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# Introduction

Why need us

How we provide

How we outstand

# Design Constraints

Command based + Cloud server + GUI + Filter Algorithm

# Use Cases and Requirements Specifications

What this part?

What each classes work

What classes work together

## Use Case Diagram

## Use Case Specification Forms

### Use Case of Input Information and Login

|  |  |  |
| --- | --- | --- |
| Use-Case Name: |  | |
| Actor(s): | Primary:  Secondary: | |
| Description: |  | |
| Reference ID: |  | |
| Precondition: |  | |
| Trigger: | User executes the program. | |
| Typical Course Of Events: | Actor Action | System Response |
|  | Step 1:  Step 3: | Step 2:  Step 4: |
| Alternative Courses: | N/A | |
| Postcondition or Results: |  | |

# 

# Class Diagram

One big picture

# Design Principles and Patterns

In this section, all design principles and patterns we applied in this software, and the reasons we applied them will be illustrated in detail.

## Open-Closed Principle (OCP)

Sample picture

Why design like this? How design like this? What are the benefits?

List all the principle and design mode we used

# Program Flow and Algorithms

1. User Login Flow
2. User operate Flow

Algo:

1. How image process work
2. How cloud server work
3. How …. work

# Test Report

## Hierarchy Diagram

A big picture

What kind of problem we meet

How we handle it

Why we test like this

## Methodology

What kind of testing used?

Why?

## Coverage Analysis

One big picture

Anaysis why

How to improve

## Details

### Testing

Various test sample

## Code Refactoring