<Project NAME>

To put in a client name select all (ctrl A) then f9Nash Tech Software Development

**Detailed Design**

**Version 1.0**

**7thMay, 2010**

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**APPROVERS**

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TABLE OF CONTENTS

[1 INTRODUCTION 2](#_Toc321379849)

[1.1 Purpose 2](#_Toc321379850)

[1.2 Scope 2](#_Toc321379851)

[1.3 Definitions, Acronyms and Abbreviations 2](#_Toc321379852)

[1.4 References 2](#_Toc321379853)

[1.5 Overview 2](#_Toc321379854)

[2 DESIGN SEPECIFICATION FOR <THE SPECIFIED USE CASE> 2](#_Toc321379855)

[2.1 Summary 2](#_Toc321379856)

[2.2 Use case diagram 2](#_Toc321379857)

[2.3 Activity Diagram 2](#_Toc321379858)

[2.4 Sequence Diagram 2](#_Toc321379859)

[2.5 Screens Design 2](#_Toc321379860)

[2.5.1. Screen XYZ 2](#_Toc321379861)

[2.6 Class Diagram 2](#_Toc321379862)

[2.7 Class Specification (s) 2](#_Toc321379863)

[2.7.1. Classes Summary 2](#_Toc321379864)

[2.7.2. Class Details 2](#_Toc321379865)

[**2.7.2.1.** **Class XYZ** 2](#_Toc321379866)

[**2.7.2.1.1.** **Attributes** 2](#_Toc321379867)

[**2.7.2.1.2.** **Methods** 2](#_Toc321379868)

[**2.7.2.1.3.** **[XXX] Method** 2](#_Toc321379869)

# INTRODUCTION

## Purpose

The purpose of the Detailed Design Document is to define the detailed design for all components of the website.

## Scope

This website allows user to post a topic for others to discuss about.

## Definitions, Acronyms and Abbreviations

|  |  |
| --- | --- |
| **Acronym** | **Reference** |
| IO | Input/Output |
| UI | User Interface |
| spi | Service provider Interface API Implementation |

## References

[This subsection should provide a complete list of all documents referenced elsewhere in the Document. Each document should be identified by title, report number (if applicable), date, and publishing organisation. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]

## Overview

[This subsection should describe what the following sections of the Document contain and explain how the Document is organised.]

# DESIGN SEPECIFICATION FOR <THE SPECIFIED USE CASE>

## Summary

To be defined

## Use case diagram

To be defined

## Activity Diagram

To be defined

## Sequence Diagram

To be defined

## Screens Design

### Screen XYZ

[Description the purpose of the screen as to ensure the client and developer agrees on its functionality.]

[include screen shot here]

**Security Group**: [List the security groups that may use the screen]

[Describe each field on the screen and how it is derived]

|  |  |  |
| --- | --- | --- |
| No | Data | Data Description |
| 01 | Data XYZ |  |
|  |  |  |

[Describe each action that can be performed from this screen. This usually involves command buttons, menu items, etc.]

|  |  |  |
| --- | --- | --- |
| No | Actions | Action Description |
| 01 | Action XYZ |  |
|  |  |  |

## Class Diagram

To be defined

## Class Specification (s)

### Classes Summary

To be defined

### Class Details

To be defined

#### **Class XYZ**

#### **Attributes**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No | Attribute | Type | Default | Note | Description |
| 01 | [Attribute name] | int |  | Public/ Static | [Description of attribute] |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

#### **Methods**

|  |  |  |
| --- | --- | --- |
| No | Method | Description |
| 01 | [Method Name] | [brief description of method. can be one sentence tell what the method does] |
|  |  |  |
|  |  |  |

#### **[XXX] Method**

|  |  |
| --- | --- |
| **Declaration** | |
| **Method Declaration** |  |
| **Description** |  |
| **Overrides** | |
| Not Applicable. | |
| **Parameter** | |
| **Name** | **Type** |
|  |  |
|  |  |
|  |  |
| **Return Type** | |
|  | |
| **Throws** | |
|  | |

##### Implementation

[How to implement the method, it can be in pseudo code or activity diagram or just words]