# Architecture

The high-level design of the application is shown in the diagram(s) below.

[Insert one or more software architecture diagrams here. Your software architecture should describe behavior, at a high-level of abstraction, and may show structural elements, also at a high-level of abstraction.]

# Data

This section contains a description of the logical and physical view of the data used by the application.

## Logical Data Model

The logical data model is shown below.

[Insert a logical data model here.]

The following data rules are derived from the logical data model.

* First rule.
* Second rule.
* Etc.

## Physical Data Model

The physical data model, shown below, shows how the logical data elements will be represented in a persistent data storage facility.

[Insert a description of the persistent data store. The type of description included is based on the type of physical data store being used.]

## Internal Data Structures

During execution of the application, certain data elements shall be stored in non-persistent storage using the following types of data structures.

## Data Dictionary

The table below describes the characteristics of each attribute shown in the logical data model.

# Interfaces

This section contains a description of interfaces that must be supported by the application.

## Human-computer Interaction

The user interactions with the application are shown below.

[Insert one or more diagrams, along with appropriate descriptions/explanations, to describe the interactions between your software system and a user. These diagrams and corresponding text will show behavior (i.e., interactions) and may show structural elements which support these behaviors.]

## Communication with External Entities

The way in which the application will communicate with each type of external entity is shown below.

[Insert one or more diagrams, along with appropriate descriptions/explanations, to describe the interactions between your software system and an external entity. These diagrams and corresponding text will show behavior (i.e., interactions) and may show structural elements which support these behaviors.]

# Components

This section contains a more detailed description of each component described in the Architecture section.

## *[Component X]*

### Class Diagram

The class diagram for component X is shown below.

[Insert a class diagram showing the structure of this component.]

### Behavior

The behavior diagram(s) for component X is/are shown below.

[Insert an appropriate diagram to show the behavior of this component.]

## Communication between Components

The ways in which components will communicate with each other are shown below.

### Class Diagram

The class diagram that shows the classes that are responsible for the components communicating with each other is shown below.

[Insert a class diagram showing the design elements responsible for interactions between the components]