

BCS 2343

Software Design Workshop

Software Design Description: Design Description

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Chapter Description

- **Expected Outcome**
 - Students are able to understand the purpose of Software Design Description (SDD) document specifically on Chapter 3 / Section 3
 - Student are able to understand contents of Chapter 3 / Section 3 of the SDD document

Chapter 3 / Section 3: Design Description

- This chapter describes the pattern / architecture together with its modules.
 - Description of all the modules is essential
- Should contain:
 - Pattern / Architecture Overview
 - Modules (detailed description with list of function, classes in class diagram)

Pattern / Architecture Overview

- Must pick a pattern or architecture
 - The least will be Model-View-Controller
 - Diagrammatic view shown (all the components with relation shown in the form of class diagram)
- Must explain each component of a pattern or architecture
- Example
 - Model: The model in this software is used for.....
 - View: The view in this software consist of...
 - Controller: The functions related to the software....

Module

- **Must show the modules with sub modules**
 - Relation of the modules and sub modules are shown
 - Diagrammatic view shown (class diagram)
 - All the functions and attributes shown (including the sub module's attribute and function)
- **A module should be a section and a sub module should be the sub section of the module in SDD**

Conclusion of The Chapter

- This chapter contains the design description of a software.
- The description involves pattern / architecture and modules involved that is applied on proposed software.

Author Information

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