### FII018: INGEGNERIA DEL SOFTWARE

## System/Software Architecture Design

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Dipartimento di Ingegneria e Scienze dell'Informazione e Matematica

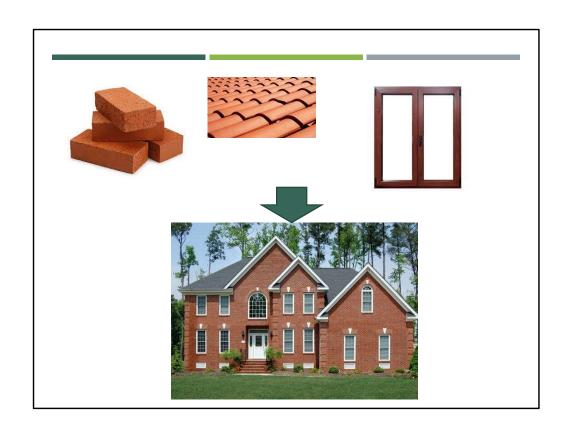
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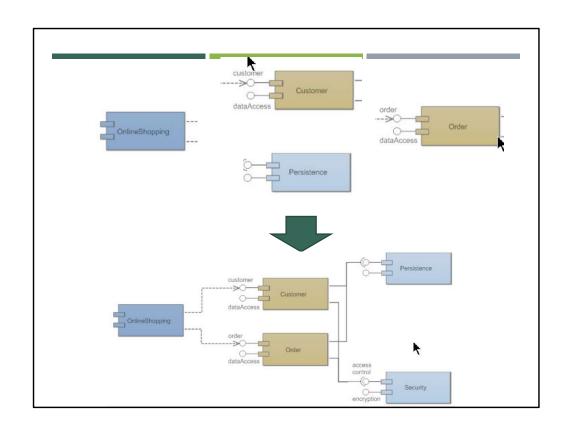
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Henry Muccini





# System design is the transformation of requirements into a system design model.

- •During system design, developers define the design goals of the project and <u>decompose</u> the system into smaller <u>subsystems</u> that can be <u>realized</u> by individual teams.
- •The result of system design is a **model** that includes a **subsystem decomposition** and a clear description of each of these strategies.



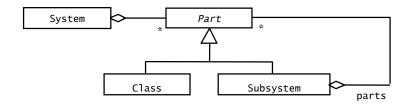
### System Design

- •Identify design goals. Developers identify and prioritize the qualities of the system that they should optimize.
- •Software Architecture: Design the initial subsystem decomposition. Developers decompose the system into smaller parts based on the use case and analysis models.
- •Refine the subsystem decomposition to address the design goals. The initial decomposition usually does not satisfy all design goals. Developers refine it until all goals are satisfied.

### 1. Subsystem decomposition

A subsystem is a replaceable part of the system with well-defined interfaces that encapsulates the state and behavior of its contained classes.

A subsystem typically corresponds to the amount of work that a single developer or a single development team can tackle.



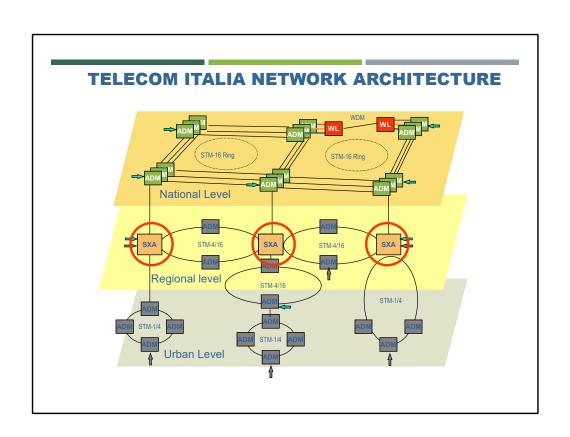
### **NEL VOSTRO PROGETTO**

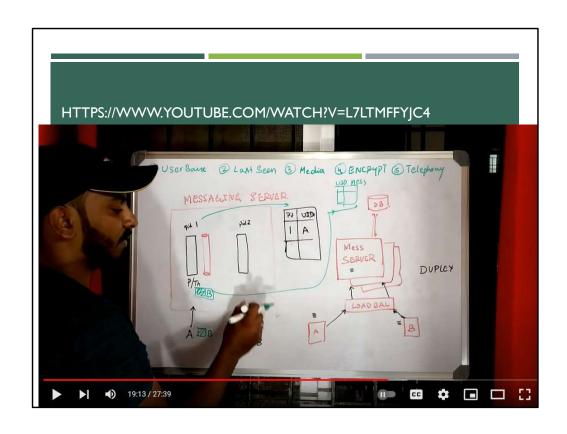
- Identificazione di componenti e connettori
- Identificazione delle interfacce
  - e come esse realizzino i requisiti funzionali
- Identificazione delle configurazioni
  - e come essi realizzano i requisiti non funzionali
- Identificazione del comportamento architetturale

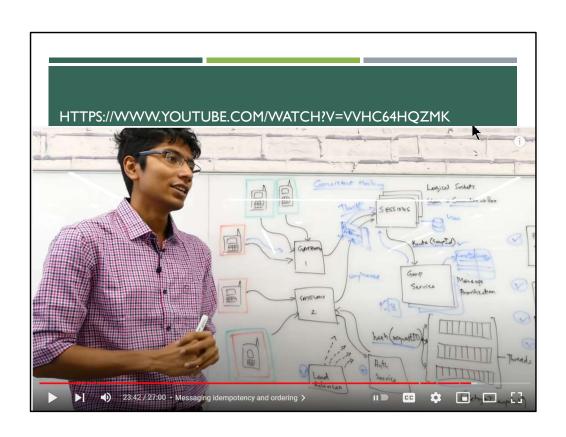
### NEL VOSTRO PROGETTO

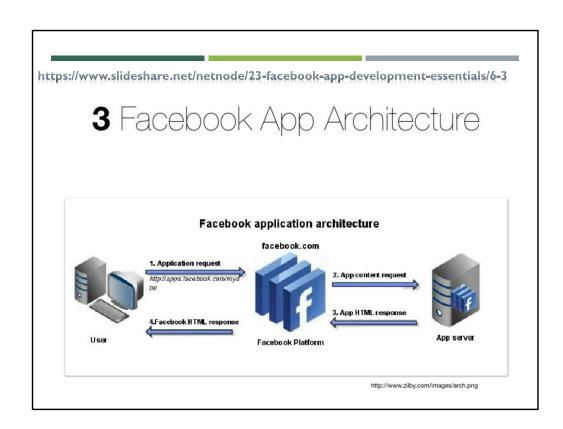
### Attenzione ai principi di:

- Astrazione
- Decomposizione
  - Decomposizione multi-view
- Gerarchie
- Coupling e Cohesion



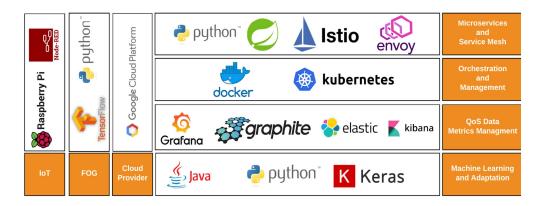






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### TECHNOLOGY STACK OF NDR CASE STUDY



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