Information and Communications Technology Industry Training Advisory Committee
Software Products and Software Services (SW) branch
Unit of Competencies

1. Title	Document the abstracted layer design of the network architecture
2. Code	ITSWAR401A
3. Range	Document the abstracted layer design of the network architecture and its constraints, including both the current baseline model and the targeted network architecture [Architecture – Network Architecture]
4. Level	4
5. Credit	2
6. Competency	Performance Requirement

6. Competency		
	6.1 Understand the basic building blocks of a network architecture design	Be able to describe and identify the building blocks of a network architecture design and its basic components See Remark 1 for examples of building blocks.
	6.2 Document the design of a network architecture professionally	Be able to properly document the design of a network architecture aligning with company's policies as well as industry standards and practices See Remark 2 for items of a network technology architecture document

7. Assessment Criteria	The integrated outcome requirements of this UoCs is the ability to properly document the design of a network architecture following company's policies as well as industry standards and practices.

Remark	1. Examples of building blocks are network layers, communication protocols, and circuit specifications.
	
	2. The items in network technology architecture design document are
	  a) the architecture design, its constraints, vision and principles of network technology architecture (See Remark 3 for examples of these principles); and
	  b) the building blocks and their interfaces of the network architecture and their rationale for the decision made (See Remark 1 for examples of building blocks).
	
	3. Network technology architecture principles should at least include the following aspects
	  a) resilience level;
	  b) Quality of service (QoS) especially for multimedia applications, e.g. jitter on interactive voice applications, colouring or weighed queuing model for different class of services;
	  c) network bandwidth and rate limits;
	  d) network performance requirement at different mobility model; and
	  e) roaming.