**SDD (Software Design Description):-**

The SDD usually contains the following information:

1. The [*data design*](https://en.wikipedia.org/wiki/Data-driven_design) describes structures that reside within the software. Attributes and relationships between [data objects](https://en.wikipedia.org/wiki/Data_object) dictate the choice of [data structures](https://en.wikipedia.org/wiki/Data_structures).
2. The [*architecture design*](https://en.wikipedia.org/wiki/Software_architecture) uses information flowing characteristics, and maps them into the program structure. The transformation mapping method is applied to exhibit distinct boundaries between incoming and outgoing data. The data flow diagrams allocate control input, processing and output along three separate modules.
3. The [*interface design*](https://en.wikipedia.org/wiki/Interface_(computing)) describes internal and external program interfaces, as well as the design of the [human interface](https://en.wikipedia.org/wiki/User_interface_design). Internal and external interface designs are based on the information obtained from the analysis model.
4. The [*procedural design*](https://en.wikipedia.org/wiki/Procedural_design) describes structured programming concepts using graphical, tabular and textual notations.

These design mediums enable the designer to represent procedural detail, that facilitates translation to code. This blueprint for implementation forms the basis for all subsequent software engineering work