The second SWEBOK Knowledge Area is Software Design. This area focuses on the key tasks involved in designing any software system. It contains the areas of Software Design Fundamentals, Key Issues in Software Design, Software Structure and Architecture, Software Design Quality Analysis and Evaluation, Software Design Notation, and Software Design Strategies and Methods.

The software design fundamental area contains all of the fundamentals of designing a piece of software. The key issues in software design area contain information about critical issues to keep in mind during software design. The software structure and architecture area outlines different styles for designing the software. The software design, quality analysis, and evaluation area defines attributes or quality software, analysis techniques, and a standard on how each attribute should stack up to form quality software. The software design notation area contains information about static and dynamic views of a software design. The software design strategies and methods outline methods and strategies that can be used to design software.

This knowledge area applies to my project because it is important to know different ways to design software and how to measure the quality of a software design.

