Artifact-driven: A SA design method that derives abstractions from requirements using nouns words
Experience of software engineer : Selection of patterns is not well supported and depends on
Requirements: All SA design methods depend on
Pattern: is a generic and reusable design solution for recurring problems in a given context
3rd approach: introduce new model: The modling method that is not compatible with UML compliant tools
Tagged values: UML extension adds new properties to existing notations
All SA design methods: Imprecise requirements are obstacles for
Stereotypes: UML extension refines existing models to define new notations
None: Composition of subsystems is well-supported
Constraints: UML extension extends semantic for existing notations
Visually using UML and Textually using ADL: Software architecture can be modeled
Class: Each of the following is one of the three types of extensibility mechanisms in UML except
Design has more details than architecture: Each architecture is design, but not Each design is architecture because
Software Architecture: is the set of structures needed to reason about the system, which comprise software elements
Identifying the requirements: Software architecture can help in each of the following EXCEPT
It has multiple architectural views: Software architecture is NOT flat because
All the previous answers: An architecture is influenced by the development organization through
It helps dealing with changes: Software architecture can help in coping with evolution through
It is higher level abstract specification: Software architecture improves the understanding of the system because
Local change: Change to a single element is considered as change
Pattern-driven: extracts architectural abstractions from problem context concepts
It guides software development process: Software architecture is needed throughout software life cycle because