# 1. INTRODUCTION

## A. Purpose

This document presents advanced technical details related to general design of Travelander+ application. With this document, authors aims to explain and illustrate design views of the Travelander+ application by relating previously presented RASD. The main audiences for this document are the developers who aims to understand or implement:

* Components of proposed system
* Interfaces between external and internal components
* Overall architecture of system
* Employed design patterns (and also possible motivations)
* Behavior of system during runtime

## B. Scope

## C. Definitions, Acronyms, Abbreviations

## D. Revision history

## E. Reference Documents

## F. Document Structure

# 2. ARCHITECTURAL DESIGN

A. Overview :High-level components and their interaction

## B. Component view

## C. Deployment view

D. Runtime view You can use sequence diagrams to describe the way components

interact to accomplish specific tasks typically related to your use cases

## E. Component interfaces

F. Selected architectural styles and patterns: Please explain which styles/patterns you

used, why, and how

## G. Other design decisions

3. ALGORITHM DESIGN : Focus on the definition of the most relevant algorithmic part

4. USER INTERFACE DESIGN : Provide an overview on how the user interface(s) of your system

will look like; if you have included this part in the RASD, you can simply refer to what you have

already done, possibly, providing here some extensions if applicable.

5. REQUIREMENTS TRACEABILITY :Explain how the requirements you have defined in the RASD

map to the design elements that you have defined in this document.

7. IMPLEMENTATION, INTEGRATION AND TEST PLAN : Identify here the order in which you plan

to implement the subcomponents of your system and the order in which you plan to integrate

such subcomponents and test the integration.

8. EFFORT SPENT :In this section you will include information about the number of hours each

group member has worked for this document.

# 9. REFERENCES