ÇANKAYA UNIVERSITY

Software Engineering Department

SENG 491 – 492 Graduation Project

Software Design

Description

<<Project Name>>

<<Project Members>>

Version <<1.0>>

Table of Contents

1 Introduction

1.1 Purpose

This subsection should
  a) Delineate the purpose of the SDD;
  b) Specify the intended audience for the SDD.

1.2 Scope

This subsection should describe the scope of this document, what it will cover and will not cover, intended audience, …

1.3 Definitions, acronyms, and abbreviations

This subsection should provide the definitions of all terms, acronyms, and abbreviations required to properly interpret the SDD. This information may be provided by reference to one or more appendixes in the SDD or by reference to other documents.

1.4 References

This subsection should
  a) Provide a complete list of all documents referenced elsewhere in the SDD;
  b) Identify each document by title, report number (if applicable), date, and publishing organization;
  c) Specify the sources from which the references can be obtained.

If the list of references is too long, it should be provided at the end of the document as a separate section.

1.5 Overview

This subsection should
  a) Describe what the rest of the SDD contains;
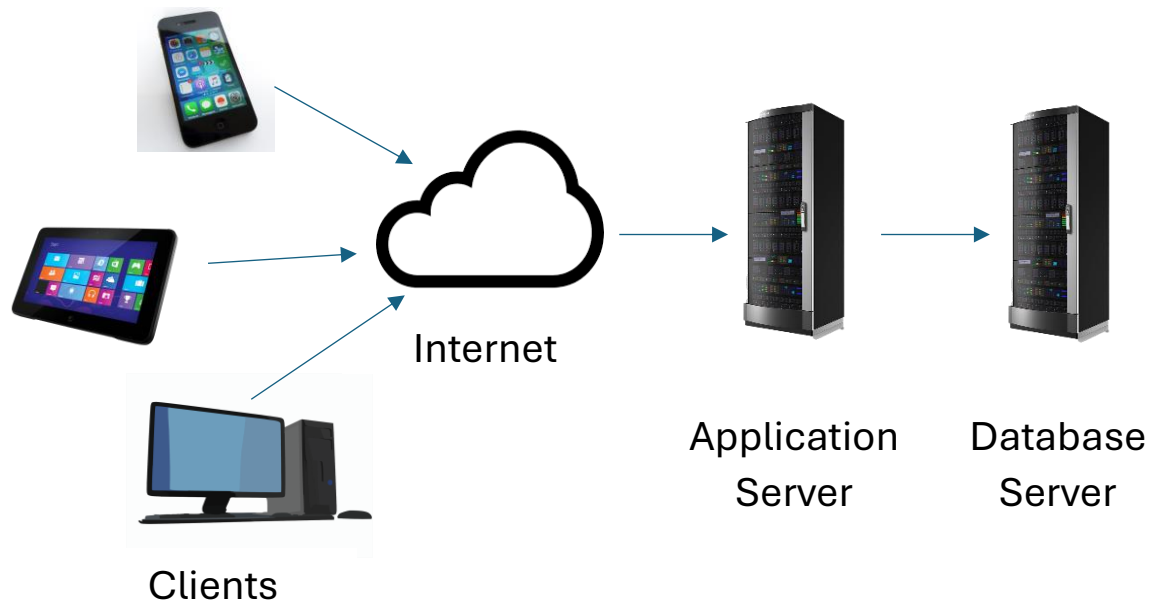 b) Explain how the SDD is organized.

1.6 Version History

Provide a table of table of changes to this document

Version No	Description of change	Date
1.0	Initial Release	15.10.2024

2 Architecture

Provide a hardware diagram and provide specifications for each

2.1   Clients

2.1.1   Mobile Phones

Minimum requirements should be listed (OS, Memory, etc.)

2.1.2   Tablets

Minimum requirements should be listed (OS, Memory, etc.)

2.1.3   Personal Computers

Minimum requirements should be listed (OS, Memory, etc.)

2.2   Application Server

Minimum requirements should be listed (OS, Memory, etc.)

2.3   Database Server

Minimum requirements should be listed (OS, Memory, etc.)

3   User Interface

A mockup of each screen should be provided in this section. Each element of the screen should be described (Title, label, entry field, button, etc.)
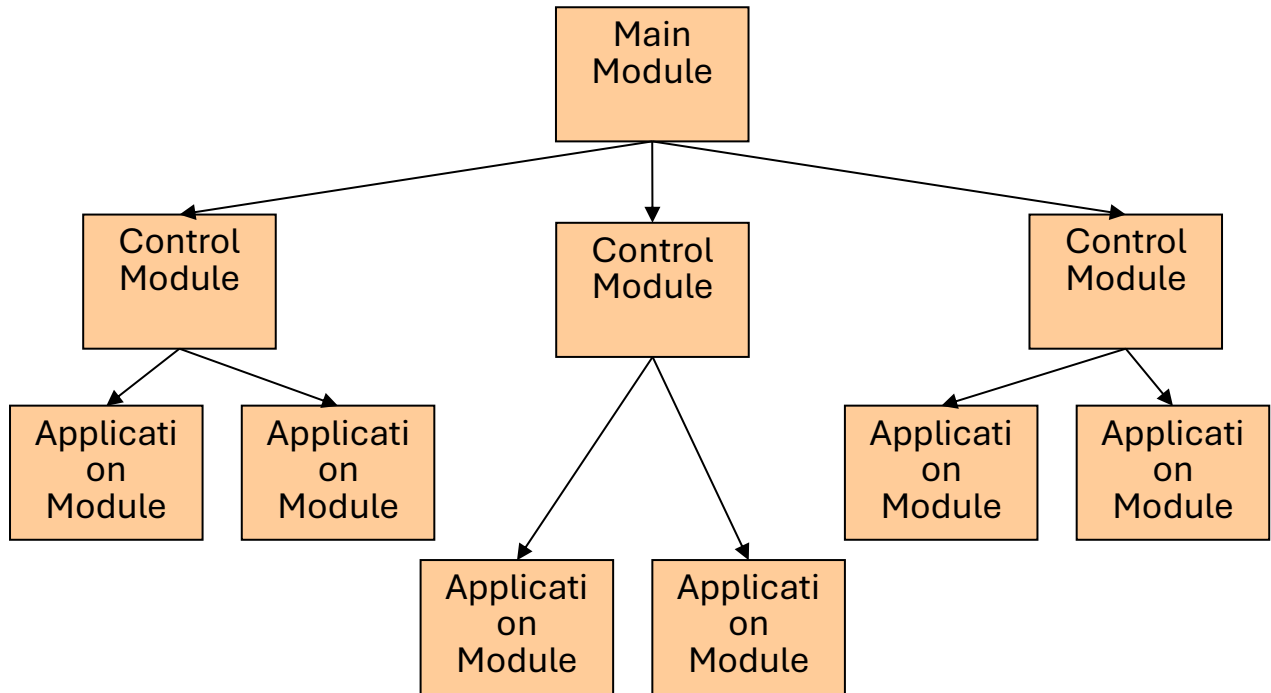
3.1   Screen 1

Title	Millenium Waterworks Company
Customer Type	Drop down menu, Residential, Commercial, Parks. Initial value is Type
Usage m3	User to enter usage in cubic meters, initial value is 0
Bill Amount	Calculated bill amount, initial value 0 TL
Calculate	Should calculate and display Bill Amount

3.2   Screen 2

3.3   ...

4   High Level Design

Provide a diagram of the modules and how they interact with each other. Explain each module briefly. If Object Oriented Design is used, provide a class diagram and how each class interacts with each other.

4.1   Module 1

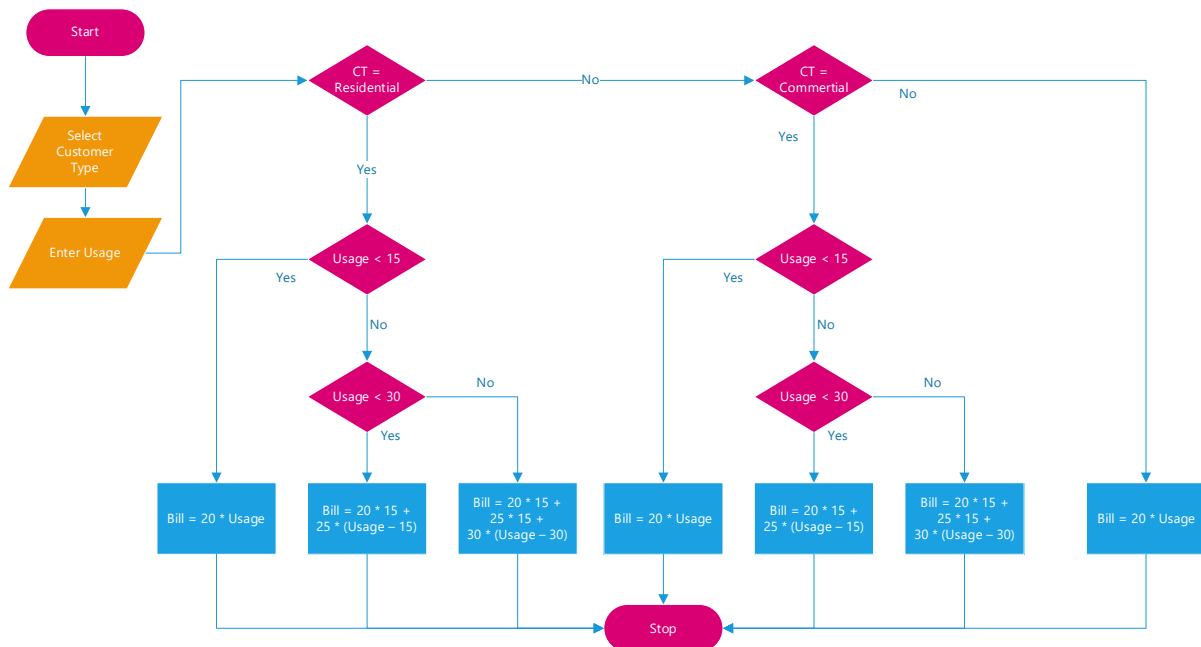Brief Description.

4.2   Module 2

Brief Description.

4.3   Module ...

5   Low Level Design

For each module provide a flowchart or activity diagram and describe the flow of the module.

5.1   Module 1

5.2   Module 2

5.3   Module ...

6   Database Design

Provide an E-R diagram and a description of each table.

6.1   E-R Diagram

6.2   Tables

6.2.1   Table 1

List all the attributes of the table and provide the characteristics of each attribute (Key, Type, size, etc.)

6.2.2   Table 2

List all the attributes of the table and provide the characteristics of each attribute (Key, Type, size, etc.)

6.2.3   Table ...

7 References

The resources used to produce this document should be listed here and referenced in the relevant text of this document

[1] Software Engineeering Department, "Graduation Projects," SENG, [Online]. Available: https://seng.cankaya.edu.tr/graduation-projects/. [Accessed 28 June 2024].