Traveler

Architecture Notebook

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# Purpose

This document describes the decisions, constraints, justifications, significant elements, and any other overarching aspects of the system that shape the design and implementation.

[Always address Sections 2 through 6 of this template. Other sections are recommended, depending on the amount of novel architecture, the amount of expected maintenance, the skills of the development team, and the importance of other architectural concerns.]

# Architectural goals and constraints

[Insert a reference or link to the requirements that must be implemented to realize the architecture.

Formulate a set of goals that the architecture needs to meet in its structure and behavior. Identify critical issues that must be addressed by the architecture, such as: Are there hardware dependencies that should be isolated from the rest of the system? Does the system need to function efficiently under unusual conditions?] Wymagania

# Decisions and justifications

[List the decisions that have been made regarding architectural approaches and the constraints being placed on the way that the developers build the system. These will serve as guidelines for defining architecturally significant parts of the system. Justify each decision or constraint so that developers understand the importance of building the system according to the context created by those decisions and constraints. This may include a list of DOs and DON’Ts to guide the developers in building the system.] Taktyki

|  |  |
| --- | --- |
| Goal | How achieved (Tactics) |
|  |  |
|  |  |

# Architectural Mechanisms

[List the architectural mechanisms and describe the current state of each one. Initially, each mechanism may be only name and a brief description. They will evolve until the mechanism is a collaboration or pattern that can be directly applied to some aspect of the design.] Jak taktyki zrobić

## Architectural Mechanism 1

[Describe the purpose, attributes, and function of the architectural mechanism.]

## Architectural Mechanism 2

[Describe the purpose, attributes, and function of the architectural mechanism.]

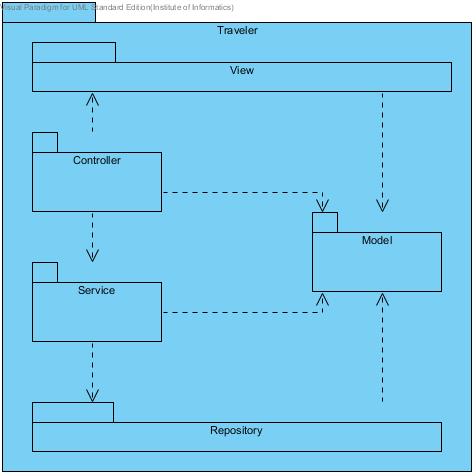
# Key abstractions

[List and briefly describe the key abstractions of the system. This should be a relatively short list of the critical concepts that define the system. The key abstractions will usually translate to the initial analysis classes and important patterns.] Perspektywa informacyjna

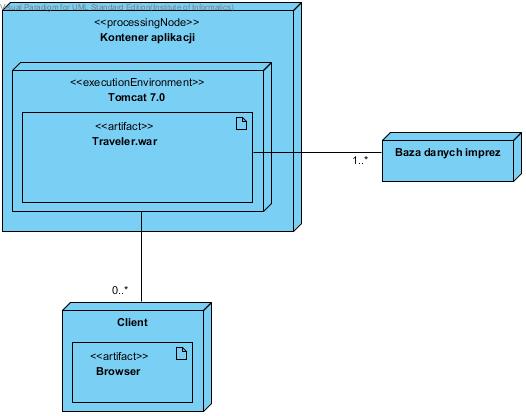
# Architectural views

[Describe the architectural views that you will use to describe the software architecture. This illustrates the different perspectives that you will make available to review and to document architectural decisions.] + Krótkie opisy

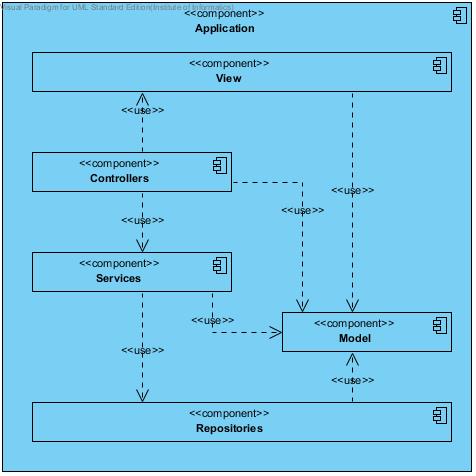
## Perspektywa wytwarzania



## Perspektywa rozmieszczenia



## Perspektywa funkcjonalna



# Use-case realizations (for selected use-cases)

Diagram klas I diagram sekwencji 2 pierwsze priorytety – wątek główny