**A picture containing logo

Description automatically generated**

**School of Computer Science**

**Technical Workshop Series**

**The School of Computer Science Presents…**

**Low Level System Design**

**Presenter:**  **Tanmay Damle (Student Number: 110134656)**

**Date: Friday, October 31st, 2024**

**Time: 2:00 PM to 3:00 PM**

**Location: 4th Floor (Workshop space) at 300 Ouellette Avenue (School of Computer Science Advanced Computing Hub)**

**Abstract:**

Low-Level Design (LLD) is the detailed design process in the software development process that focuses on the implementation of individual components described in the High-Level Design. It provides a blueprint for how each component in the system will function and process and it also includes UML Diagrams, data structures, and algorithms. The input to LLD is HLD i.e. LLD translates the HLD into smaller and more specific details.

**Workshop Outline:** Attendees will be explained about software engineering principles, object-oriented programming, system design, high level and low level following a deep dive in System Design.

**Prerequisites for attendees:** Just a good night’s sleep to understand the concepts.

**Resources:** [**https://github.com/damletanmay/lld\_and\_design\_patterns**](https://github.com/damletanmay/lld_and_design_patterns)

**Biography:**I have a Bachelor of Technology Degree in Computer Engineering from Charotar University (Anand, India) and am currently in the 3rd Semester in MAC program. I have worked as a Data Analyst where I predominantly used Python, Power BI and SQL. I have dabbled in my interests which are Cyber Security, Game Development, Machine Learning, Web Development (Django, MERN), Application Development (Flutter), etc. I am excited to share my knowledge on Low level System Design.