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| UAS Software Development Project 1 |
| Project Title |
| Software Design Document |

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| Team members:  Member 1 Name  Member2 Name  Member3 Name |

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# Introduction

## Scope of the Project

Provide a description and scope of the software and explain the goals, objectives and benefits

of your project. This will provide the basis for the brief description of your product.

## Document Overview

Provide an overview of this document and its organization.

## Reference Material

This section is optional.

List any documents, if any, which were used as sources of information for the document.

## Definitions and Acronyms

This section is optional.

Provide definitions of all terms, acronyms, and abbreviations that might exist to properly

interpret the SDD. These definitions should be items used in the SDD that are most likely not

known to the audience.

# User Interface

## Site Map

Describe how do the pages in the site link to each other.

## Page Layout and Design

Describe the layout(s) of the page design(s) used in your site.

# Database

Describe and illustrate the whole database design of your site. All tables, table structures and relations should be presented.

# Client Side SW Design

Describe here the design of any client side software like JavaScript, Flash etc.

Design all classes, their attributes and member functions.

When describing the functions and classes be sure to refer to each item mentioned below when suitable:

* General description of the function and what it is used for.
* The name of the function.
* The return type.
* Ranges of return values and their meanings.
* Parameter names, types, whether the parameter is input, output or both and under what circumstances it is read or written.
* Assumptions on the parameter values.
* Assumptions on other conditions, such as global data or system state.
* Input validations that the function performs.
* Side effects of the function.
* Exceptions the function might throw and under what conditions.
* Non-trivial algorithms used.
* Non-trivial data structures used and for what purpose.
* Other non-trivial functions that the function calls.
* If the software has a layer structure, or some other inner partitioning, then to which part or layer this function belongs (this information should be evident from the naming convention).

# Server Side SW Design

Describe here the design of any server side software like PHP, ASP etc.

Same descriptions as for the client side sw.