

1. What is element interface?

- It is a contractual specification of how information should flow between the elements

2. Specify 6 inputs for the architecture design (pp 44-45)

- We need to ensure that we are clear about the *purpose* for the design activities that will ensue
- we need to make sure that the other drivers needed for the design activity are available
- we need to consider is the existing architecture design.
- We need to instantiate architectural elements, allocate, responsibilities and define interfaces.
- We need to sketch views and record design decisions.
- Perform analysis of current design and review iteration goal and achievement of design purpose.

3. How to refine architecture elements? (pp 46)

- Refinement can mean decomposition into finer-grained elements (top-down approach), combination of elements into coarser-grained elements (bottom-up approach), or improvement of previously identified elements. For existing systems or for later design iterations in greenfield systems, we normally choose to refine elements that were identified in prior iterations.

4. Why do we need to store the sketches of the architectures and the design decision?

- Because the sketches and decisions that I produce are the initial documentation for my architecture that I should capture and may flesh out later, if necessary.
Furthermore, it is fundamental to help in understanding how I arrived at the result