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#### **4.1. usability**

#### **4.2. availability**

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#### **4.4. testability**

### **5. Architecture overview**

#### **5.1. system context**

- Describe the major subsystems, component and module in high-level details with diagram.
- outlines the major components of the overall system, subsystem interconnections, and external interfaces.

#### **5.2. user interaction**

Describe a high-level view of the user interaction with the system as well as the interaction between technologies involved.

#### **5.3. data flow**

Describe the basic flow of data into and out of the system at a high level.

### **6. View**

#### **6.1 logical view**

- describe the layered structure of your system
- shows how your system is structured as a set of functional code units, or modules

#### **6.2. process view**

- describe the client-server structure of your system.
- show how your system is structured as a set of computational elements that have runtime behavior (components) and interactions (connectors).

### **7. Architecture Style**

Which architecture style you are proposing to build the application

### **8. Technology stack**

The list of technologies that you will use to build the system and the reason you choose them.

These include:

- Technologies
- API Style
- Cloud or on-premise

### **9. Reference**