

1.1 Purpose

The purpose of this document is to outline the technical design of the Online Screening tool and provide an overview for the Online Screening Tool implementation.

Its main purpose is to -

- Provide the link between the Functional Specification and the detailed Technical Design documents
- Detail the functionality which will be provided by each component or group of components and show how the various components interact in the design
- Provide a basis for the Online Screening Tool's detailed design and development

This document is not intended to address installation and configuration details of the actual implementation. Installation and configuration details are provided in technology guides produced during the course of project.

As is true with any high level design, this document will be updated and refined based on changing requirements.

1.2 Scope

The Application Design outlined in this document builds upon the scope defined in the Requirements phase.

1.3 Document Organization

This document is organized into the following sections:

Introduction	Provides information related to this document (e.g. purpose, term definitions etc.)
Design Overview	Describes the approach, architectural goals and constraints, Guiding principles, Java Design patterns used in design and development
Topology Diagram	Describes the various system components and the integration between them
Application Architecture	Describe the application architecture in terms of different layers of application. Description of the presentation layer, business layer, data access layer and resource layer and their relationship to each other.
Object Model	Describes the conceptual representation of the problem domain of an application that embodies the business rules being automated and is usually represented with Class diagram
Database Architecture	Describes the overall Data model for the screening tool
Assumptions and Constraints	Details various assumptions made during design and development of the Online Screening tool
Appendix A	Describes Acronyms, Abbreviations, Terms and Definitions
Appendix B	Lists all products and tools used in design and development
Appendix C	Lists all the configuration files used in implementation
Appendix D	Describes the data dictionary

Technical Design Document Sample

Gerard M. Hill



Technical Design Document Sample:

Top-down Network Design Priscilla Oppenheimer, 2004 A systems analysis approach to enterprise network design Master techniques for checking the health of an existing network to develop a baseline for measuring performance of a new network design Explore solutions for meeting QoS requirements including ATM traffic management IETF controlled load and guaranteed services IP multicast and advanced switching queuing and routing algorithms Develop network designs that provide the high bandwidth and low delay required for real time applications such as multimedia distance learning and videoconferencing Identify the advantages and disadvantages of various switching and routing protocols including transparent bridging Inter Switch Link ISL IEEE 802.1Q IGRP EIGRP OSPF and BGP4 Effectively incorporate new technologies into enterprise network designs including VPNs wireless networking and IP Telephony *Top Down Network Design* Second Edition is a practical and comprehensive guide to designing enterprise networks that are reliable secure and manageable Using illustrations and real world examples it teaches a systematic method for network design that can be applied to campus LANs remote access networks WAN links and large scale internetworks You will learn to analyze business and technical requirements examine traffic flow and QoS requirements and select protocols and technologies based on performance goals You will also develop an understanding of network performance factors such as network utilization throughput accuracy efficiency delay and jitter Several charts and job aids will help you apply a top down approach to network design This Second Edition has been revised to include new and updated material on wireless networks virtual private networks VPNs network security network redundancy modularity in network designs dynamic addressing for IPv4 and IPv6 new network design and management tools Ethernet scalability options including 10 Gbps Ethernet Metro Ethernet and Long Reach Ethernet and networks that carry voice and data traffic *Top Down Network Design* Second Edition has a companion website at <http://www.topdownbook.com> which includes updates to the book links to white papers and supplemental information about design resources This book is part of the Networking Technology Series from Cisco Press which offers networking professionals valuable information for constructing efficient networks understanding new technologies and building successful careers

Game Development and Production Erik Bethke, 2003 A handbook for game development with coverage of both team management topics such as task tracking and creating the technical design document and outsourcing strategies for contents such as motion capture and voice over talent It covers various aspects of game development

The Real Captain JAYAKISHOR BAYADI, 2023-11-18 The Real Captain is a helpful guide for any aspiring or practising Business Analyst BA Instead of merely discussing theories the book presents real world scenarios and offers real practical insights It addresses crucial questions like what BAs do in real projects their challenges and how they apply theoretical concepts during business analysis to make their work effective productive and thus projects successful The author Jayakishor aims to assist readers in succeeding as BAs by providing valuable information and practice exercises The

book includes self assessments to determine if you are well suited for the job numerous questions for learning and guidance for interviews CVs and LinkedIn profiles It serves as a valuable resource for IT professionals or those aspiring to become BAs professionals from other fields seeking a transition to a Business Analysis role or newcomers who wish to comprehend the role of a BA in an IT project Throughout the book the author aims to empower readers with the insights and preparation needed to excel as a BA thus empowering readers to navigate complex professional situations confidently Managing the Unmanageable Mickey W. Mantle, Ron Lichty, 2013 This book has assembled a guide that will help you hire motivate and mentor a software development team that functions at the highest level Their rules of thumb and coaching advice form a great blueprint for new and experienced software engineering managers alike All too often software development is deemed unmanageable The news is filled with stories of projects that have run catastrophically over schedule and budget Digital Storytelling Carolyn Handler Miller, 2014-06-27 Digital Storytelling shows you how to create immersive interactive narratives across a multitude of platforms devices and media From age old storytelling techniques to cutting edge development processes this book covers creating stories for all forms of New Media including transmedia storytelling video games mobile apps and second screen experiences The way a story is told a message is delivered or a narrative is navigated has changed dramatically over the last few years Stories are told through video games interactive books and social media Stories are told on all sorts of different platforms and through all sorts of different devices They're immersive letting the user interact with the story and letting the user enter the story and shape it themselves This book features case studies that cover a great spectrum of platforms and different story genres It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non fiction purposes education training information and promotion Digital Storytelling features interviews with some of the industry's biggest names showing you how they build and tell their stories

Game Design Jim Thompson, Barnaby Berbank-Green, Nic Cusworth, 2007-03-09 Practical complete coverage of game design basics from design process to production This full color structured coursebook offers complete coverage of game design basics focusing on design rather than computer programming Packed with exercises assignments and step by step instructions it starts with an overview of design theory then progresses to design processes and concludes with coverage of design production Jim Thompson Barnaby Berbank Green and Nic Cusworth London UK are computer game designers and lecturers in animation and computer game design **Introduction to Software Process Improvement** Gerard O'Regan, 2010-12-16 This textbook is a systematic guide to the steps in setting up a Capability Maturity Model Integration CMMI improvement initiative Readers will learn the project management practices necessary to deliver high quality software solutions to the customer on time and on budget The text also highlights how software process improvement can achieve specific business goals to provide a tangible return on investment Topics and features supplies review questions summaries and key topics for each chapter as well as a glossary of acronyms describes the CMMI model thoroughly detailing the five

maturity levels provides a broad overview of software engineering reviews the activities and teams required to set up a CMMI improvement initiative examines in detail the implementation of CMMI in a typical organization at each of the maturity levels investigates the various tools that support organizations in improving their software engineering maturity discusses the SCAMPI appraisal methodology , Game Design Richard Rouse III,2004-08-30 Both burgeoning game designers and devoted gamers should consider Game Design Theory Practice an essential read Computer Gaming World Ultimately in both theory and practice Rouse s Game Design bible gets the job done Let us pray Next Generation magazine In the second edition to the acclaimed Game Design Theory Practice designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project Detailed analysis of successful games is interwoven with concrete examples from Rouse s own experience This second edition thoroughly updates the popular original with new chapters and fully revised text

Socio-technical Design of Ubiquitous Computing Systems Klaus David,Kurt Geihs,Jan Marco Leimeister,Alexander Roßnagel,Ludger Schmidt,Gerd Stumme,Arno Wacker,2014-07-28 By using various data inputs ubiquitous computing systems detect their current usage context automatically adapt their services to the user s situational needs and interact with other services or resources in their environment on an ad hoc basis Designing such self adaptive context aware knowledge processing systems is in itself a formidable challenge This book presents core findings from the VENUS project at the Interdisciplinary Research Center for Information System Design ITeG at Kassel University where researchers from different fields such as computer science information systems human computer interaction and law together seek to find general principles and guidelines for the design of socially aware ubiquitous computing systems To this end system usability user trust in the technology and adherence to privacy laws and regulations were treated as particularly important criteria in the context of socio technical system design During the project a comprehensive blueprint for systematic interdisciplinary software development was developed covering the particular functional and non functional design aspects of ubiquitous computing at the interface between technology and human beings The organization of the book reflects the structure of the VENUS work program After an introductory part I part II provides the groundwork for VENUS by presenting foundational results from all four disciplines involved Subsequently part III focuses on methodological research funneling the development activities into a common framework Part IV then covers the design of the demonstrators that were built in order to develop and evaluate the VENUS method Finally part V is dedicated to the evaluation phase to assess the user acceptance of the new approach and applications The presented findings are especially important for researchers in computer science information systems and human computer interaction but also for everyone working on the acceptance of new technologies in society in general

The Complete Project Management Methodology and Toolkit Gerard M. Hill,2009-10-15 Written by one of the nation s most highly regarded project management mentors The Complete Project Management Methodology and Toolkit

provides a combined project and business management solution that any can be readily applied in any industry by both novice and certified project managers Aligned with common business practices Gerald Hill s method shows how to keep on schedule maintain areas of responsibility and evaluate a job s progress from conception to completion The text also offers a methodology implementation guide that gives additional insight into the recommended activities that can be customized to meet the needs of individual organizations

End-to-End Game Development Nick Iuppa,Terry Borst,2012-10-12 You re part of a new venture an independent gaming company and you are about to undertake your first development project The client wants a serious game one with instructional goals and assessment metrics Or you may be in a position to green light such a project yourself believing that it can advance your organization s mission and goals This book provides a proven process to take an independent game project from start to finish In order to build a successful game you need to wear many hats There are graphic artists software engineers designers producers marketers all take part in the process at various coordinated stages and the end result is hopefully a successful game Veteran game producers and writers Iuppa and Borst cover all of these areas for you with step by step instructions and checklists to get the work done The final section of the book offers a series of case studies from REAL indy games that have been developed and launched succesfully and show exactly how the principles outlined in the book can be applied to real world products The book s associated author web site offers ancillary materials references as well as serious game demos and presentations

Mastering Software Project Requirements Barbara Davis,2013-09-15 This book is a concise step by step guide to building and establishing the frameworks and models for the effective management and development of software requirements It describes what great requirements must look like and who the real audience is for documentation It then explains how to generate consistent complete and accurate requirements in exacting detail following a simple formula across the full life cycle from vague concept to detailed design ready specifications Mastering Software Project Requirements will enable business analysts and project managers to decompose high level solutions into granular requirements and to elevate their performance through due diligence and the use of better techniques to meet the particular needs of a given project without sacrificing quality scope or project schedules J Ross Publishing offers an add on at a nominal cost Downloadable customizable tools and templates ready for immediate implementation

Designing Secure Software Loren Kohnfelder,2021-12-21 What every software professional should know about security Designing Secure Software consolidates Loren Kohnfelder s more than twenty years of experience into a concise elegant guide to improving the security of technology products Written for a wide range of software professionals it emphasizes building security into software design early and involving the entire team in the process The book begins with a discussion of core concepts like trust threats mitigation secure design patterns and cryptography The second part perhaps this book s most unique and important contribution to the field covers the process of designing and reviewing a software design with security considerations in mind The final section details the most common

coding flaws that create vulnerabilities making copious use of code snippets written in C and Python to illustrate implementation vulnerabilities You ll learn how to Identify important assets the attack surface and the trust boundaries in a system Evaluate the effectiveness of various threat mitigation candidates Work with well known secure coding patterns and libraries Understand and prevent vulnerabilities like XSS and CSRF memory flaws and more Use security testing to proactively identify vulnerabilities introduced into code Review a software design for security flaws effectively and without judgment Kohnfelder s career spanning decades at Microsoft and Google introduced numerous software security initiatives including the co creation of the STRIDE threat modeling framework used widely today This book is a modern pragmatic consolidation of his best practices insights and ideas about the future of software *Medical Devices* Seeram

Ramakrishna,Lingling Tian,Charlene Wang,Susan Liao,Wee Eong Teo,2015-08-18 *Medical Devices and Regulations Standards and Practices* will shed light on the importance of regulations and standards among all stakeholders bioengineering designers biomaterial scientists and researchers to enable development of future medical devices Based on the authors practical experience this book provides a concise practical guide on key issues and processes in developing new medical devices to meet international regulatory requirements and standards Provides readers with a global perspective on medical device regulations Concise and comprehensive information on how to design medical devices to ensure they meet regulations and standards Includes a useful case study demonstrating the design and approval process **Rapid**

Instructional Design George M. Piskurich,2015-01-06 The classic guide to instructional design fully updated for thenew ways we learn *Rapid Instructional Design* is the industry standard guideto creating effective instructional materials providingno nonsense practicality rather than theory driven text Beginningwith a look at what instructional design really means readersare guided step by step through the ADDIE model to exploretechniques for analysis design development intervention andevaluation This new third edition has been updated to cover newapplications technologies and concepts and includes many newtemplates real life examples and additional instructor materials Instruction delivery has expanded rapidly in the nine years sincethe second edition s publication and this update covers all themajor advances in the field The major instructional models areexpanded to apply to e learning MOOCs mobile learning and socialnetwork based learning Informal learning and communities ofpractice are examined as well Instructional design is the systematic process by whichinstructional materials are designed developed and delivered Designers must determine the learner s current state and needs define the end goals of the instruction and create an interventionto assist in the transition This book is a complete guide to theprocess helping readers design efficient effective materials Learn the ins and outs of the ADDIE model Discover shortcuts for rapid design Design for e learning Millennials and MOOCs Investigate methods for emerging avenues of instruction This book does exactly what a well designed course should do providing relevant guidance for anyone who wants to know how toapply good instructional design Eminently practical and fullyup to date *Rapid Instructional Design* is the one

stop guide to more effective instruction **Wörterbuch der Elektronik, Datentechnik, Telekommunikation und Medien** Victor Ferretti, 2013-11-27 Since the first edition was published new technologies have emerged especially in the area of convergence of computing and communications accompanied by a lot of new technical terms This third expanded and updated edition has been adapted to cope with this situation The number of entries has been incremented by 35% This dictionary offers a valuable guide to navigate through the entanglement of German and English terminology The lexicographic concept indication of the subject field for every term short definitions references to synonyms antonyms general and derivative terms has been maintained as well as the tabular layout *z/OS Traditional Application Maintenance and Support* Jonathan Sayles, Chris Rayns, Vijay Sankar, John Milne, Deena Stein, Debasish Dash, Ofer Pharhi, IBM Redbooks, 2011-06-23 In this IBM Redbooks publication we attempt to provide fresh insight into a problem domain that in the authors opinions has been pushed to the back burner of technology writing for far too long the domain of z OS traditional mainframe maintenance and production support Since the mid 1980 s outside of a few websites and publications this still critical area of software has barely even received lip service by the world of mainstream technology media In a small way we are attempting address this situation In this book we provide information in what and how to sections on the value of z OS maintenance and support not the value of the software which is hardly in question but the value of the software developers and how they collaborate analyze code and test the applications fixes and enhancements under their responsibility We present new 21st Century tools to help them achieve their goals more easily and effectively These tools integrate and provide a 1 1 1 5 value proposition for companies that are still doing work the way they did when in the mid 1970 s when Gerald Ford was president of the United States We are also describing to a lesser extent how you can effectively integrate the new tools with your existing development software stack in order to find points of complimentary functionality And we describe the new agile development and maintenance methodologies and best practices for tools use and adoption We hope that you find this work useful and perhaps that it can fuel more discussion future Redbooks publications and other publications by IBM or any vendor or group interested in this critical and vastly under acknowledged technology domain *Handbook of Research on Socio-Technical Design and Social Networking Systems* Whitworth, Brian, de Moor, Aldo, 2009-03-31 Addresses current issues of research into socio technical systems STSs Provides suggestions on how social knowledge can synergize with technical knowledge *Digital Design Concepts and Technical Guide for Macromedia Studio MX 2004* Anuja Dharkar, Dale Underwood, Scott Tapley, 2003-11 This student text provides the activity guides for the projects outlined in the Digital Design Curriculum Guide Foundations of Web Design 0 619 18396 9 The Digital Design Curriculum covers the professional Web design and development process using Macromedia Web tools and develops career skills in information technology for project management design research communication and technical concepts This activities text can only be used in conjunction with the Design Curriculum Guide and should not be used as a standalone product

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