**Software Architecture Design**

The conference management system was built around having the mind set of simplicity, as the time that was provided to produce the end product was short. We focused on implementing as much functionalities requested by the client. Therefore, graphical user interface was not considered, instead command line was used. The lack of programming knowledge of the team was also a consideration on what interface was used. Data for the system is stored in the form of text files in a folder within the same directory of the software. The software is designed mostly based on the “Boundary, Controller and Entity” design.

Preference Entities

Paper Entities

User Entities

User Management

Paper Management

Preference Management

System Main

Above diagram shows the boundary on the left, the control in the middle and the entities class at the right side. No other software design patterns were used in developing the system.