

CSC 431

**Lightweight offline map feature annotation
tool**

System Architecture Specification (SAS)

<Team number>

Haosheng Liu	server
Jeremiah Hassett	Server
Jae Sung Shin	server
Alejandro Newsom	Tracing
Francisco Delger	Tracing
Jacob Harris	Tracing
Sisi Zhong	Tracing
Hal Milenkovic	UI
Haoxuan Zhang	UI
Yuanzhi Liu	UI

Version History

Version	Date	Author(s)	Change Comments
1	03/21/17	Full team	

Table of Contents

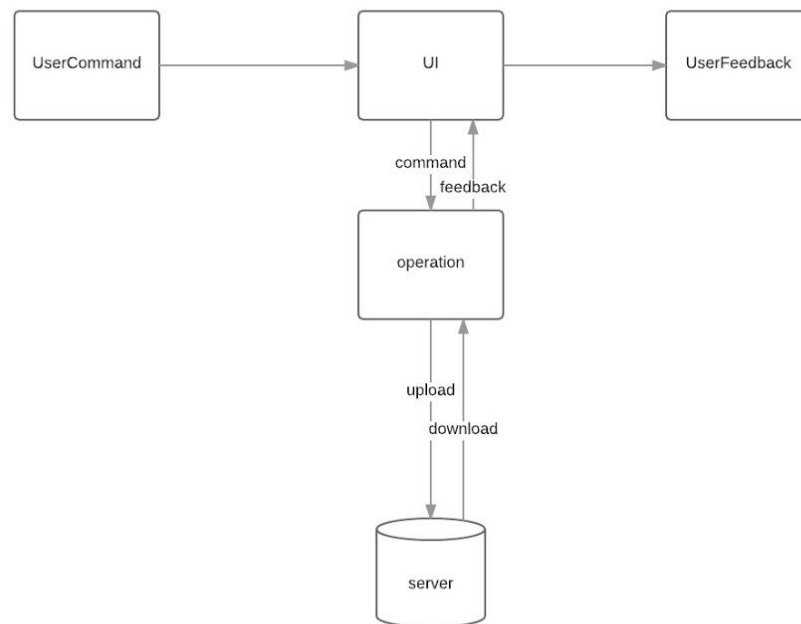
1.	System Analysis	6
1.1	System Overview	6
1.2	System Diagram	6
1.3	Actor Identification	6
1.4	Design Rationale	6
1.4.1	Architectural Style	6
1.4.2	Design Pattern(s)	6
1.4.3	Framework	6
2.	Functional Design	7
2.1	Diagram Title	7
3.	Structural Design	8
4.	Behavioral Design	9

1. System Analysis

1.1 System Overview

The system consists on a web browser client that is connected to a server from which images are downloaded for editing. The user then, in the web client, edits the photo and sends back the changes to the server. As a result, the system will use a client-server architecture style application.

1.2 System Diagram



1.3 Actor Identification

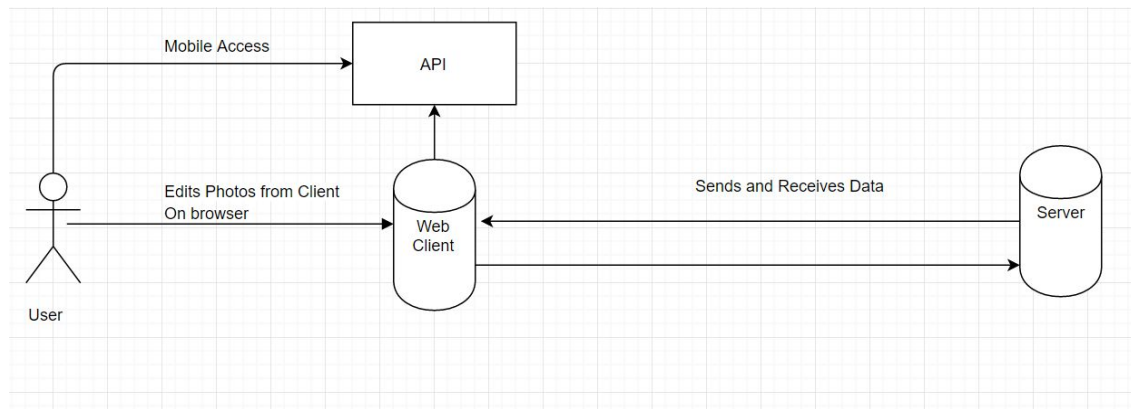
The only actor in the system is the user, who has the following options:

- openApp()
- getImage()
- editing()
- create new pattern/category()
- sendImage()
- api

1.4 Design Rationale

1.4.1 Architectural Style

Client-Server Architecture



1.4.2 Design Pattern(s)

<Identify the design pattern(s) you have deemed applicable to this architecture>

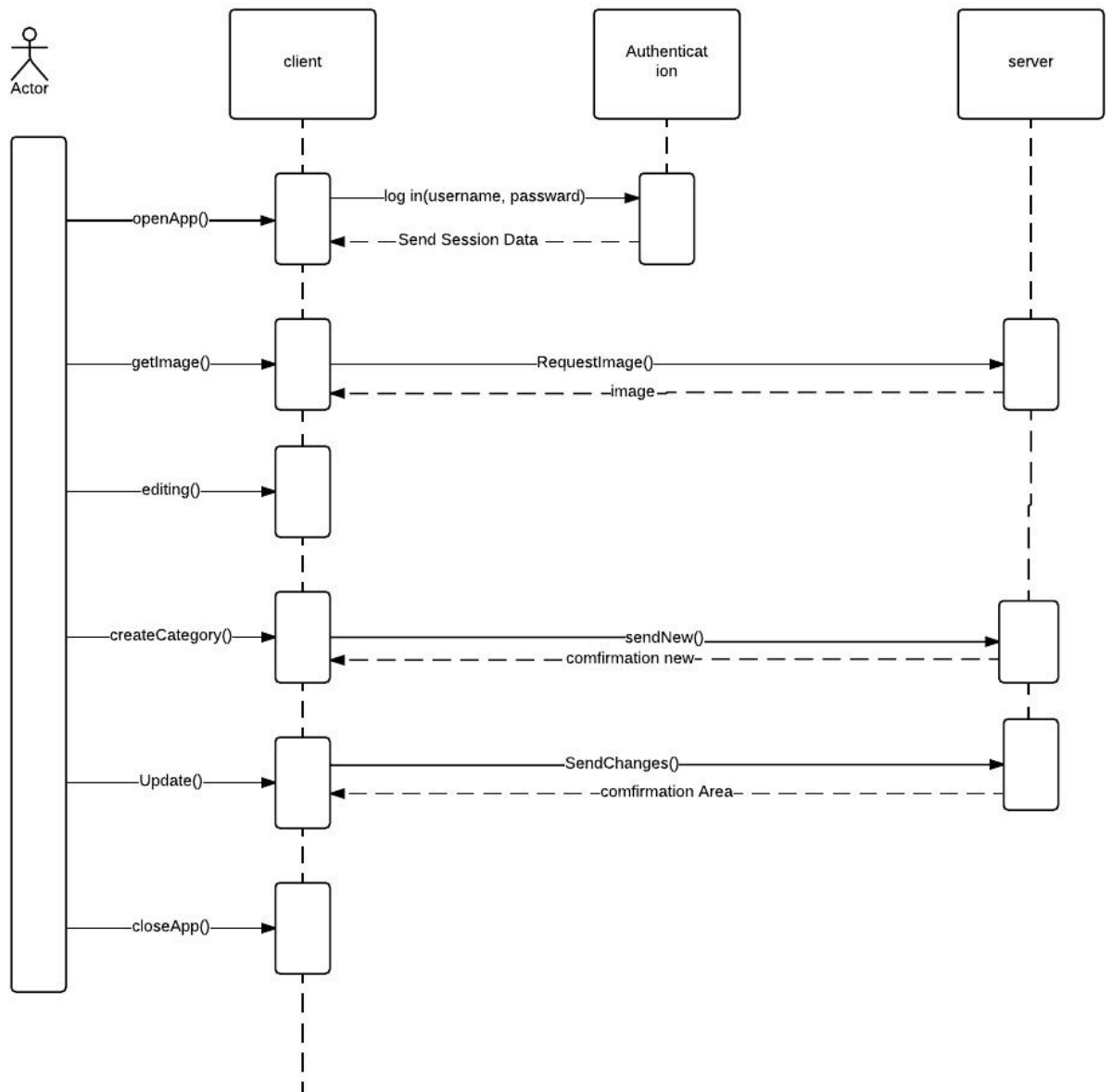
leaflet

Geojson

1.4.3 Framework

<Identify and briefly explain the frameworks you are using, if any. Also specify the rationale behind selecting this framework>

2. Functional Design



3. Structural Design

