<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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# INTRODUCTION

## Purpose

The purpose of the Detailed Design Document is to define the detailed design for use cases in the website which allows user to post topic, discuss on a exist topic and allows administrator to lock/unlock/delete a topic.

## Scope

## Definitions, Acronyms and Abbreviations

|  |  |
| --- | --- |
| **Acronym** | **Reference** |
|  |  |
|  |  |
|  |  |

## References

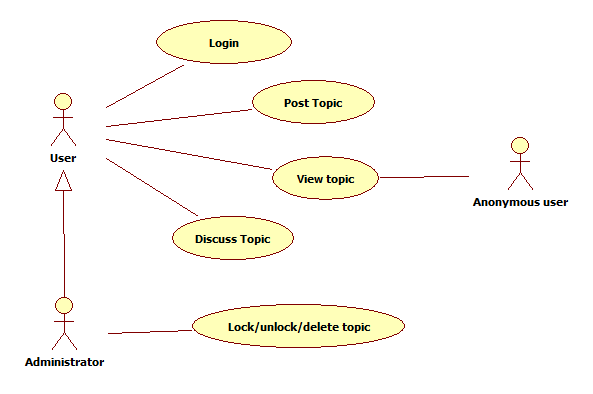
## Overview

The following sections describe design of use case in website. These use case are login, post topic, view topic, discuss topic, lock/unlock/delete topic (or discussion). There are three actors : anonymous user, user and administrator.

# DESIGN SEPECIFICATION FOR ALL USE CASE

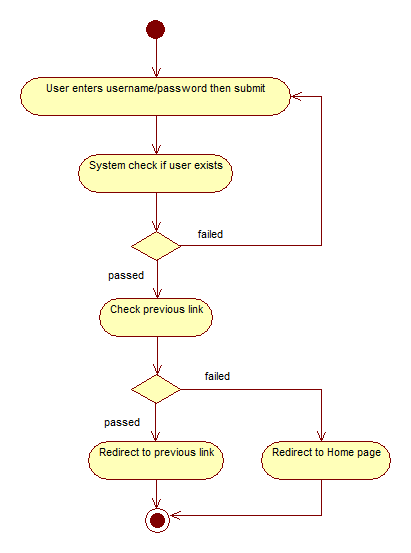
## Summary

## Use case diagram

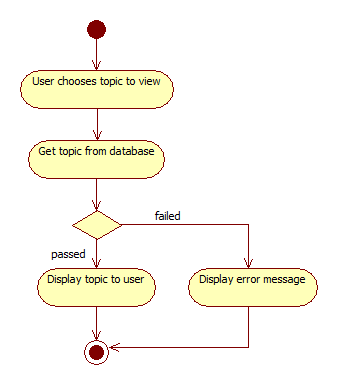


## Activity Diagram

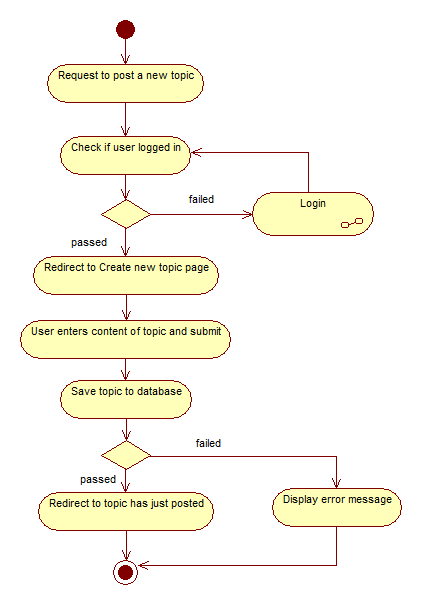
### Login



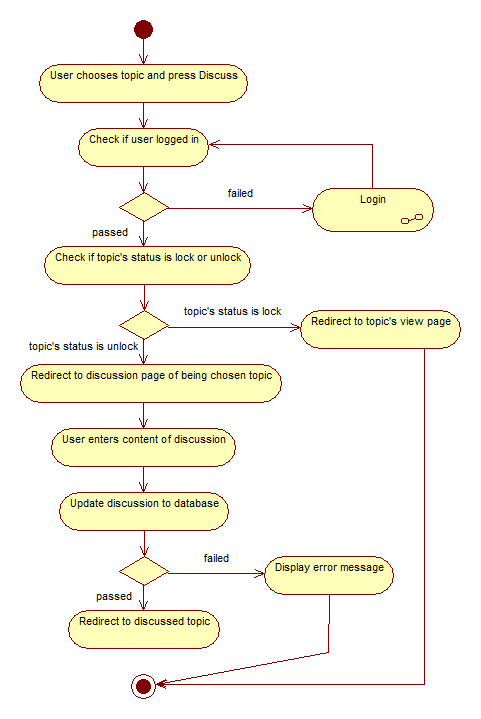
### View topic



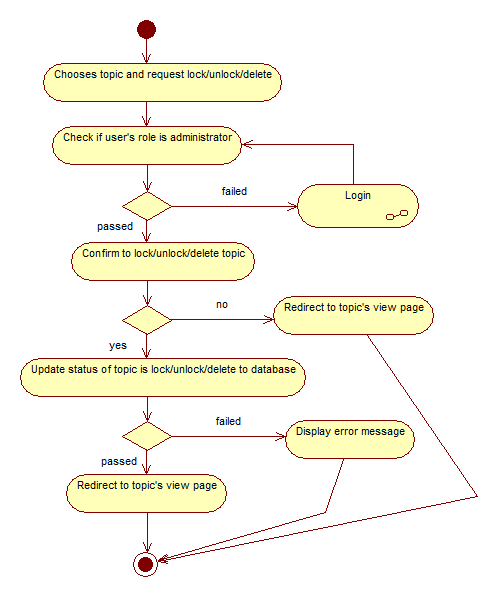
### Post topic



### Discuss topic

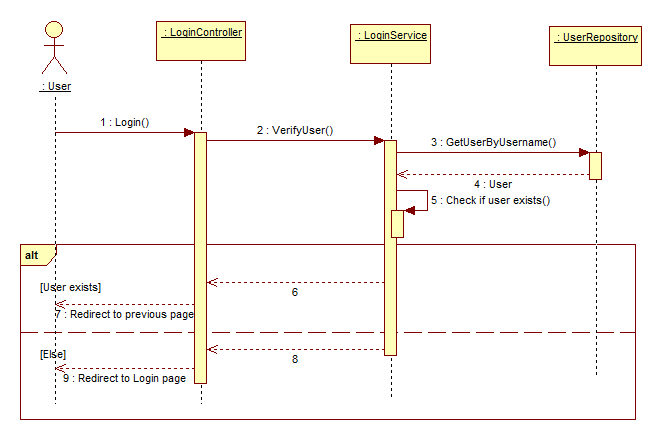


### Lock/unlock/delete topic

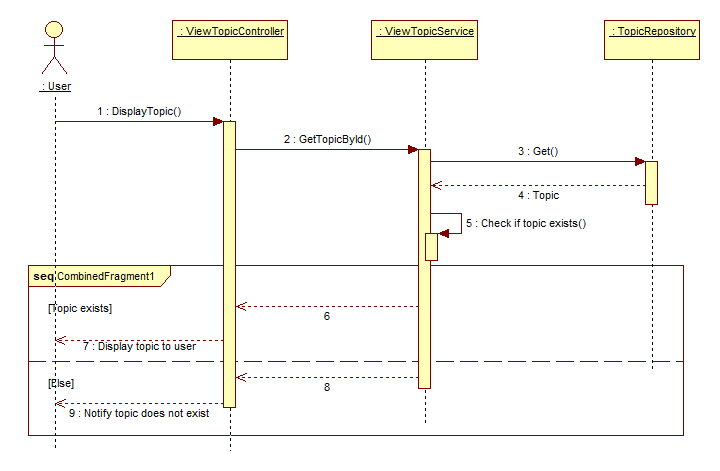


## Sequence Diagram

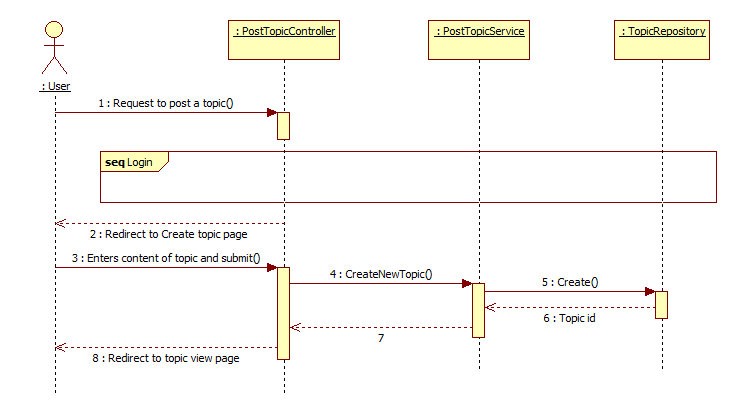
### Login



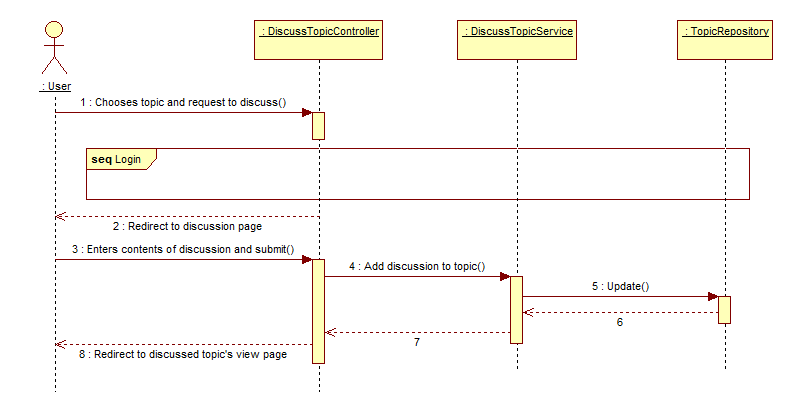
### View Topic



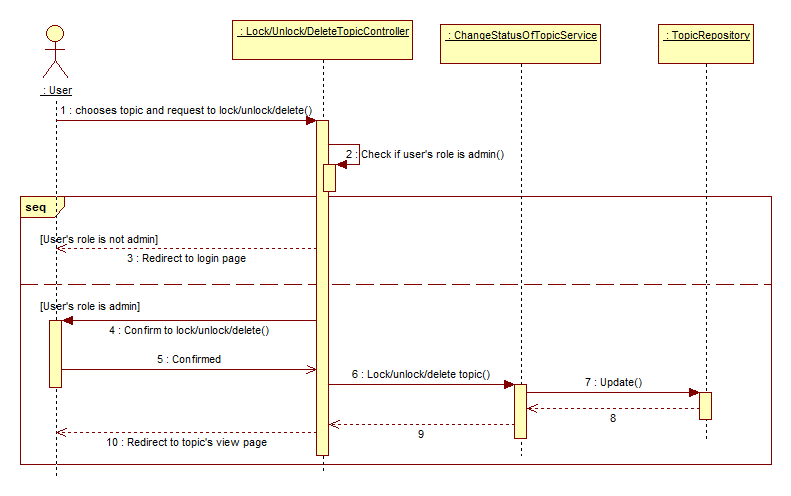
### Post topic



### Discuss Topic



### Lock/unlock/delete topic



## 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]

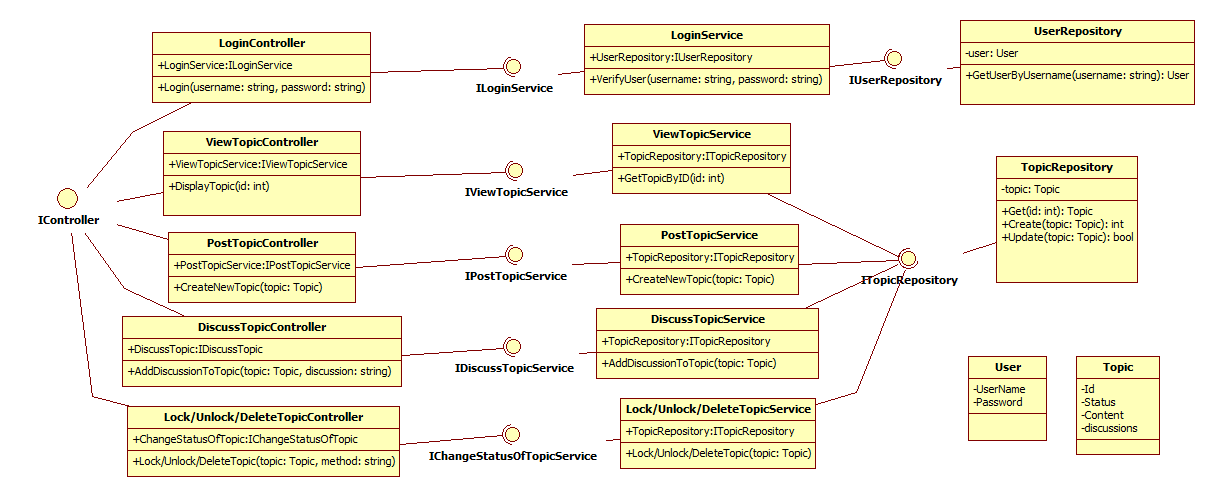
[Describe each field on the screen and how it is derived]

|  |  |  |
| --- | --- | --- |
| 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



## 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]