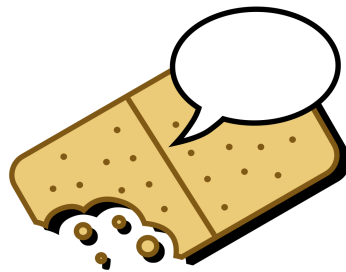


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DESIGN AND IMPLEMENTATION OF MOBILE APPLICATIONS



# Cracker

**Design Document**

*by*

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# **1 Introduction**

## **1.1 Purpose**

## **1.2 Definitions, acronyms, abbreviations**

## **1.3 Scope**

## **1.4 Functional requirements**

## **1.5 Non-functional requirements**

## **1.6 Assumptions, dependencies, constraints**

## **2 Architecture**

### **2.1 Overview**

### **2.2 High level components**

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### **3 External Services and Libraries**

## **4 User Interface Design**

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