

# **pman**

Architecture and design description

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# 1 Introduction

This document serves as an introduction to the architecture and design of **pman**, which is a command-line based password manager for Linux platforms. **pman** will be written in C and it revolves around managing a file-based password database that the user can manage with different commands.

Before the introduction of the architecture, the build system of **pman** is shortly described. This will include the chosen build system, build tools, some relevant compiler options, and the different linters and static analyzers used in the project.

Given the relatively simplicity **pman** as a program, the architecture is succinct and contains only a few critical architectural views. Despite this, making an architecture design is critical, as then secure design and, most importantly, secure handling of passwords can be emphasized in the construction of **pman** as early as possible.

The utilized architecture views consist of activity, logical and deployment views. The activity view was decided instead of the usual use-case view due to only real user being the user of the command-line. Logical view was an obvious decision given the security requirements described in the previous paragraph. Finally, the deployment view provides a look in to the different libraries that will be built as a part of the **pman** project.

At the very end, this document will also go in to the detailed design of **pman**, which will include detailed interfaces of the different components described in the architecture description including the component's respective interface documentations. Even though C does not support classes, to which UML is quite heavily biased to, class diagrams will be utilized in the interface descriptions.

## 2 Build tools

### 2.1 CMake build system

#### 2.1.1 Clang and C17

#### 2.1.2 Compiler options

#### 2.1.3 Clang power tools

#### 2.1.4 Integrated CMake tasks

## 3 Architecture

### 3.1 Activity view

#### 3.1.1 Common tasks

#### 3.1.2 Main commands

### 3.2 Logical view

### 3.3 Deployment view

## 4 Detailed design

### 4.1 Component 1

### 4.2 Component 2

### 4.3 Component 3

### 4.4 Encryption library