**Part 1**

The 5th week of the “Software Engineering : Introduction” course was about the low level design (LLD).

So, LLD is about the structuring your components in a such was so they were as much reusable, maintainable and testable as possible. That info is as useful as the info from the previous week. It'll help programmers, especially for those who work in an OOP paradigm, to write code which doesn't "smells".

Unfortunately, there is a huge defect in this week which is non-clear clarification of a difference between low level design and high level design (HLD). This forced me to find the difference on my own. As it turned out, high level design is a general system design. It includes the description of the system architecture, database design, relations between the modules and the system features. Low level design is a component-level design process that follows a step-by-step refinement process. It provides the details and definitions for the actual logic for every system component. It is based on HLD but digs deeper, going into the separate modules and features for every program in order to document their specifications.

Nothing seems to be redundant in this week, so the main issue with this week I'd fix is non-clarified difference between HLD and LLD.