Course Overview

Software Architecture

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University of Queensland



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- Using architecture patterns to structure software systems to be maintainable.
- How to build software that is *reliable* and *fault tolerant*.
- How to build software that is *scalable*.

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Practicals

• Developing stateless and persistent *RESTful web APIs*.

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- Developing stateless and persistent *RESTful web APIs*.
- Packaging software components into *Docker* containers.

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- Developing stateless and persistent *RESTful web APIs*.
- Packaging software components into *Docker* containers.
- Deploying containers to cloud platforms using *Terraform*.

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- Deploying containers to cloud platforms using *Terraform*.
- Using cloud platform tools to *monitor* and *scale* applications.

\S Assessment

Assessment

5%
30%
30%
35%

Presenting an Architecture

- 1. Find an active open-source project that interests you.
- 2. Discuss the project with course staff.
- 3. Dive into the code and *understand* the architecture.
- 4. Present a summary of the architecture to the class.

Building a Scalable Architecture

- 1. Build a *RESTful web API* according to our API specification.
- 2. Test that the API satisfies the specification.
- 3. Deploy the API to a cloud platform.
- 4. Scale the API to handle high loads.

Capstone Project

- 1. Write a *proposal* for a *software system* that you would like to build.
- 2. Vote on other proposals that you would like to work on.
- 3. Teams of 4 students will be assigned to work on a project.
- 4. Design and implement the project.

§ You and Us

Who are we?



Richard Thomas



Evan Hughes



Brae Webb



Matt Holloway

Question

Who are you?

Course Website

All course material is hosted on the course website: https://csse6400.uqcloud.net

If you find any *errors* or have any *improvements*, please submit a pull request on GitHub:

https://github.com/CSSE6400/software-architecture