

Programming Life - Architectural Design

Group 5/E:

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1 Introduction

1.1 Purpose of the System

1.2 Design Goals

1.3 Definitions, acronyms and abbreviations

1.4 References

1.5 Overview

2 Proposed software architecture

2.1 Overview

2.2 Subsystem Decomposition

(which sub-systems and dependencies are there between the sub-systems?)

2.2.1 Interface (API) of each sub-system

2.3 Hardware/Software Mapping

(mapping of sub-systems to processes and computers, communication between computers),

2.4 Persistent Data Management

(file/ database, database design)

2.5 Global Resource Handling and Access Control for the different actors

2.6 Concurrency

(which processes run in parallel, how do they communicate, how are deadlocks prevented?)

2.7 Boundary Conditions

(how is the system started and stopped, what happens in case of a system crash)