System Architecture

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Chapter 1

Introduction

The following software has as purpose to solve a single problem. It has been done as a practical example. This project is just a example of a simple project made in Eclipse IDE. The problem to resolve is following: Build a program that performs the following operations: 1-That receives as input a list of numbers and returns a list of prime numbers. 2- That receives as input a file name (with word list) and returns a list of palindromes (palíndromos). 3- Make unit tests.

1.1 Purpose of the document

This document shows the general architecture as example.

1.2 Audience

Anyone interested.

Chapter 2

Architecture

2.1 Scope and Context

Example.

2.2 High-level Architecture

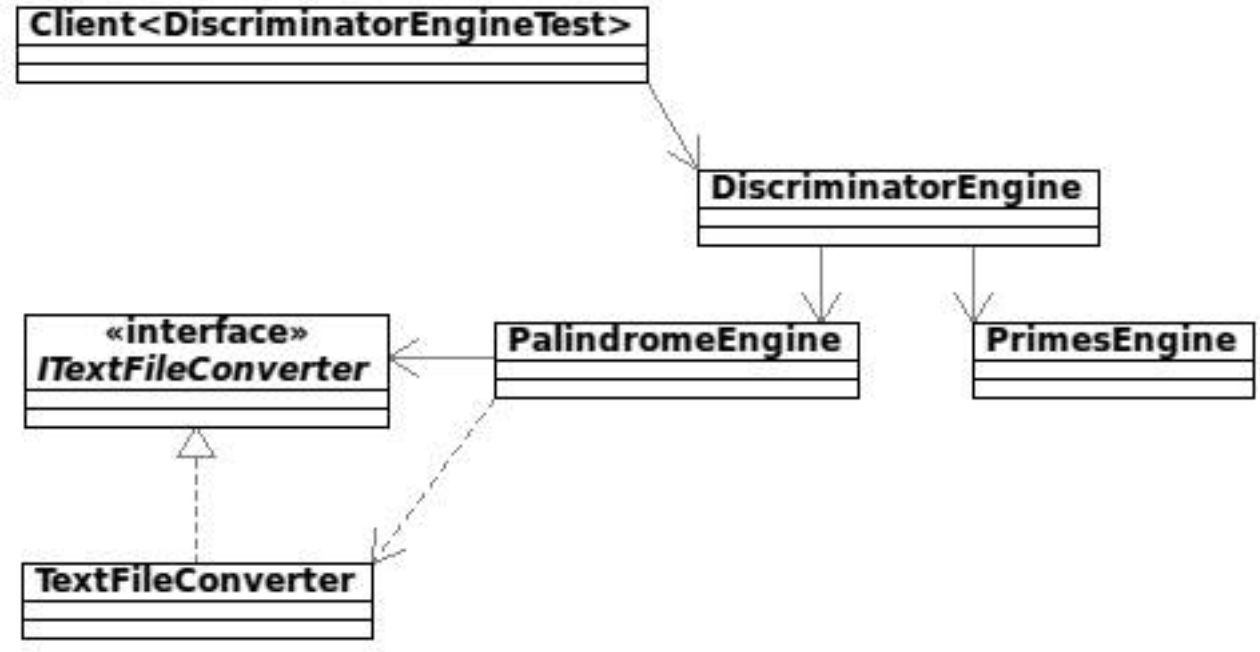

Figure 2.1: Context Diagram