<RemindMe>
Software Architecture and Design Document

Version <1.0>

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Software Architecture Document

1. Introduction

1.1 Purpose

This document provides a comprehensive architectural overview of the system, using a number of different architectural views to depict different aspects of the system. It is intended to capture and convey the significant architectural decisions which have been made on the system.

1.2 Scope

Scope of this document is details related design of the "RemindMe" system.

1.3 References

1. Requirement Specification Document - version 1

1.4 Overview

This document contains several diagrams of the architecture of the system. User case view shows several use cases that are related to the architecture. Logical view shows the logical layers and modules. Deployment view shows components when the system is deployed. Implementation view focuses on the mapping of the Logical view conceptual components to the actual implementation artifacts. It presents that actual software module organization in the development environment. Also it presents class diagrams for individual components.

2. Architectural Representation

2.1 Use case view

- Reminder Manager
- Subscription Manager
- Authentication manager

2.2 Logical View

- GUI layer
- Authentication layer
- Reminder Manager
- Subscription manager
- Notification Manager
- Database Manager
- Database

2.3 Deployment View

- Web browser
- User interface
- "RemindMe" server
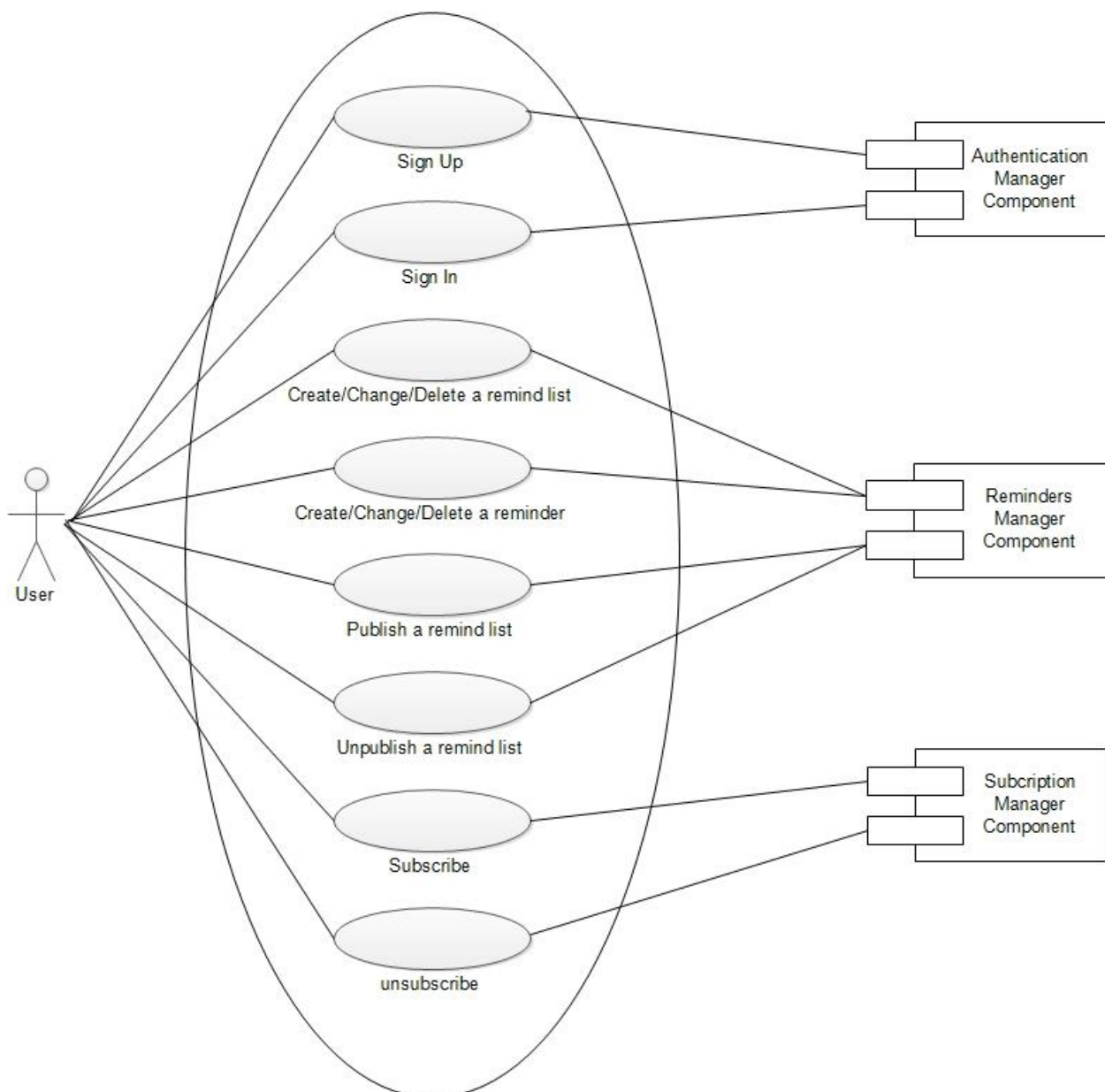
2.4 Implementation view

- User interface

- Authentication manager
- Reminder manager
- Subscription manager
- Notification manager
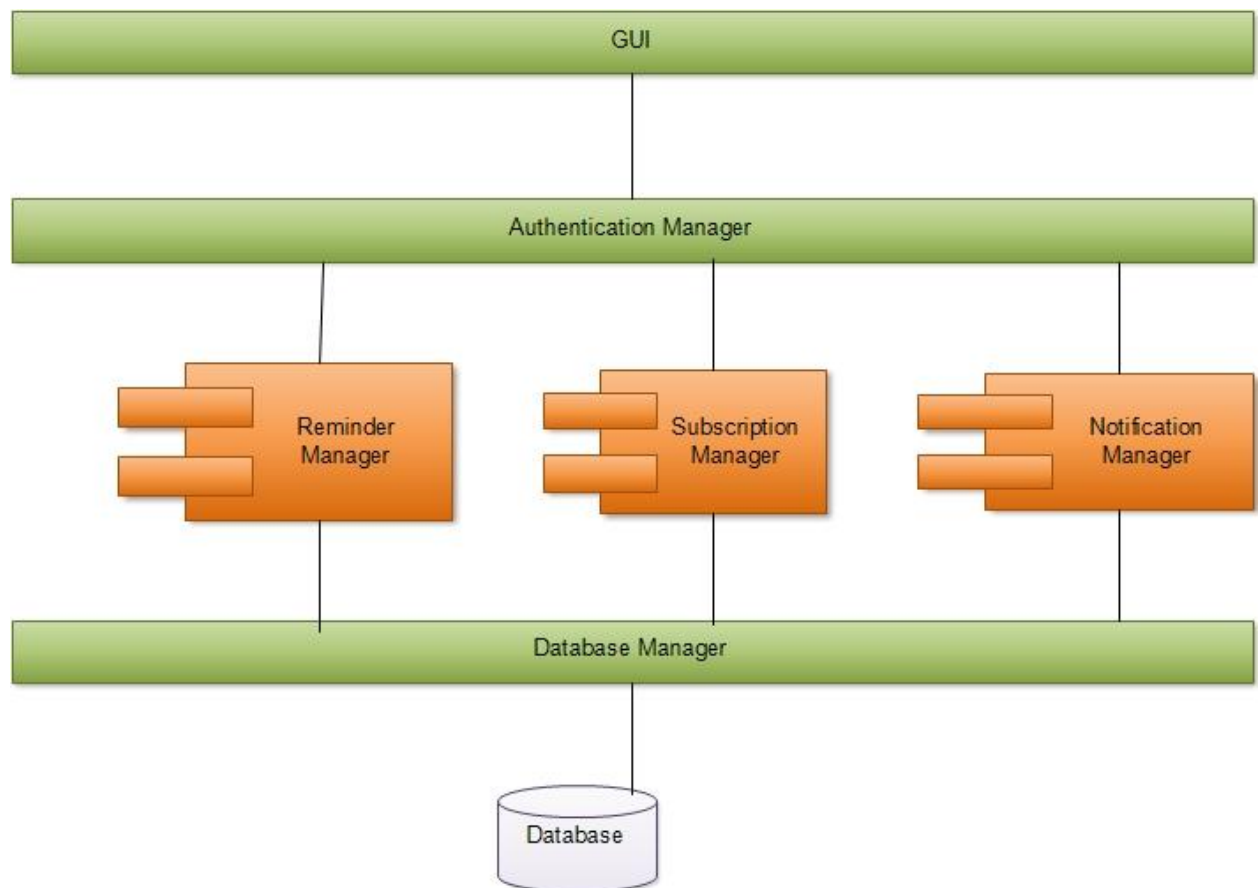- Database manager
- Database

3. Architectural Goals

The goal is to come up with an architecture that meets all the requirements specified [1].
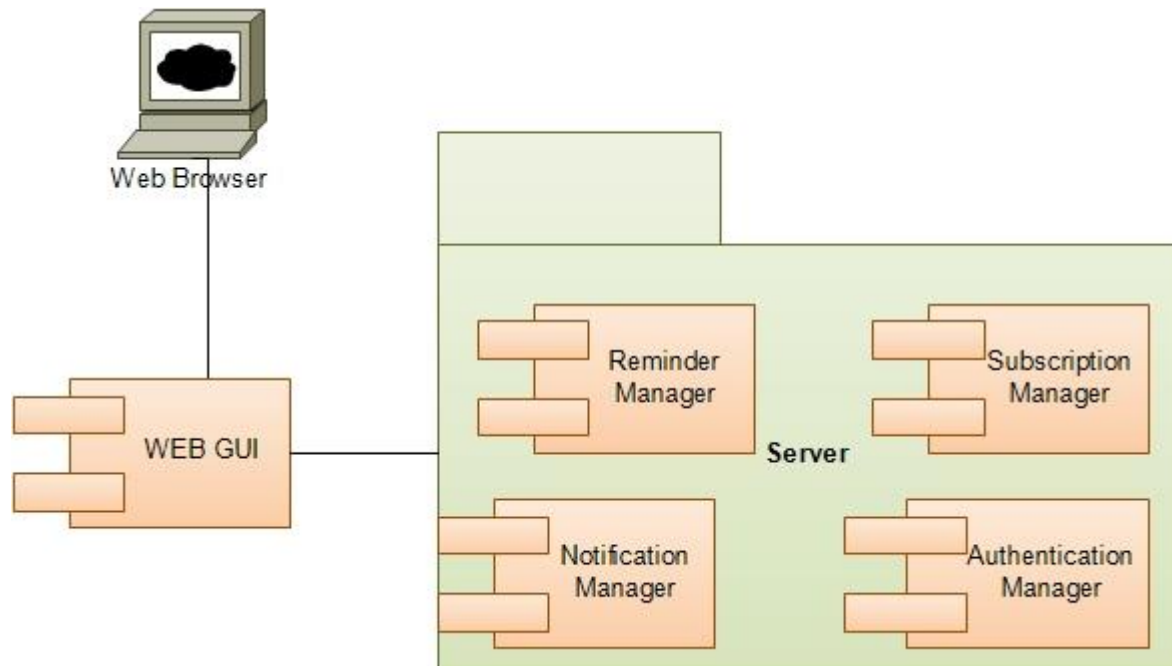
4. Use-Case View

5. Logical View

6. Deployment View

7. Implementation View
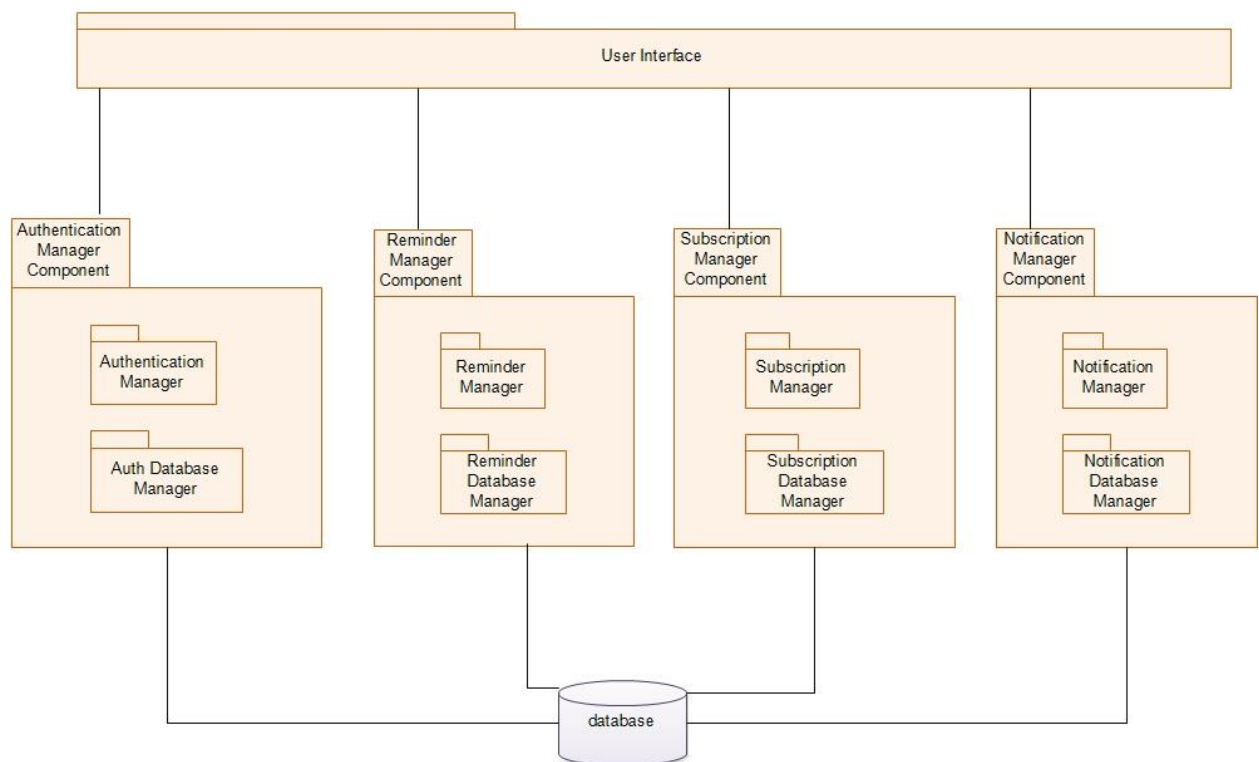
7.1 Authentication manager component

7.2 Reminder Manager Component

7.3 Subscription manager component
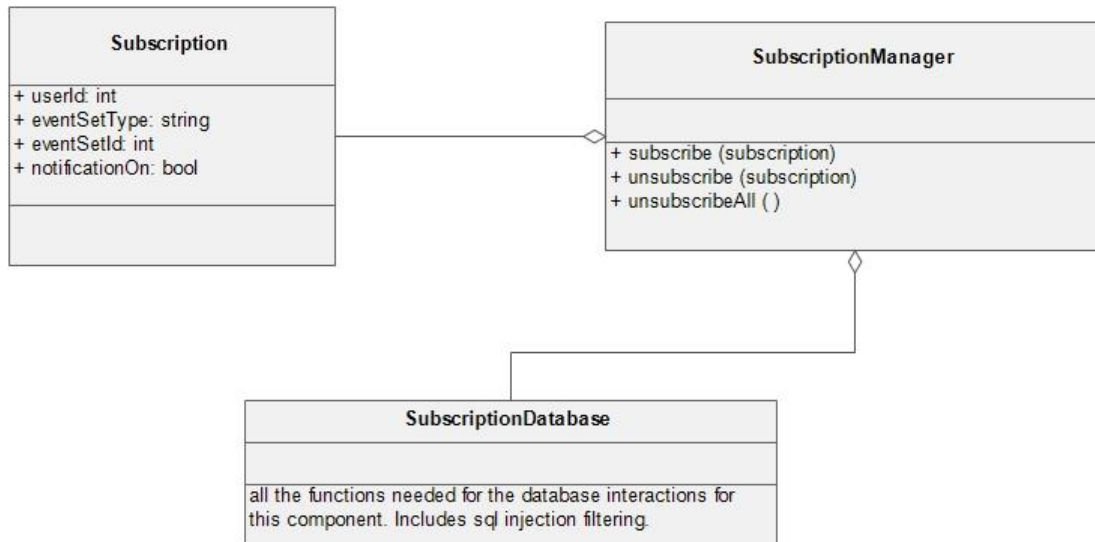
7.4 Notification Manager component
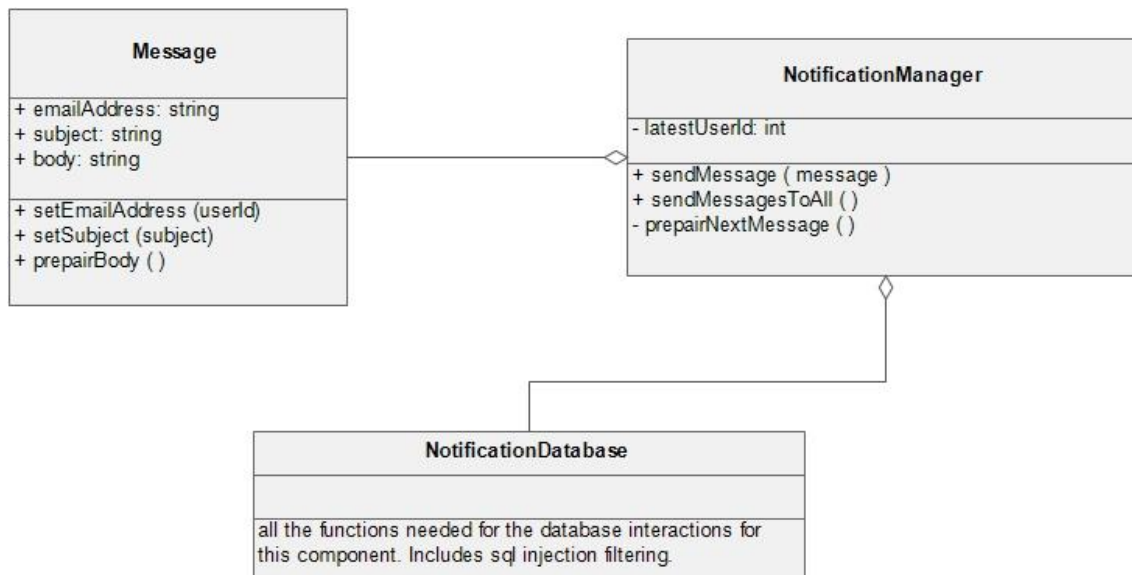
8. Quality

Following quality attributes are expected to be met

- Reliability

- Performance

- Changeability

- Usability

- User friendliness