









Architecture des Systèmes d'Information



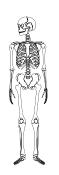




Framework Architecture









Framework





"A software framework is an <u>abstraction</u> in which software providing generic functionality can be selectively changed by user code, thus providing application specific software. It is a collection of <u>software libraries</u> providing a defined <u>application programming interface</u> (API)".

AKA :

- Middleware
- Kit
- Foundation software
- Adaptation layer
- ...

Well know framework





- .NET Framework
- J2EE, JEE
- COCOA
- STREAMS <u>Unix System V</u> driver framework.
- Motif graphical user interface (GUI) toolkit.

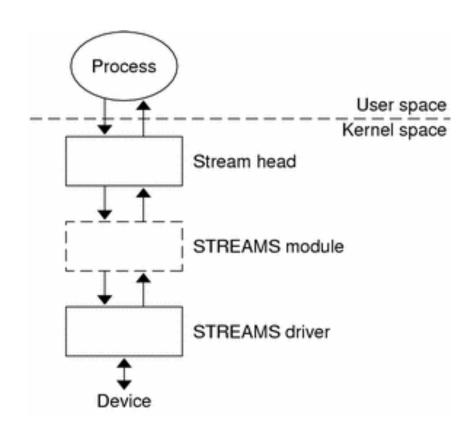






Streams System V

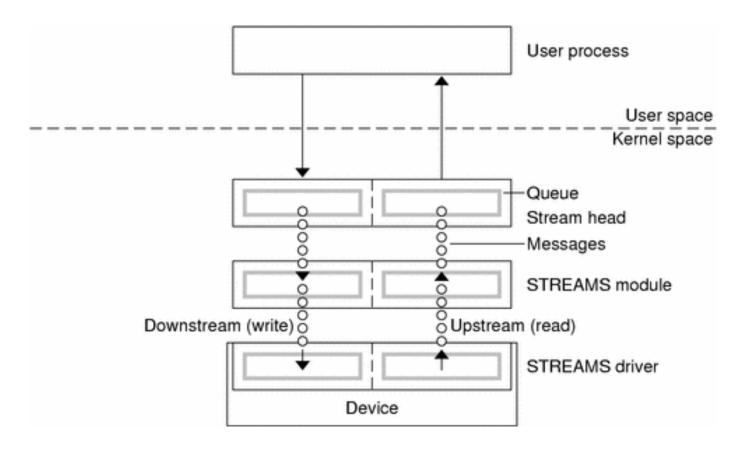




http://docs.sun.com/app/docs/doc/806-6546/part1-1?a=view

Streams System V: Queue

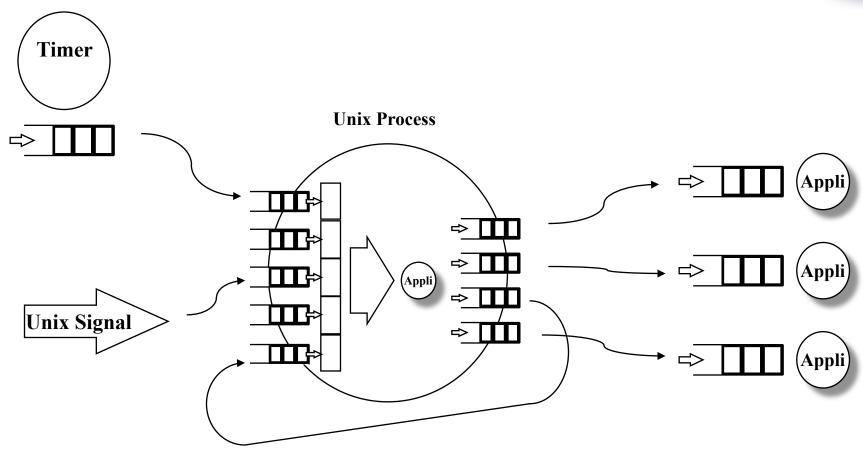




http://docs.sun.com/app/docs/doc/806-6546/part1-1?a=view

UNIX socket architecture: Message Passing

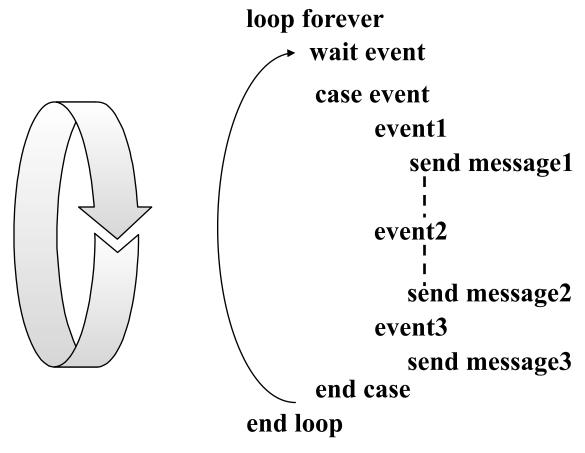




Application Software Architecture

7

Main Loop Event Processing



Asynchronous

Application Software Architecture



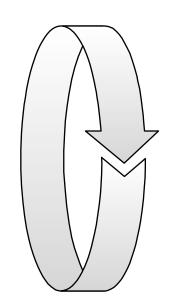
Loop Event Processing loop forever wait event case event event1 send message1 event2 send message2 event3 send message3 end case end loop **Asynchronous**

Sequential Event Processing begin wait event1 send message1 wait event2 send message2 wait event3 send message3 end

Synchronous

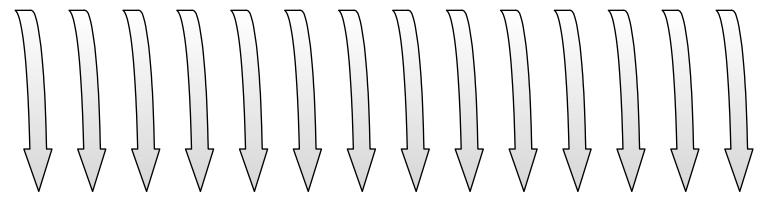
Synchrony and Threading

Asynchronous : Mono thread



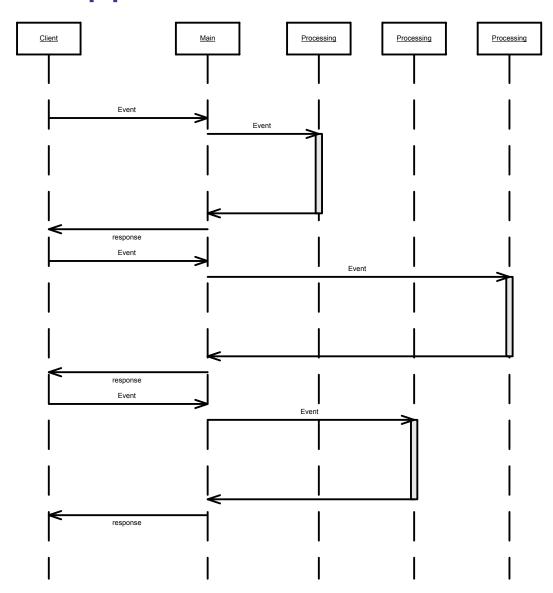


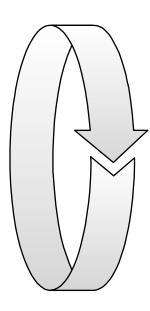
Synchronous : Multi Thread



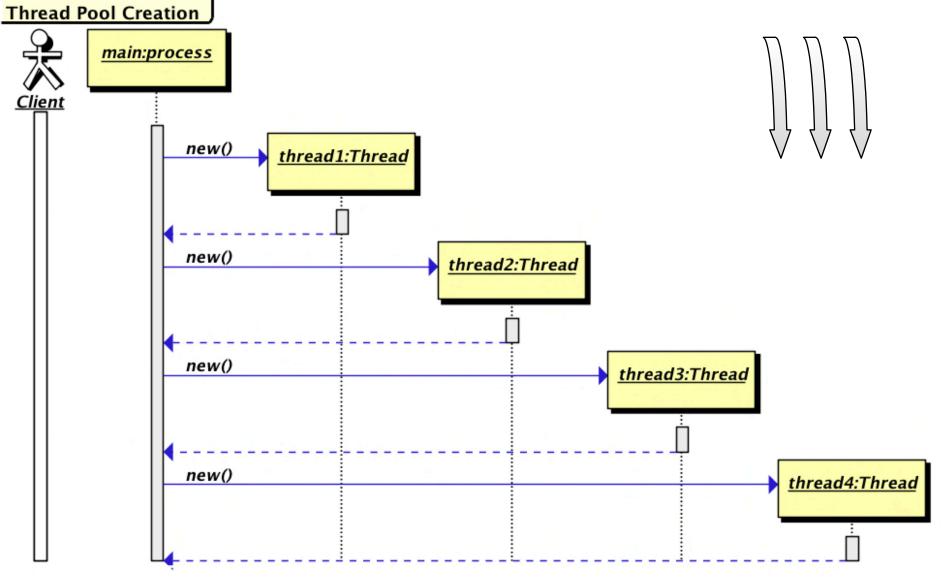
Software Application "Structure"

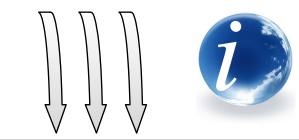


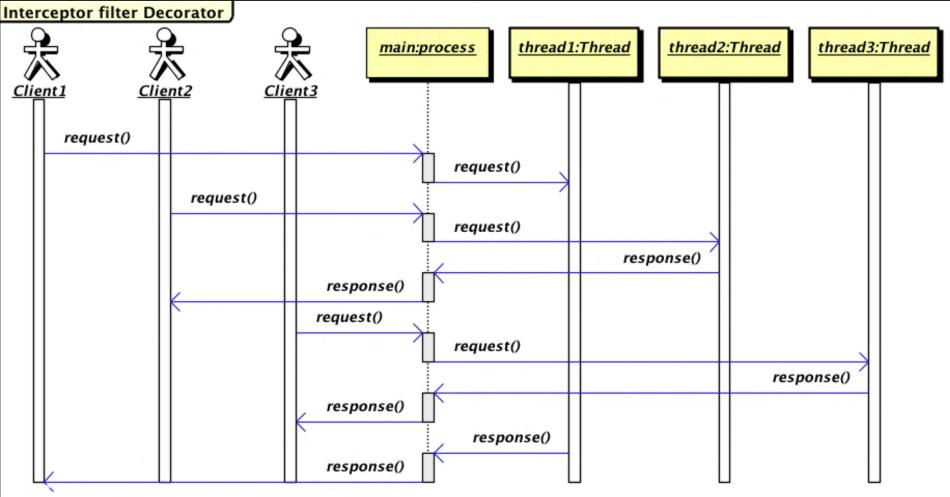












Component Dependency

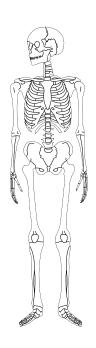


- Server side Call-backs population
 - Inheritance
 - Delegation
 - POJO
- Application side technical code calls.
 - Trace
 - Performance
 - Transaction
 - Security
- Client side dependency resolution.
 - Container
 - Interceptor

Server Side Calls back

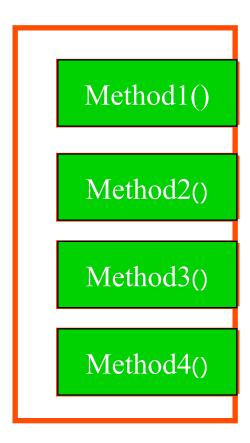




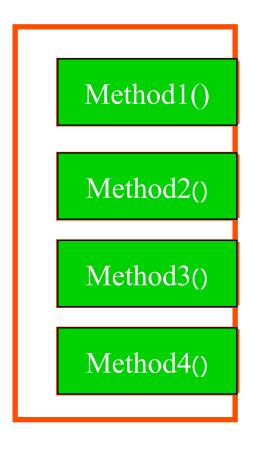


Call back (Hollywood pattern)













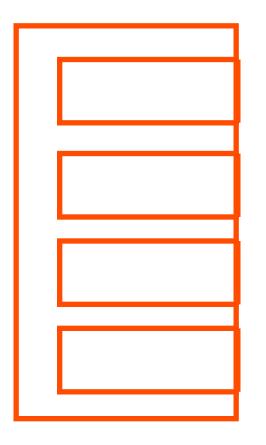
Container

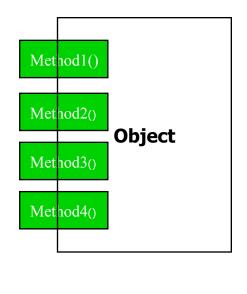
Method1() Method2() Method3() Method4()

Object



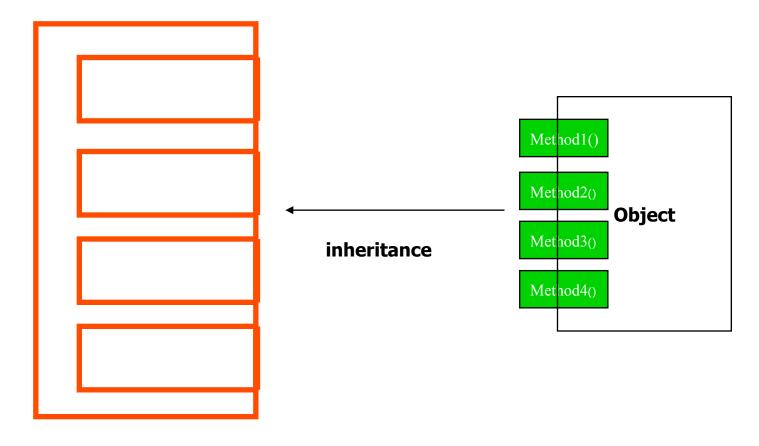






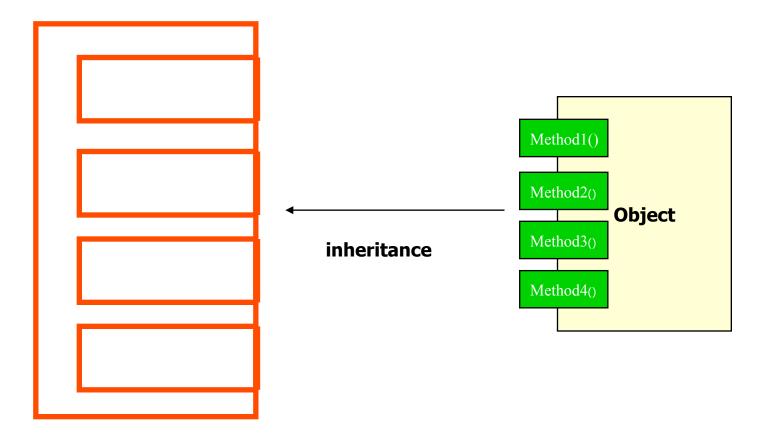








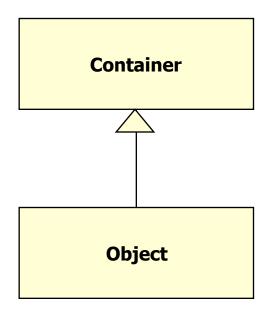






Inerithance







Delegation



Container Object





