

Software Architectures

Exercise 4

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25. Juni 2017

Aufgabe 4.1

Blub

Aufgabe 4.2

Variant programming uses superclass method outputs to do further processing in a sub class. E.g. We have a superclass Car and a subclass Porsche. Both superclass and subclass have a method to calculate the horse power output. This method inside Porsche is defined in a way s.t. it uses the code of the same method of the superclass and only includes the code differences.

```
module body Car
  function CalcHorsePower()
    return 20;
  end CalcHorsePower;
end Car;

module Porsche extends Car
  function CalcHorsePower()
    return super.CalcHorsePower() * 1.5;
  end CalcHorsePower;
end Porsche;
```

Aufgabe 4.3

Subsystem definition

A subsystem is a set of logically related modules placed in a new large block. It is determined which modules create the interface of the subsystem. The internal subarchitecture is hidden.

Aufgabe 4.4

Miep bieb