Course Overview

Software Architecture

Richard Thomas

February 19, 2024
University of Queensland



• Well, software architecture.

- Well, software architecture.
- Designing and building software systems.

- Well, software architecture.
- Designing and building software systems.
 - Multiple software components that work together.

- Well, software architecture.
- Designing and building software systems.
 - Multiple software components that work together.
- Using architecture patterns to structure software systems to be maintainable.

- Well, software architecture.
- Designing and building software systems.
 - Multiple *software components* that work together.
- Using architecture patterns to structure software systems to be maintainable.
- How to build software that is *reliable* and *fault tolerant*.

- Well, software architecture.
- Designing and building software systems.
 - Multiple software components that work together.
- 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*.

Lectures

• Learn common architecture patterns.

Case Studies

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for *designing* and *implementing* software systems.

Case Studies

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for designing and implementing software systems.
- Learn the principles for working with *distributed systems*.

Case Studies

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for designing and implementing software systems.
- Learn the principles for working with *distributed systems*.

Case Studies

• Work on *case studies* that implement architectual patterns.

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for *designing* and *implementing* software systems.
- Learn the principles for working with distributed systems.

Case Studies

- Work on *case studies* that implement architectual patterns.
- Hands-on practice with the tools and techniques for *designing* and *implementing* software systems.

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for designing and implementing software systems.
- Learn the principles for working with distributed systems.

Case Studies

- Work on *case studies* that implement architectual patterns.
- Hands-on practice with the tools and techniques for *designing* and *implementing* software systems.

Practicals

• Develop stateless and persistent *RESTful web APIs*.

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for designing and implementing software systems.
- Learn the principles for working with distributed systems.

Case Studies

- Work on *case studies* that implement architectual patterns.
- Hands-on practice with the tools and techniques for *designing* and *implementing* software systems.

- Develop stateless and persistent *RESTful web APIs*.
- Package software components into *Docker* containers.

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for *designing* and *implementing* software systems.
- Learn the principles for working with *distributed systems*.

Case Studies

- Work on *case studies* that implement architectual patterns.
- Hands-on practice with the tools and techniques for *designing* and *implementing* software systems.

- Develop stateless and persistent *RESTful web APIs*.
- Package software components into *Docker* containers.
- Deploy containers to cloud platforms using *Terraform*.

Lectures

- Learn common architecture patterns.
- Learn tools and techniques for *designing* and *implementing* software systems.
- Learn the principles for working with distributed systems.

Case Studies

- Work on *case studies* that implement architectual patterns.
- Hands-on practice with the tools and techniques for *designing* and *implementing* software systems.

- Develop stateless and persistent *RESTful web APIs*.
- Package software components into *Docker* containers.
- Deploy containers to cloud platforms using *Terraform*.
- Use cloud platform tools to *monitor* and *scale* applications.

\S Assessment

Assessment

Project Proposal	5%
Building a Scalable Architecture API Functionality Deployed to Cloud Scalable Application	30% $12%$ $7.5%$ $10.5%$
Presenting an Architecture	30%
Capstone Project	35%

Building a Scalable Architecture

- 1. Build a $RESTful\ web\ API$ according to our 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.

Presenting an Architecture

- 1. Find an active open-source project that interests you.
 - From a list of suggested projects.
- 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.

Capstone Project

- 1. Propose a software system that you would like to build.
- 2. Vote on other proposals on which you would like to work.
- 3. Teams will be assigned to work on selected projects.
- 4. Design and implement the project.

§ You and Us

Who are we?



Richard Thomas



Evan Hughes



Riza Wibawa



Zaidul Alam

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

GitHub Username Registration Form

You need access to the CSSE6400 organisation on GitHub.

- Practicals Access to code.
- Assessment Most submissions.



https://tiny.cc/csse6400reg