# Software Engineering – Spring 2021
## Unit 3 Project – Architecture Reconstruction Case Study
## Due: 18th April 5:00 pm

**Objective:**
Learn to understand/specify software architectural descriptions

**Overview:**
Each team should select a significant software system and perform a case study of the system's architecture. The team should choose a system where the architecture and its rationale are either directly available or reconstructible from documents, code, etc. The team may choose any system that is big enough to have documented software architecture. Here are some possibilities:

- Ruby on Rails (www.rubyonrails.org)
- Jenkins (https://www.jenkins.io/)
- Atlas Transformation Language (https://www.eclipse.org/atl/)
- MySQL (https://www.mysql.com)
- Apache server (httpd.apache.org)
- Java2 Enterprise Edition (java.sun.com/j2ee)
- Microsoft .NET (www.gotdotnet.com & www.microsoft.com/net/)
- Eclipse (www.eclipse.org)
- iPhone SDK (http://developer.apple.com/iphone/)
- Unity (https://unity.com)
- Google VR SDK (https://developers.google.com/vr/develop/unity/get-started-android)

You may choose any other system (as long as the system is fairly complex) after getting permission from the instructor.

**Deliverables:**

Your final report *may* use the **Case Study Template** (given in moodle) for your report. Any other format for the document should be appropriately referenced/detailed.

Note that you must report the amount of effort spent by each member of the team at the end of the document. Most reports will probably be about 10-12 pages long (single-spaced).

**Grading:**
The grade for final version of the case study will be based on:
- 20% - Organization and presentation of content
- 30% - English usage (spelling, grammar, etc.)
- 50% - Technical merit (accuracy, completeness, etc.)