<dd mmm="" yy=""></dd>	<x.x></x.x>	<details></details>	<name></name>

<project name=""></project>	Version: <1.0>
Software Architecture Document	Date: <dd mmm="" yy=""></dd>
<document identifier=""></document>	

Table of Contents

1.	Introd	duction	4
	1.1	Purpose	4
	1.2	Scope	4
	1.3	Definitions, Acronyms, and Abbreviations	4
	1.4	References	4
	1.5	Overview	4
2.	Archi	itectural Representation	4
3.	Archi	itectural Goals and Constraints	4
4.	Use-C	Case View	4
	4.1	Use-Case Realizations	5
5.	Logic	cal View	6
	5.1	Overview	6
	5.2	Architecturally Significant Design Packages	6
6.	Proce	ess View	6
7.	Deplo	oyment View	6
8.	Imple	ementation View	7
	8.1	Overview	7
	8.2	Layers	7
9.	Data '	View (optional)	7
10.	;	Size and Performance	7
11.		Quality	7

<project name=""></project>	Version: <1.0>
Software Architecture Document	Date: <dd mmm="" yy=""></dd>
<document identifier=""></document>	

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

This document defines the architecture of the system of the SweatForSuccess Android App specifies communication between the different components of the application.

1.3 Definitions, Acronyms, and Abbreviations

n/a	Not available
MVC	Model View Controller
UC	Use Case

1.4 References

Title	Date	Publishing Organization
SweatForSuccess Blog		SweatForSuccess
SRS		SweatForSuccess

1.5 Overview

his project is based on the MVC pattern.

2. Architectural Representation

This project is based on the MVC pattern.

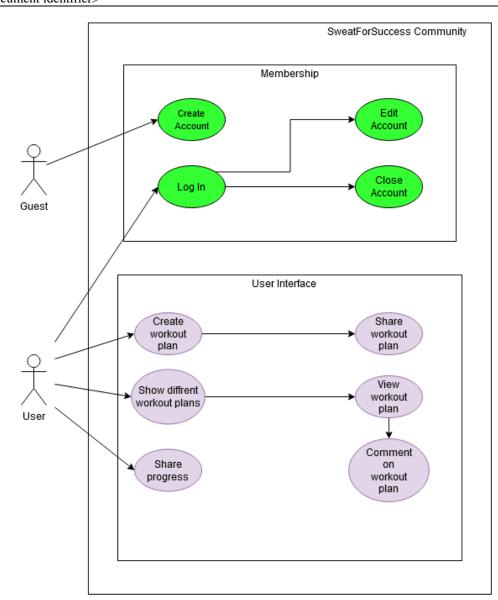
3. Architectural Goals and Constraints

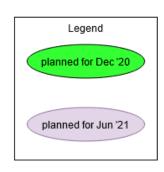
The application uses MVC as architectural pattern to separate the backend logic form the user interface. Purpose of the controller is to enable communication between components. This includes updating the model and change view based on user interaction.

4. Use-Case View

 $\underline{https://app.diagrams.net/\#G1bKyiwrzbFiEMzz4HD5FNjAwqQagxVz\ z}$

<project name=""></project>	Version: <1.0>
Software Architecture Document	Date: <dd mmm="" yy=""></dd>
<document identifier=""></document>	





4.1 Use-Case Realizations

- <u>UC Create Account</u>
- <u>UC Create Workout</u>
- <u>UC Profil</u>
- <u>UC Comment Workout</u>
- <u>UC Search Workout</u>
- <u>UC Show List of Workouts</u>
- <u>UC Show Workout</u>

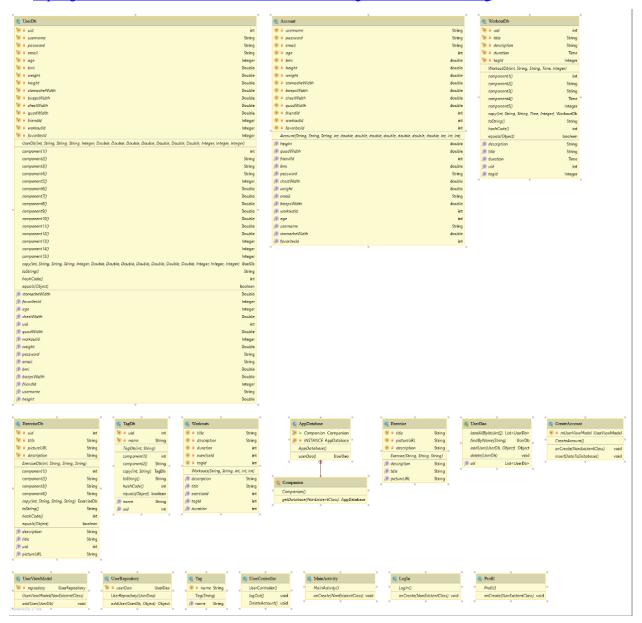
<project name=""></project>	Version: <1.0>
Software Architecture Document	Date: <dd mmm="" yy=""></dd>
<document identifier=""></document>	

5. Logical View

5.1 Overview

5.2 Architecturally Significant Design Packages

https://github.com/ThSilv3r/Sweat4Success/blob/Nils/Package%20sweat4success.svg



6. Process View

n/a

7. Deployment View

n/a

<project name=""></project>	Version: <1.0>
Software Architecture Document	Date: <dd mmm="" yy=""></dd>
<document identifier=""></document>	

8. Implementation View

n/a

8.1 Overview

n/a

8.2 Layers

n/a

9. Data View



10. Size and Performance

n/a

11. Quality

n/a