CS 411 - Software Architecture Design

PROJECT TITLE

Project Group 1

Bilkent ID here   Name here
Bilkent ID here   Name here
Bilkent ID here   Name here
Bilkent ID here   Name here

Department of Computer Engineering
BILKENT UNIVERSITY

Contents

List of Figures

List of Tables

Chapter 1

Introduction

Describes the context and the introduction of the project.

TEXTips
Throughout you can find simple tips to use TEX. If you need more help go to `http://en.wikibooks.org/wiki/LaTeX`.

You can change font style to *italics* or **boldface** or *slanted* or `monospaced`. See how easy it is to make special symbols such as α, β, γ, δ, $\sin x$, $\hbar$, λ, ... We also can make subscripts A_x, A_{xy} and superscripts, e^x, e^{x^2}, and e^{a^b}.

Chapter 2

Case Description

What kind of problem will you address? What is the goal of the project? Describe the case. You can easily define sections and sub-sections.

T_EXTips

2.1 Section title

2.2 Another Section title

Some text with reference [1], and some more text.

2.3 Section title

2.3.1 Sub-section title

Even more text with footnote [1], and even more.

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[1]footnote text

Chapter 3

The Software Architecture Design Process

Describes the steps followed in designing the software architecture. These are essentially based on the synthesis-based software architecture design approach as discussed during the lectures.

T_EXTips

Tables are a little more difficult. TeX automatically calculates the width of the columns.

lattice	d	q	T_{mf}/T_c
square	2	4	1.763
triangular	2	6	1.648
diamond	3	4	1.479
simple cubic	3	6	1.330
bcc	3	8	1.260
fcc	3	12	1.225

Table 3.1: Table title

Chapter 4

Requirements Analysis

Describes the stakeholders and for each of these the related requirements. Requirements can be defined using textual requirements, use cases, (architectural) scenarios, prototype(s), state transition diagrams (if necessary).

TEXTips
Here is an image (original).

Figure 4.1: This is the caption with auto-generated figure number.

Chapter 5

Technical Problem Analysis

Describes the basic technical problems/concerns that need to be solved by the software architecture.

TEXTips
Here is another image but resized to half of line width.

Figure 5.1: This is the caption with auto-generated figure number.

Chapter 6

Domain Analysis

Describes the identified domains, the knowledge sources, the evaluation of knowledge sources, the derived concepts, the structure and description of concepts.

Chapter 7

Software Architecture Design

Presents the logical/conceptual software architecture design using UML (stereotyped classes).

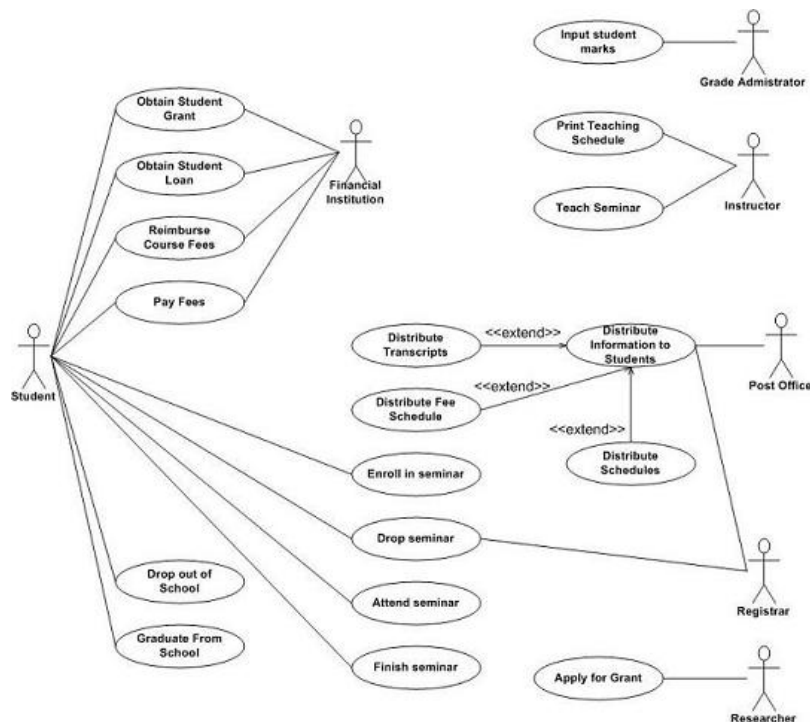**TEXTips**
Here is a sample diagram with 300 px width size.
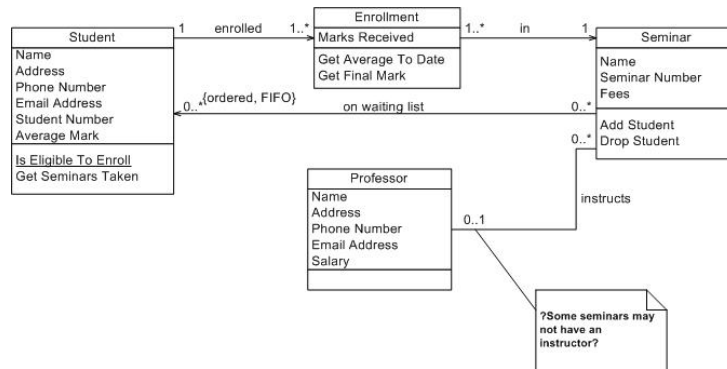

Figure 7.1: Some use case diagram.

Here is another diagram.

Figure 7.2: Some class diagram.

Chapter 8

Conclusion

Summary, lessons learned, obstacles, future work.

8.1 Lessons Learned

Some explanation

8.2 Obstacles

Some explanation

8.3 Future Work

Some explanation

References

[1] Name of the reference here, `urlhere`

[2] Name of the reference here, `urlhere`