**CEBU INSTITUTE OF TECHNOLOGY**

**UNIVERSITY**

COLLEGE OF COMPUTER STUDIES

Software Design Description

for

Insert System Name

**Signature**

**Change History**

**Preface**

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# Introduction

## Purpose

## Scope

## Definitions and Acronyms

## References

# Architectural Design

*Block diagram showing all components of the system including frameworks, libraries, APIs and other technologies used in the front and back ends.*

# Detailed Design

### Module 1

#### 1.1 Transaction name

* User Interface Design
* Front-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Back-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Object-Oriented Components
  + Class Diagram
  + Sequence Diagram
* Data Design
  + ERD or schema

#### 1.2 Transaction name

* User Interface Design
* Front-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Back-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Object-Oriented Components
  + Class Diagram
  + Sequence Diagram
* Data Design
  + ERD or schema

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### Module 2

#### 2.1 Transaction name

* User Interface Design
* Front-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Back-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Object-Oriented Components
  + Class Diagram
  + Sequence Diagram
* Data Design
  + ERD or schema

#### 2.2 Transaction name

* User Interface Design
* Front-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Back-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Object-Oriented Components
  + Class Diagram
  + Sequence Diagram
* Data Design
  + ERD or schema

### Module 3

#### 3.1 Transaction name

* User Interface Design
* Front-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Back-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Object-Oriented Components
  + Class Diagram
  + Sequence Diagram
* Data Design
  + ERD or schema

#### 3.2 Transaction name

* User Interface Design
* Front-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Back-end component(s)
  + Component Name
    - Description and purpose
    - Component type or format
* Object-Oriented Components
  + Class Diagram
  + Sequence Diagram
* Data Design
  + ERD or schema