**Design document**

- A design document is a document from which another person with similar competency can write an equivalent program.

- The conceptual framework behind the method of attack should be spelt out nicely. Flowcharts and schematic diagrams are useful for that purpose.

- The design document should present the following: (i) organization of the program, (ii) inputs and outputs of the program, and (iii) a description of the error handling.

**User’s manual**

- The users’ manual tells the user how to install and execute the program. In most cases, this requires the location of the program as well as instruction to compile and execute the program.

- Whoever is grading the program should be able to use the users’ manual to execute the program.

**Test document**

- A test document consists of a set of sample runs in support of the correctness of the program.

- The tests should collectively examine all components of the program. To that end, each test should be designed with a specific goal in mind. Arbitrarily chosen inputs are not good.

- Decide on the tests along with the design of the project.

- Highlight the fact that the results are as expected.