

[Product Name (see Properties)]

Detailed Design

Status: [Status (see Properties)]
Classification: Company Restricted
Issued by: COMPANY NAME
COMPANY ADDRESS

© Copyright Notice.

Table of Contents

1. Introduction.....	3
1.1 Purpose.....	3
1.2 Scope.....	3
1.3 Definitions, Acronyms, Abbreviations and Used Symbols.....	3
1.3.1 Definitions.....	3
1.3.2 Acronyms.....	3
1.3.3 Abbreviations.....	4
1.3.4 Used Symbols.....	4
1.4 References.....	4
1.5 Overview.....	4
2. Overall Description.....	5
2.1 Design Approach.....	5
2.2 Design Overview.....	5
2.3 Development Environment.....	5

1.....Introduction

1.1 Purpose

The document specifies the architectural design of the [Product Name (see Properties)].

The intended audience is the implementor and/or maintainer of [Product Name (see Properties)].

1.2 Scope

This document describes the architectural design of [Product Name (see Properties)]. Included are an architectural design overview and a detailed design specification.

1.3 Definitions, Acronyms, Abbreviations and Used Symbols

1.3.1 Definitions

$A \text{ ---} \rightarrow B$

Single relation between A and B, object of class A is related to zero or one object of class B.

$A \langle \rangle \text{---} \rightarrow B$

Single relation between A and B, where object of class A owns the object of class B.

$A \text{ ---} \rightarrow \rangle B$

Multi relation between A and B, object of class A is related to zero or more objects of class B.

$A \langle \rangle \text{---} \rightarrow \rangle B$

Multi relation between A and B, where object of class A owns the objects of class B it relates to.

$A \text{ ===} \rightarrow \rangle B$

Static multi relation between A and B, **class A** relates to zero or more objects of class B.

$A \langle \rangle \text{===} \rightarrow \rangle B$

Static multi relation between A and B, where **class A** owns the objects of class B it relates to.

1.3.2 Acronyms

1.3.3 Abbreviations

1.3.4 Used Symbols

1.4 References

[1]

1.5 Overview

Chapter 2 gives an overall description and chapter 3 describes every class and its relations in detail.

2. Overall Description

2.1 Design Approach

The used design approach is Object Oriented. The objects are identified and described in this document. Also the relations between the objects are described and visualised. The classes and the relations between the classes are implemented with the ClassBuilder tool.

2.2 Design Overview

2.3 Development Environment

[1] Visual C++ 6.0, Microsoft

[2] ClassBuilder 2.1