

SOFTWARE ARCHITECTURES INTRODUCTION

Software Engineering Seminar

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Outline

1 Systems Thinking

2 Reference Architectures



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2 Reference Architectures



What is a System?

- A **system** is a set of interacting components that *work* together to achieve a common goal.
- A **system** is a collection of elements that are *organized* in a specific way.
- A **system** is a structure that is designed to *perform* a specific function.



Systems Analysis Process

- **Systems analysis** is the *process* of studying a **system** in order to identify its **components**, **interactions**, and **goals**.
- **Systems analysis** is the *process* of **understanding** how a **system** **works** and how it can be **improved**.
- **Systems analysis** is the *first step* in the **systems development lifecycle**.



Systems Analysis Techniques

- **Systems analysis** uses a variety of techniques to study a system.
- It includes interviews, surveys, observations, and document analysis.
- It also includes data modeling, process modeling, and requirements analysis.



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Complexity and Emergence

- **Complexity** is the *degree* to which a **system** is **difficult** to understand.
- **Emergence** is the *appearance* of unexpected properties in a system that arise from the interactions of its components.
- **Complexity and emergence** are common in **dynamic systems** that are non-linear and chaotic.
- They can be *studied* and understood through **systems analysis** and **modeling**.



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Strategies to Solve Problems

- **Top-Down:** Start from the **big** picture and **break** it down into smaller **parts**.
- **Bottom-Up:** Start from small, well-defined components and integrate them into a **complete** system.
- Both strategies are useful and often *combined* in software design.



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Process Definition

- A **Process** is a **series** of steps or actions taken to achieve a particular end.
- **Processes** are used to **organize** and **manage** work.



Workflows

- A **Workflow** is a *series* of tasks that are performed in a specific order to *achieve a goal*.
- **Workflows** are used to *automate* and *optimize* *business processes*.
- **Workflows** can be *sequential*, *parallel*, *conditional*, or *repetitive*.



Process Models

- A **Process Model** is a representation of a **process** that shows the sequence of steps and the **relationships** between them.
- **Process models** are used to **analyze**, **design**, and **improve** processes.
- Examples of **process models** include flowcharts, data flow diagrams, activity diagrams, business process model and notation (BPMN), petri nets, state diagrams, among others.

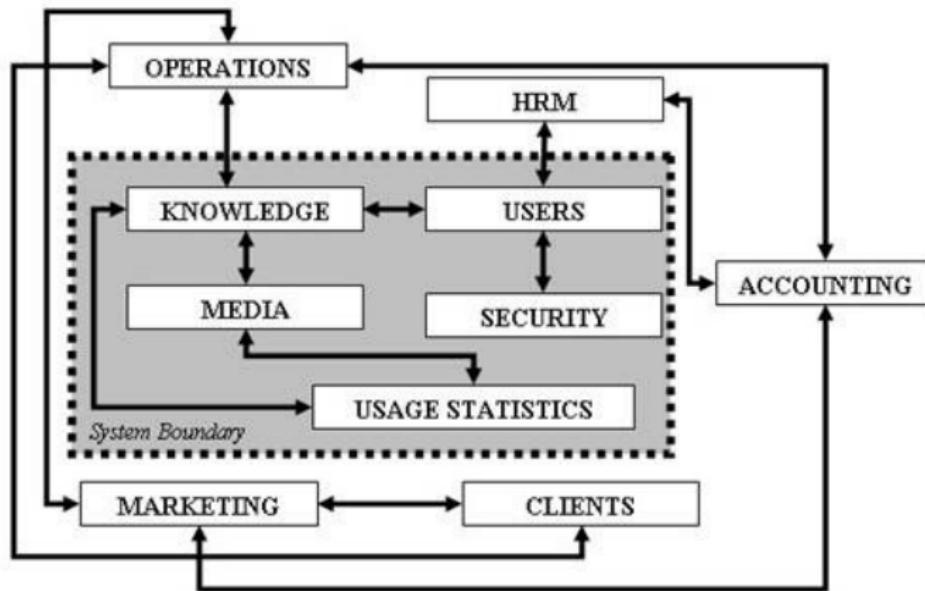


Causal Loops

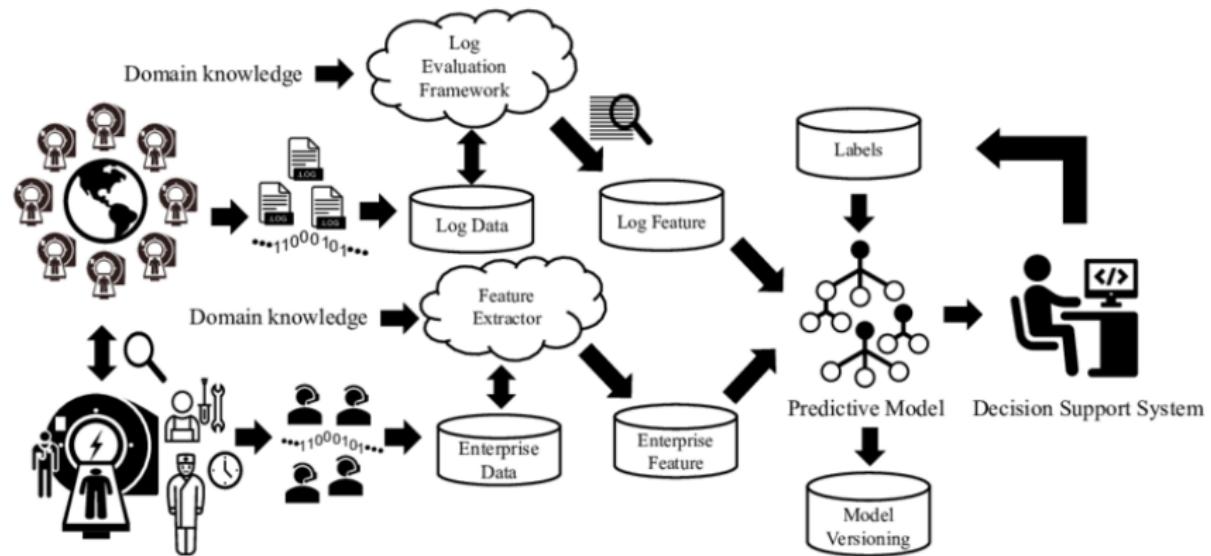
- A **Causal Loop** is a **diagram** that shows the **relationships** between different variables in a system.
- Causal loops are used to **analyze** and **understand** the **dynamics** of a system.
- Causal loops can be **positive** or **negative**.



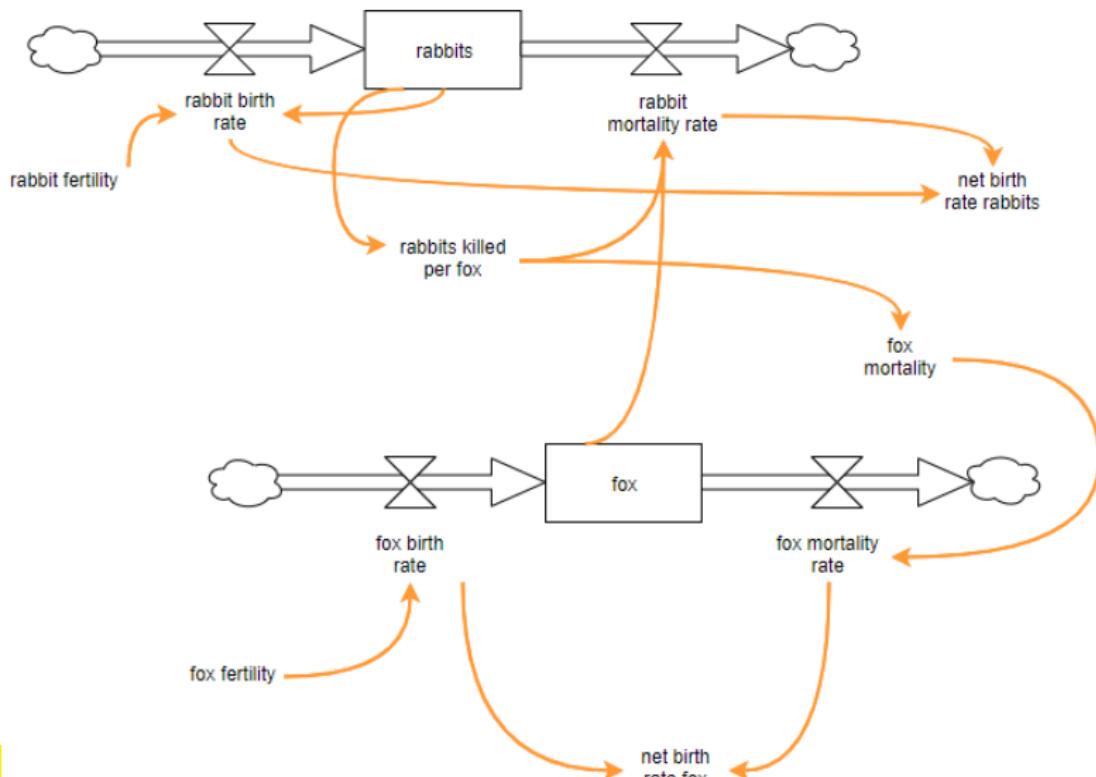
System Schema Example: Company Structure



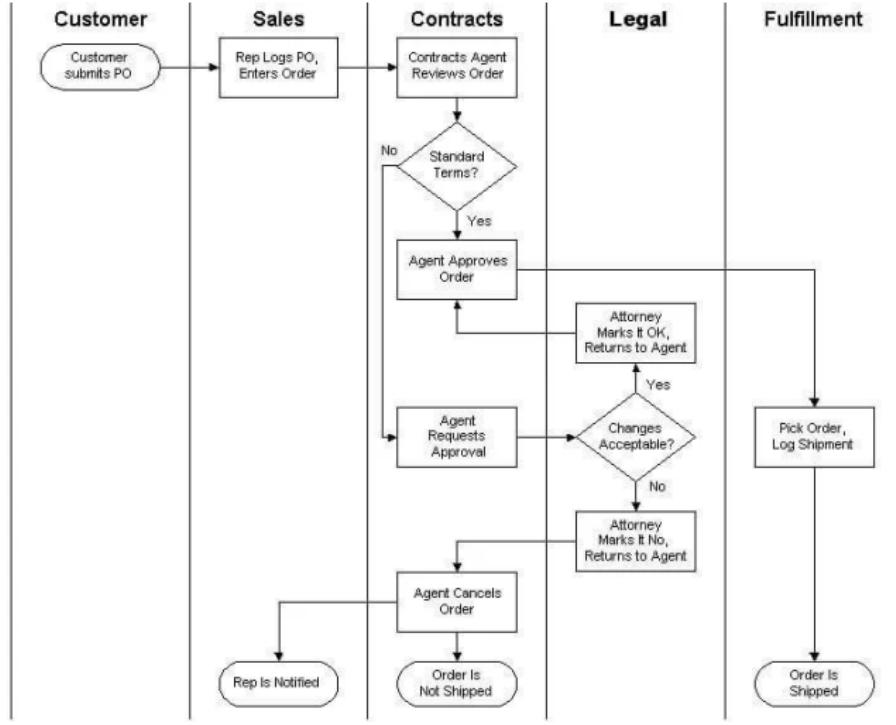
System Schema Example: Processing Pipeline



Stock and Flow Diagram



Business Process Model and Notation (BPMN)



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2 Reference Architectures



Design Before Code

- **Design** should come **before coding**.
- Jumping into *code without a plan* leads to **confusion** and **rework**.
- **Good design** **clarifies** the problem and **guides** the solution.



Understanding the Requirements

- **Requirements** must be well understood before design.
- Ask questions, clarify ambiguities, and document all requirements.
- Requirements define the **scope** and **direction** of the design.

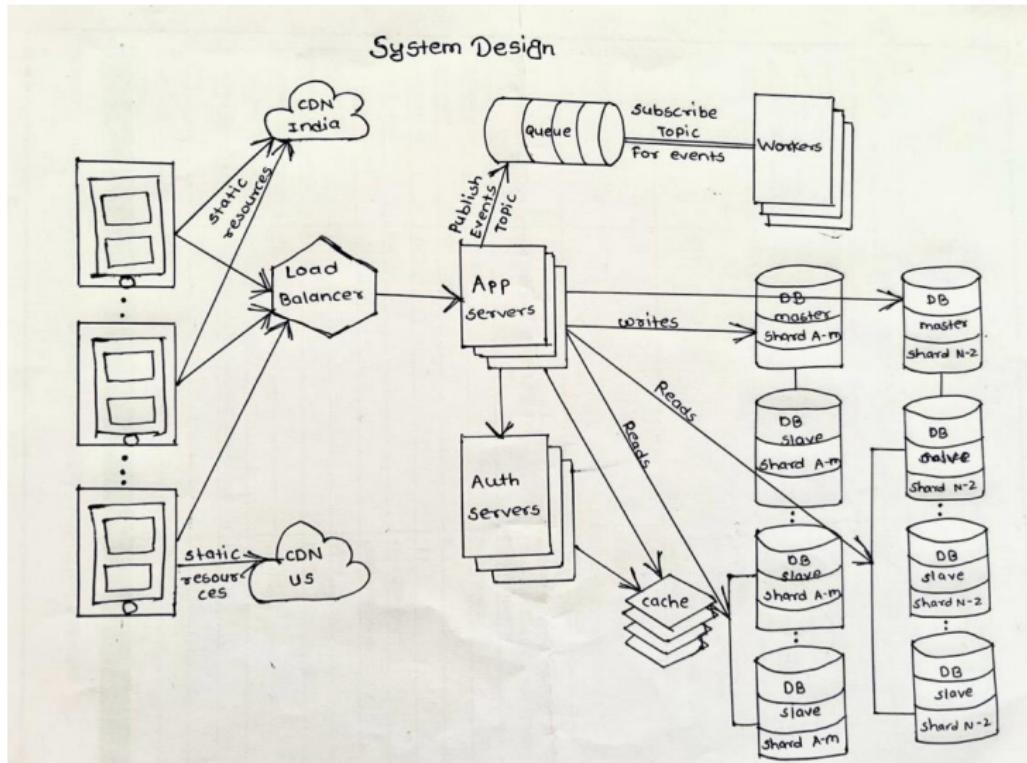


Design Based on the Problem

- **Design** should be **driven by the problem**, not by technology.
- Focus on what **needs** to be solved, *not just* how to implement it.
- Use the **problem statement** to identify **key objects** and their *relationships*.



Systems Design applied to Software Architectures



Conceptual Design and Technical Design

- **Conceptual Design:** What the system should do, using high-level models.
- **Technical Design:** How the system will be implemented, using detailed diagrams and specifications.
- Both are essential for a successful software project.



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What is a System Architecture?

- A **system architecture** is the *structure* of a system that *defines* its components, interactions, and relationships.
- A **system architecture** is the *blueprint* of a system that *guides* its development and implementation.
- A **system architecture** is the foundation of a **system** that *ensures* that it *meets* the *needs* of its *users*.



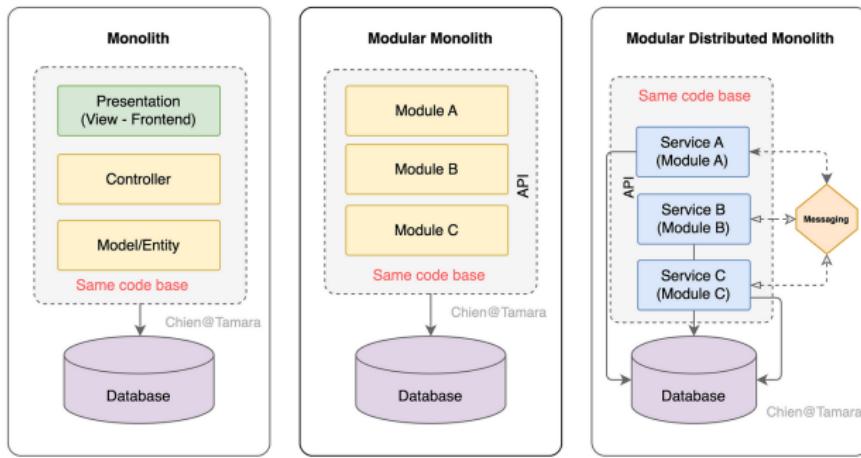
Types of System Architectures

- There are *several types* of system architectures that are *used* in systems development.
- They include monolithic, client-server, peer-to-peer, and distributed architectures.
- Each type of architecture has its own advantages and disadvantages that *depend* on the specific requirements of the system.



Monolithic System Architecture

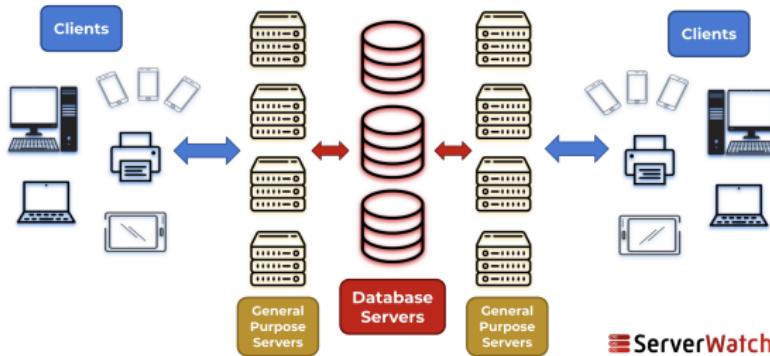
- A **monolithic system architecture** is a **single-tier architecture** that consists of a **single unit** that performs all the functions of the system.
- It is **simple, easy to develop, and maintain**, but it is **not scalable and flexible**. It is *used for small systems* that do not require high performance or reliability.



Client-Server System Architecture

- A **client-server system architecture** is a **two-tier architecture** that consists of a **client** and a **server** that communicate with each other over a **network**.
- It is **scalable**, **flexible**, and **efficient**, but it is **complex** and **difficult** to develop and maintain. It is used for **medium** to **large systems** that require high performance and **reliability**.

The Client-Server Model

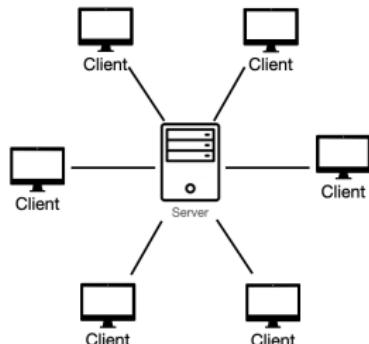


ServerWatch

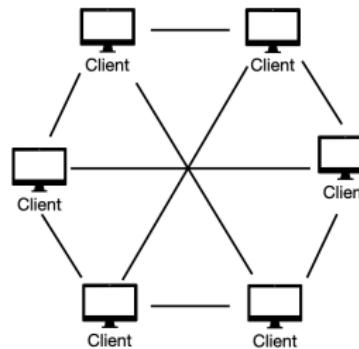


Peer-to-Peer System Architecture

- A **peer-to-peer system architecture** is a **two-tier architecture** that consists of a **network of peers** that communicate with each other directly.
- It is **scalable**, **flexible**, and **efficient**, but it is **complex** and **difficult to develop** and **maintain**. It is used for **medium to large systems** that require **high performance** and **reliability**.



Client Server Architecture

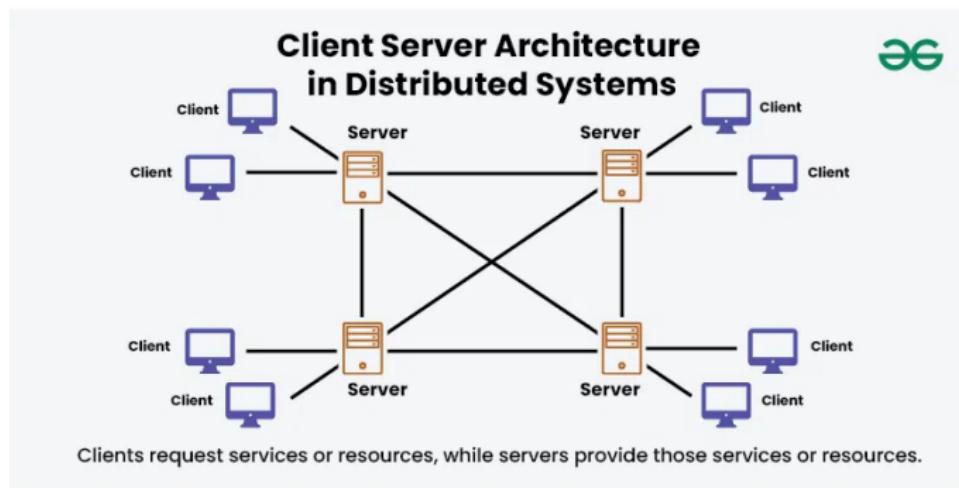


P2P Architecture



Distributed System Architecture

- A **distributed system architecture** is a **multi-tier architecture** that consists of a **network of nodes** that **communicate** with each other over a **network**.
- It is **scalable**, **flexible**, and **efficient**, but it is **complex** and difficult to **develop** and **maintain**. It is used for **large systems** that require **high performance** and **reliability**.

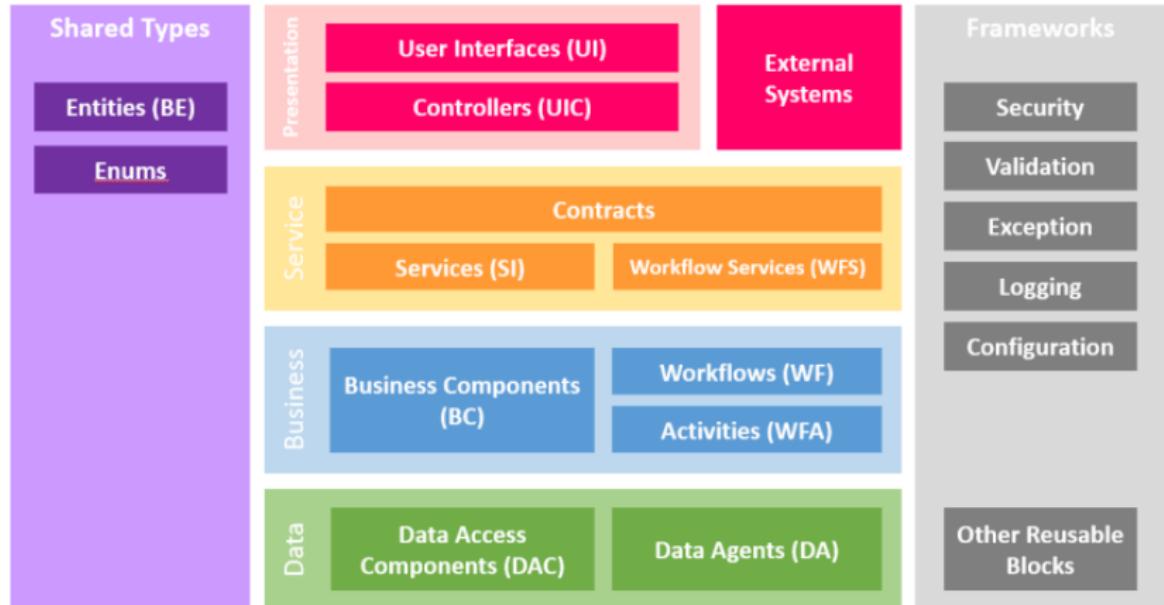


Software Architectures

- A **software architecture** is a **high-level structure** of a **software system** that defines its **components**, **interactions**, and **relationships**.
- A **software architecture** is the *blueprint* of a **software system** that guides its **development** and **implementation**.
- A **software architecture** is the foundation of a **software system** that ensures that it meets the needs of its users.



Layered Architecture Pattern



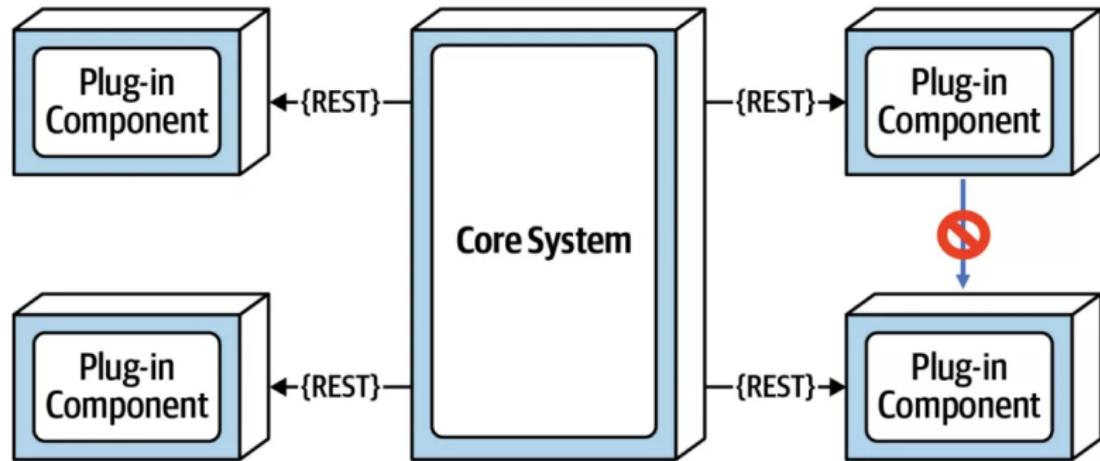
Database



Services & Data Sources

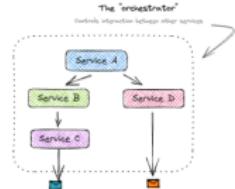


Microkernel Architecture Pattern



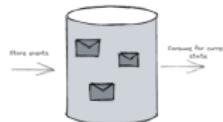
Event-based Architecture Pattern

To move canvas, hold mouse wheel or spacebar while dragging, or use the hand tool



Process Manager

Central unit that orchestrates communication
Process a workflow in a single unit



Event sourcing

Store events and consume for state
Build current state using events



Event streaming

Stream of events usually used for real-time processing

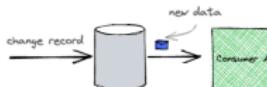
Inside event-driven architectures

What patterns will you come across when building event-driven architectures?



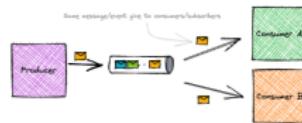
Point-to-point messaging (pull)

Messages put onto queue by sender
Receiver consumes messages from queue



Change data capture

Listening to events from changes in data.
Consume events directly from DB

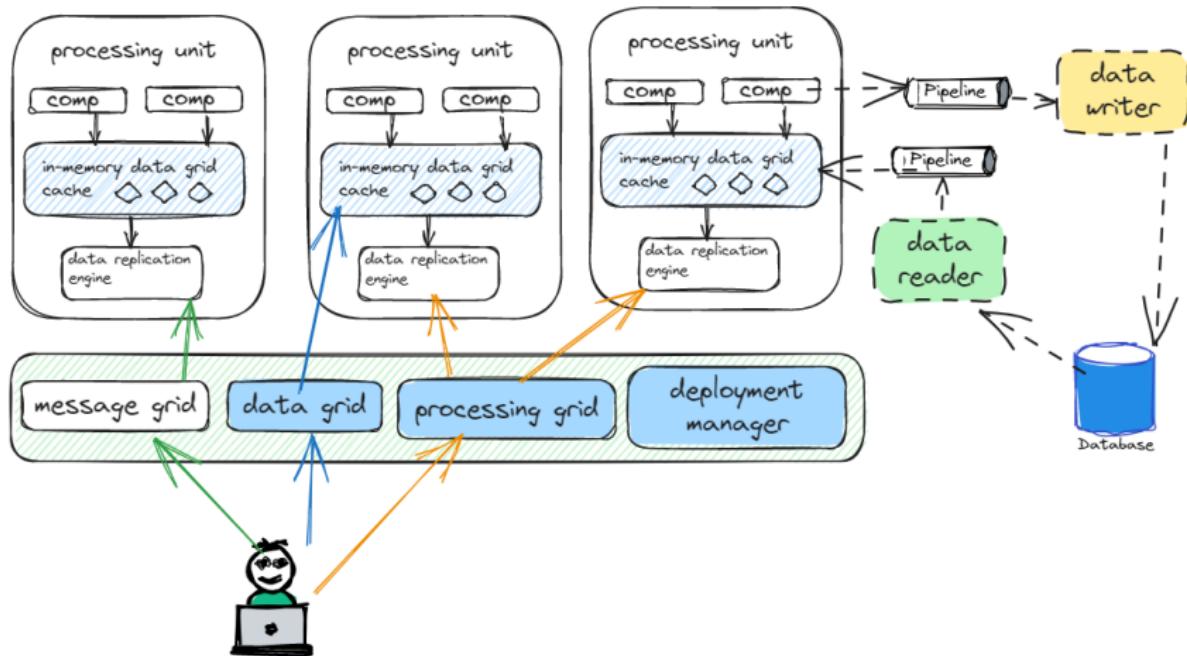


Pub/Sub (push)

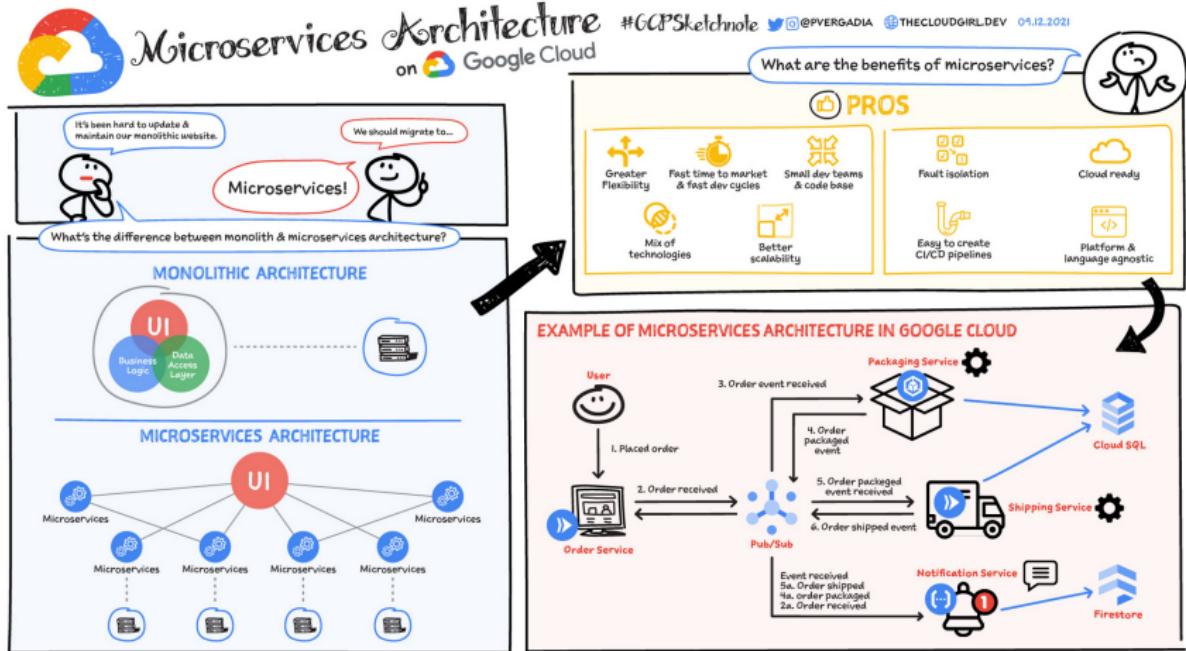
Publish messages/events to many subscribers
Each subscriber gets copy of event to process



Space-based Architecture Pattern

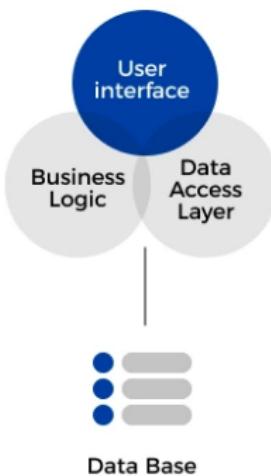


Microservices Architecture Pattern

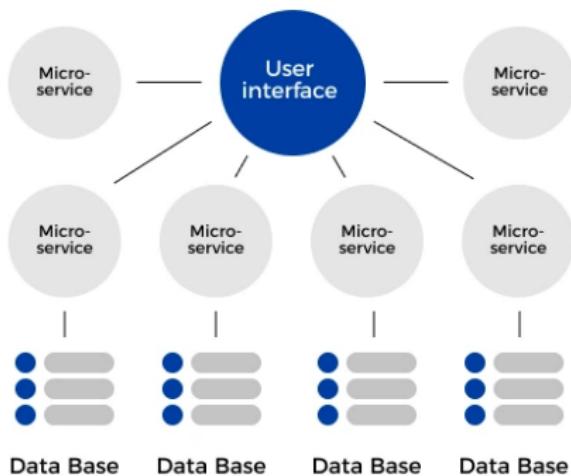


Monolithic Vs. Microservices Architectures

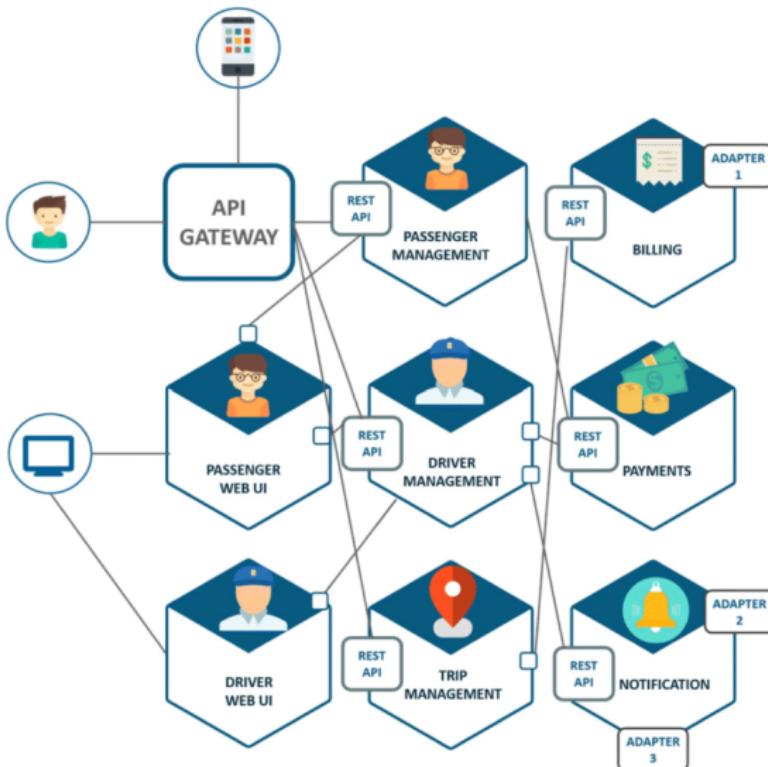
MONOLITHIC ARCHITECTURE



MICROSERVICE ARCHITECTURE



Case of Study: Microservices of Uber



Source: Kappagantula 2018



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Thanks!

Questions?



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