

Architectural Views

CSSE6400

Richard Thomas

February 28, 2022

Interesting Software is Complex

Many aspects to the design of its architecture.

Architectural Design

Is about managing technical complexity.

Question

How do you describe a complex architecture, without making it too difficult to understand?

Question

How do you describe a complex architecture, without making it too difficult to understand?

Answer

Architectural Views – Only consider one aspect of the architecture at a time.

Architectural Views

- 4+1 Views [1]
 - logical, process, development, physical, scenario
- Software Architecture in Practice [2]
 - module, component-and-connector, allocation
- Rozanski and Woods [3]
 - context, building block, runtime, deployment
- NATO Architecture Framework [4]
 - concepts, service, logical, physical resource, architecture foundation
- The Open Group Architecture Framework (TOGAF) [5]
- ISO/IEC/IEEE 42010:2011 [6]

4+1 Views

Logical – *Structure* of how the software is implemented.

- components/classes, relationships, interactions

Process – *Dynamic* behaviour.

- concurrency & distribution, fault tolerance, process control, ...

Development – *Organisation* of the software in the development environment.

Physical – *Map* executable software containers to hardware.

- address non-functional requirements
 - availability, reliability, scalability, throughput, ...

Scenario – *Demonstrate* functionality delivered by architecture.

- use case details
 - *drive* functional design of architecture
 - *validate* design of architecture
 - *illustrate* purpose of architecture

Diagrams & Notation

- A *good* diagram is worth a thousand words.
 - A thousand diagrams is just confusing.
- UML – formal, well-defined language [7]
- C4 – informal, simple structure [8]
- You probably don't want to know about alternatives.

Reading...

“Architectural Views” Notes¹ [9]

¹Remember, I said you had to read the notes.

References

[1] Philippe Kruchten.

Architectural blueprints — the ‘4+1’ view model of software architecture.

IEEE software, 12(6):42–50, 1995.

[https:](https://www.cs.ubc.ca/~gregor/teaching/papers/4+1view-architecture.pdf)

[//www.cs.ubc.ca/~gregor/teaching/papers/4+1view-architecture.pdf](https://www.cs.ubc.ca/~gregor/teaching/papers/4+1view-architecture.pdf).

[2] Len Bass, Paul Clements, and Rick Kazman.

Software Architecture in Practice.

Addison-Wesley, 4th edition, August 2021.

[3] Nick Rozanski and Eóin Woods.

Software Systems Architecture: Working With Stakeholders Using Viewpoints and Perspectives.

Addison-Wesley, 2nd edition, 2012.

- [4] Architecture Capability Team.
NATO Architecture Framework.
NATO, 4th edition, September 2020.
- [5] The Open Group Architecture Forum.
The Open Group Architecture Framework Standard.
The Open Group, 9.2 edition, 2018.
<https://pubs.opengroup.org/architecture/togaf9-doc/arch/index.html>.
- [6] *ISO/IEC/IEEE 42010:2011.*
ISO, 2011.
- [7] *Unified Modeling Language.*
OMG, 2.5.1 edition, December 2017.
<https://www.uml.org/>.

[8] Simon Brown.

Software Architecture for Developers - Volume 2.

Leanpub, January 2022.

<https://leanpub.com/visualising-software-architecture>.

[9] Richard Thomas and Brae Webb.

Architectural views.

pages 42–50, February 2022.